Present

Investigator Name: Hartza Etcheverry
Occupation: Drifter
Colleges, Degrees:
Birthplace: Labastide Clairence
Mental Disorders:
Sex: M Age: 58

Characteristics & Rolls

STR	11	DEX	15	INT	14	Idea	70
CON	15	APP	11	POW	16	Luck	80
SIZ	8	SAN	80	EDU	13	Know	65
99-Cthulhu Mythos	99			Damage Bonus	+0		

Present Day Investigator's Sheet

Player's Name

Call of Cthulhu

Horror Role-Playing

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

Accounting (10%)	
Anthropology (01%)	
Archaeology (01%)	
Art (05%):	
Astronomy (01%)	
Bargain (05%)	30
Biology (01%)	
Chemistry (01%)	
Climb (40%)	60
Computer Use (01%)	
Conceal (15%)	45
Craft (05%):	
Credit Rating (15%)	
Cthulhu Mythos (00)	
Disguise (01%)	
Dodge (DEX x2%)	
Drive Auto (20%)	
Electr. Repair (10%)	
Electronics (01%)	
Fast Talk (05%)	30
First Aid (30%)	
Geology (01%)	
☑ Hide (10%)	60
History (20%)	
Jump (25%)	
Law (05%)	
Library Use (25%)	
☑ Listen (25%)	55
Locksmith (01%)	
Martial Arts (01%)	
Mech. Repair (20%)	
Medicine (05%)	
Natural History (10%)	10
Navigate (10%)	40
Occult (05%)	
Opr. Hvy. Mch. (01%)	
Other Language (01%):	
Francais	36
Espagnol	31
Own Language (EDUx5%):	
Basque	65
Persuade (15%)	35
Pharmacy (01%)	
Photography (10%)	
Physics (01%)	
Pilot (01%):	
Psychoanalysis (01%)	
Psychology (05%)	30
Ride (05%)	
☑ Sneak (10%)	57
☑ Spot Hidden (25%)	27
Swim (25%)	
Throw (25%)	
☑ Track (10%)	50
Firearms	
Handgun (20%)	
Machine Gun (15%)	
Rifle (25%)	
Shotgun (30%)	
SMG (15%)	

Weapons

melee	*%*	*damage*	*hnd*	*rng*	*#att*	*hp*
Fist (50%)		1D3+db	1	touch	1	n/a
☑ Grapple (25%)		special	2	touch	1	n/a
Head (10%)		1D4+db	0	touch	1	n/a
Kick (25%)		1D6+db	0	touch	1	n/a

firearm	*%*	*damage*	*malf*	*rng*	*#att*	*shots*	*hp*