CALL OF CTHULHU
CHARACTER RECORD SHEET

CHARACTER NAME Martha Emily Siss
PLAYER Eric
PROFESSION Demo Effects Specilast
LEVEL 4
EXPERIENCE POINTS

AGE 35 **GENDER** f **HEIGHT** 6'4" **WEIGHT** 142 **EYES** Blue **HAIR** Black **SKIN** tan

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR Strength	12	1		
DEX Dexterity	14	2		
CON Constitution	16	3		
INT Intelligence	18	4		
WIS Wisdom	11	0		
CHA Charisma	14	2		

HP HIT POINTS **TOTAL** 32 **CURRENT HP** 18 **SUBDUAL DAMAGE** **SPEED**

CURRENT SANITY 33

AC ARMOR CLASS 14 = 10 + [ ] ARMOR BONUS + 2 DEX MODIFIER + [ ] MISC MODIFIER + 2 MISC MODIFIER + [ ] ARMOR CHECK PENALTY
TOTAL 16

MAX. SANITY 55 **20% SANITY** 11

INITIATIVE MODIFIER **TOTAL** [ ] = 2 DEX MODIFIER + [ ] MISC MODIFIER

BASE ATTACK BONUS [ ]

SAVING THROWS

	TOTAL	Defense BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (Constitution)	4	1	3				
REFLEX (Dexterity)	6	4	2				
WILL (Wisdom)	4	4	0				

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	3	2	1		
RANGED ATTACK BONUS	4	2	2		
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER

WEAPON

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

FEATS

(3) Dodge +1 AC
Cautious +2 Demod
Disable Device
Skill Emphasis +3 Craft

SPELLS

GEAR

Licence to Buy Explosive

SKILLS
MAX RANKS 7/35

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐ ANIMAL EMPATHY	CHA	___ = ___ + ___ + ___			
☐ APPRAISE ■	INT	___ = ___ + ___ + ___			
☐ BALANCE ■	DEX†	___ = ___ + ___ + ___			
☐ BLUFF ■	CHA	___ = ___ + ___ + ___			
☐ CLIMB ■	STR†	___ = ___ + ___ + ___			
☐ COMPUTER USE ■	INT	___ = ___ + ___ + ___			
☐ CONCENTRATION ■	CON	___ = ___ + ___ + ___			
⊠ CRAFT* (Explosive)	INT	10 = 4 + 7 + 3			
☐ CTHULHU MYTHOS††	—	1 = N/A + 1 + ___			
⊠ DEMOLITIONS	INT	11 = 4 + 7 + 2			
☐ DIPLOMACY ■	CHA	___ = ___ + ___ + ___			
☐ DISABLE DEVICE	INT	6 = 4 + ___ + 2			
☐ DISGUISE ■	CHA	___ = ___ + ___ + ___			
☐ DRIVE ■	DEX	___ = ___ + ___ + ___			
☐ ESCAPE ARTIST ■	DEX†	___ = ___ + ___ + ___			
☐ FORGERY ■	INT	___ = ___ + ___ + ___			
⊠ GATHER INFORMATION ■	CHA	6 = 2 + 4 + ___			
☐ HANDLE ANIMAL	CHA	___ = ___ + ___ + ___			
⊠ HEAL ■	WIS	4 = 0 + 4 + ___			
☐ HIDE ■	DEX†	___ = ___ + ___ + ___			
☐ INNUENDO ■	WIS	___ = ___ + ___ + ___			
☐ INTIMIDATE ■	CHA	___ = ___ + ___ + ___			
☐ JUMP ■	STR†	___ = ___ + ___ + ___			
⊠ KNOWLEDGE* (_____)	INT	___ = ___ + ___ + ___			
⊠ (Chemistry)	INT	11 = 4 + 7 + ___			
⊠ (Phisics)	INT	11 = 4 + 7 + ___			
⊠ (Enginery)	INT	11 = 4 + 7 + ___			
☐ LISTEN ■	WIS	3 = 0 + 3.5 + ___			
☐ MOVE SILENTLY ■	DEX†	___ = ___ + ___ + ___			
☐ OPEN LOCK	DEX	___ = ___ + ___ + ___			
☐ OPERATE HEAVY MACHINERY	DEX	5 = 2 + 3.5 + ___			
☐ PERFORMANCE* (Skiing) (_____)	CHA	2 = ___ + 2 + ___			
		___ = ___ + ___ + ___			
☐ PILOT	DEX	___ = ___ + ___ + ___			
☐ PSYCHIC FOCUS	WIS	___ = ___ + ___ + ___			
☐ PSYCHOANALYSIS	WIS	___ = ___ + ___ + ___			
☐ READ LIPS	INT	7 = 4 + 3.5 + ___			
☐ REPAIR	DEX	___ = ___ + ___ + ___			
⊠ RESEARCH ■	INT	6 = 4 + 2 + ___			
☐ RIDE ■	DEX	___ = ___ + ___ + ___			
⊠ SEARCH ■	INT	11 = 4 + 7 + ___			
☐ SENSE MOTIVE ■	WIS	___ = ___ + ___ + ___			
☐ SLEIGHT OF HAND	DEX	___ = ___ + ___ + ___			
☐ SPEAK OTHER LANGUAGE* (_____)	INT	___ = ___ + ___ + ___			
(_____)	INT	___ = ___ + ___ + ___			
☐ SPELLCRAFT	INT	___ = ___ + ___ + ___			
⊠ SPOT ■	WIS	4 = 0 + 4 + ___			
⊠ SWIM ■	STR†	___ = ___ + ___ + ___			
☐ TUMBLE	DEX†	___ = ___ + ___ + ___			
⊠ USE ROPE ■	DEX	___ = ___ + ___ + ___			
☐ WILDERNESS LORE ■	WIS	___ = ___ + ___ + ___			

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.
Skills marked with ⊠ are core skills. † ARMOR CHECK PENALTY, if any, applies.
* This skill requires a specialization; see the skill's listing for details.
†† This skill cannot be taken during character creation.