

Sebastian

CHARACTER NAME

Doctor

PROFESSION

Paul

PLAYER

3

LEVEL

EXPERIENCE POINTS



CHARACTER RECORD SHEET

Male

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMPORARY SCORE

TEMPORARY MODIFIER

STR

STRENGTH

10

0

DEX

DEXTERITY

13

1

CON

CONSTITUTION

9

-1

INT

INTELLIGENCE

17

3

WIS

WISDOM

11

0

CHA

CHARISMA

13

1

HP

HIT POINTS

14

AC

ARMOR CLASS

13

TOTAL

10

+

1

+

2

+

+

INITIATIVE

INITIATIVE MODIFIER

1

TOTAL

1

+

BASE ATTACK

BONUS

+1

CURRENT HP

SUBDUAL DAMAGE

SPEED

30

CURRENT SANITY

51

MAX SANITY

97

20% SANITY

10

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

CONDITIONAL MODIFIER

FORTITUDE

(CONSTITUTION)

0

=

1

+

-1

+

+

+

REFLEX

(DEXTERITY)

4

=

3

+

1

+

+

+

WILL

(WISDOM)

3

=

3

+

0

+

+

+

MELEE

ATTACK BONUS

+1

=

+1

+

0

+

+

RANGED

ATTACK BONUS

+2

=

+1

+

1

+

+

TOTAL

BASE ATTACK BONUS

STR MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

S&W Safety Hammerless

-2

1d10

x3

RANGE

HEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

15

Piercing

Tiny

Hammerless

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Nightstick or billy club

+0

1d4+0

x2

RANGE

HEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

—

Bludgeoning

Medium

AMMUNITION

0000 0000

0000 0000

0000 0000

0000 0000

FEATS

SPELLS

Weapon Proficiency (Melee): No penalty for using the weapon type

Dodge: +1 dodge bonus to AC vs one opponent.

Mobility: Can run past opponents without stopping.

GEAR

CORE SKILLS

SKILLS

MAX RANKS

6/3

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Animal Empathy

CHA

=

1

+

+

Appraise

INT

=

3

+

+

Balance

DEX

↑

=

1

+

+

Bluff

CHA

2

=

1

+

1

+

Climb

STR

↑

=

0

+

+

Computer Use

INT

=

3

+

+

Concentration

CON

0

=

-1

+

1

+

Craft

INT

7

=

3

+

4

+

Cthulhu Mythos

-

2

=

N/A

+

2

+

Demolitions

INT

=

3

+

+

Diplomacy

CHA

3

=

1

+

2

+

Disable Device

INT

=

3

+

+

Disguise

CHA

2

=

1

+

1

+

Drive

DEX

=

1

+

+

Escape Artist

DEX

↑

=

1

+

+

Forgery

INT

=

3

+

+

Gather Information

CHA

2

=

1

+

1

+

Handle Animal

CHA

=

1

+

+

Heal

WIS

4

=

0

+

4

+

Hide

DEX

↑

5

=

1

+

4

+

Innuendo

WIS

1

=

0

+

1

+

Intimidate

CHA

=

1

+

+

Jump

STR

↑

=

0

+

+

Knowledge

INT

4

=

3

+

1

+

Submersible Ops

INT

4

=

3

+

1

+

Medicine

INT

7

=

3

+

4

+

Knowledge: Biology

INT

4

=

3

+

1

+

Listen

WIS

2

=

0

+

2

+

Move Silently

DEX

↑

5

=

1

+

4

+

Open Lock

DEX

2

=

1

+

1

+

Operate Heavy Machinery

DEX

=

1

+

+

Performance

CHA

=

1

+

+

Pilot

CHA

=

1

+

+

Psychic Focus

DEX

=

1

+

+

Psychoanalysis

WIS

=

0

+

+

Read Lips

WIS

1

=

0

+

1

+

Repair

INT

=

3

+

+

Research

DEX

=

1

+

+

Ride

INT

=

3

+

+

Search

WIS

1

=

0

+

1

+

Sense Motive

DEX

2

=

1

+

1

+

Sleight of Hand

INT

5

=

3

+

2

+

Speak Other Language

INT

4

=

3

+

1

+

Spellcraft

INT

=

3

+

+

Spot

WIS

4

=

0

+

4

+

Swim

STR

↑

=

0

+

+

Tumble

DEX

↑

=

1

+

+

Use Rope

DEX

2

=

1

+

1

+

Wilderness Lore

WIS

=

0

+

+

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.
Skills marked with ■ are core skills. † armor check penalty, if any, applies.
* This skill requires a specialization; see the skill's listing for details.
†† This skill cannot be taken during character creation.

Character Notes:

Combat Option: Defense

Good saves/Bad saves

- Fortitude: Bad
- Reflex: Good
- Will save: Good

Specializations:

Name	Rank	Bonus	Total	Core
Craft #1: Chemistry	4		7	■
Craft #2:	0		-	□
Craft #3:	0		-	□
Craft #4:	0		-	□
Craft #5:	0		-	□
Craft #6:	0		-	□
Knowledge #1: Diving Suit	1		4	■
Knowledge #2: Submersible Ops	1		4	■
Knowledge #3: Medicine	4		7	■
Knowledge #4: Knowledge: Biology	1		4	□
Knowledge #5: Knowledge: Anthropology	1		4	□
Knowledge #6: Knowledge: Psychology	1		4	□
Knowledge #7: Knowledge: Occult	1		4	□
Knowledge #8: Knowledge: Chemistry	1		4	□
Perform. #1:	0		-	□
Perform. #2:	0		-	□
Pilot #1:	0		-	□
Pilot #2:	0		-	□
Language #1: Language: Latin	2		5	□
Language #2: Language: French	1		4	□
Language #3:	0		-	□

Primary Weapon: S&W Safety Hammerless: Attack: -2, Damage: 1d10, Critical: x3, Range: 15, Type: Piercing, Size: Tiny, Caliber: .38 S&W, Action: Rev/D, Capacity: 6, Loading: Side, Rate: Multifire, Country/Year: USA(1887)

Secondary Weapon:

Armor: None

- Education: 1
- Savings: \$ 1000
- Yearly Income: \$ 500

Gear	Price	Price
Name	1920	2000+