1890s

Investigator Name _____
Occupation _____
Colleges, Degrees _____
Birthplace _____
Social Class _____
Mental Disorders _____
Sex _____ Age _____

CHARACTERISTICS, TRAITS & ROLLS

STR ____ DEX ____ INT ____ Idea _____
CON ____ APP ____ POW ____ Luck _____
SIZ ____ SAN ____ EDU ____ Know _____

99-Cthulhu Mythos _____ Damage Bonus _____

Traits _____
_____

Player Name:

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

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

Horror Roleplaying
in the Worlds of
H.P. Lovecraft

CALL of CTHULHU

INVESTIGATOR SKILLS

- ☐ Accounting (10%) _____
- ☐ Anthropology (01%) _____
- ☐ Archaeology (01%) _____
- Art (05%):
- ☐ _____ _____
- ☐ _____ _____
- ☐ Astronomy (01%) _____
- ☐ Bargain (05%) _____
- ☐ Biology (01%) _____
- ☐ Chemistry (01%) _____
- ☐ Climb (40%) _____
- ☐ Conceal (15%) _____
- Craft (05%):
- ☐ _____ _____
- ☐ _____ _____
- ☐ Credit Rating (15%) _____
- Cthulhu Mythos (00%) _____
- ☐ Disguise (01%) _____
- ☐ Dodge (DEX × 2) _____
- ☐ Drive Carriage (20%) _____
- ☐ Electric. Repair (01%) _____
- ☐ Fast Talk (05%) _____
- ☐ First Aid (30%) _____
- ☐ Geology (01%) _____
- ☐ Hide (10%) _____
- ☐ History (20%) _____
- ☐ Jump (25%) _____

- ☐ Law (05%) _____
- ☐ Library Use (25%) _____
- ☐ Listen (25%) _____
- ☐ Locksmith (01%) _____
- ☐ Martial Arts (01%) _____
- ☐ Mechan. Repair (20%) _____
- ☐ Medicine (05%) _____
- ☐ Natural History (10%) _____
- ☐ Navigate (10%) _____
- ☐ Occult (05%) _____
- ☐ Operate Hv. Mach. (01%) _____
- Other Language (01%):
- ☐ _____ _____
- ☐ _____ _____
- ☐ _____ _____
- Own Language (EDU × 5%):
- ☐ _____ _____
- ☐ Persuade (15%) _____
- ☐ Pharmacy (01%) _____
- ☐ Photography (10%) _____
- ☐ Physics (01%) _____
- ☐ Pilot Balloon (01%) _____
- ☐ Pilot Boat (01%) _____
- ☐ Psychology (05%) _____
- ☐ Ride (05%) _____
- ☐ Sneak (10%) _____
- ☐ Spot Hidden (25%) _____

- ☐ Swim (25%) _____
- ☐ Throw (25%) _____
- ☐ Track (10%) _____
- ☐ _____ _____
- ☐ _____ _____
- ☐ _____ _____
- ☐ _____ _____
- ☐ _____ _____
- ☐ _____ _____
- ☐ _____ _____
- ☐ _____ _____
- Firearms
- ☐ Handgun (20%) _____
- ☐ Machine Gun (15%) _____
- ☐ Rifle (25%) _____
- ☐ Shotgun (30%) _____

WEAPONS

	melee	%	damage	hnd	rng	#att	hp
☐	Fist (50%)	____	1D3+db	1	touch	1	n/a
☐	Grapple (25%)	____	special	2	touch	1	n/a
☐	Head (10%)	____	1D4+db	0	touch	1	n/a
☐	Kick (25%)	____	1D6+db	0	touch	1	n/a
☐							
☐							

	weapon	%	damage	malf	rng	#att	shots	hp
☐								
☐								
☐								
☐								
☐								
☐								

Investigator Name _____

Residence _____

Personal Description _____

_____

_____

Family & Friends _____

_____

Addictions & Dependencies _____

_____

Episodes of Insanity _____

_____

Wounds & Injuries _____

_____

Marks & Scars _____

_____

INVESTIGATOR HISTORY

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

INCOME & SAVINGS

Income _____

Cash on Hand _____

Savings _____

Personal Property _____

_____

_____

Real Estate _____

_____

ADVENTURING GEAR & POSSESSIONS

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

MYTHOS TOMES READ

_____   _____

_____   _____

_____   _____

_____   _____

HOUSEHOLD STAFF

_____   _____

_____   _____

MAGICAL ARTIFACTS/SPELLS KNOWN

Artifacts _____   Spells _____

_____   _____

_____   _____

_____   _____

CLUB & SOCIETY MEMBERSHIPS

_____   _____

_____   _____

_____   _____

_____   _____