Curtis Blakely

Player: Erik Berry
Male Occultist; Age: 22; Height: 5' 6"; Weight: 160lb.;
Hair: Brown; Eyes: Brown; Skin: White

Call of Cthulhu — Horror Roleplaying ®
Hero Lab

Sanity Points
(99 - Cthulhu Mythos = 82, SAN: 75)

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

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

Characteristics

- **Strength** · · · · · · · · **8**
- **Constitution** · · · **10**
- **Size** · · · · · · · · · · **9**
- **Intelligence** · · · · **17**
- ☐ **Power** · · · · · · · **15**
- **Dexterity** · · · · · · · **13**
- **Appearance** · · · · **13**
- **Education** · · · · · · **14**

Characteristic Rolls

- **Idea Roll** **85%**
- **Luck Roll** **75%**
- **Know Roll** **70%**

Derived Characteristics

- **Movement Speed** **8**
- **Damage Bonus** . . . . **+0**
- **½ Damage Bonus** . . . . . **+0**

Activated Adjustments

Occupation Skill   Skill Points -

Skills

- ☐ Accounting 10%
- ☐ Anthropology 60%
- ☐ Archeology 1%
- ☐ Art (default) 5%
- ☐ Astronomy 1%
- ☐ Bargain 5%
- ☐ Biology 1%
- ☐ Chemistry 1%
- ☐ Climb 40%
- ☐ Conceal 15%
- ☐ Craft (default) 5%
- ☐ Credit Rating 18%
- Cthulhu Mythos 17%
- ☐ Disguise 1%
- ☐ Dodge 36%
- ☐ Drive Automobile 20%
- ☐ Drive Horses 1%
- ☐ Electrical Repair 10%
- ☐ Fast Talk 5%
- ☐ First Aid 30%
- ☐ Geology 1%
- ☐ Hide 50%
- ☐ History 70%
- ☐ Jump 25%
- ☐ Language (default) 1%
- ☐ Language: Arabic 60%
- ☐ Language: English 72%
- ☐ Language: German 30%
- ☐ Language: Spanish 7%
- ☐ Law 5%
- ☐ Library Use 68%
- ☐ Listen 58%
- ☐ Locksmith 26%
- ☐ Mechanical Repair 20%
- ☐ Medicine 5%
- ☐ Natural History 10%
- ☐ Navigate 10%
- ☐ Occult 80%
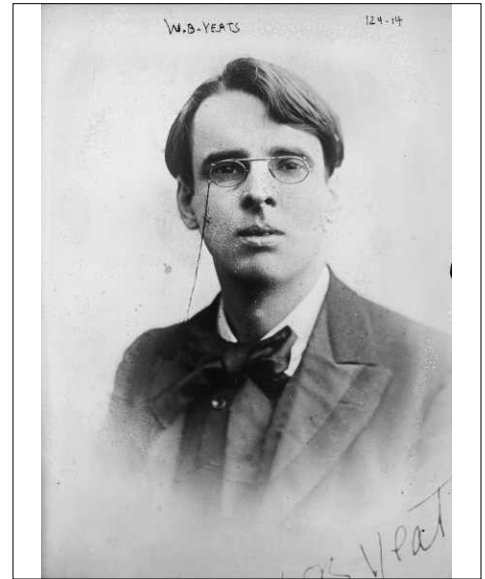
Skills

- ☐ Operate Heavy Machinery . 1%
- ☐ Persuade 15%
- ☐ Pharmacy 1%
- ☐ Photography 10%
- ☐ Physics 1%
- ☐ Pilot (default) 1%
- ☐ Psychoanalysis 1%
- ☐ Psychology 15%
- ☐ Ride 5%
- ☐ Sneak 50%
- ☐ Spot Hidden 46%
- ☐ Swim 25%
- ☐ Track 10%

Weapon Skills

- ☐ Fist/Punch 50%

Weapons

Punch . . . . Att: Dam: 1D3+0
  MA: 1%, K/O   # Att: 1   Malf: —

Head . . . . Att: Dam: 1D4+0
  MA: 1%, K/O   # Att: 1   Malf: —

Grapple . . . . Att: Dam: Special
  MA: 1%, K/O   # Att: 1   Malf: —

Kick . . . . Att: Dam: 1D6+0
  MA: 1%, K/O   # Att: 1   Malf: —

Validation Report (7 issues): Africa's Dark Sects: A Tomes Read selection is required to mark the mythos/occult bonus and sanity c; Life as a God: A Tomes Read selection is required to mark the mythos/occult bonus and sanity costs f; G'harne Fragments: A Tomes Read selection is required to mark the mythos/occult bonus and sanity cos; The Book of Dyzan: A Tomes Read selection is required to mark the mythos/occult bonus and sanity cos; People of the Monolith: A Tomes Read

Weapon Skills

- ☐ **Grapple** . . . . **25%** ☐
- ☐ **Handgun** . . . . **42%** ☐
- ☐ **Head Butt** . . . . **10%** ☐
- ☐ **Kick** . . . . **25%** ☐
- ☐ **Machine Gun** . . . . **15%** ☐
- ☐ **Rifle** . . . . **25%** ☐
- ☐ **Shotgun** . . . . **30%** ☐
- ☐ **Submachine Gun** . . . . **15%** ☐

Gear (Cash: $26808.77)

(100x) .45 Automatic
.45 Revolver Cleaning Kit
Africa's Dark Sects (Unread)
Apprentice Detective Kit
Derringer Cleaning Kit
G'harne Fragments (Unread)
Gun Permits (NYC)
Letter of Credit for $5000
Liber Ivonis (Unread)
Life as a God (Unread)
Livre D'ivon (Unread)
Notepad
Occult Books
Pencil
People of the Monolith (Unread)
Pnakotic Manuscripts (Read)
Rope
The Book of Dyzan (Unread)
Waterproof Matches
Wrist Watch

Spells

Bless Club

MP: **1 POW**   Sanity: **1D4**   POW: **—**
Creates a blade capable of damaging or killing entities which cannot be harmed by ordinary weapons. Requires the blood sacrifice of an

Eibon's Wheel of Mist

MP: **1/foot of height**   Sanity: **1**   POW: **—**
Evokes a whirling cylinder within which one or more persons can hide from select Mythos creatures. Each foot of height for the cylinder

Background & Details

Curtis was the only child of his upper middle class parents, Arne and Lelia Blakely, and the light of their lives. He was sent to good schools, though he spent much of his time slacking off and skipping out of classes to follow his friends. Four months before his 17th birthday, Curtis returned to his house late in the evening to find it in shambles. Walls were crushed or smashed through, doors hanging off hinges, bullet holes riddled the walls that still stood, and very little of value was left. There was no sign of his parents. Curtis was horribly grief stricken, and finally found a focus in his life. He wanted to know what happened. What targeted his house, or what were his parents involved in that brought this down upon them, and how had he not noticed before? The police moved on, claiming this was a mob hit and writing the whole event off. With access to the family bank accounts now, he started his own investigation. He started reading some of Jackson Ellias' work in the process, and came across some rather startling evidence of a death cult at work here in the heart of New York. Sending this off to Jackson and begging for assistance, he managed to convince Jackson to come to New York and help. They were able to stop the death cult, but Curtis was never convinced of what became of his parents. He's continued his research into the Occult, using up the bulk of the family's savings, but starting to make a living on his own at this point finally too.