

CALL of CTHULHU®

REIGN OF TERROR

ATTRIBUTES

NAME _____

OCCUPATION _____

AGE _____ **PROCON** _____

MOVE _____

BUILD _____

DAMAGE _____

BONUS _____

DODGE _____

HIT POINTS

(20)	(19)	(18)	(17)	(16)
(15)	(14)	(13)	(12)	(11)
(10)	(9)	(8)	(7)	(6)
(5)	(4)	(3)	(2)	(1)
				Max Wound

MAGIC POINTS

(24)	(23)	(22)	(21)	(20)	(19)
(18)	(17)	(16)	(15)	(14)	(13)
(12)	(11)	(10)	(9)	(8)	(7)
(6)	(5)	(4)	(3)	(2)	(1)

CHARACTERISTICS

STR

SIZ

CON

POW

DEX

APP

INT

EDU

IDEA

KNOW

*Max
Sanity*

*Indefinite
Insanity*

15 Current Sanity

*Luck
Points*

99 98 97
96 95 94
93 92 91
90 89 88
87 86 85
84 83 82
81 80 79
78 77 76
75 74 73
72 71 70
69 68 67
66 65 64
63 62 61
60 59 58
57 56 55
54 53 52
51 50 49
48 47 46
45 44 43
42 41 40
39 38 37
36 35 34
33 32 31
30 29 28
27 26 25

24 23 22
21 20 19
18 17 16
15 14 13
12 11 10
9 8 7
6 5 4
1 2 3

*Out of
Luck*

*Sanity
Points*

99 98 97
96 95 94
93 92 91
90 89 88
87 86 85
84 83 82
81 80 79
78 77 76
75 74 73
72 71 70
69 68 67
66 65 64
63 62 61
60 59 58
57 56 55
54 53 52
51 50 49
48 47 46
45 44 43
42 41 40
39 38 37
36 35 34
33 32 31
30 29 28
27 26 25

24 23 22
21 20 19
18 17 16
15 14 13
12 11 10
9 8 7
6 5 4
1 2 3

*Out of
Sanity*

- | | | | | | |
|---|-------|--|-------|--|-------|
| <input type="checkbox"/> Accounting (05%) | _____ | <input type="checkbox"/> Firearms (Musket) (20%) | _____ | <input type="checkbox"/> Pilot Boat (20%) | _____ |
| <input type="checkbox"/> Animal Handling (05%) | _____ | <input type="checkbox"/> Firearms (Pistol) (20%) | _____ | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> Anthropology (01%) | _____ | <input type="checkbox"/> | _____ | <input type="checkbox"/> Psychology (10%) | _____ |
| <input type="checkbox"/> Appraise (05%) | _____ | <input type="checkbox"/> First Aid (30%) | _____ | <input type="checkbox"/> Repair (10%) | _____ |
| <input type="checkbox"/> Art / Craft (05%) | _____ | <input type="checkbox"/> History (05%) | _____ | <input type="checkbox"/> Ride (15%) | _____ |
| <input type="checkbox"/> | _____ | <input type="checkbox"/> Intimidate (15%) | _____ | <input type="checkbox"/> Science (01%) | _____ |
| <input type="checkbox"/> | _____ | <input type="checkbox"/> Jump (20%) | _____ | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> Artillery (01%) | _____ | <input type="checkbox"/> Language (Other) (01%) | _____ | <input type="checkbox"/> Sleight of Hand (10%) | _____ |
| <input type="checkbox"/> Charm (15%) | _____ | <input type="checkbox"/> | _____ | <input type="checkbox"/> Spot Hidden (25%) | _____ |
| <input type="checkbox"/> Climb (20%) | _____ | <input type="checkbox"/> | _____ | <input type="checkbox"/> Stealth (20%) | _____ |
| <input type="checkbox"/> Credit Rating (00%) | _____ | <input type="checkbox"/> | _____ | <input type="checkbox"/> Survival (10%) | _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) | _____ | <input type="checkbox"/> Language Own (EDU) | _____ | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> Disguise (05%) | _____ | <input type="checkbox"/> Law (05%) | _____ | <input type="checkbox"/> Swim (20%) | _____ |
| <input type="checkbox"/> Dodge (half DEX) | _____ | <input type="checkbox"/> Library Use (20%) | _____ | <input type="checkbox"/> Throw (20%) | _____ |
| <input type="checkbox"/> Drive (Wagon/Carriage) (20%) | _____ | <input type="checkbox"/> Listen (20%) | _____ | <input type="checkbox"/> Track (10%) | _____ |
| <input type="checkbox"/> Fast Talk (05%) | _____ | <input type="checkbox"/> Locksmith (01%) | _____ | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> Fighting (Brawl) (25%) | _____ | <input type="checkbox"/> Medicine (01%) | _____ | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> | _____ | <input type="checkbox"/> Natural World (20%) | _____ | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> | _____ | <input type="checkbox"/> Navigate (10%) | _____ | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> | _____ | <input type="checkbox"/> Occult (05%) | _____ | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> | _____ | <input type="checkbox"/> Persuade (10%) | _____ | <input type="checkbox"/> | _____ |

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
BRAWL	_____	1D3 + DB	1	-	-	-

- Indefinite Insanity*
 Temporary Insanity



BACKSTORY

PERSONAL DESCRIPTION:

TRAITS:

IDEOLOGY & BELIEFS:

SIGNIFICANT PEOPLE:

MEANINGFUL LOCATIONS:

TREASURED POSSESSIONS:

PHOBIAS & MANIAS:

ARCANE TOMES & SPELLS:

SPENDING LEVEL:

CASH:

ASSETS:

INJURIES

STRANGE ENCOUNTERS

GEAR & POSSESSIONS

Character _____
Player _____

Character _____
Player _____

Character _____
Player _____

— My Colleagues —

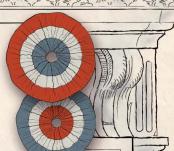
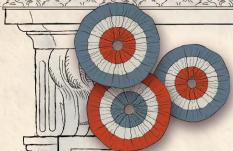


Character _____
Player _____

Character _____
Player _____

Character _____
Player _____

LIBERTÉ,
ÉGALITÉ,
FRATERNITÉ
OU LA MORT



WEALTH

