

I tid och otid – ett rollspelsscenario

Information

- "Nu fick jag ett ping igen... Kom och gräv!"
- "På väg, men hur länge ska vi hålla på? Det börjar bli mörkt."
- "Det finns ficklampor. Jag tror det här kan vara ett fynd."
- "Det trodde du förra och förrförra gången också. Tre kapsyler och en spik."
- "I absolut värsta fall gör vi naturen lite renare."

Kom och var en i en grupp modiga skattletare i Rantzaus spår. Kom och gräv i naturen i Sommenbygden. Upplev det mörka Småland och fly i panik från lovecraftianska monster.

Ett Call of Cthulhu-scenario för fem spelare.

Färdiga karaktärer.

Inga förkunskaper krävs,
Scenariot tar 3-5 timmar att spela.

Anmälan på plats.

<https://www.youtube.com/watch?v=VrNt43FuBzs>

https://www.google.com/search?q=the+silver+key&tbm=isch&source=univ&sa=X&ved=2ahUKEwj9jGPsuvhAhVhyqYKhc_QBCMQsAR6BAglEAE&biw=1366&bih=625#imgrc=r77j4t7C3FJPzM:

<https://www.google.com/search?q=Umr+at-Tawil&oq=Umr+at-Tawil&aqs=chrome..69i57j0l4.952j0j7&sourceid=chrome&ie=UTF-8>

https://en.wikipedia.org/wiki/Through_the_Gates_of_the_Silver_Key

https://sv.wikipedia.org/wiki/Cornelis_ver_Weiden

https://sv.wikipedia.org/wiki/Sveriges_riksregalier

https://sv.wikipedia.org/wiki/Erik_XIV

https://sv.wikipedia.org/wiki/Rantzaus_r%C3%A4nk

https://sv.wikipedia.org/wiki/Daniel_Rantzau

Karakläder

Peter Gyllbrandt – brackig historiestuderande, gruppens ledare

Lisa Poppel – kanotist, överlevnadsivrare, prepper, Peters flickvän

Wayne Karnacki – Amerikansk utbytesstudent, bodybuilder, extremturist

Bo Peter Björklund – 10 år äldre än alla andra. Youtuber. Energisk filmare

Eskil Vargtand Olsson – ockultist, wildcard, spökletare

Louise Hilmersson – kompis till Lisa, paleo-dietist, hållbarhetsfan

Tobias Hed – skattletande bibliokarie

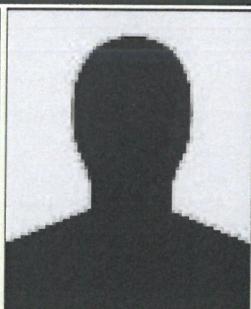
Team index: i tid och otid										
Namn	Roll	Jobb	Beskrivning	Quirk	Stats	Skills	Friend 1	Friend 2	Frenemy	
Peter Gyllbrandt	Leader	historiestuderande	brackig skattletare	kan inte erkänna fel	app, edu	history	Lisa	Wayne	Tobias	
Lisa Poppel	Lancer	målare/dekoratör	kanotist, överlevnadsivrare, prepper, Peters flickvän	perfektionist	con	survival	Peter	Louise	Eskil	
Wayne Karnacki	Big Guy	amerikansk utbytesstudent inom nationalekonomi	bodybuilder, extremturist	mörkrädd	str, siz	accounting	Peter	Bo		
Tobias Hed	Smart guy	bibliotikarie	skattletare, arkeologi-intesserad	envis, petig	int ,edu	arkeologi, library use	Eskil	Bo		
Bo Peter Björklund	The Old Guy	youtuber	10 år äldre än alla andra, energisk filmare	babblar och tappar tråden	dex	art/craft film, computer use	Wayne	Tobias	Peter	
Louise Hilmersson	The Young Guy	sociologistuderande	kompis till Lisa, äter paleodiet, hållbarhetsfan	snäll och välmenande mot alla	pow	anthropology	Lisa			
Eskil Vargtand Olsson	The Funny Guy	trädgårdsmästare	ockultist, wildcard, spöketare	långa konstpauser under vilka han zonar ut. stirrande blick.	pow	occult	Tobias	Lisa		

Modern Era Investigator

Name Bo Peter Björklund
 Player _____
 Occupation Artist
 Age 41 Sex Male
 Residence Bankeryd
 Birthplace Norrahammar

Characteristics

STR	65	32	DEX	70	35	INT	70	35
	13	13		14	14	Idea	14	14
CON	50	25	APP	45	22	POW	40	20
	10	10		9	9		8	8
SIZ	70	35	EDU	64	32	Move Rate	7	
	14	14		12	12			



Major Wound	12	Minor Wound	1
Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane	Indef. Insane	40	99	Insane	01	02	03	04	05	06	07	SANITY
08	09	10	11	12	13	14	15	16	17	18	19	30
31	32	33	34	35	36	37	38	39	40	41	42	53
54	55	56	57	58	59	60	61	62	63	64	65	76
77	78	79	80	81	82	83	84	85	86	87	88	99

CALL of CTHULHU

LUCK	8	Out of Luck	01	02	03	04	05	06	07	MAGICK POINTS
08	09	10	11	12	13	14	15	16	17	00
31	32	33	34	35	36	37	38	39	40	01
54	55	56	57	58	59	60	61	62	63	02
77	78	79	80	81	82	83	84	85	86	03
										04
										05
										06
										07

Skills

<input type="checkbox"/> Accounting [05%]	5	2	<input type="checkbox"/> Elec Repair [10%]	10	5	<input type="checkbox"/> Language [Own] (EDU)	50	25	<input type="checkbox"/> Science [01%]	1	0
<input type="checkbox"/> Anthropology [01%]	6	3	<input type="checkbox"/> Electronics [01%]	1	0	<input type="checkbox"/> Law [05%]	10	5	<input type="checkbox"/> Swedish	None	None
<input type="checkbox"/> Appraise [05%]	5	2	<input type="checkbox"/> Fast Talk [05%]	69	34	<input type="checkbox"/> Library Use [20%]	40	20	<input type="checkbox"/> None	None	None
<input type="checkbox"/> Archaeology [01%]	6	3	<input type="checkbox"/> Fighting [Brawl] [25%]	30	15	<input type="checkbox"/> Listen [25%]	20	10	<input type="checkbox"/> None	None	None
<input type="checkbox"/> Art / Craft [05%]	70	35	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Locksmith [01%]	1	0	<input type="checkbox"/> Sleight of Hand [10%]	10	5
<input type="checkbox"/> Filming & editing	14		<input type="checkbox"/> None	1	0	<input type="checkbox"/> Mech. Repair [10%]	10	5	<input type="checkbox"/> Spot Hidden [25%]	45	22
<input type="checkbox"/> None	5	2	<input type="checkbox"/> None	20	10	<input type="checkbox"/> Medicine [01%]	1	0	<input type="checkbox"/> Stealth [20%]	35	17
<input type="checkbox"/> None	5	2	<input type="checkbox"/> Firearms (Handgun) [20%]	25	12	<input type="checkbox"/> Natural World [10%]	20	10	<input type="checkbox"/> Survival [10%]	10	5
<input type="checkbox"/> Charm [15%]	15	7	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	5	0	<input type="checkbox"/> Navigate [10%]	10	5	<input type="checkbox"/> Swim [20%]	20	10
<input type="checkbox"/> Climb [20%]	20	10	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Occult [05%]	5	2	<input type="checkbox"/> Throw [20%]	20	10
<input type="checkbox"/> Computer Use [05%]	35	7	<input type="checkbox"/> First Aid [30%]	35	17	<input type="checkbox"/> Op. Hv. Machine [01%]	1	0	<input type="checkbox"/> Track [10%]	10	5
Credit Rating [00%]	9	4	<input type="checkbox"/> History [05%]	25	12	<input type="checkbox"/> Persuade [10%]	15	7	<input type="checkbox"/> None	1	0
Cthulhu Mythos [00%]	0	0	<input type="checkbox"/> Intimidate [15%]	35	17	<input type="checkbox"/> Pilot [01%]	1	0	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Disguise [05%]	5	2	<input type="checkbox"/> Jump [20%]	20	10	<input type="checkbox"/> Psychology [10%]	35	17	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Dodge [half DEX]	35	7	<input type="checkbox"/> Language [Other] [01%]	61	30	<input type="checkbox"/> Psychoanalysis [01%]	1	0	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Drive Auto [20%]	25	12	<input type="checkbox"/> English	1	0						
	5	5									

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	30	15	6	1d3 + db	-	1	-	-

Combat

Damage Bonus	+1d4
Build	+1
Dodge	35

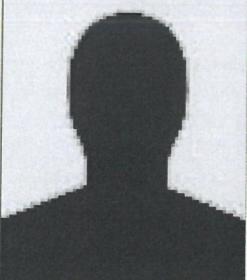


Modern Era Investigator

Name Eskil Vargtand Olsson
 Player _____
 Occupation Occultist
 Age 23 Sex Male
 Residence Vetlanda
 Birthplace Nässjö

Characteristics

STR	50	25	DEX	75	37	INT	60	30
	10			15		Idea	12	
CON	30	15	APP	60	30	POW	90	45
	6			12			18	
SIZ	70	35	EDU	75	37	Move Rate	8	
	14			15				



Major Wound	10
Dying	00
Unconscious	03 04 05
06 07 08 09 10	
11 12 13 14 15	
16 17 18 19 20	

Temp Insane

Indef. Insane

90 99

Insane 01 02 03 04 05 06 07

SANITY

08 09 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

CALL of CTHULHU

18

LUCK	08 09 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

Out of Luck 01 02 03 04 05 06 07

00 01 02 03 04 05 06 07

MAGIC POINTS

Skills

<input type="checkbox"/> Accounting [05%]	5 2	<input type="checkbox"/> Elec Repair [10%]	10 5	<input type="checkbox"/> Language [Own] (EDU)	75 37	<input type="checkbox"/> Science [01%]	21 10
<input type="checkbox"/> Anthropology [01%]	21 10	<input type="checkbox"/> Electronics [01%]	1 0	<input type="checkbox"/> English	15 15	<input type="checkbox"/> Astronomy	21 4
<input type="checkbox"/> Appraise [05%]	5 2	<input type="checkbox"/> Fast Talk [05%]	30 15	<input type="checkbox"/> Law [05%]	5 2	<input type="checkbox"/> None	1 0
<input type="checkbox"/> Archaeology [01%]	1 0	<input type="checkbox"/> Fighting [Brawl] [25%]	35 17	<input type="checkbox"/> Library Use [20%]	45 22	<input type="checkbox"/> None	1 0
<input type="checkbox"/> Art / Craft [05%]	5 2	<input type="checkbox"/> None	1 0	<input type="checkbox"/> Listen [25%]	35 17	<input type="checkbox"/> Sleight of Hand [10%]	10 5
<input type="checkbox"/> None	5 1	<input type="checkbox"/> None	1 0	<input type="checkbox"/> Locksmith [01%]	1 0	<input type="checkbox"/> Spot Hidden [25%]	25 12
<input type="checkbox"/> None	5 2	<input type="checkbox"/> Firearms [Handgun] [20%]	20 10	<input type="checkbox"/> Mech. Repair [10%]	10 5	<input type="checkbox"/> Stealth [20%]	20 10
<input type="checkbox"/> Charm [15%]	15 7	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	25 12	<input type="checkbox"/> Medicine [01%]	1 0	<input type="checkbox"/> Survival [10%]	10 5
<input type="checkbox"/> Climb [20%]	20 10	<input type="checkbox"/> None	1 0	<input type="checkbox"/> Natural World [10%]	10 5	<input type="checkbox"/> Swim [20%]	20 10
<input type="checkbox"/> Computer Use [05%]	40 20	<input type="checkbox"/> First Aid [30%]	30 15	<input type="checkbox"/> Navigate [10%]	10 5	<input type="checkbox"/> Throw [20%]	20 10
Credit Rating [00%]	9 4	<input type="checkbox"/> History [05%]	30 15	<input type="checkbox"/> Occult [05%]	85 42	<input type="checkbox"/> Track [10%]	10 5
Cthulhu Mythos [00%]	0 0	<input type="checkbox"/> Intimidate [15%]	15 7	<input type="checkbox"/> Op. Hv. Machine [01%]	1 0	<input type="checkbox"/> None	1 0
<input type="checkbox"/> Disguise [05%]	5 2	<input type="checkbox"/> Jump [20%]	20 10	<input type="checkbox"/> Persuade [10%]	45 23	<input type="checkbox"/> None	1 0
<input type="checkbox"/> Dodge [half DEX]	62 31	<input type="checkbox"/> Language [Other] [01%]	66 33	<input type="checkbox"/> Pilot [01%]	1 0	<input type="checkbox"/> None	1 0
<input type="checkbox"/> Drive Auto [20%]	30 15	<input type="checkbox"/> English	1 0	<input type="checkbox"/> Psychology [10%]	30 15	<input type="checkbox"/> None	1 0
	6	<input type="checkbox"/> None	1 0	<input type="checkbox"/> Psychoanalysis [01%]	1 0	<input type="checkbox"/> None	1 0

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	35	17	7	1d3 + db	-	1	-	-

Combat

Damage Bonus	none
Build	0
Dodge	62 31

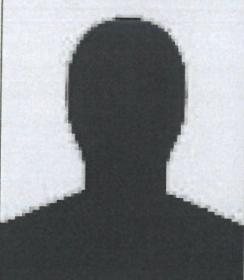


Modern Era Investigator

Name Lisa Poppel
 Player _____
 Occupation Outdoorsman/woman
 Age 24 Sex Female
 Residence Jönköping
 Birthplace Jönköping

Characteristics

STR	45	22	9	DEX	45	22	9	INT	75	37	15
CON	85	42	17	APP	45	22	9	POW	40	20	8
SIZ	75	37	15	EDU	50	25	10	Move Rate	7		



Major Wound	16	HP
Dying	00	01 02
Unconscious	03	04 05
06	07	08 09 10
11	12	13 14 15
16	17	18 19 20

Temp. Insane	Indef. Insane	40	99	Insane	01	02	03	04	05	06	07	SANITY
08	09	10	11	12	13	14	15	16	17	18	19	20
31	32	33	34	35	36	37	38	39	40	41	42	43
54	55	56	57	58	59	60	61	62	63	64	65	66
77	78	79	80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99			

CALL of CTHULHU

LUCK	16	HP																				
08	09	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

Skills

<input type="checkbox"/> Accounting [05%]	5	2	<input type="checkbox"/> Elec Repair [10%]	10	5	<input type="checkbox"/> Language [Own] (EDU)	50	25	<input type="checkbox"/> Science [01%]	1	0
<input type="checkbox"/> Anthropology [01%]	1	0	<input type="checkbox"/> Electronics [01%]	1	0	<input type="checkbox"/> Swedish	50	10	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Appraise [05%]	5	1	<input type="checkbox"/> Fast Talk [05%]	5	2	<input type="checkbox"/> Law [05%]	5	2	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Archaeology [01%]	1	0	<input type="checkbox"/> Fighting [Brawl] [25%]	35	17	<input type="checkbox"/> Library Use [20%]	20	10	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Art / Craft [05%] Interior decorating	45	22	<input type="checkbox"/> None	16	8	<input type="checkbox"/> Listen [25%]	20	10	<input type="checkbox"/> Sleight of Hand [10%]	10	5
<input type="checkbox"/> None	5	2	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Locksmith [01%]	1	0	<input type="checkbox"/> Spot Hidden [25%]	45	22
<input type="checkbox"/> None	5	1	<input type="checkbox"/> Firearms [Handgun] [20%]	20	10	<input type="checkbox"/> Mech. Repair [10%]	10	5	<input type="checkbox"/> Stealth [20%]	20	10
<input type="checkbox"/> Charm [15%]	15	7	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	25	12	<input type="checkbox"/> Medicine [01%]	1	0	<input type="checkbox"/> Survival [10%] temperate	70	35
<input type="checkbox"/> Climb [20%]	40	20	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Natural World [10%]	30	15	<input type="checkbox"/> Swim [20%]	40	20
<input type="checkbox"/> Computer Use [05%]	5	2	<input type="checkbox"/> First Aid [30%]	50	25	<input type="checkbox"/> Navigate [10%]	55	27	<input type="checkbox"/> Throw [20%]	20	10
Credit Rating [00%]	10	5	<input type="checkbox"/> History [05%]	5	2	<input type="checkbox"/> Occult [05%]	5	2	<input type="checkbox"/> Track [10%]	50	25
Cthulhu Mythos [00%]	0	0	<input type="checkbox"/> Intimidate [15%]	15	7	<input type="checkbox"/> Op. Hy. Machine [01%]	1	0	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Disguise [05%]	5	2	<input type="checkbox"/> Jump [20%]	25	12	<input type="checkbox"/> Persuade [10%]	10	5	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Dodge [half DEX]	27	13	<input type="checkbox"/> Language [Other] [01%] None	1	0	<input type="checkbox"/> Pilot [01%] Boat	6	3	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Drive Auto [20%]	25	12	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Psychology [10%]	10	5	<input type="checkbox"/> None	1	0
						<input type="checkbox"/> Psychoanalysis [01%]	1	0	<input type="checkbox"/> None	1	0

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	35	17	7	1d3 + db	-	1	-	-

Combat

Damage Bonus	none
Build	0
Dodge	27



Modern Era Investigator

Name Louise Hilmersson
 Player _____
 Occupation Dilettante
 Age 22 Sex Female
 Residence Jönköping
 Birthplace Jönköping

Characteristics

STR	45	22	DEX	45	22	INT	50	25
		9			9	Idea	10	
CON	80	40	APP	45	22	POW	75	37
		16			9		15	
SIZ	65	32	EDU	83	41	Move Rate	7	
		13			16			



Major Wound	14	Temp. Insane	Indef. Insane
Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19
			20

Major Wound	14	Temp. Insane	Indef. Insane	75	99	Insane	01	02	03	04	05	06	07	SANITY								
08	09	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

CALL of CTHULHU

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
LUCK	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

15

MAGIC POINTS	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	20	21	22	23	24	25	26	27	28	29	30

Skills

<input type="checkbox"/> Accounting [05%]	5	2	<input type="checkbox"/> Elec Repair [10%]	10	5	<input type="checkbox"/> Language [Own] (EDU)	75	37	<input type="checkbox"/> Science [01%]	1	0
<input type="checkbox"/> Anthropology [01%]	51	25	<input type="checkbox"/> Electronics [01%]	1	0	<input type="checkbox"/> Law [05%]	5	2	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Appraise [05%]	5	2	<input type="checkbox"/> Fast Talk [05%]	15	7	<input type="checkbox"/> Library Use [20%]	50	25	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Archaeology [01%]	16	8	<input type="checkbox"/> Fighting [Brawl] [25%]	25	12	<input type="checkbox"/> Listen [25%]	20	10	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Art / Craft [05%] drawing	25	12	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Locksmith [01%]	1	0	<input type="checkbox"/> Sleight of Hand [10%]	10	5
<input type="checkbox"/> None	5	2	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Mech. Repair [10%]	10	5	<input type="checkbox"/> Spot Hidden [25%]	25	12
<input type="checkbox"/> Charm [15%]	60	30	<input type="checkbox"/> Firearms [Handgun] [20%]	20	10	<input type="checkbox"/> Medicine [01%]	1	0	<input type="checkbox"/> Stealth [20%]	20	10
<input type="checkbox"/> Climb [20%]	20	10	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	25	12	<input type="checkbox"/> Natural World [10%]	10	5	<input type="checkbox"/> Survival [10%] None	10	5
<input type="checkbox"/> Computer Use [05%]	30	15	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Navigate [10%]	10	5	<input type="checkbox"/> Swim [20%]	20	10
Credit Rating [00%]	51	25	<input type="checkbox"/> First Aid [30%]	50	25	<input type="checkbox"/> Occult [05%]	20	10	<input type="checkbox"/> Throw [20%]	20	10
Cthulhu Mythos [00%]	0	0	<input type="checkbox"/> History [05%]	25	5	<input type="checkbox"/> Op. Hv. Machine [01%]	1	0	<input type="checkbox"/> Track [10%]	10	5
<input type="checkbox"/> Disguise [05%]	5	2	<input type="checkbox"/> Intimidate [15%]	15	7	<input type="checkbox"/> Persuade [10%]	10	5	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Dodge [half DEX]	22	11	<input type="checkbox"/> Jump [20%]	20	4	<input type="checkbox"/> Pilot [01%] None	1	0	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Drive Auto [20%]	25	12	<input type="checkbox"/> Language [Other] [01%] English	46	23	<input type="checkbox"/> Psychology [10%]	10	5	<input type="checkbox"/> None	1	0
			<input type="checkbox"/> Finnish	6	3	<input type="checkbox"/> Psychoanalysis [01%]	1	0	<input type="checkbox"/> None	1	0

Weapons

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

Combat

Damage Bonus	none
Build	0
Dodge	22



Modern Era Investigator

Name Peter Gyllbrandt
 Player _____
 Occupation Researcher
 Age 24 Sex Male
 Residence Jönköping
 Birthplace Jönköping

Characteristics

STR	50	25	DEX	60	30	INT	50	25
	10			12		Idea	10	
CON	65	32	APP	80	40	POW	50	25
	13			16			10	
SIZ	65	32	EDU	80	40	Move Rate	7	
	13			16				



Major Wound	13	MP
Dying	00	01 02
Unconscious	03	04 05
06	07	08 09 10
11	12	13 14 15
16	17	18 19 20

Temp. Insane	Indef. Insane	50	99	Insane	01	02	03	04	05	06	07	SANITY
08	09	10	11	12	13	14	15	16	17	18	19	20
31	32	33	34	35	36	37	38	39	40	41	42	43
54	55	56	57	58	59	60	61	62	63	64	65	66
77	78	79	80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99			

CALL of CTHULHU

LUCK	08	09	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
	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	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

Skills

<input type="checkbox"/> Accounting [05%]	5	2	<input type="checkbox"/> Elec Repair [10%]	10	5	42	<input type="checkbox"/> Language [Own] (EDU)	85	42	<input type="checkbox"/> Science [01%]	1	0
<input type="checkbox"/> Anthropology [01%]	1	0	<input type="checkbox"/> Electronics [01%]	1	0	5	<input type="checkbox"/> Law [05%]	25	12	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Appraise [05%]	5	2	<input type="checkbox"/> Fast Talk [05%]	40	20	8	<input type="checkbox"/> Library Use [20%]	50	25	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Archaeology [01%]	31	15	<input type="checkbox"/> Fighting [Brawl] [25%]	30	15	6	<input type="checkbox"/> Listen [25%]	20	10	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Art / Craft [05%]	5	2	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Locksmith [01%]	1	0	<input type="checkbox"/> Sleight of Hand [10%]	10	5
<input type="checkbox"/> None	5	1	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Mech. Repair [10%]	10	5	<input type="checkbox"/> Spot Hidden [25%]	55	27
<input type="checkbox"/> None	5	2	<input type="checkbox"/> Firearms [Handgun] [20%]	20	10	4	<input type="checkbox"/> Medicine [01%]	1	0	<input type="checkbox"/> Stealth [20%]	20	10
<input type="checkbox"/> Charm [15%]	65	32	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	25	12	5	<input type="checkbox"/> Natural World [10%]	25	12	<input type="checkbox"/> Survival [10%] temperate	20	4
<input type="checkbox"/> Climb [20%]	20	10	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Navigate [10%]	10	5	<input type="checkbox"/> Swim [20%]	20	10
<input type="checkbox"/> Computer Use [05%]	5	2	<input type="checkbox"/> First Aid [30%]	30	15	6	<input type="checkbox"/> Occult [05%]	5	2	<input type="checkbox"/> Throw [20%]	20	10
Credit Rating [00%]	30	15	<input type="checkbox"/> History [05%]	65	32	18	<input type="checkbox"/> Op. Hv. Machine [01%]	1	0	<input type="checkbox"/> Track [10%]	10	5
Cthulhu Mythos [00%]	0	0	<input type="checkbox"/> Intimidate [15%]	15	7	3	<input type="checkbox"/> Persuade [10%]	10	5	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Disguise [05%]	5	2	<input type="checkbox"/> Jump [20%]	20	10	4	<input type="checkbox"/> Pilot [01%]	1	0	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Dodge [half DEX]	30	15	<input type="checkbox"/> Language [Other] [01%]	56	28	11	<input type="checkbox"/> Psychology [10%]	20	10	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Drive Auto [20%]	20	10	<input type="checkbox"/> german	21	10	4	<input type="checkbox"/> Psychoanalysis [01%]	1	0	<input type="checkbox"/> None	1	0

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	30	15	6	1d3 + db	-	1	-	-

Combat

Damage Bonus	none
Build	0
Dodge	30 15 6



Modern Era Investigator

Name Tobias Hed
 Player _____
 Occupation Librarian
 Age 25 Sex Male
 Residence Jönköping
 Birthplace Skövde

Characteristics

STR	50	25	10	DEX	25	12	5	INT	85	42	17
CON	60	30	12	APP	45	22	9	POW	75	37	15
SIZ	85	42	17	EDU	75	37	15	Move Rate	7		



Major Wound	14	Temp. Insane	Indef. Insane	75	99	Insane	01	02	03	04	05	06	07
Dying	00	01	02										
Unconscious	03	04	05										
06	07	08	09	10									
11	12	13	14	15									
16	17	18	19	20									

HIT POINTS	14	Temp. Insane	Indef. Insane	75	99	Insane	01	02	03	04	05	06	07	SANITY
Dying	00	01	02											
Unconscious	03	04	05											
06	07	08	09	10										
11	12	13	14	15										
16	17	18	19	20										

CALL of CTHULHU

LUCK	15	Out of Luck	01	02	03	04	05	06	07	MAGIC POINTS
08	09	10	11	12	13	14	15	16	17	00
31	32	33	34	35	36	37	38	39	40	01
54	55	56	57	58	59	60	61	62	63	02
77	78	79	80	81	82	83	84	85	86	03
										04
										05
										06
										07

Skills

<input type="checkbox"/> Accounting [05%]	15	7	<input type="checkbox"/> Elec Repair [10%]	10	5	<input type="checkbox"/> Language (Own) [EDU]	75	37	<input type="checkbox"/> Science [01%]	1	0
<input type="checkbox"/> Anthropology [01%]	1	0	<input type="checkbox"/> Electronics [01%]	1	0	<input type="checkbox"/> Swedish	75	15	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Appraise [05%]	30	15	<input type="checkbox"/> Fast Talk [05%]	5	2	<input type="checkbox"/> Law [05%]	5	1	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Archaeology [01%]	51	25	<input type="checkbox"/> Fighting [Brawl] [25%]	25	12	<input type="checkbox"/> Library Use [20%]	75	37	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Art / Craft [05%] Bookbinding	15	7	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Listen [25%]	20	10	<input type="checkbox"/> Sleight of Hand [10%]	10	5
<input type="checkbox"/> Filmediting	15	7	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Locksmith [01%]	1	0	<input type="checkbox"/> Spot Hidden [25%]	25	12
<input type="checkbox"/> None	5	2	<input type="checkbox"/> Firearms [Handgun] [20%]	20	10	<input type="checkbox"/> Mech. Repair [10%]	10	5	<input type="checkbox"/> Stealth [20%]	20	10
<input type="checkbox"/> Charm [15%]	15	7	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	25	12	<input type="checkbox"/> Medicine [01%]	1	0	<input type="checkbox"/> Survival [10%]	10	5
<input type="checkbox"/> Climb [20%]	20	10	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Natural World [10%]	20	10	<input type="checkbox"/> Swim [20%]	20	10
<input type="checkbox"/> Computer Use [05%]	41	20	<input type="checkbox"/> First Aid [30%]	30	15	<input type="checkbox"/> Navigate [10%]	10	5	<input type="checkbox"/> Throw [20%]	20	10
Credit Rating [00%]	24	12	<input type="checkbox"/> History [05%]	60	30	<input type="checkbox"/> Occult [05%]	15	7	<input type="checkbox"/> Track [10%]	10	5
Cthulhu Mythos [00%]	0	0	<input type="checkbox"/> Intimidate [15%]	15	7	<input type="checkbox"/> Op. Hv. Machine [01%]	1	0	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Disguise [05%]	5	2	<input type="checkbox"/> Jump [20%]	20	10	<input type="checkbox"/> Persuade [10%]	55	27	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Dodge [half DEX]	12	6	<input type="checkbox"/> Language (Other) [01%] English	56	28	<input type="checkbox"/> Pilot [01%] None	1	0	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Drive Auto [20%]	20	10	<input type="checkbox"/> Latin	21	10	<input type="checkbox"/> Psychology [10%]	35	17	<input type="checkbox"/> None	1	0
						<input type="checkbox"/> Psychoanalysis [01%]	1	0	<input type="checkbox"/> None	1	0

Weapons

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

Combat

Damage Bonus	+1d4
Build	+1
Dodge	12

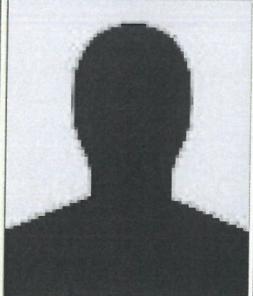


Modern Era Investigator

Name Wayne Karnacki
 Player _____
 Occupation Accountant
 Age 23 Sex Male
 Residence Jönköping
 Birthplace Mobile

Characteristics

STR	80	40	DEX	65	32	INT	70	35
	16			13		Idea	14	
CON	80	40	APP	50	25	POW	55	27
	16			10			11	
SIZ	70	35	EDU	94	47	Move Rate	8	
	14			18				



Major Wound	15	
	Dying	00
Unconscious	03	04
06	07	08
09	10	
11	12	13
14	15	
16	17	18
19	20	

Temp. Insane	55		99		Insane	SANITY																
	Indef.	Insane				01	02	03	04	05	06	07										
08	09	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

CALL of CTHULHU

LUCK	Out of Luck														MAGIC POINTS							
	01	02	03	04	05	06	07	08	09	10	11	12	13	14								
08	09	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

Skills

<input type="checkbox"/> Accounting [05%]	60	30	<input type="checkbox"/> Elec Repair [10%]	10	5	2	<input type="checkbox"/> Language (Own) [EDU]	85	42	<input type="checkbox"/> Science [01%]	1	0
<input type="checkbox"/> Anthropology [01%]	1	0	<input type="checkbox"/> Electronics [01%]	1	0		<input type="checkbox"/> English	85	42	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Appraise [05%]	5	2	<input type="checkbox"/> Fast Talk [05%]	5	2	1	<input type="checkbox"/> Law [05%]	35	17	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Archaeology [01%]	1	0	<input type="checkbox"/> Fighting [Brawl] [25%]	50	25	10	<input type="checkbox"/> Library Use [20%]	60	30	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Art / Craft [05%]	5	2	<input type="checkbox"/> None	1	0		<input type="checkbox"/> Listen [25%]	45	22	<input type="checkbox"/> Sleight of Hand [10%]	10	5
<input type="checkbox"/> None	5	1	<input type="checkbox"/> None	1	0		<input type="checkbox"/> Locksmith [01%]	1	0	<input type="checkbox"/> Spot Hidden [25%]	60	30
<input type="checkbox"/> None	5	2	<input type="checkbox"/> Firearms [Handgun] [20%]	20	10	4	<input type="checkbox"/> Mech. Repair [10%]	10	5	<input type="checkbox"/> Stealth [20%]	35	17
<input type="checkbox"/> Charm [15%]	15	7	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	25	12	5	<input type="checkbox"/> Medicine [01%]	1	0	<input type="checkbox"/> Survival [10%]	50	25
<input type="checkbox"/> Climb [20%]	66	33	<input type="checkbox"/> None	1	0		<input type="checkbox"/> Natural World [10%]	10	5	<input type="checkbox"/> Mountains	20	10
<input type="checkbox"/> Computer Use [05%]	5	2	<input type="checkbox"/> First Aid [30%]	30	15	6	<input type="checkbox"/> Navigate [10%]	10	5	<input type="checkbox"/> Swim [20%]	40	20
Credit Rating [00%]	65	32	<input type="checkbox"/> History [05%]	5	2	1	<input type="checkbox"/> Occult [05%]	5	2	<input type="checkbox"/> Throw [20%]	40	20
Cthulhu Mythos [00%]	0	0	<input type="checkbox"/> Intimidate [15%]	15	7	3	<input type="checkbox"/> Op. Hv. Machine [01%]	1	0	<input type="checkbox"/> Track [10%]	10	5
<input type="checkbox"/> Disguise [05%]	5	2	<input type="checkbox"/> Jump [20%]	70	35	14	<input type="checkbox"/> Persuade [10%]	40	20	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Dodge (half DEX)	32	16	<input type="checkbox"/> Language (Other) [01%]	36	18	7	<input type="checkbox"/> Pilot [01%]	1	0	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Drive Auto [20%]	20	10	Swedish	6	3	1	<input type="checkbox"/> Psychology [10%]	10	5	<input type="checkbox"/> None	1	0
			French	6	3	1	<input type="checkbox"/> Psychoanalysis [01%]	1	0	<input type="checkbox"/> None	1	0

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-

Combat

Damage Bonus	+1d4
Build	+1
Dodge	32