

1920S ERA INVESTIGATOR

Name Madelyn Brown
 Player _____
 Occupation Anthropologist
 Age 29 Sex Female
 Residence Brisbane, Australia
 Birthplace Brisbane, Australia

CHARACTERISTICS

STR 50 25 10 DEX 60 30 12 INT 80 40 16
 CON 60 30 12 APP 65 32 13 POW 60 30 12
 SIZ 55 27 11 EDU 85 42 17 Move Rate 8 +1 -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	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

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			

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%)	
<input type="checkbox"/> Anthropology (01%)	70 <u>35</u> <u>14</u>	<input type="checkbox"/> Fighting (Brawl) (25%)	30 <u>15</u> <u>6</u>	<input type="checkbox"/> Library Use (20%)	50 <u>25</u> <u>10</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	30 <u>15</u> <u>6</u>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	55 <u>27</u> <u>11</u>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	40 <u>20</u> <u>8</u>	<input type="checkbox"/> Survival (10%) Desert	30 <u>15</u> <u>6</u>
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	50 <u>25</u> <u>10</u>	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	50 <u>25</u> <u>10</u>	<input type="checkbox"/> History (05%)	60 <u>30</u> <u>12</u>	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	40 <u>20</u> <u>8</u>	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	50 <u>25</u> <u>10</u>	<input type="checkbox"/> Lore (Aus. Aborigine)	40 <u>20</u> <u>8</u>
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Alingith Dialect*	45 <u>22</u> <u>9</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/> *Aborigine Queensland	
<input type="checkbox"/> Dodge (half DEX)	30 <u>15</u> <u>6</u>	<input type="checkbox"/> Aboriginal English	35 <u>17</u> <u>7</u>	<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Arapahoe	20 <u>10</u> <u>4</u>	<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	85 <u>42</u> <u>17</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	30	15	6	1d3 + db	-	1	-	-

COMBAT

Damage Bonus none
 Build 0
 Dodge 30 15 6

BACKSTORY

Personal Description White Australian, with dark-brown hair, fair skin, and green eyes.

Traits Ambitious and headstrong, she is determined to be one of the top female scholars in her field.



Ideology/Beliefs An unquenchable desire to learn and seek out knowledge.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions A battered old copy of Alice's Adventures in Wonderland.

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**

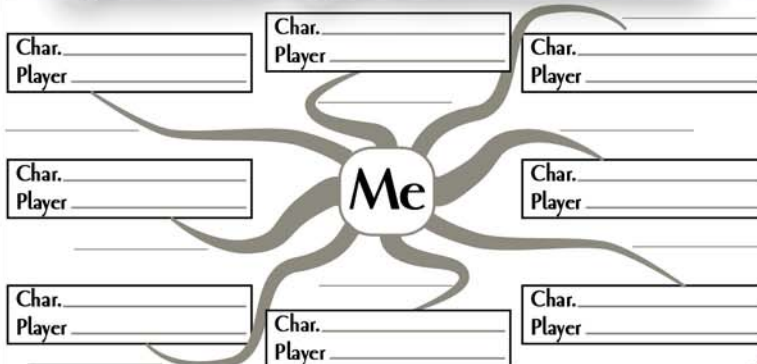
Reach 0 HP with Major Wound = **Dying**

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





Madelyn Brown

Madelyn grew up reading her father's history books, often lost in dreaming of exotic far-away places and strange people with even stranger customs. Madelyn grew up in the company of the Aboriginal Australians who would sometimes work or pass by her father's farm; she loved to spend time listening to their stories and learning about their culture, despite it being frowned upon by her family.

Her academic nature and love of learning meant that she did well at school, encouraged by both her family and her teachers. Madelyn discovered she could pursue her interest in foreign cultures through the science of anthropology and undertook the subject at university. Since graduation, she has been fortunate to take part in a small number of projects in Australia and also, more recently, in the United States spending time with the Arapahoe tribespeople of Wyoming. Unfortunately, what little funding she had been receiving dried up - so, when she heard that an expedition in Peru was looking for people, she jumped at the chance to see South American for herself. Having corresponded with the expedition's leader Augustus Larkin, she packed her bags and headed south with a smile upon her face.

