

65

2 x RARIC MIKUS

2700 \$

2

900 \$ / VUOSI

IKAKSIO + PUH & IKYLPDARI JABETTUMA

1620 VILKKA

50% / 3 KIK

20 PNT / 12 KIK



CALL OF CTHULHU



INVESTIGATOR SHEET

Player Name Mikko
Date Created _____

Investigator Data

Characteristics & Rolls

Investigator Name _____
Occupation PAIMAJA Sex _____ Age _____
Colleges & Degrees _____
Birthplace & Nationality _____

STR 10 DEX 9 INT 11 Idea 55
CON 10(9) APP 9 POW 13 Luck 65
SIZ 11 SAN 65 EDU 12 Know 55
99-Cthulhu Mythos 99 Damage Bonus +0

Sanity Points

Magic Points

Hit Points

| Insanity | 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 |

| 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 |

| 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 Skills

- | | | |
|-----------------------------------------------------------------------|--------------------------------------------------------------------------|-----------------------------------------------------------------|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> Hide (10%) <u>15</u> | <input type="checkbox"/> Pick Pocket* (05%) _____ |
| <input type="checkbox"/> Anthropology (0%) _____ | <input type="checkbox"/> History (20%) _____ | <input type="checkbox"/> Pilot (0%): _____ |
| <input type="checkbox"/> Archaeology (0%) _____ | <input type="checkbox"/> Jump (25%) <u>30</u> | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> Law (05%) _____ | <input type="checkbox"/> Psychoanalysis (0%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Library Use (25%) _____ | <input type="checkbox"/> Psychology (05%) _____ |
| <input type="checkbox"/> Astronomy (0%) _____ | <input type="checkbox"/> Linguist* (0%) _____ | <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> Bargain (05%) <u>35</u> | <input type="checkbox"/> Listen (25%) <u>30</u> | <input type="checkbox"/> Sing* (05%) _____ |
| <input type="checkbox"/> Biology (0%) _____ | <input type="checkbox"/> Locksmith (0%) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Botany* (0%) _____ | <input type="checkbox"/> Make Maps* (10%) _____ | <input checked="" type="checkbox"/> Spot Hidden (25%) <u>70</u> |
| <input type="checkbox"/> Camouflage* (25%) <u>30</u> | <input type="checkbox"/> Martial Arts (0%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Chemistry (0%) _____ | <input checked="" type="checkbox"/> Mechanical Repair (20%) <u>40</u> | <input type="checkbox"/> Throw (25%) _____ |
| <input checked="" type="checkbox"/> Climb (40%) <u>60</u> | <input type="checkbox"/> Medicine (05%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Computer Use (0%) _____ | <input type="checkbox"/> Natural History (10%) _____ | <input type="checkbox"/> Treat Disease* (05%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Navigate (10%) _____ | <input type="checkbox"/> Treat Poison* (05%) _____ |
| <input type="checkbox"/> Credit Rating (15%) <u>30</u> | <input type="checkbox"/> Occult (05%) _____ | <input type="checkbox"/> Zoology* (0%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (0%) <u>15%</u> | <input checked="" type="checkbox"/> Operate Heavy Machine (0%) <u>40</u> | <input type="checkbox"/> CRAFT, PRINTING (%) <u>80</u> |
| <input type="checkbox"/> Debate* (10%) _____ | <input type="checkbox"/> Oratory* (05%) <u>10</u> | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Diagnose Disease* (05%) _____ | Other Languages (0%): _____ | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Dreaming (POW%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Dream Lore (1/2 Mythos%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Dodge (DEX x 2%) <u>58</u> | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ (%) _____ |
| <input type="checkbox"/> Drive Auto/Carriage (20%) _____ | Own Language (EDU x 5%): _____ | <input type="checkbox"/> _____ (%) _____ |
| <input checked="" type="checkbox"/> Electrical Repair (10%) <u>70</u> | <input type="checkbox"/> _____ | Firearms |
| <input type="checkbox"/> Electronics (0%) _____ | <input type="checkbox"/> Persuade (15%) <u>20</u> | <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Pharmacy (0%) _____ | <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> First Aid (30%) <u>50</u> | <input type="checkbox"/> Photography (10%) _____ | <input type="checkbox"/> Rifle (25%) <u>30</u> |
| <input type="checkbox"/> Geology (0%) _____ | <input type="checkbox"/> Physics (0%) _____ | <input type="checkbox"/> Shotgun (30%) <u>40</u> |
| | | <input type="checkbox"/> Submachinegun (15%) _____ |

Attacks and Weapons

| Attack Type or Weapon | Skill % | Attack Damage | Base Range | Attacks/Round | Ammo | Impale/Malfunction Number | Hit Points |
|---------------------------------------------------|-----------|---------------|------------|---------------|----------|---------------------------|------------|
| <input type="checkbox"/> Fist/Punch (50%) | _____ | _____ | touch | 1 | - | - | - |
| <input type="checkbox"/> Head Butt (10%) | _____ | _____ | touch | 1 | - | - | - |
| <input type="checkbox"/> Kick (25%) | _____ | _____ | touch | 1 | - | - | - |
| <input type="checkbox"/> Grapple (25%) | _____ | _____ | touch | 1 | - | - | - |
| <input checked="" type="checkbox"/> BASTARD SWORD | <u>50</u> | _____ | _____ | _____ | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> SHOTGUN | <u>40</u> | <u>406/10</u> | <u>10</u> | <u>3/2</u> | <u>5</u> | _____ | <u>10</u> |
| <input type="checkbox"/> _____ | _____ | <u>206/20</u> | <u>20</u> | <u>(1)</u> | _____ | _____ | _____ |
| <input type="checkbox"/> _____ | _____ | <u>100/50</u> | <u>50</u> | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ |

10A REMINGTON RMD 12" G
99,98,85

IKALIKU ON SUKVA
AKI = FRIEND
KUAH = FRIEND +
SAMITU 2 MYTHOS
KUAH = VILKKA + SAMITU = VILKKA