

1920s ERA INVESTIGATOR

Name Keiko Cain Birthplace San Francisco Pronoun She/her
Occupation Science Student Residence Arkham Age 21



CALL OF CTHULHU
45th Anniversary
1981 - 2021

CHARACTERISTICS

STR	Reg 50	Half 25	Fifth 10	SIZ	Reg 40	Half 20	Fifth 8	Hit Points	Maximum 12	Current
CON	Reg 80	Half 40	Fifth 16	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current
DEX	Reg 50	Half 25	Fifth 10	APP	Reg 50	Half 25	Fifth 10	Luck	Starting 50	Current
INT	Reg 60	Half 30	Fifth 12	EDU	Reg 70	Half 35	Fifth 14	Sanity	Starting 60	Current 12
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 40	Half 20	Fifth 8
☐ Anthropology (01%)				☐ Firearms				☐ Pilot (01%)			
☐ Appraise (05%)				☐ First Aid (30%)	Reg 50	Half 25	Fifth 10	☐ Psychoanalysis (01%)			
☐ Archaeology (01%)				☐ History (05%)				☐ Psychology (10%)	Reg 30	Half 15	Fifth 6
☐ Art / Craft (05%)				☐ Intimidate (15%)	Reg 15	Half 7	Fifth 3	☐ Ride (05%)			
☐ Charm (15%)	Reg 15	Half 7	Fifth 3	☐ JAPANESE (01%)	Reg 35	Half 17	Fifth 7	☐ BIOLOGY (01%)	Reg 70	Half 35	Fifth 14
☐ Climb (20%)	Reg 20	Half 10	Fifth 4	☐ Language (Other)				☐ Sleight of Hand (10%)	Reg 10	Half 5	Fifth 2
Credit Rating (00%)	Reg 40	Half 20	Fifth 8	☐ ENGLISH (EDU)	Reg 70	Half 35	Fifth 14	☐ Spot Hidden (25%)	Reg 45	Half 22	Fifth 9
Cthulhu Mythos (00%)				☐ Language (Own)				☐ Stealth (20%)	Reg 60	Half 30	Fifth 12
☐ Disguise (05%)				☐ Law (05%)				☐ Survival (10%)			
☐ Dodge (half DEX)	Reg 25	Half 12	Fifth 5	☐ Library Use (20%)	Reg 50	Half 25	Fifth 10	☐ Swim (20%)	Reg 20	Half 10	Fifth 4
☐ Drive Auto (20%)	Reg 20	Half 10	Fifth 4	☐ Listen (20%)	Reg 50	Half 25	Fifth 10	☐ Throw (20%)	Reg 20	Half 10	Fifth 4
☐ Elec. Repair (10%)	Reg 10	Half 5	Fifth 2	☐ Locksmith (01%)				☐ Track (10%)	Reg 10	Half 5	Fifth 2
☐ Fast Talk (05%)	Reg 40	Half 20	Fifth 8	☐ Mech. Repair (10%)	Reg 10	Half 5	Fifth 2	☐ Fighting			
☐ Fighting (Brawl) (25%)	Reg 45	Half 22	Fifth 9	☐ Medicine (01%)				☐ Natural World (10%)	Reg 60	Half 30	Fifth 12
☐ Firearms (Handgun) (20%)	Reg 20	Half 10	Fifth 4	☐ Natural World (10%)	Reg 60	Half 30	Fifth 12	☐ Navigate (10%)	Reg 30	Half 15	Fifth 6
				☐ Occult (05%)	Reg 5	Half 2	Fifth 1	☐ Occult (05%)			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 45 Half 22 Fifth 9	1D3 + DB	1	-	-	-	9
Silver Penknife	Reg 45 Half 22 Fifth 9	1D3+1	1	-	-	-	0
Hockey Stick	Reg 45 Half 22 Fifth 9	1D6	1	-	-	-	25 12 5
							Damage Bonus 0



MY STORY

BACKSTORY

Personal Description

Slim physique, below average height. Thick dark hair, glasses, and a broad smile.

Ideology & Beliefs

Science, given the time, can explain everything. Doesn't believe in ghosts and wants to find a scientific explanation for such weird happenings.

Significant People

Her older brother, Hugo, who she loves dearly. Hugo works as a doctor in San Francisco.

Meaningful Locations

Libraries, where she can get lost in a massive book about science.

Treasured Possessions

A silver penknife, given to her by her brother. She always carries it as a good luck token.

Traits

Adventurous. Like to be busy and get her hands dirty.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Silver penknife.	Satchel containing a small
Note pad.	science kit.
Pencils and fountain pen.	
Small bottle of blue ink.	
Hockey stick.	

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

