

CHARACTERISTICS

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

STR

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 DEX

--	--

 INT

--	--

CON

--	--

 APP

--	--

 POW

--	--

SIZ

--	--

 EDU

--	--

 Move

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Rate

--	--

Dying

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 Max HP

--	--

 Temp.

--	--

 Insane

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 Start

--	--

 Max

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 Insane 01 02 03 04 05 06 07
HIT POINTS 00 01 02 03 04 05 06
07 08 09 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
SANITY 08 09 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

DOWN DARKER TRAILS

LUCK 08 09 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
Out of Luck 01 02 03 04 05 06 07
MAGIC POINTS 00 01 02 03 04
05 06 07 08 09
10 11 12 13 14
15 16 17 18 19
20 21 22 23 24

INVESTIGATOR SKILLS

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

WEAPONS

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

COMBAT

Damage Bonus

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Build

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Dodge

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BACKSTORY



Personal Description

Traits

Ideology/Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

HISTORY

CASH & ASSETS

Spending Level

Cash

Assets

POSSESSIONS

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Using Luck

Adjust skill rolls (1 Luck per skill point); Avoid malfunction/melee fumble (10 Luck).
Halve SAN loss (SAN loss x 2 Luck); Stay conscious (1 Luck, double per round after).

Avoid Death (all Luck points spent; requires Luck ≥ 30).

Healing

Natural healing: +2 HP per day.

First Aid: +1D4 HP.

Medicine: +1D4 HP.

FELLOW INVESTIGATORS

Char.
Player

Char.
Player

Char.
Player

Char.
Player

ME

Char.
Player

Char.
Player

Char.
Player

Char.
Player