| [920S Name_Hazel Martin  | CHARACTERISTICS  |  |  |  |
|--|--|--|--|--|
| Player   |  |  |  |  |
| Occupation Occultist   |  |  |  |  |
| Age 22 Sex Female  | $ \begin{array}{c c} \hline \begin{array}{c c} \hline \hline \end{array} & \begin{array}{c c} \hline \end{array} & \begin{array}{c $ |  |  |  |
| Residence Boston   | SIZ $55 \frac{27}{11}$ EDU $80 \frac{40}{16}$ Move $7 \frac{11}{11}$   |  |  |  |
| Birthplace Salem   |  |  |  |  |
| Current HP Major Wound Ins   |  |  |  |  |
| Current HP  STALL of CTHULHU  Current Sanity  Current Sanity  Current Sanity  Current Sanity  Current Sanity  Current Sanity   |  |  |  |  |
| Luck Total Horror Role   | playing in the Worlds Current MP   |  |  |  |
|  | I.P. Lovecraft   |  |  |  |
|  |  |  |  |  |
| The state of the s | FIGATOR SKILLS  5 2 Science (01%)  1 0   |  |  |  |
| Accounting (05%) $5 \frac{2}{1}$   | $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$   |  |  |  |
|  | 10   |  |  |  |
| - 12 -   | 1 0 5 1 1 1 0 5 10 5   |  |  |  |
| 1 (6 5 ( 20)   | 20 10 G H J B (10°) [10 5] G S . HILL (10°) [5] 32   |  |  |  |
| F 2 Firearms   | 25 12  |  |  |  |
| None 5 1   | $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$   |  |  |  |
| TVOTIC   | $\begin{array}{c ccccccccccccccccccccccccccccccccccc$  |  |  |  |
|  | $70 \frac{35}{14}  \square  \text{Occult } (05\%) \qquad 75 \frac{37}{15}  \square  \text{Throw } (20\%) \qquad 20 \frac{10}{4}$   |  |  |  |
|  | $15$ $\frac{7}{3}$ $\square$ Op. Hv. Machine (01%) $1$ $\frac{0}{0}$ $\square$ Track (10%) $10$ $\frac{5}{2}$  |  |  |  |
|  | $20 \frac{10}{4}  \square  \text{Persuade (10\%)} \qquad \boxed{65 \frac{32}{13}}  \square  \underline{\text{None}} \qquad \boxed{1  0 }$  |  |  |  |
| Disguise (05%) $\boxed{5}$ $\boxed{\frac{2}{1}}$ $\boxed{\square}$ language (Other) (01%) None   | $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$   |  |  |  |
| $\square$ Dodge (half DEX) $25\frac{12}{5}$ $\square$ None   | $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$   |  |  |  |
| $\square$ Drive Auto (20%) $20\frac{10}{4}$ $\square$ None   | $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$   |  |  |  |
| Elec Repair (10%)  10 5  | $80_{16}^{40} \square \text{ Ride (05\%)} \qquad \boxed{5}_{1}^{2} \square \text{ None} \qquad \boxed{1}_{0}^{0}$  |  |  |  |
| WEAPO  |  |  |  |  |
| Weapon Regular Hard Extreme Damag<br>Unarmed 25 12 5 1d3 + 6   |  |  |  |  |
|  |  |  |  |  |
|  | Dodge 25 5   |  |  |  |
|  |  |  |  |  |

### BACKSTORY

Personal Description

Extremely pale, slightly gaunt, the least intimidating person you've seen in your life. She has wispy hair and round spectacles. Her wardrobe could be described as "sensible" if not "fashionable"



studious, determined, mousy, attentive



Ideology/Beliefs

There are dark forces that have surrouned humanity from the dawn of time. The study of these forces is a worthy pursuit, but only if that study is to protect your fellow man from the darkness.

Injuries & Scars

Hazel's left leg was broken as a child and never quite healed correctly. (Hazel doesn't currently remember, but it was injured during "the incident")

Significant People

William Akely - Grandfather (deceased) a mad old wizard with a deep desire for hazel to take up the family traditions.

Clarence and Ida (deceased) Martin - loving parents committed to keeping Hazel away from the occult.

Phobias & Manias Claustrophobia

(she was hiding in a dumbwaiter when she witnessed "the incident")

Meaningful Locations

Miskatonic University

Arcane Tomes, Spells & Artifacts
"Channel the Strength of the Opener of Ways"
Cost: 1d6 Sanity, variable magic

The caster causes a massive, invisible force to hit a single target. The caster must be able to see the target. The more magic spent, the more powerful the effect.

Treasured Possessions

3 leatherbound journals inherited from her grandfather A lucky ribbon

A small watch that had belonged to her mother.

Encounters with Strange Entities
As a very young child, hazel was witness to something she didn't quite understand and has since been the cause of her nightmares. This "incedent" was also the catalyst for her parents running away from their occult obsessed family in Vermont.

# CEAR & POSSESSIONS

| grandpa's journals        | her journal   |
|---------------------------|---------------|
| assorted scribal supplies | flashlight    |
| leather satchel           | sturdy boots  |
| leather gloves            | ball of twine |
| brown paper               |               |
|                           |               |
|                           |               |
|                           |               |
|                           |               |

# CASH & ASSETS

| Spending Level \$10.00 |   |
|------------------------|---|
| Cash \$48.00           |   |
| Assets \$1200.00       |   |
|                        |   |
|                        |   |
|                        |   |
|                        |   |
|                        | _ |
|                        |   |

### QUICK REFERENCE RULES

#### Skill & Characteristic Rolls

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  $\ge \frac{1}{2}$  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

| CharPlayer | Char. Player | CharPlayer      |
|------------|--------------|-----------------|
| CharPlayer | Me           | Char.<br>Player |
| CharPlayer | Char.        | CharPlayer      |