

## 1890S INVESTIGATOR SHEET

# CALL of CTHULHU®

Investigator Name \_\_\_\_\_ Sex \_\_\_\_\_  
 Occupation \_\_\_\_\_ Age \_\_\_\_\_  
 Colleges \_\_\_\_\_ Degrees \_\_\_\_\_  
 Nationality \_\_\_\_\_  
 Identifying Marks or Scars \_\_\_\_\_  
 Mythos Tomes Studied \_\_\_\_\_

## INVESTIGATOR CHARACTERISTICS &amp; ROLLS

STR \_\_\_\_\_ DEX \_\_\_\_\_ INT \_\_\_\_\_ Idea \_\_\_\_\_  
 CON \_\_\_\_\_ APP \_\_\_\_\_ POW \_\_\_\_\_ Luck \_\_\_\_\_  
 SIZ \_\_\_\_\_ SAN \_\_\_\_\_ EDU \_\_\_\_\_ Know \_\_\_\_\_  
 Damage Bonus/Penalty \_\_\_\_\_

## 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

## HIT POINTS

UNCONSCIOUS  
 Dead = 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

## INVESTIGATOR SKILLS

- |  |   |
|--|---|
| <input type="checkbox"/> Accounting (10) _____         | <input type="checkbox"/> Linguist (0) _____             |
| <input type="checkbox"/> Anthropology (0) _____        | <input type="checkbox"/> Listen (25) _____              |
| <input type="checkbox"/> Archaeology (0) _____         | <input type="checkbox"/> Make Maps (10) _____           |
| <input type="checkbox"/> Astronomy (0) _____           | <input type="checkbox"/> Mechanical Repair (20) _____   |
| <input type="checkbox"/> Bargain (05) _____            | <input type="checkbox"/> Occult (05) _____              |
| <input type="checkbox"/> Biology (0) _____             | <input type="checkbox"/> Operate Hvy. Machine (0) _____ |
| <input type="checkbox"/> Botany (0) _____              | <input type="checkbox"/> Oratory (05) _____             |
| <input type="checkbox"/> Camouflage (25) _____         | Other Languages (0): _____                              |
| <input type="checkbox"/> Chemistry (0) _____           | <input type="checkbox"/> _____                          |
| <input type="checkbox"/> Climb (40) _____              | <input type="checkbox"/> _____                          |
| <input type="checkbox"/> Credit Rating (15) _____      | <input type="checkbox"/> _____                          |
| <input type="checkbox"/> Cthulhu Mythos (0) _____      | <input type="checkbox"/> Pharmacy (0) _____             |
| <input type="checkbox"/> Debate (10) _____             | <input type="checkbox"/> Photography (10) _____         |
| <input type="checkbox"/> Diagnose Disease (05) _____   | <input type="checkbox"/> Physics (0) _____              |
| <input type="checkbox"/> Dreaming (POW) _____          | <input type="checkbox"/> Pick Pocket (05) _____         |
| <input type="checkbox"/> Dream Lore (1/2 Mythos) _____ | <input type="checkbox"/> Pilot Balloon (0) _____        |
| <input type="checkbox"/> Dodge (DEX x2) _____          | <input type="checkbox"/> Psychoanalysis (0) _____       |
| <input type="checkbox"/> Drive Carriage (20) _____     | <input type="checkbox"/> Psychology (05) _____          |
| <input type="checkbox"/> Electrical Repair (0) _____   | <input type="checkbox"/> Ride (20) _____                |
| <input type="checkbox"/> English (EDU x5) _____        | <input type="checkbox"/> Sing (05) _____                |
| <input type="checkbox"/> Fast Talk (05) _____          | <input type="checkbox"/> Sneak (10) _____               |
| <input type="checkbox"/> First Aid (30) _____          | <input type="checkbox"/> Spot Hidden (25) _____         |
| <input type="checkbox"/> Geology (0) _____             | <input type="checkbox"/> Swim (25) _____                |
| <input type="checkbox"/> Hide (10) _____               | <input type="checkbox"/> Throw (25) _____               |
| <input type="checkbox"/> History (20) _____            | <input type="checkbox"/> Track (10) _____               |
| <input type="checkbox"/> Jump (25) _____               | <input type="checkbox"/> Treat Disease (05) _____       |
| <input type="checkbox"/> Law (05) _____                | <input type="checkbox"/> Treat Poison (05) _____        |
| <input type="checkbox"/> Library Use (25) _____        | <input type="checkbox"/> Zoology (0) _____              |

## SANITY POINTS

Permanent Insanity = 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  
 (20% current SAN: \_\_\_\_\_)

## INVESTIGATOR PORTRAIT

## ATTACKS &amp; WEAPONS

attack type or weapon name	current skill %	HP destroyed per successful attack	base range	attacks per round	shots in gun	malfunc. number	hit points of item
Fist / Punch (50) _____	_____	_____	touch	1	_____	_____	_____
Head Butt (10) _____	_____	_____	touch	1	_____	_____	_____
Kick (25) _____	_____	_____	touch	1	_____	_____	_____
Grapple (25) _____	_____	_____	touch	1	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

## NOTES

Cash on Hand \_\_\_\_\_  
 Spells \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Mental Disorders \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Player Name \_\_\_\_\_

INCOME & SAVINGS	
Income	_____
Savings	_____
	_____

Income \_\_\_\_\_  
Savings \_\_\_\_\_  
\_\_\_\_\_

[illegible]

## MAGICAL ARTIFACTS/SPILLS KNOWN

[illegible][illegible][illegible]