

A stylized, high-contrast portrait of a woman with dark, wavy hair, wearing a yellow and white striped shirt. The image has a grainy, artistic quality with a dark background.

CALL OF CTHULHU
40th Anniversary
1981 - 2021

STR	Reg 80	Half 40	Fifth 16	SIZ	Reg 60	Half 30	Fifth 12	Hit Points	12	Maximum	Current
CON	Reg 60	Half 30	Fifth 12	POW	50	25	10	Magic Points	10	Maximum	Current
DEX	Reg 70	Half 35	Fifth 14	APP	40	20	8	Luck	45	Starting	Current
INT	Reg 50	Half 25	Fifth 10	EDU	50	25	10	Sanity	50	Starting	Current
IDEA				KNOW							Treasure 10

SKILLS

- | | Reg | Half | Fifth | | Reg | Half | Fifth | | Reg | Half | Fifth |
|---|-----|------|-------|---|-----|------|-------|--|-----|------|-------|
| ☐ Accounting (05%) | | | | ☐ Firearms (Rifle/Shotgun) (25%) | 25 | 12 | 5 | ☐ Persuade (10%) | 10 | 5 | 2 |
| ☐ Anthropology (01%) | | | | ☐ _____ (01%) | | | | ☐ _____ (01%) | | | |
| ☐ Appraise (05%) | | | | <i>Firearms</i> | | | | <i>Pilot</i> | | | |
| ☐ Archaeology (01%) | | | | ☐ First Aid (30%) | 30 | 15 | 6 | ☐ Psychoanalysis (01%) | | | |
| ☐ _____ (05%) | | | | ☐ History (05%) | | | | ☐ Psychology (10%) | 10 | 5 | 2 |
| <i>Art / Craft</i> | | | | ☐ Intimidate (15%) | 50 | 25 | 10 | ☐ Ride (05%) | | | |
| ☐ _____ | | | | ☐ Jump (20%) | 50 | 25 | 10 | ☐ _____ (01%) | | | |
| ☐ Charm (15%) | 15 | 7 | 3 | ☐ ITALIAN _____ (01%) | 25 | 12 | 5 | <i>Science</i> | | | |
| ☐ Climb (20%) | 40 | 20 | 8 | <i>Language (Other)</i> | | | | ☐ _____ | | | |
| Credit Rating (00%) | 40 | 20 | 8 | ☐ _____ | | | | ☐ Sleight of Hand (10%) | 10 | 5 | 2 |
| Cthulhu Mythos (00%) | | | | ☐ ENGLISH _____ (EDU) | 50 | 25 | 10 | ☐ Spot Hidden (25%) | 25 | 12 | 5 |
| ☐ Disguise (05%) | | | | <i>Language (Own)</i> | | | | ☐ Stealth (20%) | 40 | 20 | 8 |
| ☐ Dodge (half DEX) | 35 | 17 | 7 | ☐ Law (05%) | | | | ☐ _____ (10%) | | | |
| ☐ Drive Auto (20%) | 40 | 20 | 8 | ☐ Library Use (20%) | 20 | 10 | 4 | <i>Survival</i> | | | |
| ☐ Elec. Repair (10%) | 40 | 20 | 8 | ☐ Listen (20%) | 20 | 10 | 4 | ☐ Swim (20%) | 20 | 10 | 4 |
| ☐ Fast Talk (05%) | 25 | 12 | 5 | ☐ Locksmith (01%) | 20 | 10 | 4 | ☐ Throw (20%) | 20 | 10 | 4 |
| ☐ Fighting (Brawl) (25%) | 60 | 30 | 12 | ☐ Mech. Repair (10%) | 70 | 35 | 14 | ☐ Track (10%) | 50 | 25 | 10 |
| ☐ _____ | | | | ☐ Medicine (01%) | | | | ☐ _____ | | | |
| <i>Fighting</i> | | | | ☐ Natural World (10%) | 10 | 5 | 2 | ☐ _____ | | | |
| ☐ _____ | | | | ☐ Navigate (10%) | 40 | 20 | 8 | ☐ _____ | | | |
| ☐ Firearms (Handgun) (20%) | 20 | 10 | 4 | ☐ Occult (05%) | 5 | 2 | 1 | ☐ _____ | | | |

COMBAT

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	60	30	12	1D3 + DB	1	-	-	-	9
Switchblade	60	30	12	1D4+1+DB	1	-	-	-	1
									Reg 35 Half 17 Fifth 7
									Damage Bonus +1D4

MY STORY

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

BACKSTORY

Personal Description

Athletic physique. Stylish bob of dark brown hair.
Flapper-style dress.

Ideology & Beliefs

Raised in the Catholic Church. She has a healthy respect for the supernatural and can be quite superstitious.

Significant People

Her father, who she knows works for the gangster Dutch Schultz in New York.

Meaningful Locations

New York City, in the loving arms of her family. Also, training on an athletics track, where she can focus her mind.

Treasured Possessions

A switchblade knife, a present from her father, who said, "Keep this with you, it'll get you out of hard spots."

Traits

Hard nosed. Fiery temper, and loves arguing. Never walks under a ladder.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Switchblade knife.	Crucifix pendant.
Handbag.	
Pencil.	
Note pad.	
Hair clips.	

WEALTH

Spending Level	_____
Cash	_____
Assets	_____

FELLOW INVESTIGATORS

Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____



Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP
Major Wounds = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = Unconscious
Reach 0 HP with Major Wound = Dying
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll