

CALL OF CTHULHU
40th Anniversary
1981 - 2021

STR	Reg 80	Half 40	Fifth 16	SIZ	Reg 60	Half 30	Fifth 12	Hit Points	12	Maximum	Current
CON	Reg 60	Half 30	Fifth 12	POW	Reg 50	Half 25	Fifth 10	Magic Points	10	Maximum	Current
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 40	Half 20	Fifth 8	Luck	45	Starting	Current
INT	Reg 50	Half 25	Fifth 10	EDU	Reg 50	Half 25	Fifth 10	Sanity	50	Starting	Current
IDEA				KNOW							Treasure 10

SKILLS

- | | Reg | Half | Fifth | | Reg | Half | Fifth | | Reg | Half | Fifth |
|---|-----|------|-------|---|-----|------|-------|--|-----|------|-------|
| <input type="checkbox"/> Accounting (05%) | | | | <input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) | 25 | 12 | 5 | <input type="checkbox"/> Persuade (10%) | 10 | 5 | 2 |
| <input type="checkbox"/> Anthropology (01%) | | | | <input type="checkbox"/> _____ (01%) | | | | <input type="checkbox"/> _____ (01%) | | | |
| <input type="checkbox"/> Appraise (05%) | | | | <i>Firearms</i> | | | | <i>Pilot</i> | | | |
| <input type="checkbox"/> Archaeology (01%) | | | | <input type="checkbox"/> First Aid (30%) | 30 | 15 | 6 | <input type="checkbox"/> Psychoanalysis (01%) | | | |
| <input type="checkbox"/> _____ (05%) | | | | <input type="checkbox"/> History (05%) | | | | <input type="checkbox"/> Psychology (10%) | 10 | 5 | 2 |
| <i>Art / Craft</i> | | | | <input type="checkbox"/> Intimidate (15%) | 50 | 25 | 10 | <input type="checkbox"/> Ride (05%) | | | |
| <input type="checkbox"/> _____ | | | | <input type="checkbox"/> Jump (20%) | 50 | 25 | 10 | <input type="checkbox"/> _____ (01%) | | | |
| <input type="checkbox"/> Charm (15%) | 15 | 7 | 3 | <input type="checkbox"/> ITALIAN _____ (01%) | 25 | 12 | 5 | <i>Science</i> | | | |
| <input type="checkbox"/> Climb (20%) | 40 | 20 | 8 | <i>Language (Other)</i> | | | | <input type="checkbox"/> _____ | | | |
| Credit Rating (00%) | 40 | 20 | 8 | <input type="checkbox"/> _____ | | | | <input type="checkbox"/> Sleight of Hand (10%) | 10 | 5 | 2 |
| Cthulhu Mythos (00%) | | | | <input type="checkbox"/> ENGLISH _____ (EDU) | 50 | 25 | 10 | <input type="checkbox"/> Spot Hidden (25%) | 25 | 12 | 5 |
| <input type="checkbox"/> Disguise (05%) | | | | <i>Language (Own)</i> | | | | <input type="checkbox"/> Stealth (20%) | 40 | 20 | 8 |
| <input type="checkbox"/> Dodge (half DEX) | 35 | 17 | 7 | <input type="checkbox"/> Law (05%) | | | | <input type="checkbox"/> _____ (10%) | | | |
| <input type="checkbox"/> Drive Auto (20%) | 40 | 20 | 8 | <input type="checkbox"/> Library Use (20%) | 20 | 10 | 4 | <i>Survival</i> | | | |
| <input type="checkbox"/> Elec. Repair (10%) | 40 | 20 | 8 | <input type="checkbox"/> Listen (20%) | 20 | 10 | 4 | <input type="checkbox"/> Swim (20%) | 20 | 10 | 4 |
| <input type="checkbox"/> Fast Talk (05%) | 25 | 12 | 5 | <input type="checkbox"/> Locksmith (01%) | 20 | 10 | 4 | <input type="checkbox"/> Throw (20%) | 20 | 10 | 4 |
| <input type="checkbox"/> Fighting (Brawl) (25%) | 60 | 30 | 12 | <input type="checkbox"/> Mech. Repair (10%) | 70 | 35 | 14 | <input type="checkbox"/> Track (10%) | 50 | 25 | 10 |
| <input type="checkbox"/> _____ | | | | <input type="checkbox"/> Medicine (01%) | | | | <input type="checkbox"/> _____ | | | |
| <i>Fighting</i> | | | | <input type="checkbox"/> Natural World (10%) | 10 | 5 | 2 | <input type="checkbox"/> _____ | | | |
| <input type="checkbox"/> _____ | | | | <input type="checkbox"/> Navigate (10%) | 40 | 20 | 8 | <input type="checkbox"/> _____ | | | |
| <input type="checkbox"/> Firearms (Handgun) (20%) | 20 | 10 | 4 | <input type="checkbox"/> Occult (05%) | 5 | 2 | 1 | <input type="checkbox"/> _____ | | | |

COMBAT

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.	Move	<div style="border: 1px solid black; padding: 2px;">9</div>
Brawl	<div style="border: 1px solid black; padding: 2px;">60</div>	<div style="border: 1px solid black; padding: 2px;">30</div>	<div style="border: 1px solid black; padding: 2px;">12</div>	<u>1D3 + DB</u>	<u>1</u>	-	-	-	Build	<div style="border: 1px solid black; padding: 2px;">1</div>
Switchblade	<div style="border: 1px solid black; padding: 2px;">60</div>	<div style="border: 1px solid black; padding: 2px;">30</div>	<div style="border: 1px solid black; padding: 2px;">12</div>	<u>1D4+1+DB</u>	<u>1</u>	-	-	-	Dodge	<div style="display: flex; align-items: center;"> <div style="flex: 1;"><div style="border-top: 1px solid black; height: 18px;"></div></div> <div style="text-align: center; font-size: small; margin: 0 2px;">Reg</div> <div style="flex: 1;"><div style="border-top: 1px solid black; height: 18px;"></div></div> <div style="text-align: center; font-size: small; margin: 0 2px;">Half</div> <div style="flex: 1;"><div style="border-top: 1px solid black; height: 18px;"></div></div> <div style="text-align: center; font-size: small; margin: 0 2px;">Fifth</div> <div style="flex: 1;"><div style="border-top: 1px solid black; height: 18px;"></div></div> </div>
	<div style="border: 1px solid black; padding: 2px;"></div>	<div style="border: 1px solid black; padding: 2px;"></div>	<div style="border: 1px solid black; padding: 2px;"></div>							
	<div style="border: 1px solid black; padding: 2px;"></div>	<div style="border: 1px solid black; padding: 2px;"></div>	<div style="border: 1px solid black; padding: 2px;"></div>						Damage Bonus	<div style="border: 1px solid black; padding: 2px;">+1D4</div>

My Story

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

BACKSTORY

Personal Description

Athletic physique. Stylish bob of dark brown hair.
Flapper-style dress.

Ideology & Beliefs

Raised in the Catholic Church. She has a healthy respect for the supernatural and can be quite superstitious.

Significant People

Her father, who she knows works for the gangster Dutch Schultz in New York.

Meaningful Locations

New York City, in the loving arms of her family. Also, training on an athletics track, where she can focus her mind.

Treasured Possessions

A switchblade knife, a present from her father, who said, "Keep this with you, it'll get you out of hard spots."

Traits

Hard nosed. Fiery temper, and loves arguing. Never walks under a ladder.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Switchblade knife.	Crucifix pendant.
Handbag.	
Pencil.	
Note pad.	
Hair clips.	

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 ⅓ 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 ≥ ½ 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