

Call of Cthulhu Combat Record Sheet

Name	STR	DEX	CON	APP	SIZ	EDU	INT	SAN	POW	Hits	DB	Armor	Move	Magic	Idea	Luck	Know
Anna Vixen	8	14	14	17	11	13	10	75	15	12	none	0	8	15	50%	75%	65%
Artie Gumshoe	15	14	16	12	13	14	11	60	12	14	+1D4	0	8	12	55%	60%	70%
Dr. Warren Bedford	10	7	9	9	10	23	17	80	16	10	none	0	8	16	85%	80%	99%
Nile Crocodile 1	24	9	24	--	23	--	0	--	12	24	+2D6	5	6	12	0%	60%	0%
Nile Crocodile 2	21	5	19	--	25	--	0	--	11	22	+2D6	5	6	11	0%	55%	0%
Nile Crocodile 3	23	10	20	--	26	--	0	--	14	23	+2D6	5	6	14	0%	70%	0%
Temple Guard 1	10	11	10	14	13	20	13	55	11	12	none	0	8	11	65%	55%	100%
Temple Guard 2	7	8	5	12	14	11	15	55	11	10	none	0	8	11	75%	55%	55%
Temple Guard 3	8	9	11	14	13	11	12	75	15	12	none	0	8	15	60%	75%	55%
Temple Guard 4	6	11	9	8	10	14	9	70	14	10	-1D4	0	8	14	45%	70%	70%
Temple Guard 5	13	13	9	13	15	20	10	55	11	12	+1D4	0	8	11	50%	55%	100%
Cultist 1	11	12	6	10	12	13	9	3	15	9	none	0	8	15	45%	75%	65%
Cultist 2	9	9	7	10	18	18	18	3	13	13	+1D4	0	8	13	90%	65%	90%
Cultist 3	8	12	13	10	15	17	13	1	7	14	none	0	8	7	65%	35%	85%
Cultist 4	7	7	15	14	15	12	10	6	7	15	none	0	8	7	50%	35%	60%
Cultist 5	8	9	12	7	15	11	18	6	7	14	none	0	8	7	90%	35%	55%
Curwen, Joseph	12	14	14	11	10	21	19	0	20	12	none	0	0	20	95%	100%	105%
Byakhee 1	23	14	11	--	13	--	15	--	11	12	+1D6	2	5	11	75%	55%	0%
Byakhee 2	20	13	10	--	17	--	10	--	14	14	+1D6	2	5	14	50%	70%	0%
Byakhee 3	19	12	15	--	18	--	11	--	5	17	+1D6	2	5	5	55%	25%	0%
Byakhee 4	25	10	11	--	19	--	11	--	11	15	+2D6	2	5	11	55%	55%	0%
Byakhee 5	14	18	14	--	17	--	14	--	11	16	+1D4	2	5	11	70%	55%	0%
Byakhee 6	14	14	11	--	14	--	12	--	6	13	+1D4	2	5	6	60%	30%	0%
Black Sphinx	120	10	100	--	150	--	26	--	50	125	+16d6	16	6	50	130%	250%	0%
Rachel Hemingway	8	12	11	14	9	17	16	65	13	10	none	0	8	13	80%	65%	85%

Name	Combat Details
Anna Vixen	.25 Derringer (1B): 20%, 1D6
Artie Gumshoe	.45 Automatic: 65%, 1D10+2
Dr. Warren Bedford	.30 Carbine: 40%, 2D6
Nile Crocodile 1-3	Bite 50%, 1D10+db; Move: 6/8 swimming; Armor: 5-point hide; Skills: Glide Stealthily Through Water 75%, Hide 60%, Sneak 50%
Temple Guard 1-5	Club 55%, 1D8+db; Fighting Knife 50%, 1D4+2+db; Short Sword 30%, 1D6+1+db; Garotte 20%, 1D3+db choke damage every round; Skills: Native Language 55%, English 20%, Hide 50%, Listen 50%, Sneak 60%, Spot Hidden 45%
Cultist 1-5	Cult Club 35%, 1D8+db and chance to impale; Short Sword 35%, 1D6+db; Fighting Knife 30%, 1D4+db; Skills: Arabic 35%, Cthulhu Mythos 20%, Dodge 65%, English 15%, Hide 60%, Jump 55%, Listen 65%, Sneak 75%, Spot Hidden 35%
Curwen, Joseph	Dagger 35%, 1D4; Flintlock Pistol 70%, 1D6 + 1; Skills: Accounting 15%, Alchemy 40%, Anthropology 30%, Astrology 55%, Bargain 80%, Blackmail 80%, Chemistry 10%, Conceal 60%, Credit Rating (as Ward) 70%, Cthulhu Mythos 29%, Fast Talk 65%, Greek 45%, Hebrew 48%, Hide 45%, History 67%, Interrogate 75%, Lack Mercy 90%, Latin 58%, Library Use 55%, Occult 50%, Persuade 45%, Pharmacy 20%, Psychology 70%, Sneak 35%, Torture 75%; Spells: Enchant Paintin, Journey to the Other Side, Resurrection, Steal Life, Voice of Ra, Voorish Sign, Summon/Bind Byakhee
Byakhee 1-6	Sanity Loss: 1/1D6; Claw 35%, 1D6+db; Bite 35%, 1D6+blood drain; Move: 5/20 flying; Armor: 2 points of fur and tough hide; Skills: Listen 50%, Spot Hidden 50%; Spells: 1D4 spells relating to Hastur if POW 14+
Black Sphinx	Sanity Loss: 1D10/1D100; Scoop 75%, Swallowed; Smash 80%, 16D6; Armor: 16 point hide; Spells: Contact Nyarlathotep plus others
Rachel Hemingway	.38 Revolver: 40%, 1D10