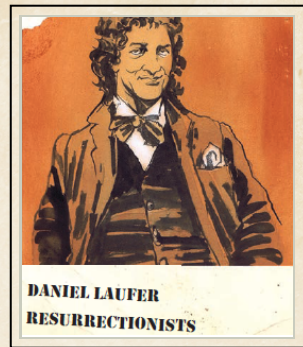


1920s ERA INVESTIGATOR

Name Daniel Laufer Birthplace _____ Pronoun Mr.
Occupation Cryptographer Residence Brighton Age 39



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS	STR			SIZ			Hit Points		
	Reg	Half	Fifth	Reg	Half	Fifth	Maximum	Current	
STR	45	22	9	60	30	12	10		
CON	CON			POW			Magic Points		
	Reg	Half	Fifth	Reg	Half	Fifth	Maximum	Current	
CON	45	22	9	75	37	15	15		
DEX	DEX			APP			Luck		
	Reg	Half	Fifth	Reg	Half	Fifth	Starting	Current	
DEX	60	30	12	65	32	13	45		
INT	INT			EDU			Sanity		
	Reg	Half	Fifth	Reg	Half	Fifth	Starting	Current	Insane
INT	80	40	16	75	37	15	75	42	15

Max Sanity 90 Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS											
	Reg	Half	Fifth	Reg	Half	Fifth	Reg	Half	Fifth		
<input type="checkbox"/> Accounting (05%)	40	20	8	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12	5	<input type="checkbox"/> Persuade (10%)	45	22	9
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> _____ (01%)	1	0	0
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> History (05%)	5	2	1	<input type="checkbox"/> Psychology (10%)	10	5	2
<input type="checkbox"/> _____ (05%)	5	2	1	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> <u>Cryptography</u> (01%)	80	40	16
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> <u>Latin</u> (01%)	25	12	5	<input type="checkbox"/> <u>Mathematics</u>	75	37	15
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> _____				<input type="checkbox"/> _____			
Credit Rating (00%)	47	23	9	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	9	4	1	<input type="checkbox"/> <u>English</u> (EDU)	90	45	18	<input type="checkbox"/> Spot Hidden (25%)	75	37	15
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Library Use (20%)	70	35	14	<input type="checkbox"/> _____ (10%)	10	5	2
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Listen (20%)	20	10	4	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Fast Talk (05%)	30	15	6	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)	35	17	7	<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Occult (05%)	35	17	7	<input type="checkbox"/> _____			

COMBAT	Weapon		Skill		Damage	# of Attacks	Range	Ammo	Malf.	Move	Build	Dodge	Damage Bonus		
			Reg	Half										Fifth	
	Brawl		25	12	5	1D3	1	-	-	8	0	30	15	6	None

MY STORY

Having worked as a code breaker for the British Directorate of Military Intelligence, Laufer came to the attention of the Seekers while investigating a series of unusual transmissions, intercepted during the Great War. Fascinated by the strange ciphers shown to him by the Seekers, he was an eager recruit, seemingly just at home decoding the ramblings of medieval occultists as the secret messages of enemy nations.

Laufer has worked for the Seekers since the end of the war. His obsession with finding meaning behind eldritch ciphers has brought him close to insanity. He is increasingly haunted by nightmares. Those who know him speak of his growing nervousness and habit for biting his nails.

Eschewing the bustle of London for the restorative effects of Brighton's sea air, Laufer can be found pacing the promenade, casting furtive glances towards the horizon.

BACKSTORY

Personal Description

Average height and build, studious looking, with black hair, and a ruddy complexion.

Traits

Tendency to smirk without realizing he is doing so.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Brighton's refreshing seafront.

Arcane Tomes & Spells

Treasured Possessions

Odin and Sif, his pet cats.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level \$ 10
Cash \$ 94
Assets \$ 2350

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 1/2 skill	Extreme 1/5 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 $\geq 1/2$ 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

