

CALL OF CTHULHU

CHARACTER NAME _____ PLAYER _____
 PROFESSION TEMPLATE _____ LEVEL _____ EXPERIENCE POINTS _____
 SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	CURRENT	DAMAGE REDUCTION	SPEED	CURRENT SANITY
STR STRENGTH									
DEX DEXTERITY									
CON CONSTITUTION									
INT INTELLIGENCE									
WIS WISDOM									
CHA CHARISMA									

VP VITALITY POINTS	TOTAL	CURRENT	WP WOUND POINTS	TOTAL	CURRENT	DAMAGE REDUCTION	SPEED

DEFENSE	TOTAL	CURRENT	SPEED

INITIATIVE	TOTAL	CURRENT

BASE ATTACK	TOTAL	CURRENT

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	Conditional Modifiers
FORTITUDE (Constitution)							
REFLEX (Dexterity)							
WILL (Wisdom)							

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR		DAMAGE REDUCTION	DEFENCE REDUCTION
WEIGHT	CHECK PENALTY	TYPE	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAIL
SPECIAL PROPERTIES					

AMMUNITION _____

CORE SKILLS	SKILLS		MAX RANKS		
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
q Animal Empathy	cha				
q Appraise	int				
q Balance n	dex				
q Bluff n	cha				
q Climb	str				
q Concentration n	con				
q Craft* ()	int				
q ()	int				
q ()	int				
q Cthulhu Mythos	-				
q Diplomacy n	cha				
q Disguise	cha				
q Escape Artist n	dex				
q Forgery	int				
q Gather Information n	cha				
q Handle Animal	cha				
q Heal n	wis				
q Hunting	wis				
q Intimidate n	cha				
q Jump n	str				
q Knowledge* ()	int				
q ()	int				
q ()	int				
q ()	int				
q Listen n	wis				
q Perform* ()	cha				
q ()	cha				
q ()	cha				
q Psychic Focus	wis				
q Profession ()	wis				
q ()	wis				
q Read Lips	int				
q Read&Write ()	int				
q ()	int				
q ()	int				
q Repair n	dex				
q Ride n	dex				
q Search n	int				
q Sense Motive n	wis				
q Sleight of Hand	dex				
q Sneak n	dex				
q Speak Language	-				
q Spot n	wis				
q Swim n	str				
q Tumble	dex				
q Use Rope	dex				
q Survival n	wis				
q () ()					
q () ()					
q () ()					
q () ()					
q () ()					
q () ()					
q () ()					
q () ()					
q () ()					
q () ()					

n Skills marked with n can be used normally even if the character has zero (0) skill ranks.
 q Skills marked with q are core skills.armor penalty , if any, applies.
 * This skill requires a specialization; see the skill listing for details.

