

1920s



Investigator Name _____

Occupation _____

Education _____

Birthplace & Nationality _____

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



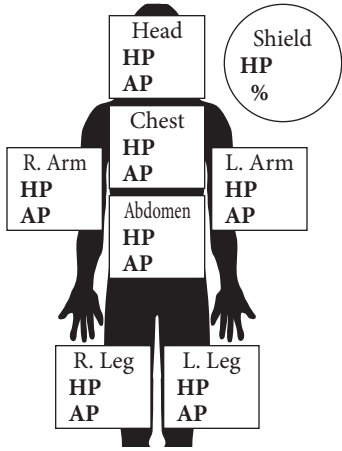
Investigator Skills

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Hide (10%) _____	Pilot (01%):
<input type="checkbox"/> Anthropology (01%) _____	<input type="checkbox"/> History (20%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (01%) _____	<input type="checkbox"/> Jump (25%) _____	<input type="checkbox"/> Psychoanalysis (01%) _____
Art (05%):	<input type="checkbox"/> Law (05%) _____	<input type="checkbox"/> Psychology (05%) _____
<input type="checkbox"/> _____	<input type="checkbox"/> Library Use (25%) _____	<input type="checkbox"/> Ride (05%) _____
<input type="checkbox"/> _____	<input type="checkbox"/> Listen (25%) _____	<input type="checkbox"/> Sneak (10%) _____
<input type="checkbox"/> Astronomy (01%) _____	<input type="checkbox"/> Locksmith (01%) _____	<input type="checkbox"/> Spot Hidden (25%) _____
<input type="checkbox"/> Bargain (05%) _____	<input type="checkbox"/> Martial Arts (01%) _____	<input type="checkbox"/> Swim (25%) _____
<input type="checkbox"/> Biology (01%) _____	<input type="checkbox"/> Mechanical Repair (20%) _____	<input type="checkbox"/> Throw (25%) _____
<input type="checkbox"/> Chemistry (01%) _____	<input type="checkbox"/> Medicine (05%) _____	<input type="checkbox"/> Track (10%) _____
<input type="checkbox"/> Climb (40%) _____	<input type="checkbox"/> Natural History (10%) _____	<input type="checkbox"/> _____ (%)
<input type="checkbox"/> Conceal (15%) _____	<input type="checkbox"/> Navigate (10%) _____	<input type="checkbox"/> _____ (%)
Craft (05%):	<input type="checkbox"/> Occult (05%) _____	<input type="checkbox"/> _____ (%)
<input type="checkbox"/> _____	<input type="checkbox"/> Operate Heavy Machine (01%) _____	<input type="checkbox"/> _____ (%)
<input type="checkbox"/> _____	Other Languages (01%):	<input type="checkbox"/> _____ (%)
<input type="checkbox"/> Credit Rating (15%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____ (%)
Cthulhu Mythos (00%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____ (%)
<input type="checkbox"/> Disguise (01%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____ (%)
<input type="checkbox"/> Dodge (DEX × 2%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____ (%)
Drive (20%):	<input type="checkbox"/> _____	<input type="checkbox"/> _____ (%)
<input type="checkbox"/> _____	Own Language (EDU × 5%):	Firearms
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Handgun (20%) _____
<input type="checkbox"/> Electrical Repair (10%) _____	<input type="checkbox"/> Persuade (15%) _____	<input type="checkbox"/> Machine Gun (15%) _____
<input type="checkbox"/> Fast Talk (05%) _____	<input type="checkbox"/> Pharmacy (01%) _____	<input type="checkbox"/> Rifle (25%) _____
<input type="checkbox"/> First Aid (30%) _____	<input type="checkbox"/> Photography (10%) _____	<input type="checkbox"/> Shotgun (30%) _____
<input type="checkbox"/> Geology (01%) _____	<input type="checkbox"/> Physics (01%) _____	<input type="checkbox"/> Submachinegun (15%) _____

Combat Skills

	melee	atk %	damage	hnd	range	# att	hp		firearm	atk %	damage	malf	range	# att	hp
<input type="checkbox"/>	Fist (50%)			1	touch	1	n/a	<input type="checkbox"/>							
<input type="checkbox"/>	Grapple (25%)			2	touch	1	n/a	<input type="checkbox"/>							
<input type="checkbox"/>	Head (10%)			0	touch	1	n/a	<input type="checkbox"/>							
<input type="checkbox"/>	Kick (25%)			0	touch	1	n/a	<input type="checkbox"/>							
<input type="checkbox"/>								<input type="checkbox"/>							
<input type="checkbox"/>								<input type="checkbox"/>							

Armor & Hit Locations



Armor Worn _____

Personal Data

Investigator Name _____
 Residence _____
 Physical Description _____

 Family & Friends _____

 Wounds, Scars, & Afflictions _____

Character Portrait



Investigator History



Income & Savings

Income _____ Cash on Hand _____
 Savings _____
 Personal Property & Real Estate _____

Equipment & Possessions

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

Myths/Tomes Read

Magical Artifacts/Spells Known



Entities Encountered



