



Investigator Name _____
 Occupation _____
 Colleges, Degrees _____
 Birthplace _____
 Mental Disorders _____
 Sex _____ Age _____

Characteristics & Rolls

STR _____ DEX _____ INT _____ Idea _____
 CON _____ APP _____ POW _____ Luck _____
 SIZ _____ SAN _____ EDU _____ Know _____
 99-Cthulhu Mythos _____ Damage Bonus _____

1930s Antarctic Explorer

Player's Name _____

Sanity Points

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

Magic Points

Unconscious	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

Hit Points

Dead	-2	-1	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

CALL OF CTHULHU
Horror Role-Playing

Investigator Skills

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> History (20%) _____
<input type="checkbox"/> Aircraft Maint. (05%) _____	<input type="checkbox"/> Jump (25%) _____
<input type="checkbox"/> Anthropology (01%) _____	<input type="checkbox"/> Law (05%) _____
<input type="checkbox"/> Archaeology (01%) _____	<input type="checkbox"/> Library Use (25%) _____
Art (05%): _____	<input type="checkbox"/> Listen (25%) _____
<input type="checkbox"/> _____	<input type="checkbox"/> Locksmith (01%) _____
<input type="checkbox"/> Astronomy (01%) _____	<input type="checkbox"/> Martial Arts (01%) _____
<input type="checkbox"/> Bargain (05%) _____	<input type="checkbox"/> Mech. Repair (20%) _____
<input type="checkbox"/> Biology (01%) _____	<input type="checkbox"/> Medicine (05%) _____
<input type="checkbox"/> Block (DEX x2%) _____	<input type="checkbox"/> Meteorology (05%) _____
<input type="checkbox"/> Chemistry (01%) _____	<input type="checkbox"/> Natural History (10%) _____
<input type="checkbox"/> Climb (40%) _____	<input type="checkbox"/> Navigate (10%) _____
<input type="checkbox"/> Conceal (15%) _____	<input type="checkbox"/> Occult (05%) _____
Craft (05%): _____	<input type="checkbox"/> Opr. Hvy. Mch. (01%) _____
<input type="checkbox"/> _____	Other Language (01%): _____
<input type="checkbox"/> Credit Rating (15%) _____	<input type="checkbox"/> E.Thing Cipher (01%) _____
Cthulhu Mythos (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Disguise (01%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (DEX x2) _____	Own Language (EDUx5%): _____
<input type="checkbox"/> Drive Auto (20%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Dog sled (20%) _____	<input type="checkbox"/> Persuade (15%) _____
<input type="checkbox"/> Electr. Repair (10%) _____	<input type="checkbox"/> Pharmacy (01%) _____
<input type="checkbox"/> Explosives (01%) _____	<input type="checkbox"/> Photography (10%) _____
<input type="checkbox"/> Fast Talk (05%) _____	<input type="checkbox"/> Physics (01%) _____
<input type="checkbox"/> First Aid (30%) _____	Pilot (01%): _____
<input type="checkbox"/> Geology (01%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Hide (10%) _____	<input type="checkbox"/> _____



<input type="checkbox"/> Polar Survival (01%) _____
<input type="checkbox"/> Psychoanalysis (01%) _____
<input type="checkbox"/> Psychology (05%) _____
<input type="checkbox"/> Radio Operator (01%) _____
<input type="checkbox"/> Ride (05%) _____
<input type="checkbox"/> Sneak (10%) _____
<input type="checkbox"/> Spot Hidden (25%) _____
<input type="checkbox"/> Swim (25%) _____
<input type="checkbox"/> Throw (25%) _____
<input type="checkbox"/> Track (10%) _____
<input type="checkbox"/> _____
Firearms
<input type="checkbox"/> Handgun (20%) _____
<input type="checkbox"/> Machine Gun (15%) _____
<input type="checkbox"/> Rifle (25%) _____
<input type="checkbox"/> Shotgun (30%) _____
<input type="checkbox"/> SMG (15%) _____

Weapons

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