

# Kakakatak

Player: Erik  
Sanity Loss : 0/1D6



Hit Points													Magic Points												
<div><input type="checkbox"/> Major Wound</div>																									
Unconscious																									
1 2 3 4													0 1 2 3 4 5 6 7												
5 6 7 8 9 10 11 12													8 9 10 11 12 13 14 15												
13 14 15 16 17 18 19 20													16 17 18 19 20 21 22 23												
21 22 23 24 25 26 27 28													24 25 26 27 28 29 30 31												
29 30 31 32 33 34 35 36																									
37 38 39 40																									

## Characteristics

**Strength**.... 200 100 ☐  
40

**Constitution** 110 55 ☐  
22

**Size**..... 300 150 ☐  
60

**Dexterity** ..... 65 32 ☐  
13

**Intelligence** 130 65 ☐  
26

**Power** ..... 65 32 ☐  
13

## Derived Attributes

**Damage Bonus** .....+5D6 ☐

**½ Damage Bonus** ...+5D3 ☐

**Build** .....6 ☐

**Movement Rate** .....7 ☐

**Fight Back Range** .....13' ☐

**Point Blank Range** .....13' ☐

## Activated Adjustments

Number of Attacks

## Skills

**Accounting** ..... 5% 2% ☐  
1%

**Anthropology** ..... 1% 0% ☐

**Appraise** ..... 1% 0% ☐

**Archeology** ..... 1% 0% ☐

## Skills

**Art and Craft (default)** .. 5% 2% ☐  
1%

**Art/Craft** ..... 0% 0% ☐

**Charm** ..... 15% 7% ☐  
3%

**Climb** ..... 20% 10% ☐  
4%

**Credit Rating** ..... 0% 0% ☐

**Cthulhu Mythos** ..... 30% 15% ☐  
6%

**Disguise** ..... 5% 2% ☐  
1%

**Dodge** ..... 32% 16% ☐  
6%

**Drive Auto** ..... 20% 10% ☐  
4%

**Electrical Repair** ..... 99% 49% ☐  
19%

**Electronics** ..... 99% 49% ☐  
19%

**Fast Talk** ..... 5% 2% ☐  
1%

**First Aid** ..... 30% 15% ☐  
6%

**Future of the Universe** 70% 35% ☐  
14%

**History** ..... 90% 45% ☐  
18%

**Intimidate** ..... 15% 7% ☐  
3%

**Jump** ..... 20% 10% ☐  
4%

**Language (default)** ..... 1% 0% ☐

**Language, Own: ????** .. 0% 0% ☐

**Law** ..... 5% 2% ☐  
1%

**Library Use** ..... 90% 45% ☐  
18%

**Listen** ..... 20% 10% ☐  
4%

**Locksmith** ..... 1% 0% ☐

**Lore** ..... 0% 0% ☐

**Lore (default)** ..... 1% 0% ☐

**Mechanical Repair** ... 95% 47% ☐  
19%

**Medicine** ..... 1% 0% ☐

**Natural World** ..... 95% 47% ☐  
19%

**Navigate** ..... 10% 5% ☐  
2%

**Occult** ..... 6% 3% ☐  
1%

**Operate Heavy Machinery** 1% 0% ☐

**Persuade** ..... 15% 7% ☐  
3%

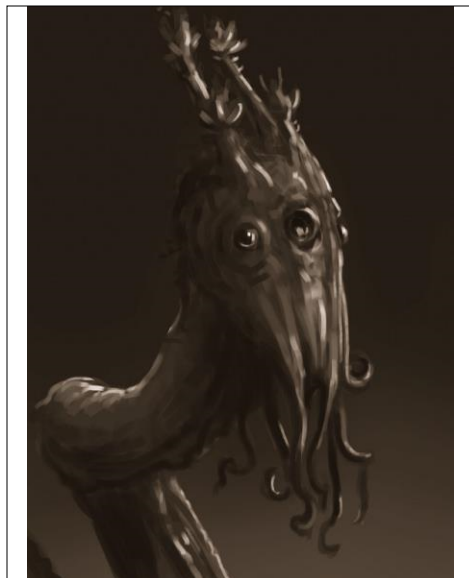
**Pilot** ..... 0% 0% ☐

**Pilot (default)** ..... 1% 0% ☐

**Psychoanalysis** ..... 1% 0% ☐

**Psychology** ..... 30% 15% ☐  
6%

**Ride** ..... 5% 2% ☐  
1%



## Skills

**Science** ..... 0% 0% ☐

**Science (Astronomy)** .. 90% 45% ☐  
18%

**Science (Biology)** .... 99% 49% ☐  
19%

**Science (Biology)** ..... 1% 0% ☐

**Science (Chemistry)** .. 99% 49% ☐  
19%

**Science (Chemistry)** .... 1% 0% ☐

**Science (default)** ..... 1% 0% ☐

**Science (Geology)** ... 90% 45% ☐  
18%

**Science (Physics)** .... 90% 45% ☐  
18%

**Sleight of Hand** ..... 10% 5% ☐  
2%

**Spot Hidden** ..... 25% 12% ☐  
5%

**Stealth** ..... 20% 10% ☐  
4%

**Survival (default)** ..... 10% 5% ☐  
2%

**Swim** ..... 20% 10% ☐  
4%

**Track** ..... 10% 5% ☐  
2%

## Armor

**Skin** (-8 HP, Covers: T,H,A,L)

## Weapons

**Lightning Gun** ..... Att: 45% 22% ☐  
9% Dam: 1D10 Elec / Charge (10)  
# Att: 1 Malf: — Rng: 100 yd/200 yd/400 yd

**Fighting Attacks** .. Att: 40% 20% ☐  
8% Dam: 1D6+5D6 (36)  
# Att: 1

**Lightning Gun** ..... Att: 45% 22% ☐  
9% Dam: 1D10 Elec / Charge (10)  
# Att: 1 Malf: — Rng: 100 yd/200 yd/400 yd

**Lightning Gun** ..... Att: 45% 22% ☐  
9% Dam: 1D10 Elec / Charge (10)  
# Att: 1 Malf: — Rng: 100 yd/200 yd/400 yd

Validation Report (0 issues): Nothing identified

## Special Powers

### Time Travel

The Great Race are so-named because they conquered time so thoroughly—the only race known to have done so. A member of the race can send its mind forward or backward through time and across space, pick out a suitable subject and trade minds with it; whenever a member of the Great Race takes over the body of a being, that being's mind is transferred into the body of the Great Race individual, there to stay until the being now inhabiting its old body sees fit to return and trade places once more. With this technique the race has traveled *en masse* through time and space and conquered other planets.

Keen students of history, an individual exchanges places with a select individual in the era it wishes to study. The minds are switched for about five years. On Earth, friends notice many differences about the substitute: an INT roll would be appropriate to notice this.

Once forced into the alien Great Race body, the victim is caused to write down everything known about his or her own time. The Great Race are fairly kindly and permit their captives to travel about and see the country, as well as allowing them to meet other victims like themselves, generally from far-distant planets or eras. When the time comes to restore a victim to his or her own body, the Great Race blanks all memory of what has happened while the victim was trapped in their age. This erasure is imperfect: the victim may dream and have nightmares of being held by the Great Race.

A cult on present-day Earth aids and abets Great Race visitors. In exchange, the visitors share technological or magical knowledge. Time-travel is the primary means by which a member of this race could be met in its original cone-body, though there have been scattered cases involving stasis cubes and sorcerous summonings across the aeons.

### Weapon Skills

<b>Fighting (Brawl)</b> .....	<b>40%</b>	<small>20% 8%</small>	<input type="checkbox"/>
<b>Firearms (Handgun)</b> .....	<b>20%</b>	<small>10% 4%</small>	<input type="checkbox"/>
<b>Firearms (Lightning Gun)</b> .....	<b>45%</b>	<small>22% 9%</small>	<input type="checkbox"/>
<b>Firearms (Rifle/Shotgun)</b> .....	<b>25%</b>	<small>12% 5%</small>	<input type="checkbox"/>