

**CHARACTER NAME** Martha Emily Sigg **PLAYER** Epic  
**PROFESSION** Demo Effects Specialist **LEVEL** 4  
**AGE** 35 **GENDER** f **HEIGHT** 6'4" **WEIGHT** 142 **EYES** Blue **HAIR** Black **SKIN** tan

**CALL OF CTHULHU**  
CHARACTER RECORD SHEET

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		

**TOTAL** 32 **CURRENT HP** 18  
**HP** 32 **HIT POINTS** 18  
**AC** 14 = **10** + 2 + 2 + 2 + 2  
**ARMOR CLASS** 14 = **10** + **DEX MODIFIER** + **MISC MODIFIER** + **MISC MODIFIER** + **ARMOR CHECK PENALTY**  
**TOTAL** 16 **INITIATIVE** 16  
**MODIFIER** 2 + **MISC MODIFIER** 2  
**BASE ATTACK**  **BONUS**

**CURRENT SANITY** 33  
**MAX. SANITY** 55 **20% SANITY** 11

**SAVING THROWS** **TOTAL** 4 = **BASE SAVE** 1 + **ABILITY MODIFIER** 3 + **MAGIC MODIFIER** 0 + **MISC MODIFIER** 0 + **TEMPORARY MODIFIER** 0  
**FORTITUDE** (CONSTITUTION)  
**REFLEX** (DEXTERITY)  
**WILL** (WISDOM)

**MELEE** **TOTAL** 3 = **BASE ATTACK BONUS** 2 + **STR MODIFIER** 1 + **MISC MODIFIER** 0 + **TEMPORARY MODIFIER** 0  
**RANGED** **TOTAL** 4 = **BASE ATTACK BONUS** 2 + **DEX MODIFIER** 2 + **MISC MODIFIER** 0 + **TEMPORARY MODIFIER** 0

WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

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**AMMUNITION**

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**FEATS**

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

**SPELLS**

**GEAR**

Licenses to Buy Explosive

**SKILLS** **MAX RANKS** 7/35

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