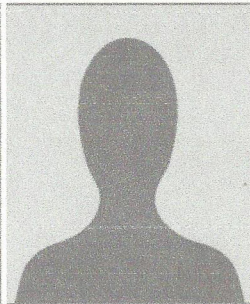


**1920S ERA INVESTIGATOR**

Name Camille Blais  
 Player \_\_\_\_\_  
 Occupation Photojournalist  
 Age 24 Sex \_\_\_\_\_  
 Residence Toulouse  
 Birthplace France

**CHARACTERISTICS**

STR **45**  $\frac{22}{9}$  DEX **70**  $\frac{35}{14}$  INT **80**  $\frac{40}{16}$   
 CON **50**  $\frac{25}{10}$  APP **65**  $\frac{32}{13}$  POW **55**  $\frac{27}{11}$   
 SIZ **55**  $\frac{27}{11}$  EDU **55**  $\frac{27}{11}$  Know Move Rate **8**  $\frac{+1}{-1}$



Major Wound **10**  $\frac{10}{1}$   $\frac{10}{1}$

|             |    |    |    |
|-------------|----|----|----|
| 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 **55**  $\frac{55}{1}$   $\frac{99}{1}$  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 |

**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 |

LUCK **11**  $\frac{11}{1}$   $\frac{11}{1}$

|    |    |    |    |    |
|----|----|----|----|----|
| 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%)              | <b>5</b> $\frac{2}{1}$    | <input type="checkbox"/> Fast Talk (05%)                  | <b>5</b> $\frac{2}{1}$    | <input type="checkbox"/> Law (05%)             | <b>5</b> $\frac{2}{1}$    | <input type="checkbox"/> Science (01%)<br>Chemistry | <b>50</b> $\frac{25}{10}$ |
| <input type="checkbox"/> Anthropology (01%)            | <b>1</b> $\frac{0}{0}$    | <input type="checkbox"/> Fighting (Brawl) (25%)           | <b>25</b> $\frac{12}{5}$  | <input type="checkbox"/> Library Use (20%)     | <b>20</b> $\frac{10}{4}$  | <input type="checkbox"/>                            |                           |
| <input type="checkbox"/> Appraise (05%)                | <b>5</b> $\frac{2}{1}$    | <input type="checkbox"/>                                  |                           | <input type="checkbox"/> Listen (20%)          | <b>20</b> $\frac{10}{4}$  | <input type="checkbox"/>                            |                           |
| <input type="checkbox"/> Archaeology (01%)             | <b>1</b> $\frac{0}{0}$    | <input type="checkbox"/>                                  |                           | <input type="checkbox"/> Locksmith (01%)       | <b>1</b> $\frac{0}{0}$    | <input type="checkbox"/> Sleight of Hand (10%)      | <b>10</b> $\frac{5}{2}$   |
| <input type="checkbox"/> Art / Craft (05%)<br>Painting | <b>50</b> $\frac{25}{10}$ | <input type="checkbox"/> Firearms (Handgun) (20%)         | <b>50</b> $\frac{25}{10}$ | <input type="checkbox"/> Mech. Repair (10%)    | <b>10</b> $\frac{5}{2}$   | <input type="checkbox"/> Spot Hidden (25%)          | <b>50</b> $\frac{25}{10}$ |
| <input type="checkbox"/> Photography                   | <b>70</b> $\frac{35}{14}$ | <input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)   | <b>25</b> $\frac{12}{5}$  | <input type="checkbox"/> Medicine (01%)        | <b>1</b> $\frac{0}{0}$    | <input type="checkbox"/> Stealth (20%)              | <b>50</b> $\frac{25}{10}$ |
| <input type="checkbox"/>                               |                           | <input type="checkbox"/>                                  |                           | <input type="checkbox"/> Natural World (10%)   | <b>10</b> $\frac{5}{2}$   | <input type="checkbox"/> Survival (10%)             | <b>10</b> $\frac{5}{2}$   |
| <input type="checkbox"/> Charm (15%)                   | <b>15</b> $\frac{7}{3}$   | <input type="checkbox"/> First Aid (30%)                  | <b>30</b> $\frac{15}{6}$  | <input type="checkbox"/> Navigate (10%)        | <b>10</b> $\frac{5}{2}$   | <input type="checkbox"/> Swim (20%)                 | <b>20</b> $\frac{10}{4}$  |
| <input type="checkbox"/> Climb (20%)                   | <b>20</b> $\frac{10}{4}$  | <input type="checkbox"/> History (05%)                    | <b>5</b> $\frac{2}{1}$    | <input type="checkbox"/> Occult (05%)          | <b>5</b> $\frac{2}{1}$    | <input type="checkbox"/> Throw (20%)                | <b>20</b> $\frac{10}{4}$  |
| Credit Rating (00%)                                    | <b>20</b> $\frac{10}{4}$  | <input type="checkbox"/> Intimidate (15%)                 | <b>15</b> $\frac{7}{3}$   | <input type="checkbox"/> Op. Hv. Machine (01%) | <b>1</b> $\frac{0}{0}$    | <input type="checkbox"/> Track (10%)                | <b>60</b> $\frac{30}{12}$ |
| Cthulhu Mythos (00%)                                   | <b>0</b> $\frac{0}{0}$    | <input type="checkbox"/> Jump (20%)                       | <b>20</b> $\frac{10}{4}$  | <input type="checkbox"/> Persuade (10%)        | <b>65</b> $\frac{32}{13}$ | <input type="checkbox"/>                            |                           |
| <input type="checkbox"/> Disguise (05%)                | <b>5</b> $\frac{2}{1}$    | <input type="checkbox"/> Language (Other) (01%)<br>German | <b>50</b> $\frac{25}{10}$ | <input type="checkbox"/> Pilot (01%)           | <b>1</b> $\frac{0}{0}$    | <input type="checkbox"/>                            |                           |
| <input type="checkbox"/> Dodge (half DEX)              | <b>35</b> $\frac{17}{7}$  | <input type="checkbox"/>                                  |                           | <input type="checkbox"/> Psychology (10%)      | <b>55</b> $\frac{27}{11}$ | <input type="checkbox"/>                            |                           |
| <input type="checkbox"/> Drive Auto (20%)              | <b>20</b> $\frac{10}{4}$  | <input type="checkbox"/>                                  |                           | <input type="checkbox"/> Psychoanalysis (01%)  | <b>1</b> $\frac{0}{0}$    | <input type="checkbox"/>                            |                           |
| <input type="checkbox"/> Elec Repair (10%)             | <b>10</b> $\frac{5}{2}$   | <input type="checkbox"/> Language (Own) (EDU)<br>French   | <b>55</b> $\frac{27}{11}$ | <input type="checkbox"/> Ride (05%)            | <b>5</b> $\frac{2}{1}$    | <input type="checkbox"/>                            |                           |

**WEAPONS**

| Weapon     | Regular | Hard | Extreme | Damage   | Range | Attacks | Ammo | Malf. |
|------------|---------|------|---------|----------|-------|---------|------|-------|
| Unarmed    | 25      | 12   | 5       | 1d3 + db | -     | 1       | -    | -     |
| P38 pistol | 50      | 25   | 10      | 1D10     | 15    | 1       | 6    | 100   |
|            |         |      |         |          |       |         |      |       |
|            |         |      |         |          |       |         |      |       |
|            |         |      |         |          |       |         |      |       |

**COMBAT**

Damage Bonus **none**

Build **0**

Dodge **35**  $\frac{17}{7}$

# BACKSTORY



Personal Description \_\_\_\_\_

Traits \_\_\_\_\_

Ideology/Beliefs A desire for recognition

Injuries & Scars \_\_\_\_\_

Significant People \_\_\_\_\_

Phobias & Manias \_\_\_\_\_

Meaningful Locations \_\_\_\_\_

Arcane Tomes, Spells & Artifacts \_\_\_\_\_

Treasured Possessions \_\_\_\_\_

Encounters with Strange Entities \_\_\_\_\_

## GEAR & POSSESSIONS

Camera \_\_\_\_\_

Photo lab (+10% on  
Photography skill) \_\_\_\_\_

## CASH & ASSETS

Spending Level \_\_\_\_\_

Cash \_\_\_\_\_

Assets \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

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

Char.  
Player \_\_\_\_\_

Char.  
Player \_\_\_\_\_

Char.  
Player \_\_\_\_\_

Char.  
Player \_\_\_\_\_

Me

Char.  
Player \_\_\_\_\_

Char.  
Player \_\_\_\_\_

Char.  
Player \_\_\_\_\_

Char.  
Player \_\_\_\_\_

# **Camille Blais**

Photojournalist

Age 24

You come from a modest family, and your weak innate talents prevent you from hoping to shine by your skills. By embarking in a still young field, photojournalism, you hope to be able to gain a form of celebrity.

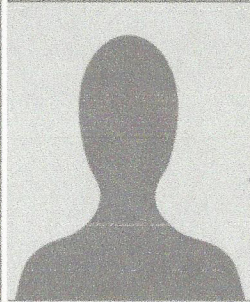
It is this thirst for recognition that essentially pushes you into the corners of Toulouse life: tragic accidents, grotesque montages, spying on the immoral... all are good subjects. One day, there will be something that will stand out enough to draw public attention to the name of Camille Blais.

**1920S ERA INVESTIGATOR**

Name Bousquet  
 Player \_\_\_\_\_  
 Occupation Police Detective  
 Age 32 Sex \_\_\_\_\_  
 Residence Toulouse  
 Birthplace France

**CHARACTERISTICS**

STR **60**  $\frac{30}{12}$  DEX **50**  $\frac{25}{10}$  INT **60**  $\frac{30}{12}$   
 CON **75**  $\frac{37}{15}$  APP **60**  $\frac{30}{12}$  POW **50**  $\frac{25}{10}$   
 SIZ **65**  $\frac{32}{13}$  EDU **60**  $\frac{30}{12}$  Know Move Rate **7**  $\frac{+1}{-1}$



|             |             |              |               |           |           |        |    |    |    |    |    |    |        |    |
|-------------|-------------|--------------|---------------|-----------|-----------|--------|----|----|----|----|----|----|--------|----|
| Major Wound | <b>14</b>   | Temp. Insane | Indef. Insane | <b>50</b> | <b>99</b> | Insane | 01 | 02 | 03 | 04 | 05 | 06 | 07     |    |
| HIT POINTS  | Dying       | 00           | 01            | 02        | 03        | 04     | 05 | 06 | 07 | 08 | 09 | 10 | SANITY |    |
|             | Unconscious | 03           | 04            | 05        | 06        | 07     | 08 | 09 | 10 | 11 | 12 | 13 |        | 14 |
|             |             | 06           | 07            | 08        | 09        | 10     | 11 | 12 | 13 | 14 | 15 | 16 |        | 17 |
|             |             | 11           | 12            | 13        | 14        | 15     | 16 | 17 | 18 | 19 | 20 | 21 |        | 22 |
|             |             | 16           | 17            | 18        | 19        | 20     | 21 | 22 | 23 | 24 | 25 | 26 |        | 27 |

**CALL of CTHULHU**

|             |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|
| Out of Luck | 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 |

|           |    |    |    |    |    |
|-----------|----|----|----|----|----|
| <b>10</b> | 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%)             | 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%)         | 42 | $\frac{21}{8}$  | <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%)          | 45 | $\frac{22}{9}$ | <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%)     | 65 | $\frac{32}{13}$ |
| <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%)         | 40 | $\frac{20}{8}$  |
| <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%)                | 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%)                  | 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%)                         | 25 | $\frac{12}{5}$  | <input type="checkbox"/> Intimidate (15%)               | 50 | $\frac{25}{10}$ | <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%)                     | 45 | $\frac{22}{9}$  | <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%)         | 1  | $\frac{0}{0}$   | <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%)      | 10 | $\frac{5}{2}$  | <input type="checkbox"/>                       |    |                 |
| <input type="checkbox"/> Drive Auto (20%)   | 50 | $\frac{25}{10}$ | <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) French    | 60 | $\frac{30}{12}$ | <input type="checkbox"/> Ride (05%)            | 5  | $\frac{2}{1}$  | <input type="checkbox"/>                       |    |                 |

**WEAPONS**

| Weapon          | Regular | Hard | Extreme | Damage   | Range | Attacks | Ammo | Malf. |
|-----------------|---------|------|---------|----------|-------|---------|------|-------|
| Unarmed         | 42      | 21   | 8       | 1d3 + db | -     | 1       | -    | -     |
| MAB 7.65 pistol | 60      | 30   | 12      | 1D8      | 15    | 1       | 8    | 99    |
|                 |         |      |         |          |       |         |      |       |
|                 |         |      |         |          |       |         |      |       |

**COMBAT**

|              |                          |
|--------------|--------------------------|
| Damage Bonus | <b>+1D4</b>              |
| Build        | <b>+1</b>                |
| Dodge        | <b>25</b> $\frac{12}{5}$ |

# BACKSTORY



Personal Description \_\_\_\_\_

Traits \_\_\_\_\_

Ideology/Beliefs A sick curiosity

Injuries & Scars \_\_\_\_\_

Significant People \_\_\_\_\_

Phobias & Manias \_\_\_\_\_

Meaningful Locations \_\_\_\_\_

Arcane Tomes, Spells & Artifacts \_\_\_\_\_

Treasured Possessions \_\_\_\_\_

Encounters with Strange Entities \_\_\_\_\_

## GEAR & POSSESSIONS

Police Card (+10% on Intimidate) \_\_\_\_\_

## 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 | 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**

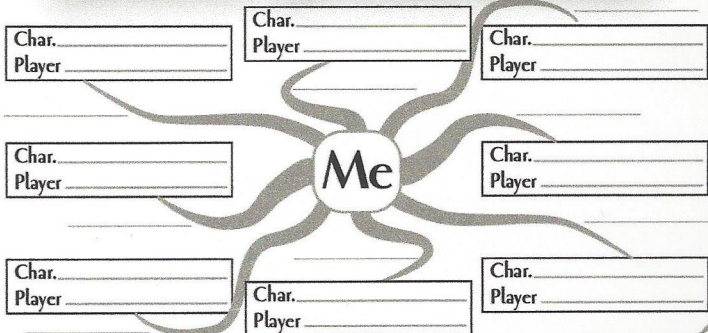
Reach 0 HP with Major Wound = **Dying**

*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



## **Detective Bousquet**

(Note: Bousquet is only a family name, pick a first name for your character)

Police Detective

Age 32

Being a police inspector means knowing the laws, respecting them and enforcing them. Beyond this evidence, it is also and above all meddling in the affairs of others. Especially when others try to cover up these things.

You have found your calling in the police, because your profession as a police inspector allows you to satisfy your unhealthy curiosity. Curious about everything, you must compensate for your lack of training and intellect with a liveliness and interest in all subjects.

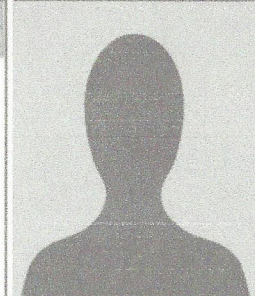
If you do not particularly shine by your record of service, your superior, the Chief Superintendent Llaerus, knows that he can count on you to search and follow through with his investigations.

### 1920S ERA INVESTIGATOR

Name Cabéjac  
 Player \_\_\_\_\_  
 Occupation Math Professor  
 Age 38 Sex \_\_\_\_\_  
 Residence Toulouse  
 Birthplace France

### CHARACTERISTICS

STR **60** <sup>30</sup>/<sub>12</sub> DEX **50** <sup>25</sup>/<sub>10</sub> INT **70** <sup>35</sup>/<sub>14</sub>  
 CON **75** <sup>37</sup>/<sub>15</sub> APP **50** <sup>25</sup>/<sub>10</sub> POW **65** <sup>32</sup>/<sub>13</sub>  
 SIZ **65** <sup>32</sup>/<sub>13</sub> EDU **85** <sup>42</sup>/<sub>17</sub> Move Rate **7**



Major Wound **14**

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

Temp. Insane **65** 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 | <b>65</b> | 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 |    |    |    |    |    |    |

**13**

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

MAGIC POINTS

### INVESTIGATOR SKILLS

|   |    |                              |   |    |                               |  |    |                               |  |    |                               |
|---|----|------------------------------|---|----|-------------------------------|--|----|-------------------------------|--|----|-------------------------------|
| <input type="checkbox"/> Accounting (05%)   | 5  | <sup>2</sup> / <sub>1</sub>  | <input type="checkbox"/> Fast Talk (05%)                | 5  | <sup>2</sup> / <sub>1</sub>   | <input type="checkbox"/> Law (05%)             | 5  | <sup>2</sup> / <sub>1</sub>   | <input type="checkbox"/> Science (01%)         | 40 | <sup>20</sup> / <sub>8</sub>  |
| <input type="checkbox"/> Anthropology (01%) | 1  | <sup>0</sup> / <sub>0</sub>  | <input type="checkbox"/> Fighting (Brawl) (25%)         | 25 | <sup>12</sup> / <sub>5</sub>  | <input type="checkbox"/> Library Use (20%)     | 65 | <sup>32</sup> / <sub>13</sub> | <input type="checkbox"/> Chemistry             | 40 | <sup>20</sup> / <sub>8</sub>  |
| <input type="checkbox"/> Appraise (05%)     | 5  | <sup>2</sup> / <sub>1</sub>  | <input type="checkbox"/> French boxing                  | 50 | <sup>25</sup> / <sub>10</sub> | <input type="checkbox"/> Listen (20%)          | 55 | <sup>27</sup> / <sub>11</sub> | <input type="checkbox"/> Geology               | 60 | <sup>30</sup> / <sub>12</sub> |
| <input type="checkbox"/> Archaeology (01%)  | 1  | <sup>0</sup> / <sub>0</sub>  | <input type="checkbox"/> Firearms (Handgun) (20%)       | 20 | <sup>10</sup> / <sub>4</sub>  | <input type="checkbox"/> Locksmith (01%)       | 1  | <sup>0</sup> / <sub>0</sub>   | <input type="checkbox"/> Mathematics           | 10 | <sup>5</sup> / <sub>2</sub>   |
| <input type="checkbox"/> Art / Craft (05%)  | 5  | <sup>2</sup> / <sub>1</sub>  | <input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) | 25 | <sup>12</sup> / <sub>5</sub>  | <input type="checkbox"/> Mech. Repair (10%)    | 10 | <sup>5</sup> / <sub>2</sub>   | <input type="checkbox"/> Sleight of Hand (10%) | 25 | <sup>12</sup> / <sub>5</sub>  |
| <input type="checkbox"/>                    |    |                              | <input type="checkbox"/>                                |    |                               | <input type="checkbox"/> Medicine (01%)        | 1  | <sup>0</sup> / <sub>0</sub>   | <input type="checkbox"/> Spot Hidden (25%)     | 20 | <sup>10</sup> / <sub>4</sub>  |
| <input type="checkbox"/>                    |    |                              | <input type="checkbox"/>                                |    |                               | <input type="checkbox"/> Natural World (10%)   | 10 | <sup>5</sup> / <sub>2</sub>   | <input type="checkbox"/> Stealth (20%)         | 10 | <sup>5</sup> / <sub>2</sub>   |
| <input type="checkbox"/> Charm (15%)        | 15 | <sup>7</sup> / <sub>3</sub>  | <input type="checkbox"/> First Aid (30%)                | 30 | <sup>15</sup> / <sub>6</sub>  | <input type="checkbox"/> Navigate (10%)        | 10 | <sup>5</sup> / <sub>2</sub>   | <input type="checkbox"/> Survival (10%)        | 20 | <sup>10</sup> / <sub>4</sub>  |
| <input type="checkbox"/> Climb (20%)        | 20 | <sup>10</sup> / <sub>4</sub> | <input type="checkbox"/> History (05%)                  | 5  | <sup>2</sup> / <sub>1</sub>   | <input type="checkbox"/> Occult (05%)          | 5  | <sup>2</sup> / <sub>1</sub>   | <input type="checkbox"/> Swim (20%)            | 20 | <sup>10</sup> / <sub>4</sub>  |
| Credit Rating (00%)                         | 40 | <sup>20</sup> / <sub>8</sub> | <input type="checkbox"/> Intimidate (15%)               | 15 | <sup>7</sup> / <sub>3</sub>   | <input type="checkbox"/> Op. Hv. Machine (01%) | 1  | <sup>0</sup> / <sub>0</sub>   | <input type="checkbox"/> Throw (20%)           | 20 | <sup>10</sup> / <sub>4</sub>  |
| Cthulhu Mythos (00%)                        | 0  | <sup>0</sup> / <sub>0</sub>  | <input type="checkbox"/> Jump (20%)                     | 20 | <sup>10</sup> / <sub>4</sub>  | <input type="checkbox"/> Persuade (10%)        | 50 | <sup>25</sup> / <sub>10</sub> | <input type="checkbox"/> Track (10%)           | 10 | <sup>5</sup> / <sub>2</sub>   |
| <input type="checkbox"/> Disguise (05%)     | 5  | <sup>2</sup> / <sub>1</sub>  | <input type="checkbox"/> Language (Other) (01%) Latin   | 40 | <sup>20</sup> / <sub>8</sub>  | <input type="checkbox"/> Pilot (01%) Aircraft  | 30 | <sup>15</sup> / <sub>6</sub>  | <input type="checkbox"/> Science (Physics)     | 40 | <sup>20</sup> / <sub>8</sub>  |
| <input type="checkbox"/> Dodge (half DEX)   | 25 | <sup>12</sup> / <sub>5</sub> | <input type="checkbox"/>                                |    |                               | <input type="checkbox"/> Psychology (10%)      | 10 | <sup>5</sup> / <sub>2</sub>   | <input type="checkbox"/>                       |    |                               |
| <input type="checkbox"/> Drive Auto (20%)   | 20 | <sup>10</sup> / <sub>4</sub> | <input type="checkbox"/>                                |    |                               | <input type="checkbox"/> Psychoanalysis (01%)  | 1  | <sup>0</sup> / <sub>0</sub>   | <input type="checkbox"/>                       |    |                               |
| <input type="checkbox"/> Elec Repair (10%)  | 10 | <sup>5</sup> / <sub>2</sub>  | <input type="checkbox"/> Language (Own) (EDU) French    | 85 | <sup>42</sup> / <sub>17</sub> | <input type="checkbox"/> Ride (05%)            | 5  | <sup>2</sup> / <sub>1</sub>   | <input type="checkbox"/>                       |    |                               |

### WEAPONS

| Weapon        | Regular | Hard | Extreme | Damage   | Range | Attacks | Ammo | Malf. |
|---------------|---------|------|---------|----------|-------|---------|------|-------|
| Unarmed       | 25      | 12   | 5       | 1d3 + db | -     | 1       | -    | -     |
| French boxing | 50      | 25   | 10      | 1D3+1D4  | -     | 1       | -    | -     |
|               |         |      |         |          |       |         |      |       |
|               |         |      |         |          |       |         |      |       |
|               |         |      |         |          |       |         |      |       |

### COMBAT

Damage Bonus **+1D4**  
 Build **+1**  
 Dodge **25** <sup>12</sup>/<sub>5</sub>

# BACKSTORY



Personal Description \_\_\_\_\_

Traits \_\_\_\_\_

Ideology/Beliefs To discover the truth

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

## GEAR & POSSESSIONS

Office (+10% to science skills)

## CASH & ASSETS

Spending Level

Cash

Assets

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

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

Char.  
Player

Char.  
Player

Char.  
Player

Char.  
Player

Me

Char.  
Player

Char.  
Player

Char.  
Player

Char.  
Player



## **Professor Cabéjac**

(Note: Cabéjac is only a family name, pick a first name for your character)

Professor of Mathematics

Age 38

You are an excellent professor of Mathematics at the University of Toulouse and there you are forging a growing reputation and an increasingly important influence.

You have just been contacted by the police to identify a body, potentially that of a colleague, Alexandre Demonges, a professor of Physics, a somewhat bewildered widower of 49 years old.

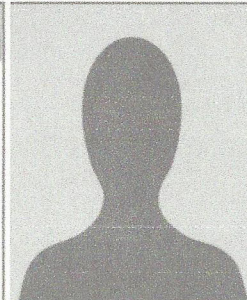
Your main motivation is to discover the transcendental Truth that lies beyond the perception of human senses. The sciences, in particular mathematics, seem to you to be the perfect vehicle for achieving this. An opportunity to discover a higher manifestation of this Truth will be taken by you as a possibility to go further than the human mind has had the opportunity.

**1920S ERA INVESTIGATOR**

Name Dominique Narouch  
 Player \_\_\_\_\_  
 Occupation Journalist  
 Age 28 Sex \_\_\_\_\_  
 Residence Toulouse  
 Birthplace France

**CHARACTERISTICS**

STR **45** <sup>22</sup>/<sub>9</sub> DEX **65** <sup>32</sup>/<sub>13</sub> INT **80** <sup>40</sup>/<sub>16</sub>  
 CON **45** <sup>22</sup>/<sub>9</sub> APP **80** <sup>40</sup>/<sub>16</sub> POW **55** <sup>27</sup>/<sub>11</sub>  
 SIZ **70** <sup>35</sup>/<sub>14</sub> EDU **70** <sup>35</sup>/<sub>14</sub> Know Move Rate **7** <sup>1</sup>/<sub>1</sub>



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

**INVESTIGATOR SKILLS**

|   |    |                              |   |    |                               |  |    |                               |  |    |                               |
|---|----|------------------------------|---|----|-------------------------------|--|----|-------------------------------|--|----|-------------------------------|
| <input type="checkbox"/> Accounting (05%)   | 5  | <sup>2</sup> / <sub>1</sub>  | <input type="checkbox"/> Fast Talk (05%)                | 40 | <sup>20</sup> / <sub>8</sub>  | <input type="checkbox"/> Law (05%)             | 5  | <sup>2</sup> / <sub>1</sub>   | <input type="checkbox"/> Science (01%)         | 1  | <sup>0</sup> / <sub>0</sub>   |
| <input type="checkbox"/> Anthropology (01%) | 1  | <sup>0</sup> / <sub>0</sub>  | <input type="checkbox"/> Fighting (Brawl) (25%)         | 25 | <sup>12</sup> / <sub>5</sub>  | <input type="checkbox"/> Library Use (20%)     | 75 | <sup>37</sup> / <sub>15</sub> | <input type="checkbox"/>                       |    |                               |
| <input type="checkbox"/> Appraise (05%)     | 5  | <sup>2</sup> / <sub>1</sub>  | <input type="checkbox"/> Fighting (Knife)               | 50 | <sup>25</sup> / <sub>10</sub> | <input type="checkbox"/> Listen (20%)          | 65 | <sup>32</sup> / <sub>13</sub> | <input type="checkbox"/>                       |    |                               |
| <input type="checkbox"/> Archaeology (01%)  | 1  | <sup>0</sup> / <sub>0</sub>  | <input type="checkbox"/>                                |    |                               | <input type="checkbox"/> Locksmith (01%)       | 1  | <sup>0</sup> / <sub>0</sub>   | <input type="checkbox"/> Sleight of Hand (10%) | 10 | <sup>5</sup> / <sub>2</sub>   |
| <input type="checkbox"/> Art / Craft (05%)  | 5  | <sup>2</sup> / <sub>1</sub>  | <input type="checkbox"/> Firearms (Handgun) (20%)       | 20 | <sup>10</sup> / <sub>4</sub>  | <input type="checkbox"/> Mech. Repair (10%)    | 10 | <sup>5</sup> / <sub>2</sub>   | <input type="checkbox"/> Spot Hidden (25%)     | 65 | <sup>32</sup> / <sub>13</sub> |
| <input type="checkbox"/>                    |    |                              | <input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) | 25 | <sup>12</sup> / <sub>5</sub>  | <input type="checkbox"/> Medicine (01%)        | 1  | <sup>0</sup> / <sub>0</sub>   | <input type="checkbox"/> Stealth (20%)         | 50 | <sup>25</sup> / <sub>10</sub> |
| <input type="checkbox"/>                    |    |                              | <input type="checkbox"/>                                |    |                               | <input type="checkbox"/> Natural World (10%)   | 10 | <sup>5</sup> / <sub>2</sub>   | <input type="checkbox"/> Survival (10%)        | 10 | <sup>5</sup> / <sub>2</sub>   |
| <input type="checkbox"/> Cham (15%)         | 15 | <sup>7</sup> / <sub>3</sub>  | <input type="checkbox"/> First Aid (30%)                | 30 | <sup>15</sup> / <sub>6</sub>  | <input type="checkbox"/> Navigate (10%)        | 10 | <sup>5</sup> / <sub>2</sub>   | <input type="checkbox"/> Swim (20%)            | 20 | <sup>10</sup> / <sub>4</sub>  |
| <input type="checkbox"/> Climb (20%)        | 20 | <sup>10</sup> / <sub>4</sub> | <input type="checkbox"/> History (05%)                  | 30 | <sup>15</sup> / <sub>6</sub>  | <input type="checkbox"/> Occult (05%)          | 5  | <sup>2</sup> / <sub>1</sub>   | <input type="checkbox"/> Throw (20%)           | 45 | <sup>22</sup> / <sub>9</sub>  |
| Credit Rating (00%)                         | 20 | <sup>10</sup> / <sub>4</sub> | <input type="checkbox"/> Intimidate (15%)               | 15 | <sup>7</sup> / <sub>3</sub>   | <input type="checkbox"/> Op. Hv. Machine (01%) | 1  | <sup>0</sup> / <sub>0</sub>   | <input type="checkbox"/> Track (10%)           | 10 | <sup>5</sup> / <sub>2</sub>   |
| Cthulhu Mythos (00%)                        | 0  | <sup>0</sup> / <sub>0</sub>  | <input type="checkbox"/> Jump (20%)                     | 45 | <sup>22</sup> / <sub>9</sub>  | <input type="checkbox"/> Persuade (10%)        | 35 | <sup>17</sup> / <sub>7</sub>  | <input type="checkbox"/>                       |    |                               |
| <input type="checkbox"/> Disguise (05%)     | 5  | <sup>2</sup> / <sub>1</sub>  | <input type="checkbox"/> Language (Other) (01%) Spanish | 30 | <sup>15</sup> / <sub>6</sub>  | <input type="checkbox"/> Pilot (01%)           | 1  | <sup>0</sup> / <sub>0</sub>   | <input type="checkbox"/>                       |    |                               |
| <input type="checkbox"/> Dodge (half DEX)   | 32 | <sup>16</sup> / <sub>6</sub> | <input type="checkbox"/>                                |    |                               | <input type="checkbox"/> Psychology (10%)      | 10 | <sup>5</sup> / <sub>2</sub>   | <input type="checkbox"/>                       |    |                               |
| <input type="checkbox"/> Drive Auto (20%)   | 20 | <sup>10</sup> / <sub>4</sub> | <input type="checkbox"/>                                |    |                               | <input type="checkbox"/> Psychoanalysis (01%)  | 1  | <sup>0</sup> / <sub>0</sub>   | <input type="checkbox"/>                       |    |                               |
| <input type="checkbox"/> Elec Repair (10%)  | 10 | <sup>5</sup> / <sub>2</sub>  | <input type="checkbox"/> Language (Own) (EDU) French    | 70 | <sup>35</sup> / <sub>14</sub> | <input type="checkbox"/> Ride (05%)            | 5  | <sup>2</sup> / <sub>1</sub>   | <input type="checkbox"/>                       |    |                               |

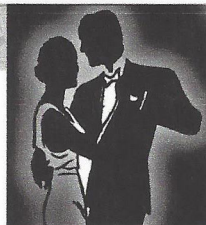
**WEAPONS**

| Weapon  | Regular | Hard | Extreme | Damage   | Range | Attacks | Ammo | Malf. |
|---------|---------|------|---------|----------|-------|---------|------|-------|
| Unarmed | 25      | 12   | 5       | 1d3 + db | -     | 1       | -    | -     |
| Knife   | 50      | 25   | 10      | 1D4+2    | -     | 1       | -    | -     |
|         |         |      |         |          |       |         |      |       |
|         |         |      |         |          |       |         |      |       |
|         |         |      |         |          |       |         |      |       |

**COMBAT**

Damage Bonus **none**  
 Build **0**  
 Dodge **32** <sup>16</sup>/<sub>6</sub>

# BACKSTORY



Personal Description \_\_\_\_\_

Traits \_\_\_\_\_

Ideology/Beliefs *A need to know more*

Injuries & Scars \_\_\_\_\_

Significant People \_\_\_\_\_

Phobias & Manias \_\_\_\_\_

Meaningful Locations \_\_\_\_\_

Arcane Tomes, Spells & Artifacts \_\_\_\_\_

Treasured Possessions \_\_\_\_\_

Encounters with Strange Entities \_\_\_\_\_

## GEAR & POSSESSIONS

Notebook (+10% to  
Library Use)

## 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  $\geq \frac{1}{2}$  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

Char.  
Player \_\_\_\_\_

Char.  
Player \_\_\_\_\_

Char.  
Player \_\_\_\_\_

Char.  
Player \_\_\_\_\_

Me

Char.  
Player \_\_\_\_\_

Char.  
Player \_\_\_\_\_

Char.  
Player \_\_\_\_\_

Char.  
Player \_\_\_\_\_

# **Dominique Narouch**

Journalist

Age 28

You are a journalist at *La Dépêche du Midi*, a daily newspaper in Toulouse. You are always well informed about unusual stories and scandalous information. Even if your editor doesn't always let these stories be published, you know that this is the most effective way to one day break through.

However, it is not this aspiration to glory that motivates you: it is an insatiable need to know more, always more. There is nothing that motivates you more than accumulating information, anecdotes and facts. Published or not, you find satisfaction in the quantity and quality of the information you discover.





## **Doctor Sentenac**

(Note: Sentenac is only a family name, pick a first name for your character)

Doctor

Age 35

Few doctors practice forensic medicine in 1931. And that's because it's a very boring specialty. Cutting up corpses, few technologies available, recutting corpses, recovering hanged and drowned bodies...

You will use any pretext to escape, if only temporarily, from these constraints and your boring routine. If in addition you have the possibility of meeting people who are still breathing, that's a totally unexpected bonus.