

WORLD WAR CTHULHU COLD WAR

INVESTIGATOR

NAME _____

PLAYER _____ PERSONALITY _____

OCCUPATION _____

SPECIALISM _____

AGE _____ SEX _____

NATIONALITY _____ AGENCY _____

CHARACTERISTICS

STR

--	--

 DEX

--	--

 INT IDEA

--	--

CON

--	--

 APP

--	--

 POW

--	--

SIZ

--	--

 EDU

--	--

 MOVE RATE

--	--

HIT POINTS

Dying	0	1	2
Unconscious	3	4	5
	6	7	8
	9	10	11
	12	13	14
	15	16	17
	18	19	20

MAX HP

TEMP. INSANE

START

MAJOR WOUND

INDEF. INSANE

MAX

SANITY

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					

LUCK

Out of Luck	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

MAX MP

	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

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (10%)		
<input type="checkbox"/> Anthropology (01%)		
<input type="checkbox"/> Appraise (05%)		
<input type="checkbox"/> Archaeology (01%)		
<input type="checkbox"/> Art/Craft (05%)		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/> Art/Craft (Forgery) (05%)		
<input type="checkbox"/> Artillery (01%)		
<input type="checkbox"/> Charm (15%)		
<input type="checkbox"/> Climb (20%)		
<input type="checkbox"/> Command (05%)		
<input type="checkbox"/> Credit Rating (00%)		
<input type="checkbox"/> Cryptography (00%)		
<input type="checkbox"/> Cthulhu Mythos (00%)		
<input type="checkbox"/> Demolitions (00%)		
<input type="checkbox"/> Disguise (05%)		
<input type="checkbox"/> Dodge (Half DEX)		
<input type="checkbox"/> Drive Auto (20%)		
<input type="checkbox"/> Electrical Repair (10%)		
<input type="checkbox"/> Electronics (01%)		
<input type="checkbox"/> Fast Talk (05%)		
<input type="checkbox"/> Fighting (Brawl) (25%)		
<input type="checkbox"/>		
<input type="checkbox"/> Firearms (Handgun) (20%)		
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/> First Aid (30%)		
<input type="checkbox"/> History (20%)		
<input type="checkbox"/> Intimidate (15%)		
<input type="checkbox"/> Jump (20%)		
<input type="checkbox"/> Language (Other) (01%)		
<input type="checkbox"/>		
<input type="checkbox"/> Language (Own) (EDU)		
<input type="checkbox"/> Law (05%)		
<input type="checkbox"/> Library Use (20%)		
<input type="checkbox"/> Listen (20%)		
<input type="checkbox"/> Locksmith (01%)		
<input type="checkbox"/>		
<input type="checkbox"/> Mechanical Repair (10%)		
<input type="checkbox"/> Medicine (01%)		
<input type="checkbox"/> Military Science (00%)		
<input type="checkbox"/> Natural World (10%)		
<input type="checkbox"/> Navigate (10%)		
<input type="checkbox"/> Occult (05%)		
<input type="checkbox"/> Operate Heavy Machinery (01%)		
<input type="checkbox"/> Organisation Knowledge (01%)		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/> Persuade (10%)		
<input type="checkbox"/> Pilot (01%)		
<input type="checkbox"/>		
<input type="checkbox"/> Psychoanalysis (01%)		
<input type="checkbox"/> Psychology (10%)		
<input type="checkbox"/> Ride (05%)		
<input type="checkbox"/> Science (01%)		
<input type="checkbox"/>		
<input type="checkbox"/> Signals (01%)		
<input type="checkbox"/> Sleight of Hand (10%)		
<input type="checkbox"/> Spot Hidden (25%)		
<input type="checkbox"/> Stealth (20%)		
<input type="checkbox"/> Survival (10%)		
<input type="checkbox"/>		
<input type="checkbox"/> Swim (20%)		
<input type="checkbox"/> Throw (20%)		
<input type="checkbox"/> Track (10%)		
<input type="checkbox"/> Tradecraft (01%)		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf
Unarmed				1d3+db	-	1	-	-

COMBAT

DAMAGE BONUS

--

BUILD

--

DODGE

--	--

WORLD WAR ETHULHU COLD WAR

BACKSTORY

PERSONAL DESCRIPTION _____

TRAITS _____

WHY ARE YOU A SPY? _____

INJURIES AND SCARS _____

SIGNIFICANT PEOPLE _____

PHOBIAS AND MANIAS _____

MEANINGFUL LOCATIONS _____

ARCANE TOMES, SPELLS AND ARTEFACTS _____

TREASURED POSSESSIONS _____

ENCOUNTERS WITH STRANGE ENTITIES _____

GEAR AND POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SPENDING LEVEL _____

STANDARD OF LIVING _____

CASH £ _____ / _____ P

ASSETS _____

CASH AND ASSETS

1 POUND (£) = 100 PENCE (P)

TRUST

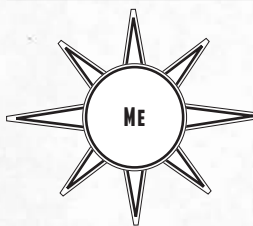
AGENCY	%
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Character: _____
Player: _____

Character: _____
Player: _____

Character: _____
Player: _____

Character: _____
Player: _____



Character: _____
Player: _____

Character: _____
Player: _____

Character: _____
Player: _____

Character: _____
Player: _____

FELLOW INVESTIGATORS