Investigator Name: Carl Jackson
Occupation: Undertaker
Colleges, Degrees: Biology
Birthplace:
Mental Disorders:
Sex: Male Age: 41

Characteristics & Rolls

STR	11	DEX	13	INT	13	Idea	65
CON	10	APP	12	POW	13	Luck	65
SIZ	12	SAN	65	EDU	16	Know	80
99-Cthulhu Mythos	93			Damage Bonus			0

Player Name: Pieter

Horror Roleplaying in the Worlds of H.P. Lovecraft

CALL OF CTHULHU

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

Accounting (10%)	70
Anthropology (01%)	62
Archaeology (01%)	1
Art (05%):	
	5
	5
Astronomy (01%)	1
Bargain (05%)	5
Biology (01%)	86
Chemistry (01%)	5
Climb (40%)	50
Conceal (15%)	15
Craft (05%):	
	5
	5
Credit Rating (15%)	72
Cthulhu Mythos (00%)	6
Disguise (01%)	1
Dodge (DEX × 2)	26
Drive Auto (20%)	20
Electric. Repair (10%)	10
Fast Talk (05%)	5
First Aid (30%)	33
Geology (01%)	1
Hide (10%)	20
History (20%)	80
Jump (25%)	25

Law (05%)	5
Library Use (25%)	25
Listen (25%)	48
Locksmith (01%)	1
Martial Arts (01%)	1
Mechan. Repair (20%)	20
Medicine (05%)	5
Natural History (10%)	56
Navigate (10%)	11
Occult (05%)	10
Operate Hv. Mach. (01%)	1
Other Language (01%):	
SPANISH	5
	1
	1
Own Language (EDU × 5%):	
ENGLISH	80
Persuade (15%)	80
Pharmacy (01%)	1
Photography (10%)	70
Physics (01%)	1
Pilot (01%):	
	1
	1
Psychoanalysis (01%)	1
Psychology (05%)	5
Ride (05%)	5

Sneak (10%)	18
Spot Hidden (25%)	42
Swim (25%)	26
Throw (25%)	25
Track (10%)	11
JUNGLESURVIVAL	12
Firearms	
Handgun (20%)	20
Machine Gun (15%)	15
Rifle (25%)	25
Shotgun (30%)	32
SMG (15%)	15

Weapons

melee	%	damage	hnd	rng	#att	hp
Fist (50%)	50	1D3+db	1	touch	1	n/a
Grapple (25%)	25	special	2	touch	1	n/a
Head (10%)	10	1D4+db	0	touch	1	n/a
Kick (25%)	25	1D6+db	0	touch	1	n/a

firearm	%	damage	malf	rng	#att	shots	hp
shotgun		D10+6	99	30Y		5	10
rifle							