**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**

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**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Easy / Normal / Hard / Extreme / Critical

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 2½ max HP in one attack
- Reach 0 HP without Major Wound = Unconscious

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

**Natural Heal rate** (Major Wound): weekly healing roll

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**Fellow Investigators**

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

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

Char. _ Player _ Char. _ Player _ Char. _ Player _
**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**

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**Gear & Possessions**

Fountain pen and pencils.
Note pad.
Photo of late wife in travel frame.

**Cash & Assets**

**Spending Level**
Cash
Assets

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**Quick Reference Rules**

**Skill & Characteristic Rolls**
Levels of Success: Fumble | Fail | Regular | Hard | Extreme | Critical 100/90/80 | 70 | 50 | 30 | 10 | 1

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

**Wounds & Healing**
First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of 2 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

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**Fellow Investigators**

- Char. Player
- Char. Player
- Char. Player
- Char. Player
- Char. Player
- Char. Player
**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.

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

**Injuries & Scars**

**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**

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**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**

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**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Fumble! Fall Regular Hard Extreme Critical

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 2-3 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

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**Fellow Investigators**

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**Call of Cthulhu**

**Characteristics**

- **Name**: Nevada Jones
- **Player**: 
- **Occupation**: Archaeology Professor
- **Age**: 35
- **Sex**: Male
- **Residence**: Arkham
- **Birthplace**: Winnipeg, Canada

**Major Wound**

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**Investigator Skills**

- Accounting (05%)
- Anthropology (01%)
- Appraise (05%)
- Archaeology (01%)
- Art / Craft (05%)
- Charisma (15%)
- Climb (20%)
- Credit Rating (00%)
- Chthonian Mythos (00%)
- Disguise (05%)
- Dodge (half DX) (35 17)
- Drive Auto (20%)
- Electrical Repair (10%)
- Fast Talk (05%)
- Fighting (Brawl) (25%)
- Firearms (Handgun) (20%)
- Firearms (Rifle/Shotgun) (25%)
- first Aid (03%)
- History (05%)
- Intimidate (15%)
- Jump (20%)
- Language (Other) (05%)
- Latin
- Library Use (20%)
- Listen (20%)
- Locksmith (01%)
- Mech. Repair (10%)
- Medicine (01%)
- Natural World (10%)
- Navigate (10%)
- Occult (03%)
- Cthulhu Machine (01%)
- Persuade (10%)
- Pilot (05%)
- Psychology (05%)
- Psychoanalysis (01%)
- Ride (05%)

**Weapons**

- **.38 Handgun**
  - Unarmed: 50
  - Hand: 25
  - Extreme: 10
  - Damage: 1D10
  - Range: 15 yards
  - Attacks: 1
  - Ammo: 8
  - Malfunction: none

**Combat**

- **Damage Bonus**: none
- **Build**: 0
- **Dodge**: 35 (17 7)
**Personal Description**  Handsome but a little rough around the edges. Below average height. Wears a suit when necessary, but prefers more casual attire.

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

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

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

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

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

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**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 Fail Regular Hard Extreme Critical 01
  - Pushing Rolls: Must Justify roll; Cannot Push Combat or Sanity Rolls

- **Wounds & Healing**
  - First Aid heals 1HP:
  - Medicine heals +1d3 HP
  - Major Wound = loss of 2½ max HP in one attack
  - Reach 0 HP without Major Wound = Unconcious
  - 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**

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**Institution**

- **Major Wound Points**: 12
- **Hit Points**: 11

**Investigator Skills**

- Accounting (05%)
- Anthropology (01%)
- Appraise (05%)
- Archaeology (01%)
- Art / Craft (05%)
- Fast Talk (05%)
- Fighting (Brawl) (25%)
- Firearms (Handgun) (20%)
- Firearms (Rifle/Shotgun) (25%)
- First Aid (05%)
- History (05%)
- Intimidate (15%)
- Jump (20%)
- Language (Other) (05%)
- Language (Own) (EDU, Easier)
- Law (05%)
- Library Use (20%)
- Listen (20%)
- Locksmith (05%)
- Mech. Repair (10%)
- Medicine (01%)
- Natural World (10%)
- Navigate (10%)
- Occult (03%)
- Cpl. Hv. Machine (05%)
- Persuade (10%)
- Pilot (05%)
- Psychology (10%)
- Psychoanalysis (01%)
- Ride (05%)

**Combat**

- **Damage Bonus**: +1D4
- **Build**: +1
- **Dodge**: 35

**Weapons**

- **Weapon**: Switchblade Knife
- **Damage**: 1D4+1+db
- **Range**: 1
- **Ammo**: -
- **Malif**: -

**Sanity**

- Out of Luck: 00
- Magic Points: 10

**1920s Era Investigator**

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

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**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Fumble/Fail < skill ≤ skill 1/2 skill ≤ skill 1/4 skill 0

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

**Wounds & Healing**

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

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

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**Gear & Possessions**

**Cash & Assets**

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