Call of Cthulhu

Ema's Investigator Sheet 1.2

Personal Info

Player Name: _____
Character Name: _____
Profession: _____
Level: _____ Experience: _____ Next Lev.: _____
Age: _____ Gender: _____ Height: _____ Weight: _____
Savings: _____ Salary: _____
Education: _____

Abilities

	Score	Modif.	Temp	Modif.
Strength:				
Dexterity:				
Constitution:				
Intelligence:				
Wisdom:				
Charisma:				

Hit Points

Total: _____
Current: _____
Subdual Damage: _____
Notes: _____

Armor Class

_____ = 10 + Armor + DEX + Misc

Armor Type: _____
Armor Check Penalty: _____

Sanity

Current Sanity:

-10	-09	-08	-07	-06	-05	-04	-03	-02	-01
00	01	02	03	04	05	06	07	08	09
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

Starting Sanity: _____
Max Sanity: _____
Insanities: _____

Combat

Melee: ___/___/___ = ___/___/___ + STR + Misc
Ranged: ___/___/___/___ = ___/___/___/___ + DEX + Misc
Initiative: _____ = DEX + Misc + Misc
Speed: _____

Weapons

	Total Attack Bonus	Damage	Critical	Range	Size/ Cap	Type/ Cal	RoF
	___/___/___/___/___						
	___/___/___/___/___						
	___/___/___/___/___						
	___/___/___/___/___						
	___/___/___/___/___						
	___/___/___/___/___						
	___/___/___/___/___						
	___/___/___/___/___						

Ammunitions: ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
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_____ _____ _____

Notes: _____

Saving Throws

Fortitude: _____ = Base + CON + Misc + Misc
Reflex: _____ = Base + DEX + Misc + Misc
Will: _____ = Base + WIS + Misc + Misc

Skills

	Core	Total	Rank	Abil.	Misc
Animal Empathy	☐	___	___	CHA	___
◆ Appraise	☐	___	___	INT	___
◆ Balance	☐	___	___	DEX	*
◆ Bluff	☐	___	___	CHA	___
◆ Climb	☐	___	___	STR	*
◆ Computer Use	☐	___	___	INT	___
◆ Concentration	☐	___	___	CON	___
Craft					
(_____)	☐	___	___	INT	___
(_____)	☐	___	___	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	☐	___	___	INT	___
◆ Research	☐	___	___	INT	___
◆ Ride					
(_____)	☐	___	___	DEX	___
(_____)	☐	___	___	DEX	___
◆ Search	☐	___	___	INT	___
◆ Sense Motive	☐	___	___	WIS	___
Sleight of Hand	☐	___	___	DEX	___
Speak Other Language					
(_____)	☐	___	___	INT	___
(_____)	☐	___	___	INT	___
(_____)	☐	___	___	INT	___
(_____)	☐	___	___	INT	___
Spellcraft	☐	___	___	INT	___
◆ Spot	☐	___	___	WIS	___
◆ Swim (-1 every 5 lbs.)	☐	___	___	STR	___
Tumble	☐	___	___	DEX	*
◆ Use Rope	☐	___	___	DEX	___
◆ Wilderness Lore	☐	___	___	WIS	___
_____	☐	___	___	___	___
_____	☐	___	___	___	___

Max. Rank: ___ / ___

◆ Use Untrained
* Armor Penalty

Feats

General Feats

- ☐ Acrobatic
- ☐ Alertness
- ☐ Ambidexterity
- ☐ Animal Affinity
- ☐ Athletic
- ☐ Blind-Fight
- ☐ Cautious
- ☐ Combat Casting
- ☐ Dodge
  - ☐ Mobility
  - ☐ Spring Attack
- ☐ Drive-By Attack
- ☐ Endurance
- ☐ Expertise
- ☐ Gearhead
- ☐ Great Fortitude
- ☐ Improved Critical

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- ☐ Improved Initiative
- ☐ Iron Will
- ☐ Lightning Reflexes
- ☐ Martial Artist
- ☐ Nimble
- ☐ Persuasive
- ☐ Point Blank Shot
  - ☐ Far Shot
  - ☐ Precise Shot
  - ☐ Rapid Shot
  - ☐ Multishot
  - ☐ Shot on the Run
  - ☐ Rolling Shot
- ☐ Power Attack
  - ☐ Cleave
- ☐ Quick Draw
- ☐ Run
- ☐ Sharp-Eyed
- ☐ Skill Emphasis

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  _____
- ☐ Stealthy
- ☐ Toughness (☐☐☐☐)
- ☐ Track
- ☐ Trustworthy
- ☐ Two-Weapon Fighting
- ☐ Wealth (☐☐☐☐)
- ☐ Weapon Finesse

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  _____
- ☐ Weapon Focus

  _____

  _____
- ☐ Weapon Proficiency

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Psychic Feats

- ☐ Sensitive
  - ☐ Biofeedback Trance
    - ☐ Remote Viewing
  - ☐ Dowsing
  - ☐ Mind Reading
    - ☐ Mind Probe
  - ☐ Psychokinesis
  - ☐ Psychometry
  - ☐ Second Sight
  - ☐ Telepathy

Gear

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Portrait

Spells

	Components	Cost	Cast. Time	Range	Duration	Saving Throw

Campaign Notes

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