



CALL of CTHULHU  
40th Anniversary  
1981 - 2021

|      |           |            |             |      |           |            |             |              |                |              |
|------|-----------|------------|-------------|------|-----------|------------|-------------|--------------|----------------|--------------|
| STR  | Reg<br>60 | Half<br>30 | Fifth<br>12 | SIZ  | Reg<br>40 | Half<br>20 | Fifth<br>8  | Hit Points   | Maximum<br>9   | Current      |
| CON  | Reg<br>50 | Half<br>25 | Fifth<br>10 | POW  | Reg<br>50 | Half<br>25 | Fifth<br>10 | Magic Points | Maximum<br>10  | Current      |
| DEX  | Reg<br>70 | Half<br>35 | Fifth<br>14 | APP  | Reg<br>50 | Half<br>25 | Fifth<br>10 | Luck         | Starting<br>60 | Current      |
| INT  | Reg<br>60 | Half<br>30 | Fifth<br>12 | EDU  | Reg<br>80 | Half<br>40 | Fifth<br>16 | Sanity       | Starting<br>50 | Current      |
| IDEA |           |            |             | KNOW |           |            |             |              |                | Insane<br>10 |

## SKILLS

- # COMBAT

[illegible]



## MY STORY

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## BACKSTORY

### Personal Description

Handsome but a little rough around the edges. Below average height. Wears a suit when necessary, but prefers more casual attire.

### Ideology & Beliefs

A strong love for history and ancient cultures. Wants to make a name for himself by finding lost treasures.

### Significant People

His father, Frank Jones, whose own discoveries made him famous. Nevada feels overshadowed by his father.

### Meaningful Locations

A bar where strong drinks are sold, and where he can forget his troubles.

### Treasured Possessions

His Saint Christopher medallion, which he believes is a good luck charm.

### Traits

Reckless. Tends to jump in feet first before thinking.

### Injuries & Scars

### Phobias & Manias

### Arcane Tomes & Spells

### Encounters with Strange Entities

## GEAR & POSSESSIONS

Travel gear in satchel.

.38 handgun and ammo.

Pencils and note pad.

Hair comb.

St. Christopher medallion.

## 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<br>100/96+ | Fail<br>> skill | Regular<br>≤ skill | Hard<br>½ skill | Extreme<br>⅓ skill | Critical<br>01 |
|-------------------|-------------------|-----------------|--------------------|-----------------|--------------------|----------------|
|-------------------|-------------------|-----------------|--------------------|-----------------|--------------------|----------------|

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

