

CTHULHU by GASLIGHT Investigator

Name _____ Social Status _____ Gender _____

Occupation _____ Residence _____ Age _____

Characteristics	STR	Regular	Hard	Extreme	SIZ	Regular	Hard	Extreme	Hit Points	Maximum	Current
	CON				POW				Magic Points	Maximum	Current
	DEX				APP				Luck	Starting	Current
	INT IDEA				EDU KNOW				Sanity	Starting	Current

CALL of CTHULHU

☐ Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying

SKILLS	☐ Accounting (10%)	Regular	Hard	Extreme	☐ _____	Regular	Hard	Extreme	☐ Persuade (10%)	Regular	Hard	Extreme
	☐ Alienism (01%)				☐ _____				☐ _____ (01%)			
	☐ Anthropology (01%)				☐ First Aid (30%)				☐ Psychology (10%)			
	☐ Appraise (05%)				☐ History (05%)				☐ Reassure (fifth APP)			
	☐ Archaeology (01%)				☐ Intimidate (15%)				☐ Religion (10%)			
	☐ _____ (05%)				☐ Jump (20%)				☐ Ride (20%)			
	☐ _____				☐ _____ (01%)				☐ _____ (01%)			
	☐ Charm (15%)				☐ _____				☐ _____			
	☐ Climb (20%)				☐ _____ (EDU)				☐ _____			
	☐ Credit Rating (00%)				☐ Law (05%)				☐ Sleight of Hand (10%)			
	☐ Cthulhu Mythos (00%)				☐ Library Use (20%)				☐ Spot Hidden (25%)			
	☐ Disguise (05%)				☐ Listen (20%)				☐ Stealth (20%)			
	☐ Dodge (half DEX)				☐ Locksmith (01%)				☐ _____ (10%)			
	☐ Drive Carriage (20%)				☐ Mech. Repair (20%)				☐ Swim (30%)			
	☐ Fast Talk (05%)				☐ Medicine (01%)				☐ Throw (20%)			
	☐ Fighting (Brawl) (25%)				☐ Natural World (10%)				☐ Track (10%)			
☐ _____				☐ Navigate (10%)				☐ _____				
☐ _____				☐ Occult (05%)				☐ _____				
☐ _____				☐ Operate Heavy Machinery (01%)				☐ _____				

Combat	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	
	Brawl		1D3 + DB	1	-	-	-	Build	
								Dodge	Regular Hard Extreme
								Damage Bonus	

My Story

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Backstory

Personal Description _____	Traits _____
_____	_____
_____	_____
_____	_____
Ideology & Beliefs _____	Injuries & Scars _____
_____	_____
_____	_____
_____	_____
Significant People _____	Phobias _____
_____	_____
_____	_____
_____	_____
Meaningful Locations _____	Arcane Tomes & Spells _____
_____	_____
_____	_____
_____	_____
Treasured Possessions _____	Encounters with Strange Entities _____
_____	_____
_____	_____
_____	_____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____

WEALTH

Spending Level _____

Cash _____

Assets _____

Fellow Investigators



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

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

Quick Reference Rules

Skill & Characteristic Rolls

Level 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 1 HP Medicine heals 1D3 HP

Major Wounds = 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. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll