

The Dreamlands



Investigator Name _____
 Occupation _____
 Guilds/Degrees _____
 Birthplace _____
 Mental Disorders _____
 Sex _____ Age _____

Characteristics & Rolls

STR ____ DEX ____ INT ____ Idea ____
 CON ____ APP ____ POW ____ Luck ____
 SIZ ____ SAN ____ EDU ____ Know ____
 99-Cthulhu Mythos ____ Damage Bonus ____

Player Name: _____

Horror Roleplaying
 in the Worlds of
 H.P. Lovecraft



Sanity Points

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

Magic Points

Unconscious 0	1	2	3				
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

Hit Points

Dead -2	-1	0	1	2	3		
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

Investigator Skills

— standard skills.
 — waking world skills forbidden to dreamworld natives.

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> History (20%) _____	
<input type="checkbox"/> Anthropology (01%) _____	<input type="checkbox"/> Jump (25%) _____	
<input type="checkbox"/> Archaeology (01%) _____	<input type="checkbox"/> Law (05%) _____	
Art (05%):	<input type="checkbox"/> Legal Customs (05%) _____	
<input type="checkbox"/> _____	<input type="checkbox"/> Library Use (25%) _____	
<input type="checkbox"/> _____	<input type="checkbox"/> Listen (25%) _____	
<input type="checkbox"/> Astronomy (01%) _____	<input type="checkbox"/> Locksmith (01%) _____	
<input type="checkbox"/> Bargain (05%) _____	<input type="checkbox"/> Martial Arts (01%) _____	
<input type="checkbox"/> Biology (01%) _____	<input type="checkbox"/> Mech. Repair (20%) _____	
<input type="checkbox"/> Chemistry (01%) _____	<input type="checkbox"/> Medicine (05%) _____	
<input type="checkbox"/> Climb (40%) _____	<input type="checkbox"/> Natural History (10%) _____	
<input type="checkbox"/> Conceal (15%) _____	<input type="checkbox"/> Navigate (10%) _____	
Craft (05%):	<input type="checkbox"/> Occult (05%) _____	
<input type="checkbox"/> _____	<input type="checkbox"/> Opr. Heavy Mch (01%) _____	
<input type="checkbox"/> _____	Other Language (01%):	
<input type="checkbox"/> Credit Rating (15%) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Cthulhu Mythos (00%) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Disguise (01%) _____	Own Language (EDUx5):	
<input type="checkbox"/> Dodge (DEX x2) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Dream Lore (01%) _____	<input type="checkbox"/> Persuade (15%) _____	
<input type="checkbox"/> Dreaming (00%) _____	<input type="checkbox"/> Pharmacy (01%) _____	
<input type="checkbox"/> Drive Carriage (20%) _____	<input type="checkbox"/> Photography (10%) _____	
<input type="checkbox"/> Electr. Repair (10%) _____	<input type="checkbox"/> Physics (01%) _____	
<input type="checkbox"/> Fast Talk (05%) _____	Pilot (01%):	
<input type="checkbox"/> First Aid (30%) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Geology (01%) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Hide (10%) _____	<input type="checkbox"/> Psychology (05%) _____	

Skill Total: _____

<input type="checkbox"/> Ride (05%) _____
<input type="checkbox"/> Sneak (10%) _____
<input type="checkbox"/> Spot Hidden (25%) _____
<input type="checkbox"/> Swim (25%) _____
<input type="checkbox"/> Throw (25%) _____
<input type="checkbox"/> Track (10%) _____

WEAPON CLASSES

<input type="checkbox"/> Archery (10%) _____
<input type="checkbox"/> Axe (20%) _____
<input type="checkbox"/> Fencing Foil (10%) _____
<input type="checkbox"/> Handgun (20%) _____
<input type="checkbox"/> Knife (25%) _____
<input type="checkbox"/> Machine Gun (15%) _____
<input type="checkbox"/> Pole Arms (10%) _____
<input type="checkbox"/> Rifle (25%) _____
<input type="checkbox"/> Shotgun (30%) _____
<input type="checkbox"/> Spear (15%) _____

Weapons

weapon	%	damage	hnd	rng	#att	hp	weapon	%	damage	hnd	rng	#att	hp
<input type="checkbox"/> Fist (50%)	____	1D3+db	1	0'	1	n/a	<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	____	special	2	0'	1	n/a	<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____
<input type="checkbox"/> Head (10%)	____	1D4+db	0	0'	1	n/a	<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	____	1D6+db	0	0'	1	n/a	<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____