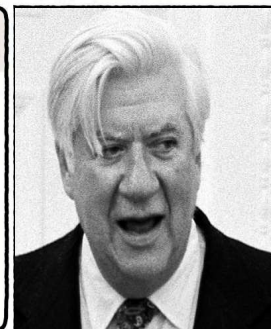


MoN INVESTIGATOR

Name Lyndon "Tip" Pelosi
 Player _____
 Occupation Elected Official
 Age 50 Sex Male
 Residence Washington DC
 Birthplace Baltimore MD

CHARACTERISTICS

STR 50 25/10 DEX 45 22/9 INT 70 35/14
 CON 55 27/11 APP 35 17/7 POW 45 22/9
 SIZ 65 32/13 EDU 87 43/17 Move Rate 5



Major Wound	12	01	02
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	45	99	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	

SANITY

MASKS of NYARLATHOTEP

LUCK	Out of Luck	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							

Magic Points	9	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	

MAGIC POINTS

INVESTIGATOR SKILLS

☐ Accounting (05%)	5 2/1	☐ Fast Talk (05%)	50 25/10	☐ Law (05%)	60 30/12	☐ Science (01%)	1 0/0
☐ Anthropology (01%)	6 3/1	☐ Fighting (Brawl) (25%)	25 12/5	☐ Library Use (20%)	35 17/7	☐ None	1 0/0
☐ Appraise (05%)	5 2/1	☐ None	1 0/0	☐ Listen (20%)	50 25/10	☐ None	1 0/0
☐ Archaeology (01%)	6 3/1	☐ None	1 0/0	☐ Locksmith (01%)	1 0/0	☐ Sleight of Hand (10%)	20 10/4
☐ Art / Craft (05%)	5 2/1	☐ Firearms (Handgun) (20%)	20 10/4	☐ Mech. Repair (10%)	10 5/2	☐ Spot Hidden (25%)	25 12/5
☐ None	5 2/1	☐ Firearms (Rifle/Shotgun) (25%)	25 12/5	☐ Medicine (01%)	1 0/0	☐ Stealth (20%)	20 10/4
☐ None	5 2/1	☐ None	1 0/0	☐ Natural World (10%)	10 5/2	☐ Survival (10%)	10 5/2
☐ None	5 2/1	☐ First Aid (30%)	30 15/6	☐ Navigate (10%)	10 5/2	☐ Swim (20%)	20 10/4
☐ Charm (15%)	30 15/6	☐ History (05%)	14 7/2	☐ Occult (05%)	5 2/1	☐ Throw (20%)	20 10/4
☐ Climb (20%)	20 10/4	☐ Intimidate (15%)	40 20/8	☐ Op. Hv. Machine (01%)	1 0/0	☐ Track (10%)	10 5/2
Credit Rating (00%)	70 35/14	☐ Jump (20%)	20 10/4	☐ Persuade (10%)	70 35/14	☐ None	1 0/0
Cthulhu Mythos (00%)	0 0/0	☐ Language (Other) (01%)	11 5/2	☐ Pilot (01%)	1 0/0	☐ None	1 0/0
☐ Disguise (05%)	5 2/1	☐ Latin	1 0/0	☐ None	1 0/0	☐ None	1 0/0
☐ Dodge (half DEX)	22 11/4	☐ None	1 0/0	☐ Psychology (10%)	40 20/8	☐ None	1 0/0
☐ Drive Auto (20%)	20 10/4	☐ None	1 0/0	☐ Psychoanalysis (01%)	1 0/0	☐ None	1 0/0
☐ Elec Repair (10%)		☐ Language (Own) (EDU)	87 43/17	☐ Ride (05%)	5 2/1	☐ None	1 0/0
		☐ English				☐ None	1 0/0

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 11/4

BACKSTORY



Personal Description A disgraced former politician, thrown out of office several years ago by his ungrateful constituents. He has been looking for an adventure to tell his kids about that doesn't involve the word "indicted."

Ideology/Beliefs "Money is the mother's milk of politics." "If you can't eat the lobbyist's food, enjoy their booze, [dance with] their women, and then still vote against them, you have no business being in politics."

How I Know Jackson Elias

Key Campaign Locations Loves foreign capitals, where graft and favors are more accepted.

Treasured Possessions Tip never leaves home without the gavel that he slipped into his pocket while the capitol police were escorting him out.

Traits Gambler and a risk-taker. Stubborn. Keeps a flask of whiskey in his suit pocket.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level \$50.00
Cash \$350.00
Assets \$35000.00

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/5 skill	01

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

INVESTIGATIVE COLLEAGUES

