

# 1920s ERA INVESTIGATOR

Name Jesse Williams Birthplace Boston Pronoun She/her  
Occupation History Student Residence Arkham Age 20



**CALL OF CTHULHU**  
45th Anniversary  
1981 - 2021

## CHARACTERISTICS

STR	Reg 70	Half 35	Fifth 14	SIZ	Reg 50	Half 25	Fifth 10	Hit Points	Maximum 13	Current
CON	Reg 80	Half 40	Fifth 16	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current
DEX	Reg 40	Half 20	Fifth 8	APP	Reg 50	Half 25	Fifth 10	Luck	Starting 55	Current
INT	Reg 60	Half 30	Fifth 12	EDU	Reg 60	Half 30	Fifth 12	Sanity	Starting 50	Current 10
IDEA				KNOW						

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 10	Half 5	Fifth 2
<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 30	Half 15	Fifth 6	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)	20	10	4	<input type="checkbox"/> History (05%)	Reg 70	Half 35	Fifth 14	<input type="checkbox"/> Psychology (10%)	50	25	10
<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%)	50	25	10	<input type="checkbox"/> Jump (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Credit Rating (00%)	40	20	8	<input type="checkbox"/> ENGLISH (EDU)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Spot Hidden (25%)	50	25	10
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Listen (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Drive Auto (20%)	40	20	8	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input type="checkbox"/> Mech. Repair (10%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Track (10%)	30	15	6
<input type="checkbox"/> Fast Talk (05%)	25	12	5	<input type="checkbox"/> Medicine (01%)							
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Natural World (10%)	Reg 10	Half 5	Fifth 2				
<input type="checkbox"/> Fighting				<input type="checkbox"/> Navigate (10%)	Reg 10	Half 5	Fifth 2				
<input type="checkbox"/> Firearms (Handgun) (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Occult (05%)	5	2	1				

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 60 Half 30 Fifth 12	1D3 + DB	1	-	-	-	8
							Build 0
							Dodge Reg 40 Half 20 Fifth 8
							Damage Bonus 0





## MY STORY

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## 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

### 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.

## 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
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

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

