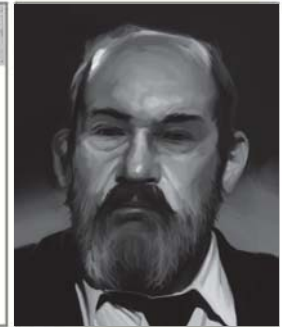


# 1920S ERA INVESTIGATOR

Name Johan Braun  
 Player \_\_\_\_\_  
 Occupation Languages Professor  
 Age 48 Sex Male  
 Residence Berkeley  
 Birthplace Bavaria, Germany

## CHARACTERISTICS

STR 55 27 11 DEX 70 35 14 INT 65 32 13  
 CON 60 30 12 APP 45 22 9 POW 70 35 14  
 SIZ 50 25 10 EDU 85 42 17 Move Rate 8 + 1



Major Wound M11IP

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

Temp. Insane	Indef. Insane	<u>70</u>	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

LUCK	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			

M14MP

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%)	<u>5</u> <u>2</u> <u>1</u>	<input type="checkbox"/> Fast Talk (05%)	<u>5</u> <u>2</u> <u>1</u>	<input type="checkbox"/> Law (05%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Library Use (20%)	<u>60</u> <u>30</u> <u>12</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	<u>10</u> <u>5</u> <u>2</u>
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Mech. Repair (10%)	<u>10</u> <u>5</u> <u>2</u>	<input type="checkbox"/> Spot Hidden (25%)	<u>30</u> <u>15</u> <u>6</u>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<u>20</u> <u>10</u> <u>4</u>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	<u>10</u> <u>5</u> <u>2</u>	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	<u>15</u> <u>7</u> <u>3</u>	<input type="checkbox"/> First Aid (30%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Navigate (10%)	<u>10</u> <u>5</u> <u>2</u>	<input type="checkbox"/> Swim (20%)	<u>20</u> <u>10</u> <u>4</u>
<input type="checkbox"/> Climb (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> History (05%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Occult (05%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Throw (20%)	<u>20</u> <u>10</u> <u>4</u>
Credit Rating (00%)	<u>31</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Intimidate (15%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	<u>10</u> <u>5</u> <u>2</u>
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Persuade (10%)	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Language (Spanish)	<u>30</u> <u>15</u> <u>6</u>
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Cuneiform	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/> Language (Arabic)	<u>40</u> <u>20</u> <u>8</u>
<input type="checkbox"/> Dodge (half DEX)	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Greek	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Psychology (10%)	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> English	<u>60</u> <u>30</u> <u>12</u>	<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	<u>10</u> <u>5</u> <u>2</u>	<input type="checkbox"/> Language (Own) (EDU) German	<u>85</u> <u>42</u> <u>17</u>	<input type="checkbox"/> Ride (05%)	<u>5</u> <u>2</u> <u>1</u>	<input type="checkbox"/>	

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

## COMBAT

Damage Bonus none  
 Build 0  
 Dodge 40 20 8

# BACKSTORY



**Personal Description** White German, short and a little overweight, with receding hair and a prominent mustache.

**Ideology/Beliefs** The war was a terrible mistake and humanity should never succumb to such base instincts again: we must work together to build a better future free from the horrors of the past.

**Significant People** \_\_\_\_\_

**Meaningful Locations** \_\_\_\_\_

**Treasured Possessions** The silver hip flask that saved his life: the English bullet is still lodged tightly in the metal.

**Traits** Dives for cover when hearing a loud noise (due to his war experience); a distinct thirst for knowledge.

**Injuries & Scars** \_\_\_\_\_

**Phobias & Manias** \_\_\_\_\_

**Arcane Tomes, Spells & Artifacts** \_\_\_\_\_

**Encounters with Strange Entities** \_\_\_\_\_

## GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## CASH & ASSETS

**Spending Level** \$10.00

**Cash** \$62.00

**Assets** \$1,550

_____
_____
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## 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**

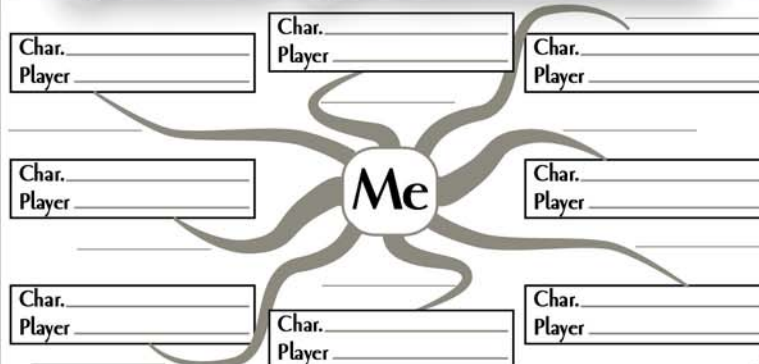
Reach 0 HP with Major Wound = **Dying**

**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



## Johan Braun

Johan's mother was a librarian and his father a language teacher, which may explain his great love of books and languages: throughout childhood, the young boy was surrounded with books on science, history, myths, and more. The top of his class, Johan pursued an academic career, reading languages and classics at the University of Würzburg in Bavaria. It was while teaching at his alma mater that the Great War broke out and Johan was called to serve on the Western Front. Surviving the horrors of the trenches, he left Europe as quickly as he could and headed to America to take up a post at the University of California in Berkeley. Despite a promising start, Johan never felt he fitted in with the American way of life and began to grow disillusioned with academia. He read with interest about the resurgence of archaeological digs taking place in the wake of the war, and discovered an article featuring an interview with a man called Augustus Larkin, who was proposing to mount an expedition into the interior of Peru to seek out a lost pyramid; the interview ended with Larkin calling for experts and adventurers to contact him. Wasting no time, Johan corresponded with Larkin and secured a place on the team; Larkin felt his knowledge of languages would prove useful. Larkin's last letter told Johan to meet him and the other expedition members in Lima.