

1920s



Name

Player

Occupation

Age

Sex

Residence

Birthplace

CHARACTERISTICS

STR		DEX		INT	
CON		APP		POW	
SIZ		EDU		Move Rate	

HIT POINTS

Current HP

Max HP

Major Wound

Temp. Insane

Indef. Insane

Start

Max

LUCK

Luck Total

Max MP

Current Sanity

SANITY

Current MP

MAGIC POINTS

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

INVESTIGATOR SKILLS

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

WEAPONS

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

COMBAT

Damage Bonus

Build

Dodge

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 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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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

Char.
Player

Char.
Player

Char.
Player

Me

Char.
Player

Char.
Player

Char.
Player

Char.
Player