CALL OF CTHULHU
CHARACTER RECORD SHEET

CHARACTER NAME: Megumi Toshirou
PLAYER: Marcus
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PROFESSION:
AGE: 29
GENDER: F
HEIGHT: 5'3"
WEIGHT: 103
LEVEL:
EXPERIENCE POINTS:
EYES: Blue
HAIR: Black
SKIN: Asian

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR (STRENGTH)	13	+1		
DEX (DEXTERITY)	14	+2		
CON (CONSTITUTION)	15	+2		
INT (INTELLIGENCE)	18	+4		
WIS (WISDOM)	16	+3		
CHA (CHARISMA)	16	+3		

HP HIT POINTS **TOTAL** 38

CURRENT HP:
SUBDUAL DAMAGE:
SPEED:

AC ARMOR CLASS = 10 + ARMOR BONUS + DEX MODIFIER + MISC MODIFIER + MISC MODIFIER **TOTAL** | ARMOR CHECK PENALTY

CURRENT SANITY:
MAX. SANITY: 80
20% SANITY: 66

INITIATIVE MODIFIER = DEX MODIFIER + MISC MODIFIER **TOTAL**

BASE ATTACK BONUS:

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	2	=	+ 2	+	+		
REFLEX (DEXTERITY)	5	=	+ 5	+	+		
WILL (WISDOM)	7	=	+ 5	+	+ 2		

	TOTAL		BASE ATTACK BONUS	STR MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	+4	=	3	+ 1	+	
RANGED ATTACK BONUS	+5	=	3	+ 2	+	
			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
Sensitive
Iron Will
Trustworthy
Sharp-Eyed

SPELLS

GEAR

SKILLS
MAX RANKS: 1

SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
☐ ANIMAL EMPATHY	CHA		=		+		+	
☐ APPRAISE ■	INT		=		+		+	
☐ BALANCE ■	DEX†		=		+		+	
☒ BLUFF ■	CHA	9	=	3	+	6	+	
☐ CLIMB ■	STR†		=		+		+	
☒ COMPUTER USE ■	INT	5	=	4	+	1	+	
☒ CONCENTRATION ■	CON	8	=	2	+	6	+	
☐ CRAFT* (_____)	INT		=		+		+	
☐ CTHULHU MYTHOS††	—		=	N/A	+		+	
☐ DEMOLITIONS	INT		=		+		+	
☒ DIPLOMACY ■	CHA	12	=	3	+	7	+	2
☐ DISABLE DEVICE	INT		=		+		+	
☒ DISGUISE ■	CHA	6	=	3	+	3	+	
☐ DRIVE ■	DEX		=		+		+	
☐ ESCAPE ARTIST ■	DEX†		=		+		+	
☐ FORGERY ■	INT		=		+		+	
☒ GATHER INFORMATION ■	CHA	13	=	3	+	8	+	2
☐ HANDLE ANIMAL	CHA		=		+		+	
☒ HEAL ■	WIS	10	=	3	+	7	+	
☐ HIDE ■	DEX†		=		+		+	
☐ INNUENDO ■	WIS		=		+		+	
☐ INTIMIDATE ■	CHA		=		+		+	
☐ JUMP ■	STR†		=		+		+	
☒ KNOWLEDGE* (Med)	INT	10	=	4	+	6	+	
☒ (Psych)	INT	13	=	4	+	9	+	
☒ (Bio)	INT	8	=	4	+	4	+	
☒ (_____)	INT		=	4	+		+	
☒ LISTEN ■	WIS	10	=	3	+	7	+	
☐ MOVE SILENTLY ■	DEX†		=		+		+	
☐ OPEN LOCK	DEX		=		+		+	
☐ OPERATE HEAVY MACHINERY	DEX		=		+		+	
☐ PERFORMANCE* (____)	CHA		=		+		+	
☐ (_____)			=		+		+	
☐ PILOT	DEX		=		+		+	
☐ PSYCHIC FOCUS	WIS		=		+		+	
☒ PSYCHOANALYSIS	WIS	12	=	3	+	9	+	
☐ READ LIPS	INT		=		+		+	
☐ REPAIR	DEX		=		+		+	
☒ RESEARCH ■	INT	13	=	4	+	9	+	
☐ RIDE ■	DEX		=		+		+	
☐ SEARCH ■	INT		=		+		+	
☒ SENSE MOTIVE ■	WIS	14	=	3	+	9	+	2
☐ SLEIGHT OF HAND	DEX		=		+		+	
☒ SPEAK OTHER LANGUAGE* (Japanese)	INT	6	=	4	+	2	+	
☐ (_____)	INT		=		+		+	
☐ SPELLCRAFT	INT		=		+		+	
☒ SPOT ■	WIS	12	=	3	+	7	+	2
☐ 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.