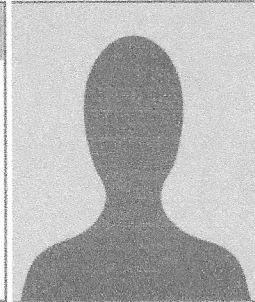


1920S ERA INVESTIGATOR

Name Toy Har Cheng
 Player _____
 Occupation Antiquarian
 Age 26 Sex Female
 Residence Boston, Massachusetts
 Birthplace Taishan, China

CHARACTERISTICS

STR **50** $\frac{25}{10}$ DEX **50** $\frac{25}{10}$ INT **60** $\frac{30}{12}$
 CON **50** $\frac{25}{10}$ APP **80** $\frac{40}{16}$ POW **70** $\frac{35}{14}$
 SIZ **40** $\frac{20}{8}$ EDU **63** $\frac{31}{12}$ Know Move Rate **9** $\frac{+1}{-1}$



Major Wound	M 9 HP	Temp. Insane	Indef. Insanc	70	Max	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	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
	Unconscious	03 04 05					
		06 07 08 09 10					
		11 12 13 14 15					
	16 17 18 19 20						

CALL of CTHULHU

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	00 01 02 03 04	MAGIC POINTS												
	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															

INVESTIGATOR 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"/> Anthropology (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Fighting (Brawl) (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%)	50 $\frac{25}{10}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	60 $\frac{30}{12}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	1 $\frac{0}{0}$	<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"/> Art / Craft (05%) Sculptor	40 $\frac{20}{8}$	<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%)	40 $\frac{20}{8}$
<input type="checkbox"/>		<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%)	30 $\frac{15}{6}$	<input type="checkbox"/> Survival (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Charm (15%)	60 $\frac{30}{12}$	<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"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> History (05%)	70 $\frac{35}{14}$	<input type="checkbox"/> Occult (05%)	40 $\frac{20}{8}$	<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
Credit Rating (00%)	60 $\frac{30}{12}$	<input type="checkbox"/> Intimidate (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> Op. Hv. Machine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Track (10%)	10 $\frac{5}{2}$
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	30 $\frac{15}{6}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Language (Other) (01%) Cantonese	40 $\frac{20}{8}$	<input type="checkbox"/> Pilot (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	25 $\frac{12}{5}$	<input type="checkbox"/> English	50 $\frac{25}{10}$	<input type="checkbox"/> Psychology (10%)	10 $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	40 $\frac{20}{8}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Language (Own) (EDU) Taishanese	63 $\frac{31}{12}$	<input type="checkbox"/> Ride (05%)	25 $\frac{12}{5}$	<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 **25** $\frac{12}{5}$

BACKSTORY



Personal Description _____

Traits Generous tipper

Ideology/Beliefs Very superstitious

Injuries & Scars _____

Significant People Edmund, her butler

Phobias & Manias _____

Meaningful Locations Her rowhouse

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions Her car

Encounters with Strange Entities _____

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level Wealthy (\$50)
 Cash \$300
 Assets \$30,000
Rowhouse
Ford Model T car

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 $\geq \frac{1}{2}$ max HP in one attack

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

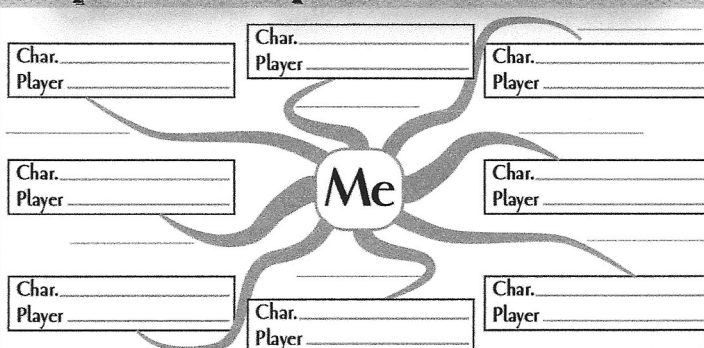
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



BACKSTORY



Personal Description _____

Traits Loyal to friends

Ideology/Beliefs Liberal politics

Injuries & Scars _____

Significant People Zwena, sister still living in Barbados

Phobias & Manias _____

Meaningful Locations Boston Public Library

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions Pet cat, Ovid

Encounters with Strange Entities _____

GEAR & POSSESSIONS

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

CASH & ASSETS

Spending Level Average (\$10)

Cash \$60

Assets \$1,500

Rented apartment

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	¼ 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**

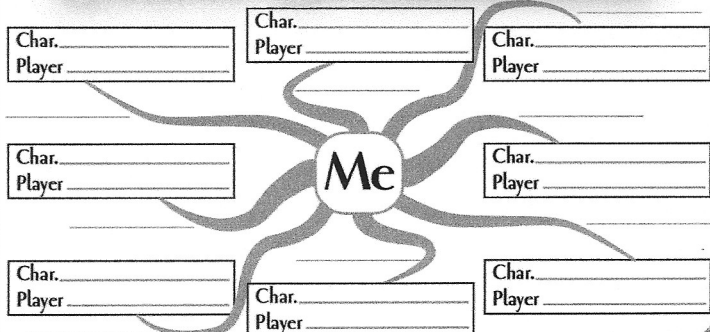
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

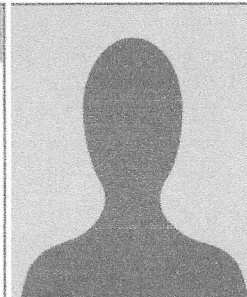


1920S ERA INVESTIGATOR

Name: Antonio del Priore
 Player: _____
 Occupation: Police Detective
 Age: 47 Sex: Male
 Residence: Boston, Massachusetts
 Birthplace: Boston

CHARACTERISTICS

STR **60** $\frac{30}{12}$ DEX **48** $\frac{24}{9}$ INT **70** $\frac{35}{14}$
 CON **77** $\frac{38}{15}$ APP **50** $\frac{25}{10}$ POW **50** $\frac{25}{10}$
 SIZ **60** $\frac{30}{12}$ EDU **46** $\frac{23}{9}$ Know Move Rate **7** $\frac{+1}{-1}$



Major Wound **M13 P** Temp. Insane Indef. Insane **50 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	SANITY
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

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	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

Out of Luck 01 02 03 04 05 06 07

MAGIC POINTS

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

INVESTIGATOR 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%)	50	$\frac{25}{10}$	<input type="checkbox"/> Science (01%)	1	$\frac{0}{0}$
<input type="checkbox"/> Anthropology (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Fighting (Brawl) (25%)	40	$\frac{20}{8}$	<input type="checkbox"/> Library Use (20%)	20	$\frac{10}{4}$	<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	5	$\frac{2}{1}$	<input type="checkbox"/>			<input type="checkbox"/> Listen (20%)	20	$\frac{10}{4}$	<input type="checkbox"/>		
<input type="checkbox"/> Archaeology (01%)	1	$\frac{0}{0}$	<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"/> Art / Craft (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Firearms (Handgun) (20%)	60	$\frac{30}{12}$	<input type="checkbox"/> Mech. Repair (10%)	10	$\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	70	$\frac{35}{14}$
<input type="checkbox"/>			<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"/> Charm (15%)	15	$\frac{7}{3}$	<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"/> Climb (20%)	20	$\frac{10}{4}$	<input type="checkbox"/> History (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Occult (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	20	$\frac{10}{4}$
Credit Rating (00%)	10	$\frac{5}{2}$	<input type="checkbox"/> Intimidate (15%)	60	$\frac{30}{12}$	<input type="checkbox"/> Op. Hv. Machine (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Track (10%)	10	$\frac{5}{2}$
Cthulhu Mythos (00%)	0	$\frac{0}{0}$	<input type="checkbox"/> Jump (20%)	20	$\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	30	$\frac{15}{6}$	<input type="checkbox"/>		
<input type="checkbox"/> Disguise (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Language (Other) (01%) Italian	40	$\frac{20}{8}$	<input type="checkbox"/> Pilot (01%)	1	$\frac{0}{0}$	<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	25	$\frac{12}{5}$	<input type="checkbox"/>			<input type="checkbox"/> Psychology (10%)	50	$\frac{25}{10}$	<input type="checkbox"/>		
<input type="checkbox"/> Drive Auto (20%)	40	$\frac{20}{8}$	<input type="checkbox"/>			<input type="checkbox"/> Psychoanalysis (01%)	1	$\frac{0}{0}$	<input type="checkbox"/>		
<input type="checkbox"/> Elec Repair (10%)	10	$\frac{5}{2}$	<input type="checkbox"/> Language (Own) (EDU) English	40	$\frac{20}{8}$	<input type="checkbox"/> Ride (05%)	5	$\frac{2}{1}$	<input type="checkbox"/>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
.38 Revolver	60	30	12	1D10	15	1 (3)	6	100

COMBAT

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

BACKSTORY



Personal Description _____

Traits Good cook

Ideology/Beliefs Devout Catholic

Injuries & Scars _____

Significant People Robert (former partner he reported for corruption)

Phobias & Manias _____

Meaningful Locations Boston

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions Service .38 revolver

Encounters with Strange Entities _____

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level Average (\$10)
 Cash \$20
 Assets \$500

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	¼ 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 $\geq \frac{1}{2}$ max HP in one attack

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

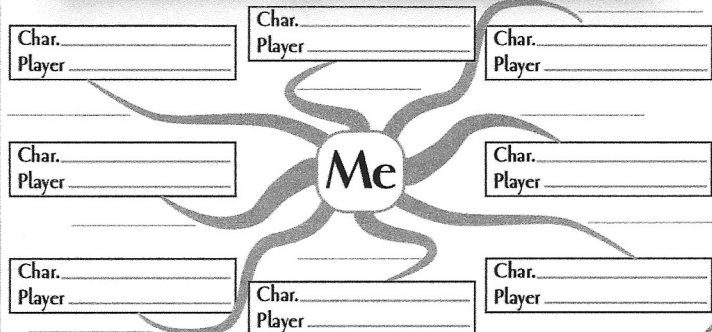
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

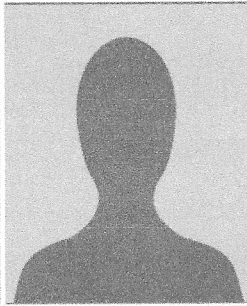


1920S ERA INVESTIGATOR

Name Kcachadoor Gulesian
 Player _____
 Occupation Professor
 Age 52 Sex Male
 Residence Watertown, Massachusetts
 Birthplace Adana, Turkey

CHARACTERISTICS

STR **47** $\frac{23}{9}$ DEX **37** $\frac{18}{7}$ INT **60** $\frac{30}{12}$
 CON **56** $\frac{28}{11}$ APP **40** $\frac{20}{8}$ POW **70** $\frac{35}{14}$
 SIZ **50** $\frac{25}{10}$ EDU **82** $\frac{41}{16}$ Know Move Rate **5** $\frac{+1}{-1}$



Major Wound	M10P	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				SANITY
	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					

CALL of CTHULHU

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						MAGIC POINTS
	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						

INVESTIGATOR 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%)	70 $\frac{35}{14}$
<input type="checkbox"/> Anthropology (01%)	60 $\frac{30}{12}$	<input type="checkbox"/> Fighting (Brawl) (25%)	50 $\frac{25}{10}$	<input type="checkbox"/> Library Use (20%)	60 $\frac{30}{12}$	<input type="checkbox"/> Astronomy	
<input type="checkbox"/> Appraise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (10%)	50 $\frac{25}{10}$
<input type="checkbox"/> Art / Craft (05%)	5 $\frac{2}{1}$	<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"/>		<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"/> Charm (15%)	35 $\frac{17}{7}$	<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"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> History (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Occult (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
Credit Rating (00%)	40 $\frac{20}{8}$	<input type="checkbox"/> Intimidate (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> Op. Hv. Machine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Track (10%)	10 $\frac{5}{2}$
Cthulhu Mythos (00%)	0 $\frac{0}{0}$	<input type="checkbox"/> Jump (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	30 $\frac{15}{6}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Language (Other) (01%)	50 $\frac{25}{10}$	<input type="checkbox"/> Pilot (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	18 $\frac{9}{3}$	<input type="checkbox"/> English	40 $\frac{20}{8}$	<input type="checkbox"/> Psychology (10%)	40 $\frac{20}{8}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Turkish		<input type="checkbox"/> Psychoanalysis (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/>		<input type="checkbox"/> Ride (05%)	5 $\frac{2}{1}$	<input type="checkbox"/>	
		<input type="checkbox"/> Language (Own) (EDU)	82 $\frac{41}{16}$			<input type="checkbox"/>	
		<input type="checkbox"/> Armenian				<input type="checkbox"/>	

WEAPONS

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

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **18** $\frac{9}{3}$

BACKSTORY



Personal Description _____

Traits Determined to gain tenure at Boston University

Ideology/Beliefs Racism in the world must be eliminated

Injuries & Scars _____

Significant People Professor John Wilbur, co-worker who believes only Americans should teach at university.

Phobias & Manias _____

Meaningful Locations Office at Boston University

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions Expensive fountain pen

Encounters with Strange Entities _____

GEAR & POSSESSIONS

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

CASH & ASSETS

Spending Level Average (\$10)

Cash \$80

Assets \$2,500

Rented apartment

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. stabilized; 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 _____

Me

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

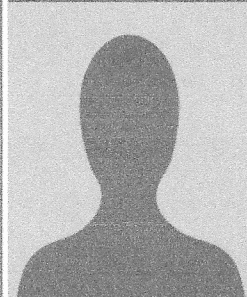
Char. _____
Player _____

1920S ERA INVESTIGATOR

Name Larissa Moniz
 Player _____
 Occupation Journalist
 Age 44 Sex Female
 Residence New Bedford, Massachusetts
 Birthplace Praia, Cabo Verde

CHARACTERISTICS

STR **40** ²⁰/₈ DEX **58** ²⁹/₁₁ INT **60** ³⁰/₁₂
 CON **47** ²³/₉ APP **65** ³²/₁₃ POW **80** ⁴⁰/₁₆
 SIZ **50** ²⁵/₁₀ EDU **50** ²⁵/₁₀ Know Move Rate **7** ⁺¹/₋₁



Major Wound **MIP 9** 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

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

MIP 16

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

INVESTIGATOR SKILLS

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

Ideology/Beliefs Equal rights for women _____

Injuries & Scars _____

Significant People Walter, editor at the Boston Globe, who gave her her first assignment _____

Phobias & Manias _____

Meaningful Locations Boston Globe _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions Camera _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Notebook & Pen _____

Camera _____

CASH & ASSETS

Spending Level Average (\$10) _____

Cash \$30 _____

Assets \$750 _____

Rented apartment _____

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 $\geq \frac{1}{2}$ max HP in one attack

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

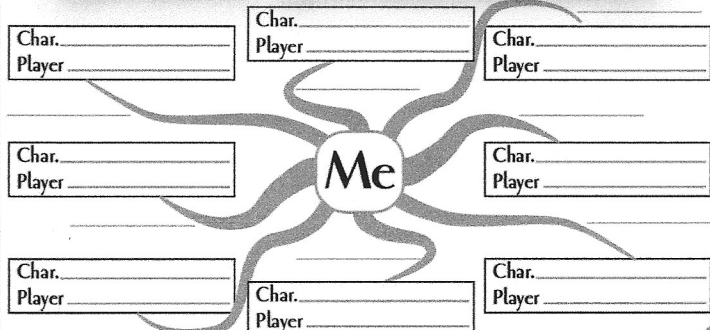
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

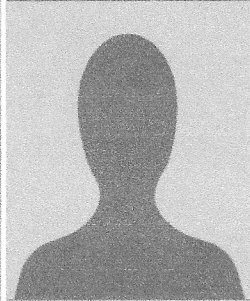


1920S ERA INVESTIGATOR

Name Mary Sapozhnik
 Player _____
 Occupation Author
 Age 25 Sex Female
 Residence Boston, Massachusetts
 Birthplace Boston

CHARACTERISTICS

STR **60** $\frac{30}{12}$ DEX **70** $\frac{35}{14}$ INT **80** $\frac{40}{16}$
 CON **60** $\frac{30}{12}$ APP **50** $\frac{25}{10}$ POW **50** $\frac{25}{10}$
 SIZ **50** $\frac{25}{10}$ EDU **43** $\frac{21}{8}$ Know Move Rate **9** $\frac{+1}{-1}$



Major Wound **M11 P**

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 **50** **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
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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
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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

LUCK

M10 P

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

INVESTIGATOR 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"/> Anthropology (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Fighting (Brawl) (25%)	25	$\frac{12}{5}$	<input type="checkbox"/> Library Use (20%)	60	$\frac{30}{12}$	<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	5	$\frac{2}{1}$	<input type="checkbox"/>			<input type="checkbox"/> Listen (20%)	40	$\frac{20}{8}$	<input type="checkbox"/>		
<input type="checkbox"/> Archaeology (01%)	1	$\frac{0}{0}$	<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"/> Art / Craft (05%) Literature	70	$\frac{35}{14}$	<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"/>			<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"/> Charm (15%)	35	$\frac{17}{7}$	<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"/> Climb (20%)	40	$\frac{20}{8}$	<input type="checkbox"/> History (05%)	50	$\frac{25}{10}$	<input type="checkbox"/> Occult (05%)	60	$\frac{30}{12}$	<input type="checkbox"/> Throw (20%)	20	$\frac{10}{4}$
Credit Rating (00%)	20	$\frac{10}{4}$	<input type="checkbox"/> Intimidate (15%)	15	$\frac{7}{3}$	<input type="checkbox"/> Op. Hv. Machine (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Track (10%)	10	$\frac{5}{2}$
Cthulhu Mythos (00%)	0	$\frac{0}{0}$	<input type="checkbox"/> Jump (20%)	40	$\frac{20}{8}$	<input type="checkbox"/> Persuade (10%)	10	$\frac{5}{2}$	<input type="checkbox"/>		
<input type="checkbox"/> Disguise (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Language (Other) (01%) Russian	40	$\frac{20}{8}$	<input type="checkbox"/> Pilot (01%)	1	$\frac{0}{0}$	<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	35	$\frac{17}{7}$	<input type="checkbox"/> Yiddish	40	$\frac{20}{8}$	<input type="checkbox"/> Psychology (10%)	50	$\frac{25}{10}$	<input type="checkbox"/>		
<input type="checkbox"/> Drive Auto (20%)	20	$\frac{10}{4}$	<input type="checkbox"/>			<input type="checkbox"/> Psychoanalysis (01%)	1	$\frac{0}{0}$	<input type="checkbox"/>		
<input type="checkbox"/> Elec Repair (10%)	10	$\frac{5}{2}$	<input type="checkbox"/> Language (Own) (EDU) English	50	$\frac{25}{10}$	<input type="checkbox"/> Ride (05%)	5	$\frac{2}{1}$	<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 Always writing _____

Ideology/Beliefs Uses tarot cards _____

Injuries & Scars _____

Significant People Moissaye Joseph Olgin, writer for The Forward _____

Phobias & Manias _____

Meaningful Locations Roof of her apartment building _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions Necklace inherited from her mother _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Notebook _____

Pen _____

CASH & ASSETS

Spending level Average (\$10) _____

Cash \$40 _____

Assets \$1,000 _____

Rented apartment _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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 $\geq \frac{1}{2}$ max HP in one attack

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

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

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

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Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

