1920s

Name _____

Player _____

Occupation _____

Age _____ Sex _____

Residence _____

Birthplace _____

CHARACTERISTICS

STR		DEX		INT Idea	
CON		APP		POW	
SIZ		EDU		Move Rate	+1 / -1

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 _____