

1920s Name Agatha Blair
 Player _____
 Occupation Novelist
 Age 30 Sex Female
 Residence Philadelphia, PA
 Birthplace Carbondale, IL



CHARACTERISTICS

STR	50 $\frac{25}{10}$	DEX	40 $\frac{20}{8}$	INT	80 $\frac{40}{16}$
CON	60 $\frac{30}{12}$	APP	60 $\frac{30}{12}$	POW	70 $\frac{35}{14}$
SIZ	50 $\frac{25}{10}$	EDU	60 $\frac{30}{12}$	Move Rate	8 $\frac{+1}{-1}$

HIT POINTS

Current HP

Major Wound **Temp. Insane** **Indef. Insane**

70 **99x**

Current Sanity

SANITY

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

LUCK

Luck Total

Current MP

MAGIC POINTS

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%) 26 $\frac{13}{5}$	<input type="checkbox"/> fighting (Brawl) (25%) 25 $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%) 50 $\frac{25}{10}$	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%) 25 $\frac{12}{5}$	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<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%) 70 $\frac{35}{14}$	<input type="checkbox"/> Firearms (Handgun) (20%) 40 $\frac{20}{8}$	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<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%) 30 $\frac{15}{6}$	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%) 60 $\frac{30}{12}$	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%) 40 $\frac{20}{8}$	<input type="checkbox"/> Occult (05%) 40 $\frac{20}{8}$	<input type="checkbox"/> Throw (20%)
Credit Rating (00%) 30 $\frac{15}{6}$	<input type="checkbox"/> Intimidate (15%) 40 $\frac{20}{8}$	<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%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) 40 $\frac{20}{8}$	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) 20 $\frac{10}{4}$	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%) 50 $\frac{25}{10}$	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%) 50 $\frac{25}{10}$	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU) 60 $\frac{30}{12}$	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
.22 pistol	40	20	8	1d6	10 yds	1 (3)	6	100

COMBAT

Damage Bonus **none**

Build **0**

Dodge **20** $\frac{10}{4}$

Already an established author when she met and fell in love with her late husband, Thomas, Agatha had given up on finding someone to share her life with. Her parents disapproved of the match and cut all ties with her, but Thomas' family welcomed her with open arms. Thomas encouraged her to keep on with her writing, and she took to married life and motherhood like a duck to water.

Needless to say, Agatha was devastated at Thomas' death, and struggled to write again. As a result, her last novel was a commercial disappointment, and was barely acknowledged by the critics, who damned it with faint praise. Adding insult to injury, her publisher cut her loose, causing Agatha to become quite panicky - how could she raise her young son without decent sales of her novels and short stories?

Thank goodness for the *Strange But True!* newspaper! Her article submissions to the occult-oriented periodical - written under the pen name "Diedre Lancaster" so as not to ruin her reputation as a serious writer any further - may lack the literary merit of her novels, but the editor pays well, meaning food on the table and the rent paid on time.

Until now, Agatha has always worked from home, but knows that, should the call ever come, little Tommy will be more than welcome to stay with his adoring paternal grandparents while she takes care of business. Perhaps an outing would even do her good, giving a much needed spark to her currently floundering creative juices.

1920s Name Archie Farrier
 Player _____
 Occupation Private Investigator
 Age 38 Sex Male
 Residence Harlem, NYC
 Birthplace Harlem, NYC



CHARACTERISTICS

STR	60	$\frac{30}{12}$	DEX	60	$\frac{30}{12}$	INT	50	$\frac{25}{10}$
CON	50	$\frac{25}{10}$	APP	50	$\frac{25}{10}$	POW	50	$\frac{25}{10}$
SIZ	70	$\frac{35}{14}$	EDU	50	$\frac{25}{10}$	Move Rate	7	$\frac{+1}{-1}$

HIT POINTS

Current HP

M12 IP

Major Wound Temp. Insane Indef. Insane

50 **99x**

Current Sanity

SANITY

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

LUCK

Luck Total

Current MP

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	50 $\frac{25}{10}$	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	45 $\frac{22}{9}$	<input type="checkbox"/> Library Use (20%)	40 $\frac{20}{8}$
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> Listen (20%)	40 $\frac{20}{8}$	<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%) Photography	<input type="checkbox"/> Firearms (Handgun) (20%)	70 $\frac{35}{14}$	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> _____	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)	60 $\frac{30}{12}$
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Occult (05%)	30 $\frac{15}{6}$	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Swim (20%)
Credit Rating (00%)	20 $\frac{10}{4}$	<input type="checkbox"/> Intimidate (15%)	60 $\frac{30}{12}$	<input type="checkbox"/> Throw (20%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Disguise (05%)	40 $\frac{20}{8}$	<input type="checkbox"/> _____	<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Dodge (half DEX)	30 $\frac{15}{6}$	<input type="checkbox"/> _____	<input type="checkbox"/> Pilot (01%)	
<input type="checkbox"/> Drive Auto (20%)	40 $\frac{20}{8}$	<input type="checkbox"/> _____	<input type="checkbox"/> Psychology (10%)	50 $\frac{25}{10}$
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	50 $\frac{25}{10}$	<input type="checkbox"/> Psychoanalysis (01%)
		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/> _____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Brass knuckles	45	22	9	1d3+1+db				
.38 revolver	70	35	14	1d10	15 yds	1(3)	6	100

COMBAT

Damage Bonus **+1D4**

Build **+1**

Dodge **30** $\frac{15}{6}$

Archie Farrier was one of the first black officers to join the New York Police Department, back in 1914. He struggled initially to gain acceptance from his colleagues, but eventually won their respect through competence and hard work. While his progress through the ranks was slow, and he wondered whether he was always destined to be a beat cop, his job provided him with a sense of pride.

Then, in 1921, everything changed. One night, while patrolling the docks on the southern shore of Manhattan, Farrier found a body. The man stank as if he'd been dead for some time, and had a misshapen head that made Farrier think he'd been beaten to death. While Farrier searched the area, he heard a splash. When he turned around, the body was gone and he saw a dark, man-sized shape moving swiftly through the water. It disappeared below the surface, leaving no trace. Farrier reported the incident exactly as it happened and quickly became a laughing stock. He steeled himself against the mockery, but felt he was being undermined, even by his superior officers. He could not help the feeling that a white officer would have been treated better.

Eventually, Farrier decided his position was untenable and resigned from the force, becoming a private investigator instead. Work is sporadic, and Farrier often finds it difficult to make ends meet. He has had a recent upswing, however, with the occasional contract for a disreputable newspaper called *Strange But True!* Farrier sometimes worries that the publisher, Elijah Cleaver, only hires him because of his unusual experience, but he is in no position to turn down a paycheck.

1920s Name Concetta Mugnai
 Player _____
 Occupation Former Nun
 Age 25 Sex Female
 Residence Staten Island, NYC
 Birthplace Staten Island, NYC



CHARACTERISTICS

STR	40	$\frac{20}{8}$	DEX	50	$\frac{25}{10}$	INT	70	$\frac{35}{14}$
CON	60	$\frac{30}{12}$	APP	50	$\frac{25}{10}$	POW	80	$\frac{40}{16}$
SIZ	50	$\frac{25}{10}$	EDU	60	$\frac{30}{12}$	Move Rate	8	$\frac{+1}{-1}$

HIT POINTS

Current HP

M11HP

Major Wound Temp. Insane Indef. Insane

80 **99x**

Current Sanity

SANITY

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

M16IP

Current MP

MAGIC POINTS

LUCK

Luck Total

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%) 21 $\frac{10}{4}$	<input type="checkbox"/> fighting (Brawl) (25%) 25 $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%) 60 $\frac{30}{12}$	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%) 50 $\frac{25}{10}$	<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%) Singing 50 $\frac{25}{10}$	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<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%) 30 $\frac{15}{6}$	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%) 60 $\frac{30}{12}$	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%) 50 $\frac{25}{10}$	<input type="checkbox"/> Occult (05%) 25 $\frac{12}{5}$	<input type="checkbox"/> Throw (20%)
Credit Rating (00%) 10 $\frac{5}{2}$	<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%) 60 $\frac{30}{12}$	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) Latin 50 $\frac{25}{10}$	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) 25 $\frac{12}{5}$	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%) 70 $\frac{35}{14}$	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU) English 60 $\frac{30}{12}$	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**

Build **0**

Dodge **25** $\frac{12}{5}$

1920s Name Cornelius Samuels
 Player _____
 Occupation Professor
 Age 54 Sex Male
 Residence New Haven, CT
 Birthplace Boston, MA



CHARACTERISTICS

STR	50	$\frac{25}{10}$	DEX	40	$\frac{20}{8}$	INT	70	$\frac{35}{14}$
CON	50	$\frac{25}{10}$	APP	50	$\frac{25}{10}$	POW	60	$\frac{30}{12}$
SIZ	60	$\frac{30}{12}$	EDU	80	$\frac{40}{16}$	Move Rate	5	$\frac{+1}{-1}$

HIT POINTS

Current HP

LUCK

Luck Total

M11HP

Major Wound Temp. Insane Indef. Insane

60 **99x**

Current Sanity

Current MP

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

M12IP

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%) Astronomy
<input type="checkbox"/> Anthropology (01%) 21 $\frac{10}{4}$	<input type="checkbox"/> fighting (Brawl) (25%) 25 $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%) 50 $\frac{25}{10}$	<input type="checkbox"/> Biology 70 $\frac{35}{14}$
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Chemistry 50 $\frac{25}{10}$
<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%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%) 60 $\frac{30}{12}$
<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%) 60 $\frac{30}{12}$	<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%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%) 25 $\frac{12}{5}$	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%) 50 $\frac{25}{10}$	<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%)	<input type="checkbox"/> _____
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) Greek 40 $\frac{20}{8}$	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (half DEX) 20 $\frac{10}{4}$	<input type="checkbox"/> _____	<input type="checkbox"/> Psychology (10%) 40 $\frac{20}{8}$	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> _____	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/> _____
<input type="checkbox"/> Elec Repair (10%) 30 $\frac{15}{6}$	<input type="checkbox"/> Language (Own) (EDU) English 80 $\frac{40}{16}$	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/> _____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**

Build **0**

Dodge **20** $\frac{10}{4}$

BACKSTORY



Personal Description Portly and balding, with an impressive beard. His tailored suits are finely made, but desperately need to be let out following some recent weight gain

Traits Treats everyone like students, often correcting minor mistakes and lecturing them on things they already know

Ideology/Beliefs A passionate supporter of the Temperance Movement, having seen the damage alcohol can do to the body. As far as he's concerned, Prohibition is a welcome move towards sanity

Injuries & Scars

Significant People His wife, Gertrude, who keeps his feet on the ground. The professor is not overly-romantic, but his love for his wife runs deep

Phobias & Manias

Meaningful Locations His home town of Boston, Massachusetts. While he's lived away from there for most of his life, Boston still feels like home

Arcane Tomes, Spells & Artifacts

Treasured Possessions The skull of a strange specimen found in a curio shop. It almost looks human, but it is too bulbous, with overly large eye sockets and sharp teeth. Despite its oddness, it appears to be genuine, and the professor is obsessed with learning more about it

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ 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**

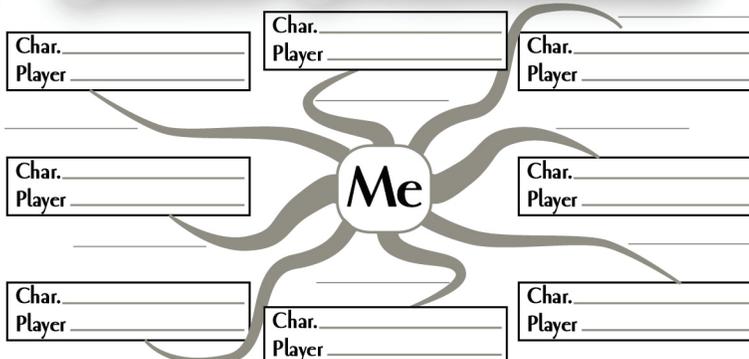
Reach 0 HP with Major Wound = **Dying**

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





Professor Samuels is a man with a secret. He has been a subscriber to *Strange But True!* since its inception, never missing an issue. While a man of science such as himself should eschew such nonsense, he finds the stories of strange creatures and unexplained events compelling and thrilling. He has often felt that his own discipline of biology is too quick to dismiss the extraordinary. *Strange But True!* opens up possibilities that more sober journals would consider ridiculous.

Last year, the professor did something rash. He contacted Elijah Cleaver, editor of *Strange But True!*, and offered his services. While the contents of the newspaper are undeniably sensationalist, Professor Samuels can see that many of them are meticulously researched, showing a greater degree of rigor and intellectual erudition than most readers would notice.

Since then, Professor Samuels has worked part-time as a researcher for Cleaver, fact-checking articles and suggesting possible avenues of exploration. He does so under a pseudonym: Professor Challenger, after one of his favorite fictional characters. If word of this sideline got out to his colleagues, his academic career could be ruined. Cleaver has recently suggested that the professor may be of use in the field, which excites him greatly. Samuels will have to be careful to cover his tracks, possibly taking short sabbaticals for “family reasons.” The professor would never forgive himself if he let such an opportunity pass.



1920s Name Melissa Olson
 Player _____
 Occupation Photographer
 Age 30 Sex Female
 Residence New York City
 Birthplace Menomonie, WI



CHARACTERISTICS

STR	40 $\frac{20}{8}$	DEX	70 $\frac{35}{14}$	INT	65 $\frac{32}{13}$
CON	50 $\frac{25}{10}$	APP	65 $\frac{32}{13}$	POW	80 $\frac{40}{16}$
SIZ	50 $\frac{25}{10}$	EDU	60 $\frac{30}{12}$	Move Rate	8 $\frac{+1}{-1}$

HIT POINTS

Current HP

LUCK

Luck Total

Major Wound **Temp. Insane** **Indef. Insane**

80 **99x**

Current Sanity

Current MP

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

M16IP

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	50 $\frac{25}{10}$	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%) Chemistry	50 $\frac{25}{10}$
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> fighting (Brawl) (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	40 $\frac{20}{8}$	
<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%) Photography	<input type="checkbox"/> Firearms (Handgun) (20%)	40 $\frac{20}{8}$	<input type="checkbox"/> Mech. Repair (10%)	40 $\frac{20}{8}$	<input type="checkbox"/> Spot Hidden (25%)
<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%)		<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%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<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%)		
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	50 $\frac{25}{10}$	
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU) English	60 $\frac{30}{12}$	<input type="checkbox"/> Ride (05%)		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
.22 short automatic	40	20	8	1d6	10 yds	1 (3)	6	100

COMBAT

Damage Bonus **none**

Build **0**

Dodge **55** $\frac{27}{11}$

BACKSTORY



Personal Description Melissa is a regular flapper, wearing all the latest fashions, no matter how daring.

With her hair cut in a shingled bob and a devil-may-care smile, Melissa cuts a dash wherever she goes

Ideology/Beliefs Life is for the living, and Melissa is going to live it to the fullest

Significant People Idolizes suffrage leader Carrie Chapman Catt (although she's never met her personally)

Meaningful Locations Her twin sister's grave

Treasured Possessions A blurry photograph of her late sister in their hometown. Only problem - Melissa didn't take it until years after her sister's death

Traits Professional, charming, and with an eye for a good photo opportunity

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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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

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Me

Char.
Player

Char.
Player

Char.
Player

Char.
Player

1920s Name Minnie McArthur
 Player _____
 Occupation Burglar/Thief
 Age 24 Sex Female
 Residence Wherever she can find
 Birthplace Brooklyn, NYC



CHARACTERISTICS

STR	60 $\frac{30}{12}$	DEX	80 $\frac{40}{16}$	INT	60 $\frac{30}{12}$
CON	70 $\frac{35}{14}$	APP	60 $\frac{30}{12}$	POW	50 $\frac{25}{10}$
SIZ	50 $\frac{25}{10}$	EDU	40 $\frac{20}{8}$	Move Rate	9 $\frac{+1}{-1}$

HIT POINTS

Current HP

LUCK

Luck Total

M12 IP Major Wound Temp. Insane Indef. Insane

50 **99x**

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

M10 IP

Current Sanity

Current MP

INVESTIGATOR SKILLS

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

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Blackjack	45	22	9	1d8+db				

COMBAT

Damage Bonus **none**

Build **0**

Dodge **60** $\frac{30}{12}$

BACKSTORY



Personal Description An athletic young multi-ethnic woman with short dark hair and dark eyes. She tends to dress practically, often raising eyebrows with her preference for wearing men's pants and sweaters rather than more traditional feminine garb

Ideology/Beliefs You've got to look out for number one, because no one else will (although she is trying to become less self-centred)

Significant People Elijah Cleaver, who sees something in her no one else does. She tries not to disappoint him, although this can be hard sometimes

Meaningful Locations Under the tree in Central Park where Minnie stole her first kiss from Susan van Sciver. Susan eventually married a dentist from Connecticut and moved away, but that kiss still lingers

Treasured Possessions A gold necklace McArthur stole from a tourist's hotel room. It's not the kind of thing she would wear, but the strange filigree design is like nothing else she's seen. It appeals to her for reasons she cannot articulate

Traits Enjoys taking risks, especially unnecessary ones

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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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**

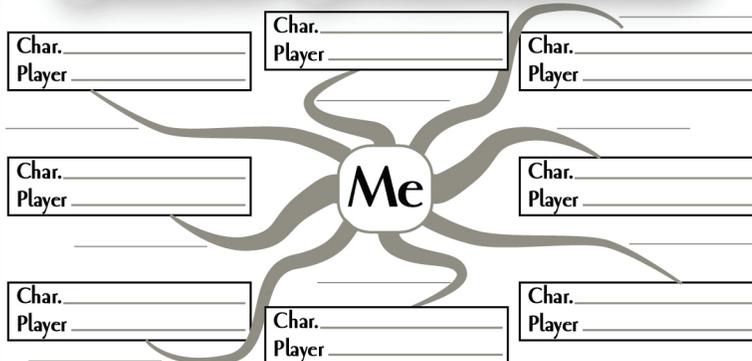
Reach 0 HP with Major Wound = **Dying**

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



1920s Name Walter Drucker
 Player _____
 Occupation Dilettante/Journalist
 Age 22 Sex Male
 Residence Manhattan, NYC
 Birthplace Boston, MA



CHARACTERISTICS

STR	70	$\frac{35}{14}$	DEX	60	$\frac{30}{12}$	INT	50	$\frac{25}{10}$
CON	50	$\frac{25}{10}$	APP	80	$\frac{40}{16}$	POW	40	$\frac{20}{8}$
SIZ	60	$\frac{30}{12}$	EDU	60	$\frac{30}{12}$	Move Rate	8	$\frac{+1}{-1}$

HIT POINTS

Current HP

LUCK

Luck Total

Call of Cthulhu

Horror Roleplaying in the Worlds of H.P. Lovecraft

Ma8 AP

Current Sanity

Current MP

HP **M11** Major Wound Temp. Insane Indef. Insane **40** **99x**

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%)	<input type="checkbox"/> fighting (Brawl) (25%) 45 $\frac{22}{9}$	<input type="checkbox"/> Library Use (20%) 40 $\frac{20}{8}$	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<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%) Writing 50 $\frac{25}{10}$	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) 45 $\frac{22}{9}$	<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"/> Charm (15%) 60 $\frac{30}{12}$	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%) 40 $\frac{20}{8}$	<input type="checkbox"/> Swim (20%) 60 $\frac{30}{12}$
<input type="checkbox"/> Climb (20%) 50 $\frac{25}{10}$	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%) 70 $\frac{35}{14}$	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Track (10%) 50 $\frac{25}{10}$
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%) 40 $\frac{20}{8}$	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%) Boat 40 $\frac{20}{8}$	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) 30 $\frac{15}{6}$	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%) 40 $\frac{20}{8}$	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU) English 60 $\frac{30}{12}$	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Hunting rifle	45	22	9	2d6+4	110 yds	1	5	100

COMBAT

Damage Bonus **+1D4**

Build **+1**

Dodge **30** $\frac{15}{6}$

Walter Drucker was always destined to be a newspaper man, whether he wanted it or not. His father, Herman, is a publishing magnate, owning and operating newspapers across the country. As the eldest son, it was always expected that Walter would follow in his father's footsteps, eventually taking over the business. This does not sit well with Walter.

Walter's initial rebellions led to him being kicked out of almost every school and college he attended. His drinking, womanising and generally louche behavior was tempered by a love of the outdoors, especially hunting, sailing, and mountain climbing, and he is in excellent physical condition despite his excesses.

Now that his school years are behind him, Walter has been looking for new ways of establishing his own identity. Recently, he met Elijah Cleaver and realized that the often ridiculous nature of *Strange But True!* makes it the antithesis of his father's more sober publications. He has talked Cleaver into letting him join the paper, initially as a means to vex his father. Now that he has worked on a few stories, however, he is learning that not only does he have a genuine interest in journalism, but the weird nature of the newspaper's content appeals to him greatly. Maybe there is no escaping fate after all.

1920s Name Wing Han
 Player _____
 Occupation Occultist
 Age 27 Sex Male
 Residence Chinatown, Lower Manhattan, NYC
 Birthplace San Francisco, CA



CHARACTERISTICS

STR	50	$\frac{25}{10}$	DEX	50	$\frac{25}{10}$	INT	70	$\frac{35}{14}$
CON	50	$\frac{25}{10}$	APP	60	$\frac{30}{12}$	POW	80	$\frac{40}{16}$
SIZ	40	$\frac{20}{8}$	EDU	70	$\frac{35}{14}$	Move Rate	9	$\frac{+1}{-1}$

HIT POINTS

Current HP

LUCK

Luck Total

M 9 HP

Major Wound Temp. Insane Indef. Insane

80 **99x**

Current Sanity

Current MP

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

M 16 IP

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%) Astronomy
<input type="checkbox"/> Anthropology (01%) 40 $\frac{20}{8}$	<input type="checkbox"/> fighting (Brawl) (25%) 25 $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%) 60 $\frac{30}{12}$	<input type="checkbox"/> 50 $\frac{25}{10}$
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%) 40 $\frac{20}{8}$	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%) 21 $\frac{10}{4}$	<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%) 45 $\frac{22}{9}$
<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%)	<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%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%) 40 $\frac{20}{8}$	<input type="checkbox"/> Occult (05%) 70 $\frac{35}{14}$	<input type="checkbox"/> Throw (20%)
Credit Rating (00%) 50 $\frac{25}{10}$	<input type="checkbox"/> Intimidate (15%) 40 $\frac{20}{8}$	<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%) 30 $\frac{15}{6}$	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) English 70 $\frac{35}{14}$	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) 25 $\frac{12}{5}$	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%) 50 $\frac{25}{10}$	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU) Cantonese 70 $\frac{35}{14}$	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**

Build **0**

Dodge **25** $\frac{12}{5}$

Hailing from San Francisco's Chinatown, and descended from some of the first Chinese citizens to make their home in California, Wing Han has always had one eye on the invisible world, much to his parents' dismay. His grandparents, on the other hand, always encouraged his curiosity, and eventually convinced Wing's parents that it was the boy's duty to use his talents to help those less fortunate than himself and bring honor to the family in his own way.

Happy in the knowledge that his younger brother was more than capable of looking after the family import/export business, Wing Han now travels the country delving into occult mysteries and lending aid to those he deems worthy of his unique expertise. During the course of his travels, Mr. Wing came across Elijah Cleaver and *Strange But True!* Cleaver appealed to Wing for his assistance on a particularly esoteric case and, intrigued, Wing was happy to comply. Now, the newspaper regularly seeks Wing's perspective on all things mystical, especially if there happens to be an Eastern element to the story.

Although he doesn't get home as often as he would like, Wing is a devoted family man, and likes to send picture postcards back to his grandparents from every town and city he visits. While he may not tell them everything he sees, he knows they look forward to tales of his adventures. And while one day he would like to settle down and raise a family of his own, for now he knows there are still mysteries out there for him to solve.