

Present



Name: Ernie Simms
 Sex: Male, Age: 29
 Occupation: Criminal
 Colleges, Degrees:
 Birthplace:
 Mental Disorders:

Characteristics & Rolls

STR 11 DEX 16 INT 12 Idea 60
 CON 12 APP 8 POW 8 Luck 40
 SIZ 8 SAN 40 EDU 11 Know 55

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

Sanity Points: 40

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: 8

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: 10

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:



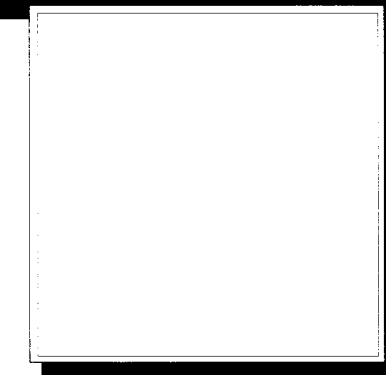
CALL OF CTHULHU

Horror Role-Playing



Investigator Skills

- | | | | |
|--|-----|---|-----|
| <input type="checkbox"/> Accounting (10%) | 30% | <input type="checkbox"/> Pharmacy (01%) | 1% |
| <input type="checkbox"/> Anthropology (01%) | 1% | <input type="checkbox"/> Photography (10%) | 10% |
| <input type="checkbox"/> Appraise (01%) | 30% | <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%) | 5% |
| <input type="checkbox"/> Bargain (05%) | 5% | <input type="checkbox"/> Ride (05%) | 5% |
| <input type="checkbox"/> Biology (01%) | 1% | <input type="checkbox"/> Sneak (10%) | 75% |
| <input type="checkbox"/> Chemistry (01%) | 1% | <input type="checkbox"/> Spot Hidden (25%) | 56% |
| <input type="checkbox"/> Climb (40%) | 67% | <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%) | 10% |
| <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%) | 46% | | |
| <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%) | 30% | | |
| <input type="checkbox"/> First Aid (30%) | 30% | | |
| <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%) | 5% | | |
| <input type="checkbox"/> Library Use (25%) | 25% | | |
| <input type="checkbox"/> Listen (25%) | 25% | | |
| <input type="checkbox"/> Locksmith (01%) | 60% | | |
| <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%) | 55% | | |
| <input type="checkbox"/> Persuade (15%) | 15% | | |



Combat Skills

- | | |
|---|-----|
| <input type="checkbox"/> Club (25%) | 25% |
| <input type="checkbox"/> Dodge (DEX×2%) | 46% |
| <input type="checkbox"/> Fist/Punch (50%) | 50% |
| <input type="checkbox"/> Handgun (20%) | 20% |
| <input type="checkbox"/> Kick (25%) | 25% |
| <input type="checkbox"/> Knife (25%) | 65% |
| <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									
<input type="checkbox"/>	Knife	65	1D4+2	1	touch	1	15									