CTHULHU RISING
ADVENTURER SHEET

PERSONAL INFORMATION

Name: Height: Player Name:
Age: Weight: Birthplace:
Profession: Gender: Employer:

CHARACTERISTICS

STR ☐ CON ☐ SIZ ☐ INT ☐ POW ☐ DEI ☐ APP ☐ EDU ☐

SELECTED ATTRIBUTES

Damage Modifier:_____ Base Movement Rate:_____

ADVENTURER SHILLS

Agility: ( )

Climb: (40) ❑ _____
Dodge: (05) ❑ _____
EVA: (00) ❑ _____
Jump: (25) ❑ _____
Swim: (15) ❑ _____
Throw: (25) ❑ _____
Unarmed Cmbt: (25) ❑ _____
Zero G Cmbt: (05) ❑ _____

Communication: ( )

Bargain: (10) ❑ _____
Entertain: (05) ❑ _____
Fast Talk: (05) ❑ _____
Instruction: (05) ❑ _____
Interrogation: (15) ❑ _____
Leader: (15) ❑ _____
Streetwise: (10) ❑ _____
Orate: (05) ❑ _____
Speak Languages:
Own:_____(30) _____
_____(15) _____
_____(00) _____

Knowledge: ( )

Armoury: (05) ❑ _____
Astronomy: (05) ❑ _____
Astrogation: (00) ❑ _____
Administration: (10) ❑ _____
Computer: (15)
  Operation: ❑ _____
  Programming: ❑ _____
  Security: ❑ _____
Data Analysis: (25) ❑ _____
Demolitions: (00) ❑ _____
Electronics: (05)
  Communications: ❑ _____
  Security: ❑ _____
  Systems: ❑ _____
Engineering: (05) ❑ _____
Evaluate: (05) ❑ _____
History: (20) ❑ _____
Law: (05) ❑ _____
Mechanical: (05)
  Aerospace: ❑ _____
  Vehicle: ❑ _____
Medical:
  First Aid: (10) ❑ _____
  Medicine: (05) ❑ _____
Navigation: (05) ❑ _____
Occult: (05) ❑ _____
Pilot: (00)
  Aerospace: ❑ _____
  Spacecraft: ❑ _____
Pharmacy: (05) ❑ _____
Psychoanalysis:(00) ❑ _____
Psychology: (00) ❑ _____
Religion: (10) ❑ _____
Powered Armor: (00) ❑ _____

Read/Write Language:
_____ _____
_____ _____
Sciences: (05)
  Biology: ❑ _____
  Chemistry: ❑ _____
  Geology: ❑ _____
  Physics: ❑ _____
  Planetology (00): ❑ _____
  _____:❑ _____
Survival: (05) ❑ _____
Tactics (squad): (05) ❑ _____
Vacc Suit: (00) ❑ _____

Manipulation: ( )

Conceal: (05) ❑ _____
Devise: (05) ❑ _____
Vehicle: (05) ❑ _____

Perception: ( )

Fwd Observer: (05) ❑ _____
Listen: (25) ❑ _____
Recon: (05) ❑ _____
Spot Hidden: (25) ❑ _____
Search: (25) ❑ _____

Stealth: ( )

Hide: (10) ❑ _____
Sneak: (10) ❑ _____

COMBAT ABILITIES

A% MOD: P% MOD:

WEAPON	ROF	A% / P%	DAMAGE	PV	AMMO
FIST (50)					
GRAPPLE (25)					
KICK (25)					

HIT POINTS

TOTAL: ☐

HIT LOCATION	AP / HP	MELEE	MISSILE
RIGHT LEG		01-04	01-03
LEFT LEG		05-08	04-06
ABDOMEN		09-11	07-10
CHEST		12	11-15
RIGHT ARM		13-15	16-17
LEFT ARM		16-18	18-19
HEAD		19-20	20

ARMOUR ENC

EQUIPMENT ENC

CHARACTER SKETCH/NOTES:

ATTRIBUTE TALLIES + SPECIAL SKILLS

IDEA SCORE:
(INTx5%)

KNOWLEDGE:
(EDUx5%)

LUCK SCORE:
(POWx5%)

CTHULHU MYTHOS:
(00)

CREDIT RATING:
(15)

ENC POINTS:
(STR+CON)

MAGIC POINTS:
(POW)

SANITY POINTS

CURRENT:

TOTAL:

SPELLS KNOWN %