

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

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

SIZ

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

CON

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

POW

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

DEX

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

APP

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

INT
IDEA

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

EDU
KNOW

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

- ☐ 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 _____



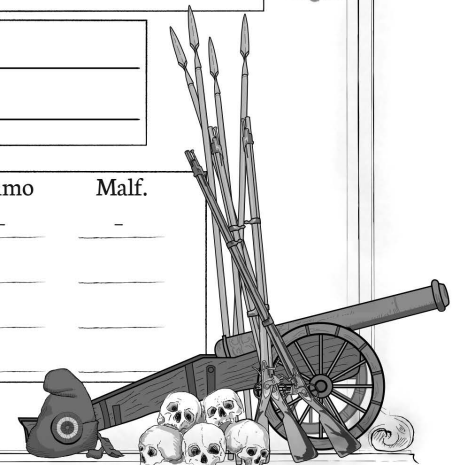
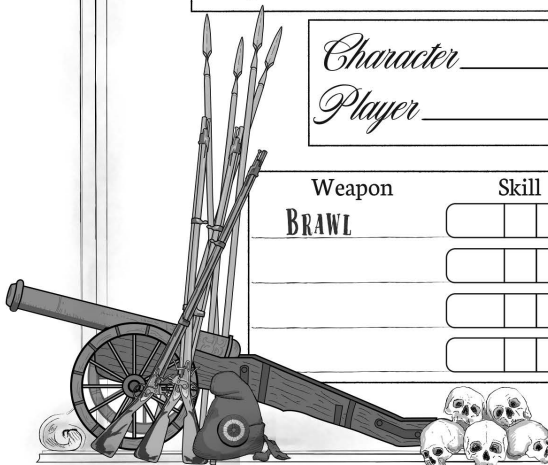
Character _____
Player _____



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

FOLD

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

FOLD