

Click to prove
you're human



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SANITY begins at a level equal to your POW score. Circle the value that corresponds to this number on the investigator sheet. This score is used as a percentile roll that presents your investigator's ability to remain sane in the face of horrors. As you encounter the monstrosities of the Cthulhu Mythos, your SAN score fluctuates. CALL OF CTHULHU has a system for determining how much your sanity will drop or rise during the course of the game. The amount of change depends on the nature of the horror, the intensity of the experience, and whether or not you are interested in play is valid, but you should agree this with your Keeper. Some favorite occupations in Call of Cthulhu are Professor, Journalist, Occultist, and Archeologist. The occupations I are only limited by your imagination. Either pick an occupation from the list following and use the specified list of skills provided, or tailor one to your requirements—just do it, decide upon an occupation g and then look at the list of skills on the investigator sheet. Choose eight skills that are appropriate for your investigator's chosen occupation (e.g., what skills would a person doing this occupation require?). These are your "Occupation Skills." e Sample Occupations p o n e s ANTIQUARIAN—Appraise, Art/Craft (any), History, Library Use, Other Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Spot Hidden, any one other skill. AUTHOR—Art (Literature), History, Library Use, Natural World or Occult, Other Language, Own Language, Psychology, any one other skill. DILETTANTE—Art/Craft (ANY), Firearms, Other Languages, Ride, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any three other skills. DOCTOR OF MEDICINE—First Aid, Other Language (Latin), Medicine, Psychology, Science (Biology), Science (Pharmacy), any two other skills as academic or personal specialties (e.g., a psychiatrist might take Psychoanalysis). POLICE DETECTIVE—Art/Craft (Acting) or Disguise, Firearms, Law, Listen, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Spot Hidden and any one other skill (e.g., Locksmith, Firearms). Police Detective PROFESSOR—Library Use, Other Language, Own Language, Psychology, any four other skills as academic or personal specialties. You now assign points to the skills on the investigator sheet. No player can add points to the Cthulhu Mythos skill during character creation. After assigning points to the Occupation Skills, select your Personal Interest Skills. These are skills that your character has acquired outside of work. Pick four non-occupation skills and boost them by 20% (adding 20 to the skill base values listed on the investigator sheet). We recommend that you write your skill values down in the same format as your Characteristics—first/half/fifth values—as you'll need to refer to these during the game. Of course if you prefer, you can just write the full value of each skill and do the math in your head during the course of the game. Example: Brian chooses "soldier" as an occupation. The eight skills that seem most appropriate are Climb, Dodge, Fighting, Firearms, Stealth, First Aid, Survival, and Other Language. Brian sets the skill values as follows: Climb 60%, Credit Rating 40%, Dodge 60%, Fighting 70%, Firearms 50%, Fast Talk 40%, Other Language 50% (picking Spanish as a second language), Stealth 50%, Survival 40%. JOURNALIST—Art/Craft (Photography), History, Library Use, Own Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any two other skills. 8 QUICKSTART RULES Brian picks four hobby skills, raising each one by 20%; Drive Auto 40%, Jump 40%, Mechanical Repair 30% and Spot Hidden 45%. Each is then written on the sheet next to the skill as full, half, and fifth values, such as "Spot Hidden: 45 (22/9)". Credit Rating A character's Credit Rating is an indicator of his or her wealth and class. Depending on how many of your Occupation Skills point you allocated to this skill, your investigator is... n Credit Rating 0...Penniless, living on the streets. n Credit Rating 1-9 ...Poor, possessing the bare minimum. n Credit Rating 10-49 ...Average, a reasonable level of comfort. n Credit Rating 50-89 ...Wealthy, some degree of luxury. n Credit Rating 90-99 ...Rich, great wealth and luxury. n Credit Rating 99+ ...Super rich, money is no object. Example: Brian chose a Credit Rating of 40% for his soldier, meaning that he has an average income. Backstory Take one last look at the background information for your investigator before moving on to the next section. If you have a good idea of who your investigator is, skip ahead to the next section. If not, take a few minutes to develop a brief backstory for your investigator. This is a chance to give your investigator a personality, a history, and a sense of purpose. It will help you to roleplay him more effectively. Backstory Take one last look at the background information for your investigator before moving on to the next section. If you have a good idea of who your investigator is, skip ahead to the next section. If not, take a few minutes to develop a brief backstory for your investigator. This is a chance to give your investigator a personality, a history, and a sense of purpose. It will help you to roleplay him more effectively.

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