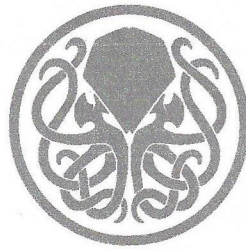


# CALL OF CTHULHU

"THAT IS NOT DEAD WHICH CAN ETERNAL LIE. AND WITH STRANGE AEONS EVEN DEATH MAY DIE."

- Necronomicon



## INVESTIGATOR DETAILS

Name \_\_\_\_\_ Ono  
 Player \_\_\_\_\_  
 Occupation \_\_\_\_\_ Student & Artist  
 Gender & Age \_\_\_\_\_ 17

### ABILITIES AND SKILLS

STR 40	20 8	APP 40	20 8	LUCK 55	MAGIC 9	MOVE 8	<b>CONDITIONS</b> <input type="checkbox"/> Temporarily Insane <input type="checkbox"/> Indefinitely Insane <input type="checkbox"/> Major Wound <input type="checkbox"/> Unconscious <input type="checkbox"/> Dying	<b>SPECIALIST SKILLS</b> <table border="1"> <thead> <tr> <th>Skill</th> <th>R</th> <th>H</th> <th>E</th> </tr> </thead> <tbody> <tr> <td><input type="checkbox"/> Art (Drawing)</td> <td>65</td> <td>32</td> <td>13</td> </tr> <tr> <td><input type="checkbox"/> Art (Photography)</td> <td>50</td> <td>25</td> <td>10</td> </tr> <tr> <td><input type="checkbox"/> Computer Use</td> <td>40</td> <td>20</td> <td>8</td> </tr> <tr> <td><input type="checkbox"/> Language (Spanish)</td> <td>50</td> <td>25</td> <td>10</td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	Skill	R	H	E	<input type="checkbox"/> Art (Drawing)	65	32	13	<input type="checkbox"/> Art (Photography)	50	25	10	<input type="checkbox"/> Computer Use	40	20	8	<input type="checkbox"/> Language (Spanish)	50	25	10	<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>			
Skill	R	H	E																																									
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CON 45	22 9	INT 70	35 14	<b>HIT POINTS</b> Current: [ ] Max: 8		<b>SANITY</b> Current: [ ] Max: 45																																						
SIZ 40	20 8	POW 45	22 9	<b>COMBAT</b> Damage bonus: -1 Build: -1																																								
DEX 85	42 17	EDU 55	27 11																																									

### INVESTIGATOR SKILLS

Skill	R	H	E	Skill	R	H	E	Skill	R	H	E
<input type="checkbox"/> Accounting (5%)	5	2	1	<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Navigate (10%)	10	5	2
<input type="checkbox"/> Anthropology (1%)	40	20	8	<input type="checkbox"/> Firearms (Shotgun) (25%)	25	12	5	<input type="checkbox"/> Occult (5%)	5	2	1
<input type="checkbox"/> Appraise (5%)	5	2	1	<input type="checkbox"/> First Aid (30%)	36	18	7	<input type="checkbox"/> Op. Hv. Machine (1%)	1	0	0
<input type="checkbox"/> Archaeology (1%)	1	0	0	<input type="checkbox"/> History (5%)	50	25	10	<input type="checkbox"/> Persuade (10%)	10	5	2
<input type="checkbox"/> Charm (15%)	50	25	10	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Climb (20%)	50	25	10	<input type="checkbox"/> Jump (20%)	30	15	6	<input type="checkbox"/> Psychoanalysis (1%)	10	5	2
Credit Rating (0%)	9	4	1	<input type="checkbox"/> Language (Own) (Edu)	85	42	17	<input type="checkbox"/> Ride (5%)	5	2	1
Cthulhu Mythos (0%)	0	0	0	<input type="checkbox"/> Law (5%)	5	2	1	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Disguise (5%)	5	2	1	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Spot Hidden (25%)	50	25	10
<input type="checkbox"/> Dodge (half dex)	50	24	10	<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/> Stealth (20%)	70	35	14
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Locksmith (1%)	1	0	0	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Fast Talk (5%)	45	22	9	<input type="checkbox"/> Medicine (1%)	1	0	0	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Fighting (brawl) (25%)	25	12	5	<input type="checkbox"/> Natural World (10%)	10	5	2				

R=Regular H=Hard E=Extreme

### NOTES

## BACKSTORY NOTES

Personal description:

Junior in high school. Aspiring artist. Child of Hiyumi Ono, the curator of Pierce Botanical Garden. Petite but energetic. Creative. Self Confident.

Ideology/Beliefs:

Significant People & Locations:

Hiyumi Ono (mother)

Treasured Possessions:

Traits, Injuries & Scars:

Phobias & Manias:

Unsettling Encounters:

### EQUIPMENT LIST

### CASH AND ASSETS

SPENDING LEVEL:  CASH:

Assets: \$1,800

### WEAPONS LIST

Weapon	R	H	E	Damage	Range	Attacks	Ammo	Malfunction
Unarmed	25	12	5	1D3-1	Touch	1	-	-

### QUICK REFERENCE

Rolling a **1** is a **critical success**.

A check can be **regular**, **hard** or **extreme**. Roll equal or less to pass a check.

Rolling **100** is a **critical failure**.

If the check requires a roll less than 60, **96-99** also count as critical failures.

If you fail a roll, you can either **spend luck points** to reduce the rolled total (1 for 1) or **push the roll** to roll again and risk more extreme results.

You **cannot** spend luck or push rolls for sanity.

combat or damage rolls.

If you **lose 6 or more sanity points** in one roll you must roll an Intelligence check. If you succeed, you understand what is going on and go temporarily insane.

If you **lose 1/6 of your sanity points** in one day, you go indefinitely insane.

**First Aid** heals 1hp. **Medicine** heals 1d5hp. If someone is dying, First Aid stabilises them.

When you reach **0hp** you fall **unconscious**, unless you have a major wound in which case you start **dying**.

For each **bonus die**: roll an additional tens percentile die alongside the usual pair of percentile dice when making a skill roll (rolling 3 separate dice: one units die and two tens dice). Use the tens dice that yields the better (lower) result.

For each **penalty die**: roll an additional tens percentage die alongside the usual pair of percentage dice (rolling 3 separate dice: one units die and two tens dice). Use the tens dice that yields the worse (higher) result.

Bonus and penalty die cancel each other out 1 to 1.

**(Hiro or Hana) Ono**

Occupation: High school student and artist

Age: 17

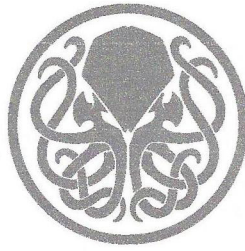
Residence: Columbus, Ohio, USA

Birthplace: Columbus, Ohio, USA

# CALL OF CTHULHU

"THAT IS NOT DEAD WHICH CAN  
ETERNAL LIE. AND WITH STRANGE  
AEONS EVEN DEATH MAY DIE."

- Necronomicon



## INVESTIGATOR DETAILS

Name \_\_\_\_\_ Gunner  
 Player \_\_\_\_\_  
 Occupation Hospital Administrator  
 Gender & Age \_\_\_\_\_ 52

### ABILITIES AND SKILLS

STR 50	25 10	APP 60	30 12	LUCK 60	MAGIC 10	MOVE 6	<b>CONDITIONS</b> <input type="checkbox"/> Temporarily Insane <input type="checkbox"/> Indefinitely Insane <input type="checkbox"/> Major Wound <input type="checkbox"/> Unconscious <input type="checkbox"/> Dying	<b>SPECIALIST SKILLS</b> <table border="1"> <thead> <tr> <th>Skill</th> <th>R</th> <th>H</th> <th>E</th> </tr> </thead> <tbody> <tr> <td><input type="checkbox"/> Art (Art Collecting)</td> <td>45</td> <td>22</td> <td>9</td> </tr> <tr> <td><input type="checkbox"/> Computer Use</td> <td>50</td> <td>25</td> <td>10</td> </tr> <tr> <td><input type="checkbox"/> Language (French)</td> <td>25</td> <td>12</td> <td>5</td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	Skill	R	H	E	<input type="checkbox"/> Art (Art Collecting)	45	22	9	<input type="checkbox"/> Computer Use	50	25	10	<input type="checkbox"/> Language (French)	25	12	5	<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>			
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CON 45	22 9	INT 55	27 11	<b>HIT POINTS</b> Current: <input type="text"/> Max: 9		<b>COMBAT</b> Damage Bonus: <input type="text"/> Build: <input type="text"/>																																						
SIZ 50	25 10	POW 50	25 10	<b>SANITY</b> Current: <input type="text"/> Max: 50																																								
DEX 60	30 12	EDU 75	37 15																																									

### INVESTIGATOR SKILLS

Skill	R	H	E	Skill	R	H	E	Skill	R	H	E
<input type="checkbox"/> Accounting (5%)	35	17	7	<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Navigate (10%)	10	5	2
<input type="checkbox"/> Anthropology (1%)	1	0	0	<input type="checkbox"/> Firearms (Shotgun) (25%)	25	12	5	<input type="checkbox"/> Occult (5%)	5	2	1
<input type="checkbox"/> Appraise (5%)	50	25	10	<input type="checkbox"/> First Aid (30%)	55	27	11	<input type="checkbox"/> Op. Hv. Machine (1%)	1	0	0
<input type="checkbox"/> Archazology (1%)	1	0	0	<input type="checkbox"/> History (5%)	10	5	2	<input type="checkbox"/> Persuade (10%)	65	32	13
<input type="checkbox"/> Charm (15%)	45	22	9	<input type="checkbox"/> Intimidate (15%)	20	10	4	<input type="checkbox"/> Psychology (10%)	55	27	11
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Psychoanalysis (1%)	1	0	0
<input type="checkbox"/> Credit Rating (0%)	75	37	15	<input type="checkbox"/> Language (Own) (Edu)	75	37	15	<input type="checkbox"/> Ride (5%)	5	2	1
<input type="checkbox"/> Cthulhu Mythos (0%)	0	0	0	<input type="checkbox"/> Law (5%)	10	5	2	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Disguise (5%)	5	2	1	<input type="checkbox"/> Library Use (20%)	45	22	9	<input type="checkbox"/> Spot Hidden (25%)	55	27	11
<input type="checkbox"/> Dodge (half dex)	30	15	6	<input type="checkbox"/> Listen (20%)	35	17	7	<input type="checkbox"/> Stealth (20%)	35	17	7
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Locksmith (1%)	1	0	0	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Fast Talk (5%)	35	17	7	<input type="checkbox"/> Medicine (1%)	20	10	4	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Fighting (brawl) (25%)	30	15	6	<input type="checkbox"/> Natural World (10%)	10	5	2				

R=Regular H=Hard E=Extreme

### NOTES

## BACKSTORY NOTES

Personal description:

Art collector. Upper class. Very time-consuming job as a hospital administrator.

Ideology/Beliefs:

Significant People & Locations:

Fuentes, significant other of nine months. They met at a community health event.

Treasured Possessions:

Traits, Injuries & Scars:

Outgoing networker from a wealthy family. Acquainted with Galen Tisselly because of their family foundation, the Gunner Foundation, which funds the arts, including this and past Tisselly works. Looking forward to seeing Tisselly again in their hometown.

Phobias & Manias:

Unsettling Encounters:

## EQUIPMENT LIST

## CASH AND ASSETS

SPENDING LEVEL:  CASH:

Assets: \$5,000

## WEAPONS LIST

Weapon	R	H	E	Damage	Range	Attacks	Ammo	Malfunction
Unarmed	30	15	6	1D3	-	1	-	-

## QUICK REFERENCE

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Bonus and penalty die cancel each other out 1 to 1.

## **(August or Augusta) Gunner**

Occupation: Hospital Administrator

Age: 52

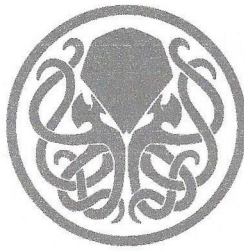
Residence: Columbus, Ohio, USA

Birthplace: Grand Rapids, Michigan, USA

# CALL OF CTHULHU

"THAT IS NOT DEAD WHICH CAN  
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- Necronomicon



## INVESTIGATOR DETAILS

Name Coleman  
 Player \_\_\_\_\_  
 Occupation Glassblowing Artist  
 Gender & Age \_\_\_\_\_ 28

### ABILITIES AND SKILLS

<b>STR</b> 60 30 12	<b>APP</b> 60 30 12	<b>LUCK</b> 65	<b>MAGIC</b> 11	<b>MOVE</b> 7	<b>CONDITIONS</b> <input type="checkbox"/> Temporarily Insane <input type="checkbox"/> Indefinitely Insane <input type="checkbox"/> Major Wound <input type="checkbox"/> Unconscious <input type="checkbox"/> Dying	<b>SPECIALIST SKILLS</b> <table border="1"> <thead> <tr> <th>Skill</th> <th>R</th> <th>H</th> <th>E</th> </tr> </thead> <tbody> <tr> <td><input type="checkbox"/> Art (Glassblowing)</td> <td>70</td> <td>35</td> <td>14</td> </tr> <tr> <td><input type="checkbox"/> Art (Sculpture)</td> <td>65</td> <td>32</td> <td>13</td> </tr> <tr> <td><input type="checkbox"/> Science (Chemistry)</td> <td>35</td> <td>17</td> <td>7</td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	Skill	R	H	E	<input type="checkbox"/> Art (Glassblowing)	70	35	14	<input type="checkbox"/> Art (Sculpture)	65	32	13	<input type="checkbox"/> Science (Chemistry)	35	17	7	<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>			
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Current	Max																																													
	55																																													
<b>DEX</b> 45 22 9	<b>EDU</b> 75 37 15																																													

### INVESTIGATOR SKILLS

Skill	R	H	E	Skill	R	H	E	Skill	R	H	E
<input type="checkbox"/> Accounting (5%)	35	17	7	<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Navigate (10%)	10	5	2
<input type="checkbox"/> Anthropology (1%)	40	20	8	<input type="checkbox"/> Firearms (Shotgun) (25%)	25	12	5	<input type="checkbox"/> Occult (5%)	5	2	1
<input type="checkbox"/> Appraise (5%)	55	27	11	<input type="checkbox"/> First Aid (30%)	36	18	7	<input type="checkbox"/> Op. Hv. Machine (1%)	15	7	3
<input type="checkbox"/> Archaeology (1%)	35	17	7	<input type="checkbox"/> History (5%)	50	25	10	<input type="checkbox"/> Persuade (10%)	25	12	5
<input type="checkbox"/> Charm (15%)	40	20	8	<input type="checkbox"/> Intimidate (15%)	40	20	8	<input type="checkbox"/> Psychology (10%)	10	5	2
<input type="checkbox"/> Climb (20%)	50	25	10	<input type="checkbox"/> Jump (20%)	30	15	6	<input type="checkbox"/> Psychoanalysis (1%)	10	5	2
Credit Rating (0%)	9	4	1	<input type="checkbox"/> Language (Own) (Edu)	85	42	17	<input type="checkbox"/> Ride (5%)	5	2	1
Cthulhu Mythos (0%)	0	0	0	<input type="checkbox"/> Law (5%)	5	2	1	<input type="checkbox"/> Sleight of Hand (10%)	45	22	9
<input type="checkbox"/> Disguise (5%)	5	2	1	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Spot Hidden (25%)	50	25	10
<input type="checkbox"/> Dodge (half dex)	22	11	4	<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Locksmith (1%)	1	0	0	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> Mech. Repair (10%)	25	12	5	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Fast Talk (5%)	15	7	3	<input type="checkbox"/> Medicine (1%)	1	0	0	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Fighting (Brawl) (25%)	65	32	13	<input type="checkbox"/> Natural World (10%)	10	5	2				

R=Regular H=Hard E=Extreme

### NOTES

## BACKSTORY NOTES

Personal description:

Tall, lean and strong from years of blowing glass and bartending to pay bills. Honored to be assisting Galen Tisselly in the temporary hot shop for this exhibit.

Ideology/Beliefs:

Significant People & Locations:

Treasured Possessions:

Traits, Injuries & Scars:

Calm, hardworking, a little awkward from their tall size. Burn marks and callouses on hands and forearms.

Phobias & Manias:

Unsettling Encounters:

## EQUIPMENT LIST

## CASH AND ASSETS

SPENDING LEVEL:

\$40

CASH:

\$180

Assets: \$1,800

## WEAPONS LIST

Weapon	R	H	E	Damage	Range	Attacks	Ammo	Malfunction
Unarmed	65	32	13	1D3+1D4	-	1	-	-

## QUICK REFERENCE

Rolling a 1 is a **critical success**.

A check can be **regular**, **hard** or **extreme**. Roll equal or less to pass a check.

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If you **lose 1/6 of your sanity points** in one day, you go indefinitely insane.

**First Aid** heals 1hp, **Medicine** heals 1d3hp. If someone is dying, First Aid stabilises them.

When you reach **0hp** you fall **unconscious**, unless you have a major wound in which case you start **dying**.

For each **bonus die**: roll an additional tens percentile die alongside the usual pair of percentile dice when making a skill roll (rolling 5 separate dice: one units die and two tens dice). Use the tens dice that yields the better (lower) result.

For each **penalty die**: roll an additional tens percentage die alongside the usual pair of percentage dice (rolling 5 separate dice: one units die and two tens dice). Use the tens dice that yields the worse (higher) result.

Bonus and penalty die cancel each other out 1 to 1.

Character sheet design by  
Isabella, TheTabletopGirl on Etsy

[etsy.com/listing/745873945/call-of-cthulhu-character-sheet-7th](https://etsy.com/listing/745873945/call-of-cthulhu-character-sheet-7th)



## (Beth or Ben) Coleman

Occupation: Glassblowing Artist

Age: 28

Residence: Columbus, Ohio, USA

Birthplace: Louisville, Kentucky, USA

### Glassblowing Knowledge

Glassblowing medium and large pieces requires more than one person, with one person to blow or help move pieces, and the other to manipulate, spin, or get the next tool to handle the glass. It's very difficult to blow, spin, reheat, and carefully watch a large piece on your own, so many artists use at least one assistant to make large pieces.

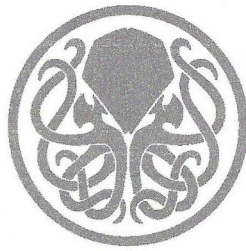
The key tools in a "hot shop" (glassblowing workshop) include:

- **Furnace:** This contains the molten (melted) glass for starting a piece, heated to 1400 to 1600 Celsius.
- **Glory Hole:** To continue shaping hot glass, the temperature of the glass must remain very high and very even across the piece so it doesn't break or shatter. Glass is very sensitive to sudden changes in temperature. A glory hole is used to heat a piece-in-progress so it can be molded, blown, or stretched more.
- **Pipes and puntys:** Metal pipes are used to blow air into glass to build the basic shape and size. Once the size is reached, pieces can be switched from the pipe onto a punty (PUNT-ee), another long metal pipe, to be able to open up the hole from where it was blown into a vase, bowl, or other open shape.
- **Annealer:** The annealer is where a finished piece is placed to cool very slowly so it does not break or shatter before reaching room temperature.
- **Tools for safety or manipulating glass during work:** Wooden paddles, tongs, newspaper, heavy gloves, dark glasses, metal molds, shards of colored glass, buckets of water, saw-horses: all items commonly found in a glassblowing hot shop.

# CALL OF CTHULHU

"THAT IS NOT DEAD WHICH CAN  
ETERNAL LIE. AND WITH STRANGE  
AEONS EVEN DEATH MAY DIE."

- Necronomicon



## INVESTIGATOR DETAILS

Name \_\_\_\_\_ Witt  
 Player \_\_\_\_\_  
 Occupation \_\_\_\_\_ Botanist  
 Gender & Age \_\_\_\_\_ 35

### ABILITIES AND SKILLS

<b>STR</b> 55 27/11	<b>APP</b> 55 27/11	<b>LUCK</b> 35	<b>MAGIC</b> 14	<b>MOVE</b> 9	<b>CONDITIONS</b> <input type="checkbox"/> Temporarily Insane <input type="checkbox"/> Indefinitely Insane <input type="checkbox"/> Major Wound <input type="checkbox"/> Unconscious <input type="checkbox"/> Dying	<b>SPECIALIST SKILLS</b> <table border="1"> <thead> <tr> <th>Skill</th> <th>R</th> <th>H</th> <th>E</th> </tr> </thead> <tbody> <tr> <td><input type="checkbox"/> Computer Use</td> <td>10</td> <td>5</td> <td>2</td> </tr> <tr> <td><input type="checkbox"/> Science (Botany)</td> <td>91</td> <td>45</td> <td>18</td> </tr> <tr> <td><input type="checkbox"/> Science (Biology)</td> <td>60</td> <td>30</td> <td>12</td> </tr> <tr> <td><input type="checkbox"/> Science (Chemistry)</td> <td>76</td> <td>38</td> <td>15</td> </tr> <tr> <td><input type="checkbox"/> Survival</td> <td>65</td> <td>32</td> <td>13</td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	Skill	R	H	E	<input type="checkbox"/> Computer Use	10	5	2	<input type="checkbox"/> Science (Botany)	91	45	18	<input type="checkbox"/> Science (Biology)	60	30	12	<input type="checkbox"/> Science (Chemistry)	76	38	15	<input type="checkbox"/> Survival	65	32	13	<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>			
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<b>CON</b> 65 32/13	<b>INT</b> 65 32/13	<b>HIT POINTS</b>		11 Current Max																																						
<b>SIZ</b> 45 22/9	<b>POW</b> 70 35/14	<b>SANITY</b>		60 Current Max																																						
<b>DEX</b> 60 30/12	<b>EDU</b> 70 35/14	<b>COMBAT</b>		0 0 Damage bonus Build																																						

### INVESTIGATOR SKILLS

Skill	R	H	E	Skill	R	H	E	Skill	R	H	E
<input type="checkbox"/> Accounting (5%)	5	2	1	<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Navigate (10%)	10	5	2
<input type="checkbox"/> Anthropology (1%)	1	0	0	<input type="checkbox"/> Firearms (Shotgun) (25%)	55	27	11	<input type="checkbox"/> Occult (5%)	5	2	1
<input type="checkbox"/> Appraise (5%)	5	2	1	<input type="checkbox"/> First Aid (30%)	45	22	9	<input type="checkbox"/> Op. Hv. Machine (1%)	1	0	0
<input type="checkbox"/> Archaeology (1%)	1	0	0	<input type="checkbox"/> History (5%)	5	2	1	<input type="checkbox"/> Persuade (10%)	40	20	8
<input type="checkbox"/> Charm (15%)	55	27	11	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Psychology (10%)	10	5	2
<input type="checkbox"/> Climb (20%)	30	15	6	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Psychoanalysis (1%)	1	0	0
Credit Rating (0%)	35	17	7	<input type="checkbox"/> Language (Own) (Edu)	70	35	14	<input type="checkbox"/> Ride (5%)	5	2	1
Cthulhu Mythos (0%)	0	0	0	<input type="checkbox"/> Law (5%)	5	2	1	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Disguise (5%)	5	2	1	<input type="checkbox"/> Library Use (20%)	70	35	14	<input type="checkbox"/> Spot Hidden (25%)	65	32	13
<input type="checkbox"/> Dodge (half dex)	30	15	6	<input type="checkbox"/> Listen (20%)	35	17	7	<input type="checkbox"/> Stealth (20%)	40	20	8
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Locksmith (1%)	1	0	0	<input type="checkbox"/> Swim (20%)	40	20	8
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> Mech. Repair (10%)	70	35	14	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Fast Talk (5%)	5	2	1	<input type="checkbox"/> Medicine (1%)	1	0	0	<input type="checkbox"/> Track (10%)	50	25	10
<input type="checkbox"/> Fighting (brawl) (25%)	40	20	8	<input type="checkbox"/> Natural World (10%)	70	35	14				

R=Regular H=Hard E=Extreme

### NOTES

## BACKSTORY NOTES

Personal description:

Professional botanist and avid outdoorsperson. Hunts and hikes in free time and likes spending as much time outside as possible

Ideology/Beliefs:

Significant People & Locations:

Treasured Possessions:

Traits, Injuries & Scars:

Warm and friendly  
Enthusiastic about sharing observations of the natural world with interested parties

Phobias & Manias:

Unsettling Encounters:

## EQUIPMENT LIST

## CASH AND ASSETS

SPENDING LEVEL:  CASH:

Assets: \$35,000

## WEAPONS LIST

Weapon	R	H	E	Damage	Range	Attacks	Ammo	Malfunction
Unarmed	40	20	8	1D3	-	1	-	-

## QUICK REFERENCE

Rolling a 1 is a **critical success**.

A check can be **regular**, **hard** or **extreme**. Roll equal or less to pass a check.

Rolling 100 is a **critical failure**.

If the check requires a roll less than 50, **96-99** also count as critical failures.

If you fail a roll, you can either **spend luck points** to reduce the rolled total (1 for 1) or **push the roll** to roll again and risk more extreme results.

You **cannot** spend luck or push rolls for sanity,

combat or damage rolls.

If you **lose 5 or more sanity points** in one roll you must roll an Intelligence check. If you succeed, you understand what is going on and go temporarily insane.

If you **lose 1/5 of your sanity points** in one day, you go indefinitely insane.

**First Aid** heals 1hp, **Medicine** heals 1d5hp. If someone is dying, First Aid stabilises them.

When you reach **0hp** you fall **unconscious**, unless you have a major wound in which case you start **dying**

For each **bonus die**: roll an additional tens percentile die alongside the usual pair of percentile dice when making a skill roll (rolling 3 separate dice: one units die and two tens dice). Use the tens dice that yields the better (lower) result.

For each **penalty die**: roll an additional tens percentile die alongside the usual pair of percentile dice (rolling 3 separate dice: one units die and two tens dice). Use the tens dice that yields the worse (higher) result.

Bonus and penalty die cancel each other out 1 to 1.

**(Tanikka or Terrence) Witt**

Occupation: Botanist

Age: 35

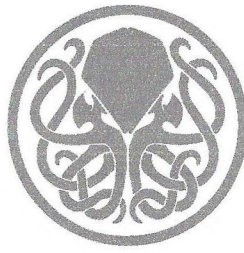
Residence: Columbus, Ohio, USA

Birthplace: Cleveland, Ohio, USA

# CALL OF CTHULHU

"THAT IS NOT DEAD WHICH CAN ETERNAL LIE. AND WITH STRANGE AEONS EVEN DEATH MAY DIE."

- Necronomicon



## INVESTIGATOR DETAILS

Name \_\_\_\_\_ Pickaway \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation \_\_\_\_\_ Security Guard \_\_\_\_\_  
 Gender & Age \_\_\_\_\_ 40 \_\_\_\_\_

### ABILITIES AND SKILLS

STR 45	22 9	APP 50	25 10	LUCK 70	MAGIC 12	MOVE 7	<b>CONDITIONS</b> <input type="checkbox"/> Temporarily Insane <input type="checkbox"/> Indefinitely Insane <input type="checkbox"/> Major Wound <input type="checkbox"/> Unconscious <input type="checkbox"/> Dying	<b>SPECIALIST SKILLS</b> <table border="1"> <thead> <tr> <th>Skill</th> <th>R</th> <th>H</th> <th>E</th> </tr> </thead> <tbody> <tr> <td><input type="checkbox"/> Art (Singing)</td> <td>45</td> <td>22</td> <td>9</td> </tr> <tr> <td><input type="checkbox"/> Survival</td> <td>30</td> <td>15</td> <td>6</td> </tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> </tbody> </table>	Skill	R	H	E	<input type="checkbox"/> Art (Singing)	45	22	9	<input type="checkbox"/> Survival	30	15	6	<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>			
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CON 70	35 14	INT 50	25 10	<b>HIT POINTS</b> Current: _____ Max: 13																																												
SIZ 60	30 12	POW 60	30 12	<b>SANITY</b> Current: _____ Max: 60																																												
DEX 60	30 12	EDU 51	25 10	<b>COMBAT</b> Damage bonus: 0 Build: 0																																												

### INVESTIGATOR SKILLS

Skill	R	H	E	Skill	R	H	E	Skill	R	H	E
<input type="checkbox"/> Accounting (5%)	10	5	2	<input type="checkbox"/> Firearms (Handgun) (20%)	70	35	14	<input type="checkbox"/> Navigate (10%)	10	5	2
<input type="checkbox"/> Anthropology (1%)	1	0	0	<input type="checkbox"/> Firearms (Shotgun) (25%)	40	20	8	<input type="checkbox"/> Occult (5%)	5	2	1
<input type="checkbox"/> Appraise (5%)	5	2	1	<input type="checkbox"/> First Aid (30%)	70	35	14	<input type="checkbox"/> Op. Hv. Machine (1%)	1	0	0
<input type="checkbox"/> Archaeology (1%)	1	0	0	<input type="checkbox"/> History (5%)	5	2	1	<input type="checkbox"/> Persuade (10%)	10	5	2
<input type="checkbox"/> Charm (15%)	45	22	9	<input type="checkbox"/> Intimidate (15%)	65	32	13	<input type="checkbox"/> Psychology (10%)	40	20	8
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Jump (20%)	45	22	9	<input type="checkbox"/> Psychoanalysis (1%)	1	0	0
<input type="checkbox"/> Credit Rating (0%)	30	15	6	<input type="checkbox"/> Language (Own) (Edu)	45	22	9	<input type="checkbox"/> Ride (5%)	5	2	1
<input type="checkbox"/> Cthulhu Mythos (0%)	0	0	0	<input type="checkbox"/> Law (5%)	30	15	6	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Disguise (5%)	25	12	5	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> Spot Hidden (25%)	65	32	13
<input type="checkbox"/> Dodge (half dex)	30	15	6	<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Drive Auto (20%)	65	32	13	<input type="checkbox"/> Locksmith (1%)	1	0	0	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Elec Repair (10%)	20	10	4	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Fast Talk (5%)	5	2	1	<input type="checkbox"/> Medicine (1%)	1	0	0	<input type="checkbox"/> Track (10%)	30	15	6
<input type="checkbox"/> Fighting (brawl) (25%)	65	32	13	<input type="checkbox"/> Natural World (10%)	25	12	5				

R=Regular H=Hard E=Extreme

### NOTES

## BACKSTORY NOTES

Personal description:

Very knowledgeable about the Pierce Botanical Conservatory. Has worked as security for 10 years.

Ideology/Beliefs:

Significant People & Locations:

Church of God where they sing in choir each Sunday and have attended since they moved here 15 year ago.

Treasured Possessions:

Traits, Injuries & Scars:

Commanding. Reliable. Good with the public, and especially young children who visit the Pierce Botanical Conservatory.

Phobias & Manias:

Unsettling Encounters:

## EQUIPMENT LIST

Walkie talkie (for Pierce staff)  
Pack of Marlboro Reds cigarettes (8 left)  
Red plastic lighter

## CASH AND ASSETS

SPENDING LEVEL:  CASH:

Assets: \$30,000

## WEAPONS LIST

Weapon	R	H	E	Damage	Range	Attacks	Ammo	Malfunction
Unarmed	65	32	13	1D3	-	1	-	-

## QUICK REFERENCE

Rolling a 1 is a **critical success**.

A check can be **regular**, **hard** or **extreme**. Roll equal or less to pass a check.

Rolling **100** is a **critical failure**.

If the check requires a roll less than 50, **96-99** also count as critical failures.

If you fail a roll, you can either **spend luck points** to reduce the rolled total (1 for 1) or **push the roll** to roll again and risk more extreme results.

You **cannot** spend luck or push rolls for sanity,

combat or damage rolls.

If you **lose 6 or more sanity points** in one roll you must roll an Intelligence check. If you succeed, you understand what is going on and go temporarily insane.

If you **lose 1/6 of your sanity points** in one day, you go indefinitely insane.

**First Aid** heals 1hp, **Medicine** heals 1d5hp. If someone is dying, First Aid stabilises them.

When you reach **0hp** you fall **unconscious**, unless you have a major wound in which case you start **dying**.

For each **bonus die**: roll an additional tens percentile die alongside the usual pair of percentile dice when making a skill roll (rolling 3 separate dice: one units die and two tens dice). Use the tens dice that yields the better (lower) result.

For each **penalty die**: roll an additional tens percentile die alongside the usual pair of percentile dice (rolling 3 separate dice: one units die and two tens dice). Use the tens dice that yields the worse (higher) result.

Bonus and penalty die cancel each other out 1 to 1.

**(Stella or Steve) Pickaway**

Occupation: Security Guard

Age: 40

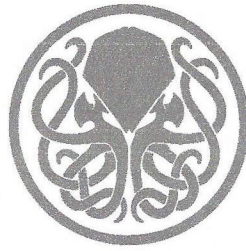
Residence: Columbus, Ohio, USA

Birthplace: Circleville, Ohio, USA

# CALL OF CTHULHU

"THAT IS NOT DEAD WHICH CAN  
ETERNAL LIE. AND WITH STRANGE  
AEONS EVEN DEATH MAY DIE."

- Necronomicon



## INVESTIGATOR DETAILS

Name \_\_\_\_\_ Fuentes  
 Player \_\_\_\_\_  
 Occupation Trainer & Business Owner  
 Gender & Age \_\_\_\_\_ 45

### ABILITIES AND SKILLS

<b>STR</b> 70 35/14	<b>APP</b> 55 27/11	<b>LUCK</b> 45	<b>MAGIC</b> 8	<b>MOVE</b> 8	<b>CONDITIONS</b> <input type="checkbox"/> Temporarily Insane <input type="checkbox"/> Indefinitely Insane <input type="checkbox"/> Major Wound <input type="checkbox"/> Unconscious <input type="checkbox"/> Dying	<b>SPECIALIST SKILLS</b> <table border="1"> <thead> <tr> <th>Skill</th> <th>R</th> <th>H</th> <th>E</th> </tr> </thead> <tbody> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> <tr><td><input type="checkbox"/></td><td></td><td></td><td></td></tr> </tbody> </table>	Skill	R	H	E	<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>			
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<b>SIZ</b> 65 32/13	<b>POW</b> 40 20/8	Current	Max	12																																										
<b>DEX</b> 75 37/15	<b>EDU</b> 65 32/13	<b>SANITY</b>																																												
		Current	Max	40																																										
		<b>COMBAT</b>																																												
		Damage bonus	Build	+1D4 +1																																										

### INVESTIGATOR SKILLS

Skill	R	H	E	Skill	R	H	E	Skill	R	H	E
<input type="checkbox"/> Accounting (5%)	55	27	11	<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Navigate (10%)	10	5	2
<input type="checkbox"/> Anthropology (1%)	1	0	0	<input type="checkbox"/> Firearms (Shotgun) (25%)	25	12	5	<input type="checkbox"/> Occult (5%)	5	2	1
<input type="checkbox"/> Appraise (5%)	5	2	1	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Op. Hv. Machine (1%)	1	0	0
<input type="checkbox"/> Archaeology (1%)	1	0	0	<input type="checkbox"/> History (5%)	5	2	1	<input type="checkbox"/> Persuade (10%)	15	7	3
<input type="checkbox"/> Charm (15%)	50	25	10	<input type="checkbox"/> Intimidate (15%)	45	22	9	<input type="checkbox"/> Psychology (10%)	40	20	8
<input type="checkbox"/> Climb (20%)	60	30	12	<input type="checkbox"/> Jump (20%)	60	30	12	<input type="checkbox"/> Psychoanalysis (1%)	1	0	0
<input type="checkbox"/> Credit Rating (0%)	30	15	6	<input type="checkbox"/> Language (Own) (Edu)	65	32	13	<input type="checkbox"/> Ride (5%)	5	2	1
<input type="checkbox"/> Cthulhu Mythos (0%)	0	0	0	<input type="checkbox"/> Law (5%)	10	5	2	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Disguise (5%)	5	2	1	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> Spot Hidden (25%)	55	27	11
<input type="checkbox"/> Dodge (half dex)	35	17	7	<input type="checkbox"/> Listen (20%)	35	17	7	<input type="checkbox"/> Stealth (20%)	55	27	11
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Locksmith (1%)	1	0	0	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> Mech. Repair (10%)	30	15	6	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Fast Talk (5%)	5	2	1	<input type="checkbox"/> Medicine (1%)	1	0	0	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Fighting (brawl) (25%)	65	32	13	<input type="checkbox"/> Natural World (10%)	10	5	2				

R=Regular H=Hard E=Extreme

### NOTES



## BACKSTORY NOTES

Personal description:

Kickboxing trainer and owner of three Ultrabox Fitness locations.

Ideology/Beliefs:

Significant People & Locations:

Gunner, significant other of nine months. They met at a community health event.

Treasured Possessions:

Traits, Injuries & Scars:

Can be gruff while leading a class, but otherwise mild mannered.

Phobias & Manias:

Unsettling Encounters:

### EQUIPMENT LIST

### CASH AND ASSETS

SPENDING LEVEL:

\$1,000

CASH:

\$7,000

Assets: \$700,000

### WEAPONS LIST

Weapon	R	H	E	Damage	Range	Attacks	Ammo	Malfunction
Unarmed	65	32	13	1D3+1D4	-	1	-	-

### QUICK REFERENCE

Rolling a **1** is a **critical success**.

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If you **lose 1/5 of your sanity points** in one day, you go indefinitely insane.

**First Aid** heals 1hp, **Medicine** heals 1d6hp. If someone is dying, First Aid stabilises them.

When you reach **0hp** you fall **unconscious**, unless you have a major wound in which case you start **dying**.

For each **bonus die**: roll an additional tens percentile die alongside the usual pair of percentile dice when making a skill roll (rolling 3 separate dice: one units die and two tens dice). Use the tens dice that yields the better (lower) result.

For each **penalty die**: roll an additional tens percentile die alongside the usual pair of percentile dice (rolling 3 separate dice: one units die and two tens dice). Use the tens dice that yields the worse (higher) result.

Bonus and penalty die cancel each other out 1 to 1.

Character sheet design by  
Isabella, TheTabletopGirl on Etsy

[etsy.com/listing/745873945/call-of-cthulhu-character-sheet-7th](https://www.etsy.com/listing/745873945/call-of-cthulhu-character-sheet-7th)

**(Viv or Vic) Fuentes**

Occupation: Trainer/Business Owner

Age: 45

Residence: Columbus, Ohio, USA

Birthplace: Columbus, Ohio, USA