

# Employee record



## A1 Personal Information

Last name		Given name(s)	
Date of birth (YYYY-MM-DD)	City of residence		Province / Territory

## A2 Statistical data

Strength / STR
Constitution / CON
Dexterity / DEX
Intelligence / INT
Power / POW
Charisma / CHA

## A3 Derived stats

Hit Points (HP) <small>(STR + CON) / 2</small>
Willpower Points (WP) <small>POW</small>
Sanity Points (SAN) <small>POW x5</small>
Breaking Point (BP) <small>SAN - POW</small>
Luck <small>50</small>

## A4 Bonds

Name	Score
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

## A6 Motivations and mental disorders

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## A5 Incidents of sanity loss

Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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## A7 Skills

<b>Accounting</b> 10%	<b>Bureaucracy</b> 10%	<b>Drive</b> 20%	<b>History</b> 10%	<b>Persuade</b> 20%	<b>Search</b> 20%
<b>Alertness</b> 20%	<b>Computer Science</b> 0%	<b>Firearms</b> 20%	<b>HUMINT</b> 10%	<b>Pharmacy</b> 0%	<b>SIGINT</b> 0%
<b>Anthropology</b> 0%	<b>Craft</b> 0%	<b>First Aid</b> 10%	<b>Law</b> 0%	<b>Pilot</b> 0%	<b>Stealth</b> 10%
<b>Archeology</b> 0%		<b>Forensics</b> 0%	<b>Medicine</b> 0%		<b>Surgery</b> 0%
<b>Art</b> 0%	<b>Criminology</b> 10%	<b>Foreign Language</b> 0%	<b>Melee Weapons</b> 30%	<b>Psychotherapy</b> 10%	<b>Survival</b> 10%
	<b>Demolitions</b> 0%		<b>Military Science</b> 0%	<b>Ride</b> 10%	<b>Swim</b> 20%
<b>Artillery</b> 0%	<b>Disguise</b> 10%	<b>Heavy Machinery</b> 10%	<b>Navigate</b> 10%	<b>Science</b> 0%	<b>Unarmed Combat</b> 40%
<b>Athletics</b> 30%	<b>Dodge</b> 30%	<b>Heavy Weapons</b> 0%	<b>Occult</b> 10%		<b>Unnatural</b> 0%

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Name	Ammo	Range	Damage	Lethality	Kill Radius
Unarmed strike	n/a	melee	1d4-1	n/a	n/a

[illegible]

☐ \_\_\_\_\_ ☐ K.I.A. ☐ INSANE