

CALL OF CTHULHU

INVESTIGATOR SHEET

Name: _____ Sex: _____
 Occupation: _____ Age: _____
 Income: _____ Savings: _____
 Nationality: _____ Residence: _____

INVESTIGATOR STATISTICS					MAGIC POINTS					HIT POINTS				
STR _{3d6} _____	DEX _{3d6} _____	INT _{2d6+6} _____	Idea _{INTx5} _____		Unconscious = 0 1					Dead = 0 ^{UNCONSCIOUS} 1 2				
CON _{3d6} _____	APP _{3d6} _____	POW _{3d6} _____	Luck _{POWx5} _____		2	3	4	5	6	3	4	5	6	7
SIZ _{2d6+6} _____	SAN _{99 - Cthulhu Mythos} _____	EDU _{3d6+3} _____	Know _{EDUx5} _____		7	8	9	10	11	8	9	10	11	12
Schools _____					12	13	14	15	16	13	14	15	16	17
Degrees _____					17	18	19	20	21	18	19	20	21	22
Damage Bonus/Penalty _____					22	23	24	25	26	23	24	25	26	27

SANITY POINTS															INVESTIGATOR PORTRAIT															
(20% current SAN: _____) Permanent Insanity = 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															

INVESTIGATOR SKILLS		
<input type="checkbox"/> Accounting (10) _____	<input type="checkbox"/> Hide (10) _____	<input type="checkbox"/> Read/Write English (EDUx5) _____
<input type="checkbox"/> Anthropology (00) _____	<input type="checkbox"/> History (20) _____	<input type="checkbox"/> Read/Write _____ (00) _____
<input type="checkbox"/> Archaeology (00) _____	<input type="checkbox"/> Jump (25) _____	<input type="checkbox"/> Read/Write _____ (00) _____
<input type="checkbox"/> Astronomy (00) _____	<input type="checkbox"/> Law (05) _____	<input type="checkbox"/> Read/Write _____ (00) _____
<input type="checkbox"/> Bargain (05) _____	<input type="checkbox"/> Library Use (25) _____	<input type="checkbox"/> Ride (05) _____
<input type="checkbox"/> Botany (00) _____	<input type="checkbox"/> Linguist (00) _____	<input type="checkbox"/> Sing (05) _____
<input type="checkbox"/> Camouflage (25) _____	<input type="checkbox"/> Listen (25) _____	<input type="checkbox"/> Sneak (10) _____
<input type="checkbox"/> Chemistry (00) _____	<input type="checkbox"/> Make Maps (10) _____	<input type="checkbox"/> Speak _____ (00) _____
<input type="checkbox"/> Climb (40) _____	<input type="checkbox"/> Mechanical Repair (20) _____	<input type="checkbox"/> Speak _____ (00) _____
<input type="checkbox"/> Credit Rating (15) _____	<input type="checkbox"/> Occult (05) _____	<input type="checkbox"/> Spot Hidden (25) _____
<input type="checkbox"/> Cthulhu Mythos (00) _____	<input type="checkbox"/> Operate Hvy. Machinery (00) _____	<input type="checkbox"/> Swim (25) _____
<input type="checkbox"/> Debate (10) _____	<input type="checkbox"/> Oratory (05) _____	<input type="checkbox"/> Throw (25) _____
<input type="checkbox"/> Diagnose Disease (05) _____	<input type="checkbox"/> Pharmacy (00) _____	<input type="checkbox"/> Track (10) _____
<input type="checkbox"/> Dodge (DEX x 2) _____	<input type="checkbox"/> Photography (10) _____	<input type="checkbox"/> Treat Disease (05) _____
<input type="checkbox"/> Drive Automobile (20) _____	<input type="checkbox"/> Physics (00) _____	<input type="checkbox"/> Treat Poison (05) _____
<input type="checkbox"/> Drive _____ (____) _____	<input type="checkbox"/> Pick Pocket (05) _____	<input type="checkbox"/> Zoology (00) _____
<input type="checkbox"/> Electrical Repair (10) _____	<input type="checkbox"/> Pilot Aircraft (00) _____	<input type="checkbox"/> _____ (____) _____
<input type="checkbox"/> Fast Talk (05) _____	<input type="checkbox"/> Pilot _____ (____) _____	<input type="checkbox"/> _____ (____) _____
<input type="checkbox"/> First Aid (30) _____	<input type="checkbox"/> Psychoanalysis (00) _____	<input type="checkbox"/> _____ (____) _____
<input type="checkbox"/> Geology (00) _____	<input type="checkbox"/> Psychology (05) _____	<input type="checkbox"/> _____ (____) _____

WEAPONS						CASH, PHOBIAS, SPELLS & NOTES		
Weapon	Shots	Attack	Parry	Damage	Range	Hp.	Ammo	Cash on hand: _____
Fist/Punch		50%		1D3				Phobias: _____
Kick		25%		1D6				_____
Grapple		25%		Special				Other Notes: _____
_____								_____
_____								_____
_____								_____
_____								_____