

WWII



Name: Joe Vandeleur Code Name: Bridgeman
 Sex: Male, Age: 21
 Occupation: Army SAS
 Colleges, Degrees: Captain, British Army. Use Enemy
 Weapons at no penalty
 Birthplace: Nowshera, India, 9/4/19
 Mental Disorders:

Characteristics & Rolls

STR 18 DEX 14 INT 14 Idea 70
CON 16 APP 16 POW 18 Luck 97
SIZ 16 SAN 84 EDU 15 Know 75

99-Cthulhu Mythos: 90, Damage Bonus: +1D6, Move: 8, Armor: 3

Sanity Points: 84

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: 18

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: 16

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: Allan Wiltshire



ACHTUNG! CTHULHU



Investigator Skills

<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> History (20%)	20%
<input type="checkbox"/> Aeronautical Systems (01%)	1%	<input type="checkbox"/> Institutional Lore (01%)	1%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Intimidate (15%)	41%
<input type="checkbox"/> Archaeology (01%)	8%	<input type="checkbox"/> Italian (1%)	32%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Jump (25%)	25%
<input type="checkbox"/> Astronomy (01%)	6%	<input type="checkbox"/> Jury Rig (25%)	31%
<input type="checkbox"/> Atlantean (0%)	28%	<input type="checkbox"/> Law (05%)	5%
<input type="checkbox"/> Bargain (05%)	5%	<input type="checkbox"/> Library Use (25%)	27%
<input type="checkbox"/> Biology (01%)	5%	<input type="checkbox"/> Listen (25%)	84%
<input type="checkbox"/> Charm (15%)	28%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Martial Arts (01%)	78%
<input type="checkbox"/> Climb (40%)	60%	<input type="checkbox"/> Mechanical Repair (20%)	38%
<input type="checkbox"/> Combat Engineer (15%)	21%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Command (05%)	49%	<input type="checkbox"/> Military Doctrine (05%)	15%
<input type="checkbox"/> Comptography (01%)	1%	<input type="checkbox"/> Natural History (10%)	10%
<input type="checkbox"/> Craft (05%)	5%	<input type="checkbox"/> Navigate (10%)	34%
<input type="checkbox"/> Credit Rating (15%)	20%	<input type="checkbox"/> Occult (05%)	39%
<input type="checkbox"/> Cricket (25%)	46%	<input type="checkbox"/> Operate Heavy Machine (01%)	27%
<input type="checkbox"/> Cryptography (01%)	1%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	9%	<input type="checkbox"/> Own Language (EDU×5%)	75%
<input type="checkbox"/> Damage Control (15%)	15%	<input type="checkbox"/> Parachute (01%)	31%
<input type="checkbox"/> Demolitions (01%)	80%	<input type="checkbox"/> Persuade (15%)	18%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Diving (01%)	1%	<input type="checkbox"/> Photo-Interpretation (01%)	1%
<input type="checkbox"/> Dodge (DEX×2%)	57%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Drive Auto (20%)	31%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Drive Tracked (10%)	55%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	22%	<input type="checkbox"/> Pilot Boat (01%)	34%
<input type="checkbox"/> English (EDU×5%)	75%	<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%)	6%
<input type="checkbox"/> Fieldcraft (05%)	96%	<input type="checkbox"/> Psychology (05%)	9%
<input type="checkbox"/> First Aid (30%)	54%	<input type="checkbox"/> Punjabi (1%)	20%
<input type="checkbox"/> Folklore (05%)	18%	<input type="checkbox"/> Radio Operator (01%)	30%
<input type="checkbox"/> Forensics (05%)	5%	<input type="checkbox"/> Radio Operator (Sonar) (01%)	1%
<input type="checkbox"/> Forgery (01%)	1%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Ride Motorcycle (15%)	34%
<input type="checkbox"/> German (1%)	87%	<input type="checkbox"/> Rope Use (10%)	20%
<input type="checkbox"/> Hide (10%)	15%	<input type="checkbox"/> Russian (1%)	14%
<input type="checkbox"/> Hindustani (1%)	8%	<input type="checkbox"/> Sabotage (05%)	27%



Combat Skills

<input type="checkbox"/> Artillery (Direct Fire) (01%)	6%
<input type="checkbox"/> Bow Combat (15%)	17%
<input type="checkbox"/> Close Combat (25%)	100%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Demolitions (01%)	80%
<input type="checkbox"/> Dodge (DEX×2%)	57%
<input type="checkbox"/> Fist/Punch (50%)	55%
<input type="checkbox"/> Grapple (25%)	34%
<input type="checkbox"/> Handgun (20%)	75%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Knife (25%)	25%
<input type="checkbox"/> Machine Gun (15%)	102%
<input type="checkbox"/> Martial Arts (01%)	78%
<input type="checkbox"/> Rifle (25%)	91%
<input type="checkbox"/> Rifle Grenade (15%)	19%
<input type="checkbox"/> Shotgun (30%)	41%
<input type="checkbox"/> Silent Kill (64%)	91%
<input type="checkbox"/> Submachine Gun (15%)	76%

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist (50)	100	1D3+1D6	1	touch	1	n/a	<input type="checkbox"/> .303 Lee-Enfield Mk...	91	2D6+4	00	110	1/2	10	12
<input type="checkbox"/> Grapple (25)	100	Special+1D6	1	touch	1	n/a	<input type="checkbox"/> 12-gauge Shotgun (2...	41	4D6/2D6/1D6	00	10/20/50	1 or...	2	12
<input type="checkbox"/> Head (10)	100	1D4+1D6	1	touch	1	n/a	<input type="checkbox"/> Bren Gun'	99	2D6+4	98	130y	1 or...	30/1...	12
<input type="checkbox"/> Kick (25)	100	1D6+1D6	1	touch	1	n/a	<input type="checkbox"/> M1 Garand Rifle	91	2D6+4	99	110	1	8	11
<input type="checkbox"/> Mclaggen-Peskett (blade)	99	1D4+1D6	1	touch	1	12	<input type="checkbox"/> M1911 A1	75	1D10	98	15y	2	13+1	8
<input type="checkbox"/> Mclaggen-Peskett (cosh)	99	1D8+1D6	1	touch	1	12	<input type="checkbox"/> Model P08 Luger 9...	75	1D10	97	15y	2	8	9
<input type="checkbox"/> Silver Phurba (c)	99	1D4+2+1D6	1	touch	1	12	<input type="checkbox"/> MP40 Schmeisser	76	1D10	98	30	2 or...	32	10
<input type="checkbox"/> Totenmesser c	99	1D4+1+1D6	1	touch	1	12	<input type="checkbox"/> Sten Gun	76	1D10	98	30	2 or...	32	8

Luck: 97

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: Joe Vandeleur	
Residence:	
Description: 6' 5", 16st 3lb, Left-handed.	
Family & Friends:	
Episodes of Insanity: Dreams entered by Chaugnar Faugn, Oct 1940	
Wounds & Injuries:	
Marks & Scars:	

Investigator History

Contacts	
Charles Payne	
Jamyang Tsering Lama	
Lt Arthur Tenison	
Subedar Indrajit Joshi	
Lieutenant David Lethbridge-Stewart	
Lt. Col. Raymund "RJ" Maunsell	
Inspector Mower	
Miss Margaret Walsh	
Giles Vandeleur	
Passed his physical top of the class, used as an example to others by the instructors. The guys in the armoured company told you the rumours. Of course you had to go and see for yourself. The tank was	still where they said they'd left it and, well, they knew when you returned what you had done. Needless to say they don't tease you any more. Why was the tank left where it was? What did you do? What strange dreams do you now have?

Income & Savings

Income: 1875
Cash on Hand: 1438
Savings: 938
Personal Property: 7500, Income etc is in £. Dollars is x4.
Real Estate: 200 lire, e£224
Retirement Fund (from Rhytons)

Adventuring Gear & Possessions

Item	Cost	Pago	0.00
.30-06 Gov't ammo (box of 100)	7.63	Black Sun Uniform Patch	0.00
.45 Automatic ammo (box of 100)	8.60	Bren Drum Magazine (x2)	0.00
.303 Lee-Enfield MkIV (91%, 2D6+4)	50.00	Bren Gun' (99%, 2D6+4)	--
.303 Silver Rounds (x6)	0.00	Cricket bat, ball, stumps	0.00
Gas Mask (German)	0.00	Explosives (lb) (x20)	0.00
9mm ammo (box of 150)	0.80	German Oberleutenant Uniform	12.50
Rubles (x50)	0.70	Kathak (prayer scarf)	0.00
9mm Silver Rounds (x6)	0.00	Light Globe	0.00
12-gauge Shell (box of 25) (x4)	4.72	Luk mik dzi	0.00
12-gauge Shotgun (2B) (41%, 4D6/2D6/1D6)	40.00	M1 Garand Rifle (91%, 2D6+4)	50.00
StG24 Stick Grenade x2 (90%, 5D6/2y)	--	M1911 A1 (75%, 1D10)	15.00
36M Hand Grenade (Mills Bomb) (90%, 4D6/4y)	--	MKIII Turtle GB/Canada Helmet (3 Armor)	--
Blauer Krystall gem in gold mount (x2)	0.00	Model P08 Luger 9mm (75%, 1D10)	75.00
Bowler Hat	8.95	MP40 Schmeisser (76%, 1D10)	--
Bren Banana Clips (x12)	0.00	Parachute	0.00
		Pipe	0.12
		Section M ID	0.00
		Silencer	0.00
		Sixpence of Purity	0.00

Mythos Tomes Read

Erlichmann's Journal: Weeks: 2;	
Sanity Loss: -; Cthulhu Mythos: +0;	
Language: German; Date: 1938;	
Author: Dr Botho Erlichmann; Sanity Lost: 0	

Magical Artifacts/Spells Known

Pose Mundane (Mask): Magic Points: 1/SIZ+1/rnd; 1 POW	
Summon/Bind Byakhee: Magic Points: 1/10% chance, Sanity: 1D3	
Create Gate: Costs POW perm; see chart	
Voorish Sign: Magic Points: 1, Sanity: 1; Adds 5% to mythos spells	
Healing: Magic Points: 12, Sanity: 1, Casting Time: 2D6 rnds, Damage: 2D6 heal; Restores 2D6 hits	

Entities Encountered

Entity	SAN Loss	

