

1920S ERA INVESTIGATOR

Name Francoise Pelletier
 Player _____
 Occupation Photographer
 Age 33 Sex Female
 Residence Lima, Peru
 Birthplace Paris, France

CHARACTERISTICS

STR 55 27 11 DEX 65 32 13 INT 70 35 14
 CON 60 30 12 APP 55 27 11 POW 70 35 14
 SIZ 55 27 11 EDU 65 32 13 Know 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	<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%)		<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%)		Chemistry	8	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)				
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)		
<input type="checkbox"/> Art / Craft (05%)	65	<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	65	32
Photography	13	<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%)		<input type="checkbox"/> Survival (10%)		
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)		
<input type="checkbox"/> Charm (15%)	65	<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)		
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)		
Credit Rating (00%)	30	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Persuade (10%)	50			
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		Pilot (01%)	25			
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)	30	<input type="checkbox"/> Psychology (10%)	60			
<input type="checkbox"/> Dodge (half DEX)	40	English	15	<input type="checkbox"/> Psychoanalysis (01%)	12			
<input type="checkbox"/> Drive Auto (20%)	30	Spanish	25	<input type="checkbox"/> Ride (05%)				
<input type="checkbox"/> Elec Repair (10%)			10					
		<input type="checkbox"/>						
		<input type="checkbox"/> Language (Own) (EDU)	65					
		French	32					
			13					

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 French, with wavy, blonde hair, and a broad smile. She dresses in male attire whenever she thinks she can get away with it. Her hazel eyes constantly search for the best angle for a shot.

Traits Determined and stubborn.

Ideology/Beliefs Believes a woman is just as capable as any man, and eager to prove the point.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions Her camera.

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level \$10

Cash \$60

Assets \$1,500

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**

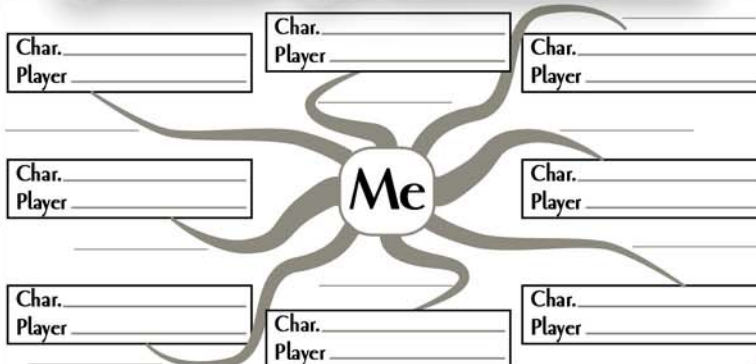
Reach 0 HP with Major Wound = **Dying**

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





Francoise Pelletier

The daughter of a naval attaché, Francoise had never lived anywhere long enough to consider it home. When her father was stationed in Lima as part of France's ongoing military mission to Peru, Francoise was dazzled by the nightlife of her adoptive city, and she drifted in and out of the social scene, struggling to find a place for herself that wasn't defined by her father's occupation. The chance gift of a camera for her 21st birthday gave her the answer, and she has steadily built a reputation for herself in Lima as a portrait photographer of some renown. However, she yearned to be taken seriously as something more than a chronicler of Lima's high society and wished to branch out into landscape photography. Lately, she has taken to visiting the numerous archaeological sites around Lima, particularly the temples at Pachacamac, whose antiquity and persistence fascinate her. On hearing Augustus Larkin's announcement about seeking out a lost pyramid, she saw an opportunity to finally break free and find adventure and fulfillment. Having secured a position to document the expedition, Francoise sees Larkin's endeavor as an opportunity to prove herself to those who feel she'd be better off sticking to what she knows.

