



Adventurer Name _____
Occupation _____
Trade Guild Status _____
Birthplace _____
Mental Disorders _____
Sex _____ **Age** _____

Characteristics & Rolls

STR ___ **DEX** ___ **INT** ___ **Idea** ___
CON ___ **APP** ___ **POW** ___ **Luck** ___
SIZ ___ **SAN** ___ **EDU** ___ **Know** ___
 99-Cthulhu Mythos _____ Damage Bonus _____

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

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 38 39 40 41 42 43

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 38 39 40 41 42 43

Adventurer Sheet

Player's Name _____

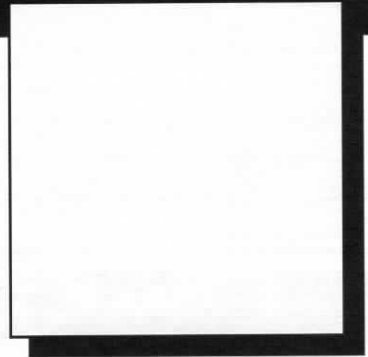


THE DREAMLANDS
 Call of Cthulhu Role-Playing



Investigator Skills

- | | |
|---|--|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> Listen (25%) _____ |
| <input type="checkbox"/> Art (05%): _____ | <input type="checkbox"/> Locksmith (00) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Martial Arts (00) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Medicine (05%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Natural History (10%) _____ |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Navigate (10%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Craft (05%): _____ | Other Language (00): |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | Own Language (EDU x5): |
| <input type="checkbox"/> Cthulhu Mythos (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Dodge (DEX x2) _____ | <input type="checkbox"/> Persuade (15%) _____ |
| <input type="checkbox"/> Dream Lore (10%) _____ | Pilot (00): |
| <input type="checkbox"/> Dreaming (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Drive Carriage (20%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Legal Customs (05%) _____ | <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Library Use (25%) _____ | <input type="checkbox"/> Track (10%) _____ |



Weapon Classes

- | |
|---|
| <input type="checkbox"/> Archery (10%) _____ |
| <input type="checkbox"/> Axe (20%) _____ |
| <input type="checkbox"/> Fencing Foil (10%) _____ |
| <input type="checkbox"/> Knife (25%) _____ |
| <input type="checkbox"/> Pole Arms (10%) _____ |
| <input type="checkbox"/> Spear (15%) _____ |

Weapons

weapon	%	damage	hnd	rng	#att	hp	weapon	%	damage	hnd	rng	#att	hp
<input type="checkbox"/> Fist (50%)	___	1D3+db	1	0'	1	n/a	<input type="checkbox"/> _____	___	_____	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	___	special	2	0'	1	n/a	<input type="checkbox"/> _____	___	_____	_____	_____	_____	_____
<input type="checkbox"/> Head (10%)	___	1D4+db	0	0'	1	n/a	<input type="checkbox"/> _____	___	_____	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	___	1D6+db	0	0'	1	n/a	<input type="checkbox"/> _____	___	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	___	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	___	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	___	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	___	_____	_____	_____	_____	_____