

# CALL of CTHULHU

Name \_\_\_\_\_ Birthplace \_\_\_\_\_ Pronoun \_\_\_\_\_

Occupation \_\_\_\_\_ Residence \_\_\_\_\_ Age \_\_\_\_\_

STR	Reg Half Fifth	SIZ	Reg Half Fifth	HIT POINTS	Max Current
CON	Reg Half Fifth	POW	Reg Half Fifth	MAGIC POINTS	Max Current
DEX	Reg Half Fifth	APP	Reg Half Fifth	LUCK	Starting
INT	Reg Half Fifth	EDU	Reg Half Fifth	SAN	Starting Insane

IDEA KNOW

## LUCK

Out of Luck 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

## SANITY

Insane 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

MAX SAN

Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

## SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms	Reg Half Fifth	<input type="checkbox"/> Psychology (10%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art/Craft (05%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Spot Hidden (25%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Language (Own) (EDU)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Credit Rating (00%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Cthulhu Mythos (00%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/> Locksmith (01%)			
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Mechanical Repair (10%)			
<input type="checkbox"/> Electrical Repair (10%)		<input type="checkbox"/> Medicine (01%)			
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Fighting		<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Firearms		<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> -Handgun (20%)		<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> -Rifle/Shotgun (20%)		<input type="checkbox"/> Psychoanalysis (01%)			



## COMPANIONS

CHARACTER _____ RELATIONSHIP _____ PLAYER _____	↔	↔	CHARACTER _____ RELATIONSHIP _____ PLAYER _____
CHARACTER _____ RELATIONSHIP _____ PLAYER _____	↔	↔	CHARACTER _____ RELATIONSHIP _____ PLAYER _____
CHARACTER _____ RELATIONSHIP _____ PLAYER _____	↔	↔	CHARACTER _____ RELATIONSHIP _____ PLAYER _____

# COMBAT

WEAPON	SKILL	DAMAGE	ATTACKS	RANGE	AMMO	MAF
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Reg

Half

Fifth

## QUICK REFERENCE

## SKILL & CHARACTERISTIC ROLLS

### LEVEL OF SUCCESS

Fumble 100/96+	Fail > Skill	Regular <= Skill	Hard $\frac{1}{2}$ Skill	Extreme $\frac{1}{5}$ Skill	Critical 01
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Pushing Rolls: Must justify reroll | Cannot push combat or Sanity rolls

## WOUNDS & HEALING

First Aid heals 1 HP | Medicine heals 1D3 HP

Major Wounds = loss of  $\geq \frac{1}{2}$  max HP in one attack

Reach 0 HP without Major Wound  
= Unconscious

Reach 0 HP with Major Wound = Dying  
Dying: First Aid = temporarily stabilised;  
then require Medicine

Natural Heal rate (non Major Wound):  
recover 1 HP per day

Natural Heal rate (Major Wound):  
weekly healing roll

## (CAMPAIGN NOTES)

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.



## APPEARANCE & DRESS

## MEANINGFUL LOCATIONS

## PERSONALITY & TRAITS

## WEIRD ENCOUNTERS, TERRORS & WONDERS

## IDEOLOGY & BELIEFS

## ARCANE TOMES, SPELLS & ARTIFACTS

## SIGNIFICANT PEOPLE

## TREASURED POSSESSIONS

## CHARACTER ARC

## WEALTH

Cash:  
Assets:

## HISTORY

## GEAR & POSSESSIONS

## INJURIES & SCARS

## SANITY, PHOBIAS & MANIAS

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Version 1.05 by John Hughes.