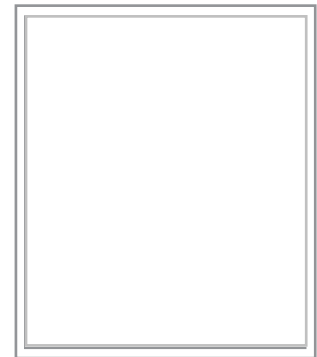


1920s ERA INVESTIGATOR

KEEPER COMPANION

Name Hugo Larkin Birthplace Boston Age 45
Occupation History Professor Residence Arkham Gender M



CHARACTERISTICS

	Regular	Hard	Extreme		Regular	Hard	Extreme		Maximum	Current
STR	55	27	11	SIZ	65	32	13	Hit Points	11	
CON	50	25	10	POW	50	25	10	Magic Points	10	
DEX	50	25	10	APP	40	20	8	Luck		
INT	70	35	14	EDU	93	46	18	Sanity	50	

IDEA KNOW

SANITY

HEALTH

☒ 99 Max Sanity ☐ Shock ☐ Changed ☐ Major Wound ☐ Unconscious ☐ Dying

SKILLS

	Regular	Hard	Extreme		Regular	Hard	Extreme		Regular	Hard	Extreme
☐ Accounting (05%)	5	2	1	☐ History (05%)	90	45	18	☐ Reassure (fifth APP)	20	10	4
☐ Archaeology (01%)	27	13	5	☐ Jump (20%)	20	10	4	☐ Christian Religion (10%)	15	7	3
☐ _____ (05%)				☐ Latin (01%)	41	20	8	☐ _____ (05%)			
☐ Art / Craft				☐ Arabic	21	10	4	☐ _____ (01%)			
☐ _____				☐ _____				☐ _____ (05%)			
☐ Climb (20%)	20	10	4	☐ English (EDU)	93	46	18	☐ _____ (01%)			
Credit Rating (00%)	40	20	8	☐ Law (05%)	25	12	5	☐ _____			
Cthulhu Mythos (00%)	0	0	0	☐ Library Use (20%)	80	40	16	☐ Sleight of Hand (10%)	55	27	11
☐ Dodge (half DEX)	45	22	9	☐ Listen (20%)	20	10	4	☐ Spot Hidden (25%)	25	12	5
☐ Drive Auto (20%)	20	10	4	☐ Locksmith (01%)	1	0	0	☐ Stealth (20%)	20	10	4
☐ Elec. Repair (10%)	10	5	2	☐ Mech. Repair (10%)	10	5	2	☐ Survival (10%)	10	5	2
☐ Fighting (Brawl) (25%)	40	20	8	☐ Medicine (01%)	1	0	0	☐ Swim (20%)	20	10	4
☐ _____				☐ Natural World (10%)	10	5	2	☐ Throw (20%)	35	17	7
☐ Fighting				☐ Navigate (10%)	20	10	4	☐ Track (10%)	10	5	2
☐ Firearms (Handgun) (20%)	20	10	4	☐ Occult (05%)	30	15	6	☐ _____			
☐ Firearms (Rifle/Shotgun) (25%)	25	12	5	☐ Persuade (10%)	30	15	6	☐ _____			
☐ _____				☐ Psychology (10%)	30	15	6	☐ _____			
☐ Firearms								☐ _____			
☐ First Aid (30%)	30	15	6					☐ _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	MvP
Brawl	40 20 8	1D3 + DB	1	-	-	-	6	6
Walking stick	40 20 8	1D4+DB	1	-	-	-	0	

Dodge

Regular	Hard	Extreme
45	22	9

Damage Bonus

0

MY STORY

You are a history professor at Miskatonic University. You live with your family, within walking distance of the university.

BACKSTORY

Description

You are a distinguished professor, and while you are not scruffy, you're a busy man, and sometimes forget to do things like brush your hair or straighten your tie.

Significant Person & Place

You family mean everything to you, especially your daughter, Martha, who is now following in her father's footsteps, studying history at university.

Fears

You don't like to admit it, but you avoid dark places.

Arcane Tomes & Spells

Personality

You pride yourself on being a logical thinker and are good at making connections that other people fail to spot. However, you are prone to acting in haste, and some even think of you as a risktaker.

Notable Items

Silver cigarette case, given to you on your fortieth birthday by your wife, Esme.

Injuries & Scars

Encounters with Strange Entities

GEAR & POSSESSIONS

Cigarette case, glasses, library card, notebook and pen.

WEALTH

Spending Level \$50

Cash \$300

Assets

\$30,000; family home with housekeeper.

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = 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 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll