

# 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  |

Mark 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  |

# CHARACTERISTICS

STR

CON

DEX

INT  
IDEA

SIZ

POW

APP

EDU  
KNOW

- ☐ 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%)
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

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

— My Colleagues —

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

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



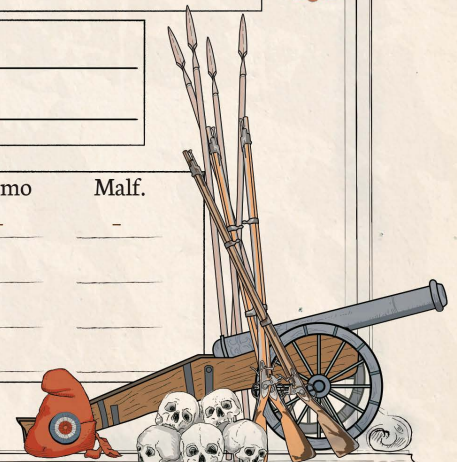
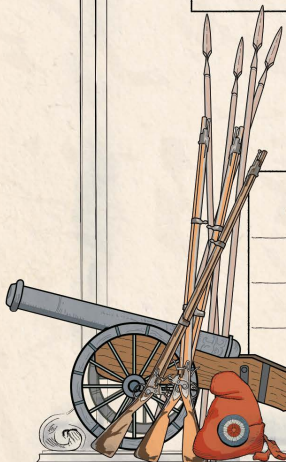
Character \_\_\_\_\_  
Player \_\_\_\_\_



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

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

| 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"/> |



FOLD



# Backstory

## Personal Description

## Ideology & Beliefs

## Significant People

## Meaningful Locations

## Treasured Possessions

## Arcane Tomes & Spells

## Injuries & Strange Encounters

## Wealth

### Spending Level

### Cash

### Assets

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# CALL of CTHULHU

## REIGN OF TERROR



### Starting Luck

### 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
- 1 2 3

### Out of Luck

### The Journal of \_\_\_\_\_

Character

### Born \_\_\_\_\_

Year

### in \_\_\_\_\_

Birth Place

### Occupation

### Traits

### Gear & Possessions

### Phobias & Manias

### Often Used Skills

Repeated from Skills List

### Spot Hidden (25%)

### Psychology (10%)

### Dodge (half DEX %)

☐ Indefinite Insanity ☐ Temporary Insanity

### Max Sanity

### Indefinite Insanity

1/5 Current Sanity

### 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
- 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
- 1 2 3

### Out of Sanity

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