

# 1920S ERA INVESTIGATOR

Name Archibald Washington  
 Player \_\_\_\_\_  
 Occupation Engineer  
 Age 26 Sex Male  
 Residence Boston, USA  
 Birthplace Boston, USA

## CHARACTERISTICS

STR 85 <sup>42</sup>/<sub>17</sub> DEX 70 <sup>35</sup>/<sub>14</sub> INT 70 <sup>35</sup>/<sub>14</sub>  
 CON 70 <sup>35</sup>/<sub>14</sub> APP 60 <sup>30</sup>/<sub>12</sub> POW 50 <sup>25</sup>/<sub>10</sub>  
 SIZ 70 <sup>35</sup>/<sub>14</sub> EDU 45 <sup>22</sup>/<sub>9</sub> Know Move Rate 8 <sup>+1</sup>/<sub>-1</sub>



Major Wound	14	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	50	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	

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%)		<input type="checkbox"/> Fast Talk (05%)	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%) Engineering	70 <sup>35</sup> / <sub>14</sub>
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	70 <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>	
<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%)		<input type="checkbox"/> Firearms (Handgun) (20%)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Mech. Repair (10%)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Spot Hidden (25%)	40 <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	40 <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	50 <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Climb (20%)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	50 <sup>25</sup> / <sub>10</sub>
Credit Rating (00%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Intimidate (15%)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	70	35	14	1d3 + db	-	1	-	-
.38 revolver	60	30	12	1D10		1 (3)	6	100

## COMBAT

Damage Bonus +1D4

Build +1

Dodge 35 <sup>17</sup>/<sub>7</sub>

# BACKSTORY

**Personal Description** African American, with a broad and well-built physique; a handsome face belies his boxing career.

**Traits** Brash and foolhardy.



**Ideology/Beliefs** Hates bullies and those who think they are superior; has a strong sense of justice and seeks to put matters right (even if it means stepping outside of the law).

**Injuries & Scars**

Treasured Possessions: photograph of his late mother,

**Significant People**

**Phobias & Manias**

**Meaningful Locations**

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** Photograph of his late mother, which he keeps in his wallet.

**Encounters with Strange Entities**

## GEAR & POSSESSIONS

## CASH & ASSETS

Spending Level \$10

Cash \$20

Assets \$500

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	1/2 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**

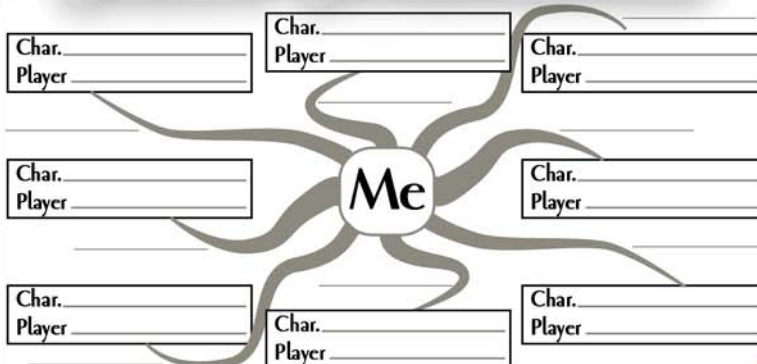
Reach 0 HP with Major Wound = **Dying**

**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



## Archibald Washington

Archibald spent his youth in Boston getting into trouble on the streets and with the law; everyone believed he'd spend the majority of his life inside a jail, that is until he discovered boxing. Directing all of his energy into the sport, he focused on winning matches and rose quickly through the ranks to become a real contender. Yet, fortune was never on his side. On the eve of title fight, he was "advised" to throw the fight or his family would face the consequences. He lost, but hated himself for doing so. Driven by his innate sense of justice, he killed the gangster who had threatened his family and fled Boston, joining up with the Army to fight in the war where he was trained in engineering. Since returning from France, he has worked as a mechanic but better engineering jobs have eluded him. Desperate to break free of the day-to-day racism he endures, Archibald craves excitement from the drudgery of his life. Reading that an expedition in Peru needed an engineer, he contacted the expedition's leader Augustus Larkin and offered his services. Using up all of his meager savings, Archibald bought a ticket and headed for Lima in Peru. Perhaps there he'll find the meaning he has been searching for in life.