

1890s



Investigator Sheet

Player's Name _____



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 Skills

☐ Accounting (10%) _____	☐ Medicine (05%) _____	☐ _____
☐ Anthropology (00) _____	☐ Natural History (10%) _____	☐ _____
☐ Archaeology (00) _____	☐ Navigate (10%) _____	☐ _____
☐ Art (05%): _____	☐ Occult (05%) _____	☐ _____
☐ _____	☐ Operate Hvy. Machine (00) _____	Weapons
☐ _____	☐ Other Language (00): _____	☐ Axe (20%) _____
☐ Astronomy (00) _____	_____	☐ Blackjack (40%) _____
☐ Bargain (05%) _____	_____	☐ Club (25%) _____
☐ Biology (00) _____	_____	☐ Knife (25%) _____
☐ Chemistry (00) _____	☐ Own Language (EDU x5): _____	☐ Sabre (15%) _____
☐ Climb (40%) _____	_____	☐ Sword (20%) _____
☐ Conceal (15%) _____	☐ Persuade (15%) _____	☐ Handgun (20%) _____
☐ Credit Rating (15%) _____	☐ Pharmacy (00) _____	☐ Machine Gun (15%) _____
☐ Cthulhu Mythos (00) _____	☐ Photography (10%) _____	☐ Rifle (25%) _____
☐ Dodge (DEX x2) _____	☐ Physics (00) _____	☐ Shotgun (30%) _____
☐ Drive Carriage (20%) _____	☐ Pilot Balloon (00) _____	
☐ Electrical Repair (10%) _____	☐ Pilot Boat (00) _____	
☐ Fast Talk (05%) _____	☐ Psychology (05%) _____	
☐ First Aid (30%) _____	☐ Ride (05%) _____	
☐ Geology (00) _____	☐ Sneak (10%) _____	
☐ Hide (10%) _____	☐ Spot Hidden (25%) _____	
☐ History (20%) _____	☐ Swim (25%) _____	
☐ Jump (25%) _____	☐ Throw (25%) _____	
☐ Law (05%) _____	☐ Track (10%) _____	
☐ Library Use (25%) _____	_____	
☐ Listen (25%) _____	_____	
☐ Locksmith (00) _____	_____	
☐ Martial Arts (00) _____	_____	
☐ Mechanical Repair (20%) _____	_____	

Hand-To-Hand Weapons

Attack or Weapon Type	Current Skill %	Attack Damage	Attacks /Round	Hit Points
☐ Fist/Punch (50%) _____	_____	_____	_____	_____
☐ Head Butt (10%) _____	_____	_____	_____	_____
☐ Kick (25%) _____	_____	_____	_____	_____
☐ Grapple (25%) _____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____

Firearms

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