

# 1920s ERA INVESTIGATOR

Name Jo Van Bordde Birthplace Namur, Belgium Pronoun Mr.  
Occupation Police Officer, Dog Handler Residence New York City Age 45



CALL OF CTHULHU  
40th Anniversary  
1981 - 2021

## CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	45	22	9	SIZ	65	32	13	Hit Points	11	
CON	50	25	10	POW	60	30	12	Magic Points	12	
DEX	60	30	12	APP	55	27	11	Luck	60	
INT	75	37	15	EDU	80	40	16	Sanity	60	54
IDEA				KNOW						

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%)	25	12	5	<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%)	50	25	10	<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%)	50	25	10
<input type="checkbox"/> Art / Craft (05%)	5	2	1	<input type="checkbox"/> Intimidate (15%)	45	22	9	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Science (01%)	1	0	0
<input type="checkbox"/> Climb (20%)	40	20	8	<input type="checkbox"/> Dutch Language (Other) (01%)	65	32	13	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Credit Rating (00%)	26	13	5	<input type="checkbox"/> English Language (Own) (EDU)	90	45	18	<input type="checkbox"/> Spot Hidden (25%)	50	25	10
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> Law (05%)	30	15	6	<input type="checkbox"/> Stealth (20%)	65	32	13
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> Survival (10%)	10	5	2
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Listen (20%)	35	17	7	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Drive Auto (20%)	45	22	9	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Throw (20%)	40	20	8
<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	35	17	7
<input type="checkbox"/> Fast Talk (05%)	60	30	12	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Animal Handling (Dog)	65	32	13
<input type="checkbox"/> Fighting (Brawl) (25%)	55	27	11	<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/>			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/>			
<input type="checkbox"/> Firearms (Handgun) (20%)	45	22	9	<input type="checkbox"/> Occult (05%)	45	22	9	<input type="checkbox"/>			

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	55 27 11	1D3	1	-	-	-	6
.32 Auto	45 22 9	1D8	1 (3)	15 yds	8	99	Build 0
							Dodge 30 15 6
							Damage Bonus None



## MY STORY

Jo Van Bordde has patrolled the streets of New York City since he joined the force as a fresh faced recruit. To many he is a familiar sight; patrolling with Max, his dog. He is known by all as a "fair cop", respected and liked. Yet, behind the smile, Van Bordde hides a dark secret. Recently, he was approached by some of his colleagues and asked if he was ready to "make a difference". His colleagues told him about what they found in a basement off East 14th

Street, and how they had decided to take action to clear their streets of such horrors. Van Bordde agreed and was accepted into the conspiracy.

Nowadays, Van Bordde and Max don't just keep an eye out for pickpockets, they also lurk around the dark alleys, abandoned buildings, and the less desirable areas of the 13th Precinct, dealing with those things that would give the rest of mankind nightmares.

## BACKSTORY

### Personal Description

Tall and slim, with blue eyes, dark brown hair showing some grey, and a moustache.

### Traits

Enjoys drinking Belgian beer (when he can get hold of it).

### Ideology & Beliefs

### Injuries & Scars

### Significant People

Manon, his devoted wife who wishes she could move back to Belgium.

### Phobias & Manias

### Meaningful Locations

Namur in Belgium, where he and his family originate.

### Arcane Tomes & Spells

### Treasured Possessions

His dog and companion, Max, a Border Collie.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

.32 Automatic Handgun

## WEALTH

Spending Level \$ 10

Cash \$ 52

Assets \$ 1300

## 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



