Using the Pre-generated Investigators

The pre-generated investigators are almost ready to use. They are generic, allowing players to customize them in terms of age, appearance, sex, and backstory notes.

Note: the sheets are the "full autocalc" versions, requiring them to be opened with Adobe Acrobat Reader. This free software can be downloaded directly from Adobe by visiting the page: http://get.adobe.com/reader. At the time of writing, the inbuilt MacOS PDF reader (called Preview) does not support these sheets. As a Mac user, you will need to download and install one of the free MacOS versions of Adobe Reader and use that application. Also, we are not aware of any PDF reader software for either iPad or Android tablets that supports either display or editing of the full autocalc sheets (the "basic autocalc" version of sheets should work on these devices and can be downloaded here: http://www.chaosium.com/cthulhu-character-sheets/

Tailoring the Investigators

Players should feel free to the move skill points around to further customize the character to their taste. Points have been applied to academic (occupation) and personal Interest skills. Skill points have been allocated using the Quick-Fire Method.

Age: determine an age for the investigator. It is assumed a student investigator is aged between 18 to 25 years old (although mature students could be of any age). The sheet will automatically apply certain age modifiers (such as Move Rate) but EDU experience checks and characteristic adjustment may apply—remember to refer to the table on page 32 of the *Call of Cthulhu Rulebook* or page 45 of the *Investigator Handbook*.

Experience packages: if desired (and with the Keeper's agreement), the investigators may be further personalized by using the optional Experienced Investigator packages on page 61 of the *Investigator Handbook*.

Skill specializations: skill specializations have been allocated but these may be changed, allowing you to tailor the specialization as desired.

Example: the investigator has skill points in Science (Physics)—you decide to change this to Mathematics or Biology, etc.

Luck: before starting play, roll 3D6 and multiply the result by 5 to generate a Luck value.

Backstory: personalize the investigator further by adding short and pithy statements in two or more of the categories on the reverse side of the sheet. Examples are given on page 50 of the Investigator Handbook and on page 39 of the *Call of Cthulhu Rulebook.*

Gear & Possessions: you can assume that the investigator has gear relevant to their occupation. Add additional gear as appropriate in consultation with your Keeper.

Portrait: clicking on the portrait box opens a dialogue box, allowing you to insert an image of your investigator.