

**Present**



Investigator Name \_\_\_\_\_  
 Occupation \_\_\_\_\_  
 Colleges, Degrees \_\_\_\_\_  
 Birthplace \_\_\_\_\_  
 Mental Disorders \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_

**Characteristics & Rolls**

STR \_\_\_\_ DEX \_\_\_\_ INT \_\_\_\_ Idea \_\_\_\_  
 CON \_\_\_\_ APP \_\_\_\_ POW \_\_\_\_ Luck \_\_\_\_  
 SIZ \_\_\_\_ SAN \_\_\_\_ EDU \_\_\_\_ Know \_\_\_\_  
 99-Cthulhu Mythos \_\_\_\_\_ Damage Bonus \_\_\_\_\_

**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

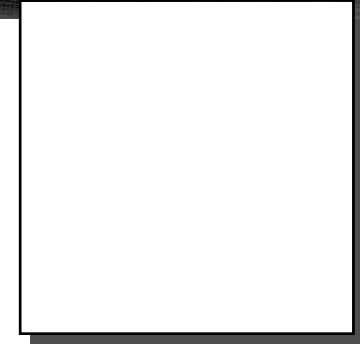
Player Name:

Horror Roleplaying  
 in the Worlds of  
 H.P. Lovecraft



**Sanity Points**

- |   |  |
|---|--|
| <input type="checkbox"/> Accounting (10%) _____     | <input type="checkbox"/> History (20%) _____         |
| <input type="checkbox"/> Anthropology (01%) _____   | <input type="checkbox"/> Jump (25%) _____            |
| <input type="checkbox"/> Archaeology (01%) _____    | <input type="checkbox"/> Law (05%) _____             |
| Art (05%):  | <input type="checkbox"/> Library Use (25%) _____     |
| <input type="checkbox"/> _____                      | <input type="checkbox"/> Listen (25%) _____          |
| <input type="checkbox"/> _____                      | <input type="checkbox"/> Locksmith (01%) _____       |
| <input type="checkbox"/> Astronomy (01%) _____      | <input type="checkbox"/> Martial Arts (01%) _____    |
| <input type="checkbox"/> Bargain (05%) _____        | <input type="checkbox"/> Mech. Repair (20%) _____    |
| <input type="checkbox"/> Biology (01%) _____        | <input type="checkbox"/> Medicine (05%) _____        |
| <input type="checkbox"/> Chemistry (01%) _____      | <input type="checkbox"/> Natural History (10%) _____ |
| <input type="checkbox"/> Climb (40%) _____          | <input type="checkbox"/> Navigate (10%) _____        |
| <input type="checkbox"/> Computer Use (01%) _____   | <input type="checkbox"/> Occult (05%) _____          |
| <input type="checkbox"/> Conceal (15%) _____        | <input type="checkbox"/> Opr. Hvy. Mch. (01%) _____  |
| Craft (05%):  | Other Language (01%):                                |
| <input type="checkbox"/> _____                      | <input type="checkbox"/> _____                       |
| <input type="checkbox"/> _____                      | <input type="checkbox"/> _____                       |
| <input type="checkbox"/> Credit Rating (15%) _____  | <input type="checkbox"/> _____                       |
| Cthulhu Mythos (00) _____                           | Own Language (EDUx5%):                               |
| <input type="checkbox"/> Disguise (01%) _____       | <input type="checkbox"/> _____                       |
| <input type="checkbox"/> Dodge (DEX x2) _____       | <input type="checkbox"/> Persuade (15%) _____        |
| <input type="checkbox"/> Drive Auto (20%) _____     | <input type="checkbox"/> Pharmacy (01%) _____        |
| <input type="checkbox"/> Electr. Repair (10%) _____ | <input type="checkbox"/> Photography (10%) _____     |
| <input type="checkbox"/> Electronics (01%) _____    | <input type="checkbox"/> Physics (01%) _____         |
| <input type="checkbox"/> Fast Talk (05%) _____      | Pilot (01%):   |
| <input type="checkbox"/> First Aid (30%) _____      | <input type="checkbox"/> _____                       |
| <input type="checkbox"/> Geology (01%) _____        | <input type="checkbox"/> _____                       |
| <input type="checkbox"/> Hide (10%) _____           | <input type="checkbox"/> Psychoanalysis (01%) _____  |



- |  |
|--|
| <input type="checkbox"/> Psychology (05%) _____  |
| <input type="checkbox"/> Ride (05%) _____        |
| <input type="checkbox"/> Sneak (10%) _____       |
| <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Swim (25%) _____        |
| <input type="checkbox"/> Throw (25%) _____       |
| <input type="checkbox"/> Track (10%) _____       |
| <input type="checkbox"/> _____                   |
| <input type="checkbox"/> _____                   |
| <input type="checkbox"/> _____                   |
| <input type="checkbox"/> _____                   |
| <b>Firearms</b>                                  |
| <input type="checkbox"/> Handgun (20%) _____     |
| <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Rifle (25%) _____       |
| <input type="checkbox"/> Shotgun (30%) _____     |
| <input type="checkbox"/> SMG (15%) _____         |

**Weapons**

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

## Personal Data

<b>Investigator Name</b> _____	<b>Episodes of Insanity</b> _____
<b>Residence</b> _____	_____
<b>Personal Description</b> _____	_____
_____	<b>Wounds &amp; Injuries</b> _____
_____	_____
<b>Family &amp; Friends</b> _____	<b>Marks &amp; Scars</b> _____
_____	_____
_____	_____
_____	_____

## Investigator History



_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Income & Savings

<b>Income</b> _____
<b>Cash on Hand</b> _____
<b>Savings</b> _____
<b>Personal Property</b> _____
_____
<b>Real Estate</b> _____
_____

## Adventuring Gear & Possessions

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## Mythos Tomes Read

_____	_____
_____	_____
_____	_____
_____	_____

## Investigator History



_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Magical Artifacts/Spells Known

<b>Artifacts</b> _____	<b>Spells</b> _____
_____	_____
_____	_____
_____	_____