

****Call of Cthulhu Character Sheet****

designed by Peter Maranci

Player Name: _____ Campaign: _____
 Name: _____ Occupation: _____ STR: _____ DEX: _____ INT: _____ >Idea: _____
 Sex: _____ Age: _____ Nationality: _____ CON: _____ CHA: _____ POW: _____ >Luck: _____
 Residence: _____ Other: _____ SIZ: _____ SAN: _____ EDU: _____ >Know: _____
 Schools: _____ Degrees: _____ Damage Bonus/Penalty: _____

******Hit Points: (Av. CON + SIZ)******* *******POW Points*******
 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 18 19 20 21 22 23 24 25 26 27 28 29 30 31 16 17 18 19 20 21 22 23 24 25 26 27

*******SANITY POINTS*******
 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

*******CHARACTER SKILLS*******

Knowledge Skills: Read/Write Own(EDx5) _____ 0 Read/Write _____ (00%) _____ 0 Read/Write _____ (00%) _____ 0 Speak _____ (00%) _____ 0 Accounting (10%) _____ 0 Anthropology (00%) _____ 0 Archaeology (00%) _____ 0 Astronomy (00%) _____ 0 Botany (00%) _____ 0 Chemistry (00%) _____ 0 Cthulhu Mythos (00%) _____ 0 First Aid (45%) _____ 0 Geology (00%) _____ 0 History (05%) _____ 0 Law (05%) _____ 0 Library Use (25%) _____ 0 Linguist (00%) _____ 0 Make Maps (10%) _____ 0 Occult (05%) _____ 0 Pharmacy (00%) _____ 0 Treat Disease (05%) _____ 0	Treat Poison (05%) _____ 0 Zoology (00%) _____ 0 _____ (____ %) _____ 0 _____ (____ %) _____ 0 Perception Skills: Diagnose Disease(05%) _____ 0 Listen (45%) _____ 0 Psychology (05%) _____ 0 Spot Hidden (25%) _____ 0 Track (10%) _____ 0 _____ (____ %) _____ 0 _____ (____ %) _____ 0 Manipulation Skills: Drive Automobile(20%) _____ 0 Electric. Repair(10%) _____ 0 Mech. Repair (20%) _____ 0 Operate Hv.Mach.(00%) _____ 0 Operate _____ (00%) _____ 0 Operate _____ (00%) _____ 0 Pilot Aircraft (00%) _____ 0 _____ (____ %) _____ 0 _____ (____ %) _____ 0	Stealth Skills: Camouflage (10%) _____ 0 Hide (05%) _____ 0 Move Quietly (25%) _____ 0 Pick Pocket (05%) _____ 0 Communication Skills: Bargain (05%) _____ 0 Credit Rating (15%) _____ 0 Debate (10%) _____ 0 Fast Talk (05%) _____ 0 Oratory (05%) _____ 0 Psychoanalyze (00%) _____ 0 Sing (05%) _____ 0 _____ (____ %) _____ 0 Agility Skills: Climb (55%) _____ 0 Dodge (DEX x 5) _____ 0 Jump (45%) _____ 0 Ride (05%) _____ 0 Swim (15%) _____ 0 Throw (45%) _____ 0 _____ (____ %) _____ 0
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*******WEAPONS*******

Weapon:	Attk%	Damage	Impale%	Parry%	HP/Breakage Points:	Clips	Notes/ Location:
_____	0	_____	_____	0	_____	_____	_____
_____	0	_____	_____	0	_____	_____	_____
_____	0	_____	_____	0	_____	_____	_____
_____	0	_____	_____	0	_____	_____	_____
_____	0	_____	_____	0	_____	_____	_____

*****SPELLS***** <table border="0" style="width: 100%;"> <tr> <td style="width: 60%;"></td> <td style="text-align: center;">POW</td> <td style="text-align: center;">SAN</td> </tr> <tr> <td>Spell Name</td> <td style="text-align: center;">Cost:</td> <td style="text-align: center;">Cost:</td> </tr> <tr> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>_____</td> <td>_____</td> <td>_____</td> </tr> </table>		POW	SAN	Spell Name	Cost:	Cost:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	*****POSSESSIONS, NOTES***** _____ _____ _____ Insanities experienced (continue on back): _____ _____ _____ _____ Salary: _____ Savings: _____
	POW	SAN																				
Spell Name	Cost:	Cost:																				
_____	_____	_____																				
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