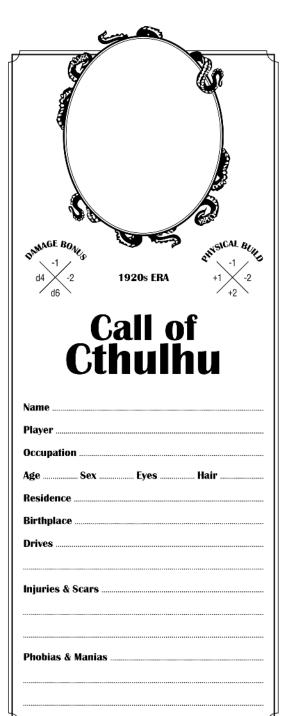


☐ Accounting (05%)	 ☐ Fast Talk (05%)	
☐ Anthropology (01%)	 ☐ Fighting (Brawl) (25%)	
☐ Apraise (05%)		
☐ Archaeology (01%)	 □	
Arts and Crafts (05%)	☐ Firearms, small (20%)	
	 □ Firearms, large (25%)	
	 ☐ First Aid (30%)	
□ Charm (15%)	 ☐ History (05%)	
□ Climb (20%)	 □ Intimidate (15%)	
Credit Rating (00%)	 □ Jump (20%)	
Cthulhu Mythos (00%)	 Language (Other) (01%)	
□ Disguise (05%)	 □	
□ Dodge (Half DEX)	 	
□ Drive Auto (20%)	 	
□ Elec. Repair (10%)	 ☐ Language (Own) (EDU)	

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Health San	ity	Luck	Magic				
☐ Unconscious ☐ Dying ☐ Major-wound ☐ Temp. insane ☐ Indef. insane							
□ Law (05%)		Science (01	%)				
☐ Library Use (20%)							
□ Listen (25%)							
□ Locksmith (01%)							
☐ Mech. Repair (10%)		☐ Sleight of H	land (10%)				
☐ Medicine (01%)		☐ Spot Hidde	n (25%)				
□ Natural World (10%)		☐ Stealth (20°	%)				
□ Navigate (10%)		Survival (10	1%)				
□ Occult (05%)							
□ Op. Hv. Machine (01%)		□ Swim (20%)					
☐ Persuade (10%)		☐ Throw (20%	o)				
Pilot (01%)		□ Track (10%)				
							
☐ Psychology (10%)							
☐ Psychoanalysis (01%)							
☐ Ride (05%)		<u> </u>					

Chance Dmg. Range Attacks Ammo Malf.

Ranged Weapon