

CTHULHU by GASLIGHT Investigator

KEEPER COMPANION

Name _____ Social Status _____ Age _____

Occupation _____ Residence _____ Gender _____

Characteristics

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

CALL of CTHULHU

Sanity

Health

☐ Max Sanity	☐ Shock	☐ Changed	☐ Major Wound	☐ Unconscious	☐ Dying
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Skills

Regular	Hard	Extreme	Regular	Hard	Extreme	Regular	Hard	Extreme
☐ Accounting (10%)			☐ History (20%)			☐ Reassure (fifth APP)		
☐ Alienism (01%)			☐ Jump (20%)			☐ _____ (10%)		
☐ Archaeology (01%)			☐ _____ (Language (Other))			☐ _____ (Religion)		
☐ _____ (05%)			☐ _____ (EDU)			☐ _____ (Ride)		
☐ _____ (Art / Craft)			☐ _____ (Language (Own))			☐ _____ (Science)		
☐ Climb (20%)			☐ Law (05%)			☐ _____		
Credit Rating (00%)			☐ Library Use (20%)			☐ Sleight of Hand (10%)		
Cthulhu Mythos (00%)			☐ Listen (20%)			☐ Spot Hidden (25%)		
☐ Dodge (half DEX)			☐ Locksmith (01%)			☐ Stealth (20%)		
☐ Drive Carriage (20%)			☐ Mech. Repair (20%)			☐ Survival (10%)		
☐ Fighting (Brawl) (25%)			☐ Medicine (01%)			☐ Swim (30%)		
☐ _____ (Fighting)			☐ Natural World (10%)			☐ Throw (20%)		
☐ Firearms (Handgun) (20%)			☐ Navigate (10%)			☐ Track (10%)		
☐ Firearms (Rifle/Shotgun) (25%)			☐ Occult (05%)			☐ _____		
☐ _____ (Firearms)			☐ Operate Heavy Machinery (01%)			☐ _____		
☐ _____			☐ Persuade (10%)			☐ _____		
☐ First Aid (30%)			☐ Psychology (10%)			☐ _____		

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	MvP
Brawl		1D3 + DB	1	-	-	-		0

Dodge ☐ Regular Hard Extreme

Damage Bonus

My Story

Backstory

Description

Personality

Significant Person & Place

Notable Items

Fears

Injuries & Scars

Arcane Tomes & Spells

Encounters with Strange Entities

Gear & Possessions

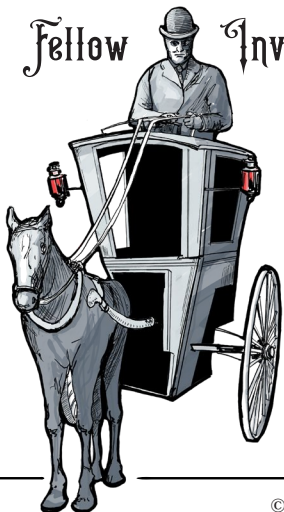
Wealth

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