

# CALL OF CTHULHU

## INVESTIGATOR SHEET

Name: \_\_\_\_\_ Sex: \_\_\_\_\_  
 Occupation: \_\_\_\_\_ Age: \_\_\_\_\_  
 Income: \_\_\_\_\_ Savings: \_\_\_\_\_  
 Nationality: \_\_\_\_\_ Residence: \_\_\_\_\_

### INVESTIGATOR STATISTICS

STR <sub>3d6</sub> \_\_\_\_\_ DEX <sub>3d6</sub> \_\_\_\_\_ INT <sub>2d6+6</sub> \_\_\_\_\_ Idea <sub>INTx5</sub> \_\_\_\_\_  
 CON <sub>3d6</sub> \_\_\_\_\_ APP <sub>3d6</sub> \_\_\_\_\_ POW <sub>3d6</sub> \_\_\_\_\_ Luck <sub>POWx5</sub> \_\_\_\_\_  
 SIZ <sub>2d6+6</sub> \_\_\_\_\_ SAN \_\_\_\_\_ EDU <sub>3d6+3</sub> \_\_\_\_\_ Know <sub>EDUx5</sub> \_\_\_\_\_  
 Schools \_\_\_\_\_  
 Degrees \_\_\_\_\_  
 Damage Bonus/Penalty \_\_\_\_\_

### 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

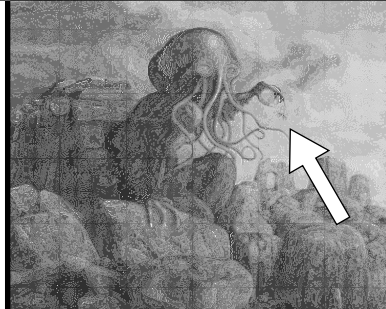
### HIT POINTS

Dead = 0 <sup>UNCONSCIOUS</sup> 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

### SANITY POINTS

(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 PORTRAIT



### 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

Weapon	Shots	Attack	Parry	Damage	Range	Hp.	Ammo
Fist/Punch		50%		1D3			
Kick		25%		1D6			
Grapple		25%		Special			
_____							
_____							
_____							

### CASH, PHOBIAS, SPELLS & NOTES

Cash on hand: \_\_\_\_\_  
 Phobias: \_\_\_\_\_  
 \_\_\_\_\_  
 Other Notes: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_