



# 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

Dead	-2	-1	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

### 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"/> _____                            | <b>Firearms</b>                                     |
| <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"/> _____	_____	_____	_____	_____	_____	_____	_____

**Personal Data**

Investigator Name _____	Episodes of Insanity _____
Residence _____	_____
Height _____ Weight _____ Sex _____	_____
Hair _____ Eyes _____ Race _____	Wounds & Injuries _____
Build _____ Handedness _____	_____
Family & Friends _____	_____
_____	Marks & Scars _____
_____	_____
_____	_____

**Investigator Background & History**

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\_\_\_\_\_  
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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Income & Savings**

Income \_\_\_\_\_ Cash on Hand \_\_\_\_\_

Savings \_\_\_\_\_

\_\_\_\_\_

Personal Property \_\_\_\_\_

\_\_\_\_\_

Real Estate \_\_\_\_\_

\_\_\_\_\_

**Equipment & Possessions**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Mythos Tomes Read**

\_\_\_\_\_  
\_\_\_\_\_

**Magical Artifacts/Spells Known**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Entities Encountered**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_