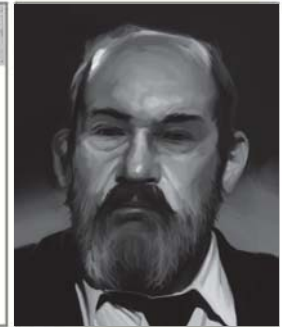


1920S ERA INVESTIGATOR

Name Johan Braun
 Player _____
 Occupation Languages Professor
 Age 48 Sex Male
 Residence Berkeley
 Birthplace Bavaria, Germany

CHARACTERISTICS

STR 55 27 11 DEX 70 35 14 INT 65 32 13
 CON 60 30 12 APP 45 22 9 POW 70 35 14
 SIZ 50 25 10 EDU 85 42 17 Move Rate 8 + 1



Major Wound M11IP

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17

Temp. Insane	Indef. Insane	<u>70</u>	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	SANITY
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
LUCK	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 (05%)	5	2	1	<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Law (05%)	20	10	4	<input type="checkbox"/> Science (01%)		
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Library Use (20%)	60	30	12	<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	30	15	6	<input type="checkbox"/>				<input type="checkbox"/> Listen (20%)	20	10	4	<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
<input type="checkbox"/> Art / Craft (05%)				<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
<input type="checkbox"/>				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12	5	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Stealth (20%)	20	10
<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%)	15	7	3	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> Swim (20%)	20	10
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> History (05%)	30	15	6	<input type="checkbox"/> Occult (05%)	20	10	4	<input type="checkbox"/> Throw (20%)	20	10
Credit Rating (00%)	31	15	6	<input type="checkbox"/> Intimidate (15%)	30	15	6	<input type="checkbox"/> Op. Hv. Machine (01%)				<input type="checkbox"/> Track (10%)	10	5
Cthulhu Mythos (00%)				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Persuade (10%)	40	20	8	<input type="checkbox"/> Language (Spanish)	30	15
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Language (Other) (01%) Cuneiform	20	10	4	<input type="checkbox"/> Pilot (01%)				<input type="checkbox"/> Language (Arabic)	40	20
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Greek	50	25	10	<input type="checkbox"/> Psychology (10%)	40	20	8	<input type="checkbox"/>		
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> English	60	30	12	<input type="checkbox"/> Psychoanalysis (01%)				<input type="checkbox"/>		
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> Language (Own) (EDU) German	85	42	17	<input type="checkbox"/> Ride (05%)	5	2	1	<input type="checkbox"/>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus none
 Build 0
 Dodge 40 20 8

BACKSTORY



Personal Description White German, short and a little overweight, with receding hair and a prominent mustache.

Ideology/Beliefs The war was a terrible mistake and humanity should never succumb to such base instincts again: we must work together to build a better future free from the horrors of the past.

Significant People _____

Meaningful Locations _____

Treasured Possessions The silver hip flask that saved his life: the English bullet is still lodged tightly in the metal.

Traits Dives for cover when hearing a loud noise (due to his war experience); a distinct thirst for knowledge.

Injuries & Scars _____

Phobias & Manias _____

Arcane Tomes, Spells & Artifacts _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level \$10.00

Cash \$62.00

Assets \$1,550

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**

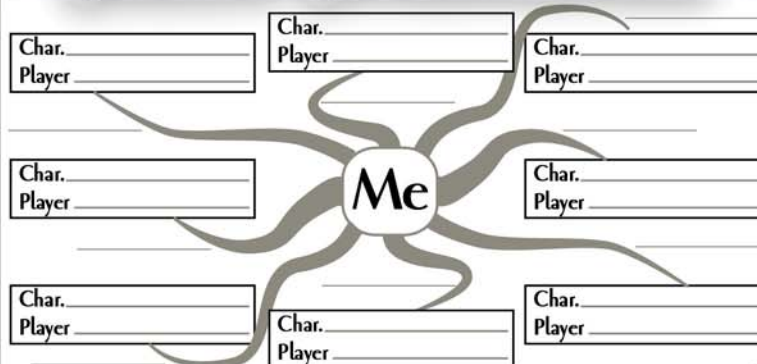
Reach 0 HP with Major Wound = **Dying**

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



Johan Braun

Johan's mother was a librarian and his father a language teacher, which may explain his great love of books and languages: throughout childhood, the young boy was surrounded with books on science, history, myths, and more. The top of his class, Johan pursued an academic career, reading languages and classics at the University of Würzburg in Bavaria. It was while teaching at his alma mater that the Great War broke out and Johan was called to serve on the Western Front. Surviving the horrors of the trenches, he left Europe as quickly as he could and headed to America to take up a post at the University of California in Berkeley. Despite a promising start, Johan never felt he fitted in with the American way of life and began to grow disillusioned with academia. He read with interest about the resurgence of archaeological digs taking place in the wake of the war, and discovered an article featuring an interview with a man called Augustus Larkin, who was proposing to mount an expedition into the interior of Peru to seek out a lost pyramid; the interview ended with Larkin calling for experts and adventurers to contact him. Wasting no time, Johan corresponded with Larkin and secured a place on the team; Larkin felt his knowledge of languages would prove useful. Larkin's last letter told Johan to meet him and the other expedition members in Lima.