

CHARACTER _____ PLAYER _____
 PROFESSION _____ LEVEL _____
 SEX _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____
 BIRTHPLACE _____ DATE OF BIRTH _____
 NATIONALITY _____ RESIDENCE _____
 RELIGION _____ DEGREES _____

CALL OF CTHULHU

CHARACTER RECORD SHEET

ABILITIES

	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>

LIFT
 = MAX LOAD = 2 x MAX LOAD = 5 x MAX LOAD

HIT POINTS

MAXIMUM CURRENT

DIE TYPE SUBDUAL DAMAGE

SANITY

INSANITY	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

MAXIMUM SANITY 20% SANITY

SKILLS

MAX RANKS = LVL+3(1/2)

	CROSS CLASS	TOTAL	RANKS	MODIFIERS MISC	ABILITY	KEY ABILITY
Animal Empathy						Cha
Appraise ■						Int
Balance ■						Dex†
Bluff ■						Cha
Climb ■						Str†
Computer Use ■						Int
Concentration ■						Con
Craft* [_____]						Int
Cthulhu Mythos††						—
Demolitions						Int
Diplomacy ■						Cha
Disguise ■						Cha
Drive ■						Dex
Escape Artist ■						Dex†
Forgery ■						Int
Gather Information ■						Cha
Handle Animal						Cha
Heal ■						Wis
Hide ■						Dex†
Innuendo ■						Wis
Intimidate ■						Cha
Jump ■						Str†
Knowledge* [_____]						Int
Knowledge* [_____]						Int
Knowledge* [_____]						Int
Knowledge* [_____]						Int
Listen ■						Wis
Move Silently ■						Dex†
Open Lock						Dex
Operate Heavy Machinery						Dex
Performance* [_____]						Cha
Pilot						Dex
Psychic Focus						Wis
Psychoanalysis						Wis
Read Lips						Int
Repair						Dex
Research ■						Int
Ride ■						Dex
Search ■						Int
Sense Motive ■						Wis
Sleight of Hand						Dex
Spellcraft						Int
Spot ■						Wis
Swim ■						Str†
Tumble						Dex†
Use Rope ■						Dex
Wilderness Lore ■						Wis

ARMOR CLASS

= 10 +

ARMOR WORN _____ PENALTY

INITIATIVE

TOTAL DEX MISC

BASE MODIFIED

SPEED

SAVING THROWS

	TOTAL	BASE	ABILITY	MODIFIERS MISC	TEMP	CONDITIONAL MODIFIERS
FORTITUDE CONSTITUTION	<input type="text"/>	<input type="text"/>	CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX DEXTERITY	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL WISDOM	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>

ATTACK ROLLS

	TOTAL	BASE	ABILITY	MODIFIERS MISC	TEMP
MELEE STRENGTH	<input type="text"/>	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>
RANGED DEXTERITY	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>

GRAPPLING

TOTAL STRENGTH SIZE

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES		AMMO <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
NOTES		AMMO <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
NOTES		AMMO <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
NOTES		AMMO <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
NOTES		AMMO <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

■ CAN BE USED WITH 0 RANKS — † ARMOR CHECK PENALTY APPLIES

