

**Present**



Investigator Name \_\_\_\_\_  
 Occupation \_\_\_\_\_  
 Colleges, Degrees \_\_\_\_\_  
 Birthplace \_\_\_\_\_  
 Mental Disorders \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_

**Characteristics & Rolls**

STR \_\_\_\_\_ DEX \_\_\_\_\_ INT \_\_\_\_\_ Idea \_\_\_\_\_  
 CON \_\_\_\_\_ APP \_\_\_\_\_ POW \_\_\_\_\_ Luck \_\_\_\_\_  
 SIZ \_\_\_\_\_ SAN \_\_\_\_\_ EDU \_\_\_\_\_ Know \_\_\_\_\_  
 99-Cthulhu Mythos \_\_\_\_\_ Damage Bonus \_\_\_\_\_

Present Day Investigator's Sheet

Player's Name \_\_\_\_\_

**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**

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> History (20%) _____	
<input type="checkbox"/> Anthropology (01%) _____	<input type="checkbox"/> Jump (25%) _____	
<input type="checkbox"/> Archaeology (01%) _____	<input type="checkbox"/> Law (05%) _____	
Art (05%): _____	<input type="checkbox"/> Library Use (25%) _____	
<input type="checkbox"/> _____	<input type="checkbox"/> Listen (25%) _____	
<input type="checkbox"/> _____	<input type="checkbox"/> Locksmith (01%) _____	
<input type="checkbox"/> Astronomy (01%) _____	<input type="checkbox"/> Martial Arts (01%) _____	
<input type="checkbox"/> Bargain (05%) _____	<input type="checkbox"/> Mech. Repair (20%) _____	
<input type="checkbox"/> Biology (01%) _____	<input type="checkbox"/> Medicine (05%) _____	
<input type="checkbox"/> Chemistry (01%) _____	<input type="checkbox"/> Natural History (10%) _____	
<input type="checkbox"/> Climb (40%) _____	<input type="checkbox"/> Navigate (10%) _____	
<input type="checkbox"/> Computer Use (01%) _____	<input type="checkbox"/> Occult (05%) _____	
<input type="checkbox"/> Conceal (15%) _____	<input type="checkbox"/> Opr. Hvy. Mch. (01%) _____	
Craft (05%): _____	Other Language (01%): _____	
<input type="checkbox"/> _____	_____	
<input type="checkbox"/> _____	_____	
<input type="checkbox"/> Credit Rating (15%) _____	_____	
Cthulhu Mythos (00) _____	Own Language (EDUx5%): _____	
<input type="checkbox"/> Disguise (01%) _____	_____	
<input type="checkbox"/> Dodge (DEX x2%) _____	<input type="checkbox"/> Persuade (15%) _____	
<input type="checkbox"/> Drive Auto (20%) _____	<input type="checkbox"/> Pharmacy (01%) _____	
<input type="checkbox"/> Electr. Repair (10%) _____	<input type="checkbox"/> Photography (10%) _____	
<input type="checkbox"/> Electronics (01%) _____	<input type="checkbox"/> Physics (01%) _____	
<input type="checkbox"/> Fast Talk (05%) _____	Pilot (01%): _____	
<input type="checkbox"/> First Aid (30%) _____	_____	
<input type="checkbox"/> Geology (01%) _____	_____	
<input type="checkbox"/> Hide (10%) _____	<input type="checkbox"/> Psychoanalysis (01%) _____	
	<input type="checkbox"/> Psychology (05%) _____	
	<input type="checkbox"/> Ride (05%) _____	
	<input type="checkbox"/> Sneak (10%) _____	
	<input type="checkbox"/> Spot Hidden (25%) _____	
	<input type="checkbox"/> Swim (25%) _____	
	<input type="checkbox"/> Throw (25%) _____	
	<input type="checkbox"/> Track (10%) _____	
	_____	
	_____	
	_____	
	_____	
	<b>Firearms</b>	
	<input type="checkbox"/> Handgun (20%) _____	
	<input type="checkbox"/> Machine Gun (15%) _____	
	<input type="checkbox"/> Rifle (25%) _____	
	<input type="checkbox"/> Shotgun (30%) _____	
	<input type="checkbox"/> SMG (15%) _____	

**Weapons**

	melee	%	damage	hnd	rng	#att	hp		firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/>	Fist (50%)	_____	1D3+db	1	touch	1	n/a	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	Grapple (25%)	_____	special	2	touch	1	n/a	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	Head (10%)	_____	1D4+db	0	touch	1	n/a	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	Kick (25%)	_____	1D6+db	0	touch	1	n/a	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____

**CALL OF CTHULHU**  
Horror Role-Playing

