# Call of Cthulhu Character Record Sheet

**Character Name:**

**Player:**

**Profession:**

**Level:**

**Experience Points:**

## Ability Scores

<table>
<thead>
<tr>
<th>Ability</th>
<th>Score</th>
<th>Modifier</th>
<th>Temporary Score</th>
<th>Temporary Modifier</th>
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<tbody>
<tr>
<td>STR</td>
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## Core Skills

**Full Equipment:**

- **Initiative:**
  - Base Attack Bonus:
  - Total:
  - Modifier:
  - Temporary Modifier:

**Total Armor Bonus:**

## Weapon

**Total Attack Bonus:**

**Damage:**

**Critical:**

**Range:**

**Weight:**

**Type:**

**Size:**

**Special Properties:**

## Ammunition

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## Feats

## Spells

**Spellcraft:**

**Spot:**

**Swim:**

**Tumble:**

**Use Rope:**

**Wilderness Lore:**

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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.

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