CTHULHU TECH

Personal Information

Name _____
Callsign _____
Allegiance _____
Occupation _____
Virtue _____
Flaw _____
Race _____
Player _____

Drama Points

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

Agility

shifted

- Agility Feat
- Athletics
- Armed Fighting
- Criminal
- Dodge
- Fighting
- Pilot
- Stealth
- Thrown Weapons
- _____
- _____

Intellect

shifted

- Intellect Feat
- *Arcanotechnician
- *Arcanotech Engineering
- *Armorer
- Bureaucracy
- Business
- *Communications
- *Computers
- Culture
- *Demolitions
- Education
- R*Engineering
- History
- *Larceny
- Law Enforcement
- Literacy
- R*Medicine
- *Munitions
- Occult
- R*Parapsychology
- Regional Know.
- Research
- Savoir-Faire
- R*Sciences (Earth)
- R*Sciences (Life)

Intellect cont.

- R*Sciences (Physical)
- *Security
- Streetwise
- Surveillance
- *Technician
- _____
- _____

Perception

shifted

- Perception Feat
- *Appraisal
- Artist
- Observation
- Marksman
- Support Weapons
- _____
- _____

Presence

shifted

- Presence Feat
- Intimidate
- Misdirect
- Performance
- Persuade
- Seduction
- _____
- _____

Strength

shifted

- Strength Feat
- _____
- _____

Tenacity

shifted

- Tenacity Feat
- Survival
- _____
- _____

Secondary Attributes

REFLEX	ACTIONS	ORGONE
Tager bonus	Tager bonus	Familiar bonus
Tager Total	Tager Total	Total

Movement

Travel	Sprint	Cautious
MPH	YPT	YPT

WEAPON	Damage	Shots	Rounds	Range short	Range mid	Range long
WEAPON						
WEAPON						
WEAPON						
WEAPON						
WEAPON						

+2 -2

ARMOR

SHIELDS

VITALITY — Tager Vitality

Flesh Wound	No Effect
Light Wound	-1 Test Penalty
Moderate Wound	-3 Test penalty; 1/2 Movement; 1/2 Armor; 2 Actions Max
Serious Wound	-6 Test penalty; Crawl; Armor Gone; 1 Action Max
On Death's Door	Unconcious & Dying

Assets / Drawbacks

Assets	Drawbacks

Difficulty & Modifiers

Contest Difficulties

Degree	Difficulty	Standard
Easy	7-9	8
Average	10-14	12
Challenging	15-19	16
Hard	20-25	22
Incredibly Hard	26-31	28
Legendary	32+	34

Contest Modifiers

Advantage	Modifier
Slight	+1
Reasonable	+2
Considerable	+4
Outrageous	+8

TAGERS

Agility Bonus
Total Agility

Perception Bonus
Total Perception

Strength Bonus
Total Strength

Tenacity Bonus
Total Tenacity

REGEN

ARMOR

Manifestation
Fear Factor

LIMIT WEAPON

Special Abilities

MOVEMENT

Travel	Sprint	Cautious
MPH	YPT	YPT

INSANITY

	Penalty/Points	Disorders
0		
0-1		
0		
2-3		
-1		
4-5		
-2		
6-7		
-4		
8-9		
!		

GEAR

Carried	Owned

XP Total
XP Banked
XP Spent

Secondary Info

Specializations

Language:
Language:
Language:
Language:
Language:
Language:
Hobby:
Trivia: