

CALL OF CTHULHU

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Degrees:



PHYSICAL

Strength _____ ●○○○○
Dexterity _____ ●○○○○
Stamina _____ ●○○○○

ATTRIBUTES

SOCIAL

Charisma _____ ●○○○○
Manipulation _____ ●○○○○
Appearance _____ ●○○○○



MENTAL

Perception _____ ●○○○○
Intelligence _____ ●○○○○
Wits _____ ●○○○○



TALENTS

Alertness _____ ○○○○○
Athletics _____ ○○○○○
Brawl _____ ○○○○○
Dodge _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Leadership _____ ○○○○○
Streewise _____ ○○○○○
Subterfuge _____ ○○○○○

ABILITIES

SKILLS

Animal Ken _____ ○○○○○
Crafts _____ ○○○○○
Drive _____ ○○○○○
Etiquette _____ ○○○○○
Firearms _____ ○○○○○
Melee _____ ○○○○○
Performance _____ ○○○○○
Security _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○



KNOWLEDGES

Computer _____ ○○○○○
Finance _____ ○○○○○
Investigation _____ ○○○○○
Law _____ ○○○○○
Linguistics _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Rituals _____ ○○○○○
Science _____ ○○○○○



MAGIC

○○○○○○○○○○○○

WILLPOWER

○○○○○○○○○○○○
□□□□□□□□□□

ADVANTAGES

BACKGROUNDS

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○



VIRTUES

Courage _____ ●○○○○
Harmony _____ ●○○○○
Resilience _____ ●○○○○

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

HEALTH

Bruised
Hurt -1
Injured -1
Wounded -2
Mauled -2
Crippled -5
Incapacitated