

1920s ERA INVESTIGATOR

Name Luke Atkinson Birthplace _____ Pronoun Mr.
Occupation Teacher Residence _____ Age 28



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	75	37	15	SIZ	60	30	12	Hit Points	12	
CON	60	30	12	POW	40	20	8	Magic Points	8	
DEX	60	30	12	APP	60	30	12	Luck	45	
INT	60	30	12	EDU	75	37	15	Sanity	40	28
IDEA				KNOW						8

Max Sanity 93 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%)	40	20	8	<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%)	40	20	8	<input type="checkbox"/> Psychology (10%)	10	5	2
<input type="checkbox"/> <u>Fine Art</u> (05%)	30	15	6	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	30	15	6
<input type="checkbox"/> <u>History of Art</u>	45	22	9	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> <u>Astronomy</u> (01%)	10	5	2
<input type="checkbox"/> Charm (15%)	20	10	4	<input type="checkbox"/> <u>Spanish</u> (01%)	10	5	2	<input type="checkbox"/> <u>Biology</u>	35	17	7
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> _____				<input type="checkbox"/> <u>Chemistry</u>	40	20	8
Credit Rating (00%)	35	17	7	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	6	3	1	<input type="checkbox"/> <u>English</u> (EDU)	80	40	16	<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)	30	15	6	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> <u>Outback</u> (10%)	40	20	8
<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%)	50	25	10	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	25	12	5
<input type="checkbox"/> Fighting (Brawl) (25%)	45	22	9	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)	30	15	6	<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%)	20	10	4	<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	45 22 9	1D3 + 1D4	1	-	-	-	8
							Build +1
							Dodge 30 15 6
							Damage Bonus +1D4

MY STORY

Spurning the harsh Australian lifestyle of his parents, Atkinson moved away and studied at the University of Australia to become a teacher. After receiving his degree, Atkinson moved back to his hometown to teach, where he married and had two children; however, his life was soon to change again.

Atkinson liked to explore. On one such visit to Blue Lake, something horrible and unexplainable happened. A foul and alien thing emerged from the water, its hideous appendages grabbing Atkinson and pulling him beyond this world. Whether it lasted seconds, hours, or days, Atkinson cannot tell; all that remains of the experience is a series of nightmarish visions in which Atkinson saw the return of the Old Ones and the eventual fate of humanity. At some point, Atkinson awoke on the edge of Cuicocha, a crater lake in the Imbabura Province of Ecuador. He was found raving and taken to the nearest hospital. Finding his wallet, the locals

believed that Atkinson was a traveller who had come into difficulty. Eventually the authorities were able to contact his family and arrangements were made to return him to Australia.

On his return, it was clear that his mind was unhinged - plus there was no real explanation for how he came to be in Ecuador. He was in the care of the Thomas Brentwood Hospital. It was during this time that Atkinson befriended a hospital visitor called Anton, who had also experienced strange visions. Anton said there were others who had experienced strange things and that they belonged to a secret group called Ratched's Children. The group were committed to preventing the return of the Old Ones.

Since his release, Anton drops by now and again, and the two disappear for weeks at a time. His family believes the two are out, roving the outback.

BACKSTORY

Personal Description

Average height, with brown scrappy hair, green eyes, and a crooked smile.

Traits

Honest and open, quick-witted.

Ideology & Beliefs

Will do anything to protect his family from the horrors he has seen in mankind's future.

Injuries & Scars

Scars across his right knee, lower right abdomen, and the top of his stomach - has no memory of how these wounds were inflicted.

Significant People

Married to Elyse, with two children: Jack and Isabella. His father, Keith, and mother, Jane, run the family farm with the help of his brother, Ryan, and sister, Teagan.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

A hockey stick given to him by his father.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level \$ 10
Cash \$ 70
Assets \$ 1750

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

