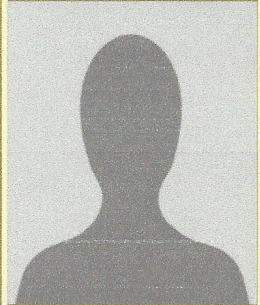


1890S ERA INVESTIGATOR

Name Celeste Daweson
 Player _____
 Occupation Polymath
 Age 13 Sex Female
 Residence London, England
 Birthplace London, England

CHARACTERISTICS

STR **50** $\frac{25}{10}$ DEX **50** $\frac{25}{10}$ INT **80** $\frac{40}{16}$
 CON **40** $\frac{20}{8}$ APP **60** $\frac{30}{12}$ POW **70** $\frac{35}{14}$
 SIZ **40** $\frac{20}{8}$ EDU **60** $\frac{30}{12}$ Move Rate **9** $\frac{+1}{-1}$



Major Wound	M8HP	Temp. Insane	Indef. Insane	70	99	Insane	01	02	03	04	05	06	07																					
HIT POINTS	Dying	00	01	02	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30							
	Unconscious	03	04	05	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53							
		06	07	08	09	10	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76					
		11	12	13	14	15	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99					
		16	17	18	19	20																												
	SANITY																																	
	M14MP																																	

LUCK	Out of Luck																												01	02	03	04	05	06	07
	08	09	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													
MAGIC POINTS																																			

CALL of CTHULHU

SKILLS

<input type="checkbox"/> Accounting (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Fast Talk (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Law (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Science (01%)	1	$\frac{0}{0}$
<input type="checkbox"/> Animal Handling (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Fighting (Brawl) (25%)	30	$\frac{15}{6}$	<input type="checkbox"/> Library Use (20%)	20	$\frac{10}{4}$	<input type="checkbox"/>		
<input type="checkbox"/> Anthropology (01%)	1	$\frac{0}{0}$	<input type="checkbox"/>			<input type="checkbox"/> Listen (20%)	20	$\frac{10}{4}$	<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	5	$\frac{2}{1}$	<input type="checkbox"/>			<input type="checkbox"/> Locksmith (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (10%)	10	$\frac{5}{2}$
<input type="checkbox"/> Archaeology (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Firearms (Handgun) (20%)	20	$\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	10	$\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	25	$\frac{12}{5}$
<input type="checkbox"/> Art / Craft (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	$\frac{12}{5}$	<input type="checkbox"/> Medicine (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Stealth (20%)	20	$\frac{10}{4}$
<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/> Natural World (10%)	10	$\frac{5}{2}$	<input type="checkbox"/> Survival (10%)	10	$\frac{5}{2}$
<input type="checkbox"/>			<input type="checkbox"/> First Aid (30%)	30	$\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)	10	$\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	20	$\frac{10}{4}$
<input type="checkbox"/> Charm (15%)	15	$\frac{7}{3}$	<input type="checkbox"/> History (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Occult (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	20	$\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	20	$\frac{10}{4}$	<input type="checkbox"/> Intimidate (15%)	15	$\frac{7}{3}$	<input type="checkbox"/> Op. Inv. Machine (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Track (10%)	10	$\frac{5}{2}$
Credit Rating (00%)	70	$\frac{35}{14}$	<input type="checkbox"/> Jump (20%)	20	$\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	10	$\frac{5}{2}$	<input type="checkbox"/>		
Cthulhu Mythos (00%)	0	$\frac{0}{0}$	<input type="checkbox"/> Language (Other) (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Pilot (01%)	1	$\frac{0}{0}$	<input type="checkbox"/>		
<input type="checkbox"/> Disguise (05%)	5	$\frac{2}{1}$	<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	25	$\frac{12}{5}$	<input type="checkbox"/>			<input type="checkbox"/> Psychology (10%)	10	$\frac{5}{2}$	<input type="checkbox"/>		
<input type="checkbox"/> Drive Carriage (20%)	20	$\frac{10}{4}$	<input type="checkbox"/> Language (Own) (EDU)	60	$\frac{30}{12}$	<input type="checkbox"/> Ride (05%)	5	$\frac{2}{1}$	<input type="checkbox"/>		
			English						<input type="checkbox"/>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	30	15	6	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **25** $\frac{12}{5}$

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Ornate pocket mirror _____

House key _____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
--------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Me

Celeste Daweson

Starting Information:

You didn't have to be invited to this party, you live here! You're Elliott's much younger sister and it follows, then, that you know the house really well, but you know a lot of other things better. Like trigonometry, and biology, and anthropology, and all kinds of other -gy things. But only sometimes. All other times your head just hurts a lot and then it's time for bed.

You like sweets, fuzzy things, books, looking at things in the mirror, and days without headaches.

Celeste Daweson

Secret Inventory:

Note-to-Self

Second key

Personal Knowledge:

You are an exceptionally brilliant polymath with an exceptionally unfortunate memory. Every few hours, your non-academic knowledge is at risk of being forgotten. You are allergic to chocolate. You have a funny brother named Elliott. You should not lick dogs. You live on the corner of Blake Street and Dervenshire Avenue.

The key to the house is in your left shoe. The key to something else is in your right shoe. (You can't remember what the key goes to, so when you want to try it, ask the Keeper.) You know this because of a scribbled note you have tied around your neck. Okay.

Special Skills:

Due to being a polymath and your short term memory, every 30 minutes, OR when something stressful happens, OR when you concentrate hard enough, roll idro three times on a table below to reveal the skills you now remember at 60%. The next time this happens, roll on the other table, and your previous skills are forgotten.

1. Archaeology
2. Art/Craft (Backgammon)
3. Art/Craft (Cake Decorating)
4. Art/Craft (Glassblowing)
5. Art/Craft (Painting)
6. Fast Talk
7. Firearms (Handgun)
8. History
9. Language, Other (Latin)
10. Science (Zoology)

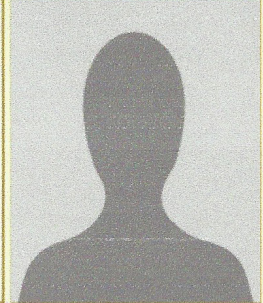
1. Art/Craft (Architecture)
2. Art/Craft (Book Binding)
3. Art/Craft (Orchid Care)
4. Art/Craft (Sculpture)
5. Art/Craft (Shadow Puppets)
6. Art/Craft (Tailoring)
7. History
8. Locksmith
9. Medicine
10. Occult

1890s ERA INVESTIGATOR

Name Emmet "Emmie" Oswell
 Player _____
 Occupation Architect/Sophisticate
 Age 34 Sex Male
 Residence Piccadilly, London
 Birthplace England

CHARACTERISTICS

STR 50 25/10 DEX 60 30/12 INT 70 35/14
 Idea
 CON 40 20/8 APP 50 25/10 POW 50 25/10
 SIZ 60 30/12 EDU 80 40/16 Move Rate 8



Major Wound M10MP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	<u>10</u>	
	11	12	13
	14	15	16
	17	18	19
	20		

Temp. Insane 50 Indef. Insane 99

Insane	01	02	03	04	05	06	07
	08	09	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						

SANITY

LUCK

	08	09	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	<u>50</u>	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		

CALL of CTHULHU

M10MP

	00	01	02	03	04
	05	06	07	08	09
	<u>10</u>	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/> Fast Talk (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/> Law (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/> Science (01%)	<u>70</u> <u>35</u> / <u>14</u>
<input type="checkbox"/> Animal Handling (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/> Fighting (Brawl) (25%)	<u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Library Use (20%)	<u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Architecture	<u>60</u> <u>30</u> / <u>12</u>
<input type="checkbox"/> Anthropology (01%)	<u>1</u> <u>0</u> / <u>0</u>	<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>	<input type="checkbox"/> Listen (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Physics	<u>_____</u> <u>_____</u> / <u>_____</u>
<input type="checkbox"/> Appraise (05%)	<u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>	<input type="checkbox"/> Locksmith (01%)	<u>1</u> <u>0</u> / <u>0</u>	<input type="checkbox"/> Sleight of Hand (10%)	<u>10</u> <u>5</u> / <u>2</u>
<input type="checkbox"/> Archaeology (01%)	<u>1</u> <u>0</u> / <u>0</u>	<input type="checkbox"/> Firearms (Handgun) (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Mech. Repair (10%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u> / <u>9</u>
<input type="checkbox"/> Art / Craft (05%)	<u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<u>25</u> <u>12</u> / <u>5</u>	<input type="checkbox"/> Medicine (01%)	<u>1</u> <u>0</u> / <u>0</u>	<input type="checkbox"/> Stealth (20%)	<u>20</u> <u>10</u> / <u>4</u>
<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>	<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>	<input type="checkbox"/> Natural World (10%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/> Survival (10%)	<u>10</u> <u>5</u> / <u>2</u>
<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>	<input type="checkbox"/> First Aid (30%)	<u>30</u> <u>15</u> / <u>6</u>	<input type="checkbox"/> Navigate (10%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/> Swim (20%)	<u>40</u> <u>20</u> / <u>8</u>
<input type="checkbox"/> Charm (15%)	<u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> History (05%)	<u>25</u> <u>12</u> / <u>5</u>	<input type="checkbox"/> Occult (05%)	<u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/> Throw (20%)	<u>20</u> <u>10</u> / <u>4</u>
<input type="checkbox"/> Climb (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Intimidate (15%)	<u>15</u> <u>7</u> / <u>3</u>	<input type="checkbox"/> Op. Hv. Machine (01%)	<u>1</u> <u>0</u> / <u>0</u>	<input type="checkbox"/> Track (10%)	<u>10</u> <u>5</u> / <u>2</u>
Credit Rating (00%)	<u>60</u> <u>30</u> / <u>12</u>	<input type="checkbox"/> Jump (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Persuade (10%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>
Cthulhu Mythos (00%)	<u>0</u> <u>0</u> / <u>0</u>	<input type="checkbox"/> Language (Other) (01%) French	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Pilot (01%)	<u>1</u> <u>0</u> / <u>0</u>	<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>
<input type="checkbox"/> Disguise (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>	<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>	<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>
<input type="checkbox"/> Dodge (half DEX)	<u>30</u> <u>15</u> / <u>6</u>	<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>	<input type="checkbox"/> Psychology (10%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>
<input type="checkbox"/> Drive Carriage (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Language (Own) (EDU) English	<u>80</u> <u>40</u> / <u>16</u>	<input type="checkbox"/> Ride (05%)	<u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> _____	<u>_____</u> <u>_____</u> / <u>_____</u>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

COMBAT

Damage Bonus none
 Build 0
 Dodge 30 15/6

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Silver Brooch _____

Silver Earrings _____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Me

Emmet “Emmie” Oswell

Starting Information:

A devoted Corinthian and successful architect, you spend the wire minimum of your days entertaining in your beautiful home in Piccadilly, and the maximum out being entertained at the King and Cupid nearer the East End.

You would barely remember meeting Elliott at an exhibition a few months prior had it not been for his exceptional interest in the masks displayed in the gallery. He had asked you a few questions then, about the pieces, but you had left on relatively unfamiliar terms.

Still, it is not uncommon for the elite unacquainted to want to become acquainted -- you are, after all, in charge of at least one pavilion for the upcoming Great Exhibition, as if your other charming qualities could be overlooked.

Qualifications aside, you are also particularly keen in the art of fashion and markedly prefer educating your associates on proper kerchief etiquette over structural building techniques.

Emmet “Emmie” Oswell

Secret Inventory:

Cosmetic powder
Compact

Personal Knowledge:

Once, quite by accident, you found yourself in attendance of what you could only describe as a sort of cultish gathering.

Based on the somewhat understated invitation, you had expected a parlour seance or some other vaguely supernatural, social event, but were instead greeted with a set of grey robes and lead, blindfolded, down into an echoing underground chamber.

The auditorium rung with the chanting of a hundred robed men, and then screams. Screams that sounded human, at first, and then twisted monstrous by pain.

Without further investigation, you promptly scurried out through a service passage -- but not without catching the eye of a man you would later swear to be tonight's host, Elliott Daweson. Seeing you with one foot in the hall, he allowed an acknowledging (perhaps even approving?) nod, before slipping back silently into the homogenous, reverberating crowd.

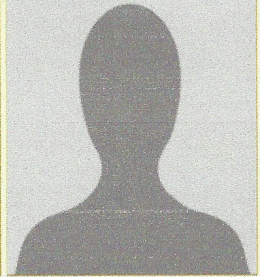
This exchange was only a few days ago, and you were intrigued to receive the invitation for this very event.

1890S ERA INVESTIGATOR

Name Gene Whitlock
 Player _____
 Occupation Zoologist
 Age 33 Sex Male
 Residence London, England
 Birthplace Exeter, England

CHARACTERISTICS

STR 50 $\frac{25}{10}$ DEX 60 $\frac{30}{12}$ INT 50 $\frac{25}{10}$
 CON 70 $\frac{35}{14}$ APP 50 $\frac{25}{10}$ POW 40 $\frac{20}{8}$
 SIZ 60 $\frac{30}{12}$ EDU 80 $\frac{40}{16}$ Move Rate 8 $\frac{+1}{-1}$



Major Wound **M13 MP**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane Indef. Insane **40** **99** Insane 01 02 03 04 05 06 07

08	09	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

SANITY

HIT POINTS

08	09	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

CALL of CTHULHU

M8 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

LUCK

Out of Luck 01 02 03 04 05 06 07

08	09	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

SKILLS

<input type="checkbox"/> Accounting (05%)	25 $\frac{12}{5}$	<input type="checkbox"/> Fast Talk (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Law (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Science (01%)	70 $\frac{35}{14}$
<input type="checkbox"/> Animal Handling (05%)	50 $\frac{25}{10}$	<input type="checkbox"/> Fighting (Brawl) (25%)	40 $\frac{20}{8}$	<input type="checkbox"/> Library Use (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Zoology	
<input type="checkbox"/> Anthropology (01%)	1 $\frac{0}{0}$			<input type="checkbox"/> Listen (20%)	50 $\frac{25}{10}$		
<input type="checkbox"/> Appraise (05%)	5 $\frac{2}{1}$			<input type="checkbox"/> Locksmith (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Archaeology (01%)	60 $\frac{30}{12}$	<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	25 $\frac{12}{5}$
<input type="checkbox"/> Art / Craft (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Medicine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Stealth (20%)	40 $\frac{20}{8}$
				<input type="checkbox"/> Natural World (10%)	60 $\frac{30}{12}$	<input type="checkbox"/> Survival (10%)	10 $\frac{5}{2}$
		<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Charm (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> History (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Occult (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Intimidate (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> Op. Mv. Machine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Track (10%)	30 $\frac{15}{6}$
Credit Rating (00%)	40 $\frac{20}{8}$	<input type="checkbox"/> Jump (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	30 $\frac{15}{6}$		
Cthulhu Mythos (00%)	0 $\frac{0}{0}$	<input type="checkbox"/> Language (Other) (01%) Hindi	55 $\frac{27}{11}$	<input type="checkbox"/> Pilot (01%)	1 $\frac{0}{0}$		
<input type="checkbox"/> Disguise (05%)	5 $\frac{2}{1}$						
<input type="checkbox"/> Dodge (half DEX)	30 $\frac{15}{6}$			<input type="checkbox"/> Psychology (10%)	10 $\frac{5}{2}$		
<input type="checkbox"/> Drive Carriage (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Language (Own) (EDU) English	80 $\frac{40}{16}$	<input type="checkbox"/> Ride (05%)	40 $\frac{20}{8}$		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**

Build **0**

Dodge **30 $\frac{15}{6}$**

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Imported cigars (gift) _____

Brass lighter, extra wicks _____

Spectacles (far-sighted) _____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____
 Player _____

Char. _____
 Player _____

Char. _____
 Player _____

Char. _____
 Player _____

Char. _____
 Player _____

Char. _____
 Player _____

Char. _____
 Player _____

Char. _____
 Player _____

Me

Gene Whitlock

Starting Information:

Elliott Daweson, this evening's host, was responsible for the explosive start of your career in the field. He is also the reason it all ended.

Financed and lead by Elliott, the expedition of India a few years back was one of the most successful in the decade. The two of you would return with more than twenty feet of rubbings from the temple's inner chambers (and you, more importantly, with partial specimens of three unidentified species of canidae, vulpes, and canis lupus.)

But the trip was not without cost -- an unexpected cave-in at the primary burial chamber would leave only you and Elliott alive, killing the three other crewmen.. While the British Conservatory greeted you as a hero upon your return to London for both your bravery and discovery, you're not convinced any discovery is worth that risk again.

You resolved to spend the rest of your days analyzing samples, safely behind a mahogany desk.

Gene Whitlock

Secret Inventory:

Expedition journal

Personal Knowledge:

You never told the papers. How could you describe the howling you heard echoing out of that temple, in a way anyone would believe? It was unlike any animal you could even conceive, and by the time you and Elliott sprinted back to the far chamber, it had collapsed into impermeable rubble.

You rushed out of the chambers together, rocks falling behind you, stumbling in panic. He turned back -- the howls growing closer, louder, and the walls crumbling in wake behind -- he turned back to look mournfully at the ruined temple, but it wasn't towards the screams and howls. He was looking at the other end of the shaking chamber where the archaeologist, Alistair, stumbling in panic, had dropped the find of the century -- a golden, wolf-shaped mask.

You grabbed his arm and sprinted towards the boat. The two of you were able to return home with a few wonders in exchange for unfortunate news.

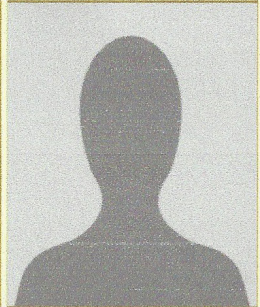
Now and then, you catch your old colleague staring deeply at the old photographs of the crew when the hours grow late.

1890s ERA INVESTIGATOR

Name Lorna Delagney
 Player _____
 Occupation Amateur Clairvoyant
 Age 37 Sex Female
 Residence London, England
 Birthplace Bath, England

CHARACTERISTICS

STR 50 ²⁵/₁₀ DEX 60 ³⁰/₁₂ INT 70 ³⁵/₁₄
 Idea
 CON 50 ²⁵/₁₀ APP 60 ³⁰/₁₂ POW 80 ⁴⁰/₁₆
 SIZ 50 ²⁵/₁₀ EDU 40 ²⁰/₈ Move Rate 8 ⁺¹/₋₁



Major Wound **M10** MP

Temp. Insane Indef. Insane **80** **99**

Insane 01 02 03 04 05 06 07

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10			
	11	12	13	14
	15			
	16	17	18	19
20				

08	09	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

SANITY

CALL of CTHULHU

M16 MP

Out of Luck 01 02 03 04 05 06 07

08	09	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

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	25 ¹² / ₅	<input type="checkbox"/> Fast Talk (05%)	5 ² / ₁	<input type="checkbox"/> Law (05%)	5 ² / ₁	<input type="checkbox"/> Science (01%)	60 ³⁰ / ₁₂
<input type="checkbox"/> Animal Handling (05%)	5 ² / ₁	<input type="checkbox"/> Fighting (Brawl) (25%)	25 ¹² / ₅	<input type="checkbox"/> Library Use (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Astronomy	
<input type="checkbox"/> Anthropology (01%)	1 ⁰ / ₀	<input type="checkbox"/> _____		<input type="checkbox"/> Listen (20%)	40 ²⁰ / ₈	<input type="checkbox"/> _____	
<input type="checkbox"/> Appraise (05%)	25 ¹² / ₅	<input type="checkbox"/> _____		<input type="checkbox"/> Locksmith (01%)	1 ⁰ / ₀	<input type="checkbox"/> Sleight of Hand (10%)	10 ⁵ / ₂
<input type="checkbox"/> Archaeology (01%)	1 ⁰ / ₀	<input type="checkbox"/> Firearms (Handgun) (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Spot Hidden (25%)	50 ²⁵ / ₁₀
<input type="checkbox"/> Art / Craft (05%)	5 ² / ₁	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25 ¹² / ₅	<input type="checkbox"/> Medicine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> _____		<input type="checkbox"/> _____		<input type="checkbox"/> Natural World (10%)	10 ⁵ / ₂	<input type="checkbox"/> Survival (10%)	10 ⁵ / ₂
<input type="checkbox"/> _____		<input type="checkbox"/> First Aid (30%)	40 ²⁰ / ₈	<input type="checkbox"/> Navigate (10%)	10 ⁵ / ₂	<input type="checkbox"/> Swim (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Charm (15%)	50 ²⁵ / ₁₀	<input type="checkbox"/> History (05%)	25 ¹² / ₅	<input type="checkbox"/> Occult (05%)	70 ³⁵ / ₁₄	<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Op. Inv. Machine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Track (10%)	10 ⁵ / ₂
Credit Rating (00%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	10 ⁵ / ₂	<input type="checkbox"/> _____	
Cthulhu Mythos (00%)	0 ⁰ / ₀	<input type="checkbox"/> Language (Other) (01%)	1 ⁰ / ₀	<input type="checkbox"/> Pilot (01%)	1 ⁰ / ₀	<input type="checkbox"/> _____	
<input type="checkbox"/> Disguise (05%)	5 ² / ₁	<input type="checkbox"/> _____		<input type="checkbox"/> _____		<input type="checkbox"/> _____	
<input type="checkbox"/> Dodge (half DEX)	30 ¹⁵ / ₆	<input type="checkbox"/> _____		<input type="checkbox"/> Psychology (10%)	30 ¹⁵ / ₆	<input type="checkbox"/> _____	
<input type="checkbox"/> Drive Carriage (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Language (Own) (EDU)	40 ²⁰ / ₈	<input type="checkbox"/> Ride (05%)	50 ²⁵ / ₁₀	<input type="checkbox"/> _____	
		<input type="checkbox"/> English				<input type="checkbox"/> _____	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **30** ¹⁵/₆

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Mourning locket _____

Kidskin gloves _____

Handkerchief _____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Me

Lorna Delagney

Starting Information:

After the passing of your husband, Alistair, your life changed from an array of galas and salons to one of mourning lockets and prayers. When your calls to god went unanswered, you turned to the occult for closure. But while you haven't ever been able to reach Alistair, you have successfully, on occasion, helped others contact their deceased loved ones -- provided the affair be kept discrete. It gives you some solace to help alleviate the pain of those that have lost someone dear.

You have remained exceptionally close with your husband's best friend and colleague, Elliott, who was a member of Alistair's final and fatal expedition. You look forward to the opportunities to reminisce about your late husband.

Lorna Delagney

Secret Inventory:

Your mourning locket is charged with such emotional energy that you are able to use it as a pendulum to divine simple answers to simple questions. Each use requires a successful POW roll and costs 3 Magic Points.

Personal Knowledge:

Your husband died on an expedition with Elliott, your host. Only one other member of the group returned. While he tells you your husband died defending a guide against the tigers who made their home in the excavation site, something distant in his eyes suggests that might not be the whole story.

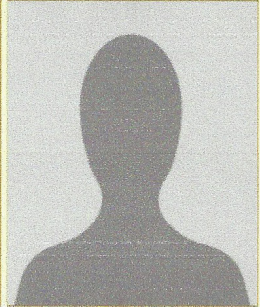
When you have tried to reach Alistair in the past, the world grows hollow -- some of your most quiet moments have been in that darkness, trying to find him. You do not believe him to be dead, but wonder if that is an instinct from your gift, or just wishful thinking. However, starting a few weeks ago, your attempts at contact with Alistair have been restless, sometimes even painful -- it's as if something has changed in him, wherever he is.

1890s ERA INVESTIGATOR

Name Pollie Abberlane
 Player _____
 Occupation Cabaret Singer
 Age 19 Sex Female
 Residence London, England
 Birthplace London, England

CHARACTERISTICS

STR **50** $\frac{25}{10}$ DEX **70** $\frac{35}{14}$ INT **60** $\frac{30}{12}$
 Idea
 CON **50** $\frac{25}{10}$ APP **80** $\frac{40}{16}$ POW **60** $\frac{30}{12}$
 SIZ **40** $\frac{20}{8}$ EDU **50** $\frac{25}{10}$ Move Rate **9** $\frac{+1}{-1}$



Major Wound	M:9HP	Temp. Insane	Indef. Insane	60	99	Insane	01	02	03	04	05	06	07	SANITY															
HIT POINTS	Dying	00	01	02	08	09	10	11	12	13	14	15	16		17	18	19	20	21	22	23	24	25	26	27	28	29	30	
	Unconscious	03	04	05	31	32	33	34	35	36	37	38	39		40	41	42	43	44	45	46	47	48	49	50	51	52	53	
	06	07	08	09	10	54	55	56	57	58	59	60	61		62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	11	12	13	14	15	77	78	79	80	81	82	83	84		85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
	16	17	18	19	20																								

CALL of CTHULHU

LUCK	Out of Luck														01	02	03	04	05	06	07	MAGIC POINTS		
	08	09	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

SKILLS

<input type="checkbox"/> Accounting (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Fast Talk (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Law (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Science (01%)	1 $\frac{0}{0}$
<input type="checkbox"/> Animal Handling (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Fighting (Brawl) (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	50 $\frac{25}{10}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	50 $\frac{25}{10}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (10%)	30 $\frac{15}{6}$
<input type="checkbox"/> Archaeology (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	45 $\frac{22}{9}$
<input type="checkbox"/> Art / Craft (05%) Music	60 $\frac{30}{12}$	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	45 $\frac{22}{9}$	<input type="checkbox"/> Medicine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Stealth (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Contemporary Painting	60 $\frac{30}{12}$	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Survival (10%)	10 $\frac{5}{2}$
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)	50 $\frac{25}{10}$	<input type="checkbox"/> Navigate (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Charm (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> History (05%)	40 $\frac{20}{8}$	<input type="checkbox"/> Occult (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Intimidate (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> Op. Inv. Machine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Track (10%)	10 $\frac{5}{2}$
Credit Rating (00%)	50 $\frac{25}{10}$	<input type="checkbox"/> Jump (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	70 $\frac{35}{14}$	<input type="checkbox"/>	
Cthulhu Myths (00%)	0 $\frac{0}{0}$	<input type="checkbox"/> Language (Other) (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Pilot (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 $\frac{17}{7}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	10 $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)	40 $\frac{20}{8}$	<input type="checkbox"/> Language (Own) (EDU) English	50 $\frac{25}{10}$	<input type="checkbox"/> Ride (05%)	40 $\frac{20}{8}$	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **35** $\frac{17}{7}$

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Perfume Bottle _____

Pocket Mirror _____

Hair Pins _____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Me

Pollie Abberlane

Starting Information:

Out of all the guests, you've known the host the longest. You and Elliott were an inseparable, troublesome duo of children, and to most, you still are.

Much to your father's distaste, you now sing two nights a week at a private club, and, thanks to the popularity of your act, spend the evenings running social circles around even the most connected women in the city. Your talent, beauty, and unmarried status are enough to ensure pleasant company almost any night, though you've always preferred the eccentric Elliott as your escort.

Often, you describe the paintings you see in your letters to Elliott and he'll describe the sites of far away lands and found artifacts. You admire his sense of adventure, his admiration of art, and above all, his devotion to you.

Pollie Abberlane

Secret Inventory:

Bottle of laudanum

Personal Knowledge:

You often tell your father that you are spending the weekend in the country with your friends and their mothers, but instead you spend them with Elliott in his archives, drinking and admiring his new acquisitions.

You could give a tour of the place with your eyes closed, and even know the combination to the private safe -- 0430, your birthday.

He's asked you to quit your laudanum habit, even promised to marry you if you do. You haven't.

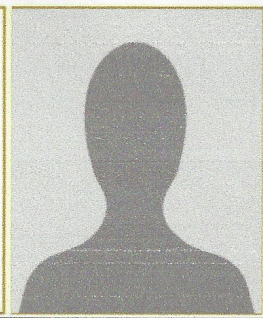
He doesn't think you know, but you watched him once, when he took another half-bottle of laudanum from your shaking hands and locked it behind the large iron door of the safe. That's where he keeps all of your fun, if you're not discreet enough in keeping it out of his sight.

1890s ERA INVESTIGATOR

Name Wayne Thompson
 Player _____
 Occupation Big Game Hunter
 Age 24 Sex Male
 Residence London, England
 Birthplace York, England

CHARACTERISTICS

STR 70 $\frac{35}{14}$ DEX 50 $\frac{25}{10}$ INT 40 $\frac{20}{8}$
 CON 80 $\frac{40}{16}$ APP 50 $\frac{25}{10}$ POW 60 $\frac{30}{12}$
 SIZ 60 $\frac{30}{12}$ EDU 50 $\frac{25}{10}$ Move Rate 8 $\frac{+1}{-1}$



Major Wound M14 Temp. Insane _____ Indef. Insane 60 99 Insane 01 02 03 04 05 06 07

HIT POINTS	Dying	00	01	02	
	Unconscious	03	04	05	
		06	07	08	
		09	10		
		11	12	13	
		14	15		
	16	17	18	19	20

08	09	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

SANITY

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	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

M12MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Fast Talk (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Law (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Science (01%)	1 $\frac{0}{0}$
<input type="checkbox"/> Animal Handling (05%)	25 $\frac{12}{5}$	<input type="checkbox"/> Fighting (Brawl) (25%)	50 $\frac{25}{10}$	<input type="checkbox"/> Library Use (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	40 $\frac{20}{8}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Archaeology (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Firearms (Handgun) (20%)	80 $\frac{40}{16}$	<input type="checkbox"/> Mech. Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	50 $\frac{25}{10}$
<input type="checkbox"/> Art / Craft (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	80 $\frac{40}{16}$	<input type="checkbox"/> Medicine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Stealth (20%)	50 $\frac{25}{10}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Survival (10%)	10 $\frac{5}{2}$
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)	40 $\frac{20}{8}$	<input type="checkbox"/> Swim (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Charm (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> History (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Occult (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	40 $\frac{20}{8}$	<input type="checkbox"/> Intimidate (15%)	40 $\frac{20}{8}$	<input type="checkbox"/> Op. Iv. Machine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Track (10%)	60 $\frac{30}{12}$
Credit Rating (00%)	20 $\frac{10}{4}$	<input type="checkbox"/> Jump (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	10 $\frac{5}{2}$	<input type="checkbox"/>	
Cthulhu Mythos (00%)	0 $\frac{0}{0}$	<input type="checkbox"/> Language (Other) (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Pilot (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	25 $\frac{12}{5}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	10 $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Language (Own) (EDU)	50 $\frac{25}{10}$	<input type="checkbox"/> Ride (05%)	40 $\frac{20}{8}$	<input type="checkbox"/>	
		English				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
Pistol	80	40	16	1D8	15 yards	1/3	6	100

COMBAT

Damage Bonus **+1d4**
 Build **+1**
 Dodge **25 $\frac{12}{5}$**

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Pocketwatch _____

Flask _____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
--------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Me

Wayne Thompson

Starting Information:

You met Elliott some years ago on a safari, and he laughingly bet that he was a better shot than you. He wasn't even close, but, hey, most people aren't. You became quick friends over the course of the trip -- though that was ten years ago now.

Occasionally, you and Elliott enter into business ventures together -- you are both particularly fond of risky investments, and those, like fine cigars, are best shared in good company. Most recently, the two of you financed an excavation in India. Elliott was interested in visiting some kind of ruins there, and you, well, mostly in shooting things around those ruins. Unfortunately, you were called for unexpected military duty, and were unable to attend the voyage. You're looking forward to seeing what your old friend has brought back.

Wayne Thompson

Secret Inventory:

Revolver

Personal Knowledge:

You suspect you are the only one to know Elliott's apparent and deep excitement over the success of this trip, or rather, the success of his return trip. He'd mentioned he'd visited this place before and could therefore be sure of the trip's successful venture, should certain dangers be avoided.

Before he left, he left you a sealed letter, which reads:

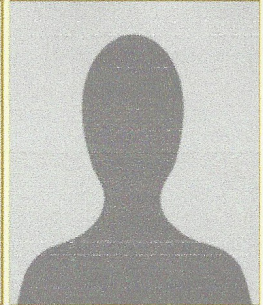
"I am to go back to the temple. I'm glad you cannot go with me. Do not tell Pollie. If I do not return, give her the half of our fund as inheritance, so that I may be assured, in death, of her happy life."

1890s ERA INVESTIGATOR

Name Wheeler Edge
 Player _____
 Occupation Artifact Dealer
 Age 32 Sex Male
 Residence London, England
 Birthplace London, England

CHARACTERISTICS

STR 50 25/10 DEX 80 40/16 INT 60 30/12
 Idea
 CON 50 25/10 APP 40 20/8 POW 70 35/14
 SIZ 60 30/12 EDU 50 25/10 Move Rate 8



Major Wound M11HP Temp. Insane Indef. Insane 70 99 Insane 01 02 03 04 05 06 07

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
		06	07	08
		09	10	11
		12	13	14
	15	16	17	18
	19	20		

08 09 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

CALL of CTHULHU M14MP

LUCK		00	01	02	03	04
		05	06	07	08	09
		10	11	12	13	<u>14</u>
		15	16	17	18	19
		20	21	22	23	24

Out of Luck 01 02 03 04 05 06 07
 08 09 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

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	<u>25</u> <u>12</u> / <u>5</u>	<input type="checkbox"/> Fast Talk (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/> Law (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/> Science (01%)	<u>1</u> <u>0</u> / <u>0</u>
<input type="checkbox"/> Animal Handling (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/> Fighting (Brawl) (25%)	<u>45</u> <u>22</u> / <u>9</u>	<input type="checkbox"/> Library Use (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)	<u>1</u> <u>0</u> / <u>0</u>	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<u>70</u> <u>35</u> / <u>14</u>	<input type="checkbox"/> Sleight of Hand (10%)	<u>30</u> <u>15</u> / <u>6</u>
<input type="checkbox"/> Archaeology (01%)	<u>55</u> <u>27</u> / <u>11</u>	<input type="checkbox"/> Firearms (Handgun) (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Mech. Repair (10%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/> Spot Hidden (25%)	<u>60</u> <u>30</u> / <u>12</u>
<input type="checkbox"/> Art / Craft (05%) Fine Art	<u>70</u> <u>35</u> / <u>14</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<u>25</u> <u>12</u> / <u>5</u>	<input type="checkbox"/> Medicine (01%)	<u>1</u> <u>0</u> / <u>0</u>	<input type="checkbox"/> Stealth (20%)	<u>40</u> <u>20</u> / <u>8</u>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/> Survival (10%)	<u>10</u> <u>5</u> / <u>2</u>
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)	<u>30</u> <u>15</u> / <u>6</u>	<input type="checkbox"/> Navigate (10%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/> Swim (20%)	<u>20</u> <u>10</u> / <u>4</u>
<input type="checkbox"/> Charm (15%)	<u>15</u> <u>7</u> / <u>3</u>	<input type="checkbox"/> History (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/> Occult (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/> Throw (20%)	<u>20</u> <u>10</u> / <u>4</u>
<input type="checkbox"/> Climb (20%)	<u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/> Intimidate (15%)	<u>15</u> <u>7</u> / <u>3</u>	<input type="checkbox"/> Op. Hv. Machine (01%)	<u>1</u> <u>0</u> / <u>0</u>	<input type="checkbox"/> Track (10%)	<u>10</u> <u>5</u> / <u>2</u>
Credit Rating (00%)	<u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Jump (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Persuade (10%)	<u>60</u> <u>30</u> / <u>12</u>	<input type="checkbox"/>	
Cthulhu Mythos (00%)	<u>0</u> <u>0</u> / <u>0</u>	<input type="checkbox"/> Language (Other) (01%) French	<u>35</u> <u>17</u> / <u>7</u>	<input type="checkbox"/> Pilot (01%)	<u>1</u> <u>0</u> / <u>0</u>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<u>25</u> <u>12</u> / <u>5</u>	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Language (Own) (EDU) English	<u>60</u> <u>30</u> / <u>12</u>	<input type="checkbox"/> Ride (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-

COMBAT

Damage Bonus none
 Build 0
 Dodge 40 20/8

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Five hundred pounds, cash

Passport

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Me

Wheeler Edye

Starting Information:

Having known Elliott for the better part of ten years, this somewhat extravagant reveal does not surprise you -- he has always had an appetite for the dramatic. It is equally unsurprising that Elliott would have a seat reserved for you at the event, given your particular expertise in the locating and identifying rare artifacts -- and Elliott's particular expertise in the coveting and purchasing them.

In addition to a broad knowledge of ancient cultures, your profession has turned you into quite the art critic. You're looking forward to whatever piece of interest Elliott has brought back from India -- and in any purchase or agreement that might be made in its sale.

Wheeler Edye

Secret Inventory:

Lockpick set

Personal Knowledge:

While Elliott often makes your introduction as an “archaeologist,” you are not quite so stuffy as all that. A one-time-art-thief, you now work exclusively for Elliott as his personal purveyor.

It is among your greatest pleasures to call on your client socially and discretely admire your work. Recently, you acquired for him a “talking board” -- a sort of lettered board that is intended to contact specific and otherworldly deities. Though you believe it to be rubbish parlor tricks, this one in particular was quite a difficult negotiation. You expected him to display it in one of his rooms of curiosities, but he simply slid it into his desk drawer and turned the key.

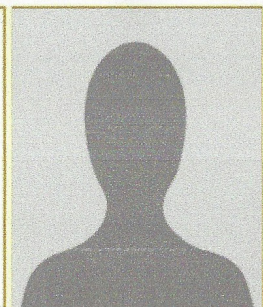
Despite your intimate knowledge of your client’s collecting habits, you have no idea what he might mean to reveal tonight. It almost makes you a bit jealous.

1890s ERA INVESTIGATOR

Name Zhang Yu
 Player _____
 Occupation Martial Artist
 Age 42 Sex Male
 Residence London, England
 Birthplace Guangzhou, China

CHARACTERISTICS

STR 70 35/14 DEX 60 30/12 INT 50 25/10
 Idea
 CON 70 35/14 APP 40 20/8 POW 80 40/16
 SIZ 60 30/12 EDU 40 20/8 Move Rate 7 +1/-1



Major Wound M13

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	<u>13</u>
	14	15	
	16	17	18
	19	20	

Temp. Insane 80 Indef. Insane 99

08	09	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	<u>80</u>	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

Luck

08	09	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	<u>50</u>	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

Out of Luck 01 02 03 04 05 06 07

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	<u>16</u>	17	18	19
20	21	22	23	24

Magic Points

SKILLS

<input type="checkbox"/> Accounting (05%)	5	<u>2</u> / <u>1</u>	<input type="checkbox"/> Fast Talk (05%)	5	<u>2</u> / <u>1</u>	<input type="checkbox"/> Law (05%)	5	<u>2</u> / <u>1</u>	<input type="checkbox"/> Science (01%)	1	0/0
<input type="checkbox"/> Animal Handling (05%)	5	<u>2</u> / <u>1</u>	<input type="checkbox"/> Fighting (Brawl) (25%)	80	<u>40</u> / <u>16</u>	<input type="checkbox"/> Library Use (20%)	20	<u>10</u> / <u>4</u>	<input type="checkbox"/>		
<input type="checkbox"/> Anthropology (01%)	1	0/0	<input type="checkbox"/> Weighted Cane	65	<u>32</u> / <u>13</u>	<input type="checkbox"/> Listen (20%)	40	<u>20</u> / <u>8</u>	<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	5	<u>2</u> / <u>1</u>	<input type="checkbox"/>			<input type="checkbox"/> Locksmith (01%)	1	0/0	<input type="checkbox"/> Sleight of Hand (10%)	10	<u>5</u> / <u>2</u>
<input type="checkbox"/> Archaeology (01%)	1	0/0	<input type="checkbox"/> Firearms (Handgun) (20%)	20	<u>10</u> / <u>4</u>	<input type="checkbox"/> Mech. Repair (10%)	10	<u>5</u> / <u>2</u>	<input type="checkbox"/> Spot Hidden (25%)	50	<u>25</u> / <u>10</u>
<input type="checkbox"/> Art / Craft (05%)	5	<u>2</u> / <u>1</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	<u>12</u> / <u>5</u>	<input type="checkbox"/> Medicine (01%)	70	<u>35</u> / <u>14</u>	<input type="checkbox"/> Stealth (20%)	60	<u>30</u> / <u>12</u>
<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/> Natural World (10%)	10	<u>5</u> / <u>2</u>	<input type="checkbox"/> Survival (10%)	10	<u>5</u> / <u>2</u>
<input type="checkbox"/>			<input type="checkbox"/> First Aid (30%)	30	<u>15</u> / <u>6</u>	<input type="checkbox"/> Navigate (10%)	10	<u>5</u> / <u>2</u>	<input type="checkbox"/> Swim (20%)	20	<u>10</u> / <u>4</u>
<input type="checkbox"/> Charm (15%)	15	<u>7</u> / <u>3</u>	<input type="checkbox"/> History (05%)	5	<u>2</u> / <u>1</u>	<input type="checkbox"/> Occult (05%)	5	<u>2</u> / <u>1</u>	<input type="checkbox"/> Throw (20%)	20	<u>10</u> / <u>4</u>
<input type="checkbox"/> Climb (20%)	70	<u>35</u> / <u>14</u>	<input type="checkbox"/> Intimidate (15%)	15	<u>7</u> / <u>3</u>	<input type="checkbox"/> Op. Inv. Machine (01%)	1	0/0	<input type="checkbox"/> Track (10%)	10	<u>5</u> / <u>2</u>
Credit Rating (00%)	20	<u>10</u> / <u>4</u>	<input type="checkbox"/> Jump (20%)	70	<u>35</u> / <u>14</u>	<input type="checkbox"/> Persuade (10%)	10	<u>5</u> / <u>2</u>	<input type="checkbox"/>		
Cthulhu Mythos (00%)	0	0/0	<input type="checkbox"/> Language (Other) (01%) English	40	<u>20</u> / <u>8</u>	<input type="checkbox"/> Pilot (01%)	1	0/0	<input type="checkbox"/>		
<input type="checkbox"/> Disguise (05%)	5	<u>2</u> / <u>1</u>	<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	55	<u>27</u> / <u>11</u>	<input type="checkbox"/>			<input type="checkbox"/> Psychology (10%)	40	<u>20</u> / <u>8</u>	<input type="checkbox"/>		
<input type="checkbox"/> Drive Carriage (20%)	20	<u>10</u> / <u>4</u>	<input type="checkbox"/> Language (Own) (EDU) Cantonese	40	<u>20</u> / <u>8</u>	<input type="checkbox"/> Ride (05%)	5	<u>2</u> / <u>1</u>	<input type="checkbox"/>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	80	40	16	1d3 + db	-	1	-	-
Weighted Cane	65	32	13	1D6 + 1 + DB	Touch	1	-	-
Martial Arts	80	40	16	1D3 + DB	-	2	-	-

COMBAT

Damage Bonus **+1d4**
 Build **+1**
 Dodge **55** 27/11

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Weighted Cane _____

Dice _____

Meditation beads _____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Me

Zhang Yu

Starting Information:

It was five years ago that Elliott visited your home in rural China near Guangzhou. Wrapped in an unassuming traveler's cowl and bowing modestly at your doorstep, your now-employer quietly handed you a heavy pouch of silver coins and gestured to your leaning roof, your empty stable, and your daughter's shoeless feet. He spoke nothing of your language, but was kind and friendly, despite his somewhat feeble appearance.

An unrivaled martial artist in your home province and abroad, you now act as a bodyguard and private instructor to the young Elliott Daweson. Each month, your employer provides you an allowance large enough for two comfortable lives: yours in England, and your daughter's in China.

Zhang Yu

Secret Inventory:

Sealed scroll

Personal Knowledge:

Elliott recently allowed you three months of paid leave to visit your daughter back home in China. He chartered the ship himself to ensure your pleasant passage.

Before you left, he requested you take a nondescript, sealed scroll along with you. He implied that it was of considerable personal value, and, to stave off his paranoia, would like you to protect it as you would his own person.

Elliot left on a personal venture during your visit in China and had not returned by the time you arrived back in London. You had not heard from him until the notice that he would return to the house for tonight's event, but are looking forward to resuming your duties.