

1920S ERA INVESTIGATOR

Name Jessie Williams
 Player _____
 Occupation History Student
 Age 20 Sex Female
 Residence Arkham
 Birthplace Boston

CHARACTERISTICS

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



Major Wound	M13IP		
Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane		Indef. Insane		50	Max		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							

M10IP					
	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%)		<input type="checkbox"/> Fast Talk (05%)	25 $\frac{12}{5}$	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	60 $\frac{30}{12}$	<input type="checkbox"/> Library Use (20%)	60 $\frac{30}{12}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	20 $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	40 $\frac{20}{8}$	<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%)		<input type="checkbox"/> Stealth (20%)	50 $\frac{25}{10}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	50 $\frac{25}{10}$	<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%)	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%)		<input type="checkbox"/> Track (10%)	30 $\frac{15}{6}$
Cthulhu Mythos (00%)		<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%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	40 $\frac{20}{8}$	<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%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Language (Own) (EDU)	60 $\frac{30}{12}$	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		English					

WEAPONS

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

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **40** $\frac{20}{8}$

BACKSTORY



Personal Description Youthful and bright-eyed.
Wears fashionable clothing.

Traits Risk taker. Likes to be in
the middle of the action.

Ideology/Beliefs Strong faith in God, having
been raised in the Church by her mother.

Injuries & Scars

Significant People Her mother, Joyce, who she
writes to every week.

Phobias & Manias

Meaningful Locations Her mother's home in
Boston, where the best possible food is served.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Her late father's pocket
Bible.

Encounters with Strange Entities

GEAR & POSSESSIONS

Satchel.

Pencils and fountain pen.

Note pad.

Pocket Bible.

Hair clips.

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 1/2 skill 1/3 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**

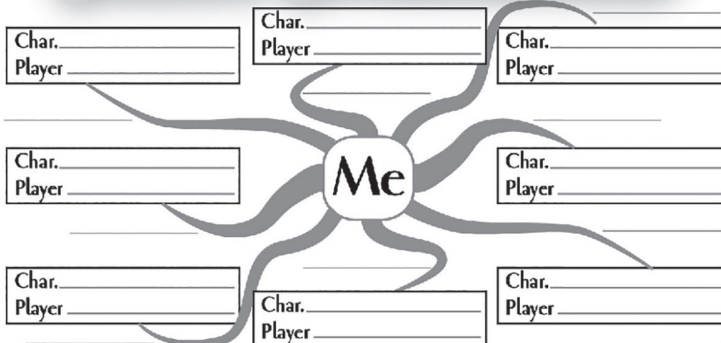
Reach 0 HP with Major Wound = **Dying**

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 Wentworth Avebury
 Player _____
 Occupation Languages Professor
 Age 58 Sex Male
 Residence Arkham
 Birthplace New York

CHARACTERISTICS

STR 50 25 10 DEX 40 20 8 INT 70 35 14
 CON 60 30 12 APP 50 25 10 POW 60 30 12
 SIZ 50 25 10 EDU 80 40 16 Move Rate 6 +1 -1



Major Wound M11P

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

Temp. Insane _____ Indef. Insane _____ 60 Max 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

M12P

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

WEAPONS

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

COMBAT

Damage Bonus none
 Build 0
 Dodge 40 20 8

BACKSTORY



Personal Description Wears a slightly-worn suit. Average height. A trim mustache. Uses a monocle, rather than spectacles, when examining text.

Ideology/Beliefs A lifelong interest in myth and folklore; he is willing to believe in the reality of the supernatural, but has yet to find any hard evidence.

Significant People His late wife, Jane. He thinks there was something she wanted to tell him before she died.

Meaningful Locations A quiet woodland space, where he can listen to the birds and relax with a good book.

Treasured Possessions A small frame containing a photograph of Jane, his late wife.

Traits Inquisitive. Takes a meticulous approach to investigation.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

Fountain pen and pencils.

Note pad.

Photo of late wife in travel frame.

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

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

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

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

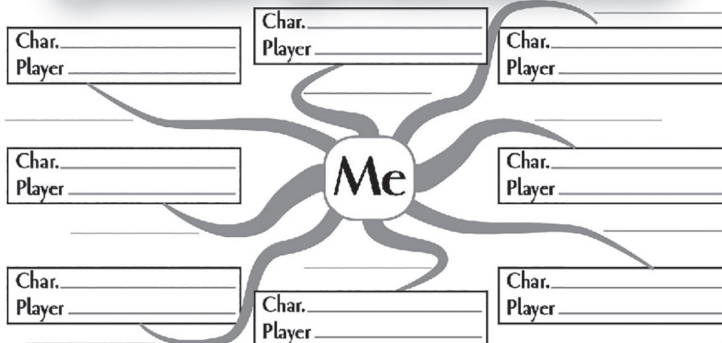
Reach 0 HP with Major Wound = **Dying**

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 Keiko Cain
 Player _____
 Occupation Science Student
 Age 21 Sex Female
 Residence Arkham
 Birthplace San Francisco

CHARACTERISTICS

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



Major Wound M12IP

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

Temp. Insane	Indef. Insane	<u>60</u>	Max	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						

M12IP

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

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Silver penknife	45	22	9	1D3+1	-	1	-	-
Hockey stick	45	22	9	1D6	-	1	-	-

COMBAT

Damage Bonus none
 Build 0
 Dodge 25 12 5

BACKSTORY



Personal Description Slim physique, below average height. Thick dark hair, glasses, and a broad smile.

Traits Adventurous. Like to be busy and get her hands dirty.

Ideology/Beliefs Science, given the time, can explain everything. Doesn't believe in ghosts and wants to find a scientific explanation for such weird happenings.

Injuries & Scars

Significant People Her older brother, Hugo, who she loves dearly. Hugo works as a doctor in San Francisco.

Phobias & Manias

Meaningful Locations Libraries, where she can get lost in a massive book about science.

Arcane Tomes, Spells & Artifacts

Treasured Possessions A silver penknife, given to her by her brother. She always carries it as a good luck token.

Encounters with Strange Entities

GEAR & POSSESSIONS

Silver penknife.

Note pad.

Pencils and fountain pen.

Small bottle of blue ink.

Satchel containing a small science kit.

Hockey stick.

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

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

Wounds & Healing

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

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

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

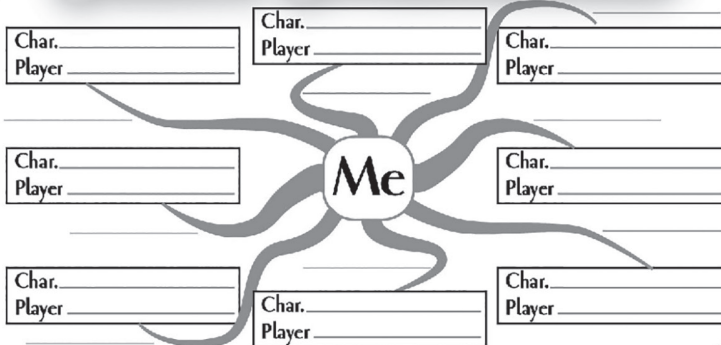
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. 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 Nevada Jones
 Player _____
 Occupation Archaeology Professor
 Age 35 Sex Male
 Residence Arkham
 Birthplace Winnipeg, Canada

CHARACTERISTICS

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



Major Wound **M.9HP**

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

Temp. Insane _____ Indef. Insane _____ **50** Max _____

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

SANITY

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

M.10IP

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%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	50 25	<input type="checkbox"/> Library Use (20%)	40 20	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 10	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	70 35	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	10 5
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	40 20	<input type="checkbox"/> Mech. Repair (10%)	10 5	<input type="checkbox"/> Spot Hidden (25%)	50 25
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 10
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	30 15	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	50 25	<input type="checkbox"/> First Aid (30%)	50 25	<input type="checkbox"/> Navigate (10%)	10 5	<input type="checkbox"/> Swim (20%)	20 10
<input type="checkbox"/> Climb (20%)	20 10	<input type="checkbox"/> History (05%)	60 30	<input type="checkbox"/> Occult (05%)	60 30	<input type="checkbox"/> Throw (20%)	20 10
<input type="checkbox"/> Credit Rating (00%)	40 20	<input type="checkbox"/> Intimidate (15%)	15 7	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	10 5
<input type="checkbox"/> Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 10	<input type="checkbox"/> Persuade (10%)	10 5	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)	40 20	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 17	<input type="checkbox"/> Latin	8	<input type="checkbox"/> Psychology (10%)	40 20	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20 10	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU)	80 40	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		<input type="checkbox"/> English	16			<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
.38 Handgun	40	20	8	1D10	15 yards	1	8	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **35** **17**
 7

BACKSTORY



Personal Description Handsome but a little rough around the edges. Below average height. Wears a suit when necessary, but prefers more casual attire.

Traits Reckless. Tends to jump in feet first before thinking.

Ideology/Beliefs A strong love for history and ancient cultures. Wants to make a name for himself by finding lost treasures.

Injuries & Scars

Significant People His father, Frank Jones, whose own discoveries made him famous. Nevada feels overshadowed by his father.

Phobias & Manias

Meaningful Locations A bar where strong drinks are sold, and where he can forget his troubles.

Arcane Tomes, Spells & Artifacts

Treasured Possessions His Saint Christopher medallion, which he believes is a good luck charm.

Encounters with Strange Entities

GEAR & POSSESSIONS

Travel gear in satchel.
.38 handgun and ammo.
Pencils and note pad.
Hair comb.
St. Christopher medallion.

CASH & ASSETS

Spending Level
Cash
Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

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

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

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

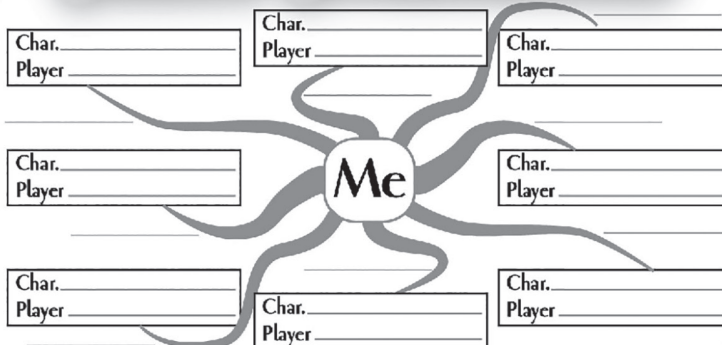
Reach 0 HP with Major Wound = **Dying**

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

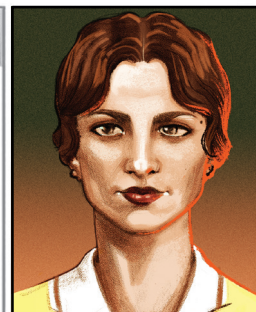


1920S ERA INVESTIGATOR

Name Lois Russo
 Player _____
 Occupation Engineering Student
 Age 19 Sex Female
 Residence Arkham
 Birthplace New York

CHARACTERISTICS

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



Major Wound	M12IP	01	02
Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane	Indef. Insane	50	Max	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

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

M10IP	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%)		<input type="checkbox"/> Fast Talk (05%)	25 12 5	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	60 30 12	<input type="checkbox"/> Library Use (20%)	20 10 4	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 10 4	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	21 10 4	<input type="checkbox"/> Sleight of Hand (10%)	10 5 2
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	20 10 4	<input type="checkbox"/> Mech. Repair (10%)	70 35 14	<input type="checkbox"/> Spot Hidden (25%)	25 12 5
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25 12 5	<input type="checkbox"/> Medicine (01%)		<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%)	
<input type="checkbox"/> Charm (15%)	15 7 3	<input type="checkbox"/> First Aid (30%)	30 15 6	<input type="checkbox"/> Navigate (10%)	40 20 8	<input type="checkbox"/> Swim (20%)	20 10 4
<input type="checkbox"/> Climb (20%)	40 20 8	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)	5 2 1	<input type="checkbox"/> Throw (20%)	20 10 4
Credit Rating (00%)	40 20 8	<input type="checkbox"/> Intimidate (15%)	50 25 10	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	50 25 10
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	50 25 10	<input type="checkbox"/> Persuade (10%)	10 5 2	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Italian	25 12 5	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 17 7	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	10 5 2	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	40 20 8	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	40 20 8	<input type="checkbox"/> Language (Own) (EDU) English	50 25 10	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	60	30	12	1d3 + db	-	1	-	-
Switchblade knife	60	30	12	1D4+1+db	-	1	-	-

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **35** **17** **7**

BACKSTORY



Personal Description Athletic physique. Stylish bob of dark brown hair. Flapper-style dress.

Traits Hard nosed. Fiery temper, and loves arguing. Never walks under a ladder.

Ideology/Beliefs Raised in the Catholic Church. She has a healthy respect for the supernatural and can be quite superstitious.

Injuries & Scars

Significant People Her father, who she knows works for the gangster Dutch Schultz in New York.

Phobias & Manias

Meaningful Locations New York City, in the loving arms of her family. Also, training on an athletics track, where she can focus her mind.

Arcane Tomes, Spells & Artifacts

Treasured Possessions A switchblade knife, a present from her father, who said, "Keep this with you, it'll get you out of hard spots."

Encounters with Strange Entities

GEAR & POSSESSIONS

Switchblade knife.

Handbag.

Pencil.

Note pad.

Hair clips.

Crucifix pendant.

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

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

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

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

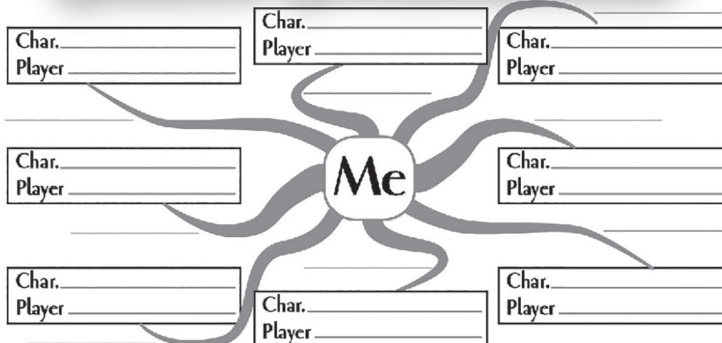
Reach 0 HP with Major Wound = **Dying**

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 _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR	<div></div> <div></div>	DEX	<div></div> <div></div>	INT	<div></div> <div></div>
CON	<div></div> <div></div>	APP	<div></div> <div></div>	POW	<div></div> <div></div>
SIZ	<div></div> <div></div>	EDU	<div></div> <div></div>	Move Rate	<div></div> <div>+1</div> <div>-1</div>



Major Wound Max HP

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

Temp. Insane Indef. Insane Start Max

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

Max MP

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

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<div></div> <div></div>	<input type="checkbox"/> Fast Talk (05%)	<div></div> <div></div>	<input type="checkbox"/> Law (05%)	<div></div> <div></div>	<input type="checkbox"/> Science (01%)	<div></div> <div></div>
<input type="checkbox"/> Anthropology (01%)	<div></div> <div></div>	<input type="checkbox"/> Fighting (Brawl) (25%)	<div></div> <div></div>	<input type="checkbox"/> Library Use (20%)	<div></div> <div></div>	<input type="checkbox"/>	<div></div> <div></div>
<input type="checkbox"/> Appraise (05%)	<div></div> <div></div>	<input type="checkbox"/>	<div></div> <div></div>	<input type="checkbox"/> Listen (20%)	<div></div> <div></div>	<input type="checkbox"/>	<div></div> <div></div>
<input type="checkbox"/> Archaeology (01%)	<div></div> <div></div>	<input type="checkbox"/>	<div></div> <div></div>	<input type="checkbox"/> Locksmith (01%)	<div></div> <div></div>	<input type="checkbox"/> Sleight of Hand (10%)	<div></div> <div></div>
<input type="checkbox"/> Art / Craft (05%)	<div></div> <div></div>	<input type="checkbox"/> Firearms (Handgun) (20%)	<div></div> <div></div>	<input type="checkbox"/> Mech. Repair (10%)	<div></div> <div></div>	<input type="checkbox"/> Spot Hidden (25%)	<div></div> <div></div>
<input type="checkbox"/>	<div></div> <div></div>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<div></div> <div></div>	<input type="checkbox"/> Medicine (01%)	<div></div> <div></div>	<input type="checkbox"/> Stealth (20%)	<div></div> <div></div>
<input type="checkbox"/>	<div></div> <div></div>	<input type="checkbox"/>	<div></div> <div></div>	<input type="checkbox"/> Natural World (10%)	<div></div> <div></div>	<input type="checkbox"/> Survival (10%)	<div></div> <div></div>
<input type="checkbox"/> Charm (15%)	<div></div> <div></div>	<input type="checkbox"/> First Aid (30%)	<div></div> <div></div>	<input type="checkbox"/> Navigate (10%)	<div></div> <div></div>	<input type="checkbox"/> Swim (20%)	<div></div> <div></div>
<input type="checkbox"/> Climb (20%)	<div></div> <div></div>	<input type="checkbox"/> History (05%)	<div></div> <div></div>	<input type="checkbox"/> Occult (05%)	<div></div> <div></div>	<input type="checkbox"/> Throw (20%)	<div></div> <div></div>
Credit Rating (00%)	<div></div> <div></div>	<input type="checkbox"/> Intimidate (15%)	<div></div> <div></div>	<input type="checkbox"/> Op. Hv. Machine (01%)	<div></div> <div></div>	<input type="checkbox"/> Track (10%)	<div></div> <div></div>
Cthulhu Mythos (00%)	<div></div> <div></div>	<input type="checkbox"/> Jump (20%)	<div></div> <div></div>	<input type="checkbox"/> Persuade (10%)	<div></div> <div></div>	<input type="checkbox"/>	<div></div> <div></div>
<input type="checkbox"/> Disguise (05%)	<div></div> <div></div>	<input type="checkbox"/> Language (Other) (01%)	<div></div> <div></div>	<input type="checkbox"/> Pilot (01%)	<div></div> <div></div>	<input type="checkbox"/>	<div></div> <div></div>
<input type="checkbox"/> Dodge (half DEX)	<div></div> <div></div>	<input type="checkbox"/>	<div></div> <div></div>	<input type="checkbox"/> Psychology (10%)	<div></div> <div></div>	<input type="checkbox"/>	<div></div> <div></div>
<input type="checkbox"/> Drive Auto (20%)	<div></div> <div></div>	<input type="checkbox"/>	<div></div> <div></div>	<input type="checkbox"/> Psychoanalysis (01%)	<div></div> <div></div>	<input type="checkbox"/>	<div></div> <div></div>
<input type="checkbox"/> Elec Repair (10%)	<div></div> <div></div>	<input type="checkbox"/> Language (Own) (EDU)	<div></div> <div></div>	<input type="checkbox"/> Ride (05%)	<div></div> <div></div>	<input type="checkbox"/>	<div></div> <div></div>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

Build

Dodge

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

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

