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 [ ]

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

Current MP [ ] — MAGIC POINTS

Max MP

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
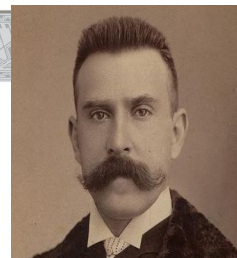
Personal Description

Ideology/Beliefs

Significant People

Meaningful Locations

Treasured Possessions

Traits

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

Gear & Possessions

Cash & Assets

Spending Level _____
Cash _____
Assets _____

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail >skill	Regular ≤skill	Hard ½ skill	Extreme ⅕ skill	Critical 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 ≥ ½ 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

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Me

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____