

# 1920s ERA INVESTIGATOR

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



CHARACTERISTICS	Reg	Half	Fifth	Reg	Half	Fifth	Reg	Half	Fifth	Starting	Current
	STR	SIZ	POW				APP	Luck	Sanity	Maximum	Current
CON	50	25	10	60	30	12	55	27	11	60	54
DEX	60	30	12	EDU	80	40	16	KNOW		60	12
INT IDEA	75	37	15								



Max Sanity **99** Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

SKILLS	Reg	Half	Fifth	Reg	Half	Fifth	Reg	Half	Fifth	Reg	Half	Fifth	
	Accounting (05%)	Firearms (Rifle/Shotgun) (25%)	Persuade (10%)	10 5 2	Anthropology (01%)	Firearms	(01%)	1 0 0	Pilot	Archaeology (01%)	First Aid (30%)	Psychoanalysis (01%)	1 0 0
Appraise (05%)	5 2 1	50 25 10	5 2 1	50 25 10	Appraise (05%)	5 2 1	5 2 1	5 2 1	Psychology (10%)	50 25 10	History (05%)	Ride (05%)	5 2 1
Archaeology (01%)	1 0 0	5 2 1	45 22 9	45 22 9	Credit Rating (00%)	20 10 4	20 10 4	20 10 4	Jump (20%)	20 10 4	Intimidate (15%)	Science (01%)	1 0 0
Art / Craft (05%)	5 2 1	65 32 13	65 32 13	65 32 13	Charm (15%)	15 7 3	Dutch (01%)	15 7 3	Language (Other)	15 7 3	Jump (20%)	65 32 13	1 0 0
Climb (20%)	40 20 8	40 20 8	40 20 8	40 20 8	Climb (20%)	40 20 8	40 20 8	40 20 8	Intimidate (15%)	40 20 8	Jump (20%)	40 20 8	1 0 0
Credit Rating (00%)	26 13 5	26 13 5	26 13 5	26 13 5	Credit Rating (00%)	26 13 5	26 13 5	26 13 5	Jump (20%)	26 13 5	Intimidate (15%)	26 13 5	1 0 0
Cthulhu Mythos (00%)	0 0 0	0 0 0	0 0 0	0 0 0	Cthulhu Mythos (00%)	0 0 0	English (EDU)	90 45 18	Language (Own)	90 45 18	Jump (20%)	90 45 18	1 0 0
Disguise (05%)	5 2 1	30 15 6	30 15 6	30 15 6	Disguise (05%)	5 2 1	Law (05%)	30 15 6	Law (05%)	30 15 6	Law (05%)	30 15 6	1 0 0
Dodge (half DEX)	30 15 6	30 15 6	30 15 6	30 15 6	Dodge (half DEX)	30 15 6	Library Use (20%)	20 10 4	Library Use (20%)	20 10 4	Library Use (20%)	20 10 4	1 0 0
Drive Auto (20%)	45 22 9	45 22 9	45 22 9	45 22 9	Drive Auto (20%)	45 22 9	Listen (20%)	35 17 7	Listen (20%)	35 17 7	Listen (20%)	35 17 7	1 0 0
Elec. Repair (10%)	10 5 2	10 5 2	10 5 2	10 5 2	Elec. Repair (10%)	10 5 2	Locksmith (01%)	1 0 0	Locksmith (01%)	1 0 0	Locksmith (01%)	1 0 0	1 0 0
Fast Talk (05%)	60 30 12	60 30 12	60 30 12	60 30 12	Fast Talk (05%)	60 30 12	Mech. Repair (10%)	10 5 2	Mech. Repair (10%)	10 5 2	Mech. Repair (10%)	10 5 2	1 0 0
Fighting (Brawl) (25%)	55 27 11	55 27 11	55 27 11	55 27 11	Fighting (Brawl) (25%)	55 27 11	Medicine (01%)	1 0 0	Medicine (01%)	1 0 0	Medicine (01%)	1 0 0	1 0 0
Fighting (Dog)	55 27 11	55 27 11	55 27 11	55 27 11	Fighting (Dog)	55 27 11	Natural World (10%)	10 5 2	Natural World (10%)	10 5 2	Natural World (10%)	10 5 2	1 0 0
Firearms (Handgun) (20%)	45 22 9	45 22 9	45 22 9	45 22 9	Firearms (Handgun) (20%)	45 22 9	Occult (05%)	45 22 9	Occult (05%)	45 22 9	Occult (05%)	45 22 9	1 0 0

COMBAT	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malif.	Move	Build	Dodge	Damage Bonus	
	Reg	Half	Fifth	Reg	Half	Fifth	Reg	Half	Fifth	Reg	Half	Fifth
Brawl	55	27	11	1D3	-	-	-	6	0	30	15	6
.32 Auto	45	22	9	1D8	1 (3)	15 yds	8	99	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.

### Ideology & Beliefs

### Significant People

### Meaningful Locations

Namur in Belgium, where he and his family originate.

### Treasured Possessions

His dog and companion, Max, a Border Collie.

## GEAR & POSSESSIONS

### .32 Automatic Handgun

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## FELLOW INVESTIGATORS



Char.  
Player \_\_\_\_\_

## WEALTH

Spending Level \$ 10  
Cash \$ 52  
Assets \$ 1'300

## 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

