


1920s


Name _____
Player _____
Occupation _____
Age _____ Sex _____
Residence _____
Birthplace _____

CHARACTERISTICS

STR

DEX

INT

Idea

CON

APP

POW

SIZ

EDU

Move Rate

+1

-1

HIT POINTS

Current HP

Max HP

Major Wound

Temp. Insane

Indef. Insane

Start

Max

Current Sanity

SANITY

LUCK

Luck Total

Current MP

MAGIC POINTS

Max MP

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

INVESTIGATOR SKILLS

☐ Accounting (05%)
☐ Anthropology (01%)
☐ Appraise (05%)
☐ Archaeology (01%)
☐ Art / Craft (05%)
☐ _____
☐ _____
☐ Charm (15%)
☐ Climb (20%)
☐ Credit Rating (00%)
☐ Cthulhu Mythos (00%)
☐ Disguise (05%)
☐ Dodge (half DEX)
☐ Drive Auto (20%)
☐ Elec Repair (10%)

☐ Fast Talk (05%)
☐ Fighting (Brawl) (25%)
☐ _____
☐ _____
☐ Firearms (Handgun) (20%)
☐ Firearms (Rifle/Shotgun) (25%)
☐ _____
☐ First Aid (30%)
☐ History (05%)
☐ Intimidate (15%)
☐ Jump (20%)
☐ Language (Other) (01%)
☐ _____
☐ _____
☐ Language (Own) (EDU)

☐ Law (05%)
☐ Library Use (20%)
☐ Listen (20%)
☐ Locksmith (01%)
☐ Mech. Repair (10%)
☐ Medicine (01%)
☐ Natural World (10%)
☐ Navigate (10%)
☐ Occult (05%)
☐ Op. Hv. Machine (01%)
☐ Persuade (10%)
☐ Pilot (01%)
☐ Psychology (10%)
☐ Psychoanalysis (01%)
☐ Ride (05%)

☐ Science (01%)
☐ _____
☐ _____
☐ Sleight of Hand (10%)
☐ Spot Hidden (25%)
☐ Stealth (20%)
☐ Survival (10%)
☐ Swim (20%)
☐ Throw (20%)
☐ Track (10%)
☐ _____
☐ _____
☐ _____
☐ _____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

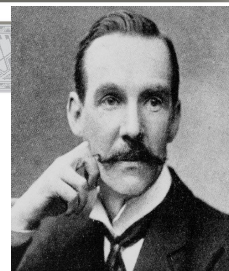
COMBAT

Damage Bonus

Build

Dodge

BACKSTORY



Personal Description

Traits

Ideology/Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

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

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = 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 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

