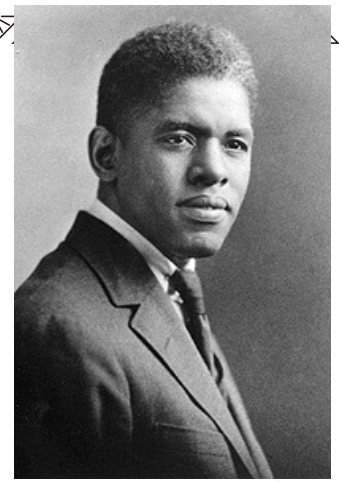


1920s ERA INVESTIGATOR

Name _____ Birthplace _____ Pronoun _____
Occupation _____ Residence _____ Age _____



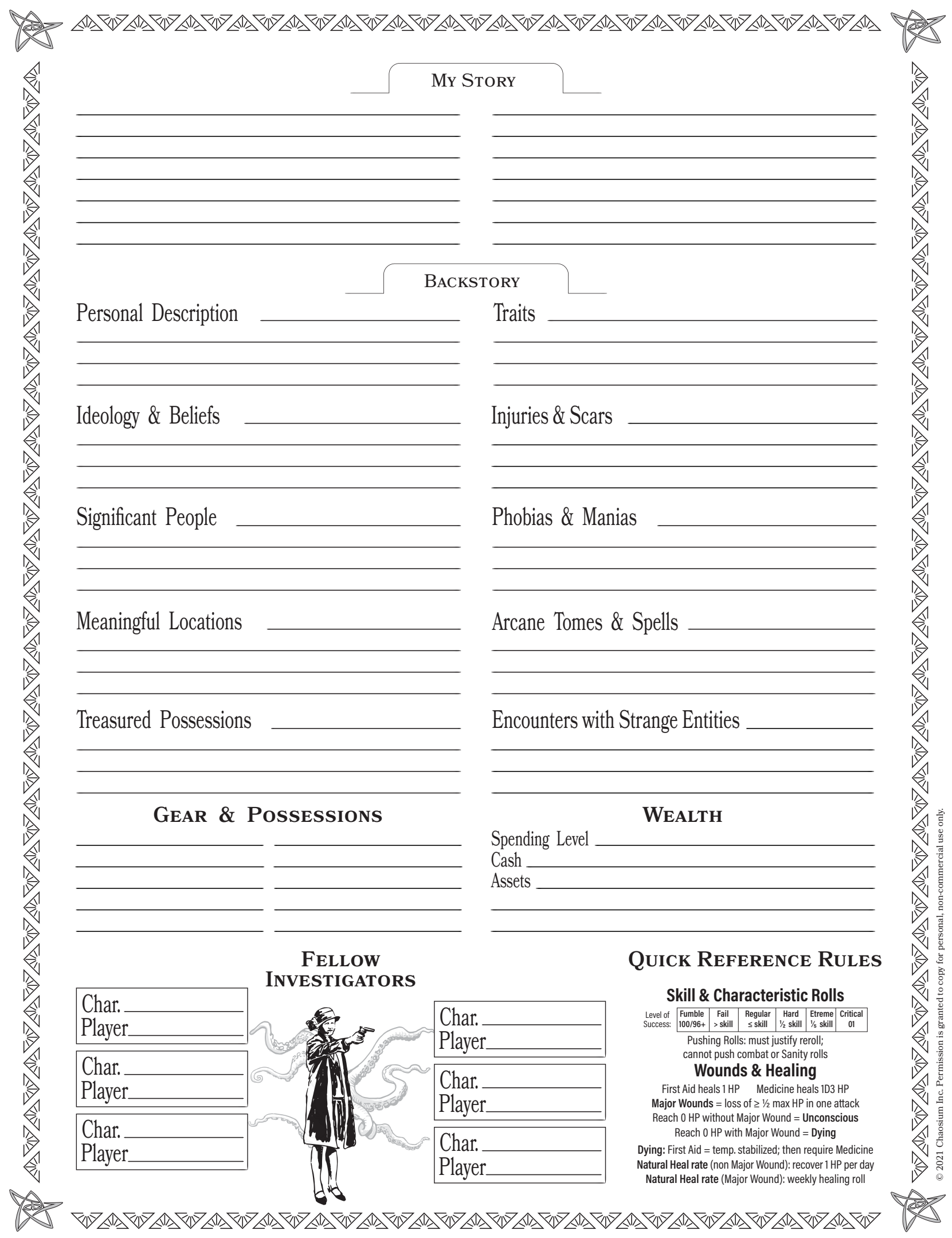
CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS	STR	SIZ	Hit Points
	Reg Half Fifth	Reg Half Fifth	Maximum Current
	CON	POW	Magic Points
	Reg Half Fifth	Reg Half Fifth	Maximum Current
	DEX	APP	Luck
Reg Half Fifth	Reg Half Fifth	Starting Current	
INT	EDU	Sanity	
IDEA	KNOW	Starting Current Insane	

Max Sanity (99) Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS	Accounting (05%)	Firearms (Rifle/Shotgun) (25%)	Persuade (10%)
	Reg Half Fifth	Reg Half Fifth	Reg Half Fifth
	Anthropology (01%)	Firearms	Pilot (01%)
	Reg Half Fifth	Reg Half Fifth	Reg Half Fifth
	Appraise (05%)	First Aid (30%)	Psychoanalysis (01%)
Reg Half Fifth	Reg Half Fifth	Reg Half Fifth	
Archaeology (01%)	History (05%)	Psychology (10%)	
Reg Half Fifth	Reg Half Fifth	Reg Half Fifth	
Art / Craft (05%)	Intimidate (15%)	Ride (05%)	
Reg Half Fifth	Reg Half Fifth	Reg Half Fifth	
Charm (15%)	Jump (20%)	Science (01%)	
Reg Half Fifth	Reg Half Fifth	Reg Half Fifth	
Climb (20%)	Language (Other) (01%)	Sleight of Hand (10%)	
Reg Half Fifth	Reg Half Fifth	Reg Half Fifth	
Credit Rating (00%)	Language (Own) (EDU)	Spot Hidden (25%)	
Reg Half Fifth	Reg Half Fifth	Reg Half Fifth	
Cthulhu Mythos (00%)	Law (05%)	Stealth (20%)	
Reg Half Fifth	Reg Half Fifth	Reg Half Fifth	
Disguise (05%)	Library Use (20%)	Survival (10%)	
Reg Half Fifth	Reg Half Fifth	Reg Half Fifth	
Dodge (half DEX)	Listen (20%)	Swim (20%)	
Reg Half Fifth	Reg Half Fifth	Reg Half Fifth	
Drive Auto (20%)	Locksmith (01%)	Throw (20%)	
Reg Half Fifth	Reg Half Fifth	Reg Half Fifth	
Elec. Repair (10%)	Mech. Repair (10%)	Track (10%)	
Reg Half Fifth	Reg Half Fifth	Reg Half Fifth	
Fast Talk (05%)	Medicine (01%)		
Reg Half Fifth	Reg Half Fifth		
Fighting (Brawl) (25%)	Natural World (10%)		
Reg Half Fifth	Reg Half Fifth		
Fighting	Navigate (10%)		
Reg Half Fifth	Reg Half Fifth		
Firearms (Handgun) (20%)	Occult (05%)		
Reg Half Fifth	Reg Half Fifth		

COMBAT	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
	Brawl		1D3 + DB	1	-	-	-	
								Build
								Dodge
								Damage Bonus



My STORY

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

BACKSTORY

Personal Description _____	Traits _____
_____	_____
_____	_____
Ideology & Beliefs _____	Injuries & Scars _____
_____	_____
_____	_____
Significant People _____	Phobias & Manias _____
_____	_____
_____	_____
Meaningful Locations _____	Arcane Tomes & Spells _____
_____	_____
_____	_____
Treasured Possessions _____	Encounters with Strange Entities _____
_____	_____
_____	_____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____

WEALTH

Spending Level _____

Cash _____

Assets _____

FELLOW INVESTIGATORS

Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____



Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll



Handwriting practice lines on the left side of the page. The lines are horizontal and evenly spaced, providing a guide for letter height and placement.

Handwriting practice lines on the right side of the page. The lines are horizontal and evenly spaced, providing a guide for letter height and placement.