

# WWII



Name: Cyril Boston-Flint Code Name: Spook  
 Sex: Male, Age: 22  
 Occupation: Parapsychologist  
 Colleges, Degrees: ?University? Pshychology degree.  
 2nd Lieutenant, British Army Signals  
 Birthplace: Gambia  
 Mental Disorders:

## Characteristics & Rolls

**STR 17 DEX 16 INT 15 Idea 75**  
**CON 17 APP 11 POW 15 Luck 75**  
**SIZ 16 SAN 85 EDU 16 Know 80**

99-Cthulhu Mythos: 99, Damage Bonus: +1D6, Move: 8, Armor: 0

WWII Investigator's Sheet

Player's Name: Steve Donohue

### Sanity Points: 85

Insane	0	1	2	3	4	5	6	7	8	9	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
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### Magic Points: 15

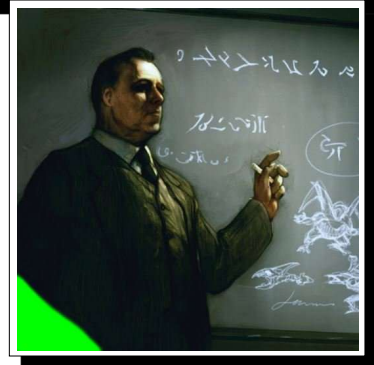
Unconscious	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43
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### Hit Points: 17

Dead	-2	-1	0	1	2	3	4	5	6	7	8	9	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
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## Investigator Skills

<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Intimidate (15%)	61%
<input type="checkbox"/> Aeronautical Systems (01%)	1%	<input type="checkbox"/> Italian (1%)	38%
<input type="checkbox"/> Anthropology (01%)	33%	<input type="checkbox"/> Jump (25%)	25%
<input type="checkbox"/> Archaeology (01%)	81%	<input type="checkbox"/> Jury Rig (25%)	25%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Latin (1%)	31%
<input type="checkbox"/> Astronomy (01%)	30%	<input type="checkbox"/> Law (05%)	5%
<input type="checkbox"/> Bargain (05%)	5%	<input type="checkbox"/> Library Use (25%)	89%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Listen (25%)	50%
<input type="checkbox"/> Charm (15%)	5%	<input type="checkbox"/> Locksmith (01%)	5%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Marathi (01%)	5%
<input type="checkbox"/> Climb (40%)	49%	<input type="checkbox"/> Martial Arts (01%)	1%
<input type="checkbox"/> Combat Engineer (15%)	15%	<input type="checkbox"/> Mechanical Repair (20%)	80%
<input type="checkbox"/> Command (05%)	8%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Comptography (01%)	1%	<input type="checkbox"/> Mi-Go (1%)	5%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Military Doctrine (05%)	25%
<input type="checkbox"/> Craft (05%)	5%	<input type="checkbox"/> Natural History (10%)	10%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Navigate (10%)	10%
<input type="checkbox"/> Cricket (25%)	33%	<input type="checkbox"/> Occult (05%)	78%
<input type="checkbox"/> Cryptography (01%)	53%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Damage Control (15%)	15%	<input type="checkbox"/> Own Language (EDU×5%)	80%
<input type="checkbox"/> Demolitions (01%)	1%	<input type="checkbox"/> Parachute (01%)	25%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Persuade (15%)	18%
<input type="checkbox"/> Diving (01%)	1%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Dodge (DEX×2%)	44%	<input type="checkbox"/> Photo-Interpretation (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	75%	<input type="checkbox"/> Photography (10%)	40%
<input type="checkbox"/> Drive Tracked (10%)	10%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	45%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> English (EDU×5%)	80%	<input type="checkbox"/> Pilot Multi-Prop (01%)	1%
<input type="checkbox"/> Espionage (01%)	1%	<input type="checkbox"/> Pilot Single-Prop (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Fieldcraft (05%)	5%	<input type="checkbox"/> Psychology (05%)	53%
<input type="checkbox"/> First Aid (30%)	73%	<input type="checkbox"/> Radio Operator (01%)	1%
<input type="checkbox"/> Folklore (05%)	58%	<input type="checkbox"/> Radio Operator (Sonar) (01%)	1%
<input type="checkbox"/> Forensics (05%)	5%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Forgery (01%)	1%	<input type="checkbox"/> Ride Motorcycle (15%)	30%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Rope Use (10%)	10%
<input type="checkbox"/> Hide (10%)	10%	<input type="checkbox"/> Russian (1%)	11%
<input type="checkbox"/> History (20%)	88%	<input type="checkbox"/> Sabotage (05%)	5%
<input type="checkbox"/> Institutional Lore (01%)	1%	<input type="checkbox"/> Scrounge (10%)	10%



### Combat Skills

<input type="checkbox"/> Close Combat (25%)	36%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Dodge (DEX×2%)	44%
<input type="checkbox"/> Fist/Punch (50%)	94%
<input type="checkbox"/> Handgun (20%)	70%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Knife (25%)	26%
<input type="checkbox"/> Machine Gun (15%)	16%
<input type="checkbox"/> Martial Arts (Boxing) (01%)	39%
<input type="checkbox"/> Rifle (25%)	78%
<input type="checkbox"/> Rifle Grenade (15%)	15%
<input type="checkbox"/> Shotgun (30%)	66%
<input type="checkbox"/> Submachine Gun (15%)	28%

## Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist (50)	94	1D3+1D6	1	touch	1	n/a	<input type="checkbox"/> .303 Lee-Enfield Mk...	78	2D6+4	00	110	1/2	10	12
<input type="checkbox"/> Grapple (25)	36	Special+1D6	1	touch	1	n/a	<input type="checkbox"/> Beretta M38	28	1d10	98	15	2 or...	10/2...	8
<input type="checkbox"/> Head (10)	36	1D4+1D6	1	touch	1	n/a	<input type="checkbox"/> Mauser C96 Black	70	1D8+2	97	30y	2	10	8
<input type="checkbox"/> Kick (25)	36	1D6+1D6	1	touch	1	n/a	<input type="checkbox"/> Sten Gun	28	1D10	98	30	2 or...	32	8
<input type="checkbox"/> Fairbairn-Sykes Knife	26	1D4+2+1D6	1	touch	1	12								
<input type="checkbox"/> Silver Phurba	26	1D4+2+1D6	1	touch	1	12								
<input type="checkbox"/> Totenmesser	26	1D4+1+1D6	1	touch	1	12								

## Luck: 75

1	2	3	4	5	6	7	8	9	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
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### Investigator Skills

<input type="checkbox"/> Ski (05%)	5%				<b>Combat Skills</b>
<input type="checkbox"/> Sneak (10%)	10%				
<input type="checkbox"/> Spanish (1%)	22%				
<input type="checkbox"/> Spot Hidden (25%)	62%				
<input type="checkbox"/> Spotter (05%)	5%				
<input type="checkbox"/> Surgery (01%)	1%				
<input type="checkbox"/> Survival (01%)	1%				
<input type="checkbox"/> Swim (25%)	91%				
<input type="checkbox"/> Tactics (01%)	21%				
<input type="checkbox"/> Teaching (46%)	46%				
<input type="checkbox"/> Telephony (01%)	1%				
<input type="checkbox"/> Theology (05%)	5%				
<input type="checkbox"/> Throw (25%)	70%				
<input type="checkbox"/> Track (10%)	10%				

### Weapons

<i>melee</i>	<i>%</i>	<i>damage</i>	<i>hnd</i>	<i>rng</i>	<i>#att</i>	<i>hp</i>	<i>firearm</i>	<i>%</i>	<i>damage</i>	<i>malf</i>	<i>rng</i>	<i>#att</i>	<i>shots</i>	<i>hp</i>

## Personal Data

Name: Cyril Boston-Flint  
 Residence:  
 Description: 6' 4", 15st 12lb, Right-handed.  
 Family & Friends:  
 Episodes of Insanity: Dreams entered by Chaugnar Faugn and Pachydermophobia, Oct 1940  
 Wounds & Injuries:  
 Marks & Scars: Mouth sealed up; re-opened in Gib hospital but still badly scarred. Big scar on chest from Mi-Go disintegration ray.  
 Shrapnel scars L Arm L Leg  
 Notes: Connections: Academics, clergymen, occultists, mathematicians, artists, archaeologists, museum staff, librarians, book and antiquities dealers.

## Investigator History

### Contacts

Charles Payne  
 Jamyang Tsering Lama  
 Lt Arthur Tenison  
 Subedar Indrajit Joshi  
 Lieutenant David Lethbridge-Stewart  
 Saint Joe  
 Lt. Col. Raymund "RJ" Maunsell  
 Maria Verletti  
 Inspector Mower  
 Miss Margaret Walsh  
 The docks were already a dangerous place without them. People were scared, and you were doing your best to keep out of the way, but one

day you ended up in the wrong street at the wrong time. They surrounded you, but when they looked in your eyes something happened. The leader whispered something, a strange curse by the sounds of things, and they ran! Now they're gone and people are whispering. What is in your eyes? Who were "they"? What was the curse?

## Income & Savings

Income: 5000  
 Cash on Hand: 3000  
 Savings: 2500  
 Personal Property: 20000, in £. For Dollars, x4  
 Real Estate: 140 lire e£75

## Adventuring Gear & Possessions

Item	Cost	
.303 Lee-Enfield MkIII (78%, 2D6+4)	50.00	Silvered 9mm Ammunition (x12) 0.00
36M Hand Grenade (Mills Bomb) (70%, 4D6/4y)	--	Sixpence of Purity 0.00
Beretta M38 (28%, 1d10)	--	Sten Gun (28%, 1D10) --
Cigars, 20	0.10	Tibetan Tea Bowl 0.00
Electric Torch	14.40	Water Bottle (2 pint) 0.89
Film, 24 exposures (x4)	1.52	
Hip Flask	1.69	
Kathak (prayer scarf)	0.00	
Light Globe	0.00	
Lighter	1.98	
Mauser C96 Black (70%, 1D8+2)	15.00	
Notebook and pencils	0.00	
Orichalum Paperweight	0.00	
Pocket Camera	16.15	
Rifle Grenade (Mills Bomb) (25%, 4D6/4y)	--	
Section M ID	0.00	
Silvered .303 ammunition (x12)	0.00	

## Mythos Tomes Read


## Magical Artifacts/Spells Known

Healing: Magic Points: 12, Sanity: 1, Casting Time: 2D6 rnds, Damage: 2D6 heal; Restores 2D6 hits  
 Create Gate: Costs POW perm; see chart  
 Prinn's Crux Ansata: Magic Points: 5 POW, Variable, Sanity: 1D6, Casting Time: 20-INT days/3 rnds, Damage: Dispel to home plane, Resistance: MP vs MP; Spend MP to banish as desired (5 MP bonus for creator of Crux)  
 Voorish Sign: Magic Points: 1, Sanity: 1; Adds 5% to mythos spells

## Entities Encountered

Entity	SAN Loss