

Alister Trimble

Male Big Game Hunter; Age: 35; Height: 5' 9"; Weight: 160lb.; Hair: Black; Eyes: Blue; Skin: White



Sanity Points	Magic Points	Hit Points
(99 - Cthulhu Mythos = 99, SAN: 55)		
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	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	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

Characteristics
Strength.....16 ☐
Constitution ... 13 ☐
Size.....14 ☐
Intelligence 12 ☐
☐ Power 11 ☐
Dexterity15 ☐
Appearance.... 12 ☐
Education17 ☐

Skills
☐ Accounting 10% ☐ ☐ Anthropology 1% ☐ ☐ Archeology 1% ☐ ☐ Art (default) 5% ☐ ☐ Astronomy 1% ☐ ☐ Bargain 5% ☐ ☐ Biology 35% ☐ ☐ Chemistry 1% ☐ ☐ Climb 40% ☐ ☐ Conceal 15% ☐ ☐ Craft (default) 5% ☐ ☐ Credit Rating 90% ☐ Cthulhu Mythos 0% ☐ ☐ Disguise 1% ☐ ☐ Dodge 50% ☐ ☐ Drive Automobile 20% ☐ ☐ Drive Horses 1% ☐ ☐ Electrical Repair 10% ☐ ☐ Fast Talk 5% ☐ ☐ First Aid 45% ☐ ☐ Geology 1% ☐ ☐ Hide 36% ☐ ☐ History 20% ☐ ☐ Jump 25% ☐ ☐ Language (default) 1% ☐ ☐ Language, Own: ???? .. 80% ☐ ☐ Law 5% ☐ ☐ Library Use 25% ☐ ☐ Listen 25% ☐ ☐ Locksmith 1% ☐ ☐ Mechanical Repair 20% ☐ ☐ Medicine 5% ☐ ☐ Natural History 45% ☐ ☐ Navigate 10% ☐



Characteristic Rolls
Idea Roll 60% ☐
Luck Roll 55% ☐
Know Roll..... 85% ☐

Derived Characteristics
Movement Speed 8 ☐
Damage Bonus+1D4 ☐
½ Damage Bonus ...+1D2 ☐

Skills
☐ Occult 5% ☐ ☐ Operate Heavy Machinery .1% ☐ ☐ Persuade 20% ☐ ☐ Pharmacy 1% ☐ ☐ Photography 10% ☐ ☐ Physics 1% ☐ ☐ Pilot (default) 1% ☐ ☐ Psychoanalysis 1% ☐ ☐ Psychology 5% ☐ ☐ Ride 30% ☐ ☐ Sneak 65% ☐ ☐ Spot Hidden 50% ☐ ☐ Swim 25% ☐

Armor

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

Weapons

.45 Martini-Henry Rifle Att: Dam: 1D8+1D6+3	Kick Att: Dam: 1D6+1D4
Imp: 19% # Att: 1/3 Malf: 100+ Rng: 80	MA: 1%, K/O # Att: 1 Malf: —
Bullwhip Att: 5% Dam: 1D3 or grapple	Knife, Fighting Att: Dam: 1D4+2+1D4
# Att: 1 Malf: — Rng: 10 feet	Imp: 5% # Att: 1 Malf: —
Punch Att: Dam: 1D3+1D4	Knife, Fighting Att: Dam: 1D4+2+1D4
MA: 1%, K/O # Att: 1 Malf: —	Imp: 5% # Att: 1 Malf: —

Validation Report (0 issues): Nothing identified

Skills

☐ Track 65% ☐

Weapon Skills

☐ Fist/Punch 70% ☐
☐ Grapple 25% ☐
☐ Handgun 20% ☐
☐ Head Butt 10% ☐
☐ Kick 25% ☐
☐ Machine Gun 15% ☐
☐ Rifle 95% ☐
☐ Shotgun 30% ☐
☐ Submachine Gun 15% ☐

Gear (Cash: \$22356.63)

(100x) .30-06 Gov't
 (100x) .45 Automatic
 Binoculars
 Canteen (1 quart)
 Canteen (1 quart)
 Chesterfield Overcoat
 (5x) Cigarettes (pack)
 Cuff Links
 Fishing Tackle and Lures
 Gauze Bandages (10 yards)
 Gold Pocket Watch
 (2x) Hemp Twine (roll)
 Jeweled Compass
 Men's Toilet Set (10 pieces)
 Silk Four-in-hand Tie
 Suitcase (15 lbs)
 Tailored Dress Suit

Weapons

Grapple	Att:	Dam: Special	.45 Revolver	Att:	Dam: 1D10+2
MA: 1%, K/O # Att: 1 Malf: —			Imp: 4% # Att: 1 Malf: 100+ Rng: 15		
Head	Att:	Dam: 1D4+1D4	.30-06 Bolt Action	Att:	Dam: 2D6+4
MA: 1%, K/O # Att: 1 Malf: —			Imp: 19% # Att: 1/2 Malf: 100+ Rng: 110		