

Regency Cthulhu™

INVESTIGATOR

Name _____ Birthplace _____ Pronoun _____

Occupation _____ Residence _____ Age _____

CHARACTERISTICS

Reg	Half	Fifth

Reg	Half	Fifth

Maximum	Current

Reg	Half	Fifth

Reg	Half	Fifth

Maximum	Current

Reg	Half	Fifth

Reg	Half	Fifth

Starting	Current

Reg	Half	Fifth

Reg	Half	Fifth

Starting	Current	Insane

Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying



SILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/>	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)	Reg	Half	Fifth	<input type="checkbox"/> Fighting	Reg	Half	Fifth	<input type="checkbox"/> Natural Philosophy (01%)	Reg	Half	Fifth
<input type="checkbox"/> Appraise (05%)	Reg	Half	Fifth	<input type="checkbox"/> Firearms (Pistol) (20%)	Reg	Half	Fifth	<input type="checkbox"/> Natural World (10%)	Reg	Half	Fifth
<input type="checkbox"/> Archaeology (01%)	Reg	Half	Fifth	<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%)	Reg	Half	Fifth	<input type="checkbox"/> Navigate (10%)	Reg	Half	Fifth
<input type="checkbox"/> _____ (05%) <i>Art / Craft</i>	Reg	Half	Fifth	<input type="checkbox"/> Firearms	Reg	Half	Fifth	<input type="checkbox"/> Occult (05%)	Reg	Half	Fifth
<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> First Aid (30%)	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Astronomy (01%)	Reg	Half	Fifth	<input type="checkbox"/> Gaming (10%)	Reg	Half	Fifth	<input type="checkbox"/> Psychology (10%)	Reg	Half	Fifth
<input type="checkbox"/> Charm (15%)	Reg	Half	Fifth	<input type="checkbox"/> History (05%)	Reg	Half	Fifth	<input type="checkbox"/> Reassure (APP/5%)	Reg	Half	Fifth
<input type="checkbox"/> Climb (20%)	Reg	Half	Fifth	<input type="checkbox"/> Intimidate (15%)	Reg	Half	Fifth	<input type="checkbox"/> Religion (10%)	Reg	Half	Fifth
Credit Rating (Occ%)	Reg	Half	Fifth	<input type="checkbox"/> Jump (20%)	Reg	Half	Fifth	<input type="checkbox"/> Ride (05%)	Reg	Half	Fifth
Cthulhu Mythos (00%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (01%) <i>Language (Other)</i>	Reg	Half	Fifth	<input type="checkbox"/> Sleight of Hand (10%)	Reg	Half	Fifth
<input type="checkbox"/> Dancing (DEX/5%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> Spot Hidden (25%)	Reg	Half	Fifth
<input type="checkbox"/> Disguise (05%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> Stealth (20%)	Reg	Half	Fifth
<input type="checkbox"/> Dodge (half DEX)	Reg	Half	Fifth	<input type="checkbox"/> _____ (EDU) <i>Language (Own)</i>	Reg	Half	Fifth	<input type="checkbox"/> _____ (10%) <i>Survival</i>	Reg	Half	Fifth
<input type="checkbox"/> Drive Carriage (20%)	Reg	Half	Fifth	<input type="checkbox"/> Law (05%)	Reg	Half	Fifth	<input type="checkbox"/> Swim (20%)	Reg	Half	Fifth
<input type="checkbox"/> Etiquette (INT/5%)	Reg	Half	Fifth	<input type="checkbox"/> Library Use (20%)	Reg	Half	Fifth	<input type="checkbox"/> Throw (20%)	Reg	Half	Fifth
<input type="checkbox"/> Fashion (10%)	Reg	Half	Fifth	<input type="checkbox"/> Listen (20%)	Reg	Half	Fifth	<input type="checkbox"/> Track (10%)	Reg	Half	Fifth
<input type="checkbox"/> Fast Talk (05%)	Reg	Half	Fifth	<input type="checkbox"/> Locksmith (01%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg	Half	Fifth	<input type="checkbox"/> Mech. Repair (10%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Reputation	Starting	Current	Censure
Brawl	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1D3 + DB	1	-	-	-	<input type="checkbox"/> Censured			
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						Build	<input type="checkbox"/>	Move	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						Dodge	<input type="checkbox"/> Reg	Half	Fifth
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						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
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

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

