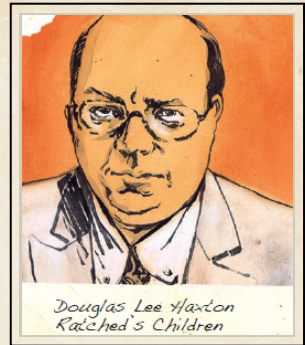


1920s ERA INVESTIGATOR

Name Douglas Lee Haxton Birthplace _____ Pronoun Mr.
Occupation Postal Clerk Residence _____ Age 52



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	60	30	12	SIZ	70	35	14	Hit Points	11	
CON	45	22	9	POW	65	32	13	Magic Points	13	
DEX	45	22	9	APP	50	25	10	Luck	60	
INT	90	45	18	EDU	85	42	17	Sanity	65	55

Max Sanity 95 Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)	50	25	10	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	70	35	14	<input type="checkbox"/> Persuade (10%)	60	30	12
<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%)	25	12	5	<input type="checkbox"/> Psychology (10%)	10	5	2
<input type="checkbox"/> <u>Acting</u> (05%)	35	17	7	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> <u>Singing</u>	25	12	5	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> <u>Astronomy</u> (01%)	40	20	8
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> <u>French</u> (01%)	20	10	4	<input type="checkbox"/> <u>Physics</u>	20	10	4
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> _____				<input type="checkbox"/> _____			
Credit Rating (00%)	24	12	4	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	4	2	0	<input type="checkbox"/> <u>English</u> (EDU)	85	42	17	<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Disguise (05%)	25	12	5	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Stealth (20%)	40	20	8
<input type="checkbox"/> Dodge (half DEX)	22	11	4	<input type="checkbox"/> Library Use (20%)	60	30	12	<input type="checkbox"/> _____ (10%)	10	5	2
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Listen (20%)	40	20	8	<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%)	50	25	10
<input type="checkbox"/> Fast Talk (05%)	5	2	1	<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"/> <u>Computer Use</u>	50	25	10
<input type="checkbox"/> _____				<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%)	40	20	8	<input type="checkbox"/> Occult (05%)	50	25	10	<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + 1D4	1	-	-	-	5
Mossberg 590	70 35 14	4D6/2d6/1D6	1	10/20/40 yds	5	100	+1
Colt 1911A1	40 20 8	1D10 + 2	1 (3)	15 yds	7	100	

Dodge 22 11 4 Damage Bonus +1D4

MY STORY

Haxton loved his job with the Arkham Post Office, walking the delivery routes, meeting people, and providing a service, yet he always felt there was something missing in his life.

Shortly before his 50th birthday, he saw something strange, while walking past a disused warehouse. On taking a closer look, Haxton was accosted and barely survived an encounter with pack of savage beast-like men. While the physical trauma healed quickly, it took much longer for his mind to recover. After spending seven months in Arkham Sanatorium Haxton was released; the doctors recording that he had made a "full recovery". In truth, he had simply learned to tell the doctors what they wanted to hear.

His time in the sanatorium was not spent in vain; there were others who had survived their own encounters with things that man was not meant to know.

These people listened to Haxton's tale and nodded; they knew he was telling the truth. They called themselves Ratched's Children and they said they worked to protect mankind from the horrors of the night. After being released, Haxton kept in contact with Ratched's Children. Eventually, he was offered membership in the fight for mankind's salvation. Haxton had found what he had been looking for all of his life and a way he could make a difference. He now devotes his time to "the project", searching the internet and newspapers for incidents that could be related to the work of the Old Ones. He is vigilant and ready to answer the call when it comes.

BACKSTORY

Personal Description

Average height, balding, heavyset, with dark-ringed, and haunted eyes.

Ideology & Beliefs

Significant People

Single; while he has become distant from his friends, he still cares for his elderly parents.

Meaningful Locations

Treasured Possessions

His books; his cuddly, Mossberg 590 12-gauge Shotgun (with bayonet); and loveable, Colt 1911A1 .45 ACP Pistol.

Traits

Something of a gun enthusiast; since his incident he keeps a firearm nearby, despite not having a permit to do so. Liable to extreme bursts of nervous energy.

Injuries & Scars

Scar on right side of his torso where a beast-like man raked him with its claws.

Phobias & Manias

Claustrophobia.

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Mossberg 590, 12-Gauge

Colt 1911A1 .45 ACP Pistol

WEALTH

Spending Level \$ 10

Cash \$ 48

Assets \$ 1'200

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

