

Artie Gumshoe

Tough Private Investigator; Age: 36



Sanity Points (99 - Cthulhu Mythos = 72, SAN: 60)														Magic Points										Hit Points																										
Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	Unconscious	0	1	2	3	4	5	6	7	8	9	10	11	Dead	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11							
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27		
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43		
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43		
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	36	37	38	39	40	41	42	43	36	37	38	39	40	41	42	43	36	37	38	39	40	41	42	43	36	37	38	39	40	41	42	43		
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99																																		

Characteristics

Strength	15	<input type="checkbox"/>
Constitution	16	<input type="checkbox"/>
Size	12	<input type="checkbox"/>
Intelligence	11	<input type="checkbox"/>
<input type="checkbox"/> Power	12	<input type="checkbox"/>
Dexterity	14	<input type="checkbox"/>
Appearance	12	<input type="checkbox"/>
Education	14	<input type="checkbox"/>

Characteristic Rolls

Idea Roll	55%	<input type="checkbox"/>
Luck Roll	60%	<input type="checkbox"/>
Know Roll	70%	<input type="checkbox"/>

Derived Characteristics

Movement Speed	8	<input type="checkbox"/>
Damage Bonus	+1D4	<input type="checkbox"/>
1/2 Damage Bonus	+1D2	<input type="checkbox"/>

Skills

<input type="checkbox"/> Accounting	10%	<input type="checkbox"/>
<input type="checkbox"/> Anthropology	1%	<input type="checkbox"/>
<input type="checkbox"/> Archeology	1%	<input type="checkbox"/>
<input type="checkbox"/> Art (default)	5%	<input type="checkbox"/>
<input type="checkbox"/> Art: Harmonica	5%	<input type="checkbox"/>
<input type="checkbox"/> Astronomy	1%	<input type="checkbox"/>
<input type="checkbox"/> Bargain	71%	<input type="checkbox"/>
<input type="checkbox"/> Biology	1%	<input type="checkbox"/>
<input type="checkbox"/> Chemistry	1%	<input type="checkbox"/>
<input type="checkbox"/> Climb	40%	<input type="checkbox"/>
<input type="checkbox"/> Conceal	20%	<input type="checkbox"/>
<input type="checkbox"/> Craft (default)	5%	<input type="checkbox"/>
<input type="checkbox"/> Credit Rating	15%	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Mythos	27%	<input type="checkbox"/>
<input type="checkbox"/> Disguise	20%	<input type="checkbox"/>
<input type="checkbox"/> Dodge	28%	<input type="checkbox"/>
<input type="checkbox"/> Drive Automobile	41%	<input type="checkbox"/>
<input type="checkbox"/> Drive Horses	1%	<input type="checkbox"/>
<input type="checkbox"/> Electrical Repair	10%	<input type="checkbox"/>
<input type="checkbox"/> Fast Talk	55%	<input type="checkbox"/>
<input type="checkbox"/> First Aid	30%	<input type="checkbox"/>
<input type="checkbox"/> Geology	1%	<input type="checkbox"/>
<input type="checkbox"/> Hide	30%	<input type="checkbox"/>
<input type="checkbox"/> History	20%	<input type="checkbox"/>
<input type="checkbox"/> Jump	25%	<input type="checkbox"/>
<input type="checkbox"/> Language (default)	1%	<input type="checkbox"/>
<input type="checkbox"/> Language: English	65%	<input type="checkbox"/>
<input type="checkbox"/> Law	55%	<input type="checkbox"/>
<input type="checkbox"/> Library Use	25%	<input type="checkbox"/>
<input type="checkbox"/> Listen	25%	<input type="checkbox"/>
<input type="checkbox"/> Locksmith	40%	<input type="checkbox"/>
<input type="checkbox"/> Mechanical Repair	20%	<input type="checkbox"/>
<input type="checkbox"/> Medicine	5%	<input type="checkbox"/>
<input type="checkbox"/> Natural History	10%	<input type="checkbox"/>

Skills

<input type="checkbox"/> Navigate	10%	<input type="checkbox"/>
<input type="checkbox"/> Occult	5%	<input type="checkbox"/>
<input type="checkbox"/> Operate Heavy Machinery	1%	<input type="checkbox"/>
<input type="checkbox"/> Persuade	30%	<input type="checkbox"/>
<input type="checkbox"/> Pharmacy	1%	<input type="checkbox"/>
<input type="checkbox"/> Photography	45%	<input type="checkbox"/>
<input type="checkbox"/> Physics	1%	<input type="checkbox"/>
<input type="checkbox"/> Pilot (default)	1%	<input type="checkbox"/>
<input type="checkbox"/> Psychoanalysis	1%	<input type="checkbox"/>
<input type="checkbox"/> Psychology	45%	<input type="checkbox"/>
<input type="checkbox"/> Ride	5%	<input type="checkbox"/>
<input type="checkbox"/> Sneak	32%	<input type="checkbox"/>
<input type="checkbox"/> Spot Hidden	25%	<input type="checkbox"/>
<input type="checkbox"/> Swim	25%	<input type="checkbox"/>
<input type="checkbox"/> Track	10%	<input type="checkbox"/>

Weapon Skills

<input type="checkbox"/> Fist/Punch	50%	<input type="checkbox"/>
<input type="checkbox"/> Grapple	25%	<input type="checkbox"/>
<input type="checkbox"/> Handgun	45%	<input type="checkbox"/>
<input type="checkbox"/> Head Butt	10%	<input type="checkbox"/>
<input type="checkbox"/> Kick	25%	<input type="checkbox"/>
<input type="checkbox"/> Machine Gun	15%	<input type="checkbox"/>
<input type="checkbox"/> Rifle	25%	<input type="checkbox"/>
<input type="checkbox"/> Shotgun	30%	<input type="checkbox"/>
<input type="checkbox"/> Submachine Gun	15%	<input type="checkbox"/>

Gear (Cash: \$22389.50)

(100x) .45 Automatic
Binoculars
Chesterfield Overcoat
Felt Fedora
Revelations of Glaaki (Read)

Armor

Heavy Leather Jacket (-1 HP, Covers: T)

Weapons

.45 Automatic	Att:	Dam: 1D10+2	Head	Att:	Dam: 1D4+1D4
Imp: 9% # Att: 1 Malf: 99+ Rng: 15			MA: 1%, K/O # Att: 1 Malf: —		
Punch	Att:	Dam: 1D3+1D4	Kick	Att:	Dam: 1D6+1D4
MA: 1%, K/O # Att: 1 Malf: —			MA: 1%, K/O # Att: 1 Malf: —		
Grapple	Att:	Dam: Special	.45 Martini-Henry Rifle	Att:	Dam: 1D8+1D6+3
MA: 1%, K/O # Att: 1 Malf: —			Imp: 5% # Att: 1/3 Malf: 100+ Rng: 80		

Validation Report (0 issues): Nothing identified

Spells

Bind Enemy

MP: **Variable vs. Pow** Sanity: — POW: —

Either by physical attack or magical attack, the spell renders the target unable to harm the caster for the next seven days. A variable

Blight/Bless Crop

MP: **6** Sanity: **1D6 or** — POW: —

As the caster chooses, the spell causes one acre of vegetation to wither and die slowly, as if parched, or to blossom and grow with

Contact Deity - Glaaki

MP: — Sanity: — POW: —

No spell entry - taught by Revelations of Glaaki