

1920s



Player Name:

Honor Roleplaying
in the Worlds of
H.P. Lovecraft

Investigator Name _____
 Occupation _____
 Colleges, Degrees _____
 Birthplace _____
 Mental Disorders _____
 Sex _____ Age _____

Characteristics & Rolls

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 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 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

Hit Points

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

Investigator Skills

- | | | |
|---|--|--|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> Law (05%) _____ | <div></div> |
| <input type="checkbox"/> Anthropology (01%) _____ | <input type="checkbox"/> Library Use (25%) _____ | |
| <input type="checkbox"/> Archaeology (01%) _____ | <input type="checkbox"/> Listen (25%) _____ | |
| Art (05%): | <input type="checkbox"/> Locksmith (01%) _____ | |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Martial Arts (01%) _____ | |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Mech. Repair (20%) _____ | |
| <input type="checkbox"/> Astronomy (01%) _____ | <input type="checkbox"/> Medicine (05%) _____ | |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Natural History (10%) _____ | |
| <input type="checkbox"/> Biology (01%) _____ | <input type="checkbox"/> Navigate (10%) _____ | |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Occult (05%) _____ | |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Opr. Hvy. Mch. (01%) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | Other Language (01%): | <input type="checkbox"/> Spot Hidden (25%) _____ |
| Craft (05%): | <input type="checkbox"/> _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Credit Rating (15%) _____ | Own Language (EDUx5%): | <input type="checkbox"/> _____ |
| Cthulhu Mythos (00) | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Disguise (01%) _____ | <input type="checkbox"/> Persuade (15%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Dodge (DEX x2) _____ | <input type="checkbox"/> Pharmacy (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Drive Auto (20%) _____ | <input type="checkbox"/> Photography (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Electr. Repair (10%) _____ | <input type="checkbox"/> Physics (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | Pilot (01%): | Firearms |
| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Psychoanalysis (01%) _____ | <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> History (20%) _____ | <input type="checkbox"/> Psychology (05%) _____ | <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Ride (05%) _____ | <input type="checkbox"/> SMG (15%) _____ |

Weapons

	melee	%	damage	hnd	rng	#att	hp		firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/>	Fist (50%)	____	1D3+db	1	touch	1	n/a	<input type="checkbox"/>	_____	____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	Grapple (25%)	____	special	2	touch	1	n/a	<input type="checkbox"/>	_____	____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	Head (10%)	____	1D4+db	0	touch	1	n/a	<input type="checkbox"/>	_____	____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	Kick (25%)	____	1D6+db	0	touch	1	n/a	<input type="checkbox"/>	_____	____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	____	_____	_____	_____	_____	_____	_____