

Player's Name\_



# CALL OF CTHULHU

## Horror Role-Playing



Investigator Name \_\_\_\_\_  
Occupation \_\_\_\_\_  
Colleges, Degrees \_\_\_\_\_  
Birthplace \_\_\_\_\_  
Mental Disorders \_\_\_\_\_  
Sex \_\_\_\_\_ Age \_\_\_\_\_

<b>STR</b> ____	<b>DEX</b> ____	<b>INT</b> ____	<b>Idea</b> ____
<b>CON</b> ____	<b>APP</b> ____	<b>POW</b> ____	<b>Luck</b> ____
<b>SIZ</b> ____	<b>SAN</b> ____	<b>EDU</b> ____	<b>Know</b> ____

99-Cthulhu Mythos                      Damage Bonus

Insane 0	1	2	3	4	5	6	7	8	9	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

<b>Unconscious</b>				<b>0</b>	1	2	3
4	5	6	7	8	9	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

Dead	-2	-1	0	1	2	3
4	5	6	7	8	9	10
12	13	14	15	16	17	18
20	21	22	23	24	25	26
28	29	30	31	32	33	34
36	37	38	39	40	41	42
43						

Accounting (10%)	_____	Law (05%)	_____
Anthropology (01%)	_____	Library Use (25%)	_____
Archaeology (01%)	_____	Listen (25%)	_____
Art (05%):	_____	Locksmith (01%)	_____
_____	_____	Martial Arts (01%)	_____
_____	_____	Mech. Repair (20%)	_____
Astronomy (01%)	_____	Medicine (05%)	_____
Bargain (05%)	_____	Natural History (10%)	_____
Biology (01%)	_____	Navigate (10%)	_____
Chemistry (01%)	_____	Occult (05%)	_____
Climb (40%)	_____	Opr. Hvy. Mch. (01%)	_____
Conceal (15%)	_____	Other Language (01%):	_____
Craft (05%):	_____	_____	_____
_____	_____	_____	_____
Credit Rating (15%)	_____	Own Language (EDUx5%):	_____
Cthulhu Mythos (00)	_____	_____	_____
Disguise (01%)	_____	Persuade (15%)	_____
Dodge (DEX x2%)	_____	Pharmacy (01%)	_____
Drive Auto (20%)	_____	Photography (10%)	_____
Electr. Repair (10%)	_____	Physics (01%)	_____
Fast Talk (05%)	_____	Pilot (01%):	_____
First Aid (30%)	_____	_____	_____
Geology (01%)	_____	_____	_____
Hide (10%)	_____	Psychoanalysis (01%)	_____
History (20%)	_____	Psychology (05%)	_____
Jump (25%)	_____	Ride (05%)	_____

Sneak (10%) \_\_\_\_\_

Spot Hidden (25%) \_\_\_\_\_

Swim (25%) \_\_\_\_\_

Throw (25%) \_\_\_\_\_

Track (10%) \_\_\_\_\_

## Firearms

Handgun (20%) \_\_\_\_\_  
Machine Gun (15%) \_\_\_\_\_  
Rifle (25%) \_\_\_\_\_  
Shotgun (30%) \_\_\_\_\_  
SMG (15%) \_\_\_\_\_

<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>rng</i>	#att	<i>hp</i>		<i>firearm</i>	%	<i>damage</i>	<i>malf</i>	<i>rng</i>	#att	<i>shots</i>	<i>hp</i>
Fist (50%)	_____	1D3+db	1	touch	1	n/a		_____	____	_____	___	_____	_____	_____	_____
Grapple (25%)	_____	special	2	touch	1	n/a		_____	____	_____	___	_____	_____	_____	_____
Head (10%)	_____	1D4+db	0	touch	1	n/a		_____	____	_____	___	_____	_____	_____	_____
Kick (25%)	_____	1D6+db	0	touch	1	n/a		_____	____	_____	___	_____	_____	_____	_____
_____	_____	_____	____	_____	_____	_____		_____	____	_____	___	_____	_____	_____	_____