

1920s Name Nitty Bau
 Player _____
 Occupation Author / Shop owner
 Age 32 Sex Female
 Residence New Orleans
 Birthplace New Orleans



CHARACTERISTICS

STR	65 $\frac{32}{13}$	DEX	75 $\frac{37}{15}$	INT	85 $\frac{42}{17}$
CON	40 $\frac{20}{8}$	APP	65 $\frac{32}{13}$	POW	75 $\frac{37}{15}$
SIZ	85 $\frac{42}{17}$	EDU	75 $\frac{37}{15}$	Move Rate	7 $\frac{+1}{-1}$

HIT POINTS

Current HP

12

M12 IP

Major Wound Temp. Insane Indef. Insane

75 **99x**

Current Sanity

75

SANITY

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

M15 IP

LUCK

Luck Total

65

Current MP

15

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Fast Talk (05%)	25 $\frac{12}{5}$	<input type="checkbox"/> Law (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Science (01%)	1 $\frac{0}{0}$
<input type="checkbox"/> Anthropology (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> fighting (Brawl) (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%)	60 $\frac{30}{12}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%) Literature	50 $\frac{25}{10}$	<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	45 $\frac{22}{9}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Medicine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Stealth (20%)	20 $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	40 $\frac{20}{8}$	<input type="checkbox"/> Survival (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Charm (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> First Aid (30%)	60 $\frac{30}{12}$	<input type="checkbox"/> Navigate (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> History (05%)	40 $\frac{20}{8}$	<input type="checkbox"/> Occult (05%)	70 $\frac{35}{14}$	<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
Credit Rating (00%)	40 $\frac{20}{8}$	<input type="checkbox"/> Intimidate (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> Op. Hv. Machine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Track (10%)	10 $\frac{5}{2}$
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	30 $\frac{15}{6}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Language (Other) (01%) French	50 $\frac{25}{10}$	<input type="checkbox"/> Pilot (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	37 $\frac{18}{7}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	50 $\frac{25}{10}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	40 $\frac{20}{8}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Language (Own) (EDU)	75 $\frac{37}{15}$	<input type="checkbox"/> Ride (05%)	5 $\frac{2}{1}$	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Kick	25	12	5	1d3 + db				
Grapple	25	12	5					
Switch Blade	25	12	5	1D4 +db				

COMBAT

Damage Bonus **+1D4**

Build **+1**

Dodge **37** $\frac{18}{7}$

BACKSTORY



Personal Description Nitty is a large African woman who is loud, happy, very funny and very confident. She is an author of some local fame writing about the occult and voodoo specifically. She has a very bad temper. She owns a local Voodoo shop.

Ideology/Beliefs She knows some voodoo magic, and used to practice but now not so much. She does sell real voodoo supplies in her shop as well as things to please the tourists. She is well connected in the voodoo and normal circles in town

Significant People Her father Ransom Bau and mother Winnefred Bau. Her father died when she was 13 however her mother is still alive and living with Nitty currently.

Meaningful Locations Nitty loves her shop where she feels most at home, in fact she lives above the shop. The shop is called "The Maba Garden" is in the French Quarter.

Treasured Possessions Nitty has a ruby neckless which was given to her by her father. It is a family hierloom which is not worth much and has no special attributes. Her father gave her the neckless on her 13 birthday a few months before he died in consquence of a horrible beating given to him by his master.

Traits Funny and boisterous, loves to tell a joke and poke a bit of fun at those around her. Very confident even in the face of her own ignorance.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

Poison pen knife kept in her bra strap. _____
 Ruby neckless _____
 Pocket watch _____
 Cigar case _____

CASH & ASSETS

Spending Level 50
 Cash 500
 Assets 15000

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

