

Mequmi Toshirou

Marcus

CALL OF CTHULHU

CHARACTER RECORD SHEET

CHARACTER NAME

PLAYER

PROFESSION

F

5'3"

103

LEVEL

6

EXPERIENCE POINTS

Blue Black Asian

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN

CURRENT SANITY

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	38	CURRENT HP		SUBDUAL DAMAGE		SPEED	
AC ARMOR CLASS	10	ARMOR BONUS		DEX MODIFIER		MISC MODIFIER	
INITIATIVE MODIFIER		DEX MODIFIER		MISC MODIFIER			
BASE ATTACK BONUS							

MAX. SANITY 80 20% SANITY 66

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		

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER

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

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

AMMUNITION

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FEATS
Sensitive
Iron Will
Trustworthy
Sharp-Eyed

SPELLS

GEAR

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 checked="" type="checkbox"/> BLUFF	CHA	9	3	6	
<input type="checkbox"/> CLIMB	STR				
<input checked="" type="checkbox"/> COMPUTER USE	INT	5	4	1	
<input checked="" type="checkbox"/> CONCENTRATION	CON	8	2	6	
<input type="checkbox"/> CRAFT* ()	INT				
<input type="checkbox"/> CTHULHU MYTHOS††			N/A		
<input type="checkbox"/> DEMOLITIONS	INT				
<input checked="" type="checkbox"/> DIPLOMACY	CHA	12	3	7	2
<input type="checkbox"/> DISABLE DEVICE	INT				
<input checked="" type="checkbox"/> DISGUISE	CHA	6	3	3	
<input type="checkbox"/> DRIVE	DEX				
<input type="checkbox"/> ESCAPE ARTIST	DEX				
<input type="checkbox"/> FORGERY	INT				
<input checked="" type="checkbox"/> GATHER INFORMATION	CHA	13	3	8	2
<input type="checkbox"/> HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/> HEAL	WIS	10	3	7	
<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* (Med)	INT	10	4	6	
<input checked="" type="checkbox"/> (Psych)	INT	13	4	9	
<input checked="" type="checkbox"/> (Bio)	INT	8	4	4	
<input type="checkbox"/> ()	INT				
<input checked="" type="checkbox"/> LISTEN	WIS	10	3	7	
<input type="checkbox"/> MOVE SILENTLY	DEX				
<input type="checkbox"/> OPEN LOCK	DEX				
<input type="checkbox"/> OPERATE HEAVY MACHINERY	DEX				
<input type="checkbox"/> PERFORMANCE* ()	CHA				
<input type="checkbox"/> ()					
<input type="checkbox"/> PILOT	DEX				
<input type="checkbox"/> PSYCHIC FOCUS	WIS				
<input checked="" type="checkbox"/> PSYCHOANALYSIS	WIS	12	3	9	
<input type="checkbox"/> READ LIPS	INT				
<input type="checkbox"/> REPAIR	DEX				
<input checked="" type="checkbox"/> RESEARCH	INT	13	4	9	
<input type="checkbox"/> RIDE	DEX				
<input type="checkbox"/> SEARCH	INT				
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	14	3	9	2
<input type="checkbox"/> SLEIGHT OF HAND	DEX				
<input checked="" type="checkbox"/> SPEAK OTHER LANGUAGE* (Japanese)	INT	6	4	2	
<input type="checkbox"/> ()	INT				
<input type="checkbox"/> SPELLCRAFT	INT				
<input checked="" type="checkbox"/> SPOT	WIS	12	3	7	2
<input type="checkbox"/> SWIM	STR				
<input type="checkbox"/> TUMBLE	DEX				
<input 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.