

1890s



Player Name:

 Mentor Roleplaying
 in the Worlds of
 H.P. Lovecraft

 Call of
 Cthulhu

 Investigator Name Elijah Malcolm Alesworth
 Occupation Invested in Agriculture
 Colleges, Degrees _____
 Birthplace _____
 Mental Disorders Fear of Heights
 Sex Male Age 29

Characteristics & Rolls

 STR 13 DEX 11 INT 11 Idea 55
 CON 12 APP 12 POW 10 Luck 50
 SIZ 13 SAN _____ EDU 18 Know 90
 99-Cthulhu Mythos _____ Damage Bonus +104

Sanity Points

 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

 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

 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

Investigator Skills

☐ Accounting (10%) <u>30</u>	☐ Law (05%) _____
☐ Anthropology (01%) _____	☐ Library Use (25%) _____
☐ Archaeology (01%) _____	☐ Listen (25%) _____
☐ Art (05%):	☐ Locksmith (01%) _____
☒ <u>Painting Apprec.</u> <u>65</u>	☐ Martial Arts (01%) _____
☐ Astronomy (01%) <u>06</u>	☐ Mech. Repair (20%) _____
☐ Bargain (05%) <u>35</u>	☐ Medicine (05%) _____
☐ Biology (01%) <u>11</u>	☐ Natural History (10%) _____
☐ Chemistry (01%) _____	☐ Navigate (10%) _____
☐ Climb (40%) _____	☐ Occult (05%) <u>10</u>
☐ Conceal (15%) _____	☐ Opr. Hvy. Mch. (01%) _____
☐ Craft (05%):	Other Language (01%):
☒ <u>Picture Framing</u> <u>41</u>	☒ <u>French</u> <u>51</u>
☐ Credit Rating (15%) <u>65</u>	☐ _____
☐ Cthulhu Mythos (00) _____	Own Language (EDUx5%):
☐ Disguise (01%) _____	☐ <u>English</u> <u>90</u>
☐ Dodge (DEX x2) <u>22</u>	☐ Persuade (15%) <u>55</u>
☐ Drive Carriage (20%) _____	☐ Pharmacy (01%) _____
☐ Electr. Repair (10%) _____	☐ Photography (10%) _____
☐ Fast Talk (05%) _____	☐ Physics (01%) _____
☐ First Aid (30%) _____	☐ Pilot Balloon (01%) _____
☒ Geology (01%) <u>41</u>	☐ Pilot Boat (01%) _____
☐ Hide (10%) _____	☐ Psychology (05%) _____
☐ History (20%) _____	☒ Ride (05%) <u>45</u>
☐ Jump (25%) _____	☐ Sneak (10%) _____
	☐ Spot Hidden (25%) _____

☐ Swim (25%) _____
☐ Throw (25%) _____
☐ Track (10%) _____
☒ <u>Precision Sawing</u> <u>71</u>
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
Firearms
☐ Handgun (20%) _____
☐ Machine Gun (15%) _____
☐ Rifle (25%) _____
☒ Shotgun (30%) <u>40</u>

Sanity Points

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
☐ Fist (50%)	_____	1D3+db	1	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ Grapple (25%)	_____	special	2	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ Head (10%)	_____	1D4+db	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ Kick (25%)	_____	1D6+db	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____



Investigator Name Thomas Smith
Occupation _____
Colleges, Degrees _____
Birthplace _____
Mental Disorders _____
Sex Male Age 36

Characteristics & Rolls
STR 16 DEX 13 INT 12 Idea 60
CON 14 APP 11 POW 12 Luck 60
SIZ 16 SAN _____ EDU 12 Know 60
99-Cthulhu Mythos 99 Damage Bonus +1D4

Sanity Points
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
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
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

Investigator Skills

☐ Accounting (10%) <u>30</u>	☐ Law (05%) _____	
☐ Anthropology (01%) _____	☐ Library Use (25%) _____	
☐ Archaeology (01%) _____	☒ Listen (25%) <u>50</u>	
☐ Art (05%): _____	☒ Locksmith (01%) <u>31</u>	
☐ _____	☒ Martial Arts (01%) _____	
☐ _____	☒ Mech. Repair (20%) <u>70</u>	
☐ Astronomy (01%) <u>11</u>	☐ Medicine (05%) _____	
☐ Bargain (05%) _____	☐ Natural History (10%) _____	
☐ Biology (01%) _____	☐ Navigate (10%) _____	
☐ Chemistry (01%) _____	☐ Occult (05%) _____	
☐ Climb (40%) _____	☐ Opr. Hvy. Mch. (01%) _____	
☒ Conceal (15%) <u>25</u>	Other Language (01%):	☐ Swim (25%) _____
☐ Craft (05%): _____	☐ _____	☐ Throw (25%) _____
☐ _____	☐ _____	☐ Track (10%) _____
☐ _____	☐ _____	☐ <u>Farm Work</u> <u>20</u>
☐ Credit Rating (15%) _____	Own Language (EDUx5%):	☐ _____
☐ Cthulhu Mythos (00) _____	☒ <u>English</u> <u>60</u>	☐ _____
☐ Disguise (01%) _____	☐ Persuade (15%) _____	☐ _____
☐ Dodge (DEX x2) <u>26</u>	☐ Pharmacy (01%) _____	☐ _____
☐ Drive Carriage (20%) <u>60</u>	☐ Photography (10%) _____	☐ _____
☐ Electr. Repair (10%) _____	☐ Physics (01%) _____	☐ _____
☒ Fast Talk (05%) <u>25</u>	☐ Pilot Balloon (01%) _____	☐ _____
☐ First Aid (30%) _____	☐ Pilot Boat (01%) _____	Firearms
☐ Geology (01%) _____	☐ Psychology (05%) <u>25</u>	☐ Handgun (20%) _____
☐ Hide (10%) _____	☐ Ride (05%) <u>25</u>	☐ Machine Gun (15%) _____
☐ History (20%) _____	☒ Sneak (10%) <u>50</u>	☐ Rifle (25%) _____
☐ Jump (25%) _____	☒ Spot Hidden (25%) <u>50</u>	☐ Shotgun (30%) <u>60</u>

Sanity Points

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
☐ Fist (50%)	_____	1D3+db	1	touch	1	n/a	☐	_____	_____	_____	_____	_____	_____	_____
☐ Grapple (25%)	_____	special	2	touch	1	n/a	☐	_____	_____	_____	_____	_____	_____	_____
☐ Head (10%)	_____	1D4+db	0	touch	1	n/a	☐	_____	_____	_____	_____	_____	_____	_____
☐ Kick (25%)	_____	1D6+db	0	touch	1	n/a	☐	_____	_____	_____	_____	_____	_____	_____
☐	_____	_____	_____	_____	_____	_____	☐	_____	_____	_____	_____	_____	_____	_____
☐	_____	_____	_____	_____	_____	_____	☐	_____	_____	_____	_____	_____	_____	_____

Characteristics & Rolls

Player Name:

**Horror Roleplaying
in the Worlds of
H.P. Lovecraft**

CATHOLIC CALL

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		

[illegible][illegible]



Investigator Name Janet Kershaw
Occupation _____
Colleges, Degrees _____
Birthplace London, England
Mental Disorders _____
Sex Female Age 30

Characteristics & Rolls
STR 14 DEX 12 INT 11 Idea 55
CON 18 APP 12 POW 16 Luck 80
SIZ 13 SAN _____ EDU 8 Know 40
99-Cthulhu Mythos 99 Damage Bonus +104

Sanity Points
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
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
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

Investigator Skills

☐ Accounting (10%) _____	☐ Law (05%) _____
☐ Anthropology (01%) _____	☐ Library Use (25%) _____
☐ Archaeology (01%) _____	☒ Listen (25%) <u>40</u>
☐ Art (05%): _____	☒ Locksmith (01%) <u>21</u>
☐ _____	☐ Martial Arts (01%) _____
☐ _____	☒ Mech. Repair (20%) <u>40</u>
☐ Astronomy (01%) _____	☐ Medicine (05%) _____
☐ Bargain (05%) <u>35</u>	☐ Natural History (10%) _____
☐ Biology (01%) _____	☐ Navigate (10%) <u>40</u>
☐ Chemistry (01%) _____	☐ Occult (05%) _____
☒ Climb (40%) <u>60</u>	☐ Opr. Hvy. Mch. (01%) _____
☒ Conceal (15%) <u>35</u>	☐ Other Language (01%):
☐ Craft (05%): _____	☐ <u>French</u> <u>06</u>
☐ _____	☐ <u>Italian</u> <u>06</u>
☐ _____	☐ _____
☐ Credit Rating (15%) _____	☐ Own Language (EDUx5%):
☐ Cthulhu Mythos (00) _____	☐ <u>English</u> <u>40</u>
☐ Disguise (01%) _____	☐ Persuade (15%) _____
☐ Dodge (DEX x2) <u>24</u>	☐ Pharmacy (01%) _____
☒ Drive Carriage (20%) <u>70</u>	☐ Photography (10%) _____
☐ Electr. Repair (10%) _____	☐ Physics (01%) _____
☒ Fast Talk (05%) <u>05</u>	☐ Pilot Balloon (01%) _____
☐ First Aid (30%) _____	☐ Pilot Boat (01%) _____
☐ Geology (01%) _____	☐ Psychology (05%) _____
☐ Hide (10%) _____	☐ Ride (05%) <u>25</u>
☐ History (20%) _____	☒ Sneak (10%) <u>30</u>
☐ Jump (25%) _____	☒ Spot Hidden (25%) <u>40</u>

☐ Swim (25%) _____
☐ Throw (25%) _____
☐ Track (10%) _____
☐ Alcohol Tolerance <u>90</u>
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
Firearms
☐ Handgun (20%) _____
☐ Machine Gun (15%) _____
☐ Rifle (25%) _____
☐ Shotgun (30%) _____

Sanity Points

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
☐ Fist (50%)	_____	1D3+db	1	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ Grapple (25%)	_____	special	2	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ Head (10%)	_____	1D4+db	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ Kick (25%)	_____	1D6+db	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____



Investigator Name Roderick Bartholomew Newbury
Occupation _____
Colleges, Degrees _____
Birthplace _____
Mental Disorders _____
Sex Male Age 27

Characteristics & Rolls
STR 14 DEX 14 INT 14 Idea 70
CON 16 APP 15 POW 13 Luck 65
SIZ 13 SAN _____ EDU 18 Know 90
99-Cthulhu Mythos _____ Damage Bonus +104

Sanity Points

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

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

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										

Investigator Skills

☐ Accounting (10%) _____	☐ Law (05%) _____
☐ Anthropology (01%) _____	☐ Library Use (25%) _____
☐ Archaeology (01%) _____	☐ Listen (25%) <u>45</u>
☒ Art (05%): <u>Sketching</u> <u>65</u>	☐ Locksmith (01%) _____
☐ Astronomy (01%) <u>11</u>	☐ Martial Arts (01%) _____
☐ Bargain (05%) _____	☐ Mech. Repair (20%) _____
☒ Biology (01%) <u>61</u>	☐ Medicine (05%) _____
☐ Chemistry (01%) _____	☒ Natural History (10%) <u>61</u>
☐ Climb (40%) <u>60</u>	☐ Navigate (10%) <u>20</u>
☐ Conceal (15%) _____	☐ Occult (05%) _____
☐ Craft (05%): _____	☐ Opr. Hvy. Mch. (01%) _____
☒ Cooking <u>65</u>	☐ Other Language (01%): _____
☐ Credit Rating (15%) <u>55</u>	☒ French <u>31</u>
☐ Cthulhu Mythos (00) _____	☐ Own Language (EDUx5%): _____
☐ Disguise (01%) _____	☒ English <u>90</u>
☐ Dodge (DEX x2) <u>20</u>	☐ Persuade (15%) _____
☐ Drive Carriage (20%) _____	☐ Pharmacy (01%) _____
☐ Electr. Repair (10%) _____	☐ Photography (10%) _____
☐ Fast Talk (05%) _____	☐ Physics (01%) _____
☐ First Aid (30%) _____	☐ Pilot Balloon (01%) _____
☐ Geology (01%) <u>11</u>	☐ Pilot Boat (01%) _____
☐ Hide (10%) _____	☐ Psychology (05%) _____
☐ History (20%) _____	☒ Ride (05%) <u>45</u>
☐ Jump (25%) <u>45</u>	☐ Sneak (10%) <u>30</u>
	☐ Spot Hidden (25%) <u>45</u>

☐ Swim (25%) <u>35</u>
☐ Throw (25%) _____
☐ Track (10%) _____
Firearms
☐ Handgun (20%) _____
☐ Machine Gun (15%) _____
☐ Rifle (25%) _____
☒ Shotgun (30%) <u>40</u>

Sanity Points

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
☐ Fist (50%)	_____	1D3+db	1	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ Grapple (25%)	_____	special	2	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ Head (10%)	_____	1D4+db	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ Kick (25%)	_____	1D6+db	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____



Player Name:



Investigator Name Abraham Hogge
Occupation _____
Colleges, Degrees _____
Birthplace _____
Mental Disorders _____
Sex Male Age 32

Characteristics & Rolls
STR 15 DEX 12 INT 12 Idea 60
CON 16 APP 13 POW 11 Luck 55
SIZ 13 SAN _____ EDU 12 Know 60
99-Cthulhu Mythos 99 Damage Bonus +104

Sanity Points
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
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
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

Investigator Skills

☐ Accounting (10%) _____	☐ Law (05%) _____
☐ Anthropology (01%) _____	☐ Library Use (25%) _____
☐ Archaeology (01%) _____	☒ Listen (25%) <u>45</u>
Art (05%): _____	☒ Locksmith (01%) <u>31</u>
☐ _____	☐ Martial Arts (01%) _____
☐ _____	☒ Mech. Repair (20%) <u>50</u>
☐ Astronomy (01%) <u>11</u>	☐ Medicine (05%) _____
☐ Bargain (05%) _____	☐ Natural History (10%) <u>30</u>
☐ Biology (01%) <u>11</u>	☐ Navigate (10%) <u>30</u>
☐ Chemistry (01%) _____	☐ Occult (05%) _____
☒ Climb (40%) <u>50</u>	☐ Opr. Hvy. Mch. (01%) _____
☒ Conceal (15%) <u>45</u>	Other Language (01%): _____
☐ Craft (05%): _____	☐ _____
☐ _____	☐ _____
☐ Credit Rating (15%) _____	Own Language (EDUx5%):
☐ Cthulhu Mythos (00) _____	☒ <u>English</u> <u>60</u>
☐ Disguise (01%) _____	☐ Persuade (15%) _____
☐ Dodge (DEX x2) <u>24</u>	☐ Pharmacy (01%) _____
☒ Drive Carriage (20%) <u>60</u>	☐ Photography (10%) _____
☐ Electr. Repair (10%) _____	☐ Physics (01%) _____
☒ Fast Talk (05%) <u>45</u>	☐ Pilot Balloon (01%) _____
☐ First Aid (30%) _____	☐ Pilot Boat (01%) _____
☐ Geology (01%) _____	☐ Psychology (05%) _____
☐ Hide (10%) _____	☐ Ride (05%) _____
☐ History (20%) _____	☒ Sneak (10%) <u>40</u>
☐ Jump (25%) _____	☒ Spot Hidden (25%) <u>45</u>

☐ Swim (25%) <u>45</u>
☐ Throw (25%) _____
☐ Track (10%) <u>30</u>
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
Firearms
☐ Handgun (20%) _____
☐ Machine Gun (15%) _____
☐ Rifle (25%) _____
☐ Shotgun (30%) <u>40</u>

Sanity Points

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
☐ Fist (50%)	_____	1D3+db	1	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ Grapple (25%)	_____	special	2	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ Head (10%)	_____	1D4+db	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ Kick (25%)	_____	1D6+db	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____