

CTHULHU by GASLIGHT

Investigator

Name _____ Social Status _____ Pronoun _____

Occupation _____ Residence _____ Age _____

Characteristics

Reg	Half	Fifth
STR		

Reg	Half	Fifth
SIZ		

Maximum	Current
Hit Points	

Reg	Half	Fifth
CON		

Reg	Half	Fifth
POW		

Maximum	Current
Magic Points	

Reg	Half	Fifth
DEX		

Reg	Half	Fifth
APP		

Starting	Current
Luck	

Reg	Half	Fifth
INT		

Reg	Half	Fifth
IDEA		

Starting	Current	Insane
Sanity		

Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

Skills	Reg	Half	Fifth	Reg	Half	Fifth	Reg	Half	Fifth
Accounting (10%)	<input type="checkbox"/>	Persuade (10%)	<input type="checkbox"/>	<input type="checkbox"/>					
Alienism (01%)	<input type="checkbox"/>	(01%)	<input type="checkbox"/>	<input type="checkbox"/>					
Anthropology (01%)	<input type="checkbox"/>	Pilot	<input type="checkbox"/>	<input type="checkbox"/>					
Appraise (05%)	<input type="checkbox"/>	Psychology (10%)	<input type="checkbox"/>	<input type="checkbox"/>					
Archaeology (01%)	<input type="checkbox"/>	Reassure (fifth APP)	<input type="checkbox"/>	<input type="checkbox"/>					
(05%)	<input type="checkbox"/>	Religion (10%)	<input type="checkbox"/>	<input type="checkbox"/>					
Art / Craft	<input type="checkbox"/>	Ride (20%)	<input type="checkbox"/>	<input type="checkbox"/>					
	<input type="checkbox"/>	(01%)	<input type="checkbox"/>	<input type="checkbox"/>					
Language (Other)	<input type="checkbox"/>	Science	<input type="checkbox"/>	<input type="checkbox"/>					
Charm (15%)	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>					
Climb (20%)	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>					
Credit Rating (00%)	<input type="checkbox"/>	Sleight of Hand (10%)	<input type="checkbox"/>	<input type="checkbox"/>					
Cthulhu Mythos (00%)	<input type="checkbox"/>	Spot Hidden (25%)	<input type="checkbox"/>	<input type="checkbox"/>					
Disguise (05%)	<input type="checkbox"/>	Stealth (20%)	<input type="checkbox"/>	<input type="checkbox"/>					
Dodge (half DEX)	<input type="checkbox"/>	(10%)	<input type="checkbox"/>	<input type="checkbox"/>					
Drive Carriage (20%)	<input type="checkbox"/>	Survival	<input type="checkbox"/>	<input type="checkbox"/>					
Fast Talk (05%)	<input type="checkbox"/>	Swim (30%)	<input type="checkbox"/>	<input type="checkbox"/>					
Fighting (Brawl) (25%)	<input type="checkbox"/>	Throw (20%)	<input type="checkbox"/>	<input type="checkbox"/>					
	<input type="checkbox"/>	Track (10%)	<input type="checkbox"/>	<input type="checkbox"/>					
Natural World (10%)	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>					
	<input type="checkbox"/>	Navigate (10%)	<input type="checkbox"/>	<input type="checkbox"/>					
Occult (05%)	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>					
Operate Heavy Machinery (01%)	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>					
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My Story

Backstory

Personal Description _____

Traits _____

Ideology & Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias _____

Meaningful Locations _____

Arcane Tomes & Spells _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

WEALTH

Spending Level _____

Cash _____

Assets _____

Fellow Investigators

Char. _____
Player _____Char. _____
Player _____

Quick Reference Rules

Skill & Characteristic Rolls

Level of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	0!

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

