

WORLD WAR CTHULHU LONDON

INVESTIGATOR

NAME _____

PLAYER _____ PERSONALITY _____

OCCUPATION _____

WARTIME EXPERIENCE _____

AGE _____ SEX _____

NATIONALITY _____ BIRTHPLACE _____

CHARACTERISTICS

STR

--	--

 DEX

--	--

 INT IDEA

--	--

CON

--	--

 APP

--	--

 POW

--	--

SIZ

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 EDU

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 MOVE RATE

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HIT POINTS

Dying	0	1	2
Unconscious	3	4	5
	6	7	8
	9	10	11
	12	13	14
	15	16	17
	18	19	20

MAX HP

TEMP. INSANE

START

SANITY

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					

MAJOR WOUND

INDEF. INSANE

MAX

LUCK

Out of Luck	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						

MAX MP

MAGIC POINTS

	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

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (10%)			
<input type="checkbox"/> Anthropology (01%)			
<input type="checkbox"/> Appraise (05%)			
<input type="checkbox"/> Archaeology (01%)			
<input type="checkbox"/> Art/Craft (05%)			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/> Art/Craft (Forgery) (05%)			
<input type="checkbox"/> Artillery (01%)			
<input type="checkbox"/> Charm (15%)			
<input type="checkbox"/> Civil Defence (10%)			
<input type="checkbox"/> Climb (20%)			
<input type="checkbox"/> Command (05%)			
<input type="checkbox"/> Credit Rating (00%)			
<input type="checkbox"/> Cthulhu Mythos (00%)			
<input type="checkbox"/> Disguise (05%)			
<input type="checkbox"/> Dodge (Half DEX)			
<input type="checkbox"/> Drive Auto (20%)			
<input type="checkbox"/> Electrical Repair (10%)			
<input type="checkbox"/> Fast Talk (05%)			
<input type="checkbox"/> Fighting (Brawl) (25%)			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/> Firearms (Handgun) (20%)			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/> First Aid (30%)			
<input type="checkbox"/> History (20%)			
<input type="checkbox"/> Intimidate (15%)			
<input type="checkbox"/> Jump (20%)			
<input type="checkbox"/> Language (Other) (01%)			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/> Language (Own) (EDU)			
<input type="checkbox"/> Law (05%)			
<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Locksmith (01%)			
<input type="checkbox"/> Make Do and Mend (15%)			
<input type="checkbox"/> Mechanical Repair (10%)			
<input type="checkbox"/> Medicine (01%)			
<input type="checkbox"/> Military Science (01%)			
<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Operate Heavy Machinery (01%)			
<input type="checkbox"/> Operate Radio (INT x2)			
<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/>			
<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Science (01%)			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/>			
<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Tradecraft (01%)			
<input type="checkbox"/>			
<input type="checkbox"/>			

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf
Unarmed				1d3+db	-	1	-	-

COMBAT

DAMAGE BONUS

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BUILD

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DODGE

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WORLD WAR C.T.H.U.L.H.U. LONDON

BACKSTORY

PERSONAL DESCRIPTION _____

TRAITS _____

IDEOLOGY/BELIEFS _____

INJURIES AND SCARS _____

SIGNIFICANT PEOPLE _____

PHOBIAS AND MANIAS _____

MEANINGFUL LOCATIONS _____

ARCANE TOMES, SPELLS AND ARTEFACTS _____

TREASURED POSSESSIONS _____

ENCOUNTERS WITH STRANGE ENTITIES _____

GEAR AND POSSESSIONS

CASH AND ASSETS

SPENDING LEVEL _____

STANDARD OF LIVING _____

CASH £ / s / D


ASSETS _____

1 POUND (£) = 20 SHILLINGS (s) = 240 PENCE (D)

QUICK REFERENCE

- Investigator Creation Summary: pg. 8
- Quickfire Method pg. 30
- Pre-War Occupations: pg. 11
- Wartime Experience: pg. 18
- Backstory: pg. 25
- New Skills: pg. 30
- Investigator Organisations: pg. 35
- Life in Wartime London: pg. 39
- Equipment: pg. 70

FELLOW INVESTIGATORS

Character: Player:	Character: Player:	Character: Player:	Character: Player:
Character: Player:	Character: Player:		
Character: Player:	Character: Player:	Character: Player:	Character: Player: