Sheet	
Investigator's	Name: Ric Wiltshire
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Characteristics & Rolls

STR	13	DEX	13	INT	17	Idea	85
CON	17	APP	15	POW	13	Luck	65
SIZ	12	SAN	34	EDU	22	Know	99

99-Cthulhu Mythos: 65, Damage Bonus: +1D4, Move: 8, Armor: 0

Sanity Points: 34

 Insane 0
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Magic Points: 13

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Hit Points: 15

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Investigator Skills

[] Accounting (10%)	10%
Aeronautical Systems (01%)	1%
Anthropology (01%)	1%
Archaeology (01%)	94%
Art (05%)	5%
Astronomy (01%)	10%
Bargain (05%)	8%
	11%
[] Charm (15%)	34%
Chemistry (01%)	21%
Climb (40%)	44%
Combat Engineer (15%)	15%
Command (05%)	8%
Comptography (01%)	1%
Conceal (15%)	25%
Craft (05%)	5%
Credit Rating (15%)	18%
Cricket (25%)	26%
Cryptography (01%)	1%
Cthulhu Mythos (00%)	34%
Damage Control (15%)	15%
Demolitions (01%)	1%
Disguise (01%)	1%
Diving (01%)	1%
Dodge (DEX×2%)	74%
Drive Auto (20%)	20%
Drive Tracked (10%)	10%
Electrical Repair (10%)	10%
English (EDU×5%)	110%
Espionage (01%)	1%
Fast Talk (05%)	19%
Fieldcraft (05%)	5%
First Aid (30%)	59%
Folklore (05%)	61%
Forensics (05%)	5%
Forgery (01%)	1%
French' (EDU×3%)	78%
[] Geology (01%)	1%
Hide (10%)	14%
[] History (20%)	92%

[] Institutional Lore (01%)	1%
Intimidate (15%)	40%
[] Italian (1%)	32%
[] Jump (25%)	25%
Jury Rig (25%)	25%
[] Latin (1%)	31%
[] Law (05%)	5%
Library Use (25%)	76%
Listen (25%)	46%
Locksmith (01%)	1%
Martial Arts (01%)	1%
Mechanical Repair (20%)	20%
[] Medicine (05%)	47%
[] Mi-Go (1%)	5%
Military Doctrine (05%)	5%
Natural History (10%)	10%
Navigate (10%)	10%
Occult (05%)	70%
Operate Heavy Machine (01%)	25%
Operate Heavy Machine (01%) Other Language (01%)	1%
Own Language (EDU×5%)	110%
Parachute (01%)	25%
Persuade (15%)	31%
	1%
Photo-Interpretation (01%)	1%
Photography (10%)	10%
[] Physics (01%)	1%
Pilot Aircraft (01%)	1%
Pilot Multi-Prop (01%)	1%
Pilot Single-Prop (01%)	1%
Psychoanalysis (01%)	1%
Psychology (05%)	37%
Punjabi (1%)	2%
[] Radio Operator (01%)	5%
Radio Operator (01%) Radio Operator (Sonar) (01%)	1%
[] Ride (05%)	5%
Ride (05%) Ride Motorcycle (15%)	25%
	$\frac{2376}{10\%}$
Sabotage (05%)	5%
Sabotage (03%) Scrounge (10%)	10%
[] Scrounge (1070)	10/0



Combat Skills	
[] Bow Combat (15%)	18%
Close Combat (25%)	25%
[] Club (25%)	25%
Oodge (DEX×2%)	74%
Fist/Punch (50%)	55%
Handgun (20%)	69%
[] Kick (25%)	35%
[] Knife (25%)	30%
Machine Gun (15%)	19%
[] Rifle (25%)	25%
Rifle Grenade (15%)	15%
[] Shotgun (30%)	52%
Submachine Gun (15%)	15%



Weapons														
melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att s	shots	hp
[] Fist (50)	55	1D3+1D4	1	touch	1	n/a	[] 12-gauge Shotgun (2	. 52	4D6/1D6	00	5/10	1 or	2	14
Grapple (25)	25	Special+1D4	1	touch	1	n/a	MAS Modèle 1873	69	1D10	00	15y	2	6	10
[] Head (10)	25	1D4+1D4	1	touch	1	n/a	Sleeve Gun	69	1D8	00	3y	1	1	8
[] Kick (25)	35	1D6+1D4	1	touch	1	n/a								
Totenmesser	30	1D4+1+1D4	1	touch	1	12								
Silver Phurba	30	1D4+2+1D4	1	touch	1	12		_						
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				nvestig	ator	SKIII	S					
[] Ski (05%)	-)/										
Ski (05%) Sneak (10%)	26	<u>%</u>						Cor	mbat Skills			
	22	/0 —										
Spot Hidden (25%)	78	/0										
		%										
Surgery (01%)		/0						_				
Surgery (01%) Survival (01%)		%						_				
Swim (25%)	25	// —						_				
Tactics (01%)		/o						_				
Teaching (58%)	68	// —										
Telephony (01%)	68	// 0 —										
Telephony (01%) Theology (05%)		% —										
Throw (25%)	5 38	% —										
Track (10%)	10	// —										
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				We	apon	IS						
melee	% damage	hnd	rng	#att hp	f	îrearm		%	damage	malf	rng	#att shots hp
			-				-					

Pe	ersonal Data	
Name: Prof Marcus Brody		
Residence:		
Description: 5' 9", 11st 7lb, Right handed. 5' 9" 11st 7lb		
Family & Friends:		
Episodes of Insanity: 23/8/40 - mild hallucinations/delusions		
21/3/41 - paranoia, 1 day		
Wounds & Injuries:		
Marks & Scars: Shrapnel scars - chest, abdomen, R arm		
Notes: Likely Contacts: Academics, craftsmen, equipment suppl	iers,_	
engineers, archaeologists, museum staff, librarians, book and		
antiquities dealers.		
Inves	tigator History	
	•	
Contacts	should all be aspiring to. For some	
Charles Payne	and asked you to help catalogue his	
Jamyang Tsering Lama	someone obsessed with the strange	
Lt Arthur Tenison	the professor give you when you let	
Subedar Indrajit Joshi	about from an old scroll? What do	
Lieutenant David Lethbridge-Stewart	hiding?	, c. dillin die professor was
Lt. Col. Raymund "RJ" Maunsell	manig:	
Professor Victor Sells		
Miss Margaret Walsh		
Inspector Mower		
The professor's library was different to the college library, full of	of old_	
texts, many of them copies of even older books and scrolls.		
Sometimes he'd flash them around in class as examples of what	you	
•		
Income & Savings Income: 4065	Item Cost	
Cash on Hand: 2033	7 rounds of silver 9mm ammo 0.00	1D10) 15.00
Savings: 2033	12-gauge Shotgun (2B, sawed off)	Pipe and Tobacco 0.00
Personal Property: 16260, In £. For Dollars x4	(52%, 4D6/1D6)	
Real Estate: e£75	Archaeology tools 0.00 Backpack 7.45	
	Backpack 7.45 Blood Sample: Banitar Zilka (Cairo	Thermal Flask 0.24
	Fixer) 0.00	Tibetan Tea Bowl 0.00
	Blood Sample: Carlos Ortega (dig	Tomes on ancient civilisations, latin,
	foreman Makhren Jirma) 0.00	mathematics and modern
	Blood Sample: Omar (Cairo	history 5.00
Mythos Tomes Read	Mugger) 0.00	Tweed Jacket 5.95
wiythos Tomes Read	Complete published works of Sr	Zippo lighter 0.00
	Sabino Aloia 0.00	
	Deer-foot Hunting Knife 1.50	
	Electric Torch 0.00	
	Gold Pocket Watch (Gregory's) 32.50	
	Grapnel 0.00	
	Jack's Stuff - endless matches 0.00	
	Kathak (prayer scarf) 0.00	
	Light Globe 0.00 Luk mik dzi 0.00	
	Luk mik dzi 0.00	-
Magical Artifacts/Spells Known	Entities En	ıcountered
Detect Enchantment: Magic Points: 6,	Entity SAN Loss	
Sanity: 0	Entity SAIV LOSS	
Speak with the Eaters of Dead Flesh:		
Magic Points: 8, Sanity: 1D3		
Voorish Sign: Magic Points: 1, Sanity:		-
1; Adds 5% to mythos spells		
Face of the Dead: Magic Points: 1 per		-
2 SIZ, Sanity: 1d3, 1d3 for subject,		-
Casting Time: 5 mins		
Healing: Magic Points: 12, Sanity: 1,		
Casting Time: 2D6 rnds, Damage:		
2D6 heal; Restores 2D6 hits		
		-
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