

CALL OF CTHULHU

"THAT IS NOT DEAD WHICH CAN
ETERNAL LIE. AND WITH STRANGE
AEONS EVEN DEATH MAY DIE."

- Necronomicon



INVESTIGATOR DETAILS

Name _____
Player _____
Occupation _____
Gender & Age _____

ABILITIES AND SKILLS

STR	<input type="text"/>	APP	<input type="text"/>	LUCK	MAGIC	MOVE
CON	<input type="text"/>	INT	<input type="text"/>	HIT POINTS		
SIZ	<input type="text"/>	POW	<input type="text"/>	<input type="text"/>	<input type="text"/>	
DEX	<input type="text"/>	EDU	<input type="text"/>	Current	Max	

CONDITIONS	
<input type="checkbox"/>	Temporarily Insane
<input type="checkbox"/>	Indefinitely Insane
<input type="checkbox"/>	Major Wound
<input type="checkbox"/>	Unconscious
<input type="checkbox"/>	Dying

HIT POINTS	
<input type="text"/>	<input type="text"/>
Current	Max

SANITY	
<input type="text"/>	<input type="text"/>
Current	Max

COMBAT	
<input type="text"/>	<input type="text"/>
Damage bonus	Build

SPECIALIST SKILLS			
Skill	R	H	E
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			

INVESTIGATOR SKILLS

Skill	R	H	E
<input type="checkbox"/> Accounting (5%)			
<input type="checkbox"/> Anthropology (1%)			
<input type="checkbox"/> Appraise (5%)			
<input type="checkbox"/> Archaeology (1%)			
<input type="checkbox"/> Charm (15%)			
<input type="checkbox"/> Climb (20%)			
Credit Rating (0%)			
Cthulhu Mythos (0%)			
<input type="checkbox"/> Disguise (5%)			
<input type="checkbox"/> Dodge (half dex)			
<input type="checkbox"/> Drive Auto (20%)			
<input type="checkbox"/> Elec Repair (10%)			
<input type="checkbox"/> Fast Talk (5%)			
<input type="checkbox"/> Fighting (Brawl) (25%)			

Skill	R	H	E
<input type="checkbox"/> Firearms (Handgun) (20%)			
<input type="checkbox"/> Firearms (Shotgun) (25%)			
<input type="checkbox"/> First Aid (30%)			
<input type="checkbox"/> History (5%)			
<input type="checkbox"/> Intimidate (15%)			
<input type="checkbox"/> Jump (20%)			
<input type="checkbox"/> Language (Own) (Edu)			
<input type="checkbox"/> Law (5%)			
<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Locksmith (1%)			
<input type="checkbox"/> Mech. Repair (10%)			
<input type="checkbox"/> Medicine (1%)			
<input type="checkbox"/> Natural World (10%)			

Skill	R	H	E
<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Occult (5%)			
<input type="checkbox"/> Op. Hv. Machine (1%)			
<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Psychoanalysis (1%)			
<input type="checkbox"/> Ride (5%)			
<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Track (10%)			

R= Regular H = Hard E = Extreme

NOTES

BACKSTORY NOTES

Personal description:

Traits, Injuries & Scars:

Ideology/Beliefs:

Phobias & Manias:

Significant People & Locations:

Unsettling Encounters:

Treasured Possessions:

EQUIPMENT LIST

CASH AND ASSETS

SPENDING LEVEL:

CASH:

WEAPONS LIST

Weapon	R	H	E	Damage	Range	Attacks	Ammo	Malfunction

QUICK REFERENCE

Rolling a 1 is a **critical success**.

A check can be **regular**, **hard** or **extreme**. Roll equal or less to pass a check.

Rolling 100 is a **critical failure**.

If the check requires a roll less than 50, **96-99** also count as critical failures.

If you fail a roll, you can either **spend luck points** to reduce the rolled total (1 for 1) or **push the roll** to roll again and risk more extreme results.

You **cannot** spend luck or push rolls for sanity,

combat or damage rolls.

If you **lose 5 or more sanity points** in one roll you must roll an Intelligence check. If you succeed, you understand what is going on and go temporarily insane.

If you **lose 1/5 of your sanity points** in one day, you go indefinitely insane.

First Aid heals 1hp, **Medicine** heals 1d3hp. If someone is dying, First Aid stabilises them.

When you reach **0hp** you fall **unconscious**, unless you have a major wound in which case you start **dying**.

For each **bonus die**: roll an additional tens percentile die alongside the usual pair of percentile dice when making a skill roll (rolling 3 separate dice: one units die and two tens dice). Use the tens dice that yields the better (lower) result.

For each **penalty die**: roll an additional tens percentile die alongside the usual pair of percentile dice (rolling 3 separate dice: one units die and two tens dice). Use the tens dice that yields the worse (higher) result.

Bonus and penalty die cancel each other out 1 to 1.