WWII

Name: Anné Laurentine Code Name: Visage
Sex: Female, Age: 23
Occupation: Undercover agent/Sniper
Colleges, Degrees: Sous-Lieutenant in the Free French Army
Birthplace: Lyon, France 16/8/1917
Mental Disorders:

Characteristics & Rolls

STR	**13**	**DEX**	**18**	**INT**	**15**	**Idea**	**75**
CON	**12**	**APP**	**8**	**POW**	**13**	**Luck**	**65**
SIZ	**15**	**SAN**	**90**	**EDU**	**16**	**Know**	**80**

99-Cthulhu Mythos: 92, Damage Bonus: +1D4, Move: 8, Armor: 0

WWII Investigator's Sheet

Player's Name: Loz Horsefall

ACHTUNG! Cthulhu

Sanity Points: 90

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: 13

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: 14

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

Investigator Skills

[ ]	Accounting (10%)	10%
[ ]	Aeronautical Systems (01%)	1%
[ ]	Anthropology (01%)	1%
[ ]	Archaeology (01%)	8%
[ ]	Art (05%)	5%
[ ]	Astronomy (01%)	6%
[ ]	Atlantean (0%)	33%
[ ]	Bargain (05%)	45%
[ ]	Biology (01%)	1%
[ ]	Charm (15%)	45%
[ ]	Chemistry (01%)	1%
[ ]	Climb (40%)	60%
[ ]	Combat Engineer (15%)	15%
[ ]	Command (05%)	8%
[ ]	Comptography (01%)	1%
[ ]	Craft (05%)	5%
[ ]	Credit Rating (15%)	22%
[ ]	Cricket (25%)	40%
[ ]	Cryptography (01%)	1%
	Cthulhu Mythos (00%)	7%
[ ]	Damage Control (15%)	15%
[ ]	Demolitions (01%)	1%
[ ]	Disguise (01%)	31%
[ ]	Diving (01%)	1%
[ ]	Dodge (DEX×2%)	53%
[ ]	Drive Auto (20%)	25%
[ ]	Drive Tracked (10%)	10%
[ ]	Electrical Repair (10%)	10%
[ ]	English' (EDU×3%)	48%
[ ]	Espionage (01%)	40%
[ ]	Fast Talk (05%)	25%
[ ]	Fieldcraft (05%)	101%
[ ]	First Aid (30%)	50%
[ ]	Folklore (05%)	5%
[ ]	Forensics (05%)	5%
[ ]	Forgery (01%)	1%
[ ]	French (EDU×5%)	80%
[ ]	Geology (01%)	1%
[ ]	German (1%)	69%
[ ]	History (20%)	20%
[ ]	Institutional Lore (01%)	1%
[ ]	Intimidate (15%)	36%
[ ]	Italian (1%)	27%
[ ]	Jump (25%)	25%
[ ]	Jury Rig (25%)	25%
[ ]	Law (05%)	5%
[ ]	Library Use (25%)	31%
[ ]	Listen (25%)	70%
[ ]	Locksmith (01%)	1%
[ ]	Marathi (1%)	8%
[ ]	Martial Arts (01%)	1%
[ ]	Mechanical Repair (20%)	26%
[ ]	Medicine (05%)	5%
[ ]	Military Doctrine (05%)	9%
[ ]	Natural History (10%)	10%
[ ]	Navigate (10%)	10%
[ ]	Occult (05%)	31%
[ ]	Operate Heavy Machine (01%)	25%
[ ]	Other Language (01%)	1%
[ ]	Own Language (EDU×5%)	80%
[ ]	Parachute (01%)	29%
[ ]	Persuade (15%)	15%
[ ]	Pharmacy (01%)	1%
[ ]	Photo-Interpretation (01%)	1%
[ ]	Photography (10%)	14%
[ ]	Physics (01%)	1%
[ ]	Pilot Aircraft (01%)	1%
[ ]	Pilot Multi-Prop (01%)	1%
[ ]	Pilot Single-Prop (01%)	1%
[ ]	Psychoanalysis (01%)	1%
[ ]	Psychology (05%)	15%
[ ]	Radio Operator (01%)	1%
[ ]	Radio Operator (Sonar) (01%)	1%
[ ]	Ride (05%)	5%
[ ]	Ride Motorcycle (15%)	25%
[ ]	Rope Use (10%)	10%
[ ]	Sabotage (05%)	85%
[ ]	Scrounge (10%)	10%
[ ]	Ski (05%)	5%
[ ]	Spanish (1%)	13%

Combat Skills

[ ]	Bow Combat (15%)	25%
[ ]	Close Combat (25%)	64%
[ ]	Club (25%)	25%
[ ]	Dodge (DEX×2%)	53%
[ ]	Fist/Punch (50%)	65%
[ ]	Grapple (25%)	74%
[ ]	Handgun (20%)	76%
[ ]	Heavy Weapons (Machine Gun) (01%)	19%
[ ]	Kick (25%)	25%
[ ]	Knife (25%)	25%
[ ]	Machine Gun (15%)	15%
[ ]	Rifle (25%)	109%
[ ]	Rifle Grenade (15%)	15%
[ ]	Shotgun (30%)	30%
[ ]	Submachine Gun (15%)	15%

Weapons

	melee	*%*	*damage*	*hnd*	*rng*	*#att*	*hp*
[ ]	Fist (50)	65	1D3+1D4	1	touch	1	n/a
[ ]	Grapple (25)	74	Special+1D4	1	touch	1	n/a
[ ]	Head (10)	64	1D4+1D4	1	touch	1	n/a
[ ]	Kick (25)	64	1D6+1D4	1	touch	1	n/a
[ ]	Elephant Goad	90	stun 2D10 mins	1	1/2 DEX'	1	4
[ ]	Indian Shortbow	25	1D6+1+1D4	1	short	2	5
[ ]	Silver Phurba (c)	64	1D4+2+1D4	1	touch	1	12
[ ]	Totenmesser c	64	1D4+1+1D4	1	touch	1	12

	firearm	*%*	*damage*	*malf*	*rng*	*#att*	*shots*	*hp*
[ ]	Boys Anti-Tank Rifle	99	2D6+4, ignor...	98-00	100y	1	5	10
[ ]	Eastin-Bakhaus Arcl...	99	1D8+1*	85-00	20y	1	5	3
[ ]	L'Etranger (MAS M...	99	2D6+4	00	220	1/2	5	11
[ ]	MAS Modèle 1873 ...	76	1D10	00	15y	2	6	10
[ ]	Mauser C96 Black	76	1D8+2	97	30y	2	10	8
[ ]	Elephant Gun (2B)	99	3D6+4	00	100	1 or...	2	12
[ ]	M1 Garand Rifle	99	2D6+4	99	110	1	8	11

CALL OF CTHULHU® is the registered trademark of Chaosium Inc.

Investigator Skills

[ ]	Spot Hidden (25%)	107%
[ ]	Spotter (05%)	5%
[ ]	Surgery (01%)	1%
[ ]	Survival (01%)	1%
[ ]	Swim (25%)	25%
[ ]	Tactics (01%)	10%
[ ]	Teaching (46%)	46%
[ ]	Telephony (01%)	1%
[ ]	Theology (05%)	5%
[ ]	Throw (25%)	45%
[ ]	Track (10%)	10%

Combat Skills

Weapons

melee	*%*	*damage*	*hnd*	*rng*	*#att*	*hp*	*firearm*	*%*	*damage*	*malf*	*rng*	*#att*	*shots*	*hp*

Personal Data

Name: Anné Laurentine
Residence:
Description: 6' 3", 14st 7lb, Alias Jane Noe. Righthanded.
Family & Friends:
Episodes of Insanity:
Wounds & Injuries: Severe facial scarring
Marks & Scars: Dreams entered by Chaugnar Faugn, Oct 1940
Notes: Connecttions: Criminals, diplomats, expatriates, informants, local businessmen, military.

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

The map was in the book of children's tales your mother read to you at night. She would talk about wondrous distant lands and point them out on the map. Her eyes as she described these far-off vistas always made you sad, but it seemed to make her happier telling those tales so you listened and remembered. When she died you vowed to find this land but every time you tried to look at the map on your own, the details seemed to shift and move. One day you know you'll figure out the mystery. What might you need to read the map? Why did she describe the place with such sadness? What might it cost you to travel to this place?

Income & Savings

Income: 1125
Cash on Hand: 563
Savings: 563
Personal Property: 4500, This is £; for Dollars, x4
Real Estate:

Mythos Tomes Read

Adventuring Gear & Possessions

Item	Cost
36M Hand Grenade (Mills Bomb) (45%, 4D6/4y)	--
Bertrand Lane's Diary	0.00
Boys Anti-Tank Rifle (99%, 2D6+4, ignore armour)	--
Chocolate	0.00
Eastin-Bakhaus Arclight Rifle (99%, 1D8+1*)	50.00
Explosives (lb) (×20)	0.00
Fishing Rod Bag	16.00
Heavy overcoat	20.00
Kathak (prayer scarf)	0.00
L'Etranger (MAS Modèle 1936 Sniper Rifle) (99%, 2D6+4)	50.00
Leather Handbag of Holding	4.98
MAS Modèle 1873 Revolver (76%, 1D10)	15.00
Mauser C96 Black (76%, 1D8+2)	15.00
Notepad	0.20
Section M ID	0.00
Elephant Gun (2B) (99%, 3D6+4)	400.00
M1 Garand Rifle (99%, 2D6+4)	50.00
Silvered .303 Ammunition (×12)	0.00
Solar Topee pith helmet	0.45
Suitcase (15 lbs.)	9.95
Tibetan Tea Bowl	0.00
Travel Warrant (Bishop's Stortford)	0.00

Magical Artifacts/Spells Known

Pose Mundane (Mask): Magic Points: 1/SIZ+1/rnd; 1 POW
Brew Dream Drug: Magic Points: 4, Sanity: 2, Casting Time: 5 hours
Bless: Magic Points: 10, Sanity: 1D6, Casting Time: Instantaneous, Damage: 1/1D6 to subject, Notes: Either +5 on a stat for 24 hrs or bonus die on a skill for 24 hours
Voorish Sign: Magic Points: 1, Sanity: 1; Adds 5% to mythos spells
Summon/Bind Byakhee: Magic Points: 1/10% chance, Sanity: 1D3
Healing: Magic Points: 12, Sanity: 1, Casting Time: 2D6 rnds, Damage: 2D6 heal; Restores 2D6 hits

Entities Encountered

Entity	SAN Loss