<table>
<thead>
<tr>
<th><strong>Investigator Skills</strong></th>
<th><strong>Investigator Skills</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Accounting (10%)</td>
<td>Law (05%)</td>
</tr>
<tr>
<td>Anthropology (01%)</td>
<td>Library Use (25%)</td>
</tr>
<tr>
<td>Archaeology (01%)</td>
<td>Listen (25%)</td>
</tr>
<tr>
<td>Art (05%):</td>
<td>Locksmith (01%)</td>
</tr>
<tr>
<td>Astronomy (01%)</td>
<td>Martial Arts (01%)</td>
</tr>
<tr>
<td>Bargain (05%)</td>
<td>Mech. Repair (20%)</td>
</tr>
<tr>
<td>Biology (01%)</td>
<td>Medicine (05%)</td>
</tr>
<tr>
<td>Chemistry (01%)</td>
<td>Natural History (10%)</td>
</tr>
<tr>
<td>Climb (40%)</td>
<td>Navigate (10%)</td>
</tr>
<tr>
<td>Conceal (15%)</td>
<td>Occult (05%)</td>
</tr>
<tr>
<td>Craft (05%):</td>
<td>Opr. Hvy. Mech. (01%)</td>
</tr>
<tr>
<td></td>
<td>Other Language (01%):</td>
</tr>
<tr>
<td>Credit Rating (15%)</td>
<td>Own Language (EDUx5%):</td>
</tr>
<tr>
<td>Cthulhu Mythos (00)</td>
<td></td>
</tr>
<tr>
<td>Disguise (01%)</td>
<td></td>
</tr>
<tr>
<td>Dodge (DEX x2)</td>
<td></td>
</tr>
<tr>
<td>Drive Carriage (20%)</td>
<td></td>
</tr>
<tr>
<td>Elect. Repair (10%)</td>
<td></td>
</tr>
<tr>
<td>Fast Talk (05%)</td>
<td></td>
</tr>
<tr>
<td>First Aid (30%)</td>
<td></td>
</tr>
<tr>
<td>Geology (01%)</td>
<td></td>
</tr>
<tr>
<td>Hide (10%)</td>
<td></td>
</tr>
<tr>
<td>History (20%)</td>
<td></td>
</tr>
<tr>
<td>Jump (25%)</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Weapons</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>melee</td>
</tr>
<tr>
<td>Fist (50%)</td>
</tr>
<tr>
<td>Grapple (25%)</td>
</tr>
<tr>
<td>Head (10%)</td>
</tr>
<tr>
<td>Kick (25%)</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>
### Personal Data

<table>
<thead>
<tr>
<th>Investigator Name</th>
<th>Episodes of Insanity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Residence</td>
<td></td>
</tr>
<tr>
<td>Personal Description</td>
<td></td>
</tr>
<tr>
<td>Wounds &amp; Injuries</td>
<td></td>
</tr>
<tr>
<td>Family &amp; Friends</td>
<td>Marks &amp; Scars</td>
</tr>
<tr>
<td>Absinthe, Preferred</td>
<td></td>
</tr>
</tbody>
</table>

### Investigator History

- [Blank lines for history entries]

### Income & Savings

- Income
- Cash on Hand
- Savings
- Personal Property
- Real Estate

### Adventuring Gear & Possessions

[Blank lines for gear entries]

### Mythos Tomes Read

[Blank lines for tomes read]

### Addictions & Dependences

[Blank lines for addictions]

### Magical Artifacts/Spells Known

<table>
<thead>
<tr>
<th>Artifacts</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

Copyright © 2007 by Chaosium Inc., all rights reserved. Permission is granted to reproduce this page for personal use only. www.chaosium.com