

1920S ERA INVESTIGATOR

Name Jennifer Smallwood
 Player _____
 Occupation Dilettante
 Age 36 Sex Female
 Residence Hampshire, UK
 Birthplace Hampshire, UK

CHARACTERISTICS

STR 35 $\frac{17}{7}$ DEX 70 $\frac{35}{14}$ INT 65 $\frac{32}{13}$
 CON 70 $\frac{35}{14}$ APP 55 $\frac{27}{11}$ POW 60 $\frac{30}{12}$
 SIZ 50 $\frac{25}{10}$ EDU 60 $\frac{30}{12}$ Move Rate 8 $\frac{+1}{-1}$



Major Wound			
M12IP			
HIT POINTS	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			
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

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			
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 $\frac{2}{1}$	<input type="checkbox"/> Fast Talk (05%)	45 $\frac{22}{9}$	<input type="checkbox"/> Law (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	30 $\frac{15}{6}$	<input type="checkbox"/> Library Use (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	30 $\frac{15}{6}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Art / Craft (05%)	35 $\frac{17}{7}$	<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	30 $\frac{15}{6}$
<input type="checkbox"/> Dancing		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	40 $\frac{20}{8}$	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	30 $\frac{15}{6}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)	30 $\frac{15}{6}$	<input type="checkbox"/> Swim (20%)	25 $\frac{12}{5}$
<input type="checkbox"/> Charm (15%)	50 $\frac{25}{10}$	<input type="checkbox"/> History (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Occult (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	25 $\frac{12}{5}$	<input type="checkbox"/> Intimidate (15%)	30 $\frac{15}{6}$	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	10 $\frac{5}{2}$
Credit Rating (00%)	80 $\frac{40}{16}$	<input type="checkbox"/> Jump (20%)	35 $\frac{17}{7}$	<input type="checkbox"/> Persuade (10%)	10 $\frac{5}{2}$	<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Language (Other) (01%)	20 $\frac{10}{4}$	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	40 $\frac{20}{8}$	<input type="checkbox"/> French		<input type="checkbox"/> Psychology (10%)	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	45 $\frac{22}{9}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Language (Own) (EDU)	60 $\frac{30}{12}$	<input type="checkbox"/> Ride (05%)	35 $\frac{17}{7}$	<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	-	-
12g Shotgun (2b)	40	20	8	4D6/2D6/1D6	10/20/50	1 or 2	2	100

COMBAT

Damage Bonus none

Build 0

Dodge 45 $\frac{22}{9}$

BACKSTORY

Personal Description White English, tall and slender, with dark hair sporting a fashionable bobbed cut.

Traits Adventurous, fool hardy, and forever on the go.



Ideology/Beliefs Sometimes you have to crack a few eggs to make an omelet (i.e. get things done). Devout Catholic upbringing.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions Travel wallet containing a photograph of her family in happy times; a gold necklace given to her by departed father.

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level \$50
Cash \$400
Assets \$40,000

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**

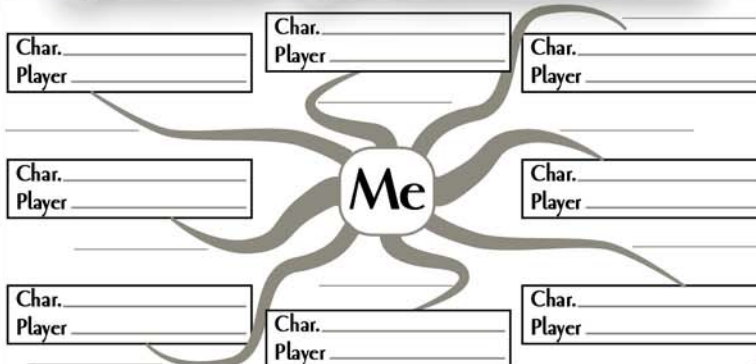
Reach 0 HP with Major Wound = **Dying**

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





Jennifer Smallwood

Jennifer heralds from an English family, whose wealth was accumulated during the early 19th century through shipping ventures. Her parents were lost at sea in 1888 while on board the SS *Vaitarna* on route to Bombay, leaving Jennifer and her older sister Valerie the heirs to the Smallwood fortune. While Valerie preferred to remain at the family's home in Hampshire, Jennifer packed her bags and elected to travel to the New World. The decision strained her relationship with her sister, who considered a lady's job was to find a suitable husband and not go gallivanting to foreign climes. After partying in New York and then California, Jennifer grew weary of the endless dances and the endless queue of men bidding for her interest. She resolved that there was much more to see and experience and set about looking for (as she put it) "something different." Seeing an article about an expedition being mounted in Peru seeking people with a yearning for adventure, Jennifer contacted the man in charge, one Augustus Larkin, who told her of his quest to find a lost pyramid. Her offer to donate \$1,000 towards the expedition was gladly accepted by Larkin. With her travel arrangements in place, Jennifer set off for Lima and her destiny.

