

# 1920s ERA INVESTIGATOR

Name Erik Ellström Birthplace Sweden Pronoun Mr.  
Occupation Dilettante Residence Kingsport Age 24



CALL OF CTHULHU  
40th Anniversary  
1981 - 2021

## CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	55	27	11	SIZ	40	20	8	Hit Points	9	
CON	50	25	10	POW	25	12	5	Magic Points	5	
DEX	85	42	17	APP	55	27	11	Luck	65	
INT	70	35	14	EDU	85	42	17	Sanity	25	25

Max Sanity 99 Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

## SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)	5	2	1	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	45	22	9	<input type="checkbox"/> Persuade (10%)	10	5	2
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot (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%)	50	25	10	<input type="checkbox"/> Psychology (10%)	45	22	9
<input type="checkbox"/> <u>Violin</u> (05%)	60	30	12	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	55	27	11
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Science (01%)	1	0	0
<input type="checkbox"/> Charm (15%)	60	30	12	<input type="checkbox"/> <u>Swedish</u> (01%)	60	30	12	<input type="checkbox"/>			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> <u>Latin</u>	70	35	14	<input type="checkbox"/>			
Credit Rating (00%)	93	46	18	<input type="checkbox"/>				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> <u>English</u> (EDU)	85	42	17	<input type="checkbox"/> Spot Hidden (25%)	35	17	7
<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)	42	21	8	<input type="checkbox"/> Library Use (20%)	45	22	9	<input type="checkbox"/> Survival (10%)	10	5	2
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Listen (20%)	60	30	12	<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%)	35	17	7
<input type="checkbox"/> Fast Talk (05%)	45	22	9	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Fighting (Brawl) (25%)	35	17	7	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/>			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Natural World (10%)	10	5	2	<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%)	5	2	1	<input type="checkbox"/>			

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	35 17 7	1D3	1	-	-	-	9
							Build 0
							Dodge 42 21 8
							Damage Bonus None



## MY STORY

Erik is the only child of Henry Ellström, owner of Ellström Textiles. Following the death of his mother, Erik and his father moved to the U.S. Erik's father ensured that his son had the best of everything, from private tutors to the finest clothes and toys. As Erik grew, so did his social circle. Now in his early twenties, Erik is a known figure about town.

A year ago, Erik was contacted by a Mr. Lancing, representing a group of intellectuals calling themselves "the Seekers". Mr. Lancing said that the group were inviting a few handpicked

individuals of the right standing to join the organization. Particularly, Mr. Lancing said the group was interested in utilizing Erik's knowledge of Latin. Erik jumped at the chance, as it seemed like a route to adventure, or at least a few japes. With a shake of hands, Mr. Lancing said he would be in touch soon.

Erik knows the group is more interested in his money than anything else, yet his excitement has been at fever pitch ever since the meeting. He awaits the call, certain that he soon will be on the adventure of a lifetime.

## BACKSTORY

### Personal Description

5'7" tall, heavy set (the life of luxury having had an impact). Short blond hair, and bright blue eyes.

### Traits

Adventure and thrill seeker. Generous with his wealth.

### Ideology & Beliefs

### Significant People

His father, Henry Ellström, owner of Ellström Textiles.

### Meaningful Locations

His father's mansion in Kingsport, where the sea breeze takes all his cares away.

### Treasured Possessions

His violin, a priceless del Gesù.

### Injuries & Scars

### Phobias & Manias

### Arcane Tomes & Spells

### Encounters with Strange Entities

## GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## WEALTH

Spending Level	\$ 250
Cash	\$ 1860
Assets	\$ 186000
_____	_____
_____	_____

## 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 1/3 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



