

1920s ERA INVESTIGATOR

Name Jesse Williams Birthplace Boston Pronoun She/her
Occupation History Student Residence Arkham Age 20



CALL OF CTHULHU
45th Anniversary
1981 - 2021

CHARACTERISTICS

STR	Reg 70	Half 35	Fifth 14	SIZ	Reg 50	Half 25	Fifth 10	Hit Points	Maximum 13	Current
CON	Reg 80	Half 40	Fifth 16	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current
DEX	Reg 40	Half 20	Fifth 8	APP	Reg 50	Half 25	Fifth 10	Luck	Starting 55	Current
INT	Reg 60	Half 30	Fifth 12	EDU	Reg 60	Half 30	Fifth 12	Sanity	Starting 50	Current 10
IDEA				KNOW						

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

☐ Accounting (05%)	Reg	Half	Fifth	☐ Firearms (Rifle/Shotgun) (25%)	Reg 25	Half 12	Fifth 5	☐ Persuade (10%)	Reg 10	Half 5	Fifth 2
☐ Anthropology (01%)				☐ Firearms				☐ Pilot (01%)			
☐ Appraise (05%)				☐ First Aid (30%)	Reg 30	Half 15	Fifth 6	☐ Psychoanalysis (01%)			
☐ Archaeology (01%)	20	10	4	☐ History (05%)	Reg 70	Half 35	Fifth 14	☐ Psychology (10%)	50	25	10
☐ Art / Craft (05%)				☐ Intimidate (15%)	Reg 15	Half 7	Fifth 3	☐ Ride (05%)			
☐ Charm (15%)	50	25	10	☐ Jump (20%)	Reg 20	Half 10	Fifth 4	☐ Science (01%)			
☐ Climb (20%)	20	10	4	☐ Language (Other) (01%)				☐ Sleight of Hand (10%)	10	5	2
Credit Rating (00%)	40	20	8	☐ ENGLISH (EDU)	Reg 60	Half 30	Fifth 12	☐ Spot Hidden (25%)	50	25	10
Cthulhu Mythos (00%)				☐ Law (05%)				☐ Stealth (20%)	50	25	10
☐ Disguise (05%)				☐ Library Use (20%)	Reg 60	Half 30	Fifth 12	☐ Survival (10%)			
☐ Dodge (half DEX)	40	20	8	☐ Listen (20%)	Reg 20	Half 10	Fifth 4	☐ Swim (20%)	20	10	4
☐ Drive Auto (20%)	40	20	8	☐ Locksmith (01%)				☐ Throw (20%)	20	10	4
☐ Elec. Repair (10%)	10	5	2	☐ Mech. Repair (10%)	40	20	8	☐ Track (10%)	30	15	6
☐ Fast Talk (05%)	25	12	5	☐ Medicine (01%)							
☐ Fighting (Brawl) (25%)	60	30	12	☐ Natural World (10%)	10	5	2				
☐ Fighting				☐ Navigate (10%)	10	5	2				
☐ Firearms (Handgun) (20%)	20	10	4	☐ Occult (05%)	5	2	1				

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	60 30 12	1D3 + DB	1	-	-	-	8
							Build 0
							Dodge 40 20 8
							Damage Bonus 0



MY STORY

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BACKSTORY

Personal Description

Youthful and bright-eyed. Wears fashionable clothing.

Traits

Risk taker. Likes to be in the middle of the action.

Ideology & Beliefs

Strong faith in God, having been raised in the Church by her mother.

Injuries & Scars

Significant People

Her mother, Joyce, who she writes to every week.

Phobias & Manias

Meaningful Locations

Her mother's home in Boston, where the best possible food is served.

Arcane Tomes & Spells

Treasured Possessions

Her late father's pocket Bible.

Encounters with Strange Entities

GEAR & POSSESSIONS

Satchel.	
Pencils and fountain pen.	
Note pad.	
Pocket Bible.	
Hair clips.	

WEALTH

Spending Level	
Cash	
Assets	

FELLOW INVESTIGATORS



Char.	
Player	
Char.	
Player	
Char.	
Player	

Char.	
Player	
Char.	
Player	
Char.	
Player	

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP
Major Wounds = 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 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

