

1920S ERA INVESTIGATOR

Name Archibald Washington
 Player _____
 Occupation Engineer
 Age 26 Sex Male
 Residence Boston, USA
 Birthplace Boston, USA

CHARACTERISTICS

STR 85 ⁴²/₁₇ DEX 70 ³⁵/₁₄ INT 70 ³⁵/₁₄
 CON 70 ³⁵/₁₄ APP 60 ³⁰/₁₂ POW 50 ²⁵/₁₀
 SIZ 70 ³⁵/₁₄ EDU 45 ²²/₉ Know Move Rate 8 ⁺¹/₋₁



Major Wound **M14IP**
 Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
 HIT POINTS 11 12 13 **14** 15
 16 17 18 19 20

Temp. Insane _____ Indef. Insane _____ **50** 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
 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

M10IP
 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%)	45 ²² / ₉	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%) Engineering	70 ³⁵ / ₁₄
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	70 ³⁵ / ₁₄	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	30 ¹⁵ / ₆	<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%)		<input type="checkbox"/> Firearms (Handgun) (20%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Mech. Repair (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Spot Hidden (25%)	40 ²⁰ / ₈
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	40 ²⁰ / ₈
<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%)	50 ²⁵ / ₁₀
<input type="checkbox"/> Climb (20%)	40 ²⁰ / ₈	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	50 ²⁵ / ₁₀
Credit Rating (00%)	10 ⁵ / ₂	<input type="checkbox"/> Intimidate (15%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	40 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%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 ¹⁷ / ₇	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	30 ¹⁵ / ₆	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	40 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	45 ²² / ₉	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	70	35	14	1d3 + db	-	1	-	-
.38 revolver	60	30	12	1D10		1 (3)	6	100

COMBAT

Damage Bonus **+1D4**

Build **+1**

Dodge **35 ¹⁷/₇**

BACKSTORY

Personal Description African American, with a broad and well-built physique; a handsome face belies his boxing career.

Traits Brash and foolhardy.



Ideology/Beliefs Hates bullies and those who think they are superior; has a strong sense of justice and seeks to put matters right (even if it means stepping outside of the law).

Injuries & Scars

Treasured Possessions: photograph of his late mother,

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions Photograph of his late mother, which he keeps in his wallet.

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level \$10

Cash \$20

Assets \$500

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	1/2 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**

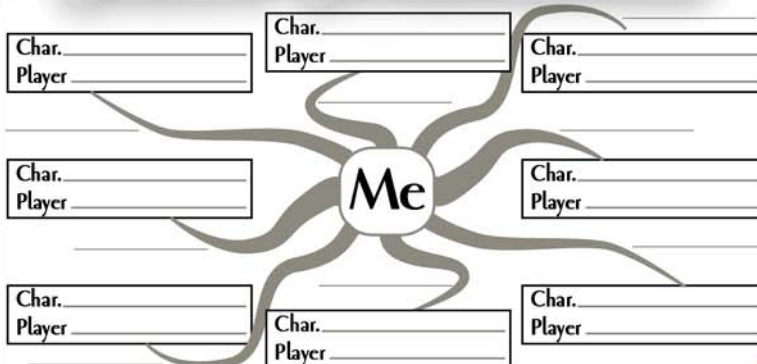
Reach 0 HP with Major Wound = **Dying**

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



Archibald Washington

Archibald spent his youth in Boston getting into trouble on the streets and with the law; everyone believed he'd spend the majority of his life inside a jail, that is until he discovered boxing. Directing all of his energy into the sport, he focused on winning matches and rose quickly through the ranks to become a real contender. Yet, fortune was never on his side. On the eve of title fight, he was "advised" to throw the fight or his family would face the consequences. He lost, but hated himself for doing so. Driven by his innate sense of justice, he killed the gangster who had threatened his family and fled Boston, joining up with the Army to fight in the war where he was trained in engineering. Since returning from France, he has worked as a mechanic but better engineering jobs have eluded him. Desperate to break free of the day-to-day racism he endures, Archibald craves excitement from the drudgery of his life. Reading that an expedition in Peru needed an engineer, he contacted the expedition's leader Augustus Larkin and offered his services. Using up all of his meager savings, Archibald bought a ticket and headed for Lima in Peru. Perhaps there he'll find the meaning he has been searching for in life.