

# CALL of CTHULHU

## REIGN OF TERROR

### ATTRIBUTES

NAME \_\_\_\_\_

OCCUPATION \_\_\_\_\_

AGE \_\_\_\_\_ PRONOUN \_\_\_\_\_

MOVE

BUILD

DAMAGE BONUS

DODGE

HIT POINTS

20	19	18	17	16
15	14	13	12	11
10	9	8	7	6
5	4	3	2	1

Magic Wound

MAGIC POINTS

24	23	22	21	20	19
18	17	16	15	14	13
12	11	10	9	8	7
6	5	4	3	2	1

PORTRAIT

### CHARACTERISTICS

STR

CON

DEX

INT  
IDEA

Reg	Half	Fifth
<input type="text"/>	<input type="text"/>	<input type="text"/>

Reg	Half	Fifth
<input type="text"/>	<input type="text"/>	<input type="text"/>

Reg	Half	Fifth
<input type="text"/>	<input type="text"/>	<input type="text"/>

Reg	Half	Fifth
<input type="text"/>	<input type="text"/>	<input type="text"/>

SIZ

POW

APP

EDU  
KNOW

Reg	Half	Fifth
<input type="text"/>	<input type="text"/>	<input type="text"/>

Reg	Half	Fifth
<input type="text"/>	<input type="text"/>	<input type="text"/>

Reg	Half	Fifth
<input type="text"/>	<input type="text"/>	<input type="text"/>

Reg	Half	Fifth
<input type="text"/>	<input type="text"/>	<input type="text"/>

Max  
Sanity

Indefinite  
Insanity

1/5 Current Sanity

Luck  
Points

99	98	97
96	95	94
93	92	91
90	89	88
87	86	85
84	83	82
81	80	79
78	77	76
75	74	73
72	71	70
69	68	67
66	65	64
63	62	61
60	59	58
57	56	55
54	53	52
51	50	49
48	47	46
45	44	43
42	41	40
39	38	37
36	35	34
33	32	31
30	29	28
27	26	25
24	23	22
21	20	19
18	17	16
15	14	13
12	11	10
9	8	7
6	5	4
3	2	1

Out of  
Luck

- ☐ Accounting (05%)
- ☐ Animal Handling (05%)
- ☐ Anthropology (01%)
- ☐ Appraise (05%)
- ☐ Art / Craft (05%)
- ☐ Artillery (01%)
- ☐ Charm (15%)
- ☐ Climb (20%)
- ☐ Credit Rating (00%)
- ☐ Cthulhu Mythos (00%)
- ☐ Disguise (05%)
- ☐ Dodge (half DEX)
- ☐ Drive (Wagon/Carriage) (20%)
- ☐ Fast Talk (05)
- ☐ Fighting (Brawl) (25%)
- ☐
- ☐
- ☐
- ☐
- ☐

- ☐ Firearms (Musket) (20%)
- ☐ Firearms (Pistol) (20%)
- ☐ First Aid (30%)
- ☐ History (05%)
- ☐ Intimidate (15%)
- ☐ Jump (20%)
- ☐ Language (Other) (01%)
- ☐ Language Own (EDU)
- ☐ Law (05%)
- ☐ Library Use (20%)
- ☐ Listen (20%)
- ☐ Locksmith (01%)
- ☐ Medicine (01%)
- ☐ Natural World (20%)
- ☐ Navigate (10%)
- ☐ Occult (05%)
- ☐ Persuade (10%)

- ☐ Pilot Boat (20%)
- ☐ Psychology (10%)
- ☐ Repair (10%)
- ☐ Ride (15%)
- ☐ Science (01%)
- ☐ Sleight of Hand (10%)
- ☐ Spot Hidden (25%)
- ☐ Stealth (20%)
- ☐ Survival (10%)
- ☐ Swim (20%)
- ☐ Throw (20%)
- ☐ Track (10%)
- ☐
- ☐
- ☐
- ☐

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
BRAWL	<input type="text"/>	1D3 + DB	1	-	-	-
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

☐ Indefinite  
Insanity

☐ Temporary  
Insanity

Sanity  
Points

99	98	97
96	95	94
93	92	91
90	89	88
87	86	85
84	83	82
81	80	79
78	77	76
75	74	73
72	71	70
69	68	67
66	65	64
63	62	61
60	59	58
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54	53	52
51	50	49
48	47	46
45	44	43
42	41	40
39	38	37
36	35	34
33	32	31
30	29	28
27	26	25
24	23	22
21	20	19
18	17	16
15	14	13
12	11	10
9	8	7
6	5	4
3	2	1

Out of  
Sanity



# BACKSTORY

# WEALTH

## PERSONAL DESCRIPTION:

## TRAITS:

## IDEOLOGY & BELIEFS:

## SIGNIFICANT PEOPLE:

## MEANINGFUL LOCATIONS:

## TREASURED POSSESSIONS:

## PHOBIAS & MANIAS:

## ARCANE TOMES & SPELLS:

## SPENDING LEVEL:

## CASH:

## ASSETS:

## INJURIES

## STRANGE ENCOUNTERS

## GEAR & POSSESSIONS

Character \_\_\_\_\_  
Player \_\_\_\_\_

— My Colleagues —

Character \_\_\_\_\_  
Player \_\_\_\_\_

Character \_\_\_\_\_  
Player \_\_\_\_\_



Character \_\_\_\_\_  
Player \_\_\_\_\_

Character \_\_\_\_\_  
Player \_\_\_\_\_

Character \_\_\_\_\_  
Player \_\_\_\_\_

