

Name _____ Occupation _____

Nationality _____ Sex _____ Age _____

ACHTUNG! Cthulhu

Characteristics

Str _____ Int _____
Con _____ Pow _____
Siz _____ Edu _____
Dex _____ Idea _____
App _____ Luck _____
San _____ Know _____

Damage Bonus (db) _____

Hit Points

-2 (Dead) **-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

Magic Points

0 (Unconscious) 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

Sanity

(99-Cthulhu Mythos ____) **0 (Insane)** 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

Investigator Skills

- | | | | |
|-----------------------------------------------------------|------------------------------------------------------------|------------------------------------------------------------|------------------------------------------------|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> Espionage (01%) _____ | Own Language (EDU x5%): _____ | <input type="checkbox"/> Telephony (01%) _____ |
| <input type="checkbox"/> Aeronautical Systems (01%) _____ | <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Theology (05%) _____ |
| <input type="checkbox"/> Anthropology (01%) _____ | <input type="checkbox"/> Fieldcraft (05%) _____ | <input type="checkbox"/> Parachute (01%) _____ | <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Archaeology (01%) _____ | <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> Perform (05%) _____ | <input type="checkbox"/> Track (10%) _____ |
| Art (05%): _____ | <input type="checkbox"/> Folklore (05%) _____ | <input type="checkbox"/> Persuade (15%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Forensics (05%) _____ | <input type="checkbox"/> Pharmacy (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Forgery (01%) _____ | <input type="checkbox"/> Photo-Interpretation (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Astronomy (01%) _____ | <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> Photography (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Physics (01%) _____ | |
| <input type="checkbox"/> Biology (01%) _____ | <input type="checkbox"/> History (20%) _____ | Pilot (01%): _____ | |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Hypnosis (05%) _____ | <input type="checkbox"/> _____ | |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Institutional Lore (01%) _____ | <input type="checkbox"/> _____ | |
| <input type="checkbox"/> Combat Engineer (15%) _____ | <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Psychoanalysis (01%) _____ | |
| <input type="checkbox"/> Command (05%) _____ | <input type="checkbox"/> Jury Rig (25%) _____ | <input type="checkbox"/> Psychology (05%) _____ | |
| <input type="checkbox"/> Comptography (01%) _____ | <input type="checkbox"/> Law (05%) _____ | <input type="checkbox"/> Radio Operator (01%) _____ | |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Library Use (25%) _____ | <input type="checkbox"/> Radio Operator, Sonar (01%) _____ | |
| Craft (05%): _____ | <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> Ride (05%) _____ | |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Locksmith (01%) _____ | <input type="checkbox"/> Ride Motorcycle (15%) _____ | |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Martial Arts (01%) _____ | <input type="checkbox"/> Rope Use (10%) _____ | |
| <input type="checkbox"/> Credit Rating (15%) _____ | <input type="checkbox"/> Mechanical Repair (20%) _____ | <input type="checkbox"/> Sabotage (05%) _____ | |
| <input type="checkbox"/> Cryptography (01%) _____ | <input type="checkbox"/> Medicine (05%) _____ | <input type="checkbox"/> Scrounge (10%) _____ | |
| Cthulhu Mythos (00%) _____ | <input type="checkbox"/> Meteorology (10%) _____ | <input type="checkbox"/> Ski (05%) _____ | |
| <input type="checkbox"/> Damage Control (15%) _____ | <input type="checkbox"/> Military Doctrine (05%) _____ | <input type="checkbox"/> Sneak (10%) _____ | |
| <input type="checkbox"/> Disguise (01%) _____ | <input type="checkbox"/> Natural History (10%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ | |
| <input type="checkbox"/> Diving (01%) _____ | <input type="checkbox"/> Navigate (10%) _____ | Spotter (05%): _____ | |
| <input type="checkbox"/> Dodge (DEX x2%) _____ | <input type="checkbox"/> Occult (05%) _____ | <input type="checkbox"/> _____ | |
| Drive (20%): _____ | <input type="checkbox"/> Operate Heavy Machine (01%) _____ | <input type="checkbox"/> _____ | |
| <input type="checkbox"/> _____ | Other Language (01%): _____ | <input type="checkbox"/> Surgery (01%) _____ | |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Survival (01%) _____ | |
| <input type="checkbox"/> Drive Tracked (10%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Swim (25%) _____ | |
| <input type="checkbox"/> Electrical Repair (10%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Tactics (01%) _____ | |

Combat Skills

Artillery (01%):

- ☐ _____
- ☐ _____
- ☐ Close Combat (25%) _____
- ☐ Demolitions (01%) _____
- ☐ Handgun (20%) _____
- Heavy Weapons (15%):
- ☐ _____
- ☐ _____
- ☐ Machine Gun (15%) _____
- Melee Weapons (Various):
- ☐ _____
- ☐ _____
- ☐ Rifle (25%) _____
- ☐ Rifle Grenade (15%) _____
- ☐ Shotgun (30%) _____
- ☐ Submachine Gun (15%) _____
- ☐ Torpedo (01%) _____

Weapons

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

Personal Data

Investigator Name _____	Episodes of Insanity _____
Agency _____	_____
Residence _____	_____
Personal Description _____	Wounds & Injuries _____
_____	_____
_____	_____
Family & Friends _____	Marks & Scars _____
_____	_____
_____	_____

Investigator History

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Gear & Possessions

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Mythos Tomes Read

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Spells Known

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Magical Artefacts

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Creatures Encountered

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____