1920s Era Investigator

Name: Ted Lewis | Birthplace: Aldgate, London | Pronoun: He/him

Occupation: Boxer | Residence: Arlington House, London | Age: 42

Characteristics

	Reg	Half	Fifth
STR	85	42	17
CON	70	35	14
DEX	65	32	13
INT (IDEA)	55	27	11
SIZ	70	35	14
POW	90	45	18
APP	30	15	6
EDU (KNOW)	55	27	11

	Maximum	Current
Hit Points	14	14
Magic Points	18	18

	Starting	Current
Luck		

	Starting	Current	Insane
Sanity	90	90	18

Call of Cthulhu 40th Anniversary 1981 - 2021

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

Skills

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)	10	5	2
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)	75	37	15
☐ Drive Auto (20%)	50	25	10
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)	85	42	17
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)	50	25	10
☐ History (05%)			
☐ Intimidate (15%)	55	27	11
☐ Jump (20%)	40	20	8
☐ _____ (01%) *Language (Other)*			
☐ _____			
☐ _____			
☐ English (EDU) *Language (Own)*	55	27	11
☐ Law (05%)			
☐ Library Use (20%)			
☐ Listen (20%)	50	25	10
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			
☐ Persuade (10%)			
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	40	20	8
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	85	42	17
☐ Stealth (20%)	60	30	12
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)	40	20	8
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	85 / 42 / 17	1D3 + DB	1	–	–	–

Move 7

Build 1

Dodge (Reg / Half / Fifth): 75 / 37 / 15

Damage Bonus: +1D4

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My Story

Ted is a down on his luck boxer, who lives in Arlington House in Camden Town - a well-known shelter for the homeless. Currently in hock (debt) to some particularly nasty loan sharks, who are looking to collect. With menaces.

Backstory

Personal Description

A tall and solidly-built white man with thick brown hair. A cauliflower ear and a nose that's been broken several times means he has a face only his mother could love.

Traits

Usually gentle and cheerily optimistic, but has a stubborn streak that gets him into trouble. A fearsome and tenacious fighter.

Ideology & Beliefs

"Things will look up soon, you'll see!"

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

His lucky boxing gloves.

Encounters with Strange Entities

Gear & Possessions

Besides his boxing gloves, little more than the clothes on his back and the borrowed cash. Has recently acquired a passport.

Wealth

Spending Level £2 ($10)

Cash £4 ($20)

Assets

£100 ($500)

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	Etreme ⅕ 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 ≥ 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 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

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