

6 30 260 140 -45 -10 -35 -50 -50 -50 -40

DL upper lower class: 3



# INVESTIGATOR SHEET

Player Name Kuha  
Date Created \_\_\_\_\_

## Investigator Data

Investigator Name Han Xuan  
Occupation Med. tech Sex M Age 36  
Colleges & Degrees \_\_\_\_\_  
Birthplace & Nationality \_\_\_\_\_

## Characteristics & Rolls

STR 9 DEX 9 INT 14 Idea 70  
CON 10 APP 9 POW 18 Luck 90  
SIZ 8 SAN 79 EDU 13 Know 55  
99-Cthulhu Mythos 79 Damage Bonus 0

## Sanity 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
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98

## 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

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%) <u>15</u>        | <input type="checkbox"/> Hide (10%) _____                  | <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%) _____                  | <input checked="" type="checkbox"/> <u>5</u> <u>ARTILLERY</u>   |
| <input type="checkbox"/> Art (05%) _____                   | <input type="checkbox"/> Law (05%) _____                   | <input type="checkbox"/> _____                                  |
| <input type="checkbox"/> _____                             | <input type="checkbox"/> Library Use (25%) <u>60</u>       | <input type="checkbox"/> Psychoanalysis (0%) _____              |
| <input type="checkbox"/> Astronomy (0%) _____              | <input type="checkbox"/> Linguist* (0%) _____              | <input type="checkbox"/> Psychology (05%) _____                 |
| <input type="checkbox"/> Bargain (05%) _____               | <input type="checkbox"/> Listen (25%) <u>150</u>           | <input type="checkbox"/> Ride (05%) _____                       |
| <input type="checkbox"/> Biology (0%) _____                | <input type="checkbox"/> Locksmith (0%) _____              | <input type="checkbox"/> Sing* (05%) _____                      |
| <input type="checkbox"/> Botany* (0%) <u>20</u>            | <input type="checkbox"/> Make Maps* (10%) _____            | <input type="checkbox"/> Sneak (10%) _____                      |
| <input type="checkbox"/> Camouflage* (25%) _____           | <input type="checkbox"/> Martial Arts (0%) _____           | <input checked="" type="checkbox"/> Spot Hidden (25%) <u>75</u> |
| <input type="checkbox"/> Chemistry (0%) <u>55</u>          | <input type="checkbox"/> Mechanical Repair (20%) <u>80</u> | <input type="checkbox"/> Swim (25%) _____                       |
| <input type="checkbox"/> Climb (40%) _____                 | <input type="checkbox"/> Medicine (05%) <u>55</u>          | <input type="checkbox"/> Throw (25%) _____                      |
| <input type="checkbox"/> Computer Use (0%) _____           | <input type="checkbox"/> Natural History (10%) _____       | <input type="checkbox"/> Track (10%) _____                      |
| <input type="checkbox"/> Conceal (15%) _____               | <input type="checkbox"/> Navigate (10%) _____              | <input type="checkbox"/> Treat Disease* (05%) _____             |
| <input type="checkbox"/> Credit Rating (15%) <u>30</u>     | <input type="checkbox"/> Occult (05%) <u>25</u>            | <input type="checkbox"/> Treat Poison* (05%) _____              |
| <input type="checkbox"/> Cthulhu Mythos (0%) <u>20</u>     | <input type="checkbox"/> Operate Heavy Machine (0%) _____  | <input type="checkbox"/> Zoology* (0%) _____                    |
| <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%) <u>18</u>         | <input type="checkbox"/> <u>China</u> <u>45</u>            | <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>28</u>        | <input type="checkbox"/> _____                             | <input type="checkbox"/> _____ ( %)                             |
| <input type="checkbox"/> Drive Auto/Carriage (20%) _____   | Own Language (EDU x 5%):                                   | <input type="checkbox"/> _____ ( %)                             |
| <input type="checkbox"/> Electrical Repair (10%) <u>55</u> | <input type="checkbox"/> <u>English</u> <u>65</u>          | <b>Firearms</b>   |
| <input type="checkbox"/> Electronics (0%) _____            | <input type="checkbox"/> Persuade (15%) <u>20</u>          | <input type="checkbox"/> Handgun (20%) <u>65</u>                |
| <input type="checkbox"/> Fast Talk (05%) <u>19</u>         | <input type="checkbox"/> Pharmacy (0%) <u>60</u>           | <input type="checkbox"/> Machine Gun (15%) _____                |
| <input type="checkbox"/> First Aid (30%) <u>55</u>         | <input type="checkbox"/> Photography (10%) <u>60</u>       | <input type="checkbox"/> Rifle (25%) _____                      |
| <input type="checkbox"/> Geology (0%) _____                | <input type="checkbox"/> Physics (0%) _____                | <input type="checkbox"/> Shotgun (30%) <u>45</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 type="checkbox"/> <u>Colt 1911</u>	<u>65</u>	<u>1D10+2</u>	<u>15 y</u>	<u>7</u>	<u>45 APC/7</u>		<u>8</u>
<input type="checkbox"/> <u>Remington M18</u>	<u>45</u>	<u>4D6</u>	<u>10 y</u>	<u>2</u>	<u>2</u>		<u>12</u>
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____