

# ACHTUNG! Cthulhu

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

Following our competition with [BeastsofWar.com](http://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 *Savage Worlds* 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.

*Call of Cthulhu* versions of these all these characters are also available.

## 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.

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d6, Knowledge (Mythos) d4, Knowledge (Occult) d6, Knowledge (Religion) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6

**Defining Interests/Languages:** Arabic, English, Hebrew, Latin

**Pace:** 6; **Parry:** 5; **Charisma:** +0; **Toughness:** 5;  
**Sanity:** 4; **Corruption:** 1

**Hindrances:** Loyal, Major Phobia (Dogs),  
Vow (religious orders)

**Edges:** Brave

**Gear:** *Colt Government (M1911A1) .45 ACP* calibre semiautomatic pistol (12/24/48, 2d6+1, RoF 1, Shots 7, AP 1, Semi-auto)

**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.

*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.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Boating d6, Fighting d6, Guts d6, Knowledge (Trading) d6, Notice d6, Persuasion d8, Shooting d6

**Defining Interests/Languages:** English, German, Portuguese, Spanish

**Pace:** 6; **Parry:** 5; **Charisma:** +2; **Toughness:** 5; **Sanity:** 6; **Corruption:** 0

**Hindrances:** Enemy (Minor), Quirk (Anglophile), Wanted (Major)

**Edges:** Attractive, Connections (International Trade)

**Gear:** Cricket Bat (Str+d6), Walther PP K .32 ACP calibre pistol (12/24/48, 2d6+1, RoF 1, Shots 7, AP 1, Semi-auto), FN-Browning Mle 1906 .25 ACP calibre semiautomatic pistol (12/24/48, 2d6-1, RoF 1, Shots 6, Semi-auto)

**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.

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8

**Skills:** Fighting d6, Guts d6, Investigation d6, Knowledge (Anthropology) d6, Knowledge (Folklore) d4, Knowledge (Psychology) d6, Notice d6, Shooting d6

**Defining Interests/Languages:** Cryptography, Japanese, Photography

**Pace:** 6; **Parry:** 5; **Charisma:** -2; **Toughness:** 6; **Sanity:** 5; **Corruption:** 0

**Hindrances:** Enemy (allied officer), Loyal, Outsider, Quirk (exaggerated American accent)

**Edges:** Martial Artist

**Gear:** Colt Government (M1911A1) .45 ACP calibre semiautomatic pistol (12/24/48, 2d6+1, RoF 1, Shots 7, AP 1, Semi-auto)

**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.

*From an original concept by SOTF.*



## KAMILA OPLETAL

SOE agent in waiting &amp; 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.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d6, Fighting d6, Guts d6, Investigation d6, Knowledge (Anthropology) d6, Knowledge (Archaeology) d6, Knowledge (Astronomy) d6, Notice d4

**Defining Interests/Languages:** Czech, German, Latin

**Pace:** 6; **Parry:** 5; **Charisma:** -2; **Toughness:** 5; **Sanity:** 5; **Corruption:** 0

**Hindrances:** Heroic, Quirk (very keen), Vengeful

**Edges:** Acrobat, Quick

**Gear:** No weapons issued yet

**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.

*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.

**Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

**Skills:** Investigation d10, Guts d8, Notice d6, Persuade d6, Repair d6, Shooting d4

**Defining Interests/Languages:** French, Folklore, History, Knitting, Latin

**Pace:** 6; **Parry:** 5; **Charisma:** -2; **Toughness:** 5; **Sanity:** 5; **Corruption:** 0

**Hindrances:** Curious, Heroic

**Edges:** Lucky

**Gear:** Overstuffed handbag (Str+d4), S&W Safety Hammerless .32 calibre revolver (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver)

**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...

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Investigation d6, Guts d8, Knowledge (Religion) d6, Knowledge (Occult) d6, Knowledge (Psychology) d6, Persuade d6, Shooting d6

**Defining Interests/Languages:** Hebrew, Russia, History

**Pace:** 6; **Parry:** 5; **Charisma:** -4; **Toughness:** 5;  
**Sanity:** 5; **Corruption:** 0

**Hindrances:** Outsider, Quirk (hates religion), Ugly, Vow (Communism)

**Edges:** Hard to Kill

**Gear:** TOZ TT-33 7.62x25mm Tokarev semiautomatic pistol (10/20/40, 2d6, RoF 1, Shots 8, Semi-auto),  
TOZ PPSH-41 7.62x25mm Tokarev submachine gun (12/24/48, 2d6, RoF 3, Shots 71, Auto)

**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, we're going through  
these recruits too damn fast!*

*C.*