



Investigator Name _____
 Birthplace _____
 Class _____
 House Gods _____
 Afflictions _____
 Sex _____ Age _____

CHARACTERISTICS

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

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 PTS.

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

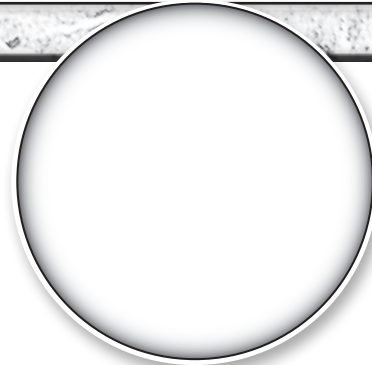
PLAYER NAME



SKILLS

- Accounting (10%) _____
- Animal Training (10%) _____
- Art (05%):
- _____
- _____
- _____
- Bargain (05%) _____
- Civics (10%) _____
- Climb (DEX+STR%) _____
- Conceal (15%) _____
- Craft (05%):
- _____
- _____
- _____
- Cthulhu Mythos (00) _____
- Dodge (DEX x02%) _____
- Drive (20%) _____
- Empire (25%) _____
- Fast Talk (05%) _____
- First Aid (30%) _____
- Hide (10%) _____
- Insight (05%) _____
- Jump (25%) _____

- Library Use (10%) _____
- Listen (25%) _____
- Medicine (05%) _____
- Natural World (10%) _____
- Navigate (10%) _____
- Occult (05%) _____
- Other Kingdoms (01%):
- _____
- _____
- _____
- Other Language (01%):
- _____
- _____
- _____
- _____
- _____
- Own Kingdom (20%) _____
- Own Language (EDUx5%):
- _____
- Persuade (15%) _____
- Pilot Boat (01%) _____
- Potions (01%) _____
- Repair/Devise (20%) _____
- Ride Horse (05%) _____



- Science (01%):
- _____
- _____
- _____
- _____
- Sneak (10%) _____
- Spot Hidden (25%) _____
- Status (15%) _____
- Swim (25%) _____
- Tactics (1%/25%) _____
- Track (10%) _____
- Write Language (10%):
- _____
- _____

WEAPONS

weapon	skill %	damage	hand	range	#att	shots	hp
<input type="checkbox"/> Fist/Punch (50%)	_____ %	1D3+db	1	touch	1	1	n/a
<input type="checkbox"/> Grapple (25%)	_____ %	special	2	touch	1	1	n/a
<input type="checkbox"/> Head Butt(10%)	_____ %	1D4+db	0	touch	1	1	n/a
<input type="checkbox"/> Kick (25%)	_____ %	1D6+db	0	touch	1	1	n/a
<input type="checkbox"/> Small Knife (25%)	_____ %	1D4+db	1	touch	1	1	10
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____

ARMOR



Type _____
 Armor Points _____
 Shield _____ %
 Armor Points _____

