

1920S ERA INVESTIGATOR

Name Madelyn Brown
 Player _____
 Occupation Anthropologist
 Age 29 Sex Female
 Residence Brisbane, Australia
 Birthplace Brisbane, Australia

CHARACTERISTICS

STR 50 25 10 DEX 60 30 12 INT 80 40 16
 CON 60 30 12 APP 65 32 13 POW 60 30 12
 SIZ 55 27 11 EDU 85 42 17 Move Rate 8 +1 -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 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

LUCK
 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

M12IP
 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%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%) <u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Fighting (Brawl) (25%) <u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Library Use (20%) <u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%) <u>30</u> <u>15</u> <u>6</u>	<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%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%) <u>55</u> <u>27</u> <u>11</u>
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%) <u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Survival (10%) Desert <u>30</u> <u>15</u> <u>6</u>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%) <u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%) <u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> History (05%) <u>60</u> <u>30</u> <u>12</u>	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%) <u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%) <u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Lore (Aus. Aborigine) <u>40</u> <u>20</u> <u>8</u>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) <u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/> *Aborigine Queensland
<input type="checkbox"/> Dodge (half DEX) <u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Alingith Dialect*	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Aboriginal English <u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Arapahoe <u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>
	<input type="checkbox"/> Language (Own) (EDU) <u>85</u> <u>42</u> <u>17</u>		<input type="checkbox"/>
	<input type="checkbox"/> English		<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	30	15	6	1d3 + db	-	1	-	-

COMBAT

Damage Bonus none
 Build 0
 Dodge 30 15 6

BACKSTORY

Personal Description White Australian, with dark-brown hair, fair skin, and green eyes.

Traits Ambitious and headstrong, she is determined to be one of the top female scholars in her field.



Ideology/Beliefs An unquenchable desire to learn and seek out knowledge.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions A battered old copy of Alice's Adventures in Wonderland.

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level \$10
Cash \$80
Assets \$2,000

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ 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**

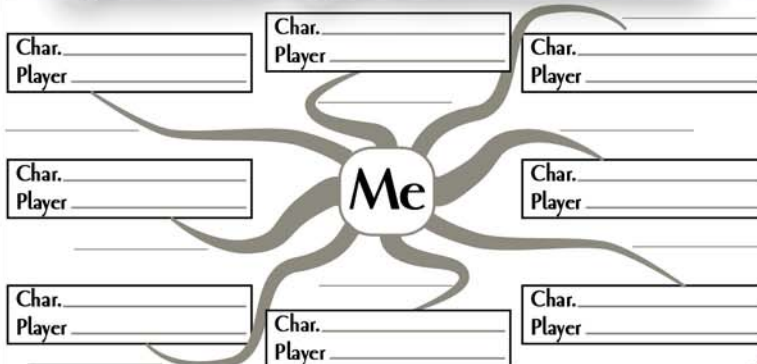
Reach 0 HP with Major Wound = **Dying**

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





Madelyn Brown

Madelyn grew up reading her father's history books, often lost in dreaming of exotic far-away places and strange people with even stranger customs. Madelyn grew up in the company of the Aboriginal Australians who would sometimes work or pass by her father's farm; she loved to spend time listening to their stories and learning about their culture, despite it being frowned upon by her family.

Her academic nature and love of learning meant that she did well at school, encouraged by both her family and her teachers. Madelyn discovered she could pursue her interest in foreign cultures through the science of anthropology and undertook the subject at university. Since graduation, she has been fortunate to take part in a small number of projects in Australia and also, more recently, in the United States spending time with the Arapahoe tribespeople of Wyoming. Unfortunately, what little funding she had been receiving dried up - so, when she heard that an expedition in Peru was looking for people, she jumped at the chance to see South American for herself. Having corresponded with the expedition's leader Augustus Larkin, she packed her bags and headed south with a smile upon her face.

