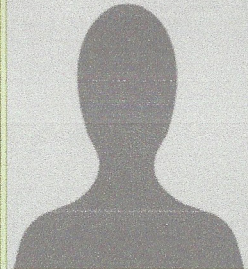


Modern Era Investigator

Name _____
 Player _____
 Occupation US Army Captain
 Age _____ Sex _____
 Residence _____
 Birthplace _____

Characteristics

STR **65** $\frac{32}{13}$ DEX **60** $\frac{30}{12}$ INT **55** $\frac{27}{11}$
 CON **60** $\frac{30}{12}$ APP **50** $\frac{25}{10}$ POW **55** $\frac{27}{11}$
 SIZ **45** $\frac{22}{9}$ EDU **65** $\frac{32}{13}$ Move Rate **9** $\frac{+1}{-1}$



Major Wound **10 MP**

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 **55** **99** Insane

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

HIT POINTS

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

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%]	5 $\frac{2}{1}$	<input type="checkbox"/> Elec Repair [10%]	10 $\frac{5}{2}$	<input type="checkbox"/> Language (Own) (EDU)	65 $\frac{32}{13}$	<input type="checkbox"/> Science [01%]	1 $\frac{0}{0}$
<input type="checkbox"/> Anthropology [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Electronics [01%]	1 $\frac{0}{0}$	English			
<input type="checkbox"/> Appraise [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> Fast Talk [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> Law [05%]	5 $\frac{2}{1}$		
<input type="checkbox"/> Archaeology [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Fighting (Brawl) [25%]	50 $\frac{25}{10}$	<input type="checkbox"/> Library Use [20%]	20 $\frac{10}{4}$		
<input type="checkbox"/> Art / Craft [05%]	5 $\frac{2}{1}$			<input type="checkbox"/> Listen [25%]	25 $\frac{12}{5}$	<input type="checkbox"/> Sleight of Hand [10%]	10 $\frac{5}{2}$
				<input type="checkbox"/> Locksmith [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Spot Hidden [25%]	65 $\frac{32}{13}$
				<input type="checkbox"/> Mech. Repair [10%]	10 $\frac{5}{2}$	<input type="checkbox"/> Stealth [20%]	50 $\frac{25}{10}$
		<input type="checkbox"/> Firearms (Handgun) [20%]	40 $\frac{20}{8}$	<input type="checkbox"/> Medicine [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Survival [10%]	10 $\frac{5}{2}$
<input type="checkbox"/> Charm [15%]	15 $\frac{7}{3}$	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	75 $\frac{37}{15}$	<input type="checkbox"/> Natural World [10%]	10 $\frac{5}{2}$	<input type="checkbox"/> Swim [20%]	20 $\frac{10}{4}$
<input type="checkbox"/> Climb [20%]	51 $\frac{25}{10}$			<input type="checkbox"/> Navigate [10%]	10 $\frac{5}{2}$	<input type="checkbox"/> Throw [20%]	20 $\frac{10}{4}$
<input type="checkbox"/> Computer Use [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> First Aid [30%]	50 $\frac{25}{10}$	<input type="checkbox"/> Occult [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> Track [10%]	40 $\frac{20}{8}$
Credit Rating [00%]	50 $\frac{25}{10}$	<input type="checkbox"/> History [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> Op. Hv. Machine [01%]	1 $\frac{0}{0}$		
Cthulhu Myths [00%]	0 $\frac{0}{0}$	<input type="checkbox"/> Intimidate [15%]	15 $\frac{7}{3}$	<input type="checkbox"/> Persuade [10%]	45 $\frac{22}{9}$		
<input type="checkbox"/> Disguise [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> Jump [20%]	20 $\frac{10}{4}$	<input type="checkbox"/> Pilot [01%]	1 $\frac{0}{0}$		
<input type="checkbox"/> Dodge (half DEX)	54 $\frac{27}{10}$	<input type="checkbox"/> Language (Other) [01%] Vietnamese	10 $\frac{5}{2}$	<input type="checkbox"/> Psychology [10%]	10 $\frac{5}{2}$		
<input type="checkbox"/> Drive Auto [20%]	20 $\frac{10}{4}$			<input type="checkbox"/> Psychoanalysis [01%]	1 $\frac{0}{0}$		

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
M16A2	75	37	15	2D6	110 yards	1 (2) burst 3	30	97
.1911 Pistol	40	20	8	1D10+2	15 yards	1 (3)	6	100
Hand Grenade	20	10	4	4D10/ 3 yards	12 yards	1 only	1	99

Combat

Damage Bonus **none**

Build **0**

Dodge **54** $\frac{27}{10}$

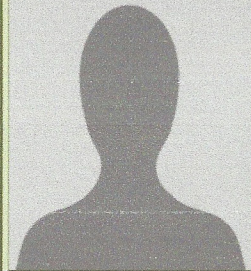


Modern Era Investigator

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

Characteristics

STR **70** ³⁵/₁₄ DEX **70** ³⁵/₁₄ INT **90** ⁴⁵/₁₈
 CON **65** ³²/₁₃ APP **65** ³²/₁₃ POW **75** ³⁷/₁₅
 SIZ **65** ³²/₁₃ EDU **70** ³⁵/₁₄ Move Rate **9** ⁺¹/₋₁



Major Wound **M13** IP

Temp. Insane Indef. Insane **75** **99**

Insane 01 02 03 04 05 06 07

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
		06	07	08
		09	10	
		11	12	13
		14	15	16

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

M15 IP

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

<input type="checkbox"/> Accounting [05%]	5 ² / ₁	<input type="checkbox"/> Elec Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Language [Own] (EDU)	70 ³⁵ / ₁₄	<input type="checkbox"/> Science [01%]	10 ⁵ / ₂
<input type="checkbox"/> Anthropology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Electronics [01%]	1 ⁰ / ₀	<input type="checkbox"/> Law [05%]	5 ² / ₁	<input type="checkbox"/> Biology	10 ⁵ / ₂
<input type="checkbox"/> Appraise [05%]	5 ² / ₁	<input type="checkbox"/> Fast Talk [05%]	5 ² / ₁	<input type="checkbox"/> Library Use [20%]	20 ¹⁰ / ₄	<input type="checkbox"/> Chemistry	10 ⁵ / ₂
<input type="checkbox"/> Archaeology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Fighting [Brawl] [25%]	25 ¹² / ₅	<input type="checkbox"/> Listen [25%]	40 ²⁰ / ₈	<input type="checkbox"/> Sleight of Hand [10%]	10 ⁵ / ₂
<input type="checkbox"/> Art / Craft [05%]	5 ² / ₁	<input type="checkbox"/> Firearms [Handgun] [20%]	20 ¹⁰ / ₄	<input type="checkbox"/> Locksmith [01%]	1 ⁰ / ₀	<input type="checkbox"/> Spot Hidden [25%]	50 ²⁵ / ₁₀
<input type="checkbox"/>		<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	50 ²⁵ / ₁₀	<input type="checkbox"/> Mech. Repair [10%]	35 ¹⁷ / ₇	<input type="checkbox"/> Stealth [20%]	20 ¹⁰ / ₄
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Medicine [01%]	1 ⁰ / ₀	<input type="checkbox"/> Survival [10%]	10 ⁵ / ₂
<input type="checkbox"/> Charm [15%]	15 ⁷ / ₃	<input type="checkbox"/>		<input type="checkbox"/> Natural World [10%]	10 ⁵ / ₂	<input type="checkbox"/> Swim [20%]	20 ¹⁰ / ₄
<input type="checkbox"/> Climb [20%]	50 ²⁵ / ₁₀	<input type="checkbox"/> First Aid [30%]	30 ¹⁵ / ₆	<input type="checkbox"/> Navigate [10%]	10 ⁵ / ₂	<input type="checkbox"/> Throw [20%]	20 ¹⁰ / ₄
<input type="checkbox"/> Computer Use [05%]	5 ² / ₁	<input type="checkbox"/> History [05%]	80 ⁴⁰ / ₁₆	<input type="checkbox"/> Occult [05%]	40 ²⁰ / ₈	<input type="checkbox"/> Track [10%]	10 ⁵ / ₂
Credit Rating [00%]	50 ²⁵ / ₁₀	<input type="checkbox"/> Intimidate [15%]	15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
Cthulhu Mythos [00%]	0 ⁰ / ₀	<input type="checkbox"/> Jump [20%]	40 ²⁰ / ₈	<input type="checkbox"/> Persuade [10%]	70 ³⁵ / ₁₄	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	5 ² / ₁	<input type="checkbox"/> Language [Other] [01%] Vietnamese	15 ⁷ / ₃	<input type="checkbox"/> Pilot [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	40 ²⁰ / ₈	<input type="checkbox"/>		<input type="checkbox"/> Psychology [10%]	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	1 ⁰ / ₀	<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
M16A2	50	25	10	2D6	110 yards	1 (2) burst 3	30	97
.1911 Pistol	20	10	4	1D10+2	15 yards	1 (3)	6	100
Hand Grenade	20	10	4	4D10/ 3 yards	14 yards	1 only	1	99

Combat

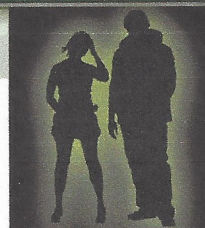
Damage Bonus **+1d4**

Build **+1**

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

3 M16 ammo bandoliers (7 magazines each) _____

3 hand grenades _____

Flak vest _____

Helmet _____

Backpack _____

6 water canteens _____

2 C-ration meals _____

Poncho _____

Poncho liner _____

Air mattress _____

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 ⅓ 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

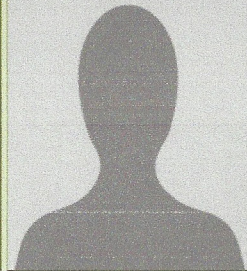
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	Me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

Modern Era Investigator

Name _____
 Player _____
 Occupation US Army Machine Gunner
 Age _____ Sex _____
 Residence _____
 Birthplace _____

Characteristics

STR **90** ⁴⁵/₁₈ DEX **90** ⁴⁵/₁₈ INT **70** ³⁵/₁₄
Idea
 CON **75** ³⁷/₁₅ APP **60** ³⁰/₁₂ POW **40** ²⁰/₈
 SIZ **75** ³⁷/₁₅ EDU **55** ²⁷/₁₁ Move Rate **9** ⁺¹/₋₁



Major Wound **M 15 MP**

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 **40** **99**

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

Insane 01 02 03 04 05 06 07

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 01 02 03 04 05 06 07

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

<input type="checkbox"/> Accounting [05%]	5 ² / ₁	<input type="checkbox"/> Elec Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Language [Own] [EDU]	55 ²⁷ / ₁₁	<input type="checkbox"/> Science [01%]	1 ⁰ / ₀
<input type="checkbox"/> Anthropology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Electronics [01%]	10 ⁵ / ₂	<input type="checkbox"/> English	5 ² / ₁	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	5 ² / ₁	<input type="checkbox"/> Fast Talk [05%]	5 ² / ₁	<input type="checkbox"/> Law [05%]	5 ² / ₁	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Fighting [Brawl] [25%]	60 ³⁰ / ₁₂	<input type="checkbox"/> Library Use [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>	
<input type="checkbox"/> Art / Craft [05%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Listen [25%]	40 ²⁰ / ₈	<input type="checkbox"/> Sleight of Hand [10%]	10 ⁵ / ₂
<input type="checkbox"/> Sculpture		<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	1 ⁰ / ₀	<input type="checkbox"/> Spot Hidden [25%]	65 ³² / ₁₃
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Stealth [20%]	40 ²⁰ / ₈
<input type="checkbox"/>		<input type="checkbox"/> Firearms [Handgun] [20%]	20 ¹⁰ / ₄	<input type="checkbox"/> Medicine [01%]	1 ⁰ / ₀	<input type="checkbox"/> Survival [10%]	10 ⁵ / ₂
<input type="checkbox"/> Charm [15%]	15 ⁷ / ₃	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	80 ⁴⁰ / ₁₆	<input type="checkbox"/> Natural World [10%]	10 ⁵ / ₂	<input type="checkbox"/> Swim [20%]	20 ¹⁰ / ₄
<input type="checkbox"/> Climb [20%]	60 ³⁰ / ₁₂	<input type="checkbox"/> Machine Gun	65 ³² / ₁₃	<input type="checkbox"/> Navigate [10%]	10 ⁵ / ₂	<input type="checkbox"/> Throw [20%]	40 ²⁰ / ₈
<input type="checkbox"/> Computer Use [05%]	5 ² / ₁	<input type="checkbox"/> First Aid [30%]	60 ³⁰ / ₁₂	<input type="checkbox"/> Occult [05%]	5 ² / ₁	<input type="checkbox"/> Track [10%]	30 ¹⁵ / ₆
Credit Rating [00%]	20 ¹⁰ / ₄	<input type="checkbox"/> History [05%]	5 ² / ₁	<input type="checkbox"/> Op. Hv. Machine [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
Cthulhu Mythos [00%]	0 ⁰ / ₀	<input type="checkbox"/> Intimidate [15%]	15 ⁷ / ₃	<input type="checkbox"/> Persuade [10%]	25 ¹² / ₅	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	5 ² / ₁	<input type="checkbox"/> Jump [20%]	50 ²⁵ / ₁₀	<input type="checkbox"/> Pilot [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	56 ²⁸ / ₁₁	<input type="checkbox"/> Language [Other] [01%] Vietnamese	16 ⁸ / ₃	<input type="checkbox"/> Psychology [10%]	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	1 ⁰ / ₀	<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	60	30	12	1d3 + db	-	1	-	-
M-60	65	32	13	2D6	110 yards	Full auto	30/200	99
Hand Grenade	40	20	8	4D10/3 yards	12 yards	1 only	1	99

Combat

Damage Bonus	+1d6
Build	+2
Dodge	56 ²⁸ / ₁₁



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

2 M60 ammo bandoliers (200 bullets each) _____
4 hand grenades _____
Flak vest _____
Helmet _____
Backpack _____
6 water canteens _____
2 C-ration meals _____
Poncho _____
Poncho liner _____
Air mattress _____ 10 empty sandbags _____

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

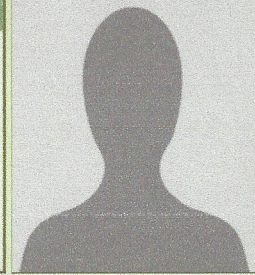
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	Me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

Modern Era Investigator

Name _____
 Player _____
 Occupation US Army Medic
 Age _____ Sex _____
 Residence _____
 Birthplace _____

Characteristics

STR **40** ²⁰/₈ DEX **50** ²⁵/₁₀ INT **60** ³⁰/₁₂
 CON **80** ⁴⁰/₁₆ APP **70** ³⁵/₁₄ POW **50** ²⁵/₁₀
 SIZ **60** ³⁰/₁₂ EDU **50** ²⁵/₁₀ Move Rate **7** ⁺¹/₋₁



Major Wound **14** MP Temp. Insane Indef. Insane **50** **99** Insane 01 02 03 04 05 06 07
 HIT POINTS Dying 00 01 02 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 SANITY
 Unconscious 03 04 05 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 **50** 51 52 53
 06 07 08 09 10 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 11 12 13 **14** 15 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
 16 17 18 19 20
CALL of CTHULHU **10** MP
 Out of Luck 01 02 03 04 05 06 07 00 01 02 03 04
 LUCK 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 05 06 07 08 09
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 **10** 11 12 13 14
 54 **55** 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 15 16 17 18 19
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 20 21 22 23 24
 MAGIC POINTS

Skills

<input type="checkbox"/> Accounting [05%]	5 ² / ₁	<input type="checkbox"/> Elec Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Language (Own) (EDU)	50 ²⁵ / ₁₀	<input type="checkbox"/> Science [01%]	1 ⁰ / ₀
<input type="checkbox"/> Anthropology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Electronics [01%]	1 ⁰ / ₀	<input type="checkbox"/> English	5 ² / ₁	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	5 ² / ₁	<input type="checkbox"/> Fast Talk [05%]	5 ² / ₁	<input type="checkbox"/> Law [05%]	5 ² / ₁	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Fighting (Brawl) [25%]	40 ²⁰ / ₈	<input type="checkbox"/> Library Use [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>	
<input type="checkbox"/> Art / Craft [05%]		<input type="checkbox"/>		<input type="checkbox"/> Listen [25%]	60 ³⁰ / ₁₂	<input type="checkbox"/> Sleight of Hand [10%]	10 ⁵ / ₂
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	1 ⁰ / ₀	<input type="checkbox"/> Spot Hidden [25%]	50 ²⁵ / ₁₀
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Stealth [20%]	40 ²⁰ / ₈
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Handgun) [20%]	65 ³² / ₁₃	<input type="checkbox"/> Medicine [01%]	1 ⁰ / ₀	<input type="checkbox"/> Survival [10%]	10 ⁵ / ₂
<input type="checkbox"/> Charm [15%]	15 ⁷ / ₃	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	35 ¹⁷ / ₇	<input type="checkbox"/> Natural World [10%]	40 ²⁰ / ₈	<input type="checkbox"/> Swim [20%]	20 ¹⁰ / ₄
<input type="checkbox"/> Climb [20%]	30 ¹⁵ / ₆	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	10 ⁵ / ₂	<input type="checkbox"/> Throw [20%]	20 ¹⁰ / ₄
<input type="checkbox"/> Computer Use [05%]	5 ² / ₁	<input type="checkbox"/> First Aid [30%]	70 ³⁵ / ₁₄	<input type="checkbox"/> Occult [05%]	5 ² / ₁	<input type="checkbox"/> Track [10%]	10 ⁵ / ₂
Credit Rating [00%]	30 ¹⁵ / ₆	<input type="checkbox"/> History [05%]	5 ² / ₁	<input type="checkbox"/> Op. Hv. Machine [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
Cthulhu Mythos [00%]	0 ⁰ / ₀	<input type="checkbox"/> Intimidate [15%]	15 ⁷ / ₃	<input type="checkbox"/> Persuade [10%]	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	5 ² / ₁	<input type="checkbox"/> Jump [20%]	20 ¹⁰ / ₄	<input type="checkbox"/> Pilot [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	60 ³⁰ / ₁₂	<input type="checkbox"/> Language (Other) [01%]		<input type="checkbox"/> Psychology [10%]	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	1 ⁰ / ₀	<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
.1911 Pistol	65	32	13	1D10+2	15 yards	1 (3)	6	100

Combat

Damage Bonus **none**
 Build **0**
 Dodge **60** ³⁰/₁₂

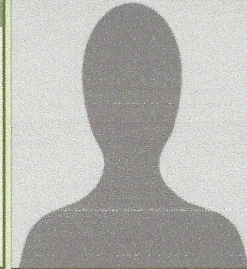


Modern Era Investigator

Name _____
 Player _____
 Occupation US Army Radio Op
 Age _____ Sex _____
 Residence _____
 Birthplace _____

Characteristics

STR **80** ⁴⁰/₁₆ DEX **70** ³⁵/₁₄ INT **60** ³⁰/₁₂
 CON **50** ²⁵/₁₀ APP **40** ²⁰/₈ POW **60** ³⁰/₁₂
 SIZ **50** ²⁵/₁₀ EDU **50** ²⁵/₁₀ Move Rate **9** ⁺¹/₋₁



Major Wound **M10** Temp. Insane indef. Insane **60 99** Insane 01 02 03 04 05 06 07

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	

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	

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

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%] 5 ² / ₁	<input type="checkbox"/> Elec Repair [10%] 70 ³⁵ / ₁₄	<input type="checkbox"/> Language (Own) (EDU) 50 ²⁵ / ₁₀	<input type="checkbox"/> Science [01%] 1 ⁰ / ₀
<input type="checkbox"/> Anthropology [01%] 1 ⁰ / ₀	<input type="checkbox"/> Electronics [01%] 1 ⁰ / ₀	<input type="checkbox"/> English 5 ² / ₁	<input type="checkbox"/>
<input type="checkbox"/> Appraise [05%] 5 ² / ₁	<input type="checkbox"/> Fast Talk [05%] 5 ² / ₁	<input type="checkbox"/> Law [05%] 5 ² / ₁	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%] 1 ⁰ / ₀	<input type="checkbox"/> Fighting (Brawl) [25%] 40 ²⁰ / ₈	<input type="checkbox"/> Library Use [20%] 20 ¹⁰ / ₄	<input type="checkbox"/>
<input type="checkbox"/> Art / Craft [05%]	<input type="checkbox"/>	<input type="checkbox"/> Listen [25%] 50 ²⁵ / ₁₀	<input type="checkbox"/> Sleight of Hand [10%] 10 ⁵ / ₂
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%] 1 ⁰ / ₀	<input type="checkbox"/> Spot Hidden [25%] 40 ²⁰ / ₈
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%] 10 ⁵ / ₂	<input type="checkbox"/> Stealth [20%] 60 ³⁰ / ₁₂
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) [20%] 20 ¹⁰ / ₄	<input type="checkbox"/> Medicine [01%] 1 ⁰ / ₀	<input type="checkbox"/> Survival [10%] 10 ⁵ / ₂
<input type="checkbox"/> Charm [15%] 40 ²⁰ / ₈	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%] 60 ³⁰ / ₁₂	<input type="checkbox"/> Natural World [10%] 10 ⁵ / ₂	<input type="checkbox"/> Swim [20%] 20 ¹⁰ / ₄
<input type="checkbox"/> Climb [20%] 20 ¹⁰ / ₄	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%] 40 ²⁰ / ₈	<input type="checkbox"/> Throw [20%] 20 ¹⁰ / ₄
<input type="checkbox"/> Computer Use [05%] 5 ² / ₁	<input type="checkbox"/> First Aid [30%] 30 ¹⁵ / ₆	<input type="checkbox"/> Occult [05%] 5 ² / ₁	<input type="checkbox"/> Track [10%] 10 ⁵ / ₂
<input type="checkbox"/> Credit Rating [00%] 20 ¹⁰ / ₄	<input type="checkbox"/> History [05%] 5 ² / ₁	<input type="checkbox"/> Op. Hv. Machine [01%] 1 ⁰ / ₀	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Mythos [00%] 0 ⁰ / ₀	<input type="checkbox"/> Intimidate [15%] 15 ⁷ / ₃	<input type="checkbox"/> Persuade [10%] 10 ⁵ / ₂	<input type="checkbox"/>
<input type="checkbox"/> Disguise [05%] 5 ² / ₁	<input type="checkbox"/> Jump [20%] 20 ¹⁰ / ₄	<input type="checkbox"/> Pilot [01%] 1 ⁰ / ₀	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) 50 ²⁵ / ₁₀	<input type="checkbox"/> Language (Other) [01%]	<input type="checkbox"/> Psychology [10%] 10 ⁵ / ₂	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto [20%] 20 ¹⁰ / ₄	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis [01%] 1 ⁰ / ₀	<input type="checkbox"/>

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
M16A2	60	30	12	2D6	110 yards	1 (2) burst 3	30	97
Hand Grenade	20	10	4	4D10/ 3 yards	15 yards	1 only	1	99

Combat

Damage Bonus **+1d4**

Build **+1**

Dodge **50** ²⁵/₁₀

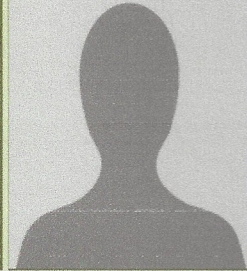


Modern Era Investigator

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

Characteristics

STR **60** ³⁰/₁₂ DEX **75** ³⁷/₁₅ INT **80** ⁴⁰/₁₆
 CON **65** ³²/₁₃ APP **70** ³⁵/₁₄ POW **50** ²⁵/₁₀
 SIZ **55** ²⁷/₁₁ EDU **75** ³⁷/₁₅ Move Rate **9** ⁺¹/₋₁



Major Wound **M12** IP

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**

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		

Insane 01 02 03 04 05 06 07

HIT POINTS

08	09	10	11	12	13	14	15	16	17	18	19	20
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						

M10 IP

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 ² / ₁	<input type="checkbox"/> Elec Repair [10%]	30 ¹⁵ / ₆	<input type="checkbox"/> Language [Own] (EDU)	70 ³⁵ / ₁₄	<input type="checkbox"/> Science [01%]	1 ⁰ / ₀
<input type="checkbox"/> Anthropology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Electronics [01%]	31 ¹⁵ / ₆	<input type="checkbox"/> English	5 ² / ₁		
<input type="checkbox"/> Appraise [05%]	5 ² / ₁	<input type="checkbox"/> Fast Talk [05%]	5 ² / ₁	<input type="checkbox"/> Law [05%]	5 ² / ₁		
<input type="checkbox"/> Archaeology [01%]	41 ²⁰ / ₈	<input type="checkbox"/> Fighting [Brawl] [25%]	25 ¹² / ₅	<input type="checkbox"/> Library Use [20%]	20 ¹⁰ / ₄		
<input type="checkbox"/> Art / Craft [05%]	5 ² / ₁			<input type="checkbox"/> Listen [25%]	40 ²⁰ / ₈	<input type="checkbox"/> Sleight of Hand [10%]	10 ⁵ / ₂
				<input type="checkbox"/> Locksmith [01%]	1 ⁰ / ₀	<input type="checkbox"/> Spot Hidden [25%]	50 ²⁵ / ₁₀
				<input type="checkbox"/> Mech. Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Stealth [20%]	20 ¹⁰ / ₄
		<input type="checkbox"/> Firearms [Handgun] [20%]	20 ¹⁰ / ₄	<input type="checkbox"/> Medicine [01%]	1 ⁰ / ₀	<input type="checkbox"/> Survival [10%]	10 ⁵ / ₂
<input type="checkbox"/> Charm [15%]	15 ⁷ / ₃	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	65 ³² / ₈	<input type="checkbox"/> Natural World [10%]	10 ⁵ / ₂	<input type="checkbox"/> Swim [20%]	20 ¹⁰ / ₄
<input type="checkbox"/> Climb [20%]	50 ²⁵ / ₁₀			<input type="checkbox"/> Navigate [10%]	10 ⁵ / ₂	<input type="checkbox"/> Throw [20%]	20 ¹⁰ / ₄
<input type="checkbox"/> Computer Use [05%]	5 ² / ₁	<input type="checkbox"/> First Aid [30%]	50 ²⁵ / ₁₀	<input type="checkbox"/> Occult [05%]	35 ¹⁷ / ₇	<input type="checkbox"/> Track [10%]	10 ⁵ / ₂
Credit Rating [00%]	55 ²⁷ / ₁₁	<input type="checkbox"/> History [05%]	60 ³⁰ / ₁₂	<input type="checkbox"/> Op. Hv. Machine [01%]	1 ⁰ / ₀		
Cthulhu Mythos [00%]	0 ⁰ / ₀	<input type="checkbox"/> Intimidate [15%]	15 ⁷ / ₃	<input type="checkbox"/> Persuade [10%]	65 ³² / ₈		
<input type="checkbox"/> Disguise [05%]	5 ² / ₁	<input type="checkbox"/> Jump [20%]	40 ²⁰ / ₈	<input type="checkbox"/> Pilot [01%]	1 ⁰ / ₀		
<input type="checkbox"/> Dodge [half DEX]	50 ²⁵ / ₁₀	<input type="checkbox"/> Language [Other] [01%] French	31 ¹⁵ / ₆	<input type="checkbox"/> Psychology [10%]	10 ⁵ / ₂		
<input type="checkbox"/> Drive Auto [20%]	20 ¹⁰ / ₄	<input type="checkbox"/> Vietnamese	15 ⁸ / ₃	<input type="checkbox"/> Psychoanalysis [01%]	1 ⁰ / ₀		

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
M16A2	65	32	13	2D6	110 yards	1 (2) burst 3	30	97
.1911 Pistol	20	10	4	1D10+2	15 yards	1 (3)	6	100
Hand Grenade	20	10	4	4D10/ 3 yards	14 yards	1 only	1	99

Combat

Damage Bonus **none**

Build **0**

Dodge **50** ²⁵/₁₀



