

1920s


Name Hazel Martin
Player _____
Occupation Occultist
Age 22 Sex Female
Residence Boston
Birthplace Salem

CHARACTERISTICS

STR

35

17

7

DEX

50

25

10

INT

75

37

15

CON

45

22

9

APP

45

22

9

POW

75

37

15

SIZ

55

27

11

EDU

80

40

16

Move Rate

7

+1

-1

HIT POINTS

Current HP

5

LUCK

Luck Total

55

75

85

Current Sanity

61

SANITY

Current MP

15

MAGIC POINTS

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

M10

Major Wound

Temp. Insane

Indef. Insane

M15

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	5	2	1	<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Science (01%)	1	0	0
<input type="checkbox"/> Anthropology (01%)	57	28	11	<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Library Use (20%)	55	27	11	<input type="checkbox"/> Astronomy	1	0	0
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Listen (20%)	60	30	12	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Archaeology (01%)	26	13	5	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Art / Craft (05%)	5	2	1	<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Spot Hidden (25%)	65	32	13
<input type="checkbox"/> None	5	2	1	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12	5	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> None	5	2	1	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> Survival (10%)	10	5	2
<input type="checkbox"/> Charm (15%)	55	27	11	<input type="checkbox"/> First Aid (30%)	50	25	10	<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> History (05%)	70	35	14	<input type="checkbox"/> Occult (05%)	75	37	15	<input type="checkbox"/> Throw (20%)	20	10	4
Credit Rating (00%)	24	12	4	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Op. Hv. Machine (01%)	1	0	0	<input type="checkbox"/> Track (10%)	10	5	2
Cthulhu Mythos (00%)	14	7	2	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Persuade (10%)	65	32	13	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Language (Other) (01%)	1	0	0	<input type="checkbox"/> Pilot (01%)	1	0	0	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Psychology (10%)	10	5	2	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0	<input type="checkbox"/> None	1	0	0
				<input type="checkbox"/> Language (Own) (EDU)	80	40	16	<input type="checkbox"/> Ride (05%)	5	2	1	<input type="checkbox"/> None	1	0	0
				English											

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus

none

Build

0

Dodge

25

12

5



studious, determined, mousy, attentive

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")

Probas & Marinas
Claustrophobia
(she was hiding in a dumbwaiter when she witnessed "the incident")

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 "incident" was also the catalyst for her parents running away from their occult obsessed family in Vermont.

<u>grandpa's journals</u>	<u>her journal</u>
<u>assorted scribal supplies</u>	<u>flashlight</u>
<u>leather satchel</u>	<u>sturdy boots</u>
<u>leather gloves</u>	<u>ball of twine</u>
<u>brown paper</u>	

[illegible]

Natural Heal rate (Major Wound): weekly healing roll

A spider map template for character analysis. The central circle contains the word "Me". Eight branches radiate from it, each ending in a box labeled "Char." and "Player".