Name: _____

Drive: _____

Pillars of Sanity: _____

_____

_____

Occupation and occupational benefits

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_____

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_____

1930s Antarctic Explorer

Player's Name _____

Call of Cthulhu

Horror Role-Playing

Health

-12	-11	-10	9	8	7
6	5	4	3	2	1
0	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17

Stability

-12	-11	-10	9	8	7
6	5	4	3	2	1
0	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17

Sanity

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

Academic abilities

- Accounting
- Anthropology
- Archaeology
- Architecture
- Art History
- Biology
- Cthulhu Mythos
- Cryptography
- Geology
- History
- Languages
- Law
- Library Use
- Occult
- Physics
- Theology

Interpersonal abilities

- Assess Honesty
- Bargain
- Bureaucracy
- Cop Talk
- Credit Rating
- Flattery
- Interrogation
- Intimidation
- Oral History
- Reassurance
- Streetwise

Technical abilities

- Art
- Astronomy
- Chemistry
- Craft
- Evidence Collection
- Forensics
- Locksmith
- Outdoorsman
- Pharmacy
- Photography

General abilities

- Athletics
- Conceal
- Disguise◇
- Driving
- Electrical Repair◇
- Explosives◇
- Filch
- Firearms
- First Aid
- Fleeing
- Health
- Hypnosis
- Mechanical Repair◇
- Piloting
- Preparedness
- Psychoanalysis
- Riding
- Sanity
- Stability
- Scuffling
- Sense Trouble
- Shadowing
- Stealth
- Weapons

◇ These General Abilities double up as Investigative Abilities

Dedicated Pools

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Equipment, Notes and Other Miscellanea

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