CALL OF CTHULHU
CHARACTER RECORD SHEET

CHARACTER NAME _____ PLAYER _____

PROFESSION _____ LEVEL _____ EXPERIENCE POINTS _____

AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS — TOTAL _____ CURRENT HP _____ SUBDUAL DAMAGE _____ SPEED _____

AC ARMOR CLASS — TOTAL _____ = 10 + ARMOR BONUS _____ + DEX MODIFIER _____ + MISC MODIFIER _____ + MISC MODIFIER _____ ARMOR CHECK PENALTY _____

INITIATIVE MODIFIER — TOTAL _____ = DEX MODIFIER _____ + MISC MODIFIER _____

BASE ATTACK BONUS _____

CURRENT SANITY _____

MAX. SANITY _____ **20% SANITY** _____

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	=	+	+	+	+	+
REFLEX (DEXTERITY)	=	+	+	+	+	+
WILL (WISDOM)	=	+	+	+	+	+

CONDITIONAL MODIFIERS _____

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	=	+	+	+	+
RANGED ATTACK BONUS	=	+	+	+	+
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

_____ _____

_____ _____

FEATS

_____

SPELLS

_____

GEAR

_____

SKILLS

MAX RANKS _____ / _____

CORE SKILLS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	Animal Empathy	CHA	=	+	+	
☐	Appraise ■	INT	=	+	+	
☐	Balance ■	DEX†	=	+	+	
☐	Bluff ■	CHA	=	+	+	
☐	Climb ■	STR†	=	+	+	
☐	Computer Use ■	INT	=	+	+	
☐	Concentration ■	CON	=	+	+	
☐	Craft* (_____)	INT	=	+	+	
☐	Cthulhu Mythos††	—	=	N/A +	+	
☐	Demolitions	INT	=	+	+	
☐	Diplomacy ■	CHA	=	+	+	
☐	Disable Device	INT	=	+	+	
☐	Disguise ■	CHA	=	+	+	
☐	Drive ■	DEX	=	+	+	
☐	Escape Artist ■	DEX†	=	+	+	
☐	Forgery ■	INT	=	+	+	
☐	Gather Information ■	CHA	=	+	+	
☐	Handle Animal	CHA	=	+	+	
☐	Heal ■	WIS	=	+	+	
☐	Hide ■	DEX†	=	+	+	
☐	Innuendo ■	WIS	=	+	+	
☐	Intimidate ■	CHA	=	+	+	
☐	Jump ■	STR†	=	+	+	
☐	Knowledge* (_____)	INT	=	+	+	
☐	(_____)	INT	=	+	+	
☐	(_____)	INT	=	+	+	
☐	(_____)	INT	=	+	+	
☐	Listen ■	WIS	=	+	+	
☐	Move Silently ■	DEX†	=	+	+	
☐	Open Lock	DEX	=	+	+	
☐	Operate Heavy Machinery	DEX	=	+	+	
☐	Performance* (_____)	CHA	=	+	+	
	(_____)		=	+	+	
☐	Pilot	DEX	=	+	+	
☐	Psychic Focus	WIS	=	+	+	
☐	Psychoanalysis	WIS	=	+	+	
☐	Read Lips	INT	=	+	+	
☐	Repair	DEX	=	+	+	
☐	Research ■	INT	=	+	+	
☐	Ride ■ _____	DEX	=	+	+	
☐	Search ■	INT	=	+	+	
☐	Sense Motive ■	WIS	=	+	+	
☐	Sleight of Hand	DEX	=	+	+	
☐	Speak Other Language* (_____)	INT	=	+	+	
	(_____)	INT	=	+	+	
☐	Spellcraft	INT	=	+	+	
☐	Spot ■	WIS	=	+	+	
☐	Swim ■	STR†	=	+	+	
☐	Tumble	DEX†	=	+	+	
☐	Use Rope ■	DEX	=	+	+	
☐	Wilderness Lore ■	WIS	=	+	+	

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.
Skills marked with ☒ are core skills. † ARMOR CHECK PENALTY, if any, applies.
** This skill requires a specialization; see the skill's listing for details.*
†† This skill cannot be taken during character creation.

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