

ACHTUNG! Cthulhu

Beastsofwar.com's Achtung! Cthulhu character creation competition winners for International Tabletop Day 2013

Following our competition with BeastsofWar.com we present the six best character concepts submitted by the show's viewers, each of which has been developed into a pre-generated investigator character for *Call of Cthulhu* that can be brought to your *Achtung! Cthulhu* game as an investigator or NPC. The winning character of these six who will appear in a

future adventure is Lawrence McCarty by Libraham Harker. The five character runners-up are Kamila Opleta by Fabio Vollono, Dr Josef Vygotsky by The Greenside Project, Doctor Zenjiro 'Jim' Matsu by Sotf, and Marilyn Baxter by Beetle.

The *Savage Worlds* versions of these all these characters will be released soon.

LAWRENCE McCARTY Chaplain to the Forces, Irish Guards, aged 25

When war broke out, Lawrence had originally been reading theology at St Stephen's House, Oxford. Rather than complete his studies, he came down from Oxford and enlisted in the Irish Guards. In 1941, he was assigned to L Detachment SAS Brigade under the command of David Stirling, completing several successful raids. He was given recuperative leave following the death of his whole squad in Libya under mysterious circumstances that left him with an extreme fear of dogs. Deeply scarred by the events, Lawrence returned to his studies and was ordained as a chaplain in the army. Now a man of faith, he is determined to keep all those men that he ministers to alive for fear of being alone again. Some say he was driven half-mad by the events in Libya—he still wakes screaming about the long-tongued hairless dogs that ambushed and killed his whole squad. Even if this true, Lawrence is the most fearless human being alive and will fight fervently.

STR 13	DEX 14	INT 18	CON 10
SIZ 17	APP 09	POW 11	EDU 19
SAN 42	Hit Points: 14		

Damage Bonus: +1D4

Mental Disorders & Phobias: Cynophobia (fear of dogs).

Skills: Bargain 25%, Climb 37%, Conceal 15%,
Credit Rating 15%, Cryptography 11%,

Cthulhu Mythos 05%, Dodge 38%,
Drive (Automobile) 45%, Explosives 36%, Hide 30%,
Jump 35%, Listen 25%, Navigate 20%, Occult 25%,
Parachute 26%, Persuade 25%, Philosophy & Religion 45%,
Psychoanalysis 26%, Psychology 25%, Radio Operator 26%,
Sneak 30%, Spot Hidden 25%, Swim 25%, Throw 25%.

Language Skills: English (Own) 80%, Arabic 11%,
Hebrew 26%, Latin 56%.

Weapon Skills: Fist/Punch 50%, Grapple 25%,
Handgun 40%, Kick 25%, Knife 45%, Machine Gun
20%, Martial Arts (Defendu) 31%, Rifle 45%, Spear 25%,
Submachine Gun 40%.

Weapons: *Colt Government (M1911A1)* .45 ACP calibre
semiautomatic pistol 40%, damage 1D10+2, atts 1,
base range 15 yds, rounds 7+1, hp 8, malf 99.

Fist/Punch 50%, 1D3, atts 1.

Appearance: As an SAS officer, Lawrence was tall and well built, but in the months following his recuperation, he has lost weight. In addition, his hair has turned prematurely grey and he has an unsettling look in his eye.

**Martial Arts (Defendu) 31%, doubles base damage.*

From an original concept by LIBRAHAM HARKER (YouTube).

GILES HAVERSHAM

Gentleman Smuggler & MI6 Contact, aged 34

Whatever drove Giles Haversham out of England as far south as Lisbon in Portugal has long been forgotten, but in the city he has made a name for himself with a successful Import/Export business. The outbreak of war has curtailed trade and he deals with anyone and everyone, whatever their allegiance. He has contacts in London, Madrid, North Africa, and of course, Lisbon, as well as far away as Argentina and Brazil. Of course, he reports all of his trades and shipping movements back to London. Rarely seen without his trilby and overcoat or the silver cigarette case from which smokes a pack a day, Giles, despite his exile, remains an ardent anglophile and cricket fan. Whenever he meets anyone who has come from England, he will always inquire about the cricket scores.

STR 12 **DEX** 15 **INT** 12 **CON** 12
SIZ 14 **APP** 18 **POW** 15 **EDU** 19
SAN 75 **Hit Points:** 13

Damage Bonus: +1D4

Skills: Accounting 20%, Bargain 50%, Conceal 65%, Credit Rating 45%, Fast Talk 35%, Law 25%, Listen 25%, Literature 30%, Navigate 40%, Persuade 40%, Pilot (Boat) 51%, Psychology 20%, Spot Hidden 35%, Throw 45%.

Language Skills: English (Own) 95%, Arabic 11%, German 21%, Latin 11%, Portuguese 41%, Spanish 21%.

Weapon Skills: Club (Cricket Bat) 45%, Fist/Punch 50%, Handgun 45%.

Weapons: *Walther PP K* .32 ACP calibre pistol 45%, damage 1D8, atts 3, base range 10 yds, rounds 7+1, hp 6, malf 99.

FN-Browning Mle 1906 .25 ACP calibre semiautomatic pistol 45%, damage 1D6, atts 3, base range 5 yds, rounds 6+1, hp 6, malf 97.

Cricket Bat 45%, 1D8+db, atts 1.

Fist/Punch 50%, damage 1D3+db, atts 1.

Appearance: Dark haired and blue eyed, Giles has classic matinee idol looks—looks that were probably the cause of whatever drove him out of England. He is always immaculately dressed and knows what to wear to all the right places and when.

From an original concept by DEAN ELLIS (YouTube).

SECOND LIEUTENANT ZENJIRO "JIM" MATSU, Ph.D.

USMC, OSS Liaison Officer, aged 32

A native of San Francisco, Zenjiro Matsu is Sansei or third generation Japanese American. He studied applied mathematics at Stanford and was in London for further research at University College London when war broke out. Following Pearl Harbor, his Japanese background meant that he was not recalled to the USA, but having gone through Naval Reserve Officers Training Corps, he was called up and given a commission in the United States Marine Corps. Seconded to the O.S.S., he has remained in the United Kingdom ever since, liaising with MI6 and the Admiralty where his both his language skills and interest in photography has proved useful. Nevertheless, his Japanese heritage is still held against him by his superiors, so he often gets assigned the oddest of tasks that no-one else wants.

STR 14 **DEX** 10 **INT** 16 **CON** 16
SIZ 11 **APP** 10 **POW** 12 **EDU** 17
SAN 60 **Hit Points:** 14

Damage Bonus: +1D4

Skills: Anthropology 56%, Bargain 10%, Cryptography 56%, Folklore 25%, History 40%.

Library Use 40%, Mathematics 34%, Navigate 15%, Persuade 20%, Photography 55%, Psychology 50%, Sneak 15%, Spot Hidden 45%, Swim 30%.

Language Skills: Japanese (Own) 85%, English 51%, German 21%, Spanish 21%.

Weapon Skills: *Fist/Punch* 50%, *Grapple* 50%, *Handgun* 20%, *Martial Arts (Judo)* 21%, *Rifle* 30%.

Weapons: *Colt Government (M1911A1)* .45 ACP calibre semiautomatic pistol 40%, damage 1D10+2, atts 1, base range 15 yds, rounds 7+1, hp 8, malf 99.

Fist/Punch 50%, 1D3+1D4, atts 1.

Grapple 50%, special*.

Appearance: Although his Oriental features stand out as exotic on the rainy streets of London, Zenjiro is every inch the United States Marine Corps officer.

**Martial Arts (Judo)* 26%, doubles base damage.

From an original concept by SOTF.

KAMILA OPLETAL

SOE agent in waiting & doctoral candidate, aged 26

Kamila Opletal is a charismatic Czechoslovakian student who has just begun a PhD in the Ancient History of Astronomy at Girton College, Cambridge. A former member of the Czechoslovakian women's gymnastics team, she was a silver medallist at the 1936 Summer Olympics in Berlin. She came to England in 1939 after her brother's death at the hands of the Nazis following the student riots in Prague in October 1939. Initially interred as a foreign resident, Kamila was eventually vetted and released. It was while she was at Cambridge that she was recruited by SOE and she has recently completed her training as a prospective agent working as a courier.

STR 11 **DEX** 18 **INT** 15 **CON** 09
SIZ 09 **APP** 13 **POW** 12 **EDU** 17
SAN 60 **Hit Points:** 09

Damage Bonus: None.

Skills: Anthropology 46%, Archaeology 51%, Astronomy 51%, Bargain 25%, Climb 54%, Conceal 20%, Credit Rating 20%, Cryptography 06%, Disguise 11%.

Dodge 61%, Drive (Motorcycle) 35%, Explosives 20%, Fast Talk 15%, Hide 15%, History 40%, Jump 50%, Library Use 45%, Listen 35%, Locksmith 06%, Navigate 15%, Parachute 25%, Persuade 40%, Psychology 35%, Radio Operator 20%, Sneak 15%, Spot Hidden 40%, Swim 35%, Tradecraft 06%.

Language Skills: Czech (Own) 85%, English 41%, German 51%, Latin 21%.

Weapon Skills: Fist/Punch 50%, Grapple 30%, Handgun 25%, Knife 30%, Martial Arts (Defendu) 06%, Rifle 30%, Submachine Gun 20%.

Weapons: *Fist/Punch* 50%, 1D3*, atts 1.

Appearance: Small and dark haired, Kamila has not yet lost her gymnast's build. When not wearing her leathers for her BSA Empire Star motorcycle, she dresses conservatively.

**Martial Arts 06% (Defendu), doubles base damage.*

From an original concept by FABIO VOLLONO (YouTube).

MARILYN BAXTER

Overly curious librarian, aged 27

Marilyn was a book-worm, stuck in the back of a library cataloguing donations to the University of Chicago Library. While sorting through a generous estate donation, she found a journal belonging to the recently deceased Sir Miles Hatterton which chronicled an unpublished discovery located off the coast of France. Dreaming of leading the life of a dime-store novel heroine, she packed her hat and her mother's revolver in search of clues to a forgotten mystery.

STR 09 **DEX** 09 **INT** 17 **CON** 13
SIZ 12 **APP** 07 **POW** 12 **EDU** 14
SAN 60 **Hit Points:** 13

Damage Bonus: None.

Skills: Accounting 50%, Bargain 45%, Craft (Knitting) 45%, Folklore 45%, History 60%, Library Use 85%, Literature 50%, Mechanical Repair 50%, Spot Hidden 50%, Swim 50%.

Language Skills: English (Own) 80%, French 41%, Latin 41%.

Weapon Skills: *Fist/Punch* 50%.

Weapons: *Fist/Punch* 50%, damage 1D3, atts 1.

Knitting needle 25%, damage 1D2, atts 1.

Overstuffed Handbag 25%, 1D3, atts 1.

S&W Safety Hammerless .32 S&W calibre revolver 20%, damage 1D6+1, atts 3, base range 10 yds, rounds 5, hp 8, malf 00.

Appearance: With mousy brown hair, brown eyes, and wide features Marilyn is a homely woman. She dresses sensibly with little regard to current fashions and is never without a big black handbag filled to the brim with useful odds and ends, and, most importantly, her knitting.

From an original concept by BEETLE.

Dr. Josef Vygotsky
Major Gozbezopasnosti NKVD &
Allied Interests Liaison Officer, aged 46

When the Great October Socialist Revolution occurred, Josef Vygotsky went from a seminary student studying to become a Russian Orthodox Church priest to an ardent Communist and devotee of Lenin. Indeed, he won plaudits from Lenin himself for his zealotry in disproving Catholic dogma immediately after the Bolshevik revolution. In the decades since, Vygotsky's fervour and adherence to Communist doctrine has never wavered, and neither has his hatred of religion – all and any religion! He has spent time in the gulag when his ardour was out of favour, and paid for it under interrogation and torture, but in the run up to the Great Patriotic War, he was pulled from the camps and ordered to work with Russia's mistrusted Allies, handling certain matters with regard to the esoteric and the occult. When working with foreign agents or investigating the supernatural, Dr Vygotsky sees his personal mission as one of enforced enlightenment...

STR 10 **DEX** 06 **INT** 14 **CON** 09
SIZ 12 **APP** 05 **POW** 15 **EDU** 16
SAN 58 **Hit Points:** 11

Damage Bonus: None.

Skills: Bargain 25%, Credit Rating 15%, Folklore 20%, History 40%, Law 25%, Library Use 45%, Occult 45%,

Persuade 55%, Philosophy & Religion 75%, Psychology 45%.

Language Skills: Russian (Own) 80%, Ancient Greek 26%, English 41%, Hebrew 46%, Latin 26%.

Weapon Skills: *Fist/Punch* 50%, Handgun 40%, Submachine Gun 35%.

Weapons: TOZ TT-33 7.62x25mm Tokarev semiautomatic pistol 40%, damage 1D8+1, atts 2, base range 15 yds, rounds 8+1, hp 8, malf 99.

TOZ PPSH-41 7.62x25mm Tokarev submachine gun 35%, damage 1D8+1, atts 2 or 30, base range 50 yds, rounds 35/71, hp 10, malf 97.

Fist/Punch 50%, 1D3, atts 1.

Appearance: Once his mother would have called him attractive, but no longer. Innumerable sessions of interrogation and torture have left his features heavily scarred, barely hidden beneath a patchy black and white beard, his body and right leg twisted. He walks with a limp and needs a stick for support. His manic blue stare is a horror to behold.

From an original concept by THEGREENSIDEPROJECT (YouTube).

*Deadman's right, were gay through
these recruits too damn fast!*

C.