

1920s



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

Player Name:

Horror Roleplaying
in the Worlds of
H.P. Lovecraft



Investigator Skills

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Law (05%) _____	
<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"/> _____	_____	_____	_____	_____	_____	_____	_____

Personal Data

Investigator Name _____	Episodes of Insanity _____
Residence _____	_____
Personal Description _____	_____
_____	Wounds & Injuries _____
_____	_____
Family & Friends _____	Marks & Scars _____
_____	_____
_____	_____

Investigator History



_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Income & Savings

Income _____
Cash on Hand _____
Savings _____
Personal Property _____

Real Estate _____

Adventuring Gear & Possessions

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Mythos Tomes Read

_____	_____
_____	_____
_____	_____
_____	_____

Investigator History



_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Magical Artifacts/Spells Known

Artifacts _____	Spells _____
_____	_____
_____	_____
_____	_____