

Modern Era Investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Athlete  
 Age 15 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **40** <sup>20</sup>/<sub>8</sub> DEX **70** <sup>35</sup>/<sub>14</sub> INT **50** <sup>25</sup>/<sub>10</sub>  
 CON **80** <sup>40</sup>/<sub>16</sub> APP **50** <sup>25</sup>/<sub>10</sub> POW **50** <sup>25</sup>/<sub>10</sub>  
 SIZ **55** <sup>27</sup>/<sub>11</sub> EDU **55** <sup>27</sup>/<sub>11</sub> Move Rate **8**



Major Wound  **13**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	<b>13</b>	14
	15	16	17
	18	19	20

Temp. Insane  Indef. Insane  **50** **99**

Insane	01	02	03	04	05	06	07
	08	09	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						

SANITY

LUCK

	08	09	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	<b>65</b>	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		

**CALL of CTHULHU**

Out of Luck

	01	02	03	04	05	06	07
	08	09	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

	00	01	02	03	04
	05	06	07	08	09
	<b>10</b>	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

## Skills

<input type="checkbox"/> Accounting [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Elec Repair [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Language [Own] [EDU]	<b>55</b> <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Science [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Anthropology [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Electronics [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Law [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fast Talk [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Library Use [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Fighting [Brawl] [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Listen [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Sleight of Hand [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Art / Craft [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Spot Hidden [25%]	<b>60</b> <sup>30</sup> / <sub>12</sub>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Stealth [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>		<input type="checkbox"/> Firearms [Handgun] [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Medicine [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Survival [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm [15%]	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Natural World [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Throw [20%]	<b>70</b> <sup>35</sup> / <sub>14</sub>
<input type="checkbox"/> Computer Use [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> First Aid [30%]	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Occult [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Track [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
Credit Rating [00%]	<b>0</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> History [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Op. Hv. Machine [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
Cthulhu Mythos [00%]	<b>0</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Intimidate [15%]	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Persuade [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Jump [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Pilot [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	<b>35</b> <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Language [Other] [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Psychology [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

## Combat

Damage Bonus **none**

Build **0**

Dodge **35** <sup>17</sup>/<sub>7</sub>



# 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

Backpack \_\_\_\_\_

Cell phone \_\_\_\_\_

Sleeping bag \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Cash & Assets

Spending Level \_\_\_\_\_

Cash \_\_\_\_\_

Assets \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Quick Reference Rules

### Skill & Characteristic Rolls

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

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**

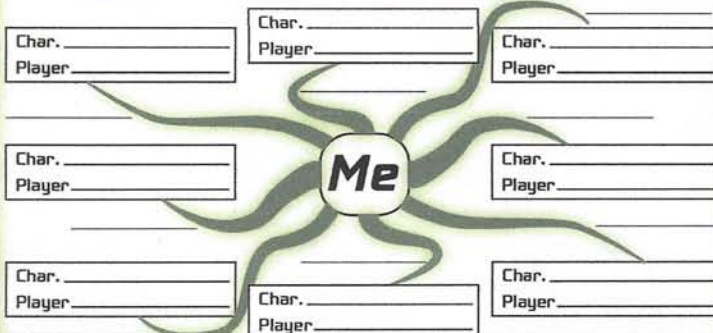
Reach 0 HP with Major Wound = **Dying**

*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



Modern Era Investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Cheerleader  
 Age 15 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **60** <sup>30</sup>/<sub>12</sub> DEX **80** <sup>40</sup>/<sub>16</sub> INT **40** <sup>20</sup>/<sub>8</sub>  
 CON **70** <sup>35</sup>/<sub>14</sub> APP **50** <sup>25</sup>/<sub>10</sub> POW **50** <sup>25</sup>/<sub>10</sub>  
 SIZ **45** <sup>22</sup>/<sub>9</sub> EDU **55** <sup>27</sup>/<sub>11</sub> Move Rate **9**



Major Wound  **11**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane  Indef. Insane  **50** **99**

Insane	01	02	03	04	05	06	07
	08	09	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						

SANITY

LUCK

	08	09	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		

## CALL of CTHULHU

Out of Luck  **10**

	00	01	02	03	04	05	06	07
	08	09	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

## Skills

<input type="checkbox"/> Accounting (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Elec Repair (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Language (Own) (EDU)	<b>55</b> <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Science (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Anthropology (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Electronics (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fast Talk (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Library Use (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Listen (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Art / Craft (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Survival (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Throw (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Computer Use (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Track (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
Credit Rating (00%)	<b>0</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> History (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
Cthulhu Mythos (00%)	<b>0</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Jump (20%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Pilot (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Psychology (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
_____								
_____								
_____								
_____								

## Combat

Damage Bonus **none**

Build **0**

Dodge **40** <sup>20</sup>/<sub>8</sub>



# 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

Backpack \_\_\_\_\_

Cell phone \_\_\_\_\_

Sleeping bag \_\_\_\_\_

Flashlight \_\_\_\_\_

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

## 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 ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

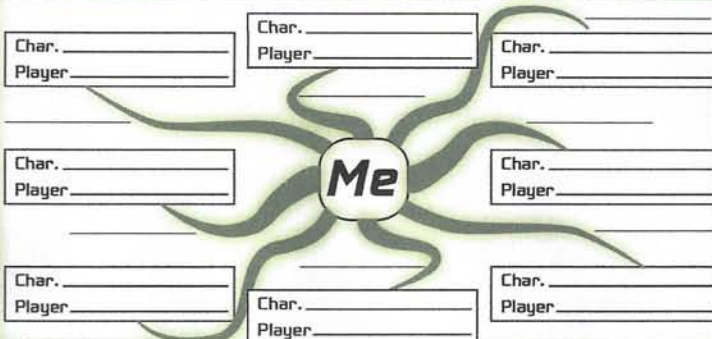
Reach 0 HP with Major Wound = **Dying**

**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



Modern Era Investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Computer Geek  
 Age 13 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **35**  $\frac{17}{7}$  DEX **50**  $\frac{25}{10}$  INT **80**  $\frac{40}{16}$   
 CON **60**  $\frac{30}{12}$  APP **50**  $\frac{25}{10}$  POW **60**  $\frac{30}{12}$   
 SIZ **50**  $\frac{25}{10}$  EDU **70**  $\frac{35}{14}$  Move Rate **8**



Major Wound  **11**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane  Indef. Insane  **60** **99**

Insane	01	02	03	04	05	06	07
	08	09	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						

LUCK

	08	09	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

Out of Luck

	01	02	03	04	05	06	07
	08	09	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

	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

# CALL of CTHULHU

## Skills

<input type="checkbox"/> Accounting [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Elec Repair [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Language [Own] (EDU)	<b>55</b> $\frac{27}{11}$	<input type="checkbox"/> Science [01%]	<b>1</b> $\frac{0}{0}$
<input type="checkbox"/> Anthropology [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Electronics [01%]	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Law [05%]	<b>5</b> $\frac{2}{1}$		
<input type="checkbox"/> Appraise [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Fast Talk [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Library Use [20%]	<b>20</b> $\frac{10}{4}$		
<input type="checkbox"/> Archaeology [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Fighting [Brawl] [25%]	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Listen [25%]	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Sleight of Hand [10%]	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Art / Craft [05%]	<b>5</b> $\frac{2}{1}$			<input type="checkbox"/> Locksmith [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Spot Hidden [25%]	<b>25</b> $\frac{12}{5}$
				<input type="checkbox"/> Mech. Repair [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Stealth [20%]	<b>20</b> $\frac{10}{4}$
		<input type="checkbox"/> Firearms [Handgun] [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Medicine [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Survival [10%]	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Charm [15%]	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Natural World [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Swim [20%]	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Climb [20%]	<b>20</b> $\frac{10}{4}$			<input type="checkbox"/> Navigate [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Throw [20%]	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Computer Use [05%]	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/> First Aid [30%]	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Occult [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Track [10%]	<b>10</b> $\frac{5}{2}$
Credit Rating [00%]	<b>0</b> $\frac{0}{0}$	<input type="checkbox"/> History [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Op. Hv. Machine [01%]	<b>1</b> $\frac{0}{0}$		
Cthulhu Mythos [00%]	<b>0</b> $\frac{0}{0}$	<input type="checkbox"/> Intimidate [15%]	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Persuade [10%]	<b>10</b> $\frac{5}{2}$		
<input type="checkbox"/> Disguise [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Jump [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Pilot [01%]	<b>1</b> $\frac{0}{0}$		
<input type="checkbox"/> Dodge [half DEX]	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Language [Other] [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Psychology [10%]	<b>10</b> $\frac{5}{2}$		
<input type="checkbox"/> Drive Auto [20%]	<b>20</b> $\frac{10}{4}$			<input type="checkbox"/> Psychoanalysis [01%]	<b>1</b> $\frac{0}{0}$		

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

## Combat

Damage Bonus **none**

Build **0**

Dodge **25**  $\frac{12}{5}$



# 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

Backpack \_\_\_\_\_

Cell phone \_\_\_\_\_

Sleeping bag \_\_\_\_\_

Flashlight \_\_\_\_\_

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

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

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

## Cash & Assets

Spending Level \_\_\_\_\_

Cash \_\_\_\_\_

Assets \_\_\_\_\_

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

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

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

## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	¼ skill	01

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 ≥ ½ 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 \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

**Me**

# Modern Era Investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Rich Kid  
 Age 15 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **45**  $\frac{22}{9}$  DEX **60**  $\frac{30}{12}$  INT **40**  $\frac{20}{8}$   
 CON **60**  $\frac{30}{12}$  APP **50**  $\frac{25}{10}$  POW **80**  $\frac{40}{16}$   
 SIZ **50**  $\frac{25}{10}$  EDU **65**  $\frac{32}{13}$  Move Rate **8**



Major Wound  **11**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane  Indef. Insane  **80 99**

Insane	01	02	03	04	05	06	07
	08	09	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						

LUCK

	08	09	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

# CALL of CTHULHU

Out of Luck

	01	02	03	04	05	06	07
	08	09	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

	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

# Skills

<input type="checkbox"/> Accounting [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Elec Repair [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Language [Own] [EDU]	<b>55</b> $\frac{27}{11}$	<input type="checkbox"/> Science [01%]	<b>1</b> $\frac{0}{0}$
<input type="checkbox"/> Anthropology [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Electronics [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Law [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Fast Talk [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Library Use [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Fighting [Brawl] [25%]	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Listen [25%]	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Sleight of Hand [10%]	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Art / Craft [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Spot Hidden [25%]	<b>60</b> $\frac{30}{12}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Stealth [20%]	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms [Handgun] [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Medicine [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Survival [10%]	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Charm [15%]	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Natural World [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Swim [20%]	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Climb [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Throw [20%]	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Computer Use [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> First Aid [30%]	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Occult [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Track [10%]	<b>10</b> $\frac{5}{2}$
Credit Rating [00%]	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> History [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Op. Hv. Machine [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	
Cthulhu Mythos [00%]	<b>0</b> $\frac{0}{0}$	<input type="checkbox"/> Intimidate [15%]	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Persuade [10%]	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Jump [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Pilot [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Language [Other] [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Psychology [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
_____								
_____								
_____								
_____								

# Combat

Damage Bonus **none**

Build **0**

Dodge **30**  $\frac{15}{6}$



# 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

Backpack \_\_\_\_\_

Cell phone \_\_\_\_\_

Sleeping bag \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## 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
--------------------	-------------------	----------------	--------------------	-----------------	--------------------	----------------

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 ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

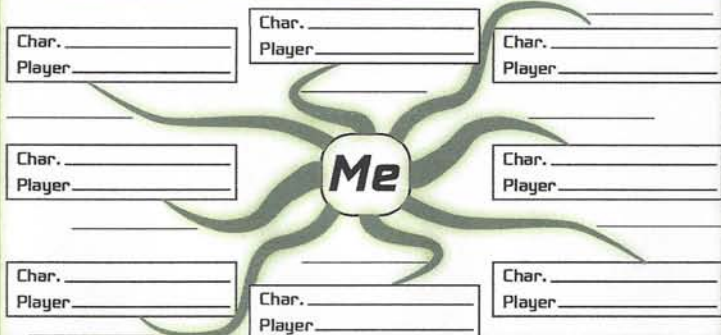
Reach 0 HP with Major Wound = **Dying**

*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





Modern Era Investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Stoner  
 Age 15 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR 40 <sup>20</sup>/<sub>8</sub> DEX 60 <sup>30</sup>/<sub>12</sub> INT 50 <sup>25</sup>/<sub>10</sub>  
 CON 80 <sup>40</sup>/<sub>16</sub> APP 50 <sup>25</sup>/<sub>10</sub> POW 70 <sup>35</sup>/<sub>14</sub>  
 SIZ 45 <sup>22</sup>/<sub>9</sub> EDU 55 <sup>27</sup>/<sub>11</sub> Move Rate 8



Major Wound  **12**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane  Indef. Insane  **70 99**

Insane	01	02	03	04	05	06	07
	08	09	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						

LUCK

	08	09	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		

## CALL of CTHULHU

Out of Luck  **14**

	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

## Skills

<input type="checkbox"/> Accounting [05%]	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Elec Repair [10%]	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Language [Own] (EDU)	55 <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Science [01%]	1 <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Anthropology [01%]	1 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Electronics [01%]	1 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Law [05%]	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fast Talk [05%]	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Library Use [20%]	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	1 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Fighting [Brawl] [25%]	25 <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Listen [25%]	25 <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Sleight of Hand [10%]	10 <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Art / Craft [05%]	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	1 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Spot Hidden [25%]	25 <sup>12</sup> / <sub>5</sub>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Stealth [20%]	70 <sup>35</sup> / <sub>14</sub>
<input type="checkbox"/>		<input type="checkbox"/> Firearms [Handgun] [20%]	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Medicine [01%]	1 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Survival [10%]	10 <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm [15%]	15 <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	25 <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Natural World [10%]	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim [20%]	20 <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb [20%]	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Throw [20%]	20 <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Computer Use [05%]	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> First Aid [30%]	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Occult [05%]	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Track [10%]	10 <sup>5</sup> / <sub>2</sub>
Credit Rating [00%]	0 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> History [05%]	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Op. Hv. Machine [01%]	1 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
Cthulhu Mythos [00%]	0 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Intimidate [15%]	15 <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Persuade [10%]	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Jump [20%]	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Pilot [01%]	1 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Language [Other] [01%]	1 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Psychology [10%]	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	1 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
_____								
_____								
_____								
_____								

## Combat

Damage Bonus **none**

Build **0**

Dodge **30** <sup>15</sup>/<sub>6</sub>



# Backstory



Personal Description \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Traits \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Ideology/Beliefs \_\_\_\_\_  
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Injuries & Scars \_\_\_\_\_  
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Significant People \_\_\_\_\_  
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Phobias & Manias \_\_\_\_\_  
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Meaningful Locations \_\_\_\_\_  
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 \_\_\_\_\_

Arcane Tomes, Spells & Artifacts \_\_\_\_\_  
 \_\_\_\_\_  
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Treasured Possessions \_\_\_\_\_  
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Encounters with Strange Entities \_\_\_\_\_  
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## Gear & Possessions

Backpack \_\_\_\_\_  
 Cell phone \_\_\_\_\_  
 Sleeping bag \_\_\_\_\_  
 \_\_\_\_\_  
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## Cash & Assets

Spending Level \_\_\_\_\_  
 Cash \_\_\_\_\_  
 Assets \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_

## 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**

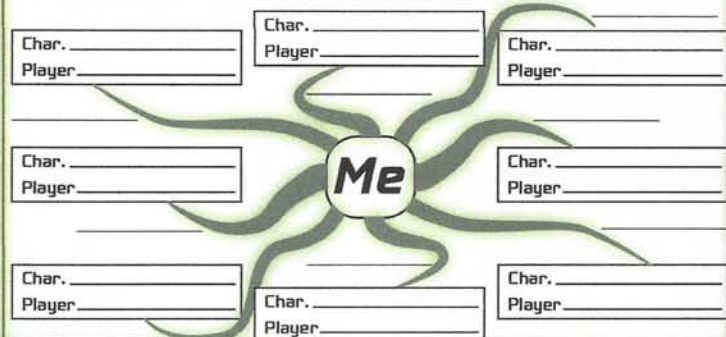
Reach 0 HP with Major Wound = **Dying**

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



Modern Era Investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Tough Kid  
 Age 17 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **60** <sup>30</sup>/<sub>12</sub> DEX **50** <sup>25</sup>/<sub>10</sub> INT **40** <sup>20</sup>/<sub>8</sub>  
 CON **50** <sup>25</sup>/<sub>10</sub> APP **50** <sup>25</sup>/<sub>10</sub> POW **70** <sup>35</sup>/<sub>14</sub>  
 SIZ **80** <sup>40</sup>/<sub>16</sub> EDU **55** <sup>27</sup>/<sub>11</sub> Move Rate **7**



Major Wound  **13**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	<b>13</b>	14
	15	16	17
	18	19	20

Temp. Insane  Indef. Insane  **70** **99**

Insane	01	02	03	04	05	06	07
	08	09	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	<b>70</b>
	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						

SANITY

Out of Luck

	01	02	03	04	05	06	07
	08	09	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	<b>82</b>	83	84
	85	86	87	88	89	90	91
	92	93	94	95	96	97	98
	99						

**14**

	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	<b>14</b>
	15	16	17	18	19
	20	21	22	23	24

MAGIC POINTS

# CALL of CTHULHU

## Skills

<input type="checkbox"/> Accounting [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Elec Repair [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Language (Own) [EDU]	<b>55</b> <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Science [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Anthropology [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Electronics [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Law [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fast Talk [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Library Use [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Fighting (Brawl) [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Listen [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Sleight of Hand [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Art / Craft [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Spot Hidden [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Stealth [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Handgun) [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Medicine [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Survival [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm [15%]	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Natural World [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Throw [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Computer Use [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> First Aid [30%]	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Occult [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Track [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
Credit Rating [00%]	<b>0</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> History [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Op. Hv. Machine [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
Cthulhu Mythos [00%]	<b>0</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Intimidate [15%]	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Persuade [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Jump [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Pilot [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Language (Other) [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Psychology [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

## Combat

Damage Bonus **+1d4**

Build **+1**

Dodge **25** <sup>12</sup>/<sub>5</sub>



# Backstory



Personal Description \_\_\_\_\_

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 \_\_\_\_\_

Traits \_\_\_\_\_

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

Ideology/Beliefs \_\_\_\_\_

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Injuries & Scars \_\_\_\_\_

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Significant People \_\_\_\_\_

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Phobias & Manias \_\_\_\_\_

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Meaningful Locations \_\_\_\_\_

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Arcane Tomes, Spells & Artifacts \_\_\_\_\_

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Treasured Possessions \_\_\_\_\_

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Encounters with Strange Entities \_\_\_\_\_

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## Gear & Possessions

Backpack \_\_\_\_\_

Lockpicks \_\_\_\_\_

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## Cash & Assets

Spending Level \_\_\_\_\_

Cash \_\_\_\_\_

Assets \_\_\_\_\_

\_\_\_\_\_  
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## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

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 _____	<b>Me</b>	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

Modern Era Investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Transfer Student  
 Age 16 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **40** <sup>20</sup>/<sub>8</sub>    DEX **60** <sup>30</sup>/<sub>12</sub>    INT **60** <sup>30</sup>/<sub>12</sub>  
 CON **70** <sup>35</sup>/<sub>14</sub>    APP **50** <sup>25</sup>/<sub>10</sub>    POW **50** <sup>25</sup>/<sub>10</sub>  
 SIZ **45** <sup>22</sup>/<sub>9</sub>    EDU **75** <sup>37</sup>/<sub>15</sub>    Move Rate **8**



Major Wound  **11**  
 HIT POINTS  
 Dying  00 01 02  
 Unconscious  03 04 05  
 06 07 08 09 10  
 11 12 13 14 15  
 16 17 18 19 20

Temp. Insane     Indef. Insane     **50** **99**  
 Insane 01 02 03 04 05 06 07  
 08 09 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

# CALL of CTHULHU

LUCK  
 Out of Luck 01 02 03 04 05 06 07  
 08 09 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

**10**  
 MAGIC POINTS  
 00 01 02 03 04  
 05 06 07 08 09  
 10 11 12 13 14  
 15 16 17 18 19  
 20 21 22 23 24

## Skills

<input type="checkbox"/> Accounting [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Elec Repair [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Language [Own] [EDU]	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Science [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Anthropology [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Electronics [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Law [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fast Talk [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Library Use [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Fighting [Brawl] [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Listen [25%]	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Sleight of Hand [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Art / Craft [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Spot Hidden [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Stealth [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>		<input type="checkbox"/> Firearms [Handgun] [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Medicine [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Survival [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm [15%]	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Natural World [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Throw [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Computer Use [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> First Aid [30%]	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Occult [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Track [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
Credit Rating [00%]	<b>0</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> History [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Op. Hv. Machine [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
Cthulhu Mythos [00%]	<b>0</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Intimidate [15%]	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Persuade [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Jump [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Pilot [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Language [Other] [01%]	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Psychology [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

## Combat

Damage Bonus **none**  
 Build **0**  
 Dodge **30** <sup>15</sup>/<sub>6</sub>



# Backstory



Personal Description \_\_\_\_\_

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

Traits \_\_\_\_\_

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

Ideology/Beliefs \_\_\_\_\_

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Injuries & Scars \_\_\_\_\_

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Significant People \_\_\_\_\_

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Phobias & Manias \_\_\_\_\_

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Meaningful Locations \_\_\_\_\_

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Arcane Tomes, Spells & Artifacts \_\_\_\_\_

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Treasured Possessions \_\_\_\_\_

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Encounters with Strange Entities \_\_\_\_\_

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## Gear & Possessions

Backpack \_\_\_\_\_

Cell phone \_\_\_\_\_

Sleeping bag \_\_\_\_\_

Flashlight \_\_\_\_\_

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## Cash & Assets

Spending Level \_\_\_\_\_

Cash \_\_\_\_\_

Assets \_\_\_\_\_

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## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	¼ skill	01

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 ≥ ½ 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 _____	<b>Me</b>	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____