

Modern Era



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

Characteristics

STR DEX INT
 CON APP POW
 SIZ EDU Move Rate

HIT POINTS

Current HP

Max HP

Major Wound ☐

Temp. Insane ☐

Indef. Insane ☐

Start

Max

Current Sanity

SANITY

LUCK

Luck Total

CALL of CTHULHU

Horror Roleplaying in the Worlds
 of H.P. Lovecraft

Max MP

Current MP

MAGIC POINTS

Skills

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

Weapons

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

Combat

Damage Bonus

Build

Dodge



Traits _____

Injuries & Scars _____

Phobias & Manias _____

Arcane Tomes, Spells & Artifacts _____

Encounters with Strange Entities _____

Cash & Assets

Spending Level

Cash

Assets

Fellow Investigators

Levels of Success:	Fumble 100 / 96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Wounds & Healing

Natural Heal rate (Major Wound): weekly healing roll

[illegible]