



Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR	<table border="1"><tr><td></td><td></td></tr></table>			DEX	<table border="1"><tr><td></td><td></td></tr></table>			INT Idea	<table border="1"><tr><td></td><td></td></tr></table>				
CON	<table border="1"><tr><td></td><td></td></tr></table>			APP	<table border="1"><tr><td></td><td></td></tr></table>			POW	<table border="1"><tr><td></td><td></td></tr></table>				
SIZ	<table border="1"><tr><td></td><td></td></tr></table>			EDU	<table border="1"><tr><td></td><td></td></tr></table>			Move Rate	<table border="1"><tr><td></td><td></td></tr><tr><td>+1</td><td>-1</td></tr></table>			+1	-1
+1	-1												

Current HP

Max HP

Major Wound

Temp. Insane

Indef. Insane

Start

Max

Current Sanity

SANITY

Luck Total

Luck

CALL of CTHULHU

Horror Roleplaying in the Worlds
of H.P. Lovecraft

Max MP

Current MP

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Fast Talk (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Law (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Science (01%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Anthropology (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Fighting (Brawl) (25%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Library Use (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Appraise (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Listen (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Archaeology (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Locksmith (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Sleight of Hand (10%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Art / Craft (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Firearms (Handgun) (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Mech. Repair (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Spot Hidden (25%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Medicine (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Stealth (20%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Natural World (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Survival (10%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Charm (15%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> First Aid (30%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Navigate (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Swim (20%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Climb (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> History (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Occult (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Throw (20%)	<table border="1"><tr><td></td><td></td></tr></table>		
Credit Rating (00%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Intimidate (15%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Op. Hv. Machine (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Track (10%)	<table border="1"><tr><td></td><td></td></tr></table>		
Cthulhu Mythos (00%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Jump (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Persuade (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Disguise (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Language (Other) (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Pilot (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Dodge (half DEX)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Psychology (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Drive Auto (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Psychoanalysis (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Elec Repair (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Language (Own) (EDU)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Ride (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage 1d3 + db	Range	Attacks	Ammo	Malf.
Unarmed	_____	_____	_____	_____	_____	1	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____

COMBAT

Damage Bonus	<table border="1"><tr><td></td><td></td></tr></table>		
Build	<table border="1"><tr><td></td><td></td></tr></table>		
Dodge	<table border="1"><tr><td></td><td></td></tr></table>		

BACKSTORY

Personal Description _____

Traits _____



Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	>skill	≤ skill	½ skill	½ skill	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 $\geq \frac{1}{2}$ 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 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.
Player _____

Me