

1920S ERA INVESTIGATOR

Name Zahra Mwangi
 Player Arky
 Occupation Occultist (Prophetess variant)
 Age 28 Sex Female
 Residence _____
 Birthplace Mombasa, Kenya

CHARACTERISTICS

STR 45 22.5 DEX 60 30 INT 75 37.5
 CON 50 25 APP 55 27.5 POW 80 40
 SIZ 40 20 EDU 85 42.5 Move 0 +1
 Rate -1



Major Wound	Max HP	00	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	80	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	

SANITY

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							

Max MP	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	

MAGIC POINTS

INVESTIGATOR SKILLS

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)		☐ Library Use (20%)	60 <u>30</u>	☐	
☐ Appraise (05%)		☐		☐ Listen (20%)	60 <u>30</u>	☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)	15 <u>7.5</u>	☐ Firearms (Handgun) (20%)	40 <u>20</u>	☐ Mech. Repair (10%)		☐ Spot Hidden (25%)	55 <u>27.5</u>
☐ Fortune telling	3	☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)		☐ Stealth (20%)	40 <u>20</u>
☐		☐		☐ Natural World (10%)	40 <u>20</u>	☐ Survival (10%)	
☐		☐		☐ Navigate (10%)		☐ Swim (20%)	
☐ Charm (15%)	45 <u>22.5</u>	☐ First Aid (30%)	50 <u>25</u>	☐ Occult (05%)	75 <u>37.5</u>	☐ Throw (20%)	
☐ Climb (20%)		☐ History (05%)	65 <u>32.5</u>	☐ Op. Hv. Machine (01%)		☐ Track (10%)	
Credit Rating (00%)	58 <u>29</u>	☐ Intimidate (15%)		☐ Persuade (10%)		☐	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Pilot (01%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%)	51 <u>25.5</u>	☐ Psychology (10%)	50 <u>25</u>	☐	
☐ Dodge (half DEX)		☐ English	10.2	☐ Psychoanalysis (01%)		☐	
☐ Drive Auto (20%)		☐ Arabic	41 <u>20.5</u>	☐ Ride (05%)		☐	
☐ Elec Repair (10%)		☐	8.2			☐	
		☐ Language (Own) (EDU)	85 <u>42.5</u>			☐	
		☐ Swahili	17			☐	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed				1d3 + db	-	1	-	-
Webley .38 Revolver	40	20	8	1d10	15 yards	1	6	99

COMBAT

Damage Bonus **none**

Build **0**

Dodge

BACKSTORY



Personal Description Wears elegant, black lace and furs. She has pale, intense unblinking eyes.

Traits _____

Ideology/Beliefs Believes the gods of the Mythos are ancient entities that local African legends warned against. She views her visions as a duty to protect humanity.

Injuries & Scars _____

Significant People Her grandmother, a tribal elder who taught her how to control her "sight" without going mad.

Phobias & Manias _____

Meaningful Locations The ruins of Gedi near Malindi, where she experienced her first terrifying cosmic vision.

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions A heavy, worn silver talisman engraved with protective Arabic and Swahili geometric wards.

Encounters with Strange Entities _____

GEAR & POSSESSIONS

<u>.38 calibre cartridges (25)</u>	<u>Box of lucifer matches</u>
<u>Engraved Silver Talisman</u>	<u>Canteen</u>
<u>Leather Journal</u>	<u>First aid kit</u>
<u>Fountain pen</u>	
<u>Cowrie Shells & divination bones</u>	
<u>Magnifying glass</u>	
<u>Pocket Translation guide</u>	
<u>Canvas satchel</u>	
<u>Kerosene lantern</u>	

CASH & ASSETS

Spending Level \$50
Cash \$290
Assets \$29,000

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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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

