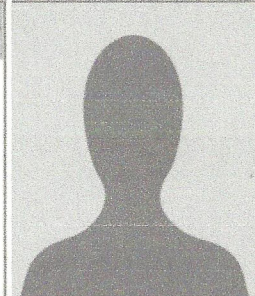


### 1920S ERA INVESTIGATOR

Name Luisa Grünfeld  
 Player \_\_\_\_\_  
 Occupation Antique Dealer  
 Age 39 Sex Female  
 Residence Berlin  
 Birthplace Germany

### CHARACTERISTICS

STR **65**  $\frac{32}{13}$  DEX **65**  $\frac{32}{13}$  INT **80**  $\frac{40}{16}$   
 CON **55**  $\frac{27}{11}$  APP **70**  $\frac{35}{14}$  POW **70**  $\frac{35}{14}$   
 SIZ **65**  $\frac{32}{13}$  EDU **90**  $\frac{45}{18}$  Know Move Rate **8**



Major Wound	<b>12</b>	Temp. Insane		Indef. Insane	<b>70</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	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

Out of Luck	01	02	03	04	05	06	07	MAGIC POINTS	00	01	02	03	04														
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				

### INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<b>40</b> $\frac{20}{8}$	<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%)	<b>1</b> $\frac{0}{0}$
<input type="checkbox"/> Anthropology (01%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Library Use (20%)	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<b>50</b> $\frac{25}{10}$	<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%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	<b>55</b> $\frac{27}{11}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Medicine (01%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Stealth (20%)	<b>20</b> $\frac{10}{4}$
<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>40</b> $\frac{20}{8}$	<input type="checkbox"/> Swim (20%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> History (05%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Occult (05%)	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/> Throw (20%)	<b>20</b> $\frac{10}{4}$
Credit Rating (00%)	<b>55</b> $\frac{27}{11}$	<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>10</b> $\frac{5}{2}$
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>40</b> $\frac{20}{8}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Language (Other) (01%) English	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Pilot (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>32</b> $\frac{16}{6}$	<input type="checkbox"/> Hebrew	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Psychology (10%)	<b>35</b> $\frac{17}{7}$	<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) German	<b>90</b> $\frac{45}{18}$	<input type="checkbox"/> Ride (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/>	

### WEAPONS

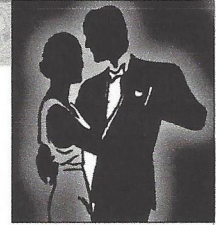
Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-

### COMBAT

Damage Bonus **+1D4**  
 Build **+1**  
 Dodge **32**  $\frac{16}{6}$



# 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

Skirt, blouse, jacket and hat \_\_\_\_\_  
 Purse \_\_\_\_\_

## 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**

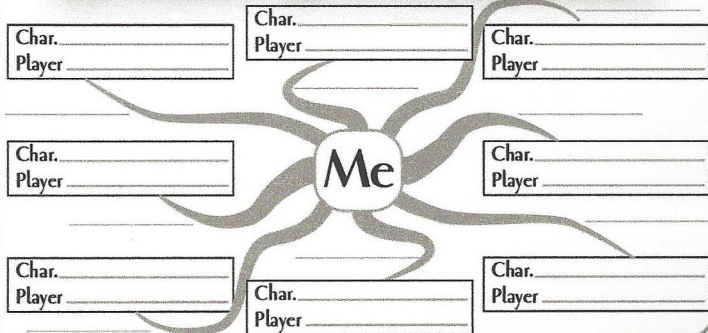
Reach 0 HP with Major Wound = **Dying**

*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



# **Luisa Grünfeld**

Age 39

Antique dealer and occultist

It is 1937, and you own a thriving antique shop in Berlin. Your specialty is the acquisition of ancient rites and customs. As a result, you have also acquired considerable occult knowledge, which you regularly share with like-minded people. At a recent séance, you had a terrible premonition that you and your family are threatened with great disaster in Germany. While your husband stays behind to take care of the business, you and your brother Jakob Goldstein (who lives in Frankfurt) are looking for an opportunity to travel to the USA to apply for residence permits for your family members and to find apartments.

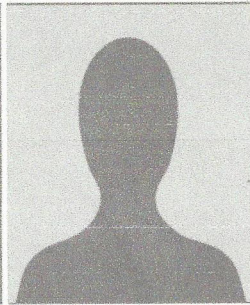


**1920S ERA INVESTIGATOR**

Name Manfred Hermann  
 Player \_\_\_\_\_  
 Occupation Wehrmacht officer  
 Age 48 Sex Male  
 Residence Frankfurt  
 Birthplace Germany

**CHARACTERISTICS**

STR **75**  $\frac{37}{15}$  DEX **70**  $\frac{35}{14}$  INT **90**  $\frac{45}{18}$   
 CON **60**  $\frac{30}{12}$  APP **50**  $\frac{25}{10}$  POW **55**  $\frac{27}{11}$   
 SIZ **70**  $\frac{35}{14}$  EDU **85**  $\frac{42}{17}$  Move Rate **7**



Major Wound	<b>13</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	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**

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	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%)	60	$\frac{30}{12}$	<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%)	70	$\frac{35}{14}$	<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%)	15	$\frac{7}{3}$	<input type="checkbox"/> First Aid (30%)	60	$\frac{30}{12}$	<input type="checkbox"/> Navigate (10%)	30	$\frac{15}{6}$	<input type="checkbox"/> Swim (20%)	20	$\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	40	$\frac{20}{8}$	<input type="checkbox"/> History (05%)	40	$\frac{20}{8}$	<input type="checkbox"/> Occult (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	35	$\frac{17}{7}$
Credit Rating (00%)	60	$\frac{30}{12}$	<input type="checkbox"/> Intimidate (15%)	15	$\frac{7}{3}$	<input type="checkbox"/> Op. Hv. Machine (01%)	30	$\frac{15}{6}$	<input type="checkbox"/> Track (10%)	10	$\frac{5}{2}$
Cthulhu Mythos (00%)	0	$\frac{0}{0}$	<input type="checkbox"/> Jump (20%)	35	$\frac{17}{7}$	<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%) English	10	$\frac{5}{2}$	<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"/>			<input type="checkbox"/> Psychology (10%)	30	$\frac{15}{6}$	<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) German	85	$\frac{42}{17}$	<input type="checkbox"/> Ride (05%)	5	$\frac{2}{1}$	<input type="checkbox"/>		

**WEAPONS**

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	60	30	12	1d3 + db	-	1	-	-
_____								
_____								
_____								
_____								

**COMBAT**

Damage Bonus **+1D4**  
 Build **+1**  
 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

Wehrmacht uniform with \_\_\_\_\_  
 peaked cap \_\_\_\_\_  
 Gun holster \_\_\_\_\_

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

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

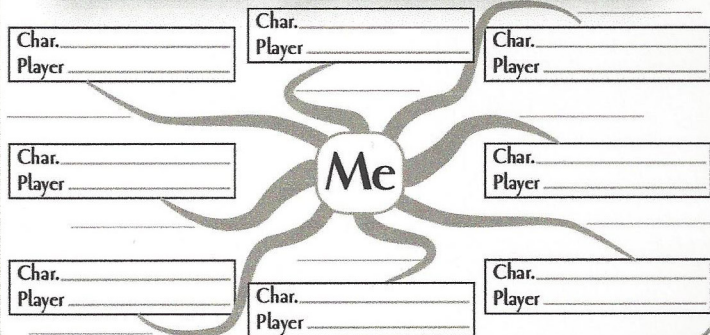
Reach 0 HP with Major Wound = **Dying**

*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





# **Manfred Hermann**

Age 48

Wehrmacht officer

It is 1937, and you are an officer in the Wehrmacht, the German military. You have experienced a lot in your life, including fighting for your Fatherland during the Great War. However, you are increasingly dissatisfied with the political changes in Germany that have become more and more clear to you each year. You see your military ideals of chivalry and virtue threatened by the Nazis and have therefore joined an underground military movement. After an assassination attempt of a Nazi leader failed yesterday and your involvement in it threatened to be exposed, you are looking for a way to flee Germany as quickly as possible. By lucky coincidence, in Frankfurt you ran into Jakob Goldstein, a childhood friend of yours with whom you used to play on the same soccer team and who has good connections to all kinds of local business people.

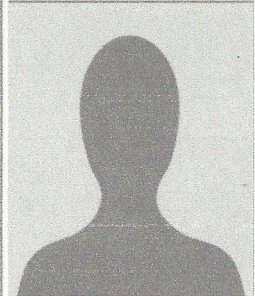


### 1920S ERA INVESTIGATOR

Name Werner Müller  
 Player \_\_\_\_\_  
 Occupation Engineer  
 Age 46 Sex Male  
 Residence Peenemünde  
 Birthplace Germany

### CHARACTERISTICS

STR **60**  $\frac{30}{12}$  DEX **75**  $\frac{37}{15}$  INT **75**  $\frac{37}{15}$   
 CON **55**  $\frac{27}{11}$  APP **55**  $\frac{27}{11}$  POW **45**  $\frac{22}{9}$   
 SIZ **75**  $\frac{37}{15}$  EDU **91**  $\frac{45}{18}$  Know Move Rate **7**  $\frac{71}{-1}$



Major Wound  **13** Temp. Insane  Indef. Insane  **45** **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	<b>13</b>	14
	15	16	17
	18	19	20

 SANITY 

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	<b>38</b>	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

**9** MAGIC POINTS 

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

### 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	<b>09</b>
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%)	60 $\frac{30}{12}$
<input type="checkbox"/> Anthropology (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Fighting (Brawl) (25%)	50 $\frac{25}{10}$	<input type="checkbox"/> Library Use (20%)	50 $\frac{25}{10}$	<input type="checkbox"/> Chemistry	70 $\frac{35}{14}$
<input type="checkbox"/> Appraise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	55 $\frac{27}{11}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	40 $\frac{20}{8}$	<input type="checkbox"/> Sleight of Hand (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Art / Craft (05%) Photography	30 $\frac{15}{6}$	<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	70 $\frac{35}{14}$	<input type="checkbox"/> Spot Hidden (25%)	50 $\frac{25}{10}$
<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%)	40 $\frac{20}{8}$	<input type="checkbox"/> Navigate (10%)	40 $\frac{20}{8}$	<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%)	45 $\frac{22}{9}$	<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%)	10 $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Language (Other) (01%) English	20 $\frac{10}{4}$	<input type="checkbox"/> Pilot (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	37 $\frac{18}{7}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	10 $\frac{5}{2}$	<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%)	90 $\frac{45}{18}$	<input type="checkbox"/> Language (Own) (EDU) German	95 $\frac{47}{19}$	<input type="checkbox"/> Ride (05%)	5 $\frac{2}{1}$	<input type="checkbox"/>	

### WEAPONS

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

### COMBAT

Damage Bonus **+1D4**  
 Build **+1**  
 Dodge **37**  $\frac{18}{7}$







# **Werner Müller**

Age 46  
Engineer

It is 1937, and you are an engineer and an expert in aircraft engines. You were recently assigned to Peenemünde on a secret project. As a staunch pacifist, you had only worked for civil aviation up to now. However, you quickly realized that your current work - the development of a liquid-fueled rocket - is a project that is intended for military use. You take the opportunity of a staff meeting in Berlin and, with documents relating to the rocket in your tool case, you go on the run from Germany. So it is perfect for you that your former fellow student Jakob Goldstein still lives in Frankfurt, and he would be happy to help you.