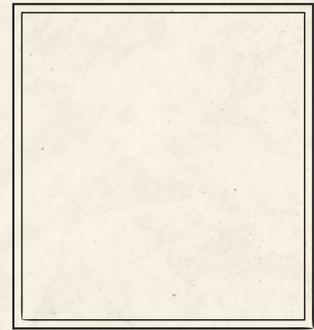


Regency Cthulhu™

INVESTIGATOR

Name _____ Birthplace _____ Pronoun _____

Occupation _____ Residence _____ Age _____



CHARACTERISTICS

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current	
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current	
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current	
INT IDEA	Reg	Half	Fifth	EDU KNOW	Reg	Half	Fifth	Sanity	Starting	Current	Insane



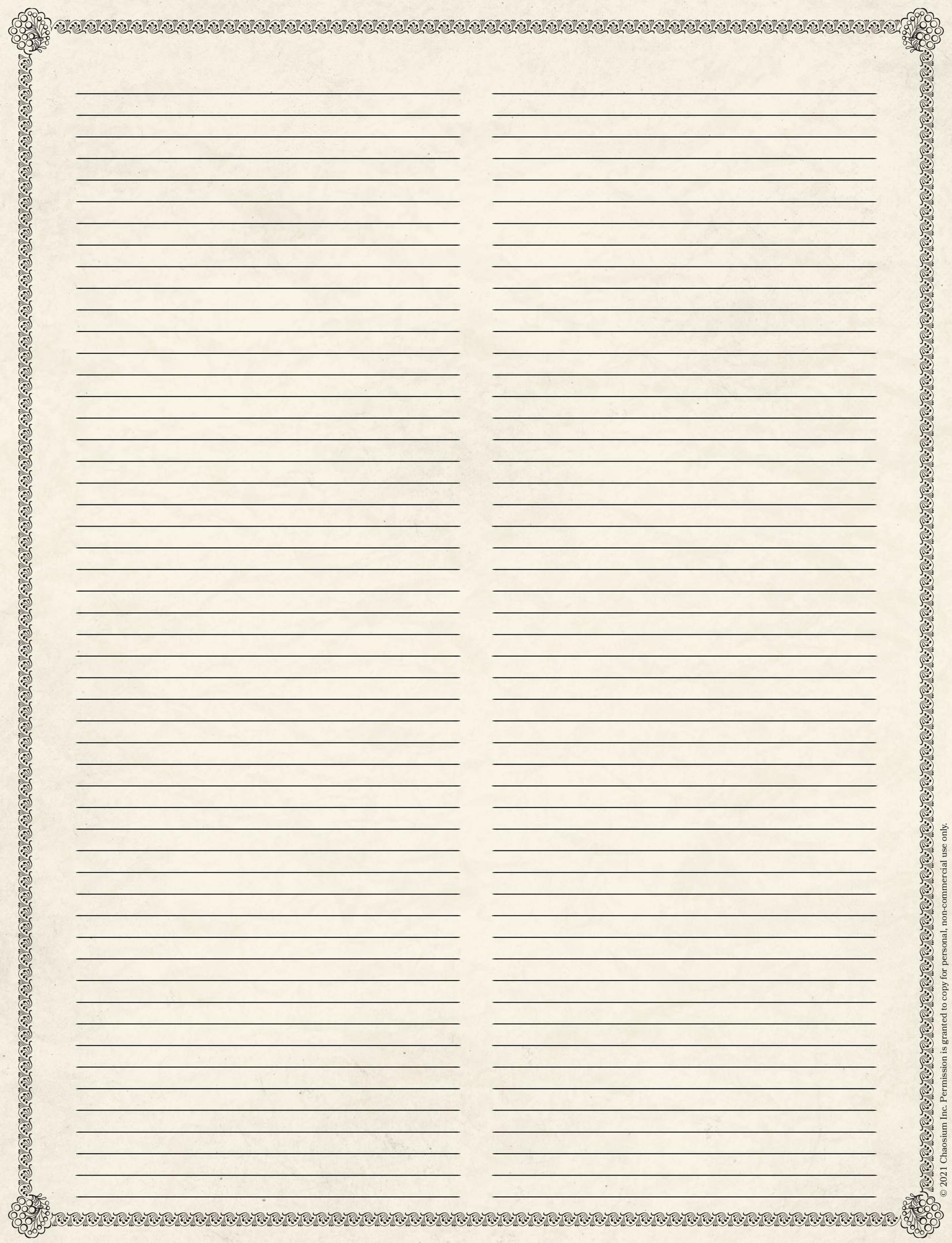
Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <i>Fighting</i> Firearms (Pistol) (20%)				<input type="checkbox"/> Natural Philosophy (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%)				<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> _____				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> <i>Art / Craft</i>				<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> _____				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Astronomy (01%)				<input type="checkbox"/> Gaming (10%)				<input type="checkbox"/> Reassure (APP/5%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
Credit Rating (Occ%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Dancing (DEX/5%)				<input type="checkbox"/> _____				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> _____				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Dodge (half DEX)				<input type="checkbox"/> _____ (EDU)				<input type="checkbox"/> <i>Survival</i>			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> <i>Language (Own)</i>				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Etiquette (INT/5%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fashion (10%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Reputation
Brawl		1D3 + DB	1	-	-	-	Build <input type="checkbox"/> Move <input type="checkbox"/>
							Dodge <input type="checkbox"/>
							Damage Bonus <input type="checkbox"/>



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