

Regency Cthulhu™

INVESTIGATOR

Name _____ Birthplace _____ Pronoun _____
Occupation _____ Residence _____ Age _____



CHARACTERISTICS

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Starting	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Starting	Current
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current
INT	Reg	Half	Fifth	EDU	Reg	Half	Fifth	Sanity	Starting	Current
IDEA	Reg	Half	Fifth	KNOW	Reg	Half	Fifth			



Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> _____	Reg Half Fifth	<input type="checkbox"/> Medicine (01%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)	Reg Half Fifth	<input type="checkbox"/> <i>Fighting</i> Firearms (Pistol) (20%)	Reg Half Fifth	<input type="checkbox"/> Natural Philosophy (01%)	Reg Half Fifth
<input type="checkbox"/> Appraise (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%)	Reg Half Fifth	<input type="checkbox"/> Natural World (10%)	Reg Half Fifth
<input type="checkbox"/> Archaeology (01%)	Reg Half Fifth	<input type="checkbox"/> _____	Reg Half Fifth	<input type="checkbox"/> Navigate (10%)	Reg Half Fifth
<input type="checkbox"/> _____ (05%)	Reg Half Fifth	<input type="checkbox"/> <i>Firearms</i>	Reg Half Fifth	<input type="checkbox"/> Occult (05%)	Reg Half Fifth
<input type="checkbox"/> <i>Art / Craft</i>	Reg Half Fifth	<input type="checkbox"/> First Aid (30%)	Reg Half Fifth	<input type="checkbox"/> Persuade (10%)	Reg Half Fifth
<input type="checkbox"/> Astronomy (01%)	Reg Half Fifth	<input type="checkbox"/> Gaming (10%)	Reg Half Fifth	<input type="checkbox"/> Psychology (10%)	Reg Half Fifth
<input type="checkbox"/> Charm (15%)	Reg Half Fifth	<input type="checkbox"/> History (05%)	Reg Half Fifth	<input type="checkbox"/> Reassure (APP/5%)	Reg Half Fifth
<input type="checkbox"/> Climb (20%)	Reg Half Fifth	<input type="checkbox"/> Intimidate (15%)	Reg Half Fifth	<input type="checkbox"/> Religion (10%)	Reg Half Fifth
Credit Rating (Occ%)	Reg Half Fifth	<input type="checkbox"/> Jump (20%)	Reg Half Fifth	<input type="checkbox"/> Ride (05%)	Reg Half Fifth
Cthulhu Mythos (00%)	Reg Half Fifth	<input type="checkbox"/> _____ (01%)	Reg Half Fifth	<input type="checkbox"/> Sleight of Hand (10%)	Reg Half Fifth
<input type="checkbox"/> Dancing (DEX/5%)	Reg Half Fifth	<input type="checkbox"/> _____	Reg Half Fifth	<input type="checkbox"/> Spot Hidden (25%)	Reg Half Fifth
<input type="checkbox"/> Disguise (05%)	Reg Half Fifth	<input type="checkbox"/> _____	Reg Half Fifth	<input type="checkbox"/> Stealth (20%)	Reg Half Fifth
<input type="checkbox"/> Dodge (half DEX)	Reg Half Fifth	<input type="checkbox"/> _____ (EDU)	Reg Half Fifth	<input type="checkbox"/> _____ (10%)	Reg Half Fifth
<input type="checkbox"/> Drive Carriage (20%)	Reg Half Fifth	<input type="checkbox"/> <i>Language (Own)</i>	Reg Half Fifth	<input type="checkbox"/> <i>Survival</i>	Reg Half Fifth
<input type="checkbox"/> Etiquette (INT/5%)	Reg Half Fifth	<input type="checkbox"/> Law (05%)	Reg Half Fifth	<input type="checkbox"/> Swim (20%)	Reg Half Fifth
<input type="checkbox"/> Fashion (10%)	Reg Half Fifth	<input type="checkbox"/> Library Use (20%)	Reg Half Fifth	<input type="checkbox"/> Throw (20%)	Reg Half Fifth
<input type="checkbox"/> Fast Talk (05%)	Reg Half Fifth	<input type="checkbox"/> Listen (20%)	Reg Half Fifth	<input type="checkbox"/> Track (10%)	Reg Half Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg Half Fifth	<input type="checkbox"/> Locksmith (01%)	Reg Half Fifth	<input type="checkbox"/> _____	Reg Half Fifth
		<input type="checkbox"/> Mech. Repair (10%)	Reg Half Fifth	<input type="checkbox"/> _____	Reg Half Fifth

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Reputation
Brawl	Reg Half Fifth	1D3 + DB	1	-	-	-	Build <input type="checkbox"/> Move <input type="checkbox"/>
	Reg Half Fifth						Dodge <input type="checkbox"/>
	Reg Half Fifth						Damage Bonus <input type="checkbox"/>

MY STORY

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

BACKSTORY

Personal Description _____	Traits _____
_____	_____
_____	_____
_____	_____
Ideology & Beliefs _____	Injuries & Scars _____
_____	_____
_____	_____
_____	_____
Significant People _____	Phobias & Manias _____
_____	_____
_____	_____
_____	_____
Meaningful Locations _____	Arcane Tomes & Spells _____
_____	_____
_____	_____
_____	_____
Treasured Possessions _____	Encounters with Strange Entities _____
_____	_____
_____	_____
_____	_____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____

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 ¼ 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

