

Personal Info

Player Name: _____
Character Name: _____
Profession: _____
Level: _____ Experience: _____ Next Lev.: _____
Age: _____ Gender: _____ Height: _____ Weight: _____
Savings: _____ Salary: _____
Education: _____

Call of Cthulhu

Ema's Investigator Sheet 1.2

Abilities

	SCORE	MODIF.	TEMP	MODIF.
Strength:	_____	_____	_____	_____
Dexterity:	_____	_____	_____	_____
Constitution:	_____	_____	_____	_____
Intelligence:	_____	_____	_____	_____
Wisdom:	_____	_____	_____	_____
Charisma:	_____	_____	_____	_____

Hit Points

Total: _____
Current: _____
Subdual Damage: _____
Notes: _____



Armor Class

_____ = 10 + Armor + DEX + Misc

Armor Type: _____
Armor Check Penalty: _____

Sanity

Current Sanity: _____
-10 -09 -08 -07 -06 -05 -04 -03 -02 -01
00 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
Starting Sanity: _____
Max Sanity: _____
Insanities: _____

Combat

Melee: _____ / _____ / _____ = _____ / _____ / _____ + STR + Misc
Ranged: _____ / _____ / _____ / _____ = _____ / _____ / _____ / _____ + DEX + Misc
Initiative: _____ = DEX + Misc + Misc
Speed: _____

Weapons

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE/ TYPE/ CAP CAL ROF
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Ammunitions: _____

Notes: _____

Saving Throws

Fortitude: _____ = Base + CON + Misc + Misc
Reflex: _____ = Base + DEX + Misc + Misc
Will: _____ = Base + WIS + Misc + Misc

Skills

	CORE	TOTAL	RANK	ABIL.	MISC
Animal Empathy	□	_____	_____	+ <u>CHA</u> +	_____
♦ Appraise	□	_____	_____	+ <u>INT</u> +	_____
♦ Balance	□	_____	_____	+ <u>DEX</u> +	_____
♦ Bluff	□	_____	_____	+ <u>CHA</u> +	_____
♦ Climb	□	_____	_____	+ <u>STR</u> +	_____
♦ Computer Use	□	_____	_____	+ <u>INT</u> +	_____
♦ Concentration	□	_____	_____	+ <u>CON</u> +	_____
Craft	_____	_____	_____	_____	_____
()	□	_____	_____	+ <u>INT</u> +	_____
()	□	_____	_____	+ <u>INT</u> +	_____
Cthulhu Mythos	_____	_____	_____	+ <u>N/A</u> +	_____
Demolitions	□	_____	_____	+ <u>INT</u> +	_____
♦ Diplomacy	□	_____	_____	+ <u>CHA</u> +	_____
Disable Device	□	_____	_____	+ <u>INT</u> +	_____
♦ Disguise	□	_____	_____	+ <u>CHA</u> +	_____
♦ Drive	□	_____	_____	+ <u>DEX</u> +	_____
♦ Escape Artist	□	_____	_____	+ <u>DEX</u> +	_____
♦ Forgery	□	_____	_____	+ <u>INT</u> +	_____
♦ Gather Information	□	_____	_____	+ <u>CHA</u> +	_____
Handle Animal	□	_____	_____	+ <u>CHA</u> +	_____
♦ Heal	□	_____	_____	+ <u>WIS</u> +	_____
♦ Hide	□	_____	_____	+ <u>DEX</u> +	_____
Innuendo	□	_____	_____	+ <u>WIS</u> +	_____
♦ Intimidate	□	_____	_____	+ <u>CHA</u> +	_____
♦ Jump	□	_____	_____	+ <u>STR</u> +	_____
Knowledge	_____	_____	_____	_____	_____
()	□	_____	_____	+ <u>INT</u> +	_____
()	□	_____	_____	+ <u>INT</u> +	_____
()	□	_____	_____	+ <u>INT</u> +	_____
()	□	_____	_____	+ <u>INT</u> +	_____
♦ Listen	□	_____	_____	+ <u>WIS</u> +	_____
♦ Move Silently	□	_____	_____	+ <u>DEX</u> +	_____
Open Lock	□	_____	_____	+ <u>DEX</u> +	_____
Operate Heavy Machinery	□	_____	_____	+ <u>DEX</u> +	_____
Performance	□	_____	_____	+ <u>CHA</u> +	_____
()	_____	_____	_____	_____	_____
()	_____	_____	_____	_____	_____
()	_____	_____	_____	_____	_____
Pilot	□	_____	_____	+ <u>DEX</u> +	_____
Psychic Focus	□	_____	_____	+ <u>WIS</u> +	_____
Psychoanalysis	□	_____	_____	+ <u>WIS</u> +	_____
Read Lips	□	_____	_____	+ <u>INT</u> +	_____
Repair	□	_____	_____	+ <u>INT</u> +	_____
♦ Research	□	_____	_____	+ <u>INT</u> +	_____
♦ Ride	_____	_____	_____	_____	_____
()	□	_____	_____	+ <u>DEX</u> +	_____
()	□	_____	_____	+ <u>DEX</u> +	_____
♦ Search	□	_____	_____	+ <u>INT</u> +	_____
♦ Sense Motive	□	_____	_____	+ <u>WIS</u> +	_____
Sleight of Hand	□	_____	_____	+ <u>DEX</u> +	_____
Speak Other Language	_____	_____	_____	_____	_____
()	□	_____	_____	+ <u>INT</u> +	_____
()	□	_____	_____	+ <u>INT</u> +	_____
()	□	_____	_____	+ <u>INT</u> +	_____
()	□	_____	_____	+ <u>INT</u> +	_____
Spellcraft	□	_____	_____	+ <u>INT</u> +	_____
♦ Spot	□	_____	_____	+ <u>WIS</u> +	_____
♦ Swim (-1 every 5 lbs.)	□	_____	_____	+ <u>STR</u> +	_____
Tumble	□	_____	_____	+ <u>DEX</u> +	_____
♦ Use Rope	□	_____	_____	+ <u>DEX</u> +	_____
♦ Wilderness Lore	□	_____	_____	+ <u>WIS</u> +	_____
_____	□	_____	_____	+ _____ +	_____
_____	□	_____	_____	+ _____ +	_____

Max. Rank: _____ / _____

♦ Use Untrained
• Armor Penalty

Feats

General Feats

- ☐ Acrobatic
- ☐ Alertness
- ☐ Ambidexterity
- ☐ Animal Affinity
- ☐ Athletic
- ☐ Blind-Fight
- ☐ Cautious
- ☐ Combat Casting
- ☐ Dodge
 - ☐ Mobility
 - ☐ Spring Attack
- ☐ Drive-By Attack
- ☐ Endurance
- ☐ Expertise
- ☐ Gearhead
- ☐ Great Fortitude
- ☐ Improved Critical

- ☐ Improved Initiative
- ☐ Iron Will
- ☐ Lightning Reflexes
- ☐ Martial Artist
- ☐ Nimble
- ☐ Persuasive
- ☐ Point Blank Shot
 - ☐ Far Shot
 - ☐ Precise Shot
 - ☐ Rapid Shot
 - ☐ Multishot
 - ☐ Shot on the Run
 - ☐ Rolling Shot
- ☐ Power Attack
- ☐ Cleave
- ☐ Quick Draw

- ☐ Run
- ☐ Sharp-Eyed
- ☐ Skill Emphasis
- _____
- _____
- ☐ Stealthy
- ☐ Toughness (□□□□)
- ☐ Track
- ☐ Trustworthy
- ☐ Two-Weapon Fighting
- ☐ Wealth (□□□□)
- ☐ Weapon Finesse

- ☐ Weapon Focus
- _____
- ☐ Weapon Proficiency

Psychic Feats

- ☐ Sensitive
 - ☐ Biofeedback Trance
 - ☐ Remote Viewing
 - ☐ Dowsing
 - ☐ Mind Reading
 - ☐ Mind Probe
 - ☐ Psychokinesis
 - ☐ Psychometry
 - ☐ Second Sight
 - ☐ Telepathy

Gear

[illegible]

Portrait

Spells

[illegible]

Campaign Notes

[illegible]