

NATIONAL REGISTRATION

**DO NOTHING WITH THIS PART
UNTIL YOU ARE TOLD**

Full Postal Address of Above Person :—

(Signed) _____

Date _____

NATIONAL REGISTRATION

1. This Identity Card must be carefully preserved. You may need it under conditions of national emergency for important purposes. You must not lose it or allow it to be stolen. If, nevertheless, it is stolen or completely lost, you must report the fact in person at any local National Registration Office.

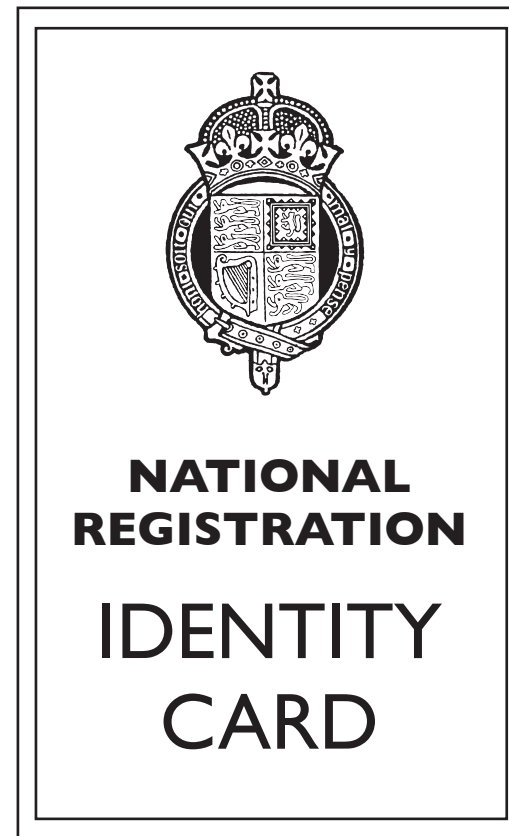
2. You may have to show your Identity Card to persons who are authorised by law to ask you to produce it.

3. You must not allow your Identity Card to pass into the hands of unauthorised persons or strangers. Every grown up person should be responsible for the keeping of his or her Identity Card. The Identity Card of a child should be kept by the parent or guardian or person in charge of the child for the time being.

4. Anyone finding this Card must hand it in at a Police Station or National Registration Office.



51-3120



Str %(/) App %(/)
Con %(/) Siz %(/)
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Dex %(/) Edu %(/)

Luck

HP max
00 01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20

MP max
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11 12 13 14 15 16 17 18 19 20

Sanity max
00 01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
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41 42 43 44 45 46 47 48 49 50
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91 92 93 94 95 96 97 98 99

Accounting %(/)
 Anthropology %(/)
 Appraise %(/)
 Archaeology %(/)
 Art/Craft () %(/)
 Charm %(/)
 Climb %(/)
 Credit Rating %(/)
 Cthulhu Mythos %(/)
 Disguise %(/)
 Dodge %(/)
 Drive %(/)
 Electrical Repair %(/)
 Fast Talk %(/)
 Fighting (Brawl) %(/)
 Fighting () %(/)
 Firearms (Pistol) %(/)
 Firearms (Rifle) %(/)
 Firearms () %(/)
 First Aid %(/)
 History %(/)
 Intimidate %(/)
 Jump %(/)

Language (Own) %(/)
 Law %(/)
 Library Use %(/)
 Listen %(/)
 Locksmith %(/)
 Mechanical Repair %(/)
 Medicine %(/)
 Natural World %(/)
 Navigate %(/)
 Occult %(/)
 Operate Hvy Machine %(/)
 Persuade %(/)
 Pilot () %(/)
 Psychology %(/)
 Ride %(/)
 Sleight of Hand %(/)
 Spot Hidden %(/)
 Stealth %(/)
 Survival %(/)
 Swim %(/)
 Throw %(/)
 Track %(/)
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