

# 1920s ERA INVESTIGATOR

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



SCALL OF CTHULHU  
40th Anniversary  
1981 - 2021

## CHARACTERISTICS

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

Max Sanity 92 Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

## SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Persuade (10%)	Reg 30	Half 15	Fifth 6
<input type="checkbox"/> Anthropology (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot (01%)	Reg 1	Half 0	Fifth 0
<input type="checkbox"/> Appraise (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> First Aid (30%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Psychoanalysis (01%)	Reg 1	Half 0	Fifth 0
<input type="checkbox"/> Archaeology (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> History (05%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Psychology (10%)	Reg 35	Half 17	Fifth 7
<input type="checkbox"/> Acting (05%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Intimidate (15%)	Reg 15	Half 7	Fifth 3	<input type="checkbox"/> Ride (05%)	Reg 5	Half 2	Fifth 1
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Jump (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Science (01%)	Reg 1	Half 0	Fifth 0
<input type="checkbox"/> Charm (15%)	Reg 15	Half 7	Fifth 3	<input type="checkbox"/> English (01%)	Reg 70	Half 35	Fifth 14	<input type="checkbox"/>			
<input type="checkbox"/> Climb (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> German	Reg 45	Half 22	Fifth 9	<input type="checkbox"/>			
Credit Rating (00%)	Reg 27	Half 13	Fifth 5	<input type="checkbox"/> Swiss-German	Reg 55	Half 27	Fifth 11	<input type="checkbox"/> Sleight of Hand (10%)	Reg 10	Half 5	Fifth 2
Cthulhu Mythos (00%)	Reg 7	Half 3	Fifth 1	<input type="checkbox"/> French (EDU)	Reg 75	Half 37	Fifth 15	<input type="checkbox"/> Spot Hidden (25%)	Reg 40	Half 20	Fifth 8
<input type="checkbox"/> Disguise (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Law (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Stealth (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Dodge (half DEX)	Reg 37	Half 18	Fifth 7	<input type="checkbox"/> Library Use (20%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Survival (10%)	Reg 10	Half 5	Fifth 2
<input type="checkbox"/> Drive Auto (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Listen (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Swim (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Elec. Repair (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/> Locksmith (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Throw (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Fast Talk (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Mech. Repair (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/> Track (10%)	Reg 10	Half 5	Fifth 2
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 55	Half 27	Fifth 11	<input type="checkbox"/> Medicine (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/>			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Natural World (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/>			
<input type="checkbox"/>				<input type="checkbox"/> Navigate (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/>			
<input type="checkbox"/> Firearms (Handgun) (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Occult (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/>			

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 55 Half 27 Fifth 11	1D3	1	-	-	-	7
Lee Enfield	Reg 45 Half 22 Fifth 9	2D6 + 4	1	110 yds	10	97	Build 0
							Dodge Reg 37 Half 18 Fifth 7
							Damage Bonus 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

### 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.

### Meaningful Locations

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

### 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.

### GEAR & POSSESSIONS

303 Lee Enfield  
Pocketwatch  
1890 Swiss Army Knife

### Injuries & Scars

### Phobias & Manias

### Arcane Tomes & Spells

### Encounters with Strange Entities

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

### WEALTH

Spending Level \$ 10  
Cash \$ 54  
Assets \$ 1'350

### 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



