

1920S ERA INVESTIGATOR

Name Winston Greene
 Player _____
 Occupation Archaeologist
 Age 26 Sex Male
 Residence San Francisco
 Birthplace San Francisco

CHARACTERISTICS

STR 75 37 15 DEX 50 25 10 INT 80 40 16
 CON 55 27 11 APP 75 37 15 POW 55 27 11
 SIZ 70 35 14 EDU 75 37 15 Move Rate 8 +1 -1



Major Wound	12	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	55	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	

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							

M11P	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%)	1	0	0
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Fighting (Brawl) (25%)	30	15	6	<input type="checkbox"/> Library Use (20%)	40	20	8	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Appraise (05%)	30	15	6	<input type="checkbox"/>				<input type="checkbox"/> Listen (20%)	40	20	8	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Archaeology (01%)	60	30	12	<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%)				<input type="checkbox"/> Firearms (Handgun) (20%)	30	15	6	<input type="checkbox"/> Mech. Repair (10%)	35	17	7	<input type="checkbox"/> Spot Hidden (25%)	50	25	10
<input type="checkbox"/>				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12	5	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Stealth (20%)	30	15	6
<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/> Natural World (10%)	25	12	5	<input type="checkbox"/> Survival (10%)	10	5	2
<input type="checkbox"/> Charm (15%)	40	20	8	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Navigate (10%)	35	17	7	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Climb (20%)	30	15	6	<input type="checkbox"/> History (05%)	55	27	11	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> Throw (20%)	35	17	7
Credit Rating (00%)	70	35	14	<input type="checkbox"/> Intimidate (15%)	30	15	6	<input type="checkbox"/> Op. Hv. Machine (01%)	1	0	0	<input type="checkbox"/> Track (10%)	10	5	2
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> Jump (20%)	30	15	6	<input type="checkbox"/> Persuade (10%)	30	15	6	<input type="checkbox"/>			
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Language (Other) (01%)	20	10	4	<input type="checkbox"/> Pilot (01%)	1	0	0	<input type="checkbox"/>			
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Latin				<input type="checkbox"/> None	1	0	0	<input type="checkbox"/>			
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/>				<input type="checkbox"/> Psychology (10%)	10	5	2	<input type="checkbox"/>			
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/>				<input type="checkbox"/> Psychoanalysis (01%)	1	0	0	<input type="checkbox"/>			
				<input type="checkbox"/> Language (Own) (EDU)	75	37	15	<input type="checkbox"/> Ride (05%)	5	2	1	<input type="checkbox"/>			
				<input type="checkbox"/> English								<input type="checkbox"/>			

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	30	15	6	1d3 + db	-	1	-	-
.38 automatic	30	15	6	1D10	15 yards	1 (3)	8	99

COMBAT

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

BACKSTORY

Personal Description African American; a slim and wiry physique, with handsome features.

Traits Ambitious, yearns to make a name for himself, intolerant of bullies and racists.



Ideology/Beliefs Christian with a strong sense of right and wrong. Has faith in the Temperance Movement and has signed a pledge to never drink alcohol.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions The pocket Bible given to him by his mother.

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level \$50.00

Cash \$350.00

Assets \$35,000

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 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**

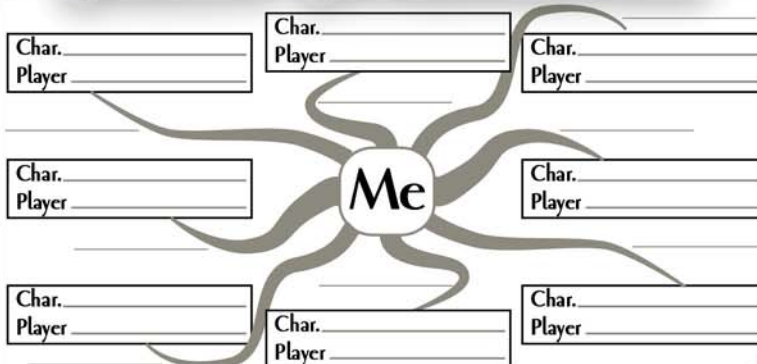
Reach 0 HP with Major Wound = **Dying**

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





Winston Greene

Winston has always led a cosmopolitan life, being brought up by affluent parents in San Francisco. Never having to struggle to find his path, he enjoyed a private education away from the harsher realities of life. Despite his silver spoon upbringing, Winston always looked to the horizon with a burning desire to challenge himself, and to find out who he really was. It wasn't until university that he discovered his passion for history and the ancient world. Tired of being excluded from college societies because of this race, he found that delving into the past seemed to provide him a means to escape the modern world and its ills. Upon graduation, Winston sought to join numerous archaeological surveys but was turned down again and again. Knowing his credentials were equal, if not better, than other graduates, he grew both angry and depressed, as it appeared he'd never be able to prove his worth and make a name for himself in his chosen field. Near to giving up his dreams, he came across a news article concerning a man called Augustus Larkin who was outfitting an expedition to find a lost Pyramid in deepest Peru. On contacting Larkin, Winston was delighted to be accepted without reservation. Finally, it seemed the fates had allowed him an opportunity, which he now intends to seize with both hands.

