



Cthulhu Now:
Project π Adventure

Pre-generated Player Characters

Phyers' General Knowledge

Captain Joe "Mojo" Whitaker

Mojo is the team leader and ranking officer. He is young, in his early thirties, and is the perfect soldier. He always wears a perfectly-fitting uniform, has steel blue eyes, blonde hair, broad shoulders and a sharp chin. He has a model career as an officer behind him. Mojo comes from a very good and well-respected family. His father is a senator, and it was clear very early that Mojo would also have a storybook career. He always receives top evaluations, graduated from the Naval Academy with distinction, and reached his current position before he was 30.



Lt. Amy "Deadeye" Vasquez

Deadeye doesn't talk much. She doesn't need to. Ice-cold eyes and a granite countenance speak volumes: anyone who takes her on comes out the worse for it. She's a specialist in striking and killing. Like a great hunter, she always bags her prey. Like a bloodhound, she never loses a trail. Locked doors are no obstacle to her. And silent death from the barrel of a sniper rifle has but one name: Deadeye!



Lt. Mollie "DevNull" Caple

DevNull in her early twenties, black, and of average height and stature, although she's in perfect shape. Recently, she's worn her hair close-cropped and bleached blonde. She's never without her wrap-around sunglasses. DevNull talks constantly. She's a live wire, constantly hyperactive, and she always needs to be doing something with her hands. She's happiest with a keyboard under her fingers-on a computer she's untouchable. As a teenager, she hacked computers at NASA and the NSA, and was recruited by the Navy when she was discovered. In the Navy, she's had a storybook career in all respects and quickly landed with the best of the best of the best: the SEALs! She applied for a place and soon a number of deployments were decisively resolved through her bold actions and singular capabilities.



Lt. Felipe "Boom-Boom" Pereira

Boom-Boom comes from out west and is partially of Navajo descent. A sharply cut nose and a dark complexion hint at his heritage. This touch of Indian makes his appearance almost perfect: had Boom-Boom not become a SEAL,



he could have had a career as a model. That would have been a great loss, though, because no one knows his way around demolitions like he. It doesn't matter to him whether it's blowing up a single row house while leaving the neighbors untouched, or whipping up a bomb from toothpaste and shoe polish. Boom-Boom is the only man for the job.

Lt. Edward "Bishop" Potter

Bishop is a cruel, grim giant from the South. He looks as if he never stopped growing. His classmates used to make incest jokes before he broke some of their larger bones. Thereafter, they refrained. Now he's a real giant and as strong as he is tall. Physically, hardly anyone is his equal. Bishop's the man for the rough stuff: he's mastered every weapon and can hold off armies by himself with his beloved chain gun. But in no way is he stupid—he may not earn a doctorate, but for his job, it's way more than enough.



Lt. Charlie "Chopper" Hancock

Chopper is regarded by many as slightly insane, on account of his crazy, restless eyes, unlimited inner energy, and a sheer, boundless desire for adrenaline. Chopper wanted to be a racecar driver, but his family prevailed and sent him into the Navy. When he discovered that he could get his speed rush there as well, he began a singular career. Chopper can pilot pretty much any craft—on water, in the air, or over land—with a unique mastery. For other people, his maneuvers seem foolhardy and almost crazy, as he pushes his machines to the utmost in death-defying fashion, but Chopper knows his limits exactly and knows just how far and fast he can go.



Mike "Doc" Varney, Ph.D., Sci.D., M.S., etc. etc.

Doc isn't a SEAL. He consults for them and often accompanies them on deployments as an external advisor. He's a genial, aspiring scientist. He often appears confused and absent-minded, and talks about things that ordinary mortals can't follow. In his early forties, he's already got two doctorates (in molecular biology and genetics) and is working on two others (in physics and biochemistry). He's one of the brightest intellectual lights in the land. Such a devotion to science has its costs—Doc has neglected his private life and his appearance and looks like a young Albert Einstein. Nevertheless, his brilliance is universally recognized.





STR	<u>16</u>	DEX	<u>16</u>	INT	<u>12</u>	Idea	<u>60</u>
CON	<u>17</u>	APP	<u>15</u>	POW	<u>8</u>	Luck	<u>40</u>
SIZ	<u>16</u>	SAN	<u>40</u>	EDU	<u>10</u>	Know	<u>50</u>
99 - Cthulhu Mythos				99			
Damage Bonus				+1D4			

Insanity 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 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

Unconscious 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 35 36 37

		UNCONSCIOUS					
Dead	-2	-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	35	36	37	

<input type="checkbox"/> Anthropology (01%)	_____	<input type="checkbox"/> Jump (25%)	_____80
<input type="checkbox"/> Archaeology (01%)	_____	<input type="checkbox"/> Law (05%)	_____
Art (05%):		<input type="checkbox"/> Leadership (01%)	_____30
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Library Use (25%)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Listen (25%)	_____60
<input type="checkbox"/> Astronomy (01%)	_____	<input type="checkbox"/> Locksmith (01%)	_____61
<input type="checkbox"/> Bargain (05%)	_____	<input type="checkbox"/> Martial Arts (01%)	_____
<input type="checkbox"/> Biology (01%)	_____	<input type="checkbox"/> Mechanical Repair (20%)	_____
<input type="checkbox"/> Chemistry (01%)	_____20	<input type="checkbox"/> Medicine (05%)	_____20
<input type="checkbox"/> Climb (40%)	_____80	<input type="checkbox"/> Natural History (10%)	_____
<input type="checkbox"/> Computer Use (01%)	_____40	<input type="checkbox"/> Navigate (10%)	_____40
<input type="checkbox"/> Conceal (15%)	_____70	<input type="checkbox"/> Occult (05%)	_____
Craft (01%):		<input type="checkbox"/> Operate Hvy. Machine (01%)	_____
<input type="checkbox"/> _____	_____	Other Language (01%):	
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Credit Rating (15%)	_____	<input type="checkbox"/> _____	_____
Cthulhu Mythos (00%)	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Disguise (01%)	_____	Own Language (EDUx5):	
<input type="checkbox"/> Dodge (DEXx2)	_____80	<input type="checkbox"/> English	_____60
<input type="checkbox"/> Drive Auto (20%)	_____	<input type="checkbox"/> Persuade (15%)	_____
<input type="checkbox"/> Electrical Repair (10%)	_____20	<input type="checkbox"/> Pharmacy (01%)	_____20
<input type="checkbox"/> Electronics (01%)	_____20	<input type="checkbox"/> Photography (10%)	_____
<input type="checkbox"/> Fast Talk (05%)	_____	<input type="checkbox"/> Physics (01%)	_____40
<input type="checkbox"/> First Aid (30%)	_____40	Pilot (01%):	
<input type="checkbox"/> Geology (01%)	_____	<input type="checkbox"/> Boat	_____80
<input type="checkbox"/> Hide (10%)	_____70	<input type="checkbox"/> Ship	_____10
<input type="checkbox"/> History (20%)	_____	<input type="checkbox"/> _____	_____



- | | | |
|--------------------------|----------------------|---------------|
| <input type="checkbox"/> | Psychoanalysis (01%) | <u>5</u> |
| <input type="checkbox"/> | Psychology (05%) | <u> </u> |
| <input type="checkbox"/> | Ride (05%) | <u> </u> |
| <input type="checkbox"/> | Sneak (10%) | <u>80</u> |
| <input type="checkbox"/> | Spot Hidden (25%) | <u>70</u> |
| <input type="checkbox"/> | Swim (25%) | <u>80</u> |
| <input type="checkbox"/> | Throw (25%) | <u>80</u> |
| <input type="checkbox"/> | Track (10%) | <u>80</u> |
| <input type="checkbox"/> | | <u> </u> |
| | Firearms | <u> </u> |
| <input type="checkbox"/> | Handgun (20%) | <u>70</u> |
| <input type="checkbox"/> | Machine Gun (15%) | <u>70</u> |
| <input type="checkbox"/> | Rifle (25%) | <u>70</u> |
| <input type="checkbox"/> | Shotgun (30%) | <u>70</u> |
| <input type="checkbox"/> | Submachine Gun (15%) | <u>70</u> |

	Attack or Weapon	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/>	Fist/Punch (50%)	<u>70</u>	<u>1D3+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Head Butt (10%)	<u>70</u>	<u>1D4+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Kick (25%)	<u>70</u>	<u>1D6+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Grapple (25%)	<u>70</u>	<u>special</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	<u>Fighting Knife*</u>	<u>70</u>	<u>1D4+2+db</u>	<u>1</u>	<u>15</u>
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

Firearm	Current Skill %	Attack Damage	Base Range	Shots Per Round	Shots In Gun	Malfunc. Number	Hit Points
Hand Grenade	80	4D6/4yds	thrown	1/2	1 only	99	8
M203	70	2D6+2	50 yds	1/3	1	97	10
M4A1	70	2D8	70 yds	2/...	30	98	10
MP5N	70	1D10	45 yds	2/...	30	98	10
P226	70	1D10	15 yds	2	15	99	8

Personal Data

Investigator Name Captain Joe "Mojo" Whitaker

Residence _____

Personal Description: _____

Family & Friends: _____

Episodes of Insanity: _____

Wounds & Injuries: _____

Marks & Scars: _____

Investigator History

Player's Knowledge: Unfortunately, not all that glitters is gold: that's true for Mojo as well. On the outside, he's a perfect soldier, but he owes his success not to his superior abilities, but to the influence of his family and a short, dirty affair with an influential advisor at the White House, Camille Rose. This connection and his family name have opened doors for Mojo, even though he's not really good enough for his position. Mojo may not be a bad soldier. But in really stressful situations he tends to break down; he has great problems making decisions and leading subordinates. He lacks essential leadership qualities. Consequently, he's under tremendous stress much of the time and has powerful anxiety about failing as an officer in a combat situation. That, or the revelation of his relationship to Rose, would be the immediate end of his career. And if that weren't bad enough, it'd besmirch his family's name.

Income & Savings

Income _____

Cash on Hand _____

Savings _____

Personal Property: _____

Real Estate: _____

Adventuring Gear & Possessions

Half-head helmet

Night vision goggles

Low profile com-tac headset

Camo dry suit

Flotation/tactical vest

Dive watch

Multi-tool

Torch

Mythos Tomes Read

Magical Artifacts / Spells Known

Artifacts: _____

Spells: _____

Entities Encountered

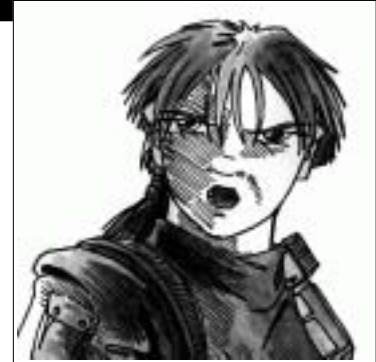
STR	<u>16</u>	DEX	<u>18</u>	INT	<u>15</u>	Idea	<u>75</u>
CON	<u>16</u>	APP	<u>14</u>	POW	<u>18</u>	Luck	<u>90</u>
SIZ	<u>16</u>	SAN	<u>90</u>	EDU	<u>16</u>	Know	<u>80</u>
99 - Cthulhu Mythos				99			
Damage Bonus				<u>+1D4</u>			

Insanity 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 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

Unconscious				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	35	36	37

		UNCONSCIOUS					
Dead	-2	-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	35	36	37	

<input type="checkbox"/> Accounting (10%)	_____	<input type="checkbox"/> History (20%)	_____
<input type="checkbox"/> Anthropology (01%)	_____	<input type="checkbox"/> Jump (25%)	<u>80</u>
<input type="checkbox"/> Archaeology (01%)	_____	<input type="checkbox"/> Law (05%)	_____
Art (05%):		<input type="checkbox"/> Library Use (25%)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Listen (25%)	<u>80</u>
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Locksmith (01%)	<u>70</u>
<input type="checkbox"/> Astronomy (01%)	_____	<input type="checkbox"/> Martial Arts (01%)	_____
<input type="checkbox"/> Bargain (05%)	_____	<input type="checkbox"/> Mechanical Repair (20%)	_____
<input type="checkbox"/> Biology (01%)	_____	<input type="checkbox"/> Medicine (05%)	_____
<input type="checkbox"/> Chemistry (01%)	_____	<input type="checkbox"/> Natural History (10%)	_____
<input type="checkbox"/> Climb (40%)	<u>90</u>	<input type="checkbox"/> Navigate (10%)	<u>40</u>
<input type="checkbox"/> Computer Use (01%)	<u>40</u>	<input type="checkbox"/> Occult (05%)	_____
<input type="checkbox"/> Conceal (15%)	<u>90</u>	<input type="checkbox"/> Operate Hvy. Machine (01%)	_____
Craft (01%):		Other Language (01%):	
<input type="checkbox"/> _____	_____	<input type="checkbox"/> <u>Spanish (speak only)</u>	<u>50</u>
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Credit Rating (15%)	_____	<input type="checkbox"/> _____	_____
Cthulhu Mythos (00%)	_____	Own Language (EDUx5):	
<input type="checkbox"/> Disguise (01%)	_____	<input type="checkbox"/> <u>English (speak only)</u>	<u>80</u>
<input type="checkbox"/> Dodge (DEXx2)	<u>90</u>	<input type="checkbox"/> Persuade (15%)	_____
<input type="checkbox"/> Drive Auto (20%)	_____	<input type="checkbox"/> Pharmacy (01%)	_____
<input type="checkbox"/> Electrical Repair (10%)	_____	<input type="checkbox"/> Photography (10%)	_____
<input type="checkbox"/> Electronics (01%)	<u>40</u>	<input type="checkbox"/> Physics (01%)	<u>40</u>
<input type="checkbox"/> Fast Talk (05%)	_____	Pilot (01%):	
<input type="checkbox"/> First Aid (30%)	<u>40</u>	<input type="checkbox"/> <u>Boat</u>	<u>80</u>
<input type="checkbox"/> Geology (01%)	_____	<input type="checkbox"/> <u>Ship</u>	<u>10</u>
<input type="checkbox"/> Hide (10%)	<u>90</u>	<input type="checkbox"/> _____	_____



- | | | |
|--------------------------|----------------------|------------|
| <input type="checkbox"/> | Psychoanalysis (01%) | _____ |
| <input type="checkbox"/> | Psychology (05%) | _____ |
| <input type="checkbox"/> | Ride (05%) | _____ |
| <input type="checkbox"/> | Sneak (10%) | _____ |
| <input type="checkbox"/> | Spot Hidden (25%) | <u>90</u> |
| <input type="checkbox"/> | Swim (25%) | <u>90</u> |
| <input type="checkbox"/> | Throw (25%) | <u>80</u> |
| <input type="checkbox"/> | Track (10%) | <u>90</u> |
| <input type="checkbox"/> | | _____ |
| | Firearms | _____ |
| <input type="checkbox"/> | Handgun (20%) | <u>100</u> |
| <input type="checkbox"/> | Machine Gun (15%) | <u>100</u> |
| <input type="checkbox"/> | Rifle (25%) | <u>100</u> |
| <input type="checkbox"/> | Shotgun (30%) | <u>100</u> |
| <input type="checkbox"/> | Submachine Gun (15%) | <u>100</u> |

	Attack or Weapon	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/>	Fist/Punch (50%)	<u>90</u>	<u>1D3+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Head Butt (10%)	<u>90</u>	<u>1D4+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Kick (25%)	<u>90</u>	<u>1D6+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Grapple (25%)	<u>90</u>	<u>special</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	<u>Fighting Knife*</u>	<u>90</u>	<u>1D4+2+db</u>	<u>1</u>	<u>15</u>
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

Firearm	Current Skill %	Attack Damage	Base Range	Shots Per Round	Shots In Gun	Malfunc. Number	Hit Points
Hand Grenade	80	4D6/4yds	thrown	1/2	1 only	99	8
MP5N	100	1D10	45 yds	2/...	30	98	10
P226	100	1D10	15 yds	2	15	99	8
SR-25	100	2D6+4	110 yds	1	20	98	8

Personal Data

Investigator Name Lt. Amy "Deadeye" Vasquez

Residence _____

Personal Description: _____

Family & Friends: _____

Episodes of Insanity: _____

Wounds & Injuries: _____

Marks & Scars: _____

Investigator History

General Knowledge: Deadeye doesn't talk much. She doesn't need to. Ice-cold eyes and a granite countenance speak volumes: anyone who takes her on comes out the worse for it. She's a specialist in striking and killing. Like a great hunter, she always bags her prey. Like a bloodhound, she never loses a trail. Locked doors are no obstacle to her. And silent death from the barrel of a sniper rifle has but one name: Deadeye!

Player's Knowledge: Unfortunately, not all that glitters is gold: even Deadeye has a little problem that she's so far been able to cover up. She has a severe cerebral disturbance that has cost her the ability to understand written language. Her signature has become an illegible scrawl, and that's about all she can write. While reading isn't her primary duty, it's certainly important, and if her disability became known, she'd be discharged immediately.

Income & Savings

Income _____

Cash on Hand _____

Savings _____

Personal Property: _____

Real Estate: _____

Adventuring Gear & Possessions

Mythos Tomes Read

Magical Artifacts / Spells Known

Artifacts: _____

Spells: _____

Entities Encountered

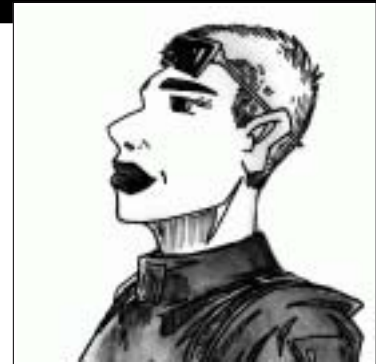
STR	<u>15</u>	DEX	<u>16</u>	INT	<u>18</u>	Idea	<u>90</u>
CON	<u>16</u>	APP	<u>15</u>	POW	<u>18</u>	Luck	<u>90</u>
SIZ	<u>14</u>	SAN	<u>70</u>	EDU	<u>18</u>	Know	<u>90</u>
99 - Cthulhu Mythos				99			
Damage Bonus				<u>+1D4</u>			

Insanity 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 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

Unconscious				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	35	36	37

		UNCONSCIOUS					
Dead	-2	-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	35	36	37	

<input type="checkbox"/> Accounting (10%)	_____	<input type="checkbox"/> History (20%)	_____
<input type="checkbox"/> Anthropology (01%)	_____	<input type="checkbox"/> Jump (25%)	<u>80</u>
<input type="checkbox"/> Archaeology (01%)	_____	<input type="checkbox"/> Law (05%)	_____
Art (05%):	_____	<input type="checkbox"/> Library Use (25%)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Listen (25%)	<u>60</u>
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Locksmith (01%)	<u>90</u>
<input type="checkbox"/> Astronomy (01%)	_____	<input type="checkbox"/> Martial Arts (01%)	_____
<input type="checkbox"/> Bargain (05%)	_____	<input type="checkbox"/> Mechanical Repair (20%)	<u>60</u>
<input type="checkbox"/> Biology (01%)	_____	<input type="checkbox"/> Medicine (05%)	<u>40</u>
<input type="checkbox"/> Chemistry (01%)	<u>60</u>	<input type="checkbox"/> Natural History (10%)	_____
<input type="checkbox"/> Climb (40%)	<u>80</u>	<input type="checkbox"/> Navigate (10%)	<u>60</u>
<input type="checkbox"/> Computer Use (01%)	<u>100</u>	<input type="checkbox"/> Occult (05%)	_____
<input type="checkbox"/> Conceal (15%)	<u>70</u>	<input type="checkbox"/> Operate Hvy. Machine (01%)	_____
Craft (01%):	_____	Other Language (01%):	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Credit Rating (15%)	_____	<input type="checkbox"/> _____	_____
Cthulhu Mythos (00%)	_____	Own Language (EDUx5):	_____
<input type="checkbox"/> Disguise (01%)	_____	<input type="checkbox"/> <u>English</u>	<u>90</u>
<input type="checkbox"/> Dodge (DEXx2)	<u>80</u>	<input type="checkbox"/> Persuade (15%)	_____
<input type="checkbox"/> Drive Auto (20%)	_____	<input type="checkbox"/> Pharmacy (01%)	<u>60</u>
<input type="checkbox"/> Electrical Repair (10%)	<u>80</u>	<input type="checkbox"/> Photography (10%)	_____
<input type="checkbox"/> Electronics (01%)	<u>100</u>	<input type="checkbox"/> Physics (01%)	<u>60</u>
<input type="checkbox"/> Fast Talk (05%)	_____	Pilot (01%):	_____
<input type="checkbox"/> First Aid (30%)	<u>50</u>	<input type="checkbox"/> <u>Boat</u>	<u>60</u>
<input type="checkbox"/> Geology (01%)	_____	<input type="checkbox"/> <u>Ship</u>	<u>30</u>
<input type="checkbox"/> Hide (10%)	<u>70</u>	<input type="checkbox"/> _____	_____



- | | | |
|--------------------------|----------------------|-------|
| <input type="checkbox"/> | Psychoanalysis (01%) | _____ |
| <input type="checkbox"/> | Psychology (05%) | _____ |
| <input type="checkbox"/> | Ride (05%) | _____ |
| <input type="checkbox"/> | Sneak (10%) | 80 |
| <input type="checkbox"/> | Spot Hidden (25%) | 90 |
| <input type="checkbox"/> | Swim (25%) | 80 |
| <input type="checkbox"/> | Throw (25%) | 80 |
| <input type="checkbox"/> | Track (10%) | 80 |
| <input type="checkbox"/> | _____ | _____ |
| | Firearms | |
| <input type="checkbox"/> | Handgun (20%) | 80 |
| <input type="checkbox"/> | Machine Gun (15%) | 80 |
| <input type="checkbox"/> | Rifle (25%) | 80 |
| <input type="checkbox"/> | Shotgun (30%) | 80 |
| <input type="checkbox"/> | Submachine Gun (15%) | 80 |

Attack or Weapon	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	<u>80</u>	<u>1D3+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/> Head Butt (10%)	<u>80</u>	<u>1D4+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/> Kick (25%)	<u>80</u>	<u>1D6+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/> Grapple (25%)	<u>80</u>	<u>special</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/> <u>Fighting Knife*</u>	<u>80</u>	<u>1D4+2+db</u>	<u>1</u>	<u>15</u>
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

Firearm	Current Skill %	Attack Damage	Base Range	Shots Per Round	Shots In Gun	Malfunct. Number	Hit Points
Hand Grenade	80	4D6/4yds	thrown	1/2	1 only	99	8
M4A1	80	2D8	70 yds	2/...	30	98	10
MP5N	80	1D10	45 yds	2/...	30	98	10
P226	80	1D10	15 yds	2	15	99	8

Personal Data

Investigator Name Lt. Mollie "DevNull" Caple

Residence _____

Personal Description: _____

Family & Friends: _____

Episodes of Insanity: _____

Wounds & Injuries: _____

Marks & Scars: _____

Investigator History

Player's Knowledge: Unfortunately, not all that glitters is gold: even DevNull has a little problem that she's so far been able to cover up. She is pathologically curious. No secret can stay hidden from her; she has to stick her nose in everywhere. Her curiosity has gotten her into some problems. She's collected a lot of compromising information over time, enough to end her career. Some particularly piquant photos show her own captain ('Mojo') and an influential White House adviser, Camille Rose, engaged in certain unambiguous activities. DevNull thinks they may come in handy one day. A further problem is pills: DevNull uses a whole array of uppers to help her keep up the energy she needs. When she's popped a couple, she really feels alive at the keyboard. Obviously, it'd be the end of her career if came out. But that's not all: if DevNull no longer enjoys the protection of the Navy, a prison sentence or attempt on her life may be in the cards for DevNull.

Income & Savings

Income _____

Cash on Hand _____

Savings _____

Personal Property: _____

Real Estate: _____

Mythos Tomes Read

Magical Artifacts / Spells Known

Artifacts: _____

Spells: _____

Adventuring Gear & Possessions

Half-head helmet

Night vision goggles

Low profile com-tac headset

Camo dry suit

Flotation/tactical vest

Dive watch

Multi-tool

Torch

Ruggedised laptop

Hacking gear

Entities Encountered



STR	<u>16</u>	DEX	<u>18</u>	INT	<u>15</u>	Idea	<u>75</u>
CON	<u>17</u>	APP	<u>18</u>	POW	<u>18</u>	Luck	<u>90</u>
SIZ	<u>16</u>	SAN	<u>40</u>	EDU	<u>16</u>	Know	<u>80</u>
99 - Cthulhu Mythos			99	Damage Bonus		+1D4	

Insanity 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	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

Unconscious										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	35	36	37						

Dead	-2	-1	0	1	2	UNCONSCIOUS
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

<input type="checkbox"/> Accounting (10%)	_____	<input type="checkbox"/> Hide (10%)	_____ 70
<input type="checkbox"/> Anthropology (01%)	_____	<input type="checkbox"/> History (20%)	_____
<input type="checkbox"/> Archaeology (01%)	_____	<input type="checkbox"/> Jump (25%)	_____ 80
Art (05%):	_____	<input type="checkbox"/> Law (05%)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Library Use (25%)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Listen (25%)	_____ 60
<input type="checkbox"/> Astronomy (01%)	_____	<input type="checkbox"/> Locksmith (01%)	_____ 60
<input type="checkbox"/> Bargain (05%)	_____	<input type="checkbox"/> Martial Arts (01%)	_____
<input type="checkbox"/> Biology (01%)	_____	<input type="checkbox"/> Mechanical Repair (20%)	_____ 60
<input type="checkbox"/> Chemistry (01%)	_____ 90	<input type="checkbox"/> Medicine (05%)	_____ 60
<input type="checkbox"/> Climb (40%)	_____ 80	<input type="checkbox"/> Natural History (10%)	_____
<input type="checkbox"/> Computer Use (01%)	_____ 40	<input type="checkbox"/> Navigate (10%)	_____ 40
<input type="checkbox"/> Conceal (15%)	_____ 80	<input type="checkbox"/> Occult (05%)	_____
Craft (01%):	_____	<input type="checkbox"/> Operate Hvy. Machine (01%)	_____
<input type="checkbox"/> _____	_____	Other Language (01%):	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Spanish	_____ 60
<input type="checkbox"/> Credit Rating (15%)	_____	<input type="checkbox"/> _____	_____
Cthulhu Mythos (00%)	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Demolitions (01%)	_____ 100	Own Language (EDUx5):	_____
<input type="checkbox"/> Disguise (01%)	_____	<input type="checkbox"/> English	_____ 80
<input type="checkbox"/> Dodge (DEXx2)	_____ 80	<input type="checkbox"/> Persuade (15%)	_____
<input type="checkbox"/> Drive Auto (20%)	_____	<input type="checkbox"/> Pharmacy (01%)	_____ 60
<input type="checkbox"/> Electrical Repair (10%)	_____ 60	<input type="checkbox"/> Photography (10%)	_____
<input type="checkbox"/> Electronics (01%)	_____ 60	<input type="checkbox"/> Physics (01%)	_____ 60
<input type="checkbox"/> Fast Talk (05%)	_____	Pilot (01%):	_____
<input type="checkbox"/> First Aid (30%)	_____ 40	<input type="checkbox"/> Boat	_____ 80
<input type="checkbox"/> Geology (01%)	_____	<input type="checkbox"/> Ship	_____ 10



- | | | |
|--------------------------|----------------------|-----|
| <input type="checkbox"/> | | |
| <input type="checkbox"/> | Psychoanalysis (01%) | |
| <input type="checkbox"/> | Psychology (05%) | 70 |
| <input type="checkbox"/> | Ride (05%) | |
| <input type="checkbox"/> | Sneak (10%) | 80 |
| <input type="checkbox"/> | Spot Hidden (25%) | 70 |
| <input type="checkbox"/> | Swim (25%) | 80 |
| <input type="checkbox"/> | Throw (25%) | 100 |
| <input type="checkbox"/> | Track (10%) | 80 |
| | Firearms | |
| <input type="checkbox"/> | Handgun (20%) | 80 |
| <input type="checkbox"/> | Machine Gun (15%) | 80 |
| <input type="checkbox"/> | Rifle (25%) | 80 |
| <input type="checkbox"/> | Shotgun (30%) | 80 |
| <input type="checkbox"/> | Submachine Gun (15%) | 80 |

	Attack or Weapon	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/>	Fist/Punch (50%)	<u>80</u>	<u>1D3+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Head Butt (10%)	<u>80</u>	<u>1D4+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Kick (25%)	<u>80</u>	<u>1D6+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Grapple (25%)	<u>80</u>	<u>special</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	<u>Fighting Knife*</u>	<u>80</u>	<u>1D4+2+db</u>	<u>1</u>	<u>15</u>
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

Firearm	Current Skill %	Attack Damage	Base Range	Shots Per Round	Shots In Gun	Malfunc. Number	Hit Points
Hand Grenade	100	4D6/4yds	thrown	1/2	1 only	99	8
M4A1	80	2D8	70 yds	2/...	30	98	10
MP5N	80	1D10	45 yds	2/...	30	98	10
P226	80	1D10	15 yds	2	15	99	8
Plastique (C-4)	60	6D6/3yds	in place	on...	1 only	99	15

Player's Name _____



CALL OF CTHULHU

Personal Data

Investigator Name Lt. Felipe "Boom-Boom" Pereira

Residence _____

Personal Description: _____

Family & Friends: _____

Episodes of Insanity: _____

Wounds & Injuries: _____

Marks & Scars: _____

Investigator History

General Knowledge: Boom-Boom comes from out west and is partially of Navajo descent. A sharply cut nose and a dark complexion hint at his heritage. It doesn't matter to him whether its blowing us a single row house while leaving the neighbors untouched, or whipping up a bomb from toothpaste and shoe polish. Boom-Boom is the only man for the job.

Player's Knowledge: Unfortunately, not all that glitters is gold: even Boom-Boom has a little problem that he's so far been able to cover up. He's a sex addict. He's hooked on the kick from getting hormones flowing in his veins, and worse, he gets off best from very hard, very brutal sex. Young (female) cadets serve his purposes best: they're impressed by his position of power and keep quiet for the same reason after they're kicked out of his bed the next morning, sometimes bleeding and bruised. Boom-Boom feels some guilt over this, but the kick always pulls him back. If it came out in public, of course, it'd not only be the end of his career, but a lengthy

Income & Savings

Income _____

Cash on Hand _____

Savings _____

Personal Property: _____

Real Estate: _____

Mythos Tomes Read

Magical Artifacts / Spells Known

Artifacts: _____

Spells: _____

Adventuring Gear & Possessions

Half-head helmet

Night vision goggles

Low profile com-tac headset

Camo dry suit

Flotation/tactical vest

Dive watch

Multi-tool

Torch

Entities Encountered



STR	<u>18</u>	DEX	<u>16</u>	INT	<u>9</u>	Idea	<u>45</u>
CON	<u>18</u>	APP	<u>14</u>	POW	<u>18</u>	Luck	<u>90</u>
SIZ	<u>18</u>	SAN	<u>40</u>	EDU	<u>14</u>	Know	<u>70</u>
99 - Cthulhu Mythos				99			
Damage Bonus				<u>+1D6</u>			

Insanity 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 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

Unconscious										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	35	36	37				

Dead	-2	-1	0	1	2	UNCONSCIOUS
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

<input type="checkbox"/> Accounting (10%)	_____	<input type="checkbox"/> History (20%)	_____
<input type="checkbox"/> Anthropology (01%)	_____	<input type="checkbox"/> Jump (25%)	<u>80</u>
<input type="checkbox"/> Archaeology (01%)	_____	<input type="checkbox"/> Law (05%)	_____
Art (05%):	_____	<input type="checkbox"/> Library Use (25%)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Listen (25%)	<u>60</u>
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Locksmith (01%)	_____
<input type="checkbox"/> Astronomy (01%)	_____	<input type="checkbox"/> Martial Arts (01%)	_____
<input type="checkbox"/> Bargain (05%)	_____	<input type="checkbox"/> Mechanical Repair (20%)	_____
<input type="checkbox"/> Biology (01%)	_____	<input type="checkbox"/> Medicine (05%)	_____
<input type="checkbox"/> Chemistry (01%)	_____	<input type="checkbox"/> Natural History (10%)	_____
<input type="checkbox"/> Climb (40%)	<u>80</u>	<input type="checkbox"/> Navigate (10%)	<u>20</u>
<input type="checkbox"/> Computer Use (01%)	<u>20</u>	<input type="checkbox"/> Occult (05%)	_____
<input type="checkbox"/> Conceal (15%)	<u>70</u>	<input type="checkbox"/> Operate Hvy. Machine (01%)	_____
Craft (01%):	_____	Other Language (01%):	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Credit Rating (15%)	_____	<input type="checkbox"/> _____	_____
Cthulhu Mythos (00%)	_____	Own Language (EDUx5):	_____
<input type="checkbox"/> Disguise (01%)	_____	<input type="checkbox"/> <u>English</u>	<u>70</u>
<input type="checkbox"/> Dodge (DEXx2)	<u>80</u>	<input type="checkbox"/> Persuade (15%)	_____
<input type="checkbox"/> Drive Auto (20%)	_____	<input type="checkbox"/> Pharmacy (01%)	_____
<input type="checkbox"/> Electrical Repair (10%)	_____	<input type="checkbox"/> Photography (10%)	_____
<input type="checkbox"/> Electronics (01%)	_____	<input type="checkbox"/> Physics (01%)	_____
<input type="checkbox"/> Fast Talk (05%)	_____	Pilot (01%):	_____
<input type="checkbox"/> First Aid (30%)	_____	<input type="checkbox"/> <u>Boat</u>	<u>80</u>
<input type="checkbox"/> Geology (01%)	_____	<input type="checkbox"/> <u>Ship</u>	<u>10</u>
<input type="checkbox"/> Hide (10%)	<u>70</u>	<input type="checkbox"/> _____	_____



- | | | |
|--------------------------|----------------------|------------|
| <input type="checkbox"/> | Psychoanalysis (01%) | _____ |
| <input type="checkbox"/> | Psychology (05%) | _____ |
| <input type="checkbox"/> | Ride (05%) | _____ |
| <input type="checkbox"/> | Sneak (10%) | <u>80</u> |
| <input type="checkbox"/> | Spot Hidden (25%) | <u>70</u> |
| <input type="checkbox"/> | Swim (25%) | <u>80</u> |
| <input type="checkbox"/> | Throw (25%) | <u>80</u> |
| <input type="checkbox"/> | Track (10%) | <u>80</u> |
| <input type="checkbox"/> | _____ | _____ |
| | Firearms | |
| <input type="checkbox"/> | Handgun (20%) | <u>100</u> |
| <input type="checkbox"/> | Machine Gun (15%) | <u>100</u> |
| <input type="checkbox"/> | Rifle (25%) | <u>100</u> |
| <input type="checkbox"/> | Shotgun (30%) | <u>100</u> |
| <input type="checkbox"/> | Submachine Gun (15%) | <u>100</u> |

	Attack or Weapon	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/>	Fist/Punch (50%)	100	1D3+db	1	-
<input type="checkbox"/>	Head Butt (10%)	100	1D4+db	1	-
<input type="checkbox"/>	Kick (25%)	100	1D6+db	1	-
<input type="checkbox"/>	Grapple (25%)	100	special	1	-
<input type="checkbox"/>	Fighting Knife*	100	1D4+2+db	1	15
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

Firearm	Current Skill %	Attack Damage	Base Range	Shots Per Round	Shots In Gun	Malfunc. Number	Hit Points
Hand Grenade	80	4D6/4yds	thrown	1/2	1 only	99	8
M60F4	100	2D6+4	110 yds	20	100B	98	15
MP5N	100	1D10	45 yds	2/...	30	98	10
P226	100	1D10	15 yds	2	15	99	8

CALL of CTHULHU



Personal Data

Investigator Name Lt. Edward "Bishop" Potter

Residence _____

Personal Description: _____

Family & Friends: _____

Episodes of Insanity: _____

Wounds & Injuries: _____

Marks & Scars: _____

Investigator History

General Knowledge: Bishop is a cruel, grim giant from the South. His classmates used to make incest jokes before he broke some of their larger bones. Physically, hardly anyone is his equal. Bishop's the man for the rough stuff: he's mastered every weapon and can hold off armies by himself with his beloved chain gun. But in no way is he stupid-he may not earn a doctorate, but for his job, it's way more than enough.

Player's Knowledge: Bishop has a little problem. He's a bigot. He has problems with people with other skin colors. He doesn't just think less of them, he genuinely despises them wholeheartedly. It goes so far that he'd willingly send such people into danger or let them die. He and his family are long-time KKK members. It's hard for Bishop to conceal his distaste for people of different colors, which has created problems for him in the past. He keeps his distance from black and brown teammates. If it comes out that he's committed crimes while in a Klan hood, his SEAL career would be over in a second. He will protect that secret at any price.

Income & Savings

Income _____

Cash on Hand _____

Savings _____

Personal Property: _____

Real Estate: _____

Adventuring Gear & Possessions

Mythos Tomes Read

Magical Artifacts / Spells Known

Artifacts: _____

Spells: _____

Entities Encountered

STR	<u>16</u>	DEX	<u>18</u>	INT	<u>16</u>	Idea	<u>80</u>
CON	<u>17</u>	APP	<u>16</u>	POW	<u>18</u>	Luck	<u>90</u>
SIZ	<u>14</u>	SAN	<u>45</u>	EDU	<u>12</u>	Know	<u>60</u>
99 - Cthulhu Mythos				99			
Damage Bonus				<u>+1D4</u>			

Insanity 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 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

Unconscious				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	35	36	37

Dead	-2	-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	35	36	37

<input type="checkbox"/> Anthropology (01%)	_____	<input type="checkbox"/> Library Use (25%)	_____
<input type="checkbox"/> Archaeology (01%)	_____	<input type="checkbox"/> Listen (25%)	<u>60</u>
Art (05%):	_____	<input type="checkbox"/> Locksmith (01%)	<u>60</u>
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Martial Arts (01%)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Mechanical Repair (20%)	<u>90</u>
<input type="checkbox"/> Bargain (05%)	_____	<input type="checkbox"/> Medicine (05%)	_____
<input type="checkbox"/> Biology (01%)	_____	<input type="checkbox"/> Natural History (10%)	_____
<input type="checkbox"/> Chemistry (01%)	_____	<input type="checkbox"/> Navigate (10%)	<u>80</u>
<input type="checkbox"/> Climb (40%)	<u>80</u>	<input type="checkbox"/> Occult (05%)	_____
<input type="checkbox"/> Computer Use (01%)	<u>70</u>	<input type="checkbox"/> Operate Hvy. Machine (01%)	_____
<input type="checkbox"/> Conceal (15%)	<u>70</u>	Other Language (01%):	_____
Craft (01%):	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
Cthulhu Mythos (00%)	_____	Own Language (EDUx5):	_____
<input type="checkbox"/> Disguise (01%)	_____	<input type="checkbox"/> <u>English</u>	<u>60</u>
<input type="checkbox"/> Dodge (DEXx2)	<u>80</u>	<input type="checkbox"/> Persuade (15%)	_____
<input type="checkbox"/> Drive Auto (20%)	<u>100</u>	<input type="checkbox"/> Pharmacy (01%)	_____
<input type="checkbox"/> Electrical Repair (10%)	<u>80</u>	<input type="checkbox"/> Photography (10%)	_____
<input type="checkbox"/> Electronics (01%)	<u>80</u>	<input type="checkbox"/> Physics (01%)	<u>80</u>
<input type="checkbox"/> Fast Talk (05%)	_____	Pilot (01%):	_____
<input type="checkbox"/> First Aid (30%)	<u>40</u>	<input type="checkbox"/> <u>Aircraft</u>	<u>90</u>
<input type="checkbox"/> Geology (01%)	_____	<input type="checkbox"/> <u>Ship</u>	<u>100</u>
<input type="checkbox"/> Hide (10%)	<u>70</u>	<input type="checkbox"/> <u>Boat</u>	<u>100</u>
<input type="checkbox"/> History (20%)	_____	<input type="checkbox"/> <u>Helicopter</u>	<u>100</u>
<input type="checkbox"/> Jump (25%)	<u>80</u>	<input type="checkbox"/> <u>Hovercraft</u>	<u>90</u>
<input type="checkbox"/> Law (05%)	_____	<input type="checkbox"/> Psychoanalysis (01%)	_____



- | | | |
|--------------------------|----------------------|-----------|
| <input type="checkbox"/> | Psychology (05%) | _____ |
| <input type="checkbox"/> | Ride (05%) | _____ |
| <input type="checkbox"/> | Sneak (10%) | <u>80</u> |
| <input type="checkbox"/> | Spot Hidden (25%) | <u>70</u> |
| <input type="checkbox"/> | Swim (25%) | <u>80</u> |
| <input type="checkbox"/> | Throw (25%) | <u>80</u> |
| <input type="checkbox"/> | Track (10%) | <u>80</u> |
| <input type="checkbox"/> | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ |
| Firearms | | |
| <input type="checkbox"/> | Handgun (20%) | <u>70</u> |
| <input type="checkbox"/> | Machine Gun (15%) | <u>70</u> |
| <input type="checkbox"/> | Rifle (25%) | <u>70</u> |
| <input type="checkbox"/> | Shotgun (30%) | <u>70</u> |
| <input type="checkbox"/> | Submachine Gun (15%) | <u>70</u> |

	Attack or Weapon	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/>	Fist/Punch (50%)	<u>70</u>	<u>1D3+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Head Butt (10%)	<u>70</u>	<u>1D4+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Kick (25%)	<u>70</u>	<u>1D6+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Grapple (25%)	<u>70</u>	<u>special</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	<u>Fighting Knife*</u>	<u>100</u>	<u>1D4+2+db</u>	<u>1</u>	<u>15</u>
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

Firearm	Current Skill %	Attack Damage	Base Range	Shots Per Round	Shots In Gun	Malfunct. Number	Hit Points
Hand Grenade	80	4D6/4yds	thrown	1/2	1 only	99	8
M4A1	70	2D8	70 yds	2/...	30	98	10
MP5N	70	1D10	45 yds	2/...	30	98	10
P226	70	1D10	15 yds	2	15	99	8

Personal Data

Investigator Name Lt. Charlie "Chopper" Hancock

Residence _____

Personal Description: _____

Family & Friends: _____

Episodes of Insanity: _____

Wounds & Injuries: _____

Marks & Scars: _____

Investigator History

Player's Knowledge: Unfortunately, not all that glitters is gold: Chopper has a little problem. He's not just hooked on speed, but also on the kick he gets from combat and killing. Hand-to-hand combat does it the best for him. There's nothing better than putting the beat-down on or even killing an opponent with his bare hands or a big knife. When he's overcome by blood lust, he'll disregard his own safety and the safety of the team by taking unnecessary risks. He'll jump directly into lines of fire, alert enemies to his position, or even attack his comrades who want to hold him back. It will be damn hard to stop him when he finally snaps. Until now, Chopper's been lucky enough that he's been able to control himself in really critical situations. But one day, it'll be different, and that'll be the end of his career.

Income & Savings

Income _____

Cash on Hand _____

Savings _____

Personal Property: _____

Real Estate: _____

Mythos Tones Read

Magical Artifacts / Spells Known

Artifacts: _____

Spells: _____

Adventuring Gear & Possessions

Half-head helmet

Night vision goggles

Low profile com-tac headset

Camo dry suit

Flotation/tactical vest

Dive watch

Multi-tool

Torch

Entities Encountered

Investigator Name Mike "Doc" Varney,
Occupation External Adviser Sex M Age 42
Colleges, Degrees Ph.D., Sci.D., M.S., etc. etc.
Birthplace _____
Mental Disorders Hard-core pornography addiction

STR	<u>12</u>	DEX	<u>12</u>	INT	<u>18</u>	Idea	<u>90</u>	
CON	<u>15</u>	APP	<u>12</u>	POW	<u>18</u>	Luck	<u>90</u>	
SIZ	<u>14</u>	SAN	<u>40</u>	EDU	<u>21</u>	Know	<u>105</u>	
99 - Cthulhu Mythos				99	Damage Bonus			+1D4

Insanity 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 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

Unconscious										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	35	36	37						

Dead	-2	-1	0	1	2	UNCONSCIOUS
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

<input type="checkbox"/> Accounting (10%)	_____	<input type="checkbox"/> Hide (10%)	_____
<input type="checkbox"/> Anthropology (01%)	_____	<input type="checkbox"/> History (20%)	_____
<input type="checkbox"/> Archaeology (01%)	_____	<input type="checkbox"/> Jump (25%)	_____
Art (05%):	_____	<input type="checkbox"/> Law (05%)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Library Use (25%)	<u>100</u>
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Listen (25%)	_____
<input type="checkbox"/> Astronomy (01%)	_____	<input type="checkbox"/> Locksmith (01%)	_____
<input type="checkbox"/> Bargain (05%)	_____	<input type="checkbox"/> Martial Arts (01%)	_____
<input type="checkbox"/> Biology (01%)	<u>90</u>	<input type="checkbox"/> Mechanical Repair (20%)	<u>60</u>
<input type="checkbox"/> Chemistry (01%)	<u>80</u>	<input type="checkbox"/> Medicine (05%)	<u>60</u>
<input type="checkbox"/> Climb (40%)	_____	<input type="checkbox"/> Natural History (10%)	_____
<input type="checkbox"/> Computer Use (01%)	<u>80</u>	<input type="checkbox"/> Navigate (10%)	<u>60</u>
<input type="checkbox"/> Conceal (15%)	_____	<input type="checkbox"/> Occult (05%)	_____
Craft (01%):	_____	<input type="checkbox"/> Operate Hvy. Machine (01%)	_____
<input type="checkbox"/> _____	_____	Other Language (01%):	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> <u>Russian</u>	<u>60</u>
<input type="checkbox"/> Credit Rating (15%)	_____	<input type="checkbox"/> <u>Spanish</u>	<u>40</u>
Cthulhu Mythos (00%)	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Disguise (01%)	_____	Own Language (EDUx5):	_____
<input type="checkbox"/> Dodge (DEXx2)	<u>24</u>	<input type="checkbox"/> <u>English</u>	<u>105</u>
<input type="checkbox"/> Drive Auto (20%)	_____	<input type="checkbox"/> Persuade (15%)	_____
<input type="checkbox"/> Electrical Repair (10%)	<u>60</u>	<input type="checkbox"/> Pharmacy (01%)	<u>70</u>
<input type="checkbox"/> Electronics (01%)	<u>60</u>	<input type="checkbox"/> Photography (10%)	_____
<input type="checkbox"/> Fast Talk (05%)	_____	<input type="checkbox"/> Physics (01%)	<u>90</u>
<input type="checkbox"/> First Aid (30%)	_____	Pilot (01%):	_____
<input type="checkbox"/> Genetics (01%)	<u>80</u>	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Geology (01%)	_____	<input type="checkbox"/> _____	_____



- | | | |
|--------------------------|----------------------|----|
| <input type="checkbox"/> | | |
| <input type="checkbox"/> | Psychoanalysis (01%) | |
| <input type="checkbox"/> | Psychology (05%) | |
| <input type="checkbox"/> | Ride (05%) | |
| <input type="checkbox"/> | Sneak (10%) | |
| <input type="checkbox"/> | Spot Hidden (25%) | 70 |
| <input type="checkbox"/> | Swim (25%) | 60 |
| <input type="checkbox"/> | Throw (25%) | |
| <input type="checkbox"/> | Track (10%) | |
| | Firearms | |
| <input type="checkbox"/> | Handgun (20%) | |
| <input type="checkbox"/> | Machine Gun (15%) | |
| <input type="checkbox"/> | Rifle (25%) | |
| <input type="checkbox"/> | Shotgun (30%) | |
| <input type="checkbox"/> | Submachine Gun (15%) | |

Attack or Weapon	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	_____	1D3+db	1	-
<input type="checkbox"/> Head Butt (10%)	_____	1D4+db	1	-
<input type="checkbox"/> Kick (25%)	_____	1D6+db	1	-
<input type="checkbox"/> Grapple (25%)	_____	special	1	-
<input type="checkbox"/> <u>Fighting Knife*</u>	_____	1D4+2+db	1	15
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

[illegible]

Player's Name



CALL OF CTHULHU

Personal Data

Investigator Name Mike "Doc" Varney,

Residence _____

Personal Description: _____

Family & Friends: _____

Episodes of Insanity: _____

Wounds & Injuries: _____

Marks & Scars: _____

Investigator History

General Knowledge: Doc isn't a SEAL. He consults for them and often accompanies them on deployments as an external advisor. He's a genial, aspiring scientist. He often appears confused and absent-minded, and talks about things that ordinary mortals can't follow. In his early forties, he's already got two doctorates (in molecular biology and genetics) and is working on two others (in physics and biochemistry). He's one of the brightest intellectual lights in the land. Such a devotion to science has its costs-Doc has neglected his private life and his appearance and looks like a young Albert Einstein. Nevertheless, his brilliance is universally recognized.

Player's Knowledge: Unfortunately, all that glitters is not gold: Doc has a problem that he has to hide. In trying to escape from science, he has become addicted to very hard-core pornography-particularly S&M videos and representations of sodomy. If his inclinations become public, it means the end of his glittering public career and a disreputable end as a bum in the gutter.

Income & Savings

Income _____

Cash on Hand _____

Savings _____

Personal Property: _____

Real Estate: _____

Mythos Tomes Read

Magical Artifacts / Spells Known

Artifacts: _____

Spells: _____

Adventuring Gear & Possessions

Half-head helmet

Night vision goggles

Low profile com-tac headset

Camo dry suit

Flotation/tactical vest

Dive watch

Multi-tool

Torch

Entities Encountered

Players' General Knowledge **Version 2**

Captain Joe "Mojo" Whitaker

Mojo is the team leader and ranking officer. He is young, in his early thirties, and is the perfect soldier. He always wears a perfectly-fitting uniform, has steel blue eyes, blonde hair, broad shoulders and a sharp chin. He has a model career as an officer behind him. Mojo comes from a very good and well-respected family. His father is a senator, and it was clear very early that Mojo would also have a storybook career. He always receives top evaluations, graduated from the Naval Academy with distinction, and reached his current position before he was 30.



Lt. Andy "Deadeye" Vasquez

Deadeye doesn't talk much. He doesn't need to. Ice-cold eyes and a granite countenance speak volumes: anyone who takes him on comes out the worse for it. He's a specialist in striking and killing. Like a great hunter, he always bags his prey. Like a bloodhound, he never loses a trail. Locked doors are no obstacle to him. And silent death from the barrel of a sniper rifle has but one name: Deadeye!



Lt. Mark "DevNull" Caple

DevNull in his early twenties, black, and of average height and stature, although he's in perfect shape. Recently, he's worn his hair close-cropped and bleached blonde. He's never without his wrap-around sunglasses. DevNull talks constantly. He's a live wire, constantly hyperactive, and he always needs to be doing something with his hands. He's happiest with a keyboard under his fingers-on a computer he's untouchable. As a teenager, he hacked computers at NASA and the NSA, and was recruited by the Navy when he was discovered. In the Navy, he's had a storybook career in all respects and quickly landed with the best of the best of the best: the SEALs! He applied for a place and soon a number of deployments were decisively resolved through his bold actions and singular capabilities.



Lt. Felipe "Boom-Boom" Pereira

Boom-Boom comes from out west and is partially of Navajo descent. A sharply cut nose and a dark complexion hint at his heritage. This touch of Indian makes his appearance almost perfect: had Boom-Boom not become a SEAL, he could have had a



career as a model. That would have been a great loss, though, because no one knows his way around demolitions like he. It doesn't matter to him whether it's blowing up a single row house while leaving the neighbors untouched, or whipping up a bomb from toothpaste and shoe polish. Boom-Boom is the only man for the job.

Lt. Edward "Bishop" Potter

Bishop is a cruel, grim giant from the South. He looks as if he never stopped growing. His classmates used to make incest jokes before he broke some of their larger bones. Thereafter, they refrained. Now he's a real giant and as strong as he is tall. Physically, hardly anyone is his equal. Bishop's the man for the rough stuff: he's mastered every weapon and can hold off armies by himself with his beloved chain gun. But in no way is he stupid—he may not earn a doctorate, but for his job, it's way more than enough.



Lt. Charlie "Chopper" Hancock

Chopper is regarded by many as slightly insane, on account of his crazy, restless eyes, unlimited inner energy, and a sheer, boundless desire for adrenaline. Chopper wanted to be a racecar driver, but his family prevailed and sent him into the Navy. When he discovered that he could get his speed rush there as well, he began a singular career. Chopper can pilot pretty much any craft on water, in the air, or over land—with a unique mastery. For other people, his maneuvers seem foolhardy and almost crazy, as he pushes his machines to the utmost in death-defying fashion, but Chopper knows his limits exactly and knows just how far and fast he can go.



Mike "Doc" Varney, Ph.D., Sci.D., M.S., etc. etc.

Doc isn't a SEAL. He consults for them and often accompanies them on deployments as an external advisor. He's a genial, aspiring scientist. He often appears confused and absent-minded, and talks about things that ordinary mortals can't follow. In his early forties, he's already got two doctorates (in molecular biology and genetics) and is working on two others (in physics and biochemistry). He's one of the brightest intellectual lights in the land. Such a devotion to science has its costs—Doc has neglected his private life and his appearance and looks like a young Albert Einstein. Nevertheless, his brilliance is universally recognized.



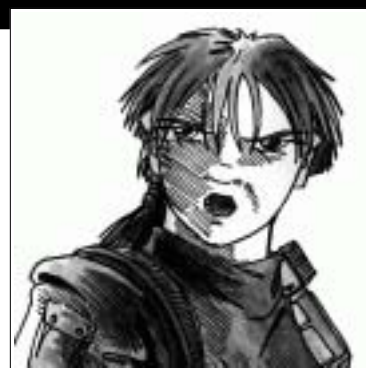
STR	<u>16</u>	DEX	<u>18</u>	INT	<u>15</u>	Idea	<u>75</u>
CON	<u>16</u>	APP	<u>14</u>	POW	<u>18</u>	Luck	<u>90</u>
SIZ	<u>16</u>	SAN	<u>90</u>	EDU	<u>16</u>	Know	<u>80</u>
99 - Cthulhu Mythos			99	Damage Bonus		+1D4	

Insanity	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	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

Unconscious										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	35	36	37						

Dead	-2	-1	0	1	2	UNCONSCIOUS
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

<input type="checkbox"/> Accounting (10%)	_____	<input type="checkbox"/> History (20%)	_____
<input type="checkbox"/> Anthropology (01%)	_____	<input type="checkbox"/> Jump (25%)	<u>80</u>
<input type="checkbox"/> Archaeology (01%)	_____	<input type="checkbox"/> Law (05%)	_____
Art (05%):	_____	<input type="checkbox"/> Library Use (25%)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Listen (25%)	<u>80</u>
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Locksmith (01%)	<u>70</u>
<input type="checkbox"/> Astronomy (01%)	_____	<input type="checkbox"/> Martial Arts (01%)	_____
<input type="checkbox"/> Bargain (05%)	_____	<input type="checkbox"/> Mechanical Repair (20%)	_____
<input type="checkbox"/> Biology (01%)	_____	<input type="checkbox"/> Medicine (05%)	_____
<input type="checkbox"/> Chemistry (01%)	_____	<input type="checkbox"/> Natural History (10%)	_____
<input type="checkbox"/> Climb (40%)	<u>90</u>	<input type="checkbox"/> Navigate (10%)	<u>40</u>
<input type="checkbox"/> Computer Use (01%)	<u>40</u>	<input type="checkbox"/> Occult (05%)	_____
<input type="checkbox"/> Conceal (15%)	<u>90</u>	<input type="checkbox"/> Operate Hvy. Machine (01%)	_____
Craft (01%):	_____	Other Language (01%):	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> <u>Spanish (speak only)</u>	<u>50</u>
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Credit Rating (15%)	_____	<input type="checkbox"/> _____	_____
Cthulhu Mythos (00%)	_____	Own Language (EDUx5):	_____
<input type="checkbox"/> Disguise (01%)	_____	<input type="checkbox"/> <u>English (speak only)</u>	<u>80</u>
<input type="checkbox"/> Dodge (DEXx2)	<u>90</u>	<input type="checkbox"/> Persuade (15%)	_____
<input type="checkbox"/> Drive Auto (20%)	_____	<input type="checkbox"/> Pharmacy (01%)	_____
<input type="checkbox"/> Electrical Repair (10%)	_____	<input type="checkbox"/> Photography (10%)	_____
<input type="checkbox"/> Electronics (01%)	<u>40</u>	<input type="checkbox"/> Physics (01%)	<u>40</u>
<input type="checkbox"/> Fast Talk (05%)	_____	Pilot (01%):	_____
<input type="checkbox"/> First Aid (30%)	<u>40</u>	<input type="checkbox"/> <u>Boat</u>	<u>80</u>
<input type="checkbox"/> Geology (01%)	_____	<input type="checkbox"/> <u>Ship</u>	<u>10</u>
<input type="checkbox"/> Hide (10%)	<u>90</u>	<input type="checkbox"/> _____	_____



- | | | |
|--------------------------|----------------------|-----|
| <input type="checkbox"/> | Psychoanalysis (01%) | |
| <input type="checkbox"/> | Psychology (05%) | |
| <input type="checkbox"/> | Ride (05%) | |
| <input type="checkbox"/> | Sneak (10%) | |
| <input type="checkbox"/> | Spot Hidden (25%) | 90 |
| <input type="checkbox"/> | Swim (25%) | 90 |
| <input type="checkbox"/> | Throw (25%) | 80 |
| <input type="checkbox"/> | Track (10%) | 90 |
| <input type="checkbox"/> | | |
| | Firearms | |
| <input type="checkbox"/> | Handgun (20%) | 100 |
| <input type="checkbox"/> | Machine Gun (15%) | 100 |
| <input type="checkbox"/> | Rifle (25%) | 100 |
| <input type="checkbox"/> | Shotgun (30%) | 100 |
| <input type="checkbox"/> | Submachine Gun (15%) | 100 |

	Attack or Weapon	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/>	Fist/Punch (50%)	<u>90</u>	<u>1D3+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Head Butt (10%)	<u>90</u>	<u>1D4+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Kick (25%)	<u>90</u>	<u>1D6+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Grapple (25%)	<u>90</u>	<u>special</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	<u>Fighting Knife*</u>	<u>90</u>	<u>1D4+2+db</u>	<u>1</u>	<u>15</u>
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

Firearm	Current Skill %	Attack Damage	Base Range	Shots Per Round	Shots In Gun	Malfunc. Number	Hit Points
Hand Grenade	80	4D6/4yds	thrown	1/2	1 only	99	8
MP5N	100	1D10	45 yds	2/...	30	98	10
P226	100	1D10	15 yds	2	15	99	8
SR-25	100	2D6+4	110 yds	1	20	98	8

Investigator Sheet

Player's Name _____

CALL of CTHULHU

Personal Data

Investigator Name Lt. Andy "Deadeye" Vasquez

Residence _____

Personal Description: _____

Family & Friends: _____

Episodes of Insanity: _____

Wounds & Injuries: _____

Marks & Scars: _____

Investigator History

General Knowledge: Deadeye doesn't talk much. He doesn't need to. Ice-cold eyes and a granite countenance speak volumes: anyone who takes him on comes out the worse for it. He's a specialist in striking and killing. Like a great hunter, he always bags his prey. Like a bloodhound, he never loses a trail. Locked doors are no obstacle to him. And silent death from the barrel of a sniper rifle has but one name: Deadeye!

Player's Knowledge: Unfortunately, not all that glitters is gold: even Deadeye has a little problem that he's so far been able to cover up. He has a severe cerebral disturbance that has cost him the ability to understand written language. His signature has become an illegible scrawl, and that's about all he can write. While reading isn't his primary duty, it's certainly important, and if his disability became known, he'd be discharged immediately.

Income & Savings

Income _____

Cash on Hand _____

Savings _____

Personal Property: _____

Real Estate: _____

Adventuring Gear & Possessions

Half-head helmet

Night vision goggles

Low profile com-tac headset

Camo dry suit

Flotation/tactical vest

Dive watch

Multi-tool

Torch

Mythos Tomes Read

Magical Artifacts / Spells Known

Artifacts: _____

Spells: _____

Entities Encountered



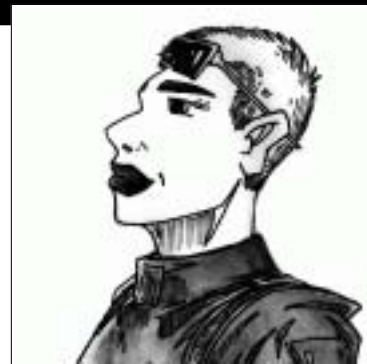
STR	<u>15</u>	DEX	<u>16</u>	INT	<u>18</u>	Idea	<u>90</u>
CON	<u>16</u>	APP	<u>15</u>	POW	<u>18</u>	Luck	<u>90</u>
SIZ	<u>14</u>	SAN	<u>70</u>	EDU	<u>18</u>	Know	<u>90</u>
99 - Cthulhu Mythos			<u>99</u>	Damage Bonus		<u>+1D4</u>	

Insanity 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 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

Unconscious										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	35	36	37						

Dead	-2	-1	0	1	2	UNCONSCIOUS
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

<input type="checkbox"/> Accounting (10%)	_____	<input type="checkbox"/> History (20%)	_____
<input type="checkbox"/> Anthropology (01%)	_____	<input type="checkbox"/> Jump (25%)	<u>80</u>
<input type="checkbox"/> Archaeology (01%)	_____	<input type="checkbox"/> Law (05%)	_____
Art (05%):	_____	<input type="checkbox"/> Library Use (25%)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Listen (25%)	<u>60</u>
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Locksmith (01%)	<u>90</u>
<input type="checkbox"/> Astronomy (01%)	_____	<input type="checkbox"/> Martial Arts (01%)	_____
<input type="checkbox"/> Bargain (05%)	_____	<input type="checkbox"/> Mechanical Repair (20%)	<u>60</u>
<input type="checkbox"/> Biology (01%)	_____	<input type="checkbox"/> Medicine (05%)	<u>40</u>
<input type="checkbox"/> Chemistry (01%)	<u>60</u>	<input type="checkbox"/> Natural History (10%)	_____
<input type="checkbox"/> Climb (40%)	<u>80</u>	<input type="checkbox"/> Navigate (10%)	<u>60</u>
<input type="checkbox"/> Computer Use (01%)	<u>100</u>	<input type="checkbox"/> Occult (05%)	_____
<input type="checkbox"/> Conceal (15%)	<u>70</u>	<input type="checkbox"/> Operate Hvy. Machine (01%)	_____
Craft (01%):	_____	Other Language (01%):	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Credit Rating (15%)	_____	<input type="checkbox"/> _____	_____
Cthulhu Mythos (00%)	_____	Own Language (EDUx5):	_____
<input type="checkbox"/> Disguise (01%)	_____	<input type="checkbox"/> <u>English</u>	<u>90</u>
<input type="checkbox"/> Dodge (DEXx2)	<u>80</u>	<input type="checkbox"/> Persuade (15%)	_____
<input type="checkbox"/> Drive Auto (20%)	_____	<input type="checkbox"/> Pharmacy (01%)	<u>60</u>
<input type="checkbox"/> Electrical Repair (10%)	<u>80</u>	<input type="checkbox"/> Photography (10%)	_____
<input type="checkbox"/> Electronics (01%)	<u>100</u>	<input type="checkbox"/> Physics (01%)	<u>60</u>
<input type="checkbox"/> Fast Talk (05%)	_____	Pilot (01%):	_____
<input type="checkbox"/> First Aid (30%)	<u>50</u>	<input type="checkbox"/> <u>Boat</u>	<u>60</u>
<input type="checkbox"/> Geology (01%)	_____	<input type="checkbox"/> <u>Ship</u>	<u>30</u>
<input type="checkbox"/> Hide (10%)	<u>70</u>	<input type="checkbox"/> _____	_____



- | | | |
|--------------------------|----------------------|----|
| <input type="checkbox"/> | Psychoanalysis (01%) | |
| <input type="checkbox"/> | Psychology (05%) | |
| <input type="checkbox"/> | Ride (05%) | |
| <input type="checkbox"/> | Sneak (10%) | 80 |
| <input type="checkbox"/> | Spot Hidden (25%) | 90 |
| <input type="checkbox"/> | Swim (25%) | 80 |
| <input type="checkbox"/> | Throw (25%) | 80 |
| <input type="checkbox"/> | Track (10%) | 80 |
| <input type="checkbox"/> | | |
| | Firearms | |
| <input type="checkbox"/> | Handgun (20%) | 80 |
| <input type="checkbox"/> | Machine Gun (15%) | 80 |
| <input type="checkbox"/> | Rifle (25%) | 80 |
| <input type="checkbox"/> | Shotgun (30%) | 80 |
| <input type="checkbox"/> | Submachine Gun (15%) | 80 |

	Attack or Weapon	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/>	Fist/Punch (50%)	<u>80</u>	<u>1D3+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Head Butt (10%)	<u>80</u>	<u>1D4+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Kick (25%)	<u>80</u>	<u>1D6+db</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	Grapple (25%)	<u>80</u>	<u>special</u>	<u>1</u>	<u>-</u>
<input type="checkbox"/>	<u>Fighting Knife*</u>	<u>80</u>	<u>1D4+2+db</u>	<u>1</u>	<u>15</u>
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

Firearm	Current Skill %	Attack Damage	Base Range	Shots Per Round	Shots In Gun	Malfunc. Number	Hit Points
Hand Grenade	80	4D6/4yds	thrown	1/2	1 only	99	8
M4A1	80	2D8	70 yds	2/...	30	98	10
MP5N	80	1D10	45 yds	2/...	30	98	10
P226	80	1D10	15 yds	2	15	99	8

CALL OF THULHU



Personal Data

Investigator Name Lt. Mark "DevNull" Caple

Residence _____

Personal Description: _____

Family & Friends: _____

Episodes of Insanity: _____

Wounds & Injuries: _____

Marks & Scars: _____

Investigator History

Player's Knowledge: Unfortunately, not all that glitters is gold: even DevNull has a little problem that he's so far been able to cover up. He is pathologically curious. No secret can stay hidden from him; he has to stick his nose in everywhere. His curiosity has gotten him into some problems. He's collected a lot of compromising information over time, enough to end his career. Some particularly piquant photos show his own captain ('Mojo') and an influential White House adviser, Camille Rose, engaged in certain unambiguous activities. DevNull thinks they may come in handy one day. A further problem is pills: DevNull uses a whole array of uppers to help him keep up the energy he needs. When he's popped a couple, he really feels alive at the keyboard. Obviously, it'd be the end of his career if came out. But that's not all: if DevNull no longer enjoys the protection of the Navy, a prison sentence or attempt on his life may be in the cards for DevNull.

Income & Savings

Income _____

Cash on Hand _____

Savings _____

Personal Property: _____

Real Estate: _____

Mythos Tomes Read

Magical Artifacts / Spells Known

Artifacts: _____

Spells: _____

Adventuring Gear & Possessions

Half-head helmet

Night vision goggles

Low profile com-tac headset

Camo dry suit

Flotation/tactical vest

Dive watch

Multi-tool

Torch

Ruggedised laptop

Hacking gear

Entities Encountered
