

1890s



Investigator Name _____
 Occupation _____ Sex _____
 Nationality _____ Age _____
 Birthplace _____
 Colleges, Degrees _____
 Mental Disorders _____

Characteristics & Rolls

STR ____ DEX ____ INT ____ Idea ____
 CON ____ APP ____ POW ____ Luck ____
 SIZ ____ SAN ____ EDU ____ Know ____
 99-Cthulhu Mythos ____ Damage Bonus ____

Sanity Points

Insane	0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious	0	1	2			
3	4	5	6	7	8	9
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

Hit Points

Dead	-2	-1	0	1	2	
3	4	5	6	7	8	9
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

Investigator Sheet

Player's Name _____



Investigator Skills

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Medicine (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Anthropology (00) _____	<input type="checkbox"/> Natural History (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (00) _____	<input type="checkbox"/> Navigate (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Art (05%): _____	<input type="checkbox"/> Occult (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> Operate Hvy. Machine (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> Other Language (00): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Astronomy (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Bargain (05%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Biology (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Chemistry (00) _____	<input type="checkbox"/> Own Language (EDU x5): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Climb (40%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Conceal (15%) _____	<input type="checkbox"/> Persuade (15%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Credit Rating (15%) _____	<input type="checkbox"/> Pharmacy (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Cthulhu Mythos (00) _____	<input type="checkbox"/> Photography (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (DEX x2) _____	<input type="checkbox"/> Physics (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Carriage (20%) _____	<input type="checkbox"/> Pilot Balloon (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Electrical Repair (10%) _____	<input type="checkbox"/> Pilot Boat (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Fast Talk (05%) _____	<input type="checkbox"/> Psychology (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> First Aid (30%) _____	<input type="checkbox"/> Ride (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Geology (00) _____	<input type="checkbox"/> Sneak (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Hide (10%) _____	<input type="checkbox"/> Spot Hidden (25%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> History (20%) _____	<input type="checkbox"/> Swim (25%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Jump (25%) _____	<input type="checkbox"/> Throw (25%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Law (05%) _____	<input type="checkbox"/> Track (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Library Use (25%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Listen (25%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Locksmith (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Martial Arts (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Mechanical Repair (20%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____

Weapons

<input type="checkbox"/> Axe (20%) _____
<input type="checkbox"/> Blackjack (40%) _____
<input type="checkbox"/> Club (25%) _____
<input type="checkbox"/> Knife (25%) _____
<input type="checkbox"/> Sabre (15%) _____
<input type="checkbox"/> Sword (20%) _____
<input type="checkbox"/> Handgun (20%) _____
<input type="checkbox"/> Machine Gun (15%) _____
<input type="checkbox"/> Rifle (25%) _____
<input type="checkbox"/> Shotgun (30%) _____

Hand-To-Hand Weapons

Attack or Weapon Type	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/> Fist/Punch (50%) _____				
<input type="checkbox"/> Head Butt (10%) _____				
<input type="checkbox"/> Kick (25%) _____				
<input type="checkbox"/> Grapple (25%) _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots /Round	Shots In Gun	Malfunc. Number	Hit Points

