

1920s ERA INVESTIGATOR

Name _____ Birthplace _____ Age _____
Occupation _____ Residence _____ Gender _____

CALL OF CTHULHU®

CHARACTERISTICS

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

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

SKILLS

	Regular	Hard	Extreme		Regular	Hard	Extreme		Regular	Hard	Extreme
☐ Accounting (05%)				☐ Firearms (Rifle/Shotgun) (25%)				☐ Persuade (10%)			
☐ Anthropology (01%)				☐ <i>Firearms</i>				☐ <i>Pilot</i> (01%)			
☐ Appraise (05%)				☐ First Aid (30%)				☐ Psychoanalysis (01%)			
☐ Archaeology (01%)				☐ History (05%)				☐ Psychology (10%)			
☐ <i>Art / Craft</i> (05%)				☐ Intimidate (15%)				☐ Ride (05%)			
☐ <i>Art / Craft</i>				☐ Jump (20%)				☐ <i>Science</i> (01%)			
☐ Charm (15%)				☐ <i>Language (Other)</i> (01%)				☐ <i>Science</i>			
☐ Climb (20%)				☐ <i>Language (Other)</i>				☐ <i>Science</i>			
Credit Rating (00%)				☐ <i>Language (Own)</i> (EDU)				☐ Sleight of Hand (10%)			
Cthulhu Mythos (00%)				☐ Law (05%)				☐ Spot Hidden (25%)			
☐ Disguise (05%)				☐ Library Use (20%)				☐ Stealth (20%)			
☐ Dodge (half DEX)				☐ Listen (20%)				☐ <i>Survival</i> (10%)			
☐ Drive Auto (20%)				☐ Locksmith (01%)				☐ Swim (20%)			
☐ Elec. Repair (10%)				☐ Mech. Repair (10%)				☐ Throw (20%)			
☐ Fast Talk (05%)				☐ Medicine (01%)				☐ Track (10%)			
☐ Fighting (Brawl) (25%)				☐ Natural World (10%)				☐ <i>Survival</i>			
☐ <i>Fighting</i>				☐ Navigate (10%)				☐ <i>Survival</i>			
☐ <i>Fighting</i>				☐ Occult (05%)				☐ <i>Survival</i>			
☐ Firearms (Handgun) (20%)								☐ <i>Survival</i>			

COMBAT

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



My STORY

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

BACKSTORY

Personal Description _____	Traits _____
_____	_____
_____	_____
Ideology & Beliefs _____	Injuries & Scars _____
_____	_____
_____	_____
Significant People _____	Phobias & Manias _____
_____	_____
_____	_____
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 $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

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

Natural Heal rate (Major Wound): weekly healing roll

