Call of Cthulhu

Ema's Investigator Sheet 1.3

Personal Info

Player Name: _____
Character Name: _____
Profession: _____
Level: _____ Experience: _____ Next Lev.: _____
Age: _____ Gender: _____ Height: _____ Weight: _____
Savings: _____ Salary: _____
Education: _____

Abilities

	Score	Modif.	Temp	Modif.
Strength:				
Dexterity:				
Constitution:				
Intelligence:				
Wisdom:				
Charisma:				

Hit Points

Total: _____

Current: _____
Subdual Damage: _____
Notes: _____

Armor Class

_____ = 10 + Armor + DEX + Misc

Armor Type: _____
Armor Check Penalty: _____

Sanity

Current Sanity:

-10	-09	-08	-07	-06	-05	-04	-03	-02	-01
00	01	02	03	04	05	06	07	08	09
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

Starting Sanity: _____
Max Sanity: _____
Insanities: _____

Combat

Melee: ___/___/___ = ___/___/___ + STR + Misc
Ranged: ___/___/___/___ = ___/___/___/___ + DEX + Misc
Initiative: _____ = DEX + Misc + Misc
Speed: _____

Weapons

	Total Attack Bonus	Damage	Critical	Range	Size/ Cap	Type/ Cal	RoF
_____	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						

Ammunitions: ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

_____ _____ _____

Notes: _____

Saving Throws

Fortitude: _____ = Base + CON + Misc + Misc
Reflex: _____ = Base + DEX + Misc + Misc
Will: _____ = Base + WIS + Misc + Misc

Skills

		Core	Total	Rank	Abil.	Misc
	Animal Empathy	☐	____	____	CHA	____
◆	Appraise	☐	____	____	INT	____
◆	Balance	☐	____	____	DEX	*
◆	Bluff	☐	____	____	CHA	____
◆	Climb	☐	____	____	STR	*
◆	Computer Use	☐	____	____	INT	____
◆	Concentration	☐	____	____	CON	____
	Craft					
	(_____)	☐	____	____	INT	____
	(_____)	☐	____	____	INT	____
	Cthulhu Mythos		____	____	N/A	____
	Demolitions	☐	____	____	INT	____
◆	Diplomacy	☐	____	____	CHA	____
	Disable Device	☐	____	____	INT	____
◆	Disguise	☐	____	____	CHA	____
◆	Drive	☐	____	____	DEX	____
◆	Escape Artist	☐	____	____	DEX	*
◆	Forgery	☐	____	____	INT	____
◆	Gather Information	☐	____	____	CHA	____
	Handle Animal	☐	____	____	CHA	____
◆	Heal	☐	____	____	WIS	____
◆	Hide	☐	____	____	DEX	*
	Innuendo	☐	____	____	WIS	____
◆	Intimidate	☐	____	____	CHA	____
	Intuit Direction	☐	____	____	WIS	____
◆	Jump	☐	____	____	STR	*
	Knowledge					
	(_____)	☐	____	____	INT	____
	(_____)	☐	____	____	INT	____
	(_____)	☐	____	____	INT	____
	(_____)	☐	____	____	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	☐	____	____	INT	____
◆	Research	☐	____	____	INT	____
◆	Ride					
	(_____)	☐	____	____	DEX	____
	(_____)	☐	____	____	DEX	____
◆	Search	☐	____	____	INT	____
◆	Sense Motive	☐	____	____	WIS	____
	Sleight of Hand	☐	____	____	DEX	____
	Speak Other Language					
	(_____)	☐	____	____	INT	____
	(_____)	☐	____	____	INT	____
	(_____)	☐	____	____	INT	____
	(_____)	☐	____	____	INT	____
	Spellcraft	☐	____	____	INT	____
◆	Spot	☐	____	____	WIS	____
◆	Swim (-1 every 5 lbs.)	☐	____	____	STR	____
	Tumble	☐	____	____	DEX	*
◆	Use Rope	☐	____	____	DEX	____
◆	Wilderness Lore	☐	____	____	WIS	____
	_____	☐	____	____	____	____

Max. Rank: ____ / ____

◆ Use Untrained
* Armor Penalty

Feats

General Feats

- ☐ Acrobatic
- ☐ Alertness
- ☐ Ambidexterity
- ☐ Animal Affinity
- ☐ Athletic
- ☐ Blind-Fight
- ☐ Cautious
- ☐ Combat Casting
- ☐ Dodge
  - ☐ Mobility
  - ☐ Spring Attack
- ☐ Drive-By Attack
- ☐ Endurance
- ☐ Expertise
- ☐ Gearhead
- ☐ Great Fortitude
- ☐ Improved Critical
  - ____________
  - ____________
- ☐ Improved Initiative
- ☐ Iron Will
- ☐ Lightning Reflexes
- ☐ Martial Artist
- ☐ Nimble
- ☐ Persuasive
- ☐ Point Blank Shot
  - ☐ Far Shot
  - ☐ Precise Shot
  - ☐ Rapid Shot
  - ☐ Multishot
  - ☐ Shot on the Run
  - ☐ Rolling Shot
- ☐ Power Attack
  - ☐ Cleave
- ☐ Quick Draw
- ☐ Run
- ☐ Sharp-Eyed
- ☐ Skill Emphasis
  - ____________
  - ____________
- ☐ Stealthy
- ☐ Toughness (☐☐☐☐)
- ☐ Track
- ☐ Trustworthy
- ☐ Two-Weapon Fighting
- ☐ Wealth (☐☐☐☐)
- ☐ Weapon Finesse
  - ____________
  - ____________
- ☐ Weapon Focus
  - ____________
  - ____________
- ☐ Weapon Proficiency
  - ____________
  - ____________
  - ____________
  - ____________
  - ____________
  - ____________

Psychic Feats

- ☐ Sensitive
  - ☐ Biofeedback Trance
    - ☐ Remote Viewing
  - ☐ Dowsing
  - ☐ Mind Reading
    - ☐ Mind Probe
  - ☐ Psychokinesis
  - ☐ Psychometry
  - ☐ Second Sight
  - ☐ Telepathy

Gear

Portrait

Spells

	Components	Cost	Cast. Time	Range	Duration	Saving Throw

Campaign Notes