

1920s ERA INVESTIGATOR

Name Keiko Cain Birthplace San Francisco Pronoun She/her
Occupation Science Student Residence Arkham Age 21



CALL OF CTHULHU
45th Anniversary
1981 - 2021

CHARACTERISTICS

STR	Reg 50	Half 25	Fifth 10	SIZ	Reg 40	Half 20	Fifth 8	Hit Points	Maximum 12	Current
CON	Reg 80	Half 40	Fifth 16	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current
DEX	Reg 50	Half 25	Fifth 10	APP	Reg 50	Half 25	Fifth 10	Luck	Starting 50	Current
INT	Reg 60	Half 30	Fifth 12	EDU	Reg 70	Half 35	Fifth 14	Sanity	Starting 60	Current 12

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

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

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	45 22 9	1D3 + DB	1	-	-	-	9
Silver Penknife	45 22 9	1D3+1	1	-	-	-	0
Hockey Stick	45 22 9	1D6	1	-	-	-	25 12 5
							Damage Bonus 0



MY STORY

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

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.	Satchel containing a small
Note pad.	science kit.
Pencils and fountain pen.	
Small bottle of blue ink.	
Hockey stick.	

WEALTH

Spending Level	
Cash	
Assets	

FELLOW INVESTIGATORS



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP
Major Wounds = 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 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

