

# WWII



Name: Jimmy Wispa Code Name: Birdie  
 Sex: Male, Age: 23  
 Occupation: Photojournalist & Signaller  
 Colleges, Degrees: 2nd Lieutenant, US Army,  
 Seconded to Majestic and thence Section M  
 Birthplace:  
 Mental Disorders: Bonus: Strong Stomach; no SAN  
 checks for gory things

## Characteristics & Rolls

**STR 7 DEX 10 INT 15 Idea 75**  
**CON 9 APP 10 POW 6 Luck 30**  
**SIZ 15 SAN 29 EDU 17 Know 85**

99-Cthulhu Mythos: 99, Damage Bonus: none, Move: 8, Armor: 0

## Sanity Points: 29

**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

## Magic Points: 6

**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

## Hit Points: 12

**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

WWII Investigator's Sheet

Player's Name: Arthur Hickey-Whitehead

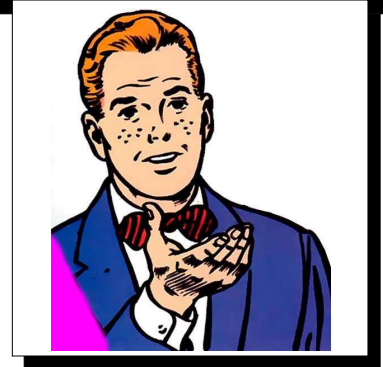


ACHTUNG! CTHULHU



## Investigator Skills

<input type="checkbox"/> Accounting (10%) 10%	<input type="checkbox"/> Institutional Lore (01%) 1%
<input type="checkbox"/> Aeronautical Systems (01%) 1%	<input type="checkbox"/> Intimidate (15%) 20%
<input type="checkbox"/> Anthropology (01%) 1%	<input type="checkbox"/> Italian (1%) 33%
<input type="checkbox"/> Arabic (1%) 36%	<input type="checkbox"/> Jump (25%) 35%
<input type="checkbox"/> Archaeology (01%) 1%	<input type="checkbox"/> Jury Rig (25%) 25%
<input type="checkbox"/> Art (05%) 5%	<input type="checkbox"/> Law (05%) 30%
<input type="checkbox"/> Astronomy (01%) 1%	<input type="checkbox"/> Library Use (25%) 25%
<input type="checkbox"/> Bargain (05%) 18%	<input type="checkbox"/> Listen (25%) 78%
<input type="checkbox"/> Biology (01%) 1%	<input type="checkbox"/> Locksmith (01%) 1%
<input type="checkbox"/> Charm (15%) 15%	<input type="checkbox"/> Martial Arts (01%) 1%
<input type="checkbox"/> Chemistry (01%) 1%	<input type="checkbox"/> Mechanical Repair (20%) 33%
<input type="checkbox"/> Climb (40%) 44%	<input type="checkbox"/> Medicine (05%) 5%
<input type="checkbox"/> Combat Engineer (15%) 15%	<input type="checkbox"/> Military Doctrine (05%) 5%
<input type="checkbox"/> Command (05%) 8%	<input type="checkbox"/> Natural History (10%) 10%
<input type="checkbox"/> Comptography (01%) 1%	<input type="checkbox"/> Navigate (10%) 13%
<input type="checkbox"/> Craft (05%) 5%	<input type="checkbox"/> Occult (05%) 15%
<input type="checkbox"/> Credit Rating (15%) 15%	<input type="checkbox"/> Operate Heavy Machine (01%) 25%
<input type="checkbox"/> Cricket (25%) 28%	<input type="checkbox"/> Other Language (01%) 1%
<input type="checkbox"/> Cryptography (01%) 1%	<input type="checkbox"/> Own Language (EDU×5%) 85%
<input type="checkbox"/> Cthulhu Mythos (00%) 0%	<input type="checkbox"/> Parachute (01%) 25%
<input type="checkbox"/> Damage Control (15%) 15%	<input type="checkbox"/> Persuade (15%) 73%
<input type="checkbox"/> Demolitions (01%) 1%	<input type="checkbox"/> Pharmacy (01%) 1%
<input type="checkbox"/> Disguise (01%) 1%	<input type="checkbox"/> Photo-Interpretation (01%) 28%
<input type="checkbox"/> Diving (01%) 1%	<input type="checkbox"/> Photography (10%) 94%
<input type="checkbox"/> Dodge (DEX×2%) 20%	<input type="checkbox"/> Physics (01%) 1%
<input type="checkbox"/> Drive Auto (20%) 45%	<input type="checkbox"/> Pilot Aircraft (01%) 1%
<input type="checkbox"/> Drive Tracked (10%) 10%	<input type="checkbox"/> Pilot Multi-Prop (01%) 1%
<input type="checkbox"/> Electrical Repair (10%) 29%	<input type="checkbox"/> Pilot Single-Prop (01%) 4%
<input type="checkbox"/> English (EDU×5%) 85%	<input type="checkbox"/> Psychoanalysis (01%) 1%
<input type="checkbox"/> Espionage (01%) 11%	<input type="checkbox"/> Psychology (05%) 5%
<input type="checkbox"/> Fast Talk (05%) 79%	<input type="checkbox"/> Radio Operator (01%) 58%
<input type="checkbox"/> Fieldcraft (05%) 15%	<input type="checkbox"/> Radio Operator (Sonar) (01%) 1%
<input type="checkbox"/> First Aid (30%) 30%	<input type="checkbox"/> Ride (05%) 5%
<input type="checkbox"/> Folklore (05%) 5%	<input type="checkbox"/> Ride Motorcycle (15%) 15%
<input type="checkbox"/> Forensics (05%) 5%	<input type="checkbox"/> Rope Use (10%) 10%
<input type="checkbox"/> Forgery (01%) 1%	<input type="checkbox"/> Sabotage (05%) 5%
<input type="checkbox"/> French (1%) 30%	<input type="checkbox"/> Scrounge (10%) 10%
<input type="checkbox"/> Geology (01%) 1%	<input type="checkbox"/> Ski (05%) 5%
<input type="checkbox"/> German (1%) 31%	<input type="checkbox"/> Spot Hidden (25%) 55%
<input type="checkbox"/> History (20%) 48%	<input type="checkbox"/> Spotter (05%) 5%



## Combat Skills

<input type="checkbox"/> Close Combat (25%) 65%
<input type="checkbox"/> Club (25%) 25%
<input type="checkbox"/> Fist/Punch (50%) 50%
<input type="checkbox"/> Handgun (20%) 20%
<input type="checkbox"/> Kick (25%) 25%
<input type="checkbox"/> Knife (25%) 25%
<input type="checkbox"/> Machine Gun (15%) 19%
<input type="checkbox"/> Rifle (25%) 41%
<input type="checkbox"/> Rifle Grenade (15%) 15%
<input type="checkbox"/> Shotgun (30%) 30%
<input type="checkbox"/> Submachine Gun (15%) 15%

## Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist (50)	65	1D3	1	touch	1	n/a	<input type="checkbox"/> Eastin-Bakhaus Arcl..	41	1D8+1*	85-00	20y	1	5	3
<input type="checkbox"/> Grapple (25)	65	Special	1	touch	1	n/a								
<input type="checkbox"/> Head (10)	65	1D4	1	touch	1	n/a								
<input type="checkbox"/> Kick (25)	65	1D6	1	touch	1	n/a								
<input type="checkbox"/> Totenmesser c	25	1D4+1	1	touch	1	12								

## Luck: 30

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



## Personal Data

Name: Jimmy Wispa  
 Residence:  
 Description: 6' 1", 192, RH  
 Family & Friends:  
 Episodes of Insanity: Dreams entered by Chaugnar Faugn, Oct 1940  
 Wounds & Injuries:  
 Marks & Scars:  
 Notes: Background seed slightly modified: "The ageing hotel was once a grand old dame in the 1920s, and it must have been quite a luxurious place to stay until those fatal events. Now it's run down and barely half of it is habitable. You were taking some pictures for a story on abandoned buildings when you came across the old ballroom. What did you see inside? What were the strange

inscriptions? Why will you never go back there again no matter how much they pay you?"  
 Likely contacts: Diplomats, foreign governments, hoteliers, military contacts, the news and/or newsreel industry, socialites. The Photojournalist will also have access to photographic and, potentially, film recording equipment.

## Investigator History

### Contacts

Miss Margaret Walsh  
 Jamyang Tsering Lama  
 Lt Arthur Tenison  
 Subedar Indrajit Joshi  
 Lieutenant David Lethbridge-Stewart  
 Lt. Col. Raymund "RJ" Maunsell  
 The ageing hotel was once a grand old dame in the 1920s, and it must have been quite a luxurious place to stay until those fatal events. Now it's run down and barely half of it is habitable. You were taking some pictures for a story on abandoned buildings when you came across the old ballroom. What did you see inside? What were the strange inscriptions? Why will you never go back there again no matter how

much they pay you?"

## Income & Savings

Income: 300  
 Cash on Hand: 150  
 Savings: 150  
 Personal Property: 1200, Amounts are in £,for \$ x4  
 Real Estate: e£75

## Adventuring Gear & Possessions

Item	Cost
Eastin-Bakhaus Arclight Rifle (41%, 1D8+1*)	50.00
Camera	0.00
Camera, Leica	0.00
Kathak (prayer scarf)	0.00
Tibetan Tea Bowl	0.00
Section M ID	0.00
Luk mik dzi	0.00

## Mythos Tomes Read


## Magical Artifacts/Spells Known


## Entities Encountered

Entity	SAN Loss