

## 1920S ERA INVESTIGATOR

Name Jennifer Smallwood  
 Player \_\_\_\_\_  
 Occupation Dilettante  
 Age 36 Sex Female  
 Residence Hampshire, UK  
 Birthplace Hampshire, UK

## CHARACTERISTICS

STR 35 17 7 DEX 70 35 14 INT 65 32 13  
 CON 70 35 14 APP 55 27 11 POW 60 30 12  
 SIZ 50 25 10 EDU 60 30 12 Move Rate 8 +1 -1



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

Temp. Insane	Indef. Insane	60	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	

12	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%)	5	2	1	<input type="checkbox"/> Fast Talk (05%)	45	22	9	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Fighting (Brawl) (25%)	30	15	6	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/>			
<input type="checkbox"/> Appraise (05%)	5	2	1	<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%)	10	5	2
<input type="checkbox"/> Art / Craft (05%) Dancing	35	17	7	<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Spot Hidden (25%)	30	15	6
<input type="checkbox"/>				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	40	20	8	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Stealth (20%)	30	15	6
<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Charm (15%)	50	25	10	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Navigate (10%)	30	15	6	<input type="checkbox"/> Swim (20%)	25	12	5
<input type="checkbox"/> Climb (20%)	25	12	5	<input type="checkbox"/> History (05%)	5	2	1	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> Throw (20%)	20	10	4
Credit Rating (00%)	80	40	16	<input type="checkbox"/> Intimidate (15%)	30	15	6	<input type="checkbox"/> Op. Hv. Machine (01%)				<input type="checkbox"/> Track (10%)	10	5	2
Cthulhu Mythos (00%)				<input type="checkbox"/> Jump (20%)	35	17	7	<input type="checkbox"/> Persuade (10%)	10	5	2	<input type="checkbox"/>			
<input type="checkbox"/> Disguise (05%)	40	20	8	<input type="checkbox"/> Language (Other) (01%) French	20	10	4	<input type="checkbox"/> Pilot (01%)				<input type="checkbox"/>			
<input type="checkbox"/> Dodge (half DEX)	45	22	9	<input type="checkbox"/>				<input type="checkbox"/> Psychology (10%)	20	10	4	<input type="checkbox"/>			
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/>				<input type="checkbox"/> Psychoanalysis (01%)				<input type="checkbox"/>			
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> Language (Own) (EDU) English	60	30	12	<input type="checkbox"/> Ride (05%)	35	17	7	<input type="checkbox"/>			

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	30	15	6	1d3 + db	-	1	-	-
12g Shotgun (2b)	40	20	8	4D6/2D6/1D6	10/20/50	1 or 2	2	100

## COMBAT

Damage Bonus **none**

Build **0**

Dodge **45** **22** **9**

# BACKSTORY

**Personal Description** White English, tall and slender, with dark hair sporting a fashionable bobbed cut.

**Traits** Adventurous, fool hardy, and forever on the go.



**Ideology/Beliefs** Sometimes you have to crack a few eggs to make an omelet (i.e. get things done). Devout Catholic upbringing.

**Injuries & Scars**

**Significant People**

**Phobias & Manias**

**Meaningful Locations**

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** Travel wallet containing a photograph of her family in happy times; a gold necklace given to her by departed father.

**Encounters with Strange Entities**

## GEAR & POSSESSIONS

## CASH & ASSETS

Spending Level \$50  
Cash \$400  
Assets \$40,000

## 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**

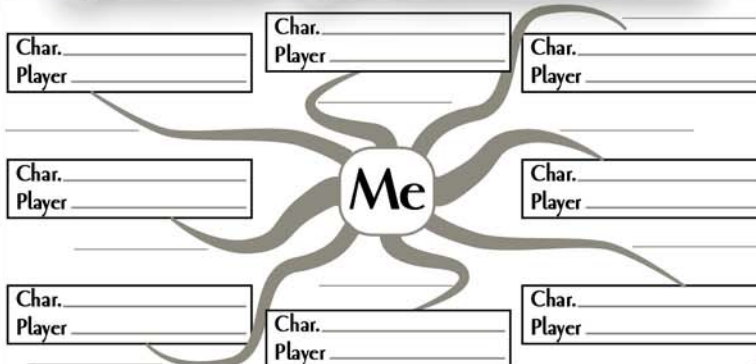
Reach 0 HP with Major Wound = **Dying**

**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



## Jennifer Smallwood

Jennifer heralds from an English family, whose wealth was accumulated during the early 19th century through shipping ventures. Her parents were lost at sea in 1888 while on board the SS *Vaitarna* on route to Bombay, leaving Jennifer and her older sister Valerie the heirs to the Smallwood fortune. While Valerie preferred to remain at the family's home in Hampshire, Jennifer packed her bags and elected to travel to the New World. The decision strained her relationship with her sister, who considered a lady's job was to find a suitable husband and not go gallivanting to foreign climes. After partying in New York and then California, Jennifer grew weary of the endless dances and the endless queue of men bidding for her interest. She resolved that there was much more to see and experience and set about looking for (as she put it) "something different." Seeing an article about an expedition being mounted in Peru seeking people with a yearning for adventure, Jennifer contacted the man in charge, one Augustus Larkin, who told her of his quest to find a lost pyramid. Her offer to donate \$1,000 towards the expedition was gladly accepted by Larkin. With her travel arrangements in place, Jennifer set off for Lima and her destiny.