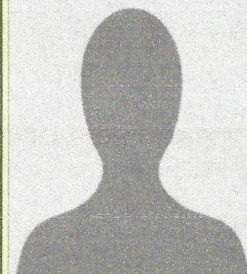


Modern Era Investigator

Name _____
 Player _____
 Occupation Athlete
 Age 15 Sex _____
 Residence _____
 Birthplace _____

Characteristics

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



Major Wound 13
 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

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



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	1/2 skill	1/3 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 _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

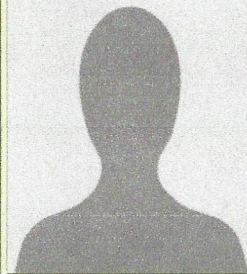
Char. _____
Player _____

Me

Name _____
 Player _____
 Occupation Cheerleader
 Age 15 Sex _____
 Residence _____
 Birthplace _____

Characteristics

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



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																SANTITY																																																								
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		

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

MAGIC POINTS

Skills

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

Weapons

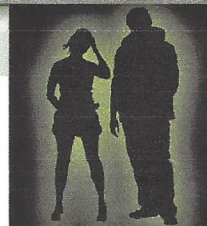
[illegible]

Combat

Damage Bonus	none	
Build	0	
Dodge	40	20 8



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	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

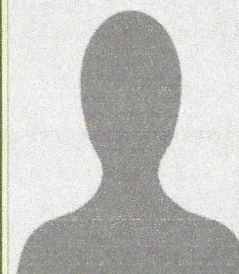
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	Me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

Modern Era Investigator

Name _____
 Player _____
 Occupation Computer Geek
 Age 13 Sex _____
 Residence _____
 Birthplace _____

Characteristics

STR 35 17 7 DEX 50 25 10 INT 80 40 16
 CON 60 30 12 APP 50 25 10 POW 60 30 12
 SIZ 50 25 10 EDU 70 35 14 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 _____
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

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

12
 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

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

Weapons

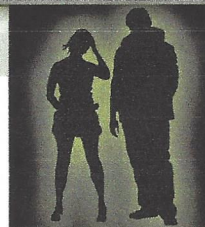
Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

Combat

Damage Bonus none
 Build 0
 Dodge 25 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	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

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

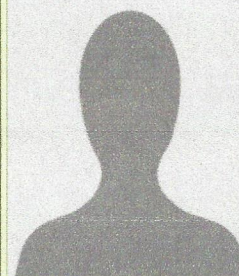
Char. _____
Player _____

Me

Characteristics

Name _____
 Player _____
 Occupation Rich Kid
 Age 15 Sex _____
 Residence _____
 Birthplace _____

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



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

Temp. Insane			Indef. Insane				80		99		Insane																SANITY
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						

MAGIC 16					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

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

Weapons

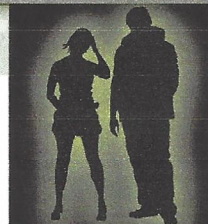
[illegible]

Combat

Damage Bonus	none	
Build	0	
Dodge	30	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	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	1/3 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 _____	Me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

Name _____

Player _____

Occupation Stoner

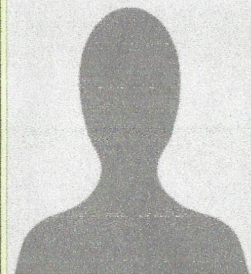
Age 15 Sex _____

Residence _____

Birthplace _____

Characteristics

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



Major Wound	12		01	02
	Dying	00	03	04
	Unconscious		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

CALL of CTHULHU

																		Out of Luck					01	02	03	04	05	06	07
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						

14					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

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

Weapons

[illegible]

Combat

Damage Bonus	none
Build	0
Dodge	30
	15 6



Traits_____

Injuries & Scars _____

Phobias & Manias_____

Arcane Tomes, Spells & Artifacts _____

Encounters with Strange Entities_____

Cash & Assets

Spending Level_____

Cash _____

Assets _____

Fellow Investigators

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

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

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (Major Wound): weekly healing roll

Char. _____
Player _____

Char. _____
Player _____

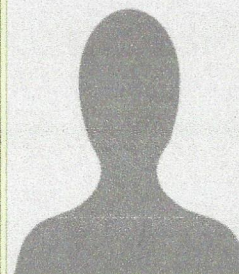
Char. _____
Player _____

Modern Era Investigator

Name _____
 Player _____
 Occupation Tough Kid
 Age 17 Sex _____
 Residence _____
 Birthplace _____

Characteristics

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



Major Wound	13		
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		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												

SANITY

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				

MAGIC POINTS	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

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

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 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 _____
 Lockpicks _____

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	1/2 skill	1/3 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

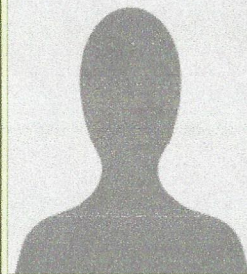
Fellow Investigators

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

Characteristics

Name _____
 Player _____
 Occupation Transfer Student
 Age 16 Sex _____
 Residence _____
 Birthplace _____

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



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

Temp. Insane			Indef. Insane				50		99				Insane																SANITY
													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																			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

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

Weapons

[illegible]

Combat

Damage Bonus	none	
Build	0	
Dodge	30	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 _____

Flashlight _____

Cash & Assets

Spending Level _____

Cash _____

Assets _____

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Fellow Investigators

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