

1950s Era Investigator

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR

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 DEX

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 POW

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 CON

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 APP

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 EDU

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 SIZ

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 INT

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 Move Rate

	+1
	-1

Major Wound

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 Max HP

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POINTS	Dying	00	01	02
	Unconscious	03	04	05
HIT	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

Temp. Insane

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 Indef. Insane

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 Start

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 Max

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Insane	01	02	03	04	05	06	07	SANITY
08	09	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					

CALL of CTHULHU

Out of Luck

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 01 02 03 04 05 06 07

LUCK	08	09	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

Max MP

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00	01	02	03	04	MAGIC POINTS
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Fast Talk (05%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Law (05%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Science (01%)	<table border="1"><tr><td> </td><td> </td></tr></table>		
<input type="checkbox"/> Anthropology (01%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Fighting (Brawl) (25%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Library Use (20%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>		
<input type="checkbox"/> Appraise (05%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Listen (20%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>		
<input type="checkbox"/> Archaeology (01%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Locksmith (01%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Sleight of Hand (10%)	<table border="1"><tr><td> </td><td> </td></tr></table>		
<input type="checkbox"/> Art / Craft (05%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Firearms (Handgun) (20%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Mech. Repair (10%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Spot Hidden (25%)	<table border="1"><tr><td> </td><td> </td></tr></table>		
<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Medicine (01%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Stealth (20%)	<table border="1"><tr><td> </td><td> </td></tr></table>		
<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Natural World (10%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Survival (10%)	<table border="1"><tr><td> </td><td> </td></tr></table>		
<input type="checkbox"/> Charm (15%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> First Aid (30%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Navigate (10%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Swim (20%)	<table border="1"><tr><td> </td><td> </td></tr></table>		
<input type="checkbox"/> Climb (20%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> History (05%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Occult (05%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Throw (20%)	<table border="1"><tr><td> </td><td> </td></tr></table>		
Credit Rating (00%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Intimidate (15%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Op. Hv. Machine (01%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Track (10%)	<table border="1"><tr><td> </td><td> </td></tr></table>		
Cthulhu Mythos (00%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Jump (20%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Persuade (10%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>		
<input type="checkbox"/> Disguise (05%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Language (Other) (01%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Pilot (01%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>		
<input type="checkbox"/> Dodge (half DEX)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Psychology (10%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>		
<input type="checkbox"/> Drive Auto (20%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Psychoanalysis (01%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>		
<input type="checkbox"/> Electronics (10%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Language (Own) (EDU)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/> Ride (05%)	<table border="1"><tr><td> </td><td> </td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td> </td><td> </td></tr></table>		

WEAPONS

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

COMBAT

Damage Bonus

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 Build

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 Dodge

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BACKSTORY

Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

