

Present



Name: Det. Dan Decker
 Sex: Male, Age: 32
 Occupation: Police Detective
 Colleges, Degrees:
 Birthplace:
 Mental Disorders:

Characteristics & Rolls

STR	13	DEX	12	INT	14	Idea	70
CON	14	APP	11	POW	10	Luck	50
SIZ	16	SAN	50	EDU	15	Know	75

99-Cthulhu Mythos: 99, Damage Bonus: +1D4, Move: 8, Armor: 0

Sanity Points: 50

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: 10

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: 15

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"/> Photography (10%)	10%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Psychology (05%)	25%
<input type="checkbox"/> Bargain (05%)	25%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Sneak (10%)	45%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Spot Hidden (25%)	65%
<input type="checkbox"/> Climb (40%)	40%	<input type="checkbox"/> Swim (25%)	25%
<input type="checkbox"/> Computer Use (01%)	1%	<input type="checkbox"/> Throw (25%)	25%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Track (10%)	30%
<input type="checkbox"/> Craft (05%)	5%		
<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%)	55%		
<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%)	25%		
<input type="checkbox"/> First Aid (30%)	54%		
<input type="checkbox"/> Geology (01%)	1%		
<input type="checkbox"/> Hide (10%)	40%		
<input type="checkbox"/> History (20%)	20%		
<input type="checkbox"/> Jump (25%)	25%		
<input type="checkbox"/> Law (05%)	70%		
<input type="checkbox"/> Library Use (25%)	25%		
<input type="checkbox"/> Listen (25%)	65%		
<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%		
<input type="checkbox"/> Other Language (01%)	1%		
<input type="checkbox"/> Own Language (EDU×5%)	75%		
<input type="checkbox"/> Persuade (15%)	55%		
<input type="checkbox"/> Pharmacy (01%)	1%		

Combat Skills

<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Dodge (DEX×2%)	55%
<input type="checkbox"/> Fist/Punch (50%)	50%
<input type="checkbox"/> Handgun (20%)	75%
<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						firearm					
	%	damage	hnd	rng	#att hp		%	damage	malf	rng	#att shots hp
<input type="checkbox"/> Fist (50)	50	1D3+1D4	1	touch	1 n/a	<input type="checkbox"/> .32 Revolver	75	1D8	00	15	3 6 10
<input type="checkbox"/> Grapple (25)	25	special	2	touch	1 n/a						
<input type="checkbox"/> Head (10)	10	1D4+1D4	0	touch	1 n/a						
<input type="checkbox"/> Kick (25)	25	1D6+1D4	0	touch	1 n/a						