

Modern Era



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

Characteristics

STR	<input type="text"/>	DEX	<input type="text"/>	INT	<input type="text"/>
CON	<input type="text"/>	APP	<input type="text"/>	POW	<input type="text"/>
SIZ	<input type="text"/>	EDU	<input type="text"/>	Move Rate	<input type="text"/> +1 -1

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

Weapons

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

Combat

Damage Bonus

Build

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 _____

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ 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

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	Me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____