Modern Name		Characteristics	
Player		STR DEX	
Occupation		SON SON	Idea L
Age	Sex	CON APP	POW
Residence		SIZ EDU	Move +1
Birthplace	ACCORD A LATERAL		
SINIOD LIH	Max HP Major Temp. Insane	Indef. Start Max	Current Sanity 🔀
log l			Current Sanity SANITY
生	CALL of	THULHU	
Luck Total Horror Roleplaying in the Worlds Current MP			
S LUCK lotal	The state of the s	ayıngın ine worlus P. Lovecraft	Current MP
	pilleman	. Lovecian	IP UNIX
Skills			
Accounting (05%)	Elec Repair (10%)	Language (Own) (EDU)	Science (01%)
Anthropology (01%)	Electronics (01%)	Law (05%)	
Appraise (05%)	Fast Talk (05%)	Library Use (20%)	
Archaeology (01%)	Fighting [8rawl] (25%)	Listen (25%)	Sleight of Hand (10%)
☐ Art / Craft (05%)		Locksmith (01%)	Spot Hidden (25%)
		Mech. Repair (10%)	☐ Stealth (20%)
	Firearms (Handgun) (20%)	Medicine (01%)	Survival (10%)
☐ Charm (15%)	Firearms [Rifle/Shotgun] (25%)	Natural World (10%)	☐ Swim (20%)
☐ Climb (20%)		Navigate (10%)	☐ Throw (20%)
Computer Use (05%)	First Aid (30%)	Occult (05%)	☐ Track (10%)
Credit Rating (00%)	History (05%)	Op. Hv. Machine (01%)	
Cthulhu Mythos (00%)	Intimidate (15%)	Persuade (10%)	
Disguise (05%)	Jump (20%)	Pilot (01%)	
☐ Dodge (half DEX)	Language (Other) (01%)	Psychology (10%)	
☐ Drive Auto (20%)		Psychoanalysis (01%)	
Weapons Combat			
Weapon       Regular Hard Extreme       Damage       Range       Attacks       Ammo       Malf.         Unarmed			
Bonus Bonus			
l — — —			- Build
			Dodge Dodge



## 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\_ Fellow Investigators Quick Reference Rules Skill & Characteristic Rolls Char. Player. Player. Player\_ Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls **Wounds & Healing** Char. Char. Me First Aid heals 1HP; Medicine heals +1d3 HP Player. Player. **Major Wound** = loss of $\ge \frac{1}{2}$ max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = **Dying**Dying: First Aid = temp. stabilised; then require Medicine Natural Heal rate (non Major Wound): recover 1HP per day Player. Player. Natural Heal rate (Major Wound): weekly healing roll