

# Dawn's Cal of Cthulhu



Investigator Name **Henry Bones**  
 Occupation **Archaeologist**  
 Colleges, Degrees **Princeton Archaeology PhD**  
 Birthplace **Boston, MA**  
 Mental Disorders **opium addiction**  
 Sex **Male**    Age **26**    Move **8**

CHARACTERISTICS & ROLLS							
STR	10	DEX	12	INT	14	Idea	70
CON	16	APP	12	POW	10	Luck	50
SIZ	10	SAN	50	EDU	14	Know	70
99-Cthulhu Mythos			94	Damage Bonus		+0	

SANITY POINTS																
Dead	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							
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 *										
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		
<input type="checkbox"/>	Accounting (10%)	
<input type="checkbox"/>	Anthropology (01%)	60
<input type="checkbox"/>	Archaeology (01%)	80
<input type="checkbox"/>	Area Knowledge (25%)	
<input type="checkbox"/>	Art / Craft (05%)	
<input type="checkbox"/>	Astronomy (01%)	
<input type="checkbox"/>	Bargain (05%)	
<input type="checkbox"/>	Biology (01%)	
<input type="checkbox"/>	Chemistry (01%)	
<input type="checkbox"/>	Climb (20%)	
<input type="checkbox"/>	Conceal (15%)	33
<input type="checkbox"/>	Craft (05%)	
<input type="checkbox"/>	Credit Rating (00%)	20
<input type="checkbox"/>	Cthulhu Mythos (00%)	5
<input type="checkbox"/>	Disguise (01%)	
<input type="checkbox"/>	Dodge (DEX+2%)	50
<input type="checkbox"/>	Drive Auto (20%)	25
<input type="checkbox"/>	Elec. Repair (10%)	
<input type="checkbox"/>	Fast Talk (05%)	20
<input type="checkbox"/>	First Aid (30%)	
<input type="checkbox"/>	Geology (01%)	
<input type="checkbox"/>	Hide(10%)	
<input type="checkbox"/>	History (20%)	
<input type="checkbox"/>	Jump (25%)	
<input type="checkbox"/>	Law (05%)	
<input type="checkbox"/>	Library Use (25%)	75
<input type="checkbox"/>	Listen (25%)	
<input type="checkbox"/>	Locksmith (01%)	
<input type="checkbox"/>	Martial Arts (01%)	50
<input type="checkbox"/>	Mech. Repair (20%)	
<input type="checkbox"/>	Medicine (05%)	
<input type="checkbox"/>	Natural History (10%)	
<input type="checkbox"/>	Navigate (10%)	
<input type="checkbox"/>	Occult (05%)	
<input type="checkbox"/>	Op. Hv. Machine (01%)	
<input type="checkbox"/>	Other Language (01%)	
<input type="checkbox"/>	Chinese	10
<input type="checkbox"/>	Ancient Egyptian	10
<input type="checkbox"/>	Aramaic	20
<input type="checkbox"/>	Latin	25
<input type="checkbox"/>	Own Language (EDUx5%)	
<input type="checkbox"/>	English	70
<input type="checkbox"/>	Persuade (15%)	
<input type="checkbox"/>	Pharmacy (01%)	
<input type="checkbox"/>	Photography (10%)	
<input type="checkbox"/>	Physics (01%)	
<input type="checkbox"/>	Pilot (01%)	30
<input type="checkbox"/>	Psychoanalysis (01%)	
<input type="checkbox"/>	Psychology (05%)	
<input type="checkbox"/>	Ride (05%)	
<input type="checkbox"/>	Sneak (10%)	
<input type="checkbox"/>	Spot Hidden (25%)	50
<input type="checkbox"/>	Swim (25%)	
<input type="checkbox"/>	Throw (25%)	
<input type="checkbox"/>	Track (10%)	
<input type="checkbox"/>	<b>Firearms</b>	
<input type="checkbox"/>	Handgun (20%)	80
<input type="checkbox"/>	Machine Gun (15%)	
<input type="checkbox"/>	Rifle (25%)	
<input type="checkbox"/>	Shotgun (30%)	
<input type="checkbox"/>	SMG (15%)	



## WEAPONS

melee	% damage	hnd	rng	#att	hp	firearm	% damage	malf	rng	#att	shots	hp
Fist (50%)	50	1D3	1 touch	1	n/a	.38 Revolver	80	1D10	00 15	2	6/6	10
Grapple (25%)	25	special	2 touch	1	n/a	12-gauge Shotgun (28 sawed, off)	0	4D6/1D6	00 5/10	1 or 2	2	14
Head (10%)	10	1D4	0 touch	1	n/a	.303 Lee-Enfield	0	2D6+4	00 110	½	10	12
Kick (25%)	25	1D6	0 touch	1	n/a	Thompson	0	1D10+2	96 20	1 or burst	20/30/50	8
Switchblade	25	1D4	1 touch	1	9	.30 Browning M1917A1, belt fed	0	2D6+3	96 150	burst	250	12

# Dawn's Call of Cthulhu

## PERSONAL DATA

Investigator Name <b>Dr. Henry Bones</b>	Episodes of Insanity
Residence <b>Shanghai</b>	
Personal Description <b>American professor of archaeology from Princeton. (Actually, a tomb raider trying to make name for myself.</b>	Wounds & Injuries
	Marks & Scars <b>none yet</b>
Family & Friends <b>Victor's Team</b>	

## INVESTIGATOR HISTORY

Oct. 1928 (52y): acquired possession of the White Tiger of the West, which was soon stolen by Roy Loo (Four Seas gang).

## INCOME & SAVING

Income **Stugline**  
Cash on Hand **\$55**  
Savings **\$0**  
Personal Property **Nothing too unusual**  
  
Real Estate **I'm staying with Victor Sassoon until I wear out my welcome**

## ADVENTURE GEAR & POSSESSIONS

38 Revolver                      \$25              CoC6:64

## MYTHOS TOMES READ

None to date

## SIGNIFICANT PEOPLE

Victor Sassoon (NPC) — 44 year old patron  
Henry Bones PhD. (Joy) — archaeologist, 26y  
Stella Densmore (Bob) — debutant, 20y  
Dr. Dermet "Mac"atter (Jay) — Irish, medical, 31y  
Amos O'Leary (Rob) — Irish mobster, 28 y  
"Bette" Shen (Michelle) — Chinese, concierge, 30y  
Frederick Snellenberg (Joy) — friend/enforcer, 49y  
Carlton Trusk (Russell) — old architect, 38y

## MAGICAL ARTIFACTS/SPELLS KNOWN

Artifacts **None yet.**                      Spells **None yet.**