



CALL OF CTHULHU



INVESTIGATOR SHEET

Player Name _____

Date Created _____

Investigator Data

Investigator Name _____
 Occupation _____ Sex _____ Age _____
 Colleges & Degrees _____
 Birthplace & Nationality _____

Characteristics & Rolls

STR _____ DEX _____ INT _____ Idea _____
 CON _____ APP _____ POW _____ Luck _____
 SIZ _____ SAN _____ EDU _____ Know _____
 99-Cthulhu Mythos _____ Damage Bonus _____

Sanity Points

Insanity	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

UNCONSCIOUS						
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

Investigator Skills

- | | | |
|--|---|---|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Pick Pocket* (05%) _____ |
| <input type="checkbox"/> Anthropology (0%) _____ | <input type="checkbox"/> History (20%) _____ | <input type="checkbox"/> Pilot (0%): _____ |
| <input type="checkbox"/> Archaeology (0%) _____ | <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> Law (05%) _____ | <input type="checkbox"/> Psychoanalysis (0%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Library Use (25%) _____ | <input type="checkbox"/> Psychology (05%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Linguist* (0%) _____ | <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> Astronomy (0%) _____ | <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> Sing* (05%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Locksmith (0%) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Biology (0%) _____ | <input type="checkbox"/> Make Maps* (10%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Botany* (0%) _____ | <input type="checkbox"/> Martial Arts (0%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Camouflage* (25%) _____ | <input type="checkbox"/> Mechanical Repair (20%) _____ | <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Chemistry (0%) _____ | <input type="checkbox"/> Medicine (05%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Natural History (10%) _____ | <input type="checkbox"/> Treat Disease* (05%) _____ |
| <input type="checkbox"/> Computer Use (0%) _____ | <input type="checkbox"/> Navigate (10%) _____ | <input type="checkbox"/> Treat Poison* (05%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Occult (05%) _____ | <input type="checkbox"/> Zoology* (0%) _____ |
| <input type="checkbox"/> Credit Rating (15%) _____ | <input type="checkbox"/> Operate Heavy Machine (0%) _____ | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (0%) _____ | <input type="checkbox"/> Oratory* (05%) _____ | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Debate* (10%) _____ | <input type="checkbox"/> Other Languages (0%): _____ | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Diagnose Disease* (05%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Dreaming (POW%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Dream Lore (1/2 Mythos%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Dodge (DEX x 2%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Drive Auto/Carriage (20%) _____ | <input type="checkbox"/> Own Language (EDU x 5%): _____ | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Electrical Repair (10%) _____ | <input type="checkbox"/> _____ | Firearms |
| <input type="checkbox"/> Electronics (0%) _____ | <input type="checkbox"/> Persuade (15%) _____ | <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Pharmacy (0%) _____ | <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> Photography (10%) _____ | <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Geology (0%) _____ | <input type="checkbox"/> Physics (0%) _____ | <input type="checkbox"/> Shotgun (30%) _____ |
| | | <input type="checkbox"/> Submachinegun (15%) _____ |

Attacks and Weapons

Attack Type or Weapon	Skill %	Attack Damage	Base Range	Attacks/Round	Ammo	Impale/Malfunction Number	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	_____	_____	touch	1	-	-	-
<input type="checkbox"/> Head Butt (10%)	_____	_____	touch	1	-	-	-
<input type="checkbox"/> Kick (25%)	_____	_____	touch	1	-	-	-
<input type="checkbox"/> Grapple (25%)	_____	_____	touch	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"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____

