

Present



Name: Charles Matheson  
 Sex: Male, Age: 52  
 Occupation: Antiquarian  
 Colleges, Degrees:  
 Birthplace:  
 Mental Disorders:

### Characteristics & Rolls

STR 12    DEX 14    INT 18    Idea 90  
 CON 12    APP 10    POW 18    Luck 90  
 SIZ 12    SAN 90    EDU 26    Know 99

99-Cthulhu Mythos: 99, Damage Bonus: none, Move: 8, Armor: 0

### Sanity Points: 90

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14  
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31  
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48  
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65  
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82  
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

### Magic Points: 18

Unconscious 0 1 2 3  
 4 5 6 7 8 9 10 11  
 12 13 14 15 16 17 18 19  
 20 21 22 23 24 25 26 27  
 28 29 30 31 32 33 34 35  
 36 37 38 39 40 41 42 43

### Hit Points: 12

Dead -2 -1 0 1 2 3  
 4 5 6 7 8 9 10 11  
 12 13 14 15 16 17 18 19  
 20 21 22 23 24 25 26 27  
 28 29 30 31 32 33 34 35  
 36 37 38 39 40 41 42 43

Present-Day Investigator's Sheet

Player's Name:



# CALL OF CTHULHU

Horror Role-Playing



### Investigator Skills

- |  |     |  |      |
|--|-----|--|------|
| <input type="checkbox"/> Accounting (10%)            | 10% | <input type="checkbox"/> Other Language (01%)  | 1%   |
| <input type="checkbox"/> Anthropology (01%)          | 40% | <input type="checkbox"/> Own Language (EDU×5%) | 130% |
| <input type="checkbox"/> Antiques (01%)              | 65% | <input type="checkbox"/> Persuade (15%)        | 15%  |
| <input type="checkbox"/> Arabic (01%)                | 60% | <input type="checkbox"/> Pharmacy (01%)        | 1%   |
| <input type="checkbox"/> Archaeology (01%)           | 40% | <input type="checkbox"/> Photography (10%)     | 10%  |
| <input type="checkbox"/> Art (05%)                   | 5%  | <input type="checkbox"/> Physics (01%)         | 1%   |
| <input type="checkbox"/> Assess Item (0%)            | 85% | <input type="checkbox"/> Pilot Aircraft (01%)  | 1%   |
| <input type="checkbox"/> Astronomy (01%)             | 1%  | <input type="checkbox"/> Psychoanalysis (01%)  | 23%  |
| <input type="checkbox"/> Bargain (05%)               | 60% | <input type="checkbox"/> Psychology (05%)      | 65%  |
| <input type="checkbox"/> Biology (01%)               | 1%  | <input type="checkbox"/> Ride (05%)            | 5%   |
| <input type="checkbox"/> Chemistry (01%)             | 1%  | <input type="checkbox"/> Sneak (10%)           | 10%  |
| <input type="checkbox"/> Climb (40%)                 | 40% | <input type="checkbox"/> Spot Hidden (25%)     | 85%  |
| <input type="checkbox"/> Computer Use (01%)          | 1%  | <input type="checkbox"/> Swim (25%)            | 25%  |
| <input type="checkbox"/> Conceal (15%)               | 15% | <input type="checkbox"/> Throw (25%)           | 25%  |
| <input type="checkbox"/> Craft (05%)                 | 5%  | <input type="checkbox"/> Track (10%)           | 10%  |
| <input type="checkbox"/> Credit Rating (15%)         | 15% |  |      |
| <input type="checkbox"/> Cthulhu Mythos (00%)        | 0%  |  |      |
| <input type="checkbox"/> Disguise (01%)              | 1%  |  |      |
| <input type="checkbox"/> Dodge (DEX×2%)              | 28% |  |      |
| <input type="checkbox"/> Drive Auto (20%)            | 20% |  |      |
| <input type="checkbox"/> Electrical Repair (10%)     | 10% |  |      |
| <input type="checkbox"/> Electronics (01%)           | 1%  |  |      |
| <input type="checkbox"/> Fast Talk (05%)             | 5%  |  |      |
| <input type="checkbox"/> First Aid (30%)             | 45% |  |      |
| <input type="checkbox"/> Geology (01%)               | 1%  |  |      |
| <input type="checkbox"/> Hide (10%)                  | 10% |  |      |
| <input type="checkbox"/> History (20%)               | 60% |  |      |
| <input type="checkbox"/> Jump (25%)                  | 25% |  |      |
| <input type="checkbox"/> Latin (1%)                  | 80% |  |      |
| <input type="checkbox"/> Law (05%)                   | 5%  |  |      |
| <input type="checkbox"/> Library Use (25%)           | 85% |  |      |
| <input type="checkbox"/> Listen (25%)                | 48% |  |      |
| <input type="checkbox"/> Locksmith (01%)             | 1%  |  |      |
| <input type="checkbox"/> Martial Arts (01%)          | 1%  |  |      |
| <input type="checkbox"/> Mechanical Repair (20%)     | 20% |  |      |
| <input type="checkbox"/> Medicine (05%)              | 5%  |  |      |
| <input type="checkbox"/> Natural History (10%)       | 10% |  |      |
| <input type="checkbox"/> Navigate (10%)              | 10% |  |      |
| <input type="checkbox"/> Occult (05%)                | 5%  |  |      |
| <input type="checkbox"/> Operate Heavy Machine (01%) | 1%  |  |      |

### Combat Skills

- |   |     |
|---|-----|
| <input type="checkbox"/> Club (25%)           | 25% |
| <input type="checkbox"/> Fist/Punch (50%)     | 50% |
| <input type="checkbox"/> Handgun (20%)        | 20% |
| <input type="checkbox"/> Kick (25%)           | 25% |
| <input type="checkbox"/> Knife (25%)          | 25% |
| <input type="checkbox"/> Machine Gun (15%)    | 15% |
| <input type="checkbox"/> Rifle (25%)          | 25% |
| <input type="checkbox"/> Shotgun (30%)        | 30% |
| <input type="checkbox"/> Submachine Gun (15%) | 15% |

### Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist (50)	50	1D3	1	touch	1	n/a								
<input type="checkbox"/> Grapple (25)	25	special	2	touch	1	n/a								
<input type="checkbox"/> Head (10)	10	1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick (25)	25	1D6	0	touch	1	n/a								