CALL of CTHULHU

1920S ERA INVESTIGATOR

Name Fr. Paul Kidner
Player Patrick Cuba
Occupation Clergy
Age 22 **Sex** Male
Residence
Birthplace Cattaraugus County, NY

CHARACTERISTICS

STR	65	32 / 13	**DEX**	40	20 / 8	**INT** Idea	60	30 / 12
CON	50	25 / 10	**APP**	70	35 / 14	**POW**	55	27 / 11
SIZ	40	20 / 8	**EDU** Know	60	30 / 12	**Move Rate**	8	+1 / -1

Major Wound ☐ **Max HP** 9
Temp. Insane ☐ **Indef. Insane** ☐   55   80

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

SANITY

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

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

MAGIC POINTS

Max MP 11

(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

Skill	Value	½ / ⅕
☐ Accounting (05%)	5	2 / 1
☐ Anthropology (01%)	51	25 / 10
☐ Appraise (05%)	40	20 / 8
☐ Archaeology (01%)	1	0 / 0
☐ Art / Craft (05%)	5	2 / 1
☐		
☐		
☐ Charm (15%)	75	37 / 15
☐ Climb (20%)	20	10 / 4
Credit Rating (00%)	30	15 / 6
Cthulhu Mythos (00%)	19	9 / 3
☐ Disguise (05%)	75	37 / 15
☑ Dodge (half DEX)	60	30 / 12
☐ Drive Auto (20%)	20	10 / 4
☐ Elec Repair (10%)	10	5 / 2

Skill	Value	½ / ⅕
☐ Fast Talk (05%)	76	38 / 15
☐ Fighting (Brawl) (25%)	25	12 / 5
☐		
☐ Firearms (Handgun) (20%)	20	10 / 4
☐ Firearms (Rifle/Shotgun) (25%)	37	18 / 7
☑ First Aid (30%)	45	22 / 9
☐ History (05%)	5	2 / 1
☐ Intimidate (15%)	15	7 / 3
☐ Jump (20%)	20	10 / 4
☐ Language (Other) (01%) Latin	26	13 / 5
☐		
☐ Language (Own) (EDU)	60	30 / 12

Skill	Value	½ / ⅕
☐ Law (05%)	5	2 / 1
☐ Library Use (20%)	20	10 / 4
☑ Listen (20%)	28	14 / 5
☐ Locksmith (01%)	1	0 / 0
☐ Mech. Repair (10%)	10	5 / 2
☐ Medicine (01%)	1	0 / 0
☐ Natural World (10%)	10	5 / 2
☐ Navigate (10%)	10	5 / 2
☐ Occult (05%)	5	2 / 1
☐ Op. Hv. Machine (01%)	1	0 / 0
☐ Persuade (10%)	10	5 / 2
☐ Pilot (01%)	1	0 / 0
☐ Psychology (10%)	66	33 / 13
☐ Psychoanalysis (01%)	1	0 / 0
☐ Ride (05%)	40	20 / 8

Skill	Value	½ / ⅕
☐ Science (01%) Biology (Farm)	21	10 / 4
☐		
☐		
☐ Sleight of Hand (10%)	10	5 / 2
☑ Spot Hidden (25%)	71	35 / 14
☐ Stealth (20%)	20	10 / 4
☐ Survival (10%) Temperate Forest	50	25 / 10
☐ Swim (20%)	20	10 / 4
☐ Throw (20%)	20	10 / 4
☐ Track (10%)	10	5 / 2
☐		
☐		
☐		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
9mm Revolver	20	10	4	1d10 + db	15 yards	2	6	00
Sawed off 2B	35	17	7	4d6/1d6	5/10 yards	1 or 2	2	00

COMBAT

Damage Bonus none
Build 0
Dodge 60 30 / 12

Backstory

Personal Description Small and distinctly unpunchable; pleasant and non-threatening. Brown hair, brown eyes, wiry build. Stronger than he looks, but he doesn't look strong.

Ideology/Beliefs Humans believe stronger than they know. Happiness is possible without a corresponding reality. The Story is more durable than the Truth.

Significant People Parents still living (Catherine, Thomas); sister Charlotte. People aren't really significant.

Meaningful Locations The Dairy in Cattaraugus County, NY. NYC (some place that is convenient is fine). Never been anywhere else.

Treasured Possessions It's just stuff.

Traits Studies people and their environments quickly. His flat look is a blank canvas for disguise. Amiable.

Injuries & Scars None. He is still young and lead a soft life, too small for truly hard labor and too pretty for dangerous work.

Phobias & Manias Evidence of Order in Chaos or some Intent on a large scale is disequilibrating. New subcultures are fascinating. Uncomfortable underground.

Arcane Tomes, Spells & Artifacts I don't think any of my stuff is magical, that would be weird. 1 hard success mu language research.

Encounters with Strange Entities
3x reanimated corpse (Dead Man's Stomp)
Portals (13)
Ghoul (1)
Lurker (4)

Gear & Possessions

Road map (NY state)
Clergy credentials
Bible
Bottle of wine
Cross on the chain
Casual clergy outfit
Leather service bag

offsite access to some assets like cheese, alcohol, and other consumables. Perhaps a truck or larger motor vehicle available and a horse unless the neighborhood doesn't support it.

Cash & Assets

Spending Level
Cash
Assets Probably a safe-house of some type. Maybe some affiliation with a church.

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail >skill	Regular ≤skill	Hard ½ skill	Extreme ⅕ skill	Critical 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 ≥ ½ 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

Archeologist
Char. Dr. William H. Hughes
Player Mark

Char. Max Vermogen
Player Matt

Char. Dead
Player Dave

Soldier
Char. Curtis Schiffy
Player Mike

Me

Char.
Player

Detective
Char.
Player

Priest-ish
Char. Fr. Paul Kidner
Player Patrick

Char. Richard P Lees
Player Christine