Player _____
Investigator Name _____
Occupation _____
Colleges, Degrees _____
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 -9	-8	-7	-6	-5	-4	-3	-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	

Skills

- ☐ Accounting (10%) _____
- ☐ Anthropology (1%) _____
- ☐ Archaeology (1%) _____
- ☐ Art (_____)(5%) _____
- ☐ Art (_____) (5%) _____
- ☐ Astronomy (1%) _____
- ☐ Bargain (5%) _____
- ☐ Biochemistry _____
- ☐ Biology (1%) _____
- ☐ Block (DEX x 2%) _____
- ☐ Botany (1%) _____
- ☐ Business (5%) _____
- ☐ Cartography (1%) _____
- ☐ Chemistry (1%) _____
- ☐ Climb (40%) _____
- ☐ Computer Use (1%) _____
- ☐ Conceal (15%) _____
- ☐ Craft _____ (5%) _____
- ☐ Craft _____ (5%) _____
- Cthulhu Mythos (0%) _____
- ☐ Cryptography
- ☐ Disguise (1%) _____
- ☐ Dodge (DEX x 2%) _____
- ☐ Drive Auto (20%) _____
- ☐ Electrical Repair (10%) _____
- ☐ Electronics (1%) _____
- ☐ Explosives (1%) _____
- ☐ Fast Talk (5%) _____
- ☐ First Aid (30%) _____
- ☐ Folklore (5%) _____
- ☐ Geology (1%) _____
- ☐ Heavy Weapons (5%) _____
- ☐ Hide (10%) _____
- ☐ History (20%) _____
- ☐ Internet Use (1%) _____
- ☐ Jump (20%) _____
- ☐ Law (5%) _____
- ☐ Library Use (25%) _____
- ☐ Listen (25%) _____
- ☐ Literature (10%) _____
- ☐ Locksmith (1%) _____
- ☐ Martial Arts (1%) _____
- ☐ Mathematics (EDU x 2%) _____
- ☐ Mechanical Repair (20%) _____
- ☐ Medicine (5%) _____
- ☐ Meteorology (10%) _____
- ☐ Natural History (10%) _____
- ☐ Navigate (10%) _____
- ☐ Occult (5%) _____
- ☐ Operate Heavy Machinery (1%) _____
- ☐ Language (_____) (1%) _____
- ☐ Language (_____) (1%) _____
- ☐ Parachute (1%) _____
- ☐ Persuade (15%) _____
- ☐ Pharmacy (1%) _____
- ☐ Philosophy & Religion (5%) _____
- ☐ Photography (10%) _____
- ☐ Pilot Boat (1%) _____
- ☐ Pilot (_____) (1%) _____
- ☐ Pilot (_____) (1%) _____
- ☐ Polar Survival _____
- ☐ Programming (1%) _____
- ☐ Psychiatry (1%) _____
- ☐ Psychoanalysis (1%) _____
- ☐ Psychology (5%) _____
- ☐ Psycho Therapy (1%) _____
- ☐ Radio Operator (1%) _____
- ☐ Reputation (15%) _____
- ☐ Ride (5%) _____
- ☐ Safe Cracking (1%) _____
- ☐ Sense Motive (10%) _____
- ☐ Sleight of Hand (10%)
- ☐ Sneak (10%) _____
- ☐ Spot Hidden (25%) _____
- ☐ Swim (25%) _____
- ☐ Throw (25%) _____
- ☐ Track (10%) _____
- ☐ Zoology (1%)

Firearms

- ☐ Handgun (20%) _____
- ☐ Machine Gun (15%) _____
- ☐ Rifle (25%) _____
- ☐ Shotgun (30%) _____
- ☐ SMG (15%) _____

Weapons

Mêlée	%	Damage	Hands	Range	Attacks	HP
☐ Fist (50%)	___	1d3+db	_____	_____	_____	_____
☐ Grapple (50%)	___	special	_____	_____	_____	_____
☐ Head (10%)	___	1d3+db	_____	_____	_____	_____
☐ Kick (25%)	___	1d3+db	_____	_____	_____	_____
☐ _____	___	_____	_____	_____	_____	_____
☐ _____	___	_____	_____	_____	_____	_____

Firearm	%	Damage	Malfunction	Range	Attacks	Shots	HP
☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	_____

Personal Data

Investigator Name _____

Residence _____

Personal Description _____

_____

_____

Family & Friends _____

_____

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Episodes of Insanity _____

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Wounds & Injuries _____

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Marks & Scars _____

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Investigator History

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Income & Savings

Income _____

Cash _____

Property _____

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Real Estate _____

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Mythos Tomes, Spells, Etc.

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Gear

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