WWII

Name: Gregory Snickers Code Name: Matchbox
Sex: Male, Age: 14
Occupation: Criminal Kid
Colleges, Degrees: Nobody's Fool: Fast Talk and Persuade against you are always Difficult.
Birthplace:
Mental Disorders:

Characteristics & Rolls

STR	13	DEX	11	INT	18	Idea	90
CON	14	APP	12	POW	12	Luck	60
SIZ	15	SAN	64	EDU	8	Know	40

99-Cthulhu Mythos: 94, Damage Bonus: +1D4, Move: 8, Armor: 0

WWII Investigator's Sheet
Player's Name: Arthur Whitehead

Sanity Points: 64

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: 12

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: 15

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

Skill	%		Skill	%
[ ] Accounting (10%)	10%		[ ] Italian (1%)	31%
[ ] Aeronautical Systems (01%)	1%		[ ] Jump (25%)	25%
[ ] Anthropology (01%)	1%		[ ] Jury Rig (25%)	25%
[ ] Archaeology (01%)	1%		[ ] Law (05%)	5%
[ ] Art (05%)	5%		[ ] Library Use (25%)	25%
[ ] Astronomy (01%)	1%		[ ] Listen (25%)	25%
[ ] Bargain (05%)	5%		[ ] Locksmith (01%)	13%
[ ] Biology (01%)	1%		[ ] Martial Arts (01%)	31%
[ ] Charm (15%)	25%		[ ] Mechanical Repair (20%)	20%
[ ] Chemistry (01%)	1%		[ ] Medicine (05%)	5%
[ ] Climb (40%)	90%		[ ] Military Doctrine (05%)	11%
[ ] Combat Engineer (15%)	15%		[ ] Natural History (10%)	10%
[ ] Command (05%)	5%		[ ] Navigate (10%)	40%
[ ] Comptography (01%)	1%		[ ] Occult (05%)	6%
[ ] Conceal (15%)	15%		[ ] Operate Heavy Machine (01%)	1%
[ ] Craft (05%)	5%		[ ] Other Language (01%)	1%
[ ] Credit Rating (15%)	15%		[ ] Own Language (EDU×5%)	40%
[ ] Cryptography (01%)	1%		[ ] Parachute (01%)	25%
[ ] Cthulhu Mythos (00%)	5%		[ ] Persuade (15%)	15%
[ ] Damage Control (15%)	15%		[ ] Pharmacy (01%)	1%
[ ] Demolitions (01%)	1%		[ ] Photo-Interpretation (01%)	1%
[ ] Disguise (01%)	1%		[ ] Photography (10%)	10%
[ ] Diving (01%)	1%		[ ] Physics (01%)	1%
[ ] Dodge (DEX×2%)	22%		[ ] Pilot Aircraft (01%)	1%
[ ] Drive Auto (20%)	20%		[ ] Pilot Multi-Prop (01%)	1%
[ ] Drive Tracked (10%)	10%		[ ] Pilot Single-Prop (01%)	1%
[ ] Electrical Repair (10%)	10%		[ ] Psychoanalysis (01%)	1%
[ ] Espionage (01%)	1%		[ ] Psychology (05%)	5%
[ ] Fast Talk (05%)	5%		[ ] Radio Operator (01%)	1%
[ ] Fieldcraft (05%)	5%		[ ] Radio Operator (Sonar) (01%)	1%
[ ] First Aid (30%)	30%		[ ] Ride (05%)	5%
[ ] Folklore (05%)	5%		[ ] Ride Motorcycle (15%)	15%
[ ] Forensics (05%)	5%		[ ] Rope Use (10%)	10%
[ ] Forgery (01%)	1%		[ ] Sabotage (05%)	5%
[ ] Geology (01%)	1%		[ ] Scrounge (10%)	10%
[ ] Hide (10%)	10%		[ ] Ski (05%)	5%
[ ] History (20%)	20%		[ ] Sneak (10%)	15%
[ ] Hypnosis (05%)	80%		[ ] Spot Hidden (25%)	50%
[ ] Institutional Lore (01%)	1%		[ ] Spotter (05%)	5%
[ ] Intimidate (15%)	25%		[ ] Surgery (01%)	1%

Combat Skills

Skill	%
[ ] Close Combat (25%)	25%
[ ] Club (25%)	25%
[ ] Fist/Punch (50%)	60%
[ ] Handgun (20%)	95%
[ ] Kick (25%)	25%
[ ] Knife (25%)	25%
[ ] Machine Gun (15%)	15%
[ ] Martial Arts (01%)	31%
[ ] Rifle (25%)	25%
[ ] Rifle Grenade (15%)	15%
[ ] Shotgun (30%)	30%
[ ] Submachine Gun (15%)	15%

Weapons

melee	%	damage	hnd	rng	#att	hp		firearm	%	damage	malf	rng	#att	shots	hp
[ ] Fist (50)	60	1D3+1D4	1	touch	1	n/a		[ ] Nicholas Smarties (...	95	1D10+2	98	15y	1	7	8
[ ] Grapple (25)	25	special	2	touch	1	n/a									
[ ] Head (10)	10	1D4+1D4	0	touch	1	n/a									
[ ] Kick (25)	25	1D6+1D4	0	touch	1	n/a									

Investigator Skills

[ ]	Survival (01%)	1%
[ ]	Swim (25%)	25%
[ ]	Tactics (01%)	1%
[ ]	Telephony (01%)	1%
[ ]	Theology (05%)	5%
[ ]	Throw (25%)	25%
[ ]	Track (10%)	10%

Combat Skills

Weapons

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

Personal Data

Name: Gregory Snickers

Residence:

Description: Right-handed. A slightly chubby, acne-dotted
14-year-old boy.

Family & Friends:

Episodes of Insanity: Pyromania (set fire to pet dog Muffin), Amnesia
(possibly chemical), criminal tendencies

Wounds & Injuries:

Marks & Scars: Shrapnel scars Right Leg, Chest 2 places, Right
Arm

Investigator History

Contacts

Prof Richard Deadman

Inspector Mower

Miss Margaret Walsh

There's an old ruin in the garden, impossibly old. Sometimes you heard voices from the garden, from the stones themselves. Once, as you foolishly explored at night, following a childish whim, it was as if the voices surrounded you, speaking strange phrases which burned into your memory. What happened that night in the garden? Why did the voices call you? What will you know when you finally discover the language they spoke?

He was on a school trip, and unwisely ate a sweet offered to him by a strange man. This triggered a series of visions, including one he is convinced shows his own death as an old man, on fire in the middle of a fancy party. When he awoke, Gregory was in the middle of a battlefield in Poland, completely naked apart from some fluffy socks (which he still has). He slunk into the slums of Gdansk and spent his time tricking or hypnotizing people into giving him their food and belongings before being discovered by Prof. Richard Deadman and recruited to Section M.

Income & Savings

Income:

Cash on Hand: 2300

Savings:

Personal Property: , In £; x4 for Dollars. No income as such.

Real Estate:

Mythos Tomes Read

Adventuring Gear & Possessions

Item	Cost
Nicholas Smarties (Browning Hi-Power) (95%, 1D10+2)	15.00
Sixpence of Purity	0.00
Medical kit (Easy)	12.50
Section M ID	0.00

Magical Artifacts/Spells Known

Entities Encountered

Entity	SAN Loss