

# 1920S ERA INVESTIGATOR

Name Hebeloma  
 Player Hebeloma  
 Occupation Librarian  
 Age 33 Sex Female  
 Residence Appomattox, Virginia  
 Birthplace Appalachia

# CHARACTERISTICS

STR **40**  $\frac{20}{8}$  DEX **65**  $\frac{32}{13}$  INT **80**  $\frac{40}{16}$   
 CON **50**  $\frac{25}{10}$  APP **70**  $\frac{35}{14}$  POW **90**  $\frac{45}{18}$   
 SIZ **55**  $\frac{27}{11}$  EDU **75**  $\frac{37}{15}$  Move Rate **8**  $\frac{+1}{-1}$



Major Wound  **M10IP**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	<b>10</b>	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane  Indef. Insane  **90** *Max*

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	<b>90</b>	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

LUCK

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	<b>60</b>	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

# CALL of CTHULHU

**M18IP**

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	<b>18</b>	19
20	21	22	23	24

Out of Luck 01 02 03 04 05 06 07

# INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input checked="" type="checkbox"/> Science (01%) Physics	21	$\frac{10}{4}$
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input checked="" type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)		
<input checked="" type="checkbox"/> Art/ Craft (05%) Literature	<input checked="" type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input checked="" type="checkbox"/> Spot Hidden (25%)	65	$\frac{32}{13}$
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)		
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)		
<input checked="" type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)		
<input type="checkbox"/> Climb (20%)	<input checked="" type="checkbox"/> History (05%)	<input checked="" type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)		
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Track (10%)		
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Disguise (05%)	<input checked="" type="checkbox"/> Language (Other) (01%) Arabic	<input type="checkbox"/> Pilot (01%)			
<input checked="" type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Elec Repair (10%)	<input checked="" type="checkbox"/> Language (Own) (EDU) English	<input type="checkbox"/> Ride (05%)			

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage 1d3 + db	Range	Attacks	Ammo	Malf.
Unarmed					-	1	-	-
.25 Derringer	60	30	12	1d6	3	1		100

# COMBAT

Damage Bonus **none**  
 Build **0**  
 Dodge **72**  $\frac{36}{14}$

# BACKSTORY



**Personal Description** height: 5' 2"  
 weight: 110 lbs; build: slender; hair: black;  
 eyes: dark brown; skin: olive;

**Traits** bibliophile; quirky; mild  
 perfectionist;

**Ideology/Beliefs** Hebeloma is a member of the  
 "Community of Librarians". As a registered  
 Librarian in good standing, she has access to  
 the Portable Library for research and travel.

**Injuries & Scars** Hebeloma does not share  
 information of this kind.

**Significant People** Like many librarians,  
 Hebeloma has a great respect for Chief  
 Librarian, Hong Samud. She is also friends with  
 the journalist, Otis Gardener.

**Phobias & Manias** Fear of ephemerality;

**Meaningful Locations** Wild, undeveloped  
 mountainous lands of Appalachia; Appomattox  
 Public Library; the Portable Library; Beirut

**Arcane Tomes, Spells & Artifacts** "A Fractured  
 Portrait of Iris"

**Treasured Possessions** her library card; her copy of  
 a the unpublished manuscript of "A Fractured  
 Portrait of Iris"

**Encounters with Strange Entities** Hong Samud;

## GEAR & POSSESSIONS

Library Card \_\_\_\_\_  
 Librarian's Satchel w/  
 extradimensional space \_\_\_\_\_  
 for 12 books (fireproof &  
 waterproof), contents \_\_\_\_\_  
 accessible only to owner \_\_\_\_\_

## CASH & ASSETS

Spending Level \$10  
 Cash \$60  
 Assets \$1500

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ 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  $\geq \frac{1}{2}$  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

