

1920S ERA INVESTIGATOR

Name Arthur Dibden
 Player _____
 Occupation Doctor/Surgeon
 Age 45 Sex Male
 Residence London, UK
 Birthplace London, UK

CHARACTERISTICS

STR 50 25 10 DEX 70 35 14 INT 65 32 13
 CON 50 25 10 APP 35 17 7 POW 60 30 12
 SIZ 80 40 16 EDU 84 42 16 Know Move Rate 6 +1 -1



Major Wound M13IP

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

Temp. Insane	Indef. Insane	60	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					

M12IP

MAGIC POINTS	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%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	40	20
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	25	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/> Biology	35	17
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Pharmacy		
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/>		
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	30	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Sleight of Hand (10%)		
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)	75	<input type="checkbox"/> Spot Hidden (25%)	40	20
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Stealth (20%)		
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	70	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Survival (10%)		
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Swim (20%)		
Credit Rating (00%)	40	<input type="checkbox"/> Intimidate (15%)	20	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Throw (20%)	40	20
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	40	<input type="checkbox"/> Track (10%)		
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)	20	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	35	<input type="checkbox"/> French	20	<input type="checkbox"/> Psychology (10%)	40	<input type="checkbox"/>		
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Latin	20	<input type="checkbox"/> Psychoanalysis (01%)	30	<input type="checkbox"/>		
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Spanish	20	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>		
		<input type="checkbox"/> Language (Own) (EDU)	84			<input type="checkbox"/>		
		<input type="checkbox"/> English	42			<input type="checkbox"/>		
			16			<input type="checkbox"/>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
.32 revolver	30	15	6	1D8	15 yards	1 (3)	6	100

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **35** **17** **7**

BACKSTORY

Personal Description Above average height and quite heavily built, with graying hair and lined features, his eyes have a haunted look.

Ideology/Beliefs Has turned to atheism after all he has seen and experienced.

Significant People

Meaningful Locations

Treasured Possessions Locket round his neck that contains a picture of his wife Mary.

Traits Caring, but doesn't suffer fools lightly. Seeks escape from the horrors of the past.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



GEAR & POSSESSIONS

CASH & ASSETS

Spending Level \$10
Cash \$80
Assets \$2,000

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**

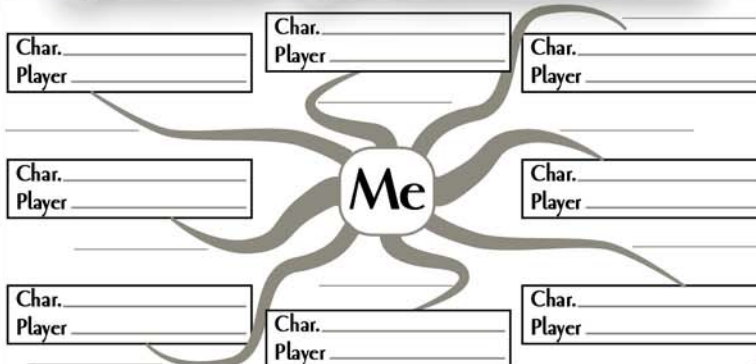
Reach 0 HP with Major Wound = **Dying**

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





Arthur Dibden

Dibden served in the Royal Army Military Corps for over twenty years. A brief marriage to his childhood sweetheart, Mary, ended in tragedy when she died in childbirth. Having lost both his love and his baby, Dibden lost himself in his work and service. Despite his experiences of the horrors of modern warfare during the Great War, his desire for travel was undiminished and, after the war, he journeyed across the Atlantic to the Americas. While initially enjoying the sights of the USA, his fascination for South America led him to Mexico, and then down to Colombia. Over the last few months, Dibden has provided medical and assistance in the aftermath of the Spanish 'Flu epidemic. Recently, he caught sight of press notices concerning an expedition being established in Lima, Peru by one Augustus Larkin. Eager to see for himself the ancient land of Peru, he contacted Larkin and secured a place on the expedition for his medical expertise in the field.

