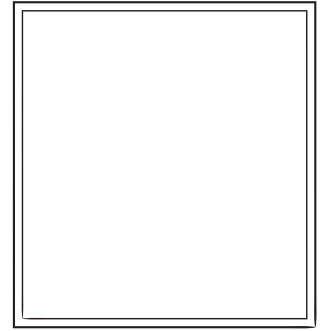


# Regency Cthulhu™

## INVESTIGATOR

Name \_\_\_\_\_ Birthplace \_\_\_\_\_ Pronoun \_\_\_\_\_  
Occupation \_\_\_\_\_ Residence \_\_\_\_\_ Age \_\_\_\_\_



### CHARACTERISTICS

STR 

Reg	Half	Fifth

CON 

Reg	Half	Fifth

DEX 

Reg	Half	Fifth

INT 

Reg	Half	Fifth

IDEA

SIZ 

Reg	Half	Fifth

POW 

Reg	Half	Fifth

APP 

Reg	Half	Fifth

EDU 

Reg	Half	Fifth

KNOW

Hit Points 

Maximum	Current

Magic Points 

Maximum	Current

Luck 

Starting	Current

Sanity 

Starting	Current	Insane



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

### SKILLS

<input type="checkbox"/> Accounting (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> <u>Fighting</u> <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Medicine (01%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Appraise (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Natural World (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> <u>Art / Craft</u> (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> <u>First Aid</u> (30%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Occult (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Charm (15%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> History (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Psychology (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Climb (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Intimidate (15%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Reassure (APP/5%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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Credit Rating (Occ%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Jump (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Religion (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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Cthulhu Mythos (00%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> <u>Language (Other)</u> (01%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Ride (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Dancing (DEX/5%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> <u>Language (Own)</u> (EDU) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Sleight of Hand (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Dodge (half DEX) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> <u>Survival</u> (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Stealth (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Drive Carriage (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Library Use (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Swim (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Etiquette (INT/5%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Listen (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Throw (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Fast Talk (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Mech. Repair (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____ <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Fighting (Brawl) (25%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____ <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____ <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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### COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.						
Brawl	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				1D3 + DB	1	-	-	-
Reg	Half	Fifth										
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Reg	Half	Fifth										

Reputation

Starting	Current	Censure

☐ Censured

Build 

Reg	Half	Fifth

 Move 

Reg	Half	Fifth

Dodge 

Reg	Half	Fifth

Damage Bonus 

Reg	Half	Fifth

## 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 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

