

1920s ERA INVESTIGATOR

Name Pierre LeBlanc Birthplace Montreal Pronoun Mr.
Occupation Journalist Residence Lausanne Age 41



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS	STR			SIZ			Hit Points			
	Reg	Half	Fifth	Reg	Half	Fifth	Maximum	Current		
STR	40	20	8	50	25	10	10			
		CON			POW			Magic Points		
		Reg	Half	Fifth	Reg	Half	Fifth	Maximum	Current	
CON		50	25	10	75	37	15	15		
		DEX			APP			Luck		
		Reg	Half	Fifth	Reg	Half	Fifth	Starting	Current	
DEX		75	37	15	65	32	13	35		
		INT			EDU			Sanity		
		Reg	Half	Fifth	Reg	Half	Fifth	Starting	Current	Insane
INT	IDEA	80	40	16	70	35	14	75	63	15

Max Sanity 92 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%)	30	15	6
<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%)	60	30	12	<input type="checkbox"/> Psychology (10%)	35	17	7
<input type="checkbox"/> Acting (05%)	60	30	12	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<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%)	15	7	3	<input type="checkbox"/> English (01%)	70	35	14	<input type="checkbox"/>			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> German	45	22	9	<input type="checkbox"/>			
Credit Rating (00%)	27	13	5	<input type="checkbox"/> Swiss-German	55	27	11	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	7	3	1	<input type="checkbox"/> French (EDU)	75	37	15	<input type="checkbox"/> Spot Hidden (25%)	40	20	8
<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)	37	18	7	<input type="checkbox"/> Library Use (20%)	30	15	6	<input type="checkbox"/> Survival (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%)	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%)	55	27	11	<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	Malif.	Move	Build	Dodge	Damage Bonus	
			Reg	Half										Fifth
	Brawl		55	27	11	1D3	1	-	-	7	0	37	18	7
	Lee Enfield		45	22	9	2D6 + 4	1	110 yds	10	97				None

MY STORY

Born in Montreal, Pierre is French-Canadian. As a young man he left Canada to work in Europe as a journalist, spending time in both France and Switzerland. During 1903, Pierre met a man who would become his best friend, Alex Delacroix, a pioneering photojournalist working for *Le Journal de Genève*. Alex introduced Pierre to his sister, Marie, and the two soon fell in love, eventually getting married in 1906. The couple settled in Lausanne, Switzerland. From this union, Pierre and Marie had two children: Audrey born in 1909, and Quentin born in 1913.

Then came the war. While Switzerland was neutral, Pierre could not stand idly by while others were being slaughtered. During 1915, as the

1st Canadian Division reached France, Pierre was recruited by British intelligence to use his local knowledge and language skills to pose as a Swiss journalist covering the German side of the conflict. In reality, Pierre was spying for the Allies.

By 1917, Pierre was at the front lines in Belgium. After acquiring documents detailing a secret German weapon, he arranged to meet with Allied forces at Ypres. Taking heavy fire, Pierre and the squad sent to rendezvous with him, took shelter in a cellar. It was Pierre who first noticed the iron door, inscribed with strange letters and symbols, and the stone steps behind the door, which led down into darkness.

BACKSTORY

Personal Description

5'10", with chestnut hair and green eyes behind wire-rimmed spectacles.

Traits

Very persistent, tenacious, and patient.

Ideology & Beliefs

Injuries & Scars

Significant People

Alex, his best friend and brother-in-law; Audrey and Quentin, his daughter and son; Marie, his wife; Ernest Kedderidge, British Army Intelligence.

Phobias & Manias

Meaningful Locations

Montreal, Canada, where he was born and raised; Lausanne, Switzerland; Ypres, Belgium.

Arcane Tomes & Spells

Treasured Possessions

A Swiss made pocketwatch handcrafted by his wife's grandfather; a wedding gift from his in-laws, the watch's casing holds a photograph of his wife and children. A model 1890 Swiss Army knife.

Encounters with Strange Entities

Down in that charnel pit, Pierre's war melted away, only to be replaced with an even greater horror.

GEAR & POSSESSIONS

303 Lee Enfield
Pocketwatch
1890 Swiss Army Knife

WEALTH

Spending Level \$ 10
Cash \$ 54
Assets \$ 1350

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
-------------------	-------------------	-----------------	--------------------	-------------------	----------------------	----------------

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

