

# 1920S ERA INVESTIGATOR

Name Perry Astor  
 Player \_\_\_\_\_  
 Occupation Explorer  
 Age 36 Sex Male  
 Residence No fixed Abode  
 Birthplace Calgary, Canada

# CHARACTERISTICS

STR 70 35 14 DEX 70 35 14 INT 50 25 10  
 CON 70 35 14 APP 50 25 10 POW 65 32 13  
 SIZ 60 30 12 EDU 25 12 5 Move Rate 9 +1 -1



Major Wound	13	01	02
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	65	99	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	

SANITY

# CALL of CTHULHU

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	

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%)	5	2	1	<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Science (01%)		
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Fighting (Brawl) (25%)	50	25	10	<input type="checkbox"/> Library Use (20%)	10	5	2	<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/>				<input type="checkbox"/> Listen (20%)	30	15	6	<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
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Firearms (Handgun) (20%)	45	22	9	<input type="checkbox"/> Mech. Repair (10%)	40	20	8	<input type="checkbox"/> Spot Hidden (25%)	30	15
<input type="checkbox"/>				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	60	30	12	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Stealth (20%)	40	20
<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/> Natural World (10%)	30	15	6	<input type="checkbox"/> Survival (10%) Desert	15	7
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Navigate (10%)	40	20	8	<input type="checkbox"/> Swim (20%)	30	15
<input type="checkbox"/> Climb (20%)	25	12	5	<input type="checkbox"/> History (05%)	5	2	1	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> Throw (20%)	30	15
Credit Rating (00%)	25	12	5	<input type="checkbox"/> Intimidate (15%)	40	20	8	<input type="checkbox"/> Op. Hv. Machine (01%)	1	0	0	<input type="checkbox"/> Track (10%)	30	15
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> Jump (20%)	40	20	8	<input type="checkbox"/> Persuade (10%)	10	5	2	<input type="checkbox"/> Survival (Jungle)	15	7
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Language (Other) (01%) Spanish	11	5	2	<input type="checkbox"/> Pilot (01%) None	1	0	0	<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/>				<input type="checkbox"/> Psychology (10%)	25	12	5	<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) English	25	12	5	<input type="checkbox"/> Ride (05%)	60	30	12	<input type="checkbox"/>		

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	50	25	10	1d3 + db	-	1	-	-
.45 revolver	45	22	9	1D10+2	15 yards	1 (3)	6	100
.30-06 bolt-action rifle	60	30	12	2D6+4	110 yards	1	5	100

# COMBAT

Damage Bonus **+1D4**

Build **+1**

Dodge **35** **17** **7**

# BACKSTORY



**Personal Description** White Canadian, tall, with weathered features and short, unruly hair usually hidden beneath his hat.

**Traits** Wanderlust; irritable when sat still for too long. Sometimes a little too quick to anger.

**Ideology/Beliefs** A man learns by doing and getting his hands dirty (although he doesn't know it, Perry suffers from dyslexia: the root cause for he dislike of books and reading).

**Injuries & Scars**

**Significant People**

**Phobias & Manias**

**Meaningful Locations**

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** "Mary," the Bowie knife given to him by his father.

**Encounters with Strange Entities**

## GEAR & POSSESSIONS

## CASH & ASSETS

Spending Level \$10  
Cash \$50  
Assets \$1,250

## 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**

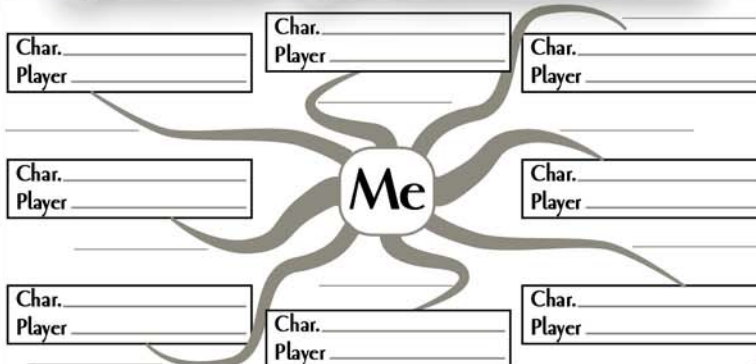
Reach 0 HP with Major Wound = **Dying**

**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





## Perry Astor

Growing up in a ranching family outside of Calgary, Canada, meant Perry would never settle for a sedentary life. Even as a youngster, he lived to feel the wind rushing through his hair as he raced at breakneck speed on horseback around his father's ranch. "Tough as jerky" his father used to call him. Book learning wasn't Perry's style, he preferred getting his hands all bloody and muddy at any opportunity, and despite the wishes of his father, he too full of spunk for the life of a rancher and yearned for adventure. At the age of 17 Perry took off and set about seeing the world. Over the years he has traveled extensively across North and South America, working all manner of jobs to pay his way. Recently, while supporting an expedition to Tiwanaku in western Bolivia, Perry heard about Augustus Larkin's proposed trek in Peru to seek out a lost pyramid. Wiring ahead, he wrote that there was no one better qualified to support the undertaking and told Larkin to expect him in Lima. Perry has raced up the Peruvian coastline (nearly 900 miles; 1,400 km) to Lima to arrive in time to for expedition's departure.

