

Modern Era



Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

Characteristics

STR DEX INT
 Idea
 CON APP POW
 SIZ EDU Move Rate

HIT POINTS

Current HP

Max HP Major Wound Temp. Insane Indef. Insane

Start Max

Current Sanity

SANITY

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

LUCK

Luck Total

Current MP

MAGIC POINTS

Max MP

Skills

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

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

Combat

Damage Bonus

Build

Dodge



