Name _____   Occupation _____

Nationality _____   Sex _____   Age _____

ACHTUNG! Cthulhu

Characteristics

Str _____ ½ ____ ⅕ ____
Con _____ ½ ____ ⅕ ____
Siz _____ ½ ____ ⅕ ____
Dex _____ ½ ____ ⅕ ____
App _____ ½ ____ ⅕ ____
Int _____ ½ ____ ⅕ ____
  Idea
Pow _____ ½ ____ ⅕ ____
Edu _____ ½ ____ ⅕ ____
  Know
Move ____ ½ ____ ⅕ ____

Luck

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

Sanity

(99-Cthulhu Mythos ____) **0 (Insane)** 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

-2 (Dead) **-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

Magic Points

0 (Unconscious) 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

Investigator Skills

- ❏ Accounting (05%) _____
- ❏ Aeronautical Systems (01%) _____
- ❏ Anthropology (01%) _____
- ❏ Appraise (05%) _____
- ❏ Archaeology (01%) _____
- ❏ Art/Craft (05%): _____
- ❏   Acting _____
- ❏   Forgery _____
- ❏   Photography _____
- ❏   _____ _____
- ❏   _____ _____
- ❏ Charm (15%) _____
- ❏ Climb (20%) _____
- ❏ Combat Engineering (15%) _____
- ❏ Command (05%) _____
- ❏ Comptography (01%) _____
- ❏ Credit Rating (00%) _____
- ❏ Cthulhu Mythos (00%) _____
- ❏ Damage Control (15%) _____
- ❏ Disguise (05%) _____
- ❏ Diving (01%) _____
- ❏ Drive Auto (20%): _____
- ❏   _____ _____
- ❏   _____ _____
- ❏ Drive Tracked (10%) _____
- ❏ Electrical Repair (10%) _____
- ❏ Espionage (01%) _____
- ❏ Fast Talk (05%) _____
- ❏ Fieldcraft (05%) _____

- ❏ First Aid (30%) _____
- ❏ History (05%) _____
- ❏ Hypnosis (01%) _____
- ❏ Institutional Lore (01%) _____
- ❏ Intimidate (15%) _____
- ❏ Jump (20%) _____
- Language (Other) (01%):
- ❏   _____ _____
- ❏   _____ _____
- ❏   _____ _____
- ❏   _____ _____
- ❏   _____ _____
- Language (Own) (EDU):
- ❏   _____ _____
- ❏ Law (05%) _____
- ❏ Library Use (20%) _____
- ❏ Listen (20%) _____
- ❏ Locksmith (01%) _____
- ❏ Lore (01%) _____
- ❏   Lore (Theology) (01%) _____
- ❏ Mechanical Repair (10%) _____
- ❏   Mech. Rep. (Jury Rig) (25%) _____
- ❏ Medicine (01%) _____
- ❏   Medicine (Surgery) (01%) _____
- ❏   _____ _____
- ❏   _____ _____
- ❏ Military Doctrine (05%) _____
- ❏ Natural World (10%) _____

- ❏ Navigate (10%) _____
- ❏ Occult (05%) _____
- ❏ Operate Heavy Machine (01%) _____
- ❏ Parachute (01%) _____
- ❏ Persuade (10%) _____
- ❏ Photo-Interpretation (01%) _____
- ❏ Pilot (01%): _____
- ❏   _____ _____
- ❏   _____ _____
- ❏   _____ _____
- ❏ Psychoanalysis (01%) _____
- ❏ Psychology (10%) _____
- ❏ Radio Operator (01%) _____
- ❏   Radio Op, Sonar (01%) _____
- ❏ Ride (05%) _____
- ❏ Ride Motorcycle (15%) _____
- ❏ Rope Use (10%) _____
- ❏ Sabotage (05%) _____
- ❏ Science (01%): _____
- ❏   _____ _____
- ❏   _____ _____
- ❏   _____ _____
- ❏   _____ _____
- ❏   _____ _____
- ❏ Scrounge (10%) _____
- ❏ Ski (05%) _____
- ❏ Sleight of Hand (10%) _____
- ❏ Spot Hidden (25%) _____

- ❏ Spotter (05%): _____
- ❏ _____ _____
- ❏ _____ _____
- ❏ Stealth (20%): _____
- ❏ Survival (10%) _____
- ❏ Swim (20%) _____
- ❏ Tactics (01%) _____
- ❏ Telephony (01%) _____
- ❏ Throw (20%) _____
- ❏ Track (10%) _____
- ❏ _____ _____
- ❏ _____ _____
- ❏ _____ _____

Combat Skills

- ❏ Artillery (01%): _____
- ❏ Demolitions (01%) _____
- Firearms (Various):
- ❏   Handgun (20%) _____
- ❏   Heavy Weapons (10%) _____
- ❏   Machine Gun (10%) _____
- ❏   Rifle/Shotgun (25%) _____
- ❏   Rifle Grenade (10%) _____
- ❏   Submachine Gun (10%) _____
- ❏ Fighting (Brawl) (25%) _____
- Fighting (Weapon) (Various):
- ❏   _____ _____
- ❏   _____ _____
- ❏   _____ _____
- ❏   _____ _____
- ❏   _____ _____
- ❏ Torpedo (01%) _____

Weapons

Weapon	Regular %	Hard %	Extreme %	Damage	Malf	Range	Attacks	Ammo
❏								
❏								
❏								
❏								
❏								

Combat

Damage Bonus _____

Build _____

Dodge _____ ½ ____ ⅕ ____

Investigator Name _____

Agency _____

Residence _____

Personal Description _____

_____

_____

Significant People _____

_____

_____

Meaningful Locations _____

_____

_____

Traits _____

_____

_____

_____

Phobias & Manias _____

_____

_____

Injuries & Scars _____

_____

_____

Investigator History

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

Gear & Possessions

_____   _____   _____

_____   _____   _____

_____   _____   _____

_____   _____   _____

_____   _____   _____

Mythos Tomes Read

_____   _____

_____   _____

_____   _____

_____   _____

Spells Known

_____   _____

_____   _____

_____   _____

_____   _____

Magical Artefacts

_____   _____

_____   _____

_____   _____

_____   _____

Creatures Encountered

_____   _____

_____   _____

_____   _____

_____   _____