Investigator Sheet

for Call of Cthulhu 7th Edition

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INVESTIGATOR NAME	PLAYER	OCCUPATION	AGE

PRONOUNS	RESIDENCE	BIRTHPLACE	ERA (1920S, MODERN...)

CHARACTERISTICS

value, then half and fifth for Hard and Extreme rolls

STR Strength	**CON** Constitution	**SIZ** Size	**DEX** Dexterity
APP Appearance	**INT** Intelligence / Idea	**POW** Power	**EDU** Education / Know

HIT POINTS, MAGIC, SANITY & LUCK

HIT POINTS (CON+SIZ)/10	MAGIC POINTS POW/5	SANITY max = 99 - Mythos	LUCK
max / current	max / current	starting / max / current	starting / current

MOVE RATE	BUILD	DAMAGE BONUS

STATUS

☐ Major wound ☐ Unconscious ☐ Dying
☐ Temporary insanity ☐ Indefinite insanity ☐ Permanent insanity

Major wound: one hit of half your max HP or more.

INVESTIGATOR SKILLS

tick a skill when it succeeds; roll to improve it after the session

		VALUE	HALF	FIFTH
☐ Accounting	(05%)			
☐ Anthropology	(01%)			
☐ Appraise	(05%)			
☐ Archaeology	(01%)			
☐ Art/Craft _____	(05%)			
☐ Art/Craft _____	(05%)			
☐ Art/Craft _____	(05%)			
☐ Charm	(15%)			
☐ Climb	(20%)			
☐ Credit Rating	(00%)			
☐ Cthulhu Mythos	(00%)			
☐ Disguise	(05%)			
☐ Dodge	(1/2 DEX)			
☐ Drive Auto	(20%)			
☐ Electrical Repair	(10%)			
☐ Fast Talk	(05%)			
☐ Fighting (Brawl)	(25%)			
☐ Fighting _____				
☐ Fighting _____				
☐ Firearms (Handgun)	(20%)			
☐ Firearms (Rifle/Shotgun)	(25%)			
☐ Firearms _____				
☐ First Aid	(30%)			
☐ History	(05%)			
☐ Intimidate	(15%)			
☐ Jump	(20%)			
☐ Language (Own) _____	(EDU)			
☐ Language _____	(01%)			
☐ Language _____	(01%)			
☐ Law	(05%)			
☐ Library Use	(20%)			
☐ Listen	(20%)			
☐ Locksmith	(01%)			
☐ Mechanical Repair	(10%)			
☐ Medicine	(01%)			
☐ Natural World	(10%)			
☐ Navigate	(10%)			
☐ Occult	(05%)			
☐ Op. Heavy Machinery	(01%)			
☐ Persuade	(10%)			
☐ Pilot _____	(01%)			
☐ Psychology	(10%)			
☐ Psychoanalysis	(01%)			
☐ Ride	(05%)			
☐ Science _____	(01%)			
☐ Science _____	(01%)			
☐ Science _____	(01%)			
☐ Sleight of Hand	(10%)			
☐ Spot Hidden	(25%)			
☐ Stealth	(20%)			
☐ Survival _____	(10%)			
☐ Swim	(20%)			
☐ Throw	(20%)			
☐ Track	(10%)			
☐ _____				
☐ _____				
☐ _____				

WEAPONS

WEAPON	REGULAR	HARD	EXTREME	DAMAGE	RANGE	ATTACKS	AMMO	MALF.

QUICK REFERENCE

Roll d100 at or under the value to succeed. At or under half is a Hard success, at or under a fifth an Extreme one, and 01 is a critical. 100 is a fumble, and so is 96-100 when the value is under 50. Push a failed roll once by saying how you try harder; failing a pushed roll costs more than a plain failure. Bonus die: roll a second tens die and keep the lower. Penalty die: keep the higher.

Lose 5 or more Sanity from one source: roll INT, and a success means temporary insanity. Lose a fifth of your current Sanity in one day: indefinite insanity. After the session, roll d100 for each ticked skill. Roll over its value (or 96+) and the skill gains 1D10.

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Page 2: backstory, gear & companions

INVESTIGATOR NAME

BACKSTORY

star your key connection

PERSONAL DESCRIPTION

IDEOLOGY & BELIEFS

SIGNIFICANT PEOPLE

MEANINGFUL LOCATIONS

TREASURED POSSESSIONS

TRAITS

INJURIES & SCARS

PHOBIAS & MANIAS

ARCANE TOMES, SPELLS & ARTIFACTS

ENCOUNTERS WITH STRANGE ENTITIES

GEAR & POSSESSIONS

CASH & ASSETS

SPENDING LEVEL

CASH

ASSETS

FELLOW INVESTIGATORS

CHARACTER	PLAYER

NOTES

Call of Cthulhu 7th Edition compatible

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