



Player's name: _____

Name _____
 Occupation _____ Sex _____
 Nationality _____ Age _____
 Birthplace _____
 Colleges, Degrees _____
 Mental Disorders _____

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

HIT POINTS

Dead		-2	-1	0	1	2	Unconscious
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	

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Jump (25%) _____	<input type="checkbox"/> Psychology (5%) _____
<input type="checkbox"/> Anthropology (1%) _____	<input type="checkbox"/> Law (5%) _____	<input type="checkbox"/> Ride (5%) _____
<input type="checkbox"/> Archaeology (1%) _____	<input type="checkbox"/> Library Use (25%) _____	<input type="checkbox"/> Sense (10%) _____
Art (5%) _____	<input type="checkbox"/> Listen (25%) _____	<input type="checkbox"/> Sneak (10%) _____
<input type="checkbox"/> _____	<input type="checkbox"/> Locksmith (1%) _____	<input type="checkbox"/> Spot Hidden (25%) _____
<input type="checkbox"/> _____	<input type="checkbox"/> Martial Arts (1%) _____	<input type="checkbox"/> Swim (25%) _____
<input type="checkbox"/> Astronomy (1%) _____	<input type="checkbox"/> Mechanical Repair (20%) _____	<input type="checkbox"/> Throw (25%) _____
<input type="checkbox"/> Bargain (5%) _____	<input type="checkbox"/> Medicine (5%) _____	<input type="checkbox"/> Track (10%) _____
<input type="checkbox"/> Biology (1%) _____	<input type="checkbox"/> Natural History (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Chemistry (1%) _____	<input type="checkbox"/> Navigate (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Climb (40%) _____	<input type="checkbox"/> Occult (5%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Conceal (15%) _____	<input type="checkbox"/> Oper. Heavy Mach. (1%) _____	<input type="checkbox"/> _____
Craft (5%) _____	Other Language (1%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Credit Rating (15%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
Cthulhu Mythos (0%) _____	Own Language (EDU x5%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Disguise (1%) _____	<input type="checkbox"/> Persuade (15%) _____	Weapons
<input type="checkbox"/> Dodge (DEX x2%) _____	<input type="checkbox"/> Pharmacy (1%) _____	<input type="checkbox"/> Club (25%) _____
<input type="checkbox"/> Drive Auto (20%) _____	<input type="checkbox"/> Photography (10%) _____	<input type="checkbox"/> Knife (25%) _____
<input type="checkbox"/> Electrical Repair (10%) _____	<input type="checkbox"/> Physics (1%) _____	<input type="checkbox"/> Handgun (20%) _____
<input type="checkbox"/> Fast Talk (5%) _____	Pilot (1%) _____	<input type="checkbox"/> Machine Gun (15%) _____
<input type="checkbox"/> First Aid (30%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> Rifle (25%) _____
<input type="checkbox"/> Geology (1%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> Shotgun (30%) _____
<input type="checkbox"/> Hide (10%) _____	<input type="checkbox"/> Psychoanalysis (1%) _____	<input type="checkbox"/> Submachine Gun (15%) _____
<input type="checkbox"/> History (20%) _____		

HAND-TO-HAND WEAPONS

Attack or Weapon type	%	Damage	A/R	HP
<input type="checkbox"/> Fist/Punch (50%)	_____	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	_____	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	_____	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	_____	special	1	n/a
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

A/R = Attacks per round

FIREARMS

Firearm	%	Damage	BR	S/R	SiG	M	HP
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____

BR=Base Range, S/R=Shots per Round, SiG=Shots in Gun, M=Malfunxion

PERSONAL DATA

Economic Status _____

Episodes of Insanity _____

Residence _____

Personal Description _____

Wounds & Injuries _____

Family & Friends _____

Marks & Scars _____

PORTRAIT

INVESTIGATOR HISTORY

MYTHOS TOMES READ

<i>Title</i>	<i>Author</i>	<i>S/R</i>	<i>Edition</i>	<i>Language</i>	<i>SM</i>	<i>CM+</i>	<i>Sanity</i>	<i>Page</i>
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

S/R = Time to skim and read, SM = Spell Multiplier, CM+ = Cthulhu Mythos gained by reading, Sanity = Sanity lost (total) by skimming or reading

ENTITIES ENCOUNTERED

<i>Entity</i>	<i>Sanity</i>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SPELLS KNOWN

<i>Spell</i>	<i>Page</i>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ADVENTURING GEAR & POSSESSIONS

