

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

STR	65	$\frac{32}{13}$	DEX	40	$\frac{20}{8}$	INT	60	$\frac{30}{12}$
						Idea		
CON	50	$\frac{25}{10}$	APP	70	$\frac{35}{14}$	POW	55	$\frac{27}{11}$
SIZ	40	$\frac{20}{8}$	EDU	60	$\frac{30}{12}$	Move	8	
			Know			Rate		



Major Wound

MHP **9**

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

HIT POINTS

Temp. Insane	Indef. Insane	55	Max	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
LUCK	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						

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

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Fast Talk (05%)	75	37 15	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Science (01%) Biology (Farm)	21	10 4
<input type="checkbox"/> Anthropology (01%)	51	25 10	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	40	20 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Spot Hidden (25%)	66	33 13
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	35	17 7	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Stealth (20%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Survival (10%) Temperate Forest	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%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Swim (20%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> History (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Throw (20%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Credit Rating (00%)	20	10 4	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Track (10%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	75	37 15	<input type="checkbox"/> Language (Other) (01%) Latin	26	13 5	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	60	30 12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	61	30 12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Elec. Repair (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Language (Own) (EDU)	60	30 12	<input type="checkbox"/> Ride (05%)	40	20 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

[illegible]

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
2x reanimated corpse (Dead Man's Stomp)

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

