

CALL OF CTHULHU  
40th Anniversary  
1981 - 2021

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 40	Half 20	Fifth 8	Hit Points	Maximum 9	Current
CON	Reg 50	Half 25	Fifth 10	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 50	Half 25	Fifth 10	Luck	Starting 60	Current
INT	Reg 60	Half 30	Fifth 12	EDU	Reg 80	Half 40	Fifth 16	Sanity	Starting 50	Current
IDEA				KNOW						Insane 10

## SKILLS

- # COMBAT

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl	50	25	10	1D3 + DB	1	-	-	-
.38 Handgun	40	20	8	1D10	1	15 yards	8	100

Move 9

Build 0

Dodge Reg 35 Half 17 Fifth 7

Damage Bonus 0





## My Story

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## BACKSTORY

### Personal Description

Handsome but a little rough around the edges. Below average height. Wears a suit when necessary, but prefers more casual attire.

### Ideology & Beliefs

A strong love for history and ancient cultures. Wants to make a name for himself by finding lost treasures.

### Significant People

His father, Frank Jones, whose own discoveries made him famous. Nevada feels overshadowed by his father.

### Meaningful Locations

A bar where strong drinks are sold, and where he can forget his troubles.

### Treasured Possessions

His Saint Christopher medallion, which he believes is a good luck charm.

### Traits

Reckless. Tends to jump in feet first before thinking.

### Injuries & Scars

### Phobias & Manias

### Arcane Tomes & Spells

### Encounters with Strange Entities

## GEAR & POSSESSIONS

Travel gear in satchel.

.38 handgun and ammo.

Pencils and note pad.

Hair comb.

St. Christopher medallion.

## 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

