

1990s



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 ____

THE MADNESS METER

EQUILIBRIUM VALUE = _____

FAILED HARDENED
 00000 00000 VIOLENCE 00000 00000
 00000 00000 UNNATURAL 00000 00000
 00000 00000 SELF 00000 00000
 00000 00000 HELPLESSNESS 00000 00000

SANITY INTENSITY 1 = _____ INTENSITY 4 = _____ INTENSITY 7 = _____
 INTENSITY 2 = _____ INTENSITY 5 = _____ INTENSITY 8 = _____
 INTENSITY 3 = _____ INTENSITY 6 = _____ INTENSITY 9 = _____

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

UNCONSCIOUS
 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 Sheet

Player's Name _____



Investigator Skills

- | | | |
|--|--|--------------------------------|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> Martial Arts (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Anthropology (00) _____ | <input type="checkbox"/> Mechanical Repair (20%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Archaeology (00) _____ | <input type="checkbox"/> Medicine (05%) _____ | <input type="checkbox"/> _____ |
| Art (05%): _____ | <input type="checkbox"/> Natural History (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Navigate (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Occult (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Astronomy (00) _____ | <input type="checkbox"/> Operate Hvy. Machine (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Bargain (05%) _____ | Other Language (00): _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Biology (00) _____ | _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Chemistry (00) _____ | _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Climb (40%) _____ | _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Computer Use (00) _____ | Own Language (EDU x5): _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Conceal (15%) _____ | _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Credit Rating (15%) _____ | <input type="checkbox"/> Persuade (15%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Cthulhu Mythos (00) _____ | <input type="checkbox"/> Pharmacy (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Dodge (DEX x2) _____ | <input type="checkbox"/> Photography (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Drive Auto (20%) _____ | <input type="checkbox"/> Physics (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Electrical Repair (10%) _____ | Pilot (00): _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Electronics (00) _____ | _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Psychoanalysis (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> Psychology (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Geology (00) _____ | <input type="checkbox"/> Ride (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Sneak (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> History (20%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Swim (25%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Law (05%) _____ | <input type="checkbox"/> Throw (25%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Library Use (25%) _____ | <input type="checkbox"/> Track (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Listen (25%) _____ | | |
| <input type="checkbox"/> Locksmith (00) _____ | | |

Weapons

- Axe (20%) _____
 Blackjack (40%) _____
 Club (25%) _____
 Knife (25%) _____
 Sabre (15%) _____
 Sword (20%) _____
 Handgun (20%) _____
 Machine Gun (15%) _____
 Rifle (25%) _____
 Shotgun (30%) _____
 Submachine Gun (15%) _____

Hand-To-Hand Weapons

Attack or Weapon Type	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	_____	_____	_____	_____
<input type="checkbox"/> Head Butt (10%)	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

Firearms

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