Call of Cthulhu

CHARACTER RECORD SHEET

Character | Player | Game Era

Profession | Level | Birthplace | Ethnicity | Religion (if any)

Size | Age | Gender | Height | Weight | Move Rate | Combat Option

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

HP hit points — TOTAL | DYING/DEAD | DAMAGE REDUCTION | HIT DIE

CURRENT SANITY | MAX SANITY | 20% SANITY

AC armor class = 10 + LEVEL BONUS + DEX MODIFIER + SHIELD BONUS + ARMOR BONUS + NATURAL ARMOR + MISC MODIFIER

DEFENSE TOTAL | MISC | TOUCH AC | FLATFOOTED

INITIATIVE MODIFIER = TOTAL = DEX MODIFIER + MISC MODIFIER

BASE ATTACK bonus

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (constitution)						
REFLEX (dexterity)						
WILL (wisdom)						

Conditional modifiers

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE attack bonus						
RANGED attack bonus						

RANGED TOTAL = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	RANGE	SPECIAL PROPERTIES
Punch/Kick				
Grapple				

DEFENSIVE ITEM	TYPE	AC BONUS	MAX DEX	CHECK PENALTYY

SPECIAL PROPERTIES

AMMUNITION

PORTRAIT

Feats & Special Abilities

SKILLS

MAX RANKS ___/___

CROSS CLASS	SKILL NAME	KEY ABILITY	SKILL MOD	= ABILITY MODIFIER	+ RANKS	+ MISC MOD
	Animal Empathy	CHA				
	Appraise †	INT				
	Balance †	DEX				
	Bluff †	CHA				
	Climb †	STR				
	Concentration †	CON				
	Craft* ( )	INT				
	( )	INT				
	( )	INT				
	Cthulhu Mythos Ω	X				
	Diplomacy †	CHA				
	Disable Device	INT				
	Disguise †	CHA				
	Drive †	DEX				
	Escape Artist †	DEX				
	Forgery †	INT				
	Gather Information †	CHA				
	Handle Animal	CHA				
	Heal	WIS				
	Hide †	DEX				
	Innuendo †	WIS				
	Intimidate †	CHA				
	Jump †	STR				
	Knowledge* ( )	INT				
	( )	INT				
	( )	INT				
	( )	INT				
	Listen †	WIS				
	Move Silently †	DEX				
	Open Lock	DEX				
	Operate Heavy Machinery	DEX				
	Performance ( )	CHA				
	( )	CHA				
	Pilot	DEX				
	Psychic Focus	WIS				
	Psychoanalysis	WIS				
	Read Lips	INT				
	Repair	DEX				
	Research †	INT				
	Ride †	DEX				
	Search †	INT				
	Sense Motive †	WIS				
	Sleight of Hand	DEX				
	Speak Language ( )	INT				
	( )	INT				
	( )	INT				
	Spellcraft	INT				
	Spot †	WIS				
	Swim †	STR				
	Tumble	DEX				
	Use Rope †	DEX				
	Wilderness Lore †	WIS				

*Skills marked with * require specialization. Ω indicates a skill that cannot be chosen at creation. Placing an X to the left of a skill indicates a cross-class skill. Some skills can be used untrained with 0 ranks, such as Hide, and are marked with a †.*

PERSONAL DATA

Investigator's Name/Alias _____
Residence _____
Personal Description _____
_____
_____
Family & Friends _____
_____

Insanity / Phobias _____
_____
_____
Wounds & Injuries _____
_____
_____
Marks & Scars _____

INVESTIGATOR HISTORY

ADVENTURING GEAR and POSSESSIONS

Experience Rewards		

INCOME and SAVINGS

Income _____
Cash on Hand _____
Savings _____
Personal Property _____
_____
_____
Real Estate _____
_____
Other

MAGICAL ARTIFACTS / SPELLS KNOWN

Mythos Tomes Read

Entities Encountered

NPC Companions/Pets/Mounts

Name	Job	AC	HP	Attacks/Damage	SAN	Move	