

1920s



Player Name:

 Horror Roleplaying  
in the Worlds of  
H.P. Lovecraft


Investigator Name \_\_\_\_\_  
 Occupation \_\_\_\_\_  
 Colleges, Degrees f \_\_\_\_\_  
 Birthplace \_\_\_\_\_  
 Mental Disorders d \_\_\_\_\_  
 Sex sasdf \_\_\_\_\_ Age \_\_\_\_\_

## Characteristics & Rolls

STR \_\_\_\_ DEX \_\_\_\_ INT \_\_\_\_ Idea \_\_\_\_  
 CON \_\_\_\_ APP \_\_\_\_ POW \_\_\_\_ Luck \_\_\_\_  
 SIZ \_\_\_\_ SAN \_\_\_\_ EDU \_\_\_\_ Know \_\_\_\_  
 99-Cthulhu Mythos \_\_\_\_\_ Damage Bonus d \_\_\_\_\_

## Sanity Points

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14  
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31  
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48  
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65  
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82  
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

## Magic Points

Unconscious 0 1 2 3  
 4 5 6 7 8 9 10 11  
 12 13 14 15 16 17 18 19  
 20 21 22 23 24 25 26 27  
 28 29 30 31 32 33 34 35  
 36 37 38 39 40 41 42 43

## Hit Points

Dead -2 -1 0 1 2 3  
 4 5 6 7 8 9 10 11  
 12 13 14 15 16 17 18 19  
 20 21 22 23 24 25 26 27  
 28 29 30 31 32 33 34 35  
 36 37 38 39 40 41 42 43

## Investigator Skills

- |  |  |  |
|--|--|--|
| <input type="checkbox"/> Accounting (10%) _____    | <input type="checkbox"/> Law (05%) _____             | <div></div>                                      |
| <input type="checkbox"/> Anthropology (01%) _____  | <input type="checkbox"/> Library Use (25%) _____     |  |
| <input type="checkbox"/> Archaeology (01%) _____   | <input type="checkbox"/> Listen (25%) _____          |  |
| Art (05%):   | <input type="checkbox"/> Locksmith (01%) _____       |  |
| <input type="checkbox"/> _____                     | <input type="checkbox"/> Martial Arts (01%) _____    |  |
| <input type="checkbox"/> _____                     | <input type="checkbox"/> Mech. Repair (20%) _____    |  |
| <input type="checkbox"/> Astronomy (01%) _____     | <input type="checkbox"/> Medicine (05%) _____        |  |
| <input type="checkbox"/> Bargain (05%) _____       | <input type="checkbox"/> Natural History (10%) _____ |  |
| <input type="checkbox"/> Biology (01%) _____       | <input type="checkbox"/> Navigate (10%) _____        |  |
| <input type="checkbox"/> Chemistry (01%) _____     | <input type="checkbox"/> Occult (05%) _____          |  |
| <input type="checkbox"/> Climb (40%) _____         | <input type="checkbox"/> Opr. Hvy. Mch. (01%) _____  | <input type="checkbox"/> Sneak (10%) _____       |
| <input type="checkbox"/> Conceal (15%) _____       | Other Language (01%):                                | <input type="checkbox"/> Spot Hidden (25%) _____ |
| Craft (05%):                                       | <input type="checkbox"/> _____                       | <input type="checkbox"/> Swim (25%) _____        |
| <input type="checkbox"/> _____                     | <input type="checkbox"/> _____                       | <input type="checkbox"/> Throw (25%) _____       |
| <input type="checkbox"/> _____                     | <input type="checkbox"/> _____                       | <input type="checkbox"/> Track (10%) _____       |
| <input type="checkbox"/> Credit Rating (15%) _____ | Own Language (EDUx5%):                               | <input type="checkbox"/> _____                   |
| Cthulhu Mythos (00)                                | <input type="checkbox"/> _____                       | <input type="checkbox"/> _____                   |
| <input type="checkbox"/> Disguise (01%) _____      | <input type="checkbox"/> Persuade (15%) _____        | <input type="checkbox"/> _____                   |
| <input type="checkbox"/> Dodge (DEX x2)            | <input type="checkbox"/> Pharmacy (01%) _____        | <input type="checkbox"/> _____                   |
| <input type="checkbox"/> Drive Auto (20%)          | <input type="checkbox"/> Photography (10%) _____     | <input type="checkbox"/> _____                   |
| <input type="checkbox"/> Electr. Repair (10%)      | <input type="checkbox"/> Physics (01%) _____         | <input type="checkbox"/> _____                   |
| <input type="checkbox"/> Fast Talk (05%) _____     | Pilot (01%):   | <b>Firearms</b>                                  |
| <input type="checkbox"/> First Aid (30%) _____     | <input type="checkbox"/> _____                       | <input type="checkbox"/> Handgun (20%) _____     |
| <input type="checkbox"/> Geology (01%) _____       | <input type="checkbox"/> _____                       | <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Hide (10%) _____          | <input type="checkbox"/> Psychoanalysis (01%) _____  | <input type="checkbox"/> Rifle (25%) _____       |
| <input type="checkbox"/> History (20%) _____       | <input type="checkbox"/> Psychology (05%) _____      | <input type="checkbox"/> Shotgun (30%) _____     |
| <input type="checkbox"/> Jump (25%) _____          | <input type="checkbox"/> Ride (05%) _____            | <input type="checkbox"/> SMG (15%) _____         |

## Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist (50%)	____	1D3+db	1	touch	1	n/a	<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	____	special	2	touch	1	n/a	<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Head (10%)	____	1D4+db	0	touch	1	n/a	<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	____	1D6+db	0	touch	1	n/a	<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	____	_____	_____	_____	_____	_____	_____

## Personal Data

Investigator Name \_\_\_\_\_

Episodes of Insanity \_\_\_\_\_

Residence \_\_\_\_\_

Personal Description \_\_\_\_\_

Wounds & Injuries \_\_\_\_\_

Family & Friends \_\_\_\_\_

Marks & Scars \_\_\_\_\_



## Investigator History

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Income & Savings

Income \_\_\_\_\_

Cash on Hand \_\_\_\_\_

Savings \_\_\_\_\_

Personal Property \_\_\_\_\_

Real Estate \_\_\_\_\_

## Adventuring Gear & Possessions

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

## Mythos Tomes Read

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Investigator History



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

## Magical Artifacts/Spells Known

Artifacts \_\_\_\_\_ Spells \_\_\_\_\_

_____	_____
_____	_____
_____	_____
_____	_____