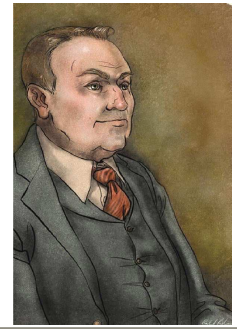


1920S INVESTIGATOR

Name: Harvey Walters
 Player:
 Occupation: Journalist
 Age: 42 Sex: Male
 Ht: Wt:
 Residence: Arkham, MA
 Birthplace: Boston, MA

CHARACTERISTICS

STR 20 ¹⁰/₄ DEX 55 ²⁷/₁₁ INT 85 ⁴²/₁₇
 CON 70 ³⁵/₁₄ APP 85 ⁴²/₁₇ POW 45 ²²/₉
 SIZ 80 ⁴⁰/₁₆ EDU 84 ⁴²/₁₆ Move Rate 6 ³/₁
 Know



Major Wound 15

Temp. Insane

Indef. Insane

Sanity 45 Max 99 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

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	

CALL of CTHULHU®

9

LUCK

Luck	45	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		

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 5% (2/1)	<input type="checkbox"/> Other 5% (2/1)	<input type="checkbox"/> Natural World 10% (5/2)
<input type="checkbox"/> Animal Handling 5% (2/1)	Firearms	<input type="checkbox"/> Navigate 10% (5/2)
<input type="checkbox"/> Anthropology 1% (0/0)	<input type="checkbox"/> Handgun 62% (31/12)	<input type="checkbox"/> Occult 47% (23/9)
<input type="checkbox"/> Appraise 5% (2/1)	<input type="checkbox"/> Other 15% (7/3)	<input type="checkbox"/> Op. Hv. Mach. 1% (0/0)
<input type="checkbox"/> Archaeology 1% (0/0)	<input type="checkbox"/> Rifle/Shotgun 25% (12/5)	<input type="checkbox"/> Persuade 52% (26/10)
Art/Craft		Pilot
<input type="checkbox"/> Other 5% (2/1)	<input type="checkbox"/> First Aid 30% (15/6)	<input type="checkbox"/> Other 1% (0/0)
<input type="checkbox"/> Photographer 47% (23/9)	<input type="checkbox"/> History 47% (23/9)	<input type="checkbox"/> Psychoanalysis 1% (0/0)
<input type="checkbox"/> Artillery 1% (0/0)	<input type="checkbox"/> Hypnosis 1% (0/0)	<input type="checkbox"/> Psychology 52% (26/10)
<input type="checkbox"/> Charm 15% (7/3)	<input type="checkbox"/> Intimidate 15% (7/3)	<input type="checkbox"/> Read Lips 1% (0/0)
<input type="checkbox"/> Climb 20% (10/4)	<input type="checkbox"/> Jump 20% (10/4)	<input type="checkbox"/> Ride 5% (2/1)
Credit Rating 41% (20/8)	Language	Science
Cthulhu Mythos 0% (0/0)	<input type="checkbox"/> English 84% (42/16)	<input type="checkbox"/> Other 1% (0/0)
<input type="checkbox"/> Demolitions 1% (0/0)	<input type="checkbox"/> Other 1% (0/0)	<input type="checkbox"/> Sleight of Hand 10% (5/2)
<input type="checkbox"/> Disguise 5% (2/1)	<input type="checkbox"/> Law 5% (2/1)	<input type="checkbox"/> Spot Hidden 67% (33/13)
<input type="checkbox"/> Diving 1% (0/0)	<input type="checkbox"/> Library Use 63% (31/12)	<input type="checkbox"/> Stealth 62% (31/12)
<input type="checkbox"/> Dodge 71% (35/14)	<input type="checkbox"/> Listen 20% (10/4)	Survival
<input type="checkbox"/> Drive Auto 62% (31/12)	<input type="checkbox"/> Locksmith 1% (0/0)	<input type="checkbox"/> Other 10% (5/2)
<input type="checkbox"/> Elec. Repair 10% (5/2)	Lore	<input type="checkbox"/> Swim 20% (10/4)
<input type="checkbox"/> Fast Talk 5% (2/1)	<input type="checkbox"/> Other 1% (0/0)	<input type="checkbox"/> Throw 20% (10/4)
Fighting	<input type="checkbox"/> Mech. Repair 10% (5/2)	<input type="checkbox"/> Track 10% (5/2)
<input type="checkbox"/> Brawl 25% (12/5)	<input type="checkbox"/> Medicine 1% (0/0)	

WEAPONS

Weapon	Regular	Hard	Ext.	Damage	Range	Attacks	Malf.
Unarmed	25%	12%	5%	1D3+DB	Touch	1	
.38 Revolver	62%	31%	12%	1D10	15 yards	1 (3)	100
* Additional shots per round are made with one penalty die							
.38 Short Round × 100							

COMBAT

Damage Bonus	None
Build	0
Dodge	71 ³⁵ / ₁₄

BACKSTORY

Personal Description: Handsome, well dressed and a little overweight.

Ideology/Beliefs: Fate. Looks for signs and omens.

Significant People: Uncle Theodore, who inspired a love of archaeology. Harvey will prove himself a better man than his uncle, who was driven mad by his obsessions.

Meaningful Locations: Study on the upper floor of home.

Treasured Possessions: Archaeological artifacts that belonged to his uncle, now in Harvey's study.

Traits: Ladies' man.

GEAR & POSSESSIONS

Harris Typewriter: \$66.75

Notebook: \$0.30

Mechanical Pencil: \$2.55

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble Fail Regular Hard Extreme Critical
100/96+ >skill <= skill 1/2 skill 1/5 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 1/2 max HP in one attack

Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal Rate (non-Major Wound): recover 1 HP per day

Natural Heal Rate (Major Wound): weekly healing roll

CASH & ASSETS

Living Standard: Average, Spending Level: \$10
Cash: \$82

Assets (\$1,984.95): Studebaker, Touring: \$995.00
(Seats: 5; Eastman Commercial Camera:
\$140.00; Console Radio Receiver: \$49.95;
Archaeological Artifacts: \$800.00