

# 1920s ERA INVESTIGATOR

Name Pierre LeBlanc Birthplace Montreal Pronoun Mr.

Occupation Journalist Residence Lausanne Age 41


**CHARACTERISTICS**

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	40	20	8	SIZ	50	25	10	Hit Points	10	
CON	50	25	10	POW	75	37	15	Magic Points	15	
DEX	75	37	15	APP	65	32	13	Luck	35	
INT	80	40	16	EDU KNOW	70	35	14	Sanity	75	63
IDEA										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"/> _____				<input type="checkbox"/> _____ (01%)	1	0	0
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
<input type="checkbox"/> Acting (05%) <small>Art / Craft</small>	60	30	12	<input type="checkbox"/> History (05%)	60	30	12	<input type="checkbox"/> Psychology (10%)	35	17	7
<input type="checkbox"/> _____				<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> _____				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> _____ (01%)	1	0	0
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> English (01%) <small>Language (Other)</small>	70	35	14	<input type="checkbox"/> Science			
<input type="checkbox"/> Climb (20%)	20	10	9	<input type="checkbox"/> German	45	22	9	<input type="checkbox"/> _____			
Credit Rating (00%)	27	13	5	<input type="checkbox"/> 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) <small>Language (Own)</small>	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"/> _____ (10%)	10	5	2
<input type="checkbox"/> Drive Auto (20%)	20	10	9	<input type="checkbox"/> Listen (20%)	20	10	4	<input type="checkbox"/> Survival			
<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%) <small>Fighting</small>	55	27	11	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> _____			
<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%)	20	10	9	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> _____			

**COMBAT**

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

### 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

### 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

