

Name \_\_\_\_\_ Occupation \_\_\_\_\_

Nationality \_\_\_\_\_ Sex \_\_\_\_\_ Age \_\_\_\_\_



### Characteristics

Str \_\_\_\_\_ Int \_\_\_\_\_  
Con \_\_\_\_\_ Pow \_\_\_\_\_  
Siz \_\_\_\_\_ Edu \_\_\_\_\_  
Dex \_\_\_\_\_ Idea \_\_\_\_\_  
App \_\_\_\_\_ Luck \_\_\_\_\_  
San \_\_\_\_\_ Know \_\_\_\_\_

Damage Bonus (db) \_\_\_\_\_

### Hit Points

**-2 (Dead)** -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

### Magic Points

**0 (Unconscious)** 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

### Sanity

(99-Cthulhu Mythos \_\_\_\_ ) **0 (Insane)** 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

### Investigator Skills

- |   |  |  |  |
|---|--|--|--|
| <input type="checkbox"/> Accounting (10%) _____           | <input type="checkbox"/> Espionage (01%) _____             | Own Language (EDU x5%): _____                              | <input type="checkbox"/> Telephony (01%) _____ |
| <input type="checkbox"/> Aeronautical Systems (01%) _____ | <input type="checkbox"/> Fast Talk (05%) _____             | <input type="checkbox"/> _____                             | <input type="checkbox"/> Theology (05%) _____  |
| <input type="checkbox"/> Anthropology (01%) _____         | <input type="checkbox"/> Fieldcraft (05%) _____            | <input type="checkbox"/> Parachute (01%) _____             | <input type="checkbox"/> Throw (25%) _____     |
| <input type="checkbox"/> Archaeology (01%) _____          | <input type="checkbox"/> First Aid (30%) _____             | <input type="checkbox"/> Perform (05%) _____               | <input type="checkbox"/> Track (10%) _____     |
| Art (05%): _____  | <input type="checkbox"/> Folklore (05%) _____              | <input type="checkbox"/> Persuade (15%) _____              | <input type="checkbox"/> _____                 |
| <input type="checkbox"/> _____                            | <input type="checkbox"/> Forensics (05%) _____             | <input type="checkbox"/> Pharmacy (01%) _____              | <input type="checkbox"/> _____                 |
| <input type="checkbox"/> _____                            | <input type="checkbox"/> Forgery (01%) _____               | <input type="checkbox"/> Photo-Interpretation (01%) _____  | <input type="checkbox"/> _____                 |
| <input type="checkbox"/> Astronomy (01%) _____            | <input type="checkbox"/> Geology (01%) _____               | <input type="checkbox"/> Photography (10%) _____           | <input type="checkbox"/> _____                 |
| <input type="checkbox"/> Bargain (05%) _____              | <input type="checkbox"/> Hide (10%) _____                  | <input type="checkbox"/> Physics (01%) _____               |  |
| <input type="checkbox"/> Biology (01%) _____              | <input type="checkbox"/> History (20%) _____               | Pilot (01%): _____   |  |
| <input type="checkbox"/> Chemistry (01%) _____            | <input type="checkbox"/> Hypnosis (05%) _____              | <input type="checkbox"/> _____                             |  |
| <input type="checkbox"/> Climb (40%) _____                | <input type="checkbox"/> Institutional Lore (01%) _____    | <input type="checkbox"/> _____                             |  |
| <input type="checkbox"/> Combat Engineer (15%) _____      | <input type="checkbox"/> Jump (25%) _____                  | <input type="checkbox"/> Psychoanalysis (01%) _____        |  |
| <input type="checkbox"/> Command (05%) _____              | <input type="checkbox"/> Jury Rig (25%) _____              | <input type="checkbox"/> Psychology (05%) _____            |  |
| <input type="checkbox"/> Comptography (01%) _____         | <input type="checkbox"/> Law (05%) _____                   | <input type="checkbox"/> Radio Operator (01%) _____        |  |
| <input type="checkbox"/> Conceal (15%) _____              | <input type="checkbox"/> Library Use (25%) _____           | <input type="checkbox"/> Radio Operator, Sonar (01%) _____ |  |
| Craft (05%): _____  | <input type="checkbox"/> Listen (25%) _____                | <input type="checkbox"/> Ride (05%) _____                  |  |
| <input type="checkbox"/> _____                            | <input type="checkbox"/> Locksmith (01%) _____             | <input type="checkbox"/> Ride Motorcycle (15%) _____       |  |
| <input type="checkbox"/> _____                            | <input type="checkbox"/> Martial Arts (01%) _____          | <input type="checkbox"/> Rope Use (10%) _____              |  |
| <input type="checkbox"/> Credit Rating (15%) _____        | <input type="checkbox"/> Mechanical Repair (20%) _____     | <input type="checkbox"/> Sabotage (05%) _____              |  |
| <input type="checkbox"/> Cryptography (01%) _____         | <input type="checkbox"/> Medicine (05%) _____              | <input type="checkbox"/> Scrounge (10%) _____              |  |
| Cthulhu Mythos (00%) _____                                | <input type="checkbox"/> Meteorology (10%) _____           | <input type="checkbox"/> Ski (05%) _____                   |  |
| <input type="checkbox"/> Damage Control (15%) _____       | <input type="checkbox"/> Military Doctrine (05%) _____     | <input type="checkbox"/> Sneak (10%) _____                 |  |
| <input type="checkbox"/> Disguise (01%) _____             | <input type="checkbox"/> Natural History (10%) _____       | <input type="checkbox"/> Spot Hidden (25%) _____           |  |
| <input type="checkbox"/> Diving (01%) _____               | <input type="checkbox"/> Navigate (10%) _____              | Spotter (05%): _____                                       |  |
| <input type="checkbox"/> Dodge (DEX x2%) _____            | <input type="checkbox"/> Occult (05%) _____                | <input type="checkbox"/> _____                             |  |
| Drive (20%): _____  | <input type="checkbox"/> Operate Heavy Machine (01%) _____ | <input type="checkbox"/> _____                             |  |
| <input type="checkbox"/> _____                            | Other Language (01%): _____                                | <input type="checkbox"/> Surgery (01%) _____               |  |
| <input type="checkbox"/> _____                            | <input type="checkbox"/> _____                             | <input type="checkbox"/> Survival (01%) _____              |  |
| <input type="checkbox"/> Drive Tracked (10%) _____        | <input type="checkbox"/> _____                             | <input type="checkbox"/> Swim (25%) _____                  |  |
| <input type="checkbox"/> Electrical Repair (10%) _____    | <input type="checkbox"/> _____                             | <input type="checkbox"/> Tactics (01%) _____               |  |

### Combat Skills

- Artillery (01%):
- \_\_\_\_\_
  - \_\_\_\_\_
- Close Combat (25%) \_\_\_\_\_
- Demolitions (01%) \_\_\_\_\_
- Handgun (20%) \_\_\_\_\_
- Heavy Weapons (15%):
- \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
- Machine Gun (15%) \_\_\_\_\_
- Melee Weapons (Various):
- \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - Rifle (25%) \_\_\_\_\_
  - Rifle Grenade (15%) \_\_\_\_\_
  - Shotgun (30%) \_\_\_\_\_
  - Submachine Gun (15%) \_\_\_\_\_
  - Torpedo (01%) \_\_\_\_\_

### 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 _____
Agency _____	_____
Residence _____	_____
Personal Description _____	Wounds & Injuries _____
_____	_____
_____	_____
Family & Friends _____	Marks & Scars _____
_____	_____
_____	_____

## Investigator History

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

## Gear & Possessions

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

### Mythos Tomes Read

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### Spells Known

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### Magical Artefacts

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### Creatures Encountered

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____