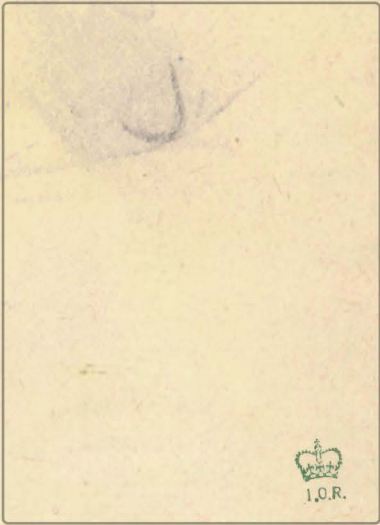


# CALL OF CTHULHU: 1920s

K 58287

Artist's impression.

Surname \_\_\_\_\_ First Name(s) \_\_\_\_\_  
(Block letters)  
Place & Date of Birth \_\_\_\_\_ Age \_\_\_\_\_  
Place of Residence \_\_\_\_\_  
Occupation \_\_\_\_\_



## CHARACTERISTICS.

	Reg.	1/2	1/5 <sup>th</sup>		Reg.	1/2	1/5 <sup>th</sup>		Max.	Current
STR	_____	_____	_____	SIZ	_____	_____	_____	Hit Pts	_____	_____
CON	_____	_____	_____	POW	_____	_____	_____	Magic Pts	Start _____	Current _____
DEX	_____	_____	_____	APP	_____	_____	_____	Luck	Start _____	Current _____
INT (IDEA)	_____	_____	_____	EDU (KNOW)	_____	_____	_____	Sanity	_____	_____
									Max. Sanity _____	

☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying

## SKILLS.

	Reg.	1/2	1/5 <sup>th</sup>		Reg.	1/2	1/5 <sup>th</sup>		Reg.	1/2	1/5 <sup>th</sup>
<input type="checkbox"/> Accounting (5%)	_____	_____	_____	<input type="checkbox"/> Firearms: Rifle / Shotgun (25%)	_____	_____	_____	<input type="checkbox"/> Persuade (10%)	_____	_____	_____
<input type="checkbox"/> Anthropology (1%)	_____	_____	_____	<input type="checkbox"/> <sup>Firearms</sup> First Aid (30%)	_____	_____	_____	<input type="checkbox"/> <sup>Pilot</sup> Psychoanalysis (1%)	_____	_____	_____
<input type="checkbox"/> Appraise (5%)	_____	_____	_____	<input type="checkbox"/> History (5%)	_____	_____	_____	<input type="checkbox"/> Psychology (10%)	_____	_____	_____
<input type="checkbox"/> Archaeology (1%)	_____	_____	_____	<input type="checkbox"/> Intimidate (15%)	_____	_____	_____	<input type="checkbox"/> Ride (5%)	_____	_____	_____
<input type="checkbox"/> <sup>Art/Craft</sup> _____ (5%)	_____	_____	_____	<input type="checkbox"/> Jump (20%)	_____	_____	_____	<input type="checkbox"/> <sup>Science</sup> _____ (1%)	_____	_____	_____
<input type="checkbox"/> Charm (15%)	_____	_____	_____	<input type="checkbox"/> <sup>Language (Other)</sup> _____ (1%)	_____	_____	_____	<input type="checkbox"/> Sleight of Hand (10%)	_____	_____	_____
<input type="checkbox"/> Climb (20%)	_____	_____	_____	<input type="checkbox"/> _____ (EDU)	_____	_____	_____	<input type="checkbox"/> Spot Hidden (25%)	_____	_____	_____
Credit Rating (0%)	_____	_____	_____	<input type="checkbox"/> <sup>Language (Own)</sup> Law (5%)	_____	_____	_____	<input type="checkbox"/> Stealth (20%)	_____	_____	_____
Cthulhu Mythos (0%)	_____	_____	_____	<input type="checkbox"/> Library Use (20%)	_____	_____	_____	<input type="checkbox"/> <sup>Survival</sup> Swim (20%)	_____	_____	_____
<input type="checkbox"/> Disguise (5%)	_____	_____	_____	<input type="checkbox"/> Listen (20%)	_____	_____	_____	<input type="checkbox"/> Throw (20%)	_____	_____	_____
<input type="checkbox"/> Dodge (1/2 DEX)	_____	_____	_____	<input type="checkbox"/> Locksmith (1%)	_____	_____	_____	<input type="checkbox"/> Track (10%)	_____	_____	_____
<input type="checkbox"/> Drive Auto (20%)	_____	_____	_____	<input type="checkbox"/> Mech. Repair (10%)	_____	_____	_____		_____	_____	_____
<input type="checkbox"/> Elec. Repair (10%)	_____	_____	_____	<input type="checkbox"/> Medicine (1%)	_____	_____	_____		_____	_____	_____
<input type="checkbox"/> Fast Talk (5%)	_____	_____	_____	<input type="checkbox"/> Natural World (10%)	_____	_____	_____		_____	_____	_____
<input type="checkbox"/> Fighting: Brawl (25%)	_____	_____	_____	<input type="checkbox"/> Navigate (10%)	_____	_____	_____		_____	_____	_____
<input type="checkbox"/> <sup>Fighting</sup> _____	_____	_____	_____	<input type="checkbox"/> Occult (5%)	_____	_____	_____		_____	_____	_____
<input type="checkbox"/> Firearms: Handgun (20%)	_____	_____	_____		_____	_____	_____		_____	_____	_____

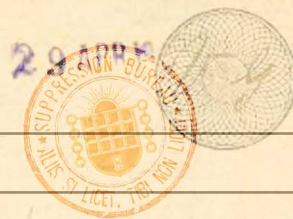
## COMBAT.

Weapon	Skill	Damage	No. of Attacks	Range	Ammo	Malf.	
Brawl		1D3 + DB	1	1	1	1	Move _____
							Build _____
							Dodge _____
							Dmg Bonus _____

NO. 1 DISCARD  
14 FEB 1919  
CLIPSTONE



# MY STORY



## BACKSTORY

PERSONAL DESCRIPTION. \_\_\_\_\_

\_\_\_\_\_

IDEOLOGY & BELIEFS. \_\_\_\_\_

\_\_\_\_\_

SIGNIFICANT PEOPLE. \_\_\_\_\_

\_\_\_\_\_

MEANINGFUL LOCATIONS. \_\_\_\_\_

\_\_\_\_\_

TREASURED POSSESSIONS. \_\_\_\_\_

\_\_\_\_\_

TRAITS. \_\_\_\_\_

\_\_\_\_\_

INJURIES & SCARS. \_\_\_\_\_

\_\_\_\_\_

PHOBIAS & MANIAS. \_\_\_\_\_

\_\_\_\_\_

ARCANE TOMES & SPELLS. \_\_\_\_\_

\_\_\_\_\_

ENCOUNTERS WITH STRANGE ENTITIES. \_\_\_\_\_

\_\_\_\_\_

## GEAR/POSSESSIONS

\_\_\_\_\_

\_\_\_\_\_

## WEALTH

Spending Level \_\_\_\_\_

Cash \_\_\_\_\_

Assets \_\_\_\_\_

## INVESTIGATORS

Character \_\_\_\_\_

Player \_\_\_\_\_

Character \_\_\_\_\_

Player \_\_\_\_\_

Character \_\_\_\_\_

Player \_\_\_\_\_

Character \_\_\_\_\_

Player \_\_\_\_\_

### SKILL & CHARACTERISTIC ROLLS.

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme 1/5 skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

### WOUNDS & HEALING.

First Aid heals 1HP Medicine heals 1D3 HP

Major Wounds = loss of max HP in one attack

Reach 0HP without Major Wound = Unconscious

Reach 0HP with Major Wound = Dying

Dying: First Aid = temp. stabilised; then need Medicine

Natural Heal rate (non Major Wound): recover 1HP/day

Natural Heal rate (Major Wound): weekly healing roll