

1920S ERA INVESTIGATOR

Name Eleanor Butler
 Player _____
 Occupation History Professor
 Age 39 Sex Female
 Residence NYC, USA
 Birthplace Indiana, USA

CHARACTERISTICS

STR 55 27 11 DEX 65 32 13 INT 65 32 13
 CON 65 32 13 APP 35 17 7 POW 65 32 13
 SIZ 65 32 13 EDU 90 45 18 Know Move Rate 8 +1 -1



Major Wound	13	01	02
Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
16	17	18	20

Temp. Insane	Indef. Insane	65	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	
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

13	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%)	40 20 8	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	60 30 12	<input type="checkbox"/> Library Use (20%)	45 22 9	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	40 20 8	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	30 15 6	<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%)	15 7 3	<input type="checkbox"/> Spot Hidden (25%)	30 15 6
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	35 17 7
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	20 10 4	<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%)	40 20 8
<input type="checkbox"/> Climb (20%)	30 15 6	<input type="checkbox"/> History (05%)	75 37 15	<input type="checkbox"/> Occult (05%)	20 10 4	<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	35 17 7	<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%)	35 17 7	<input type="checkbox"/> Persuade (10%)	40 20 8	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)	35 17 7	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 17 7	<input type="checkbox"/> Greek		<input type="checkbox"/> Psychology (10%)	30 15 6	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> German	50 25 10	<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Spanish	40 20 8	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		<input type="checkbox"/> Language (Own) (EDU)	90 45 18			<input type="checkbox"/>	
		<input type="checkbox"/> English				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	60	30	12	1d3 + db	-	1	-	-

COMBAT

Damage Bonus	none
Build	0
Dodge	35 17 7

BACKSTORY



Personal Description White American, average height and build, with shoulder-length brown hair and brown eyes.

Traits Ambitious; rages with anger when pushed too far; tends to hold grudges.

Ideology/Beliefs Grab the opportunity when it presents itself.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions The fountain pen given to her by the fiancé she left at the altar.

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level \$10
Cash \$70
Assets \$1,750

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**

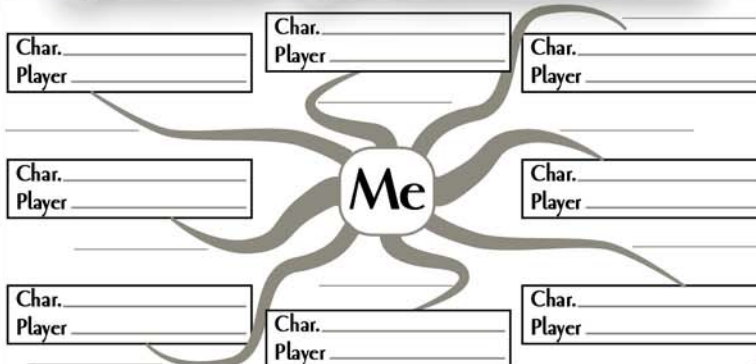
Reach 0 HP with Major Wound = **Dying**

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





Eleanor Butler

Eleanor grew up on a farm in the Midwest, yearning for a break from the monotony of her life. When faced with the prospect of marrying a local boy, she resolved to escape the future that destiny had in store for her and ran away, jumping a train to New York. Working what jobs she could find, she still found time for her favorite pastime, reading history books in the New York Public Library; a lifelong passion that drove her into getting an education and becoming a historian. In academic life, she has yet to make a mark, a fact that often plays upon her mind, as she sees others finding renown while her work goes unrecognized. After seeing Augustus Larkin's announcement about his expedition to find a lost pyramid in Peru, Eleanor resolved to do something challenging and unexpected. She signed up with Larkin and packed her bags for Peru in search of adventure and fame.

