

CALL OF
CTHULHU

The Book Of Characters

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CHARACTER GENERATION

STR = 3D6

DEX = 3D6

INT = 2D6+6

IDEA = INTx5

CON = 3D6

APP = 3D6

POW = 3D6

LUCK = POWx5

SIZ = 2D6+6

SAN = *

EDU = 3D6+3

KNOW = EDUx5

* Sanity value is equal to 99 less Cthulhu Mythos.

MAGIC POINTS = POW

LIFE POINTS = (CON+SIZ) / 2

Note: if the sum of STR and SIZ is equal or higher than 25 the Damage Bonus is equal to 1D4.

SANITY POINTS = POWx5

MEMORY = (INT+EDU)*2

Points available for Job-Related Skills: EDU x 15

Points available for other Skills: INTx 5

RANDOM JOB SELECTION

1) Roll 1D100

2) Individuate the Job Group on the following Table:

1D100	Job Group
01-33	1
34-60	2
61-80	3
81-93	4
94-100	5

3) Roll 1D100

4) in the following pages locate the rolled value in the correspondent Job Group range.

Note: if the required values for the selected job are not matched by the character repeat the operation.

VARIANTS

The Variants of represent some of the specialisations related to a specific Job. The selection of the variant is random: roll 1D4 or 1D3 and count starting from Variant 1. Apply the Modifies, if any, linked to the selected variant.

LEVELS

The Levels represent the carrier achievements, the wealth or the fame of the character. To select a level (where available) apply the requirements. All the requirements indicated must be achieved in order to be eligible for the specific level. If the character does not achieve any of the indicated requirements, apply Level 1 (Base).

JOB GROUPS

Job Group 1 (1D100 = 01-33)

JOURNALIST	ELECTRICIAN	
MECHANIC	TEACHER	
TRUCK DRIVER		
POLICEMAN		
SOLDIER		
DOMESTIC		

Job Group 2 (1D100 = 34-60)

VETERINARY	DOCTOR	PRIVATE EYE
LAWYER	ARCHITECT	
NOTARY	ACTOR	
HISTORIAN	LANDLORD	
LIBRARIAN	SAILOR	
FORENSIC PATHOLOGIST	RANGER	

Job Group 3 (1D100 = 61-80)

GEOLOGIST	BUTLER	OUTLAW
TYPOGRAPHER	ATHLETE	POLITICIAN
ARCHAEOLOGIST	ENTREPRENEUR	
ASTROLOGER	GUNSMITH	
ASTRONOMER	ACROBAT	
HEAVY/FIGHTER ATHLETE	PHOTOGRAPHER	

Job Group 4 (1D100 = 81-93)

PAINTER	BANKER	PHYSICIST
ANARCHIST	BOTANIST	MOVIE DIRECTOR
ANTHROPOLOGIST	CHEMIST	MISSIONARY
THEOLOGIAN	MEDIUM	LINGUIST
ORCHESTRA DIRECTOR	MAGISTRATE	ILLUSIONIST
OPERA SINGER	PSYCHOLOGIST	

Job Group 5 (1D100 = 94-100)

OCCULTIST	RADIO ANNOUNCER	
GOVERNOR	NOBLEMAN	
PHILOLOGIST	AMBASSADOR	
EXPLORER	SOCIOLOGIST	
COMPOSER		
INVESTIGATIVE CONSULTANT		

POINTS DISTRIBUTION RULES

The starting value of the Job-Related skills can not be less than 10, unless a minimum value is expressly reported in the Job.

The starting value of the non Job-Related skills, including Firearms, Melee Weapons and Unarmed Combat Techniques, can not exceed 50. The value can exceed 50 with the normal increase performed during the game.

If a Firearm, a Melee Weapon or an Unarmed Combat Technique is part of the Job-Related skills (ie.: Policeman) the player can distribute on this skill the Job-Related points (EDUx15) AND the Other Skill Points (INTx5)

If no Firearms, Melee Weapons or Unarmed Combat Technique are included in the Job-Related skills, but the job has an Allowed Weapon the player can distribute on this skill ONLY the Other Skill points (INTx5).

If no Firearms, Melee Weapons or Unarmed Combat Technique are included in the job, neither as Job-Related skills or Allowed Weapon, the player can not distribute any point (Job-Related or Other) on any Firearm, Melee Weapon or Unarmed Combat Technique. If the character requires a roll on Firearm Use, Melee Weapon Use or Unarmed Combat Technique the Base value has to be used.

Job Group: **1** Job Random Selection (1D100): **1 - 12**

POLICEMAN

Minimum Requirements

SIZ Min.: 10

Allowed Weapons

Basic Skills

(Minimum starting value)

DRIVE CARS 20	LISTEN 25	
FAST TALK 10	SPOT HIDDEN 25	
FIRST AID 30	SNEAK 25	
HIDE 10	HANDGUN 50	
LAW 30	CLUB 35	

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Anti-Alcohol	
Detective	Add Credit Rating (15)
Nightwatch	
Murder	Add Credit Rating (15), Add Psychology (05)

Levels & Requirements

Level	Requirement
Corporal	Base
Sergeant	Age >= 25; Pow >= 11
Inspector	Age >= 28; Edu >= 12
Captain	Age >= 32; Edu >= 14

Notes

Job Group: **1** Job Random Selection (1D100): **13 - 24**

TRUCK DRIVER

Minimum Requirements
STR Min.: 13 CON Min.: 12

Allowed Weapons

Basic Skills (Minimum starting value)

OPER.HEAVY MACH. 45	ELECTRICAL REPAIR 10	
FIRST AID 30		
DRIVE CARS 20		
MECHANIC 20		
BARGAIN 10		

Variants & Modifies (In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **1** Job Random Selection (1D100): **25 - 37**

TEACHER

Minimum Requirements

EDU Min.: 12

Allowed Weapons

Basic Skills

(Minimum starting value)

LAW 10	R/W LATIN 10	
HISTORY 20	DEBATE 10	
ORATORY 10		
CREDIT RATING 15		
LIBRARY USE 25		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Pre-School/Primary School	
High School	History (30), Oratory (20)
College	History (40), Oratory (25), Debate (20)
University	Oratory (35), Debate (25), Credit rating (30), One academic skill (50)

Levels & Requirements

Level	Requirement
Substitute/Part-Time	Base
Regular	Edu \geq 13
Principal	Age \geq 35; Edu \geq 14

Notes

Job Group: **1** Job Random Selection (1D100): **38 - 49**

SOLDIER

Minimum Requirements

Allowed Weapons

Basic Skills

(Minimum starting value)

CAMOUFLAGE 25	HIDE 10	KNIFE 30
CLIMB 40	LISTEN 25	GUN 40
DRIVE CARS 20	OPER.HEAVY MACH. 10	
ELECTRICAL REPAIR 10	SPOT HIDDEN 25	
FIRST AID 35	SNEAK 10	

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Infantry	
Marine	Gun (50); Sneak (40); knife (40)
Navy	Sail (40); Astronomy (10); Swim (40)
Air Force (Ground Services)	

Levels & Requirements

Level	Requirement
Corporal	Base
Sergeant	Pow >= 12
Captain	Pow >= 14; Edu >= 12
Colonel	Pow >= 16; Edu >= 16

Notes

Job Group: **1** Job Random Selection (1D100): **50 - 62**

MECHANIC

Minimum Requirements

STR Min.: 12

Allowed Weapons

Basic Skills

(Minimum starting value)

MECHANIC 50	ELECTRICAL REPAIR 10	
DRIVE CARS 20		
OPER.HEAVY MACH. 10		
ACCOUNTING 10		
MECH. REPAIR 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Cars and trucks	
Machineries	
Appliances	

Levels & Requirements

Level	Requirement
apprentice	base
regular	STR >= 13
workshop owner	STR >= 13 EDU >= 13

Notes

Job Group: **1** Job Random Selection (1D100): **63 - 75**

ELECTRICIAN

Minimum Requirements

Allowed Weapons

Basic Skills

(Minimum starting value)

ELECTRICAL REPAIR 50	PHYSIC 10	
MECHANIC 20		
ACCOUNTING 10		
CREDIT RATING 15		
CHEMISTRY 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Employed	None
Self-Employed	Edu >=13
Enterprise owner with staff	Edu >=14

Notes

Job Group: **1** Job Random Selection (1D100): **76 - 88**

JOURNALIST

Minimum Requirements

EDU Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

DEBATE 30	R/W THE SAME LANG. 10	
FAST TALK 10	LAW 10	
ORATORY 10	1 OTHER SKILL 10	
PSYCHOLOGY 10		
TALK MODERN LANG. 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
beginner	base
employed reporter	EDU >= 15
freelance	EDU >= 16
newspaper director	EDU >= 18

Notes

Job Group: **1** Job Random Selection (1D100): **89 - 100**

DOMESTIC

Minimum Requirements
CON Min.: 13 DEX Min.: 12

Allowed Weapons

Basic Skills (Minimum starting value)

BARGAIN 10	SING 10	KICK 25
DRIVE CARS 10	THROW 25	
ELECTRICAL REPAIR 10	SNEAK 10	
MECHANIC 20	TRACK 10	
OPER.HEAVY MACH. 10	PUNCH 35	

Variants & Modifies (In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **2** Job Random Selection (1D100): **1 - 7**

LANDLORD

Minimum Requirements

EDU Min.: 12

Allowed Weapons

Basic Skills

(Minimum starting value)

BARGAIN 10	OPER.HEAVY MACH. 10	
SPOT HIDDEN 25		
FIRST AID 30		
LISTEN 25		
MECHANIC 20		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
crops	botany (30)
residential buildings	
industrial buildings	

Levels & Requirements

Level	Requirement

Notes

Job Group: **2** Job Random Selection (1D100): **8 - 15**

DOCTOR

Minimum Requirements

EDU Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

PHARMACY 30	TREAT POISON 25	
PSYCHOLOGY 10	DIAGNOSE DISEASE 40	
CREDIT RATING 15		
TREAT DISEASE 35		
FIRST AID 30		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Generic	
Surgeon	First Aid (50)
Dentist	
Psychoanalyst	Psychoanalysis (50); Psychology (40)

Levels & Requirements

Level	Requirement
Substitute/Part-Time	Base
Regular	Edu >=16
Department Head	Age >= 30; Edu >= 17
Hospital Primary	Age >= 40; Edu >=18

Notes

Job Group: **2** Job Random Selection (1D100): **16 - 23**

PRIVATE EYE

Minimum Requirements
CON Min.: 12 DEX Min.: 11

Allowed Weapons

Basic Skills (Minimum starting value)

LAW 10	SPOT HIDDEN 25	
PSYCHOLOGY 10	MECH. REPAIR 10	
CAMOUFLAGE 25	HANDGUN 20	
HIDE 10		
TRACK 10		

Variants & Modifies (In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Beginner	Base
Employed	EDU >= 13
Agency owner	EDU >= 15

Notes

Job Group: **2** Job Random Selection (1D100): **24 - 30**

HISTORIAN

Minimum Requirements

EDU Min.: 15

Allowed Weapons

Basic Skills

(Minimum starting value)

HISTORY 60	WRITE THE SAME LANG. 10	
LIBRARY USE 40	ARCHAEOLOGY 10	
ORATORY 10		
PSYCHOLOGY 10		
TALK ANCIENT LANG. 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
beginner	base
fellow	EDU >= 16
department chief	EDU >= 17
Research society director	EDU >= 18

Notes

Job Group: **2** Job Random Selection (1D100): **31 - 38**

FORENSIC PATHOLOGIST

Minimum Requirements
SIZ Min.: 10 EDU Min.: 12

Allowed Weapons

Basic Skills (Minimum starting value)

CHEMISTRY 35	MAKE MAPS 10	TREAT POISON 10
LAW 10	FIRST AID 30	
PSYCHOLOGY 10	SEE 40	
TRACK 40	HANDGUN 20	
PHOTOGRAPHY 10	DIAGNOSE DISEASE 20	

Variants & Modifies (In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
(See Doctor)	

Notes

Job Group: **2** Job Random Selection (1D100): **39 - 45**

RANGER

Minimum Requirements
CON Min.: 12 DEX Min.: 12

Allowed Weapons

Basic Skills (Minimum starting value)

LAW 10	SPOT HIDDEN 25	KNIFE 10
CLIMB 40	FIRST AID 30	
HORSE RIDING 10	MAKE MAPS 10	
SWIM 25	SEE 40	
TRACK 10	HANDGUN 20	

Variants & Modifies (In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **2** Job Random Selection (1D100): **46 - 53**

LAWYER

Minimum Requirements

EDU Min.: 14

Allowed Weapons

HANDGUN CAL. 22

Basic Skills

(Minimum starting value)

ACCOUNTING 25	LIBRARY USE 25	
CREDIT RATING 35	ORATORY 10	
DEBATE 40	PSYCHOLOGY 30	
FAST TALK 10	R/W LATIN 30	
LAW 50		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Barrister	Base
Solicitor	Edu >= 15
Lawyer	Edu >= 16

Notes

Job Group: **2** Job Random Selection (1D100): **54 - 60**

LIBRARIAN

Minimum Requirements

Allowed Weapons

Basic Skills

(Minimum starting value)

LIBRARY USE 60	LAW 10	
ACCOUNTING 10		
SPOT HIDDEN 25		
R/W LATIN 10		
R/W MODERN LANG. 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
part-time	base
regular	EDU >= 12
library director	EDU >= 14

Notes

Job Group: **2** Job Random Selection (1D100): **61 - 68**

SAILOR

Minimum Requirements
STR Min.: 13 CON Min.: 12

Allowed Weapons

Basic Skills (Minimum starting value)

SAIL 35	PICKPOCKET 10	
SWIM 35	NORMAL KNIFE 10	
CLIMB 40	KICK 25	
TALK MODERN LANG. 10	PUNCH 35	
FIRST AID 30	ASTRONOMY 10	

Variants & Modifies (In brackets the minimum starting value)

Variant	Modify
Passenger	
Freight	
Fishing	Zoology (10)

Levels & Requirements

Level	Requirement
Generic	Base
Non-Commissioned Officer (N/A for fishing)	Age >= 25
Commander (N/A for fishing)	Edu >= 13
Captain	Age >= 35; Edu >= 14

Notes

Job Group: **2** Job Random Selection (1D100): **69 - 75**

VETERINARY

Minimum Requirements

EDU Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

ZOOLOGY 50	TREAT POISON 10	
PHARMACY 30	DIAGNOSE DISEASE 10	
HORSE RIDING 10	FIRST AID 30	
LIBRARY USE 25	R/W LATIN 10	
TREAT DISEASE 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Country/farm region	
City	
Zoo	

Levels & Requirements

Level	Requirement
Beginner	Base
Regular	EDU >= 15
Clinic director (no zoo)	EDU >= 17

Notes

Job Group: **2** Job Random Selection (1D100): **76 - 83**

ACTOR

Minimum Requirements
APP Min.: 14 INT Min.: 11

Allowed Weapons

Basic Skills
(Minimum starting value)

CREDIT RATING 15	SING 10	
CLIMB 40	CAMOUFLAGE 50	
HORSE RIDING 10	ACTING 50	
THROW 25		
JUMP 25		

Variants & Modifies
(In brackets the minimum starting value)

Variant	Modify
Drama	
Comedian	Fast Talk (30)
Western	Handgun (20)
Horror	

Levels & Requirements

Level	Requirement
Extra	Base
Regular	Int >= 12
Protagonist	App >= 15; Edu >= 14
Star	App >= 16; Edu >= 15; Pow >= 14

Notes

Job Group: **2** Job Random Selection (1D100): **84 - 91**

ARCHITECT

Minimum Requirements

EDU Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

ARTS KNOWLEDGE 40	TALK MODERN LANG. 10	
CREDIT RATING 15	LAW 10	
LIBRARY USE 25	MAKE MAPS 10	
SEE 40	BARGAIN 10	
R/W LATIN 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Employed	Base
Self Employed	Edu >=15
Agency Owner	Edu >=16

Notes

Job Group: **2** Job Random Selection (1D100): **92 - 100**

NOTARY

Minimum Requirements

EDU Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

LAW 50	DEBATE 10	
ACCOUNTING 40	ORATORY 15	
CREDIT RATING 40		
R/W LATIN 10		
LIBRARY USE 25		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **3** Job Random Selection (1D100): **1 - 7**

OUTLAW

Minimum Requirements

Allowed Weapons

Basic Skills

(Minimum starting value)

BARGAIN 10	JUMP 25	10
CLIMB 40	LAW 10	
KNIFE (ALL TYPES) 10	LISTEN 25	
DRIVE CARS 20	SPOT HIDDEN 25	
FAST TALK 10	HANDGUN (ALL CAL.) 20	

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Mobster/Moll	
Robber	Pickpocket (40); Handgun (40)
Burglar	Sneak (40); Hide (20)
Pimp/Prostitute	

Levels & Requirements

Level	Requirement
Henchman	Base
Boss (N/A for Burglar)	Pow >= 16

Notes

Job Group: **3** Job Random Selection (1D100): **8 - 14**

ASTRONOMER

Minimum Requirements

EDU Min.: 12

Allowed Weapons

Basic Skills

(Minimum starting value)

ASTRONOMY 50	TALK LATIN 10	
SAIL 10		
LIBRARY USE 25		
MECHANIC 20		
R/W LATIN 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Beginner	Base
Fellow	Edu ≥ 15
Department Chief	Edu ≥ 16
Observatory Director	Edu ≥ 17

Notes

Job Group: **3** Job Random Selection (1D100): **15 - 21**

ASTROLOGER

Minimum Requirements

INT Min.: 10

Allowed Weapons

Basic Skills

(Minimum starting value)

OCCULT 10	R/W LATIN 10	
ASTRONOMY 10		
PSYCHOLOGY 10		
ORATORY 10		
LIBRARY USE 25		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **3** Job Random Selection (1D100): **22 - 28**

TYPographer

Minimum Requirements

Allowed Weapons

Basic Skills

(Minimum starting value)

CHEMISTRY 10	MECHANIC 20	
DEBATE 10		
LIBRARY USE 25		
ACCOUNTING 10		
PHOTOGRAPHY 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Beginner	Base
Employed	EDU >= 13
Shop owner-no staff	EDU >= 14
Shop owner-with staff	EDU >= 15

Notes

Job Group: **3** Job Random Selection (1D100): **29 - 35**

ARCHAEOLOGIST

Minimum Requirements

EDU Min.: 12

Allowed Weapons

HANDGUN

Basic Skills

(Minimum starting value)

ARCHAEOLOGY 50	MAKE MAPS 10	
ANTHROPOLOGY 25	R/W ANCIENT LANG. 10	
GEOLOGY 10		
SPOT HIDDEN 25		
LIBRARY USE 25		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Beginner	Base
Fellow	Edu ≥ 15
Department Chief	Edu ≥ 16
Museum Director	Edu ≥ 17

Notes

Job Group: **3** Job Random Selection (1D100): **36 - 42**

GUNSMITH

Minimum Requirements

Allowed Weapons

Basic Skills

(Minimum starting value)

MECHANIC 20	THROW 25	
ACCOUNTING 10	MECHANICAL REPAIR 30	
HANDGUN 20	CHEMISTRY 10	
GUN 30		
FIRST AID 30		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Shop Employed	Base
Shop owner - No staff	Edu >=13
Shop owner with staff	Edu >=14

Notes

Job Group: **3** Job Random Selection (1D100): **43 - 49**

ENTREPRENEUR

Minimum Requirements

INT Min.: 10

Allowed Weapons

Basic Skills

(Minimum starting value)

LAW 10	DEBATE 10	
ACCOUNTING 10		
BARGAIN 10		
CREDIT RATING 15		
ORATORY 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Industry	Credit Rating (40)
Retail/Shopkeeper	Bargain (40)
Handcrafter	Mechanical Repair (30)
Credit	Accounting (40)

Levels & Requirements

Level	Requirement

Notes

Job Group: **3** Job Random Selection (1D100): **50 - 56**

POLITICIAN

Minimum Requirements

EDU Min.: 12

Allowed Weapons

Basic Skills

(Minimum starting value)

ACCOUNTING 10	HISTORY 20	
BARGAIN 10	LAW 10	
CREDIT RATING 35	ORATORY 10	
DEBATE 10	PSYCHOLOGY 10	
FAST TALK 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **3** Job Random Selection (1D100): **57 - 63**

PHOTOGRAPHER

Minimum Requirements

Allowed Weapons

Basic Skills

(Minimum starting value)

PHOTOGRAPHY 50	CREDIT RATING 15	
CHEMISTRY 10		
ELECTRICAL REPAIR 10		
SEE 40		
SNEAK 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Beginner	Base
Employed	EDU >= 13
Freelance	EDU >= 14
Agency owner	EDU >= 15

Notes

Job Group: **3** Job Random Selection (1D100): **64 - 70**

BUTLER

Minimum Requirements

POW Min.: 12

Allowed Weapons

Basic Skills

(Minimum starting value)

ACCOUNTING 10	LAW 10	
DEBATE 10	LIBRARY USE 25	
DRIVE CARS 25	PSYCHOLOGY 10	
FIRST AID 30	SPOT HIDDEN 25	
HISTORY 20	TALK MODERN LANG. 10	

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **3** Job Random Selection (1D100): **71 - 77**

GEOLOGIST

Minimum Requirements

EDU Min.: 14

Allowed Weapons

HANDGUN

Basic Skills

(Minimum starting value)

GEOLOGY 50	TALK THE SAME LANG. 10	
CHEMISTRY 30		
LIBRARY USE 25		
MAKE MAPS 10		
R/W MODERN LANG. 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Beginner	Base
Fellow	Edu >=15
Department Chief	Edu >=16
Museum Director	Edu >=17

Notes

Job Group: **3** Job Random Selection (1D100): **78 - 84**

ATHLETE

Minimum Requirements

DEX Min.: 15

Allowed Weapons

Basic Skills

(Minimum starting value)

CLIMB 40		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Runner	Run (50), Jump (30)
Thrower	Throw (50), Punch (35)
Jumper	Jump (50), Run (30)
Swimmer	Swim (50)

Levels & Requirements

Level	Requirement
Town Champion	Base
Regional Champion	Dex >= 16
National Champion	Dex >= 17 (Add Credit Rating - 35)
Olympic Medallist	Dex = 18 (Add Credit Rating - 50)

Notes

Job Group: **3** Job Random Selection (1D100): **85 - 92**

ACROBAT

Minimum Requirements

DEX Min.: 15 SIZ Max.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

JUMP 40	FIRST AID 30	
HORSE RIDING 10	SING 10	
THROW 25	BARGAIN 10	
SWIM 25		
TALK MODERN LANG. 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Circus	
Street	
Gymnast	

Levels & Requirements

Level	Requirement

Notes

Job Group: **3** Job Random Selection (1D100): **93 - 100**

HEAVY/FIGHTER ATHLETE

Minimum Requirements

STR Min.: 15

Allowed Weapons

Basic Skills

(Minimum starting value)

DODGE 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Wrestler	Grab (40), Combat Techniques (20), Head Butt (30), Punch (35)
Martial Arts	Oriental Combat Techniques (50), Punch (35), Kick (30), Psychology (15)
Boxer	Punch (50), Jump (30)
Weight Lifter	Required: STR >=17; Lift (60), Throw (30)

Levels & Requirements

Level	Requirement
Town Champion	Base
Regional Champion	Str >= 16
National Champion	Str >= 17 (Add Credit Rating - 35)
Olympic Medallist	Str = 18 (Add Credit Rating - 50)

Notes

Job Group: **4** Job Random Selection (1D100): **1 - 5**

ANARCHIST

Minimum Requirements

Allowed Weapons
HANDGUN EXPLOSIVES

Basic Skills (Minimum starting value)

FAST TALK 10	PSYCHOLOGY 10	
CAMOUFLAGE 25	R/W MODERN LANG. 10	
HIDE 35	SNEAK 10	
LIBRARY USE 25		
ORATORY 30		

Variants & Modifies (In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **4** Job Random Selection (1D100): **12 - 16**

MISSIONARY

Minimum Requirements

CON Min.: 13

Allowed Weapons

GUN CAL. 12

Basic Skills

(Minimum starting value)

ACCOUNTING 10	TREAT DISEASE 10	
BARGAIN 10	ORATORY 10	
CREDIT RATING 15	TALK MODERN LANG. 35	
DIAGNOSE DISEASE 10	SING 10	
FIRST AID 30	R/W MODERN LANG. 10	

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Africa	Talk Swahili (30)
Asia	Talk Farsi (30)
Latin America	Talk Spanish (20) Talk Portuguese (20)
Pacific	Talk Maori (20)

Levels & Requirements

Level	Requirement

Notes

Job Group: **4** Job Random Selection (1D100): **17 - 22**

PSYCHOLOGIST

Minimum Requirements

EDU Min.: 15 INT Min.: 10

Allowed Weapons

Basic Skills

(Minimum starting value)

PSYCHOLOGY 50	DIAGNOSE DISEASE 10	
PSYCHOANALYSIS 25	FIRST AID 30	
CREDIT RATING 15	R/W LATIN 10	
LIBRARY USE 25		
TREAT DISEASE 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
(see doctor)	

Notes

Job Group: **4** Job Random Selection (1D100): **23 - 27**

MOVIE DIRECTOR

Minimum Requirements

EDU Min.: 12

Allowed Weapons

Basic Skills

(Minimum starting value)

LAW 10	PHOTOGRAPHY 10	
PSYCHOLOGY 10	TALK MODERN LANG. 10	
HISTORY 20	SEE 40	
CREDIT RATING 15		
ACCOUNTING 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **4** Job Random Selection (1D100): **28 - 33**

MAGISTRATE

Minimum Requirements

EDU Min.: 20 INT Min.: 15

Allowed Weapons

Basic Skills

(Minimum starting value)

LAW 50	ACCOUNTING 10	ORATORY 10
PSYCHOLOGY 10	R/W MODERN LANG. 10	
DEBATE 10	TALK THE SAME LANG. 10	
CREDIT RATING 40	R/W MODERN LANG. 10	
LIBRARY USE 25	TALK THE SAME LANG. 10	

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **4** Job Random Selection (1D100): **34 - 38**

BOTANIST

Minimum Requirements

EDU Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

BOTANY 50	R/W LATIN 10	
CHEMISTRY 10		
ZOOLOGY 10		
LIBRARY USE 25		
TREAT POISON 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Beginner	Base
Fellow	Edu >=15
Department Chief	Edu >=16

Notes

Job Group: **4** Job Random Selection (1D100): **39 - 44**

PAINTER

Minimum Requirements

POW Min.: 12

Allowed Weapons

Basic Skills

(Minimum starting value)

CREDIT RATING 15		
LIBRARY USE 25		
MAKE MAPS 50		
SEE 40		
ARTS KNOWLEDGE 30		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
known in town	base
known in region	POW >= 13
known in country	POW >= 14
worldwide known	POW >= 16

Notes

Job Group: **4** Job Random Selection (1D100): **45 - 49**

ANTHROPOLOGIST

Minimum Requirements

EDU Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

ANTHROPOLOGY 50	PSYCHOLOGY 10	
ARCHAEOLOGY 25	R/W ANCIENT LANG. 10	
GEOLOGY 20		
HISTORY 20		
LIBRARY USE 25		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Beginner	Base
Fellow	Edu >=15
Department Chief	Edu >=16
Museum Director	Edu >=17

Notes

Job Group: **4** Job Random Selection (1D100): **50 - 55**

LINGUIST

Minimum Requirements

EDU Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

HISTORY 20		
LIBRARY USE 25		
LINGUISTIC 40		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
ancient Europe	Greek (20) Latin (20) Gaelic (20)
Asian	Arabic (20) Chinese (20) Farsi (20)
African	Bantu (20) Swahili (20)
generic	Choice of two

Levels & Requirements

Level	Requirement
beginner	base
fellow	EDU >= 15
society director	EDU >= 17

Notes

Job Group: **4** Job Random Selection (1D100): **56 - 60**

ORCHESTRA DIRECTOR

Minimum Requirements

EDU Min.: 15

Allowed Weapons

Basic Skills

(Minimum starting value)

CREDIT RATING 15	ACCOUNTING 10	
LIBRARY USE 25	TALK MODERN LANG. 10	
SING 10		
PSYCHOLOGY 10		
MUSIC 40		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Beginner	base
Regular medium size orchestra	EDU >= 16
Regular big size orchestra	EDU >= 17
Worldwide orchestra	EDU >= 19

Notes

Job Group: **4** Job Random Selection (1D100): **61 - 66**

CHEMIST

Minimum Requirements

EDU Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

CHEMISTRY 50	TALK LATIN 10	
PHYSIC 30		
LIBRARY USE 25		
TREAT POISON 10		
R/W LATIN 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Shop Employed	Base
Shop Owner - No staff	Edu >=15
Shop Owner with staff	Edu >=16

Notes

Job Group: **4** Job Random Selection (1D100): **67 - 71**

BANKER

Minimum Requirements

EDU Min.: 12

Allowed Weapons

Basic Skills

(Minimum starting value)

ACCOUNTING 50	PSYCHOLOGY 10	
LAW 30		
DEBATE 10		
TALK MODERN LANG. 10		
BARGAIN 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Teller	Base
Supervisor	Edu >= 13
Executive	Edu >= 15; Age >= 30
Managing Director	Edu >= 17; Age >= 40; Pow >= 13

Notes

Job Group: **4** Job Random Selection (1D100): **72 - 77**

OPERA SINGER

Minimum Requirements

CON Min.: 12

Allowed Weapons

Basic Skills

(Minimum starting value)

SING 50	R/W ITALIAN 10	
CREDIT RATING 15	TALK ITALIAN 10	
DEBATE 10	MUSIC 30	
ORATORY 10		
FAST TALK 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Extra	Base
Regular	CON >= 13
Protagonist	CON >= 13 EDU >= 14
Star	CON >= 13 EDU >= 16

Notes

Job Group: **4** Job Random Selection (1D100): **78 - 82**

PHYSICIST

Minimum Requirements

EDU Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

PHYSIC 50	R/W ANCIENT GREEK 10	
CHEMISTRY 25	ELECTRICAL REPAIR 10	
LIBRARY USE 25	MECHANIC 20	
ASTRONOMY 10		
R/W LATIN 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Beginner	Base
Fellow	EDU >= 15
Department chief	EDU >= 16
Laboratory director	EDU >= 17

Notes

Job Group: **4** Job Random Selection (1D100): **83 - 88**

MEDIUM

Minimum Requirements
POW Min.: 13 INT Min.: 10

Allowed Weapons

Basic Skills
(Minimum starting value)

OCCULT 40	SPOT HIDDEN 25	
PSYCHOLOGY 10		
ORATORY 10		
CREDIT RATING 15		
TALK MODERN LANG. 10		

Variants & Modifies
(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **4** Job Random Selection (1D100): **89 - 94**

THEOLOGIAN

Minimum Requirements

EDU Min.: 15

Allowed Weapons

Basic Skills

(Minimum starting value)

R/W LATIN 35	HISTORY 20	
TALK LATIN 35	TALK MODERN LANG. 10	
L/S GREEK 10	OCCULT 10	
R/W SANSKRIT 10	ORATORY 10	
ANTHROPOLOGY 10	PSYCHOLOGY 10	

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **4** Job Random Selection (1D100): **95 - 100**

ILLUSIONIST

Minimum Requirements

POW Min.: 13 APP Min.: 12 DEX Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

PICKPOCKET 10	FAST TALK 10	
MECH. REPAIR 10	SPOT HIDDEN 25	
CAMOUFLAGE 25	SEE 40	
HIDE 10		
ORATORY 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **5** Job Random Selection (1D100): **1 - 10**

GOVERNOR

Minimum Requirements
EDU Min.: 21 INT Min.: 18

Allowed Weapons

Basic Skills (Minimum starting value)

LAW 50	ACCOUNTING 10	
PSYCHOLOGY 10	R/W MODERN LANG. 10	
DEBATE 10	TALK THE SAME LANG. 10	
CREDIT RATING 50	TALK MODERN LANG. 10	
LIBRARY USE 25		

Variants & Modifies (In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **5** Job Random Selection (1D100): **11 - 20**

PHILOLOGIST

Minimum Requirements

EDU Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

HISTORY 20	R/W ANCIENT LANG. 10	
LIBRARY USE 25	TALK SAME 3 LANG. 10	
LINGUIST 40		
R/W ANCIENT LANG. 10		
R/W ANCIENT LANG. 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement
Beginner	base
Fellow	EDU >= 15
Department chef	EDU >= 16
Society director	EDU >= 17

Notes

Job Group: **5** Job Random Selection (1D100): **21 - 30**

COMPOSER

Minimum Requirements

POW Min.: 10

Allowed Weapons

Basic Skills

(Minimum starting value)

CREDIT RATING 15	TALK MODERN LANG. 10	
LIBRARY USE 25	DEBATE 10	
SING 10		
PSYCHOLOGY 10		
MUSIC 50		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **5** Job Random Selection (1D100): **31 - 40**

AMBASSADOR

Minimum Requirements

EDU Min.: 20 INT Min.: 15

Allowed Weapons

Basic Skills

(Minimum starting value)

LAW 30	CREDIT RATING 40	R/W THE SAME LANG. 10
PSYCHOLOGY 10	LIBRARY USE 25	TALK MODERN LANG. 10
DEBATE 10	ACCOUNTING 10	R/W ANCIENT LANG. 10
ORATORY 10	BARGAIN 10	
FAST TALK 10	TALK MODERN LANG. 10	

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **5** Job Random Selection (1D100): **41 - 50**

SOCIOLOGIST

Minimum Requirements

EDU Min.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

PSYCHOLOGY 10	LIBRARY USE 25	
HISTORY 20		
LAW 10		
CREDIT RATING 15		
DEBATE 10		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **5** Job Random Selection (1D100): **51 - 60**

OCCULTIST

Minimum Requirements

EDU Min.: 12

Allowed Weapons

Basic Skills

(Minimum starting value)

OCCULT 50	R/W LATIN 10	
HISTORY 20	R/W ANCIENT LANG. 10	
ASTRONOMY 10		
ARCHAEOLOGY 10		
LIBRARY USE 25		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **5** Job Random Selection (1D100): **61 - 70**

RADIO ANNOUNCER

Minimum Requirements

EDU Min.: 12

Allowed Weapons

Basic Skills

(Minimum starting value)

LAW 10	SING 10	
DEBATE 35	TALK MODERN LANG. 10	
ORATORY 35		
FAST TALK 35		
CREDIT RATING 15		

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

Job Group: **5** Job Random Selection (1D100): **71 - 80**

NOBLEMAN

Minimum Requirements

EDU Min.: 13 Max.: 14 INT Min.: 10 Max.: 14

Allowed Weapons

Basic Skills

(Minimum starting value)

DRIVE CARS 20	R/W GREEK 10	
FAST TALK 10	HORSE RIDING 10	
PHOTOGRAPHY 10	GUN CAL. 12 30	
PILOT AIRCRAFT 10	SING 10	
R/W LATIN 10	TALK FRENCH 10	

Variants & Modifies

(In brackets the minimum starting value)

Variant	Modify
Baron	
Earl	
Duke	
Prince	

Levels & Requirements

Level	Requirement

Notes

Job Group: **5** Job Random Selection (1D100): **81 - 90**

EXPLORER

Minimum Requirements
CON Min.: 14 DEX Min.: 12

Allowed Weapons

Basic Skills (Minimum starting value)

TRACK 50	HANDGUN OR GUN 20	
TREAT POISON 10		
FIRST AID 30		
CLIMB 40		
JUMP 25		

Variants & Modifies (In brackets the minimum starting value)

Variant	Modify
Polar Regions	See (40), First Aid (40), Track (50), Sail (20), Spot Hidden (30)
Africa	Anthropology (10), Bargain (10). Treat Poison (10), Linguist (10), Speak Swahili (20)
South East Asia & Oceania	Sail (35), Treat Poison (10), Anthropology (10). Linguist (10), Swim (25)
South America	Treat Poison (10), Anthropology (10). Linguist (10), Horse riding (10), Speak Spanish (20)

Levels & Requirements

Level	Requirement

Notes

Job Group: **5** Job Random Selection (1D100): **91 - 100**

INVESTIGATIVE CONSULTANT

Minimum Requirements
EDU Min.: 14 INT Min.: 14

Allowed Weapons

Basic Skills (Minimum starting value)

ANTHROPOLOGY 10	LINGUIST 10	TREAT POISON 10
ARCHAEOLOGY 10	PHARMACY 10	
BOTANY 10	L/S LINGUA MOD. 10	
CHEMISTRY 10	TALK THE SAME LANG. 10	
DIAGNOSE DISEASE 10	TRACK 10	

Variants & Modifies (In brackets the minimum starting value)

Variant	Modify

Levels & Requirements

Level	Requirement

Notes

CHARACTER BACKGROUND GENERATION

The CHARACTER Background includes the following compulsory features:

- 1) Sex**
- 2) Age**
- 3) Height**
- 4) Weight**
- 5) Marital Status**
- 6) Personal Income**

To establish these features apply the rules contained in the following pages.

CHARACTER BACKGROUND GENERATION

Step 1

SEX

$1D100 + \text{SIZ} + \text{STR} + \text{CON}$

≥ 50 Male

< 50 Female

Note: In the 20's some of the jobs previously listed are not suitable for female characters (ie.: policeman, soldier, governor, etc.)

Step 2

AGE

$((\text{EDU} - 10) \times 2) + 18 + 1D20$ Years

Note: Roll again 1D20 if less than 18.

Step 3

HEIGHT

$((\text{SIZ} - 7) \times 5) + 145 + 1D6$ Centimetres

Step 4

WEIGHT

$(\text{SIZ} + \text{CON} + \text{STR}) \times 2 + 1D6$ Kilograms

CHARACTER BACKGROUND GENERATION

Step 5

MARITAL STATUS

Roll 1D100 :

<51	Not Married
51-60	Married - No children
61-70	Divorced
71-80	Married - 1 Child
81-90	Married - 2 Children
91-100	Married - 3 Children

CHARACTER BACKGROUND GENERATION

Step 6

PERSONAL INCOME

a) Find on the following table the base income of the Character:

ACROBAT	\$ 1,500	GOVERNOR	\$ 9,000	PAINTER	\$ 1,400
ACTOR	\$ 3,500	GUNSMITH	\$ 1,400	PHILOLOGIST	\$ 1,800
AMBASSADOR	\$ 9,000	HISTORIAN	\$ 1,800	PHOTOGRAPHER	\$ 1,600
ANARCHIST	\$ 1,200	ILLUSIONIST	\$ 2,000	PHYSICIST	\$ 1,800
ANTHROPOLOGIST	\$ 1,800	INVESTIGATIVE CONSULTANT	\$ 3,000	POLICEMAN	\$ 1,300
ARCHAEOLOGIST	\$ 1,800	JOURNALIST	\$ 1,500	POLITICIAN	\$ 2,500
ARCHITECT	\$ 1,600	LANDLORD	\$ 4,000	TEACHER	\$ 1,400
ASTROLOGER	\$ 1,500	LAWYER	\$ 1,600	PRIVATE EYE	\$ 1,500
ASTRONOMER	\$ 1,800	LIBRARIAN	\$ 1,400	PSYCHOLOGIST	\$ 1,800
BANKER	\$ 1,600	LINGUIST	\$ 1,800	RADIO ANNOUNCER	\$ 2,000
BOTANIST	\$ 1,800	MAGISTRATE	\$ 4,000	RANGER	\$ 1,700
HEAVY/FIGHTER ATHLETE	\$ 1,600	MECHANIC	\$ 1,300	ENTREPRENEUR	\$ 2,400
BUTLER	\$ 1,500	MEDIUM	\$ 1,500	SAILOR	\$ 1,300
CHEMIST	\$ 1,300	MISSIONARY	\$ 1,300	SOCIOLOGIST	\$ 1,800
COMPOSER	\$ 2,500	MOVIE DIRECTOR	\$ 5,000	SOLDIER	\$ 1,500
DOCTOR	\$ 1,800	NOBLEMAN	\$ 2,500	ATHLETE	\$ 2,000
DOMESTIC	\$ 1,300	NOTARY	\$ 3,000	THEOLOGIAN	\$ 1,500
ELECTRICIAN	\$ 1,300	OCCULTIST	\$ 1,400	TRUCK DRIVER	\$ 1,300
EXPLORER	\$ 1,800	OPERA SINGER	\$ 2,000	TYPOGRAPHER	\$ 1,400
FORENSIC PATHOLOGIST	\$ 1,900	ORCHESTRA DIRECTOR	\$ 2,000	VETERINARY	\$ 1,800
GEOLOGIST	\$ 1,800	OUTLAW	\$ 1,500		

b) If the Job has no levels, the Base income indicated in the table is the NET income of the character. If the job has levels, apply the following modifiers:

- Level 1 = Base Income
- Level 2 = Base Income x 1.5
- Level 3 = Base Income x 2
- Level 4 = Base Income x 3

Note: The Amounts indicated in the table are NET incomes in American Dollars and are referred to the period 1920-1930.

Note: The different variants of a job do not have any impact on the Personal Income.

CHARACTER BACKGROUND GENERATION

The following features are part of the Background, but their generation is not compulsory. The Master can decide whether these features are generated with the previous ones at the start of the scenario, or when they are needed during the game.

7) Friends

8) Hobbies

9) Previous Job

10) Relevant Events in Youth

To establish these features apply the rules contained in the following pages

CHARACTER BACKGROUND GENERATION

Step 7

FRIENDS

1D20 +EDU:

10-25 =	1 Friend
26-30 =	2 Friends
31-33 =	3 Friends
34-36 =	4 Friends
37-39 =	5 Friends
>39 =	6 Friends

To establish the job of the friends use the Job Random Generation.

Step 8

HOBBIES

a) Roll 1D20:

0-3	1 Hobby
4-15	2 Hobbies
16-18	3 Hobbies
19-20	4 Hobbies

b) Roll 1D100 for every Hobby and apply the table in the following page.

CHARACTER BACKGROUND GENERATION

Hobby Random Selection Table

1D100		HOBBY	BONUS
1	2	FISHING	DEX +1
3	4	HUNTING	+10 GUN CAL.12
5	6	TARGET SHOOTING	+10 RIFLE
7	8	STAMPS COLLECTING	+10 HISTORY +10 LIBRARY
9	10	COINS COLLECTING	+10 HISTORY
11	12	READING	+15 LIBRARY
13	14	HORSERIDING	+10 RIDE
15	16	JOGGING	+10 JUMP
17	18	RUGBY	+10 PUNCH +10 KICK
19	20	GARDENING	+10 BOTANIC
21	22	WINES	CON +1
23	24	ANCIENT WEAPONS	+10 MECHANIC +10 HISTORY
25	26	MINERALS	+10 GEOLOGY
27	28	MOUNTAINEERING	+10 CLIMB
29	30	BASKETBALL	+10 JUMP
31	32	CHESS	INT +1
33	34	SWIMMING	+15 SWIM
35	36	SAILING	+20 SAIL
37	38	MEN/WOMEN	APP +1
39	40	BOXING	+20 PUNCH
41	42	WRESTLING	+20 GRAB (BASE = 30)
43	44	TRAVELLING	+10 ANTHROPOLOGY
45	46	BUTTERFLIES COLL.	+10 ZOOLOGY
47	48	LATIN STUDY	+20 R/W/S/ LATIN
49	50	ANCIENT GREEK	+20 R/W/S/ ANC. GREEK
51	52	EGYPTOLOGY	+10 ARCHAEOLOGY
53	54	OCCULT	+20 OCCULT
55	56	ASTROLOGY	+10 ASTRONOMY
57	58	ASTRONOMY	+20 ASTRONOMY
59	60	PIANO PLAYING	+20 PIANO
61	62	VIOLIN	+20 VIOLIN
63	64	SMOKING PIPE	+10 IDEA
65	66	GAMBLING	+10 LUCK
67	68	PAINTING	+20 ART SENSE. (BASE = 10
69	70	ART COLLECTING	+10 BARGAIN
71	72	COOKING	TAI +1
73	74	MECHANIC	+15 MECHANIC
75	76	PHOTOGRAPHY	+15 PHOTOGRAPHY
77	78	THEATRE	+10 LISTEN
79	80	PUSH BIKING	DEX +1
81	82	GOLF	+10 IDEA
83	84	CLUB MEMBERSHIP	+10 CREDIT RATING
85	86	BRIDGE	+10 IDEA
87	88	TENNIS	DEX +1
89	90	POKER	+10 FAST TALK
91	92	CAVES EXPLORATION	+10 GEOLOGY
93	94	DANCING	DEX +1
95	96	INVENTING	+10 IDEA
97	98	CAR RACES	+20 DRIVE CAR
99	100	AIRCRAFT	+30 PILOT AIRCRAFT

CHARACTER BACKGROUND GENERATION

Step 9

PREVIOUS JOB

AGE - EDU +1D6

>31 Had a previous job

>=31 Had Not a previous job

Use the Random Job Selection to establish the Previous Job, limiting the choice to jobs belonging to groups 1 and 2. Apply the following table:

Roll 1D100:

01-75 = Group 1

76-00 = Group 2

CHARACTER BACKGROUND GENERATION

Step 9

Relevant Events in Youth

Part 1 - From a Broken Home....

Social family background for Call of Cthulhu characters.

A quick note for clarity: the Call of Cthulhu Rules do not cover extensively matters such as social class and income of the character's family, concentrating only on the character's income as a result of his profession (or lack thereof); yet such things can greatly help in defining the character, and might give a few role-playing hooks to both players and keeper - a character's profession, played against his family's social status and wealth can rise a few interesting contrasts that both player and keeper might like to explore.

Hence the following (optional!!!) tables

Tab 1a - Family Social Class (as perceived in their original culture)[°]

Roll 1d100	Social Class	Credit Rating
100-86 *	Lower	-5
85-61	Lower Middle	-3
60-41	Middle	/
40-16	Upper Middle	+3
15-1 *	Upper	+5

* Characters belonging to extremely class conscious societies (Imperial Britain and Japan, White Russia, Boston and New England) are required a second check

Roll 1d10	Subclass	Credit Rating
10-8	- Lower	-2
7-4	- Middle	/
3-1	- Upper	+2

[°] Note: Social class is a tricky business, as it depends chiefly on social mores, that can be highly variable.

European social class has usually something to do with degrees of nobility, with the higher classes being members of the titled families, followed by gentry, gentlemen, lesser folk etc.

As the USA have no titled families as such, the concept of social class tends to be an even shakier concept, sometimes backed by ancestry (the classic 'Old Boston Family' being on a much higher step of the social ladder than a recently immigrated family of Brooklyn Italians) and much more often on census.

As a rule of thumb, the keeper and players might like to remember the following: in Europe, Social Class usually comes first than Money, while in the USA is generally the other way around. This an absolute oversimplification, of course.

Tab 1b - Yearly Parents' Family Income °°

Parents' Family Income		
1d100+ Credit rating Bonus		Census Credit Bonus
1-5	<500 \$	-3
6-20	500 - 1500	-2
20-35	1500 - 2500	-1
36-60	2500 - 6000	
61-80	6000 - 25000	+1
81-95	25000 - 75000	+2
95-100	> 75000	+3

°° Note: using the two tables together, is possible to randomly generate any kind of familiar situation, from a rich upper class family to an impoverished gentry household to a 'lower than dirt' family that made good through hard work (or shady activities).

Plese notice that no mention is made of the means by wich the family fortune was made or undone. This is left to a collaborative effort by player and keeper during character generation.

Remember The Days of The Old Schoolyard...

Early life events for Call of Cthulhu characters.

Not often is the earlier life of a character explored, described or simply used in a Call of Cthulhu game; and yet, when facing the Supernatural Horror, a man might try and find strength and resources even in the memory of his most peaceful years. An optional table follows to help build this side of the character's past.

Each character is allowed 3 1D100 Rolls on the table, or the Keeper may choose as he sees fit.

Tab. 2 - Childhood and Youth Events (4-16 years)

Roll 1d100

1-4 - Educated at home by a relative up to the age of (6+1d6) - Add 1 to Hobbies number (only if ≤ 4), subtract 1 from "number of friends" (only if > 0)

5-8 - Poor health as a child, did not get out much - subtract 1 from "number of friends" (only if > 0)

9-12 - Traumatized as a child

Roll 1d6

1-3 Lost in a crowd (agoraphobia/demophobia prone - ignore other insanity rolls on the first insanity instance)

4-6 Locked in a closet (claustrophobia/scotophobia prone - ignore other insanity rolls on the first insanity instance)

13-16 - Parents divorced - grew up with... (1d6 - 1/3 mother, 4/6 father) *

17-20 - One parent dead (1d6 - 1/3 mother, 4/6 father) *

21-24 - Both parents dead - grew up with....

Roll 1D6

1-2 Uncles

3-4 Grandparents

5-6 Family Friends

* Check if relevant parent re-married: basic chance, 50%

25-28 - Parents were Emigrés/Refugees - roll for a second mother language, with INTx3 as starting skill %

29-32 - Spent his earlier years abroad - roll for a second language, with INTx2 as starting skill %; Anthropology or Linguistics +5%

33-36 - Tormented by school bully/bitch - +10% to fist

37-40 - Hopeless at sports - Add 1 Hobby (not sport-related)

41-44 - Grew up on a farm - +5% at Zoology or Botany

45-48 - Owned a pet

Roll 1d8

1-3	dog
4-6	cat
7	turtle
8	canary

49-52 - Worked part-time to supplement pocket money (male characters only, reroll if character is female)

Roll 1d8

1-2	bellboy (Listen +5%)
3-4	shop delivery-boy (Track +5%)
5-6	newsboy (Knowledge +2%)
7-8	shoe-shiner (Bargain +5%)

53-56 - Was a tomboy (female characters only, reroll for male characters) - +10 fist

57-60 - Was in the Boy/Girl Scouts - -1 SAN, gets Zoology or Botany +5%

61-64 - Fond of popular magazines, usually low on prose style (-5 to Read/Write Own Language) but high on informational tidbits

Roll 1d6

1-2	adventure/thriller	(+5 Anthropology or Psychology)
3-4	mystery/horror	(+5 Spot Hidden or Occult)
5-6	sciencefiction	(+5 Astronomy or Physics)

65-68 - Member of

Roll 1d6

1-2	School Theatre Group (+10 Acting)
3-4	School Band (+ 10 Music/Sing)
5-6	School Paper (+10 Debate)

69-72 - Member of neighborhood kids' gang/club - add 1 to "number of friends"

73-76 - Was the school or neighborhood bully/bitch - subtract 1 from "number of friends", +5% to Psychology

77-80 - Tried to run away with a circus - special Dream skill +5%

81-84 - Dramatically dumped by his/her first sweetheart; make a SAN check and lose 1 Sanity point if check failed, none if the check is successful.

85-88- Disgraced from school for...

Roll 1D8

1-2	cheating	- 2%	
3-4	drunkenness	- 3%	
5-6	unmentionable scandal	- 4%	
7-8	excessive violence	- 2%	Fist + 5% Headbutt +5%

89-92 - Disinherited by his family (only if family has >25000 \$ income, otherwise ignore this result and roll again); has no access to the family fortune, nor the family will support financially or otherwise his activities.

93-96 - Make two further checks on the table

97-100 - A totally uneventful youth! Ignore any other result: the character is considered to be 'Boring' by almost everyone he/she knows - Subtract 1 to 'Number of Friends' (only if >0) and 1 from Appearance

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