1920s

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

CHARACTERISTICS

STR	DEX	INT *Idea*
CON	APP	POW
SIZ	EDU	Move Rate $\begin{array}{c}+1\\-1\end{array}$

HIT POINTS

Current HP

Max HP □ Major Wound □ Temp. Insane □ Indef. Insane *Start* *Max*

Current Sanity

SANITY

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

LUCK

Luck Total

Current MP

Max MP

MAGIC POINTS

INVESTIGATOR SKILLS

□ Accounting (05%)	
□ Anthropology (01%)	
□ Appraise (05%)	
□ Archaeology (01%)	
□ Art / Craft (05%) _____	
□ _____	
□ _____	
□ Charm (15%)	
□ Climb (20%)	
Credit Rating (00%)	
Cthulhu Mythos (00%)	
□ Disguise (05%)	
□ Dodge (half DEX)	
□ Drive Auto (20%)	
□ Elec Repair (10%)	

□ Fast Talk (05%)	
□ Fighting (Brawl) (25%)	
□ _____	
□ _____	
□ Firearms (Handgun) (20%)	
□ Firearms (Rifle/Shotgun) (25%)	
□ _____	
□ First Aid (30%)	
□ History (05%)	
□ Intimidate (15%)	
□ Jump (20%)	
□ Language (Other) (01%)	
□ _____	
□ _____	
□ Language (Own) (EDU)	

□ Law (05%)	
□ Library Use (20%)	
□ Listen (20%)	
□ Locksmith (01%)	
□ Mech. Repair (10%)	
□ Medicine (01%)	
□ Natural World (10%)	
□ Navigate (10%)	
□ Occult (05%)	
□ Op. Hv. Machine (01%)	
□ Persuade (10%)	
□ Pilot (01%)	
□ Psychology (10%)	
□ Psychoanalysis (01%)	
□ Ride (05%)	

□ Science (01%)	
□ _____	
□ _____	
□ Sleight of Hand (10%)	
□ Spot Hidden (25%)	
□ Stealth (20%)	
□ Survival (10%)	
□ Swim (20%)	
□ Throw (20%)	
□ Track (10%)	
□ _____	
□ _____	
□ _____	
□ _____	

WEAPONS

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

COMBAT

Damage Bonus

Build

Dodge

Backstory

Personal Description _____
_____
_____
_____

Ideology/Beliefs _____
_____
_____
_____

Significant People _____
_____
_____

Meaningful Locations _____
_____
_____

Treasured Possessions _____
_____
_____
_____

Traits _____
_____
_____
_____

Injuries & Scars _____
_____
_____
_____

Phobias & Manias _____
_____
_____

Arcane Tomes, Spells & Artifacts _____
_____
_____

Encounters with Strange Entities _____
_____
_____
_____

Gear & Possessions

_____
_____
_____
_____
_____
_____
_____
_____
_____

Cash & Assets

Spending Level _____
Cash _____
Assets _____
_____
_____
_____
_____
_____
_____
_____

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100 / 96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅕ skill	Critical 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 ≥ ½ 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 _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Me

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____