

1920S ERA INVESTIGATOR

Name Fr. Paul Kidner
 Player Patrick Cuba
 Occupation Clergy
 Age 22 Sex Male
 Residence _____
 Birthplace Cattaraugus County, NY

CHARACTERISTICS

STR **65** ³²/₁₃ DEX **40** ²⁰/₈ INT **60** ³⁰/₁₂
 CON **50** ²⁵/₁₀ APP **70** ³⁵/₁₄ POW **55** ²⁷/₁₁
 SIZ **40** ²⁰/₈ EDU **60** ³⁰/₁₂ Know Move Rate **8** ⁺¹/₋₁



Major Wound Ma9MP
 Dying 00 01 02
 Unconscious 03 04 05
 HIT POINTS 06 07 08 09 10
 11 12 13 14 15
 16 17 18 19 20

Temp. Insane _____ Indef. Insane _____ **55** **86**
 Insane 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Ma11MP
 00 01 02 03 04
 05 06 07 08 09
 10 11 12 13 14
 15 16 17 18 19
 20 21 22 23 24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%) 5 ² / ₁	<input type="checkbox"/> Fast Talk (05%) 76 ³⁸ / ₁₅	<input type="checkbox"/> Law (05%) 5 ² / ₁	<input type="checkbox"/> Science (01%) 21 ¹⁰ / ₄
<input type="checkbox"/> Anthropology (01%) 51 ²⁵ / ₁₀	<input type="checkbox"/> Fighting (Brawl) (25%) 25 ¹² / ₅	<input type="checkbox"/> Library Use (20%) 20 ¹⁰ / ₄	<input type="checkbox"/> Biology (Farm) _____
<input type="checkbox"/> Appraise (05%) 40 ²⁰ / ₈	<input type="checkbox"/> _____	<input type="checkbox"/> Listen (20%) 25 ¹² / ₅	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (01%) 1 ⁰ / ₀	<input type="checkbox"/> _____	<input type="checkbox"/> Locksmith (01%) 1 ⁰ / ₀	<input type="checkbox"/> Sleight of Hand (10%) 10 ⁵ / ₂
<input type="checkbox"/> Art / Craft (05%) 5 ² / ₁	<input type="checkbox"/> Firearms (Handgun) (20%) 20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%) 10 ⁵ / ₂	<input type="checkbox"/> Spot Hidden (25%) 70 ³⁵ / ₁₄
<input type="checkbox"/> _____	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) 35 ¹⁷ / ₇	<input type="checkbox"/> Medicine (01%) 1 ⁰ / ₀	<input type="checkbox"/> Stealth (20%) 20 ¹⁰ / ₄
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Natural World (10%) 10 ⁵ / ₂	<input type="checkbox"/> Survival (10%) 50 ²⁵ / ₁₀
<input type="checkbox"/> Charm (15%) 75 ³⁷ / ₁₅	<input type="checkbox"/> First Aid (30%) 45 ²² / ₉	<input type="checkbox"/> Navigate (10%) 10 ⁵ / ₂	<input type="checkbox"/> Temperate Forest _____
<input type="checkbox"/> Climb (20%) 20 ¹⁰ / ₄	<input type="checkbox"/> History (05%) 5 ² / ₁	<input type="checkbox"/> Occult (05%) 5 ² / ₁	<input type="checkbox"/> Swim (20%) 20 ¹⁰ / ₄
Credit Rating (00%) 30 ¹⁵ / ₆	<input type="checkbox"/> Intimidate (15%) 15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine (01%) 1 ⁰ / ₀	<input type="checkbox"/> Throw (20%) 20 ¹⁰ / ₄
Cthulhu Mythos (00%) 13 ⁶ / ₂	<input type="checkbox"/> Jump (20%) 20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%) 10 ⁵ / ₂	<input type="checkbox"/> Track (10%) 10 ⁵ / ₂
<input type="checkbox"/> Disguise (05%) 75 ³⁷ / ₁₅	<input type="checkbox"/> Language (Other) (01%) 26 ¹³ / ₅	<input type="checkbox"/> Pilot (01%) 1 ⁰ / ₀	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (half DEX) 60 ³⁰ / ₁₂	<input type="checkbox"/> Latin _____	<input type="checkbox"/> Psychology (10%) 61 ³⁰ / ₁₂	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Auto (20%) 20 ¹⁰ / ₄	<input type="checkbox"/> _____	<input type="checkbox"/> Psychoanalysis (01%) 1 ⁰ / ₀	<input type="checkbox"/> _____
<input type="checkbox"/> Elec Repair (10%) 10 ⁵ / ₂	<input type="checkbox"/> Language (Own) (EDU) 60 ³⁰ / ₁₂	<input type="checkbox"/> Ride (05%) 40 ²⁰ / ₈	<input type="checkbox"/> _____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	25	12	5	1d3 + db	-	1	-	-
9mm Revolver	20	10	4	1d10 + db	15 yards	2	6	00
Sawed off 2B	35	17	7	4d6/1d6	5/10 yards	1 or 2	2	00

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **60** ³⁰/₁₂

BACKSTORY



Personal Description Small and distinctly unpunchable; pleasant and non-threatening. Brown hair, brown eyes, wiry build. Stronger than he looks, but he doesn't look strong.

Ideology/Beliefs Humans believe stronger than they know. Happiness is possible without a corresponding reality. The Story is more durable than the Truth.

Significant People Parents still living (Catherine, Thomas); sister Charlotte. People aren't really significant.

Meaningful Locations The Dairy in Cattaraugus County, NY. NYC (some place that is convenient is fine). Never been anywhere else.

Treasured Possessions It's just stuff.

Traits Studies people and their environments quickly. His flat look is a blank canvas for disguise. Amiable.

Injuries & Scars None. He is still young and lead a soft life, too small for truly hard labor and too pretty for dangerous work.

Phobias & Manias Evidence of Order in Chaos or some Intent on a large scale is disequilibrating. New subcultures are fascinating. Uncomfortable underground.

Arcane Tomes, Spells & Artifacts I don't think any of my stuff is magical, that would be weird.

Encounters with Strange Entities
3x reanimated corpse (Dead Man's Stomp)
Portals (13)
Ghoul (1)

GEAR & POSSESSIONS

Road map (NY state)	offsite access to some
Clergy credentials	assets like cheese, alcohol,
Bible	and other consumables.
Bottle of wine	Perhaps a truck or larger
Cross on the chain	motor vehicle available
Casual clergy outfit	and a horse unless the
Leather service bag	neighborhood doesn't
	support it.

CASH & ASSETS

Spending Level _____
Cash _____
Assets Probably a safe-house of some type. Maybe some affiliation with a church.

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ 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 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

