

Call of Cthulhu[®]

Horror Roleplaying in the
Worlds of H.P. Lovecraft



Sixth Edition Character Sheets & Utilities



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Lady Jane Simpson Age 32, Priveleged Dilettante 1890s

STR 9 CON 13 SIZ 8 INT 13 POW15 Idea65% Luck75% Know85%
DEX 15 APP 14 SAN 75 EDU 17

99-Cthulhu Mythos ___ HP 11 Damage Bonus: none.

SANITY POINTS																	
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

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

MAGIC POINTS				
Unc.	0	1	2	3
4	5	6	7	8
9	10	11	12	13
14	15	16	17	18

WEAPONS				
Weapon	Skill%	Damage	Range	Shots/Rnd
Fencing Foil	60%	1D6+1	touch	1

INVESTIGATOR POINTS			
<input type="checkbox"/> Accounting.....(10)	<input type="checkbox"/> Fast Talk.....(35)	<input type="checkbox"/> Own L. (English).(65)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology.....(01)	<input type="checkbox"/> Fencing.....(60)	<input type="checkbox"/> Oth.L. (French)...(50)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology.....(01)	<input type="checkbox"/> First Aid.....(30)	<input type="checkbox"/> Persuade.....(45)	<input type="checkbox"/>
<input type="checkbox"/> Art (Painting).....(45)	<input type="checkbox"/> Geology.....(01)	<input type="checkbox"/> Pharmacy.....(01)	<input type="checkbox"/>
<input type="checkbox"/> Astronomy.....(01)	<input type="checkbox"/> Hide.....(10)	<input type="checkbox"/> Physics.....(01)	<input type="checkbox"/>
<input type="checkbox"/> Bargain.....(40)	<input type="checkbox"/> History.....(45)	<input type="checkbox"/> Photography.....(30)	<input type="checkbox"/>
<input type="checkbox"/> Biology.....(25)	<input type="checkbox"/> Jump.....(55)	<input type="checkbox"/> Psychoanalysis.....(01)	<input type="checkbox"/>
<input type="checkbox"/> Conceal.....(25)	<input type="checkbox"/> Law.....(30)	<input type="checkbox"/> Psychology.....(45)	<input type="checkbox"/>
<input type="checkbox"/> Chemistry.....(01)	<input type="checkbox"/> Library Use.....(25)	<input type="checkbox"/> Ride.....(75)	<input type="checkbox"/>
<input type="checkbox"/> Craft (.....)(.05)	<input type="checkbox"/> Listen.....(25)	<input type="checkbox"/> Sneak.....(10)	<input type="checkbox"/>
<input type="checkbox"/> Credit Rating.....(95)	<input type="checkbox"/> Locksmith.....(01)	<input type="checkbox"/> Spot Hidden.....(50)	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Mythos.....(00)	<input type="checkbox"/> Mech. Repair.....(20)	<input type="checkbox"/> Swim.....(55)	<input type="checkbox"/>
<input type="checkbox"/> Disguise.....(01)	<input type="checkbox"/> Medicine.....(05)	<input type="checkbox"/> Track.....(10)	<input type="checkbox"/>
<input type="checkbox"/> Dodge.....(50)	<input type="checkbox"/> Natural History.....(60)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive (Carriage)..(20)	<input type="checkbox"/> Occult.....(40)	<input type="checkbox"/>	<input type="checkbox"/>
			Firearms
			<input type="checkbox"/> Handgun.....(20)
			<input type="checkbox"/> Rifle.....(25)
			<input type="checkbox"/> Shotgun.....(30)

Present skill percentages are in parentheses; distribute 60 points among skills to customize investigator



Stephen St. John Age 38, Wealthy Solicitor (Lawyer) 1890s

STR 13 CON 12 SIZ 11 INT 16 POW14 Idea80% Luck70% Know99%
DEX 10 APP 13 SAN 70 EDU 23

99-Cthulhu Mythos ___ HP 12 Damage Bonus: none.

SANITY POINTS																	
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

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

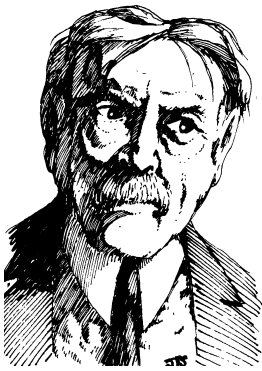
MAGIC POINTS				
Unc.	0	1	2	3
4	5	6	7	8
9	10	11	12	13
14	15	16	17	18

WEAPONS				
Weapon	Skill%	Damage	Range	Shots/Rnd
.30 Carbine	55%	2D6	50 yds.	1

INVESTIGATOR POINTS			
<input type="checkbox"/> Accounting.....(10)	<input type="checkbox"/> Fast Talk.....(75)	<input type="checkbox"/> Oth.L. (French)...(30)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology.....(01)	<input type="checkbox"/> First Aid.....(30)	<input type="checkbox"/> Oth.L. (Latin).....(20)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology.....(01)	<input type="checkbox"/> Geology.....(01)	<input type="checkbox"/> Persuade.....(55)	<input type="checkbox"/>
<input type="checkbox"/> Art (Lecture).....(45)	<input type="checkbox"/> Hide.....(10)	<input type="checkbox"/> Pharmacy.....(01)	<input type="checkbox"/>
<input type="checkbox"/> Astronomy.....(01)	<input type="checkbox"/> History.....(20)	<input type="checkbox"/> Physics.....(01)	<input type="checkbox"/>
<input type="checkbox"/> Bargain.....(75)	<input type="checkbox"/> Jump.....(25)	<input type="checkbox"/> Photography.....(10)	<input type="checkbox"/>
<input type="checkbox"/> Biology.....(01)	<input type="checkbox"/> Law.....(75)	<input type="checkbox"/> Psychoanalysis.....(01)	<input type="checkbox"/>
<input type="checkbox"/> Conceal.....(25)	<input type="checkbox"/> Library Use.....(55)	<input type="checkbox"/> Psychology.....(65)	<input type="checkbox"/>
<input type="checkbox"/> Chemistry.....(01)	<input type="checkbox"/> Listen.....(25)	<input type="checkbox"/> Ride.....(30)	<input type="checkbox"/>
<input type="checkbox"/> Craft (.....)(.05)	<input type="checkbox"/> Locksmith.....(01)	<input type="checkbox"/> Sneak.....(40)	<input type="checkbox"/>
<input type="checkbox"/> Credit Rating.....(80)	<input type="checkbox"/> Mech. Repair.....(20)	<input type="checkbox"/> Spot Hidden.....(50)	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Mythos.....(00)	<input type="checkbox"/> Medicine.....(05)	<input type="checkbox"/> Swim.....(25)	<input type="checkbox"/>
<input type="checkbox"/> Disguise.....(01)	<input type="checkbox"/> Natural History.....(25)	<input type="checkbox"/> Track.....(10)	<input type="checkbox"/>
<input type="checkbox"/> Dodge.....(50)	<input type="checkbox"/> Occult.....(05)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive (Carriage)..(40)	<input type="checkbox"/> Own L. (English).(80)	<input type="checkbox"/>	<input type="checkbox"/>
			Firearms
			<input type="checkbox"/> Handgun.....(20)
			<input type="checkbox"/> Rifle.....(55)
			<input type="checkbox"/> Shotgun.....(30)

Present skill percentages are in parentheses; distribute 60 points among skills to customize investigator

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Dr. Warren Bedford Age 56, Prof. of European History 1920s

STR 10 CON 9 SIZ 10 INT 17 POW16 Idea85% Luck80% Know99%
 DEX 7 APP 9 SAN 80 EDU 23
 99-Cthulhu Mythos ___ HP 10 Damage Bonus: none.

SANITY POINTS																	
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

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

MAGIC POINTS					
Unc.	0	1	2	3	
	4	5	6	7	8
	9	10	11	12	13
	14	15	16	17	18

WEAPONS				
Weapon	Skill%	Damage	Range	Shots/Rnd
.30 Carbine	40%	2D6	50 yds.	1

INVESTIGATOR POINTS			
<input type="checkbox"/> Accounting.....(10)	<input type="checkbox"/> Drive (Auto).....(50)	<input type="checkbox"/> Occult(55)	<input type="checkbox"/> Swim(25)
<input type="checkbox"/> Anthropology(25)	<input type="checkbox"/> Fast Talk.....(05)	<input type="checkbox"/> Own L. (English).(85)	<input type="checkbox"/> Track.....(10)
<input type="checkbox"/> Archaeology(50)	<input type="checkbox"/> First Aid(30)	<input type="checkbox"/> Oth.L. (French)...(45)	<input type="checkbox"/>
<input type="checkbox"/> Art (Painting).....(25)	<input type="checkbox"/> Geology.....(01)	<input type="checkbox"/> Oth.L. (German).(30)	<input type="checkbox"/>
<input type="checkbox"/> Astronomy.....(20)	<input type="checkbox"/> Hide(10)	<input type="checkbox"/> Oth.L. (Italian)...(25)	<input type="checkbox"/>
<input type="checkbox"/> Bargain(01)	<input type="checkbox"/> History.....(85)	<input type="checkbox"/> Oth.L. (Latin)....(55)	<input type="checkbox"/>
<input type="checkbox"/> Biology(01)	<input type="checkbox"/> Jump(25)	<input type="checkbox"/> Persuade.....(15)	<input type="checkbox"/>
<input type="checkbox"/> Conceal(25)	<input type="checkbox"/> Law(30)	<input type="checkbox"/> Pharmacy(01)	<input type="checkbox"/>
<input type="checkbox"/> Chemistry.....(01)	<input type="checkbox"/> Library Use(75)	<input type="checkbox"/> Physics.....(01)	<input type="checkbox"/>
<input type="checkbox"/> Craft (.....)(.05)	<input type="checkbox"/> Listen.....(25)	<input type="checkbox"/> Photography.....(10)	<input type="checkbox"/>
<input type="checkbox"/> Credit Rating.....(75)	<input type="checkbox"/> Locksmith.....(01)	<input type="checkbox"/> Psychoanalysis(01)	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Mythos (.00)	<input type="checkbox"/> Mech. Repair(20)	<input type="checkbox"/> Psychology(55)	Firearms
<input type="checkbox"/> Disguise.....(01)	<input type="checkbox"/> Medicine(05)	<input type="checkbox"/> Ride.....(30)	<input type="checkbox"/> Handgun(20)
<input type="checkbox"/> Dodge(14)	<input type="checkbox"/> Natural History...(35)	<input type="checkbox"/> Sneak.....(10)	<input type="checkbox"/> Rifle(40)
		<input type="checkbox"/> Spot Hidden(25)	<input type="checkbox"/> Shotgun(30)

Present skill percentages are in parentheses; distribute 60 points among skills to customize investigator



Rachel Hemingway Age 32, Journalist & Writer 1920s

STR 8 CON 11 SIZ 9 INT 16 POW13 Idea85% Luck65% Know80%
 DEX 12 APP 14 SAN 65 EDU 17
 99-Cthulhu Mythos ___ HP 10 Damage Bonus: none.

SANITY POINTS																	
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

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

MAGIC POINTS					
Unc.	0	1	2	3	
	4	5	6	7	8
	9	10	11	12	13
	14	15	16	17	18

WEAPONS				
Weapon	Skill%	Damage	Range	Shots/Rnd
.38 Revolver	40%	1D10	15 yds.	2

INVESTIGATOR POINTS			
<input type="checkbox"/> Accounting.....(10)	<input type="checkbox"/> Fast Talk.....(45)	<input type="checkbox"/> Oth.L. (French)...(55)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology(40)	<input type="checkbox"/> First Aid(30)	<input type="checkbox"/> Persuade.....(25)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology(01)	<input type="checkbox"/> Geology.....(01)	<input type="checkbox"/> Pharmacy(01)	<input type="checkbox"/>
<input type="checkbox"/> Art (Piano).....(05)	<input type="checkbox"/> Hide(35)	<input type="checkbox"/> Physics.....(01)	<input type="checkbox"/>
<input type="checkbox"/> Astronomy.....(01)	<input type="checkbox"/> History.....(65)	<input type="checkbox"/> Photography.....(10)	<input type="checkbox"/>
<input type="checkbox"/> Bargain(01)	<input type="checkbox"/> Jump(25)	<input type="checkbox"/> Psychoanalysis(01)	<input type="checkbox"/>
<input type="checkbox"/> Biology(01)	<input type="checkbox"/> Law(45)	<input type="checkbox"/> Psychology(45)	<input type="checkbox"/>
<input type="checkbox"/> Conceal(25)	<input type="checkbox"/> Library Use(75)	<input type="checkbox"/> Ride.....(05)	<input type="checkbox"/>
<input type="checkbox"/> Chemistry.....(01)	<input type="checkbox"/> Listen.....(25)	<input type="checkbox"/> Sneak.....(35)	<input type="checkbox"/>
<input type="checkbox"/> Craft (.....)(.05)	<input type="checkbox"/> Locksmith.....(01)	<input type="checkbox"/> Spot Hidden(25)	<input type="checkbox"/>
<input type="checkbox"/> Credit Rating.....(40)	<input type="checkbox"/> Mech. Repair(20)	<input type="checkbox"/> Swim(40)	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Mythos (.00)	<input type="checkbox"/> Medicine(05)	<input type="checkbox"/> Track.....(10)	Firearms
<input type="checkbox"/> Disguise.....(10)	<input type="checkbox"/> Natural History...(25)	<input type="checkbox"/>	<input type="checkbox"/> Handgun(40)
<input type="checkbox"/> Dodge(24)	<input type="checkbox"/> Occult(40)	<input type="checkbox"/>	<input type="checkbox"/> Rifle(25)
<input type="checkbox"/> Drive (Auto).....(35)	<input type="checkbox"/> Own L. (English).(80)	<input type="checkbox"/>	<input type="checkbox"/> Shotgun(30)

Present skill percentages are in parentheses; distribute 60 points among skills to customize investigator



Anna Vixen Age 27, Torch Singer & Actress

1920s

STR 8 CON 14 SIZ 11 INT 10 POW 15 Idea 50% Luck 75% Know 60%

DEX 14 APP 17 SAN 75 EDU 12

99-Cthulhu Mythos ___ HP 13 Damage Bonus: none.

SANITY POINTS																	
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

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

MAGIC POINTS					
Unc.	0	1	2	3	
	4	5	6	7	8
	9	10	11	12	13
	14	15	16	17	18

WEAPONS				
Weapon	Skill%	Damage	Range	Shots/Rnd

INVESTIGATOR POINTS											
<input type="checkbox"/> Accounting.....(10)	<input type="checkbox"/> Drive (Auto).....(20)	<input type="checkbox"/> Own L. (English).(50)	<input type="checkbox"/>								
<input type="checkbox"/> Anthropology.....(01)	<input type="checkbox"/> Fast Talk.....(35)	<input type="checkbox"/> Oth.L. (Spanish).(30)	<input type="checkbox"/>								
<input type="checkbox"/> Archaeology.....(01)	<input type="checkbox"/> First Aid.....(30)	<input type="checkbox"/> Persuade.....(75)	<input type="checkbox"/>								
<input type="checkbox"/> Art (Acting).....(75)	<input type="checkbox"/> Geology.....(01)	<input type="checkbox"/> Pharmacy.....(01)	<input type="checkbox"/>								
<input type="checkbox"/> Art (Singing).....(75)	<input type="checkbox"/> Hide.....(10)	<input type="checkbox"/> Physics.....(01)	<input type="checkbox"/>								
<input type="checkbox"/> Astronomy.....(01)	<input type="checkbox"/> History.....(20)	<input type="checkbox"/> Photography.....(10)	<input type="checkbox"/>								
<input type="checkbox"/> Bargain.....(50)	<input type="checkbox"/> Jump.....(25)	<input type="checkbox"/> Psychoanalysis.....(01)	<input type="checkbox"/>								
<input type="checkbox"/> Biology.....(01)	<input type="checkbox"/> Law.....(05)	<input type="checkbox"/> Psychology.....(45)	<input type="checkbox"/>								
<input type="checkbox"/> Conceal.....(25)	<input type="checkbox"/> Library Use.....(25)	<input type="checkbox"/> Ride.....(05)	<input type="checkbox"/>								
<input type="checkbox"/> Chemistry.....(01)	<input type="checkbox"/> Listen.....(55)	<input type="checkbox"/> Sneak.....(10)	<input type="checkbox"/>								
<input type="checkbox"/> Craft (.....).(05)	<input type="checkbox"/> Locksmith.....(01)	<input type="checkbox"/> Spot Hidden.....(45)	<input type="checkbox"/>								
<input type="checkbox"/> Credit Rating.....(55)	<input type="checkbox"/> Mech. Repair.....(20)	<input type="checkbox"/> Swim.....(25)	<input type="checkbox"/>								
<input type="checkbox"/> Cthulhu Mythos.....(00)	<input type="checkbox"/> Medicine.....(05)	<input type="checkbox"/> Track.....(10)	<input type="checkbox"/>								
<input type="checkbox"/> Disguise.....(01)	<input type="checkbox"/> Natural History.....(10)	<input type="checkbox"/>	<input type="checkbox"/>								
<input type="checkbox"/> Dodge.....(28)	<input type="checkbox"/> Occult.....(05)	<input type="checkbox"/>	<input type="checkbox"/>								
			Firearms								
			<input type="checkbox"/> Handgun.....(20)								
			<input type="checkbox"/> Rifle.....(25)								
			<input type="checkbox"/> Shotgun.....(30)								

Present skill percentages are in parentheses; distribute 60 points among skills to customize investigator



Artie Gumshoe Age 36, Tough Private Investigator

1920s

STR 15 CON 16 SIZ 12 INT 11 POW 12 Idea 55% Luck 60% Know 70%

DEX 14 APP 12 SAN 60 EDU 14

99-Cthulhu Mythos ___ HP 14 Damage Bonus: +1D4.

SANITY POINTS																	
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

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

MAGIC POINTS					
Unc.	0	1	2	3	
	4	5	6	7	8
	9	10	11	12	13
	14	15	16	17	18

WEAPONS				
Weapon	Skill%	Damage	Range	Shots/Rnd
Fist/Punch	60%	1D3+db	touch	1
.45 Auto	65%	1D10+2	15 yds.	1

INVESTIGATOR POINTS											
<input type="checkbox"/> Accounting.....(10)	<input type="checkbox"/> Fast Talk.....(55)	<input type="checkbox"/> Persuade.....(35)	<input type="checkbox"/>								
<input type="checkbox"/> Anthropology.....(01)	<input type="checkbox"/> First Aid.....(30)	<input type="checkbox"/> Pharmacy.....(01)	<input type="checkbox"/>								
<input type="checkbox"/> Archaeology.....(01)	<input type="checkbox"/> Geology.....(01)	<input type="checkbox"/> Physics.....(01)	<input type="checkbox"/>								
<input type="checkbox"/> Art (Harmonica).....(05)	<input type="checkbox"/> Hide.....(40)	<input type="checkbox"/> Photography.....(45)	<input type="checkbox"/>								
<input type="checkbox"/> Astronomy.....(01)	<input type="checkbox"/> History.....(20)	<input type="checkbox"/> Psychoanalysis.....(01)	<input type="checkbox"/>								
<input type="checkbox"/> Bargain.....(75)	<input type="checkbox"/> Jump.....(25)	<input type="checkbox"/> Psychology.....(45)	<input type="checkbox"/>								
<input type="checkbox"/> Biology.....(01)	<input type="checkbox"/> Law.....(55)	<input type="checkbox"/> Ride.....(05)	<input type="checkbox"/>								
<input type="checkbox"/> Conceal.....(25)	<input type="checkbox"/> Library Use.....(25)	<input type="checkbox"/> Sneak.....(40)	<input type="checkbox"/>								
<input type="checkbox"/> Chemistry.....(01)	<input type="checkbox"/> Listen.....(25)	<input type="checkbox"/> Spot Hidden.....(25)	<input type="checkbox"/>								
<input type="checkbox"/> Craft (.....).(05)	<input type="checkbox"/> Locksmith.....(40)	<input type="checkbox"/> Swim.....(25)	<input type="checkbox"/>								
<input type="checkbox"/> Credit Rating.....(15)	<input type="checkbox"/> Mech. Repair.....(20)	<input type="checkbox"/> Track.....(10)	<input type="checkbox"/>								
<input type="checkbox"/> Cthulhu Mythos.....(00)	<input type="checkbox"/> Medicine.....(05)	<input type="checkbox"/>	<input type="checkbox"/>								
<input type="checkbox"/> Disguise.....(20)	<input type="checkbox"/> Natural History.....(10)	<input type="checkbox"/>	<input type="checkbox"/>								
<input type="checkbox"/> Dodge.....(28)	<input type="checkbox"/> Occult.....(05)	<input type="checkbox"/>	<input type="checkbox"/>								
<input type="checkbox"/> Drive (Auto).....(40)	<input type="checkbox"/> Own L. (English).(55)	<input type="checkbox"/>	<input type="checkbox"/>								
			Firearms								
			<input type="checkbox"/> Handgun.....(65)								
			<input type="checkbox"/> Rifle.....(25)								
			<input type="checkbox"/> Shotgun.....(30)								

Present skill percentages are in parentheses; distribute 60 points among skills to customize investigator



Dr. Elliot Jurgens Age 48, Dedicated Surgeon Now

STR 11 CON 13 SIZ 10 INT 17 POW13 Idea85% Luck65% Know99%
 DEX 16 APP 11 SAN 65 EDU 24
 99-Cthulhu Mythos ___ HP 12 Damage Bonus: none.

SANITY POINTS																	
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

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		

MAGIC POINTS				
Unc.	0	1	2	3
	4	5	6	7
	8	9	10	11
	12	13	14	15
	16	17	18	

WEAPONS				
Weapon	Skill%	Damage	Range	Shots/Rnd
9mm Auto	45%	1D10	20 yds.	3

INVESTIGATOR POINTS

- | | | | |
|---|---|--|---|
| <input type="checkbox"/> Accounting.....(10) | <input type="checkbox"/> Fast Talk.....(45) | <input type="checkbox"/> Oth.L. (Latin).....(45) | <input type="checkbox"/> |
| <input type="checkbox"/> Anthropology.....(01) | <input type="checkbox"/> First Aid.....(50) | <input type="checkbox"/> Persuade.....(25) | <input type="checkbox"/> |
| <input type="checkbox"/> Archaeology.....(01) | <input type="checkbox"/> Geology.....(01) | <input type="checkbox"/> Pharmacy.....(35) | <input type="checkbox"/> |
| <input type="checkbox"/> Art (Violin).....(30) | <input type="checkbox"/> Hide.....(10) | <input type="checkbox"/> Physics.....(01) | <input type="checkbox"/> |
| <input type="checkbox"/> Astronomy.....(01) | <input type="checkbox"/> History.....(30) | <input type="checkbox"/> Photography.....(10) | <input type="checkbox"/> |
| <input type="checkbox"/> Bargain.....(50) | <input type="checkbox"/> Jump.....(25) | <input type="checkbox"/> Psychoanalysis.....(01) | <input type="checkbox"/> |
| <input type="checkbox"/> Biology.....(60) | <input type="checkbox"/> Law.....(30) | <input type="checkbox"/> Psychology.....(60) | <input type="checkbox"/> |
| <input type="checkbox"/> Conceal.....(25) | <input type="checkbox"/> Library Use.....(65) | <input type="checkbox"/> Ride.....(05) | <input type="checkbox"/> |
| <input type="checkbox"/> Chemistry.....(40) | <input type="checkbox"/> Listen.....(35) | <input type="checkbox"/> Sneak.....(10) | <input type="checkbox"/> |
| <input type="checkbox"/> Craft (.....)(05) | <input type="checkbox"/> Locksmith.....(01) | <input type="checkbox"/> Spot Hidden.....(75) | <input type="checkbox"/> |
| <input type="checkbox"/> Credit Rating.....(75) | <input type="checkbox"/> Mech. Repair.....(20) | <input type="checkbox"/> Swim.....(45) | <input type="checkbox"/> |
| <input type="checkbox"/> Cthulhu Mythos...(00) | <input type="checkbox"/> Medicine.....(80) | <input type="checkbox"/> Track.....(10) | <input type="checkbox"/> |
| <input type="checkbox"/> Disguise.....(01) | <input type="checkbox"/> Natural History.....(10) | | Firearms |
| <input type="checkbox"/> Dodge.....(32) | <input type="checkbox"/> Occult.....(05) | | <input type="checkbox"/> Handgun.....(45) |
| <input type="checkbox"/> Drive (Auto).....(45) | <input type="checkbox"/> Own L. (English)..(85) | | <input type="checkbox"/> Rifle.....(25) |
| | | | <input type="checkbox"/> Shotgun.....(30) |

Present skill percentages are in parentheses; distribute 60 points among skills to customize investigator



Shirley Bath Age 37, New Age Author & Lecturer Now

STR 9 CON 16 SIZ 9 INT 12 POW17 Idea60% Luck85% Know95%
 DEX 13 APP 12 SAN 85 EDU 19
 99-Cthulhu Mythos ___ HP 13 Damage Bonus: none.

SANITY POINTS																	
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

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		

MAGIC POINTS				
Unc.	0	1	2	3
	4	5	6	7
	8	9	10	11
	12	13	14	15
	16	17	18	

WEAPONS				
Weapon	Skill%	Damage	Range	Shots/Rnd

INVESTIGATOR POINTS

- | | | | |
|--|---|--|---|
| <input type="checkbox"/> Accounting.....(10) | <input type="checkbox"/> Fast Talk.....(45) | <input type="checkbox"/> Own L. (English).(80) | <input type="checkbox"/> |
| <input type="checkbox"/> Anthropology.....(40) | <input type="checkbox"/> First Aid.....(30) | <input type="checkbox"/> Oth.L. (Sanskrit).(25) | <input type="checkbox"/> |
| <input type="checkbox"/> Archaeology.....(01) | <input type="checkbox"/> Geology.....(01) | <input type="checkbox"/> Persuade.....(75) | <input type="checkbox"/> |
| <input type="checkbox"/> Art (Painting).....(25) | <input type="checkbox"/> Hide.....(10) | <input type="checkbox"/> Pharmacy.....(01) | <input type="checkbox"/> |
| <input type="checkbox"/> Astronomy.....(01) | <input type="checkbox"/> History.....(45) | <input type="checkbox"/> Physics.....(01) | <input type="checkbox"/> |
| <input type="checkbox"/> Bargain.....(30) | <input type="checkbox"/> Jump.....(25) | <input type="checkbox"/> Photography.....(10) | <input type="checkbox"/> |
| <input type="checkbox"/> Biology.....(01) | <input type="checkbox"/> Law.....(15) | <input type="checkbox"/> Psychoanalysis.....(01) | <input type="checkbox"/> |
| <input type="checkbox"/> Conceal.....(25) | <input type="checkbox"/> Library Use.....(65) | <input type="checkbox"/> Psychology.....(75) | <input type="checkbox"/> |
| <input type="checkbox"/> Chemistry.....(01) | <input type="checkbox"/> Listen.....(25) | <input type="checkbox"/> Ride.....(05) | <input type="checkbox"/> |
| <input type="checkbox"/> Craft (.....)(05) | <input type="checkbox"/> Locksmith.....(01) | <input type="checkbox"/> Sneak.....(35) | <input type="checkbox"/> |
| <input type="checkbox"/> Credit Rating.....(65) | <input type="checkbox"/> Mech. Repair.....(20) | <input type="checkbox"/> Spot Hidden.....(25) | <input type="checkbox"/> |
| <input type="checkbox"/> Cthulhu Mythos...(00) | <input type="checkbox"/> Medicine.....(05) | <input type="checkbox"/> Swim.....(40) | <input type="checkbox"/> |
| <input type="checkbox"/> Disguise.....(01) | <input type="checkbox"/> Meditation.....(40) | <input type="checkbox"/> Track.....(10) | <input type="checkbox"/> |
| <input type="checkbox"/> Dodge.....(24) | <input type="checkbox"/> Natural History...(25) | | Firearms |
| <input type="checkbox"/> Drive (Auto).....(45) | <input type="checkbox"/> Occult.....(75) | | <input type="checkbox"/> Handgun.....(20) |
| | | | <input type="checkbox"/> Rifle.....(25) |
| | | | <input type="checkbox"/> Shotgun.....(30) |

Present skill percentages are in parentheses; distribute 60 points among skills to customize investigator

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The Monster Master

Name _____

Desc _____

SAN Loss _____

STR _____ INT _____ APP _____

CON _____ POW _____ EDU _____

SIZ _____ DEX _____ MOV _____

HIT POINTS dead = 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 99 100

Skills _____

Spells _____

MAGIC PTS uncn = 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 99 100

Damage Bonus _____

weapon	skill	damage
Fist/Claw	____%	_____
_____	____%	_____
_____	____%	_____
_____	____%	_____
_____	____%	_____
_____	____%	_____

Armor _____

Possessions _____

Name *Minion Three* _____
 Desc _____
 SAN Loss _____

STR _____ INT _____ APP _____
 CON _____ POW _____ EDU _____
 SIZ _____ DEX _____ MOV _____

HIT POINTS DEAD = 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

Damage Bonus _____

weapon	skill	damage
Fist/Claw	____%	_____
_____	____%	_____
_____	____%	_____
_____	____%	_____
_____	____%	_____

Armor _____

Skills _____

Magic Points _____

Spells _____

Possessions _____

Name *Minion Three* _____
 Desc _____
 SAN Loss _____

STR _____ INT _____ APP _____
 CON _____ POW _____ EDU _____
 SIZ _____ DEX _____ MOV _____

HIT POINTS DEAD = 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

Damage Bonus _____

weapon	skill	damage
Fist/Claw	____%	_____
_____	____%	_____
_____	____%	_____
_____	____%	_____
_____	____%	_____

Armor _____

Skills _____

Magic Points _____

Spells _____

Possessions _____

Name *Minion Three* _____
 Desc _____
 SAN Loss _____

STR _____ INT _____ APP _____
 CON _____ POW _____ EDU _____
 SIZ _____ DEX _____ MOV _____

HIT POINTS DEAD = 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

Damage Bonus _____

weapon	skill	damage
Fist/Claw	____%	_____
_____	____%	_____
_____	____%	_____
_____	____%	_____
_____	____%	_____

Armor _____

Skills _____

Magic Points _____

Spells _____

Possessions _____

1920s



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 _____

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

Player Name:

Honor Roleplaying
in the Worlds of
H.P. Lovecraft



Investigator Skills

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

Personal Data

Investigator Name _____

Episodes of Insanity _____

Residence _____

Personal Description _____

Wounds & Injuries _____

Family & Friends _____

Marks & Scars _____



Investigator History

Income & Savings

Income _____

Cash on Hand _____

Savings _____

Personal Property _____

Real Estate _____

Adventuring Gear & Possessions

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____

Spells _____

Investigator History



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 _____

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

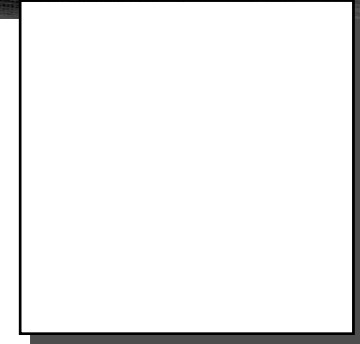
Player Name:

Horror Roleplaying
 in the Worlds of
 H.P. Lovecraft



Sanity Points

- | | |
|---|--|
| <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"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Credit Rating (15%) _____ | <input type="checkbox"/> _____ |
| Cthulhu Mythos (00) _____ | Own Language (EDUx5%): |
| <input type="checkbox"/> Disguise (01%) _____ | <input type="checkbox"/> _____ |
| <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"/> _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> _____ |
| <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%) _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| Firearms |
| <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							firearm							
	%	damage	hnd	rng	#att	hp		%	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

	Name	Age	Occupation																																																																																																										
	STR ___ CON ___ SIZ ___ INT ___ POW ___ Idea ___ % Luck ___																																																																																																												
	DEX ___ APP ___ SAN ___ EDU ___																																																																																																												
	99-Cthulhu Mythos ___ HP ___ Damage Bonus ___																																																																																																												
	SANITY POINTS																																																																																																												
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INVESTIGATOR POINTS			
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<input type="checkbox"/> Anthropology...(01) ___	<input type="checkbox"/> Drive (_____) (20)	<input type="checkbox"/> Own L. (____).(01) ___	<input type="checkbox"/> ___
<input type="checkbox"/> Archaeology.....(01) ___	<input type="checkbox"/> Fast Talk.....(05) ___	<input type="checkbox"/> Oth.L. (____).(01) ___	<input type="checkbox"/> ___
<input type="checkbox"/> Art (_____)..(05) ___	<input type="checkbox"/> First Aid(30) ___	<input type="checkbox"/> Oth.L. (____).(01) ___	<input type="checkbox"/> ___
<input type="checkbox"/> Art (_____)..(05) ___	<input type="checkbox"/> Geology.....(01) ___	<input type="checkbox"/> Own L. (____).(01) ___	<input type="checkbox"/> ___
<input type="checkbox"/> Astronomy(01) ___	<input type="checkbox"/> Hide.....(10) ___	<input type="checkbox"/> Persuade(15) ___	<input type="checkbox"/> ___
<input type="checkbox"/> Bargain(05) ___	<input type="checkbox"/> History(20) ___	<input type="checkbox"/> Pharmacy.....(01) ___	Firearms
<input type="checkbox"/> Biology(01) ___	<input type="checkbox"/> Jump.....(25) ___	<input type="checkbox"/> Physics(01) ___	<input type="checkbox"/> Handgun(20) ___
<input type="checkbox"/> Conceal(15) ___	<input type="checkbox"/> Law.....(05) ___	<input type="checkbox"/> Photography....(10) ___	<input type="checkbox"/> Rifle(25) ___
<input type="checkbox"/> Chemistry(01) ___	<input type="checkbox"/> Library Use.....(25) ___	<input type="checkbox"/> Psychoanalysis..(01) ___	<input type="checkbox"/> Shotgun.....(30) ___
<input type="checkbox"/> Craft (_____) (05)	<input type="checkbox"/> Listen.....(25) ___	<input type="checkbox"/> Psychology.....(05) ___	<input type="checkbox"/> SMG(15) ___
<input type="checkbox"/> Craft (_____) (05)	<input type="checkbox"/> Locksmith(01) ___	<input type="checkbox"/> Ride(05) ___	
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<input type="checkbox"/> Cthulhu Mythos (00)	<input type="checkbox"/> Medicine.....(05) ___	<input type="checkbox"/> Spot Hidden(25) ___	
<input type="checkbox"/> Disguise(01) ___	<input type="checkbox"/> Natural History (10) ___	<input type="checkbox"/> Swim(10) ___	

Following each skill name is the investigator base chance in parentheses

World-Wide Telegraph

The Globe in Seven Minutes

CAIRO VANCOUVER HONOLULU MEXICO CITY LONDON MELBOURNE

BERLIN CAPE TOWN

ROME NEW DELHI

BUENOS AIRES MANILA

SAN FRANCISCO HOME OFFICE: NEW YORK CHICAGO

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Physical Injuries

ACID CONTACT

- Weak acids: 1D3-1 damage per round.
- Strong acids: 1D4 damage per round.
- Very strong acids: 1D6 damage per round.

DROWNING, SUFFOCATION

- Roll CON x10 or less on D100 in the first round; CON x9 or less in the second; CON x8 or less in the third; and so on, to CON x1 per round.
- Failure costs 1D6 damage plus 1D6 each additional round until rescue. No further CON rolls need be made.

EXPLOSION

- Calculate effect in terms of the strength of the blast and the radius of effect in yards. Example: a stick of dynamite does 5D6 damage in the first two yards, 4D6 in the third yard, 3D6 in the fourth, and so on. Each victim takes separate full damage. Doubling a charge increases damage by half.

FALLING

- Per 10 feet or fraction over first 10 feet: +1D6 points of damage. With a successful Jump roll first, lose 1D6 fewer hit points.

FIRE DAMAGE

Serious burns (total exceeding half hit points) cost APP, CON, or DEX as well as hit points.

- Small fire: 1D6 damage per round. Luck roll to prevent flaming clothes or hair. Luck roll or First Aid roll to put out fire on person.
- Large bonfire: 1D6+2 damage per round. Hair and clothes aflame.
- Room in flames: 1D6+2 damage per round. Luck roll each round or begin suffocating.
- Conflagrations: deadly, each a special case.

POISONING

Match poison's POT vs. target's CON on Resistance Table. See Sample Poisons, on facing page.

- If POT wins, poison takes effect, usually doing damage equal to full POT.
- If CON wins, damage equals half POT or less.

Investigator Income

For the 1890s, roll 1D10: 1 = \$500 + room & board, 2 = \$1,000, 3 = \$1,500, 4 = \$2,000, 5 = \$2,500, 6 = \$3,000, 7 = \$4,000, 8 = \$5,000, 9 = \$5,000, 10 = \$10,000.

For the 1920s, roll 1D10: 1 = \$1500 + room & board, 2 = \$2,500, 3 + 4 = \$3,500, 5 = \$4,500, \$6 = 5,500, 7 = \$6,500, 8 = \$7,500, 9 = \$10,000, 10 = \$20,000.

For the Present, roll 1D10: 1 = \$15,000, 2 = \$25,000, 3 = \$35,000, 4 = \$45,000, 5 = \$55,000, 6 = \$75,000, 7 = \$100,000, 8 = \$200,000, 9 = \$300,000, 10 = \$500,000.

The investigator also has property and other assets of value equal to five times yearly income: an investigator in the Present who makes \$55,000 has \$225,000 in assets. One tenth of that is banked as cash. Another one tenth is in stocks and bonds, convertible in 30 days. The remainder is in old books, a house, or whatever seems appropriate to the character.

Investigator Skill Categories

Some skills are in more than one category.

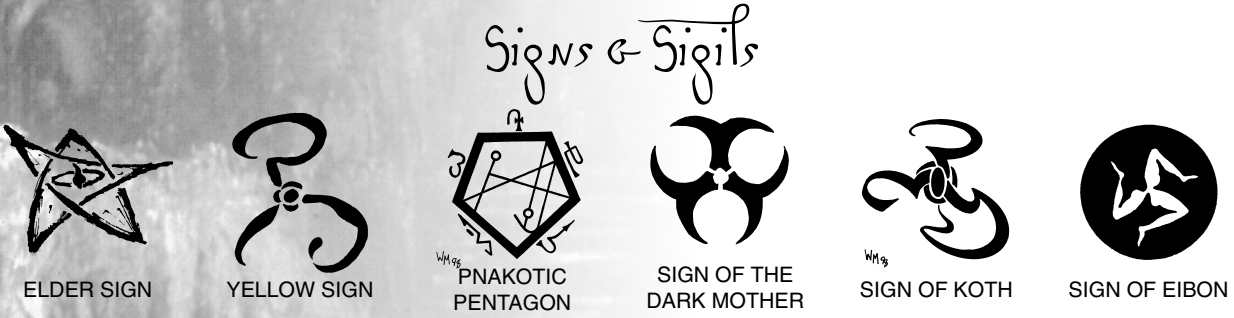
Communication—Art, Bargain, Craft, Credit Rating, Disguise, Fast Talk, Other Language, Own Language, Persuade, Psychology.

Manipulation—Art, Conceal, Craft, Disguise, Drive Auto, Electrical Repair, First Aid, Handgun, Locksmith, Mechanical Repair, Photography, Pilot, Rifle, Shotgun, Submachine Gun.

Perception—Art, Listen, Spot Hidden, Track.

Exertion—Art, Climb, Dodge, Hide, Jump, Machine Gun, Martial Arts, Operate Heavy Machine, Ride, Sneak, Swim, Throw.

Thought—Accounting, Anthropology, Archaeology, Art, Astronomy, Biology, Cthulhu Mythos, Geology, History, Law, Library Use, Medicine, Natural History, Navigate, Occult, Pharmacy, Physics, Psychoanalysis.



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INSANITY

TEMPORARY INSANITY—5 or more Sanity points lost in a single roll. See below tables for possible insanities. *Short-term lasts for 1D10+4 combat rounds. Longer-term lasts for 1D10x10 game hours. Player must roll D100. If result is INT x5 or less, consult Temporary Insanity Tables.*

INDEFINITE INSANITY—20% or more of current Sanity points lost in one game hour. *Effects last for 1D6 months, or as arranged. Keeper and player consult to choose an appropriate mental disorder.*

PERMANENT INSANITY—zero Sanity points reached. *Effects last for years, if not forever. Keeper and player consult to choose an appropriate mental disorder.*

Short Temporary insanity

roll 1D10

- 1 — fainting or screaming fit
- 2 — flees in panic
- 3 — physical hysterics or emotional outburst (laughing, crying, etc.)
- 4 — babbling, incoherent, rapid speech, or logorrhea (a torrent of coherent speech)
- 5 — intense phobia, perhaps rooting investigator to the spot
- 6 — homicidal or suicidal mania
- 7 — hallucinations or delusions
- 8 — echopraxia or echolalia (investigator does/says what others around him do/say)
- 9 — strange eating desire (dirt, slime, cannibalism, etc.)
- 10 — stupor (assumes foetal position, oblivious to events) or catatonia (can stand but has no will or interest; may be led or forced to simple actions but takes no independent action)

Sample Sanity Losses

SAN Loss	Prompting Situation
0/1D2	surprised to find mangled animal carcass
0/1D3	surprised to find corpse
0/1D3	surprised to find body part
0/1D4	see a stream flow with blood
1/1D4+1	find mangled human corpse
0/1D6	awake trapped in a coffin
0/1D6	witness a friend's violent death
1/1D6+1	meet someone you know to be dead
0/1D10	undergo severe torture
1/1D10	see a corpse rise from its grave
2/2D10+1	see gigantic severed head fall from sky

Longer Temporary insanity

roll 1D10

- 1 amnesia or stupor/catatonia
- 2 severe phobia (can flee, but sees object of obsession everywhere)
- 3 hallucinations
- 4 strange sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, etc.)
- 5 fetish (investigator latches onto some object, type of object, or person as a safety blanket)
- 6 uncontrollable tics, tremors, or inability to communicate via speech or writing
- 7 psychosomatic blindness, deafness, or loss of the use of a limb or limbs
- 8 brief reactive psychosis (incoherence, delusions, aberrant behavior, and/or hallucinations)
- 9 temporary paranoia
- 10 compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, checking one's gun constantly, etc.)

Sample Poisons

poison	speed of effect	POT	symptoms
amanita	6-24 hours	15	violent stomach pains, vomiting, jaundice
arsenic	1/2 to 24 hours	16	burning pain, vomiting, violent diarrhea
belladonna	2 hours-2 days	16	rapid heartbeat, impaired vision, convulsions
black widow	2-8 hours	7	chills, sweating, nausea
chloral hydrate	1-3 minutes	17	unconsciousness for 1 hour; each added dose increases effect by 1 hour plus a 10% chance of respiratory failure
chloroform	1 round	15	unconsciousness, depressed respiration
cobra	15-60 minutes	16	convulsions, respiratory failure
curare	1 round	25	muscular paralysis, respiratory failure
cyanide	1-15 minutes	20	dizziness, convulsions, fainting
rattlesnake	15-60 minutes	10	vomiting, violent spasms, yellowish vision
Rohypnal, etc.	15-30 minutes	18	odorless, tasteless; unconsciousness or memory loss for 4-8 hours
scorpion	24-48 hours	9	intense pain, weakness, hemorrhaging
sleeping pills	10-30 minutes	6	normal sleep; each additional dose increases the chance for respiratory failure by 5%
strychnine	10-20 minutes	20	violent muscle contractions, asphyxiation

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The Resistance Table

Active Characteristic

Passive Characteristic

	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
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2	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
3	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
4	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
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12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	
13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	
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24	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
25	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
26	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
27	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
28	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
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31	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50

For success, roll 1d100 equal to or less than the indicated number