

CTHULHU by GASLIGHT™ INVESTIGATORS' GUIDE

INVESTIGATORS PACK

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3450 Wooddale Court
Ann Arbor, MI 48104



CTHULHU by GASLIGHT Investigator

Name _____ Social Status _____ Pronoun _____
 Occupation _____ Residence _____ Age _____



CALL of CTHULHU

Characteristics

STR	Reg Half Fifth	SIZ	Reg Half Fifth	Hit Points	Maximum Current
CON	Reg Half Fifth	POW	Reg Half Fifth	Magic Points	Maximum Current
DEX	Reg Half Fifth	APP	Reg Half Fifth	Luck	Starting Current Insane
INT IDEA	Reg Half Fifth	EDU KNOW	Reg Half Fifth	Sanity	

Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

Skills

<input type="checkbox"/> Accounting (10%)	Reg Half Fifth	<input type="checkbox"/> _____	Reg Half Fifth	<input type="checkbox"/> Persuade (10%)	Reg Half Fifth
<input type="checkbox"/> Alienism (01%)	Reg Half Fifth	<input type="checkbox"/> <i>Firearms</i>	Reg Half Fifth	<input type="checkbox"/> _____ (01%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)	Reg Half Fifth	<input type="checkbox"/> First Aid (30%)	Reg Half Fifth	<input type="checkbox"/> <i>Pilot</i>	Reg Half Fifth
<input type="checkbox"/> Appraise (05%)	Reg Half Fifth	<input type="checkbox"/> History (05%)	Reg Half Fifth	<input type="checkbox"/> Psychology (10%)	Reg Half Fifth
<input type="checkbox"/> Archaeology (01%)	Reg Half Fifth	<input type="checkbox"/> Intimidate (15%)	Reg Half Fifth	<input type="checkbox"/> Reassure (fifth APP)	Reg Half Fifth
<input type="checkbox"/> _____ (05%)	Reg Half Fifth	<input type="checkbox"/> Jump (20%)	Reg Half Fifth	<input type="checkbox"/> Religion (10%)	Reg Half Fifth
<i>Art / Craft</i>		<input type="checkbox"/> _____ (01%)	Reg Half Fifth	<input type="checkbox"/> Ride (20%)	Reg Half Fifth
<input type="checkbox"/> Charm (15%)	Reg Half Fifth	<input type="checkbox"/> <i>Language (Other)</i>	Reg Half Fifth	<input type="checkbox"/> _____ (01%)	Reg Half Fifth
<input type="checkbox"/> Climb (20%)	Reg Half Fifth	<input type="checkbox"/> _____ (EDU)	Reg Half Fifth	<input type="checkbox"/> _____	Reg Half Fifth
Credit Rating (00%)	Reg Half Fifth	<input type="checkbox"/> <i>Language (Own)</i>	Reg Half Fifth	<input type="checkbox"/> Sleight of Hand (10%)	Reg Half Fifth
Cthulhu Mythos (00%)	Reg Half Fifth	<input type="checkbox"/> Law (05%)	Reg Half Fifth	<input type="checkbox"/> Spot Hidden (25%)	Reg Half Fifth
<input type="checkbox"/> Disguise (05%)	Reg Half Fifth	<input type="checkbox"/> Library Use (20%)	Reg Half Fifth	<input type="checkbox"/> Stealth (20%)	Reg Half Fifth
<input type="checkbox"/> Dodge (half DEX)	Reg Half Fifth	<input type="checkbox"/> Listen (20%)	Reg Half Fifth	<input type="checkbox"/> _____ (10%)	Reg Half Fifth
<input type="checkbox"/> Drive Carriage (20%)	Reg Half Fifth	<input type="checkbox"/> Locksmith (01%)	Reg Half Fifth	<i>Survival</i>	
<input type="checkbox"/> Fast Talk (05%)	Reg Half Fifth	<input type="checkbox"/> Mech. Repair (20%)	Reg Half Fifth	<input type="checkbox"/> Swim (30%)	Reg Half Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg Half Fifth	<input type="checkbox"/> Medicine (01%)	Reg Half Fifth	<input type="checkbox"/> Throw (20%)	Reg Half Fifth
<input type="checkbox"/> _____	Reg Half Fifth	<input type="checkbox"/> Natural World (10%)	Reg Half Fifth	<input type="checkbox"/> Track (10%)	Reg Half Fifth
<i>Fighting</i>		<input type="checkbox"/> Navigate (10%)	Reg Half Fifth	<input type="checkbox"/> _____	Reg Half Fifth
<input type="checkbox"/> Firearms (Handgun) (20%)	Reg Half Fifth	<input type="checkbox"/> Occult (05%)	Reg Half Fifth	<input type="checkbox"/> _____	Reg Half Fifth
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg Half Fifth	<input type="checkbox"/> Operate Heavy Machinery (01%)	Reg Half Fifth	<input type="checkbox"/> _____	Reg Half Fifth

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg Half Fifth	1D3 + DB	1	-	-	-	<input type="checkbox"/>
_____	Reg Half Fifth	_____	_____	_____	_____	_____	Build <input type="checkbox"/>
_____	Reg Half Fifth	_____	_____	_____	_____	_____	Dodge <input type="checkbox"/>
_____	Reg Half Fifth	_____	_____	_____	_____	_____	Damage Bonus <input type="checkbox"/>



A page with two columns of horizontal lines for writing, set against a light brown, marbled background. The lines are evenly spaced and extend across most of the page's width.



CTHULHU by GASLIGHT Pulp Hero

Name _____ Social Status _____ Pronoun _____
 Occupation _____ Residence _____ Age _____
 Archetype _____



PULP CTHULHU™

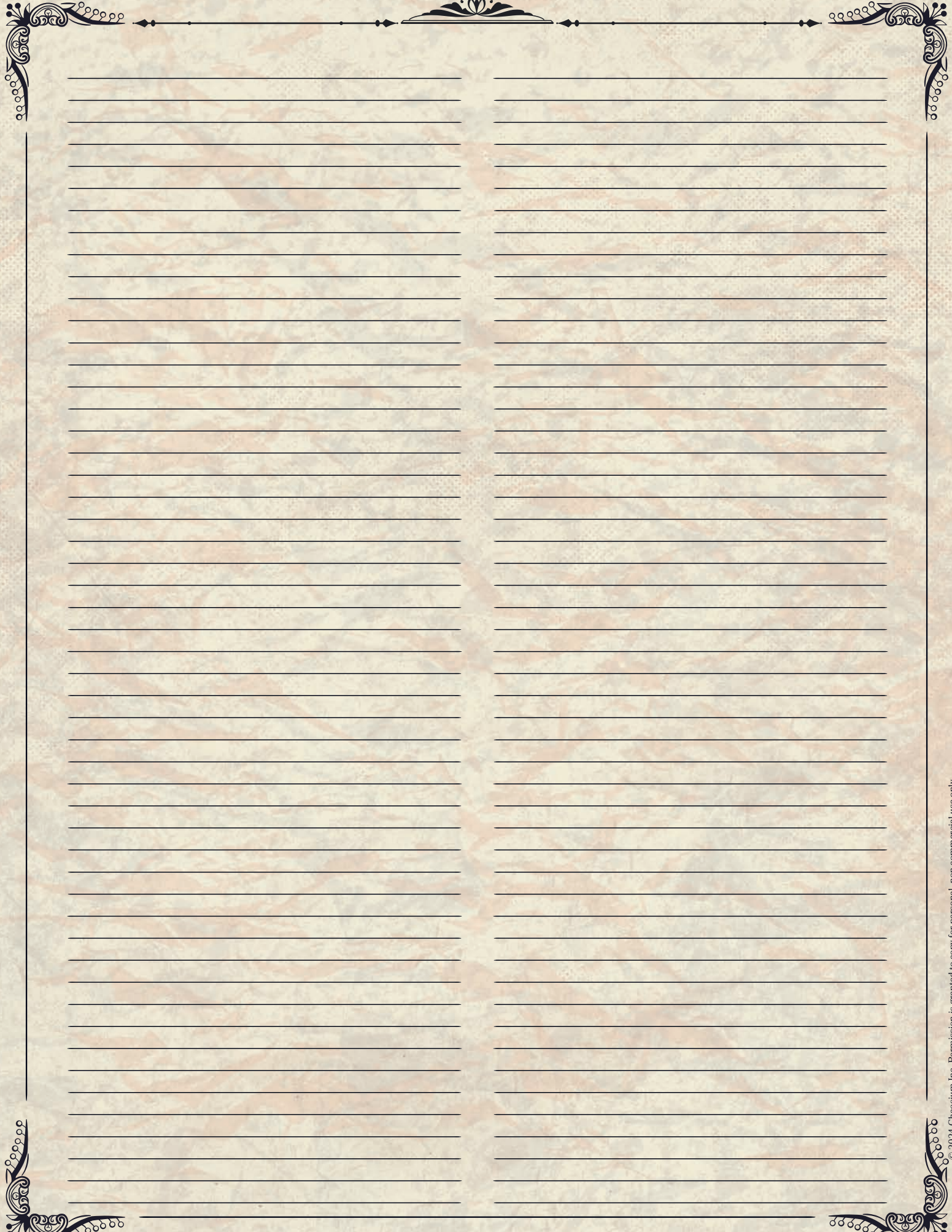
Characteristics	STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current	
	CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current	
	DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current	
	INT	Reg	Half	Fifth	EDU	Reg	Half	Fifth	Sanity	Starting	Current	Insane
	IDEA				KNOW							

Pulp Talents

Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

Skills	<input type="checkbox"/> Accounting (10%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
	<input type="checkbox"/> Alienism (01%)				<i>Firearms</i>				<input type="checkbox"/> _____ (01%)			
	<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> First Aid (30%)				<i>Pilot</i>			
	<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)			
	<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (fifth APP)			
	<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
	<i>Art / Craft</i>				<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Ride (20%)			
	<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> _____ (EDU)				<i>Science</i>			
	<input type="checkbox"/> Climb (20%)				<i>Language (Own)</i>				<input type="checkbox"/> Sleight of Hand (10%)			
	Credit Rating (00%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Spot Hidden (25%)			
	Cthulhu Mythos (00%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Stealth (20%)			
	<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> _____ (10%)			
	<input type="checkbox"/> Dodge (half DEX)				<input type="checkbox"/> Locksmith (01%)				<i>Survival</i>			
	<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Mech. Repair (20%)				<input type="checkbox"/> Swim (30%)			
	<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Throw (20%)			
	<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Track (10%)			
	<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)							
	<i>Fighting</i>				<input type="checkbox"/> Occult (05%)							
	<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Operate Heavy Machinery (01%)							
	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)											

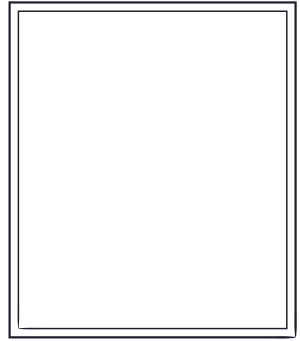
Combat	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move <input type="checkbox"/>
	Brawl				1	-	-	Build <input type="checkbox"/>
								Dodge <input type="checkbox"/>
								Damage Bonus <input type="checkbox"/>



The page features a decorative border with ornate floral and scrollwork designs at the corners and a central crest at the top. The main body of the page is filled with horizontal lines, organized into two columns of approximately 20 lines each, separated by a central vertical margin. The background has a subtle, repeating pattern of stylized floral or geometric motifs.

CTHULHU by GASLIGHT Investigator

Name _____ Social Status _____ Pronoun _____
 Occupation _____ Residence _____ Age _____



CALL of CTHULHU

Characteristics

STR	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	SIZ	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	Hit Points	Maximum <input type="text"/> Current <input type="text"/>
CON	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	POW	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	Magic Points	Maximum <input type="text"/> Current <input type="text"/>
DEX	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	APP	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	Luck	Starting <input type="text"/> Current <input type="text"/>
INT	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	EDU	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	Sanity	Starting <input type="text"/> Current <input type="text"/> Insane <input type="text"/>

Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

Skills

<input type="checkbox"/> Accounting (10%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> _____	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Persuade (10%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Alienism (01%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> <i>Firearms</i>	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> _____ (01%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Anthropology (01%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> First Aid (30%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> <i>Pilot</i>	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Appraise (05%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> History (05%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Psychology (10%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Archaeology (01%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Intimidate (15%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Reassure (fifth APP)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> _____ (05%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Jump (20%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Religion (10%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> <i>Art / Craft</i>	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> _____ (01%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Ride (20%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Charm (15%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> <i>Language (Other)</i>	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> _____ (01%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Climb (20%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> _____ (EDU)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> _____	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Credit Rating (00%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> <i>Language (Own)</i>	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Sleight of Hand (10%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Cthulhu Mythos (00%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Law (05%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Spot Hidden (25%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Disguise (05%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Library Use (20%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Stealth (20%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Dodge (half DEX)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Listen (20%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> _____ (10%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Drive Carriage (20%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Locksmith (01%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> <i>Survival</i>	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Fast Talk (05%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Mech. Repair (20%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Swim (30%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Medicine (01%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Throw (20%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> _____	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Natural World (10%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Track (10%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> <i>Fighting</i>	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Navigate (10%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> _____	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Firearms	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Occult (05%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> _____	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Firearms (Handgun) (20%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Operate Heavy Machinery (01%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> _____	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>		Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>		Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	1D3 + DB	1	-	-	-	<input type="text"/>
_____	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	_____	_____	_____	_____	_____	Build <input type="text"/>
_____	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	_____	_____	_____	_____	_____	Dodge <input type="text"/>
_____	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	_____	_____	_____	_____	_____	Damage Bonus <input type="text"/>

My Story

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Backstory

Personal Description _____	Traits _____
_____	_____
_____	_____
_____	_____
Ideology & Beliefs _____	Injuries & Scars _____
_____	_____
_____	_____
_____	_____
Significant People _____	Phobias _____
_____	_____
_____	_____
_____	_____
Meaningful Locations _____	Arcane Tomes & Spells _____
_____	_____
_____	_____
_____	_____
Treasured Possessions _____	Encounters with Strange Entities _____
_____	_____
_____	_____
_____	_____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____

WEALTH

Spending Level _____

Cash _____

Assets _____

Fellow Investigators



Char. _____
Player _____
Char. _____
Player _____
Char. _____
Player _____

Char. _____
Player _____
Char. _____
Player _____
Char. _____
Player _____

Quick Reference Rules

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll



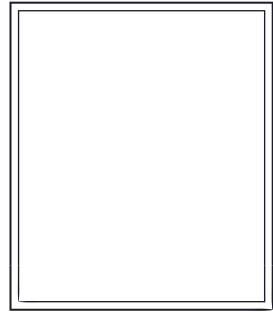
Lined writing area on the left side of the page, consisting of 25 horizontal lines.

Lined writing area on the right side of the page, consisting of 25 horizontal lines.



CTHULHU by GASLIGHT™ Pulp Hero

Name _____ Social Status _____ Pronoun _____
 Occupation _____ Residence _____ Age _____
 Archetype _____



PULP CTHULHU™

Characteristics	STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current	
	CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current	
	DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current	
	INT	Reg	Half	Fifth	EDU	Reg	Half	Fifth	Sanity	Starting	Current	Insane
	IDEA				KNOW							

Pulp Talents

Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

Skills	<input type="checkbox"/> Accounting (10%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
	<input type="checkbox"/> Alienism (01%)				<i>Firearms</i>				<input type="checkbox"/> _____ (01%)			
	<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> First Aid (30%)				<i>Pilot</i>			
	<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)			
	<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (fifth APP)			
	<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
	<i>Art / Craft</i>				<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> Ride (20%)			
	<input type="checkbox"/> Charm (15%)				<i>Language (Other)</i>				<input type="checkbox"/> _____ (01%)			
	<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> _____ (EDU)				<i>Science</i>			
	Credit Rating (00%)				<i>Language (Own)</i>				<input type="checkbox"/> _____			
	Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Sleight of Hand (10%)			
	<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Spot Hidden (25%)			
	<input type="checkbox"/> Dodge (half DEX)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Stealth (20%)			
	<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> _____ (10%)			
	<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (20%)				<i>Survival</i>			
	<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Swim (30%)			
	<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Throw (20%)			
	<i>Fighting</i>				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> Track (10%)			
	<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> _____			
	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Operate Heavy Machinery (01%)				<input type="checkbox"/> _____			

Combat	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move <input type="checkbox"/>
	Brawl				1	-	-	Build <input type="checkbox"/>
								Dodge <input type="checkbox"/>
								Damage Bonus <input type="checkbox"/>



A large rectangular area containing two columns of horizontal lines for writing. The lines are evenly spaced and extend across most of the page's width and height.

