

# Missed Dues & BLACKWATER CREEK HANDOUTS

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## BLACKWATER HANDOUT 1: LETTER FROM HENRY ROADES TO MCTAVISH (MISKATONIC U.)

C/O Baxter's General Goods,  
Blackwater Creek,  
Dunwich County

June 22nd, 1928

My Dear McTavish,

I am very sorry to inform you that I have been unavoidably delayed in my plans to return to the university. While, as we have discussed in the past, the dig site has proved fruitless, there is still some minor work to be carried out before I can extricate myself from the area. I do anticipate returning to Arkham by the end of August at the latest. Again, please accept my deepest apologies for the inconvenience that this extension may cause.

In case you are considering sending any members of the field team back to the site, I would recommend against this in the strongest possible terms. As you have probably heard before, it saddens me to say that one of the local farmers has taken a strong dislike to our presence here, and he seems to have some rough associates. While the field team consists of Abigail and me, we probably represent sufficiently little intrusion to be objectionable, but I am sorry to say that an increase in numbers may prove provocative.

Abigail sends her love, and we both look forward to returning to Arkham and joining you and Mary for a bridge evening as soon as we can. I am so very sorry.

Your friend,

Henry

## BLACKWATER HANDOUT 2: INCOMPLETE LETTER FROM PROFESSOR ROADES

June 13th, 1928

My Dear McTavish,

I wish I knew where to begin. It appears my suspicions were correct, and Blackwater Creek is indeed built upon the former site of Cade's Rest. I have discovered artifacts that give every indication of an early Colonial settlement and remains which. There is so much more here, though, ~~so much more than I hear my mother sometimes. I know her voice. She's dead, but I hear her.~~

The cave is not just a myth. Cade tried to bury it, ~~but she is there and she never died.~~

I have procured some dynamite and I aim to open up the cave as soon as this damnable storm ends. ~~Even the wind sounds like her.~~

She needs me. I must free her. God forgive me.






### BLACKWATER HANDOUT 3: FROM INDIAN TRIBES OF THE NORTHEAST BY NATHANIEL CHAPMAN

Of all the peoples of the Miskatonic Valley, the most mysterious and feared was the Sicaook tribe, known to the white settlers as the Children of the Black Earth. They have not been seen since Colonial days, but stories of them still live on in folklore. While some of the stories of the Sicaook no doubt have their basis in fact, many have doubtless been embellished by the passage of time or tainted by native superstition.

The assertion that the tribe would conduct raids and take captives who they would then offer up as sacrifices to their great spirits is richly plausible. While human sacrifice among the Indian peoples is a rarity, the evil reputation and reported depravity of the Sicaook was the cause of their shunning by all neighbouring tribes, and these tales of murder simply form part of this tapestry. Their ferocity and bloodlust is also the most likely root of the reputation of their warriors as never dying on the battlefield and being immune to all mortal weapons.

Where their legend becomes pure fancy is in the detail of the tribe being ruled by an undying council of elders, who were never seen outside their sacred cave. The elders were spoken of as wise and terrible, with great magic and gifts of healing. Similarly fantastic is the description of the tribe as "brothers to snakes and to the vermin of the field".

No stories or legends survive to explain the disappearance of the tribe, but the most likely explanations remain that they were either exterminated by either their neighbours or Colonial settlers, or that exposure to civilising influences led to their acceptance and absorption into the larger tribes of the valley.



### BLACKWATER HANDOUT 4: FROM MYTHS AND LEGENDS OF OLD MASSACHUSETTS BY OLIVER STANSFIELD


One less sinister and undoubtedly less puzzling mystery of the Miskatonic Valley is the fate of the settlement known as Cade's Rest.

Historical record shows that following the hanging of Mary Dyer on Boston Common in 1660, a group of Quakers left Boston, fearing persecution at the hands of the Puritans. This group was led by the tailor Ezekiel Cade, and included as many as ten other families. After some months of travel, they settled by the banks of the Miskatonic River, not far from the spot that would one day become Dunwich.

While records from this point are scant, the folk story holds that the settlement thrived once Cade and his followers made contact with a local Indian tribe known as the People of the Black Earth.

Where the tale turns to folklore is in the demise of the settlement. Some stories have the earth opening and swallowing the settlers' whole. Others tell of them being snatched away by the Devil himself. Even the more mundane details are contradictory, with some describing the discovery of empty homes on the site, and others saying that even the buildings had vanished.

Given that there are mentions of Cade being spotted in Boston a few years later, the most likely explanation is that the settlers simply moved again, possibly spreading the rumours of their disappearance themselves to secure their privacy. Alternatively, they may have come into conflict with the Black Earth tribe and been killed. Regardless of the truth, the legend is a minor one at best.





## BLACKWATER HANDOUT 5: ROADES' FIELDS NOTES

- There is a cave in the hills that Roades considers to be of great archaeological significance. The notes contain a sketch map that shows the cave's location. As the notes progress, he starts referring to it as a holy site.
- Roades has had discussions with Sheriff Sprouston, who also believes that the cave is holy. Roades does not trust Sprouston's motivations, though.
- His wife, Abigail, has had an accident at the cave and is trapped there.
- In the later notes, Roades occasionally refers to Abigail as his mother.
- One note mentions that Abigail is the source of the newly revived creek.
- Roades believes the water has special properties. In the later part of the journal, he refers to it repeatedly as "The Water of Life."
- In the last pages, Roades talks about how the voice of his mother, Abigail, is in his head constantly now. He seems alternately comforted and terrified by this.

## BLACKWATER HANDOUT 6: SUMMARY OF THE CONFESSIONS OF EZEKIEL CADE

*Cade starts by discussing the threat to the Quakers presented by the Puritans in Boston in 1660 and his decision to lead his family and friends to find somewhere they could live in peace.*

*They headed north, up the coast and eventually followed the Miskatonic River inland, finally stopping when they reached some fertile land at the base of a range of hills. They set up a small settlement there, away from civilisation, and lived peacefully for months before meeting the Sicaiook or Black Earth tribe.*

*Initially, Cade's followers and the Sicaiook coexisted amicably. The Sicaiook were shunned by all the local tribes, and the Quakers were the first people they encountered who would trade with them. In exchange, when Cade's son, Daniel, was gored by a stag when hunting, the Sicaiook took him to their sacred cave to be healed.*

*Daniel wasn't the same when he returned, though, claiming that he had seen the Devil. While his wound was healed, he sickened in other ways, growing mad and violent. When Cade asked the Sicaiook what they had done to his son, they took him to the cave and showed him their elders. Cade's narrative becomes incoherent at this point, mentioning demons made flesh and abominations in the earth. He fears that they have corrupted all they have touched, and not even those who are strong in their faith are safe.*

*In the following section, Cade admits that, maddened, he fled the valley and vanished for several months. His faith and his desire to live by peace failed him, and he resolved to do what needed to be done to contain the corruption. In time, he returned to the settlement, bringing a boat up the river, bearing hired guns and barrels of gunpowder. To the horror of those who had once looked up to him, he led the destruction of the Sicaiook, and used the gunpowder to collapse the cave. He then ordered his mercenaries to turn on his own people, knowing them to be tainted, and burned all the bodies together.*

*In time, Cade returned to Boston. His narrative degenerates again, as he starts believing that the taint of the settlement has come to Boston with him, in his flesh. He was forced to shun human company, gaining a reputation as a leper, and resolved to leave Boston and live out his days in seclusion. His narrative ends with a plea for forgiveness from God, from his family and from those he murdered.*



# BLACKWATER CREEK



Blackwater Creek Map

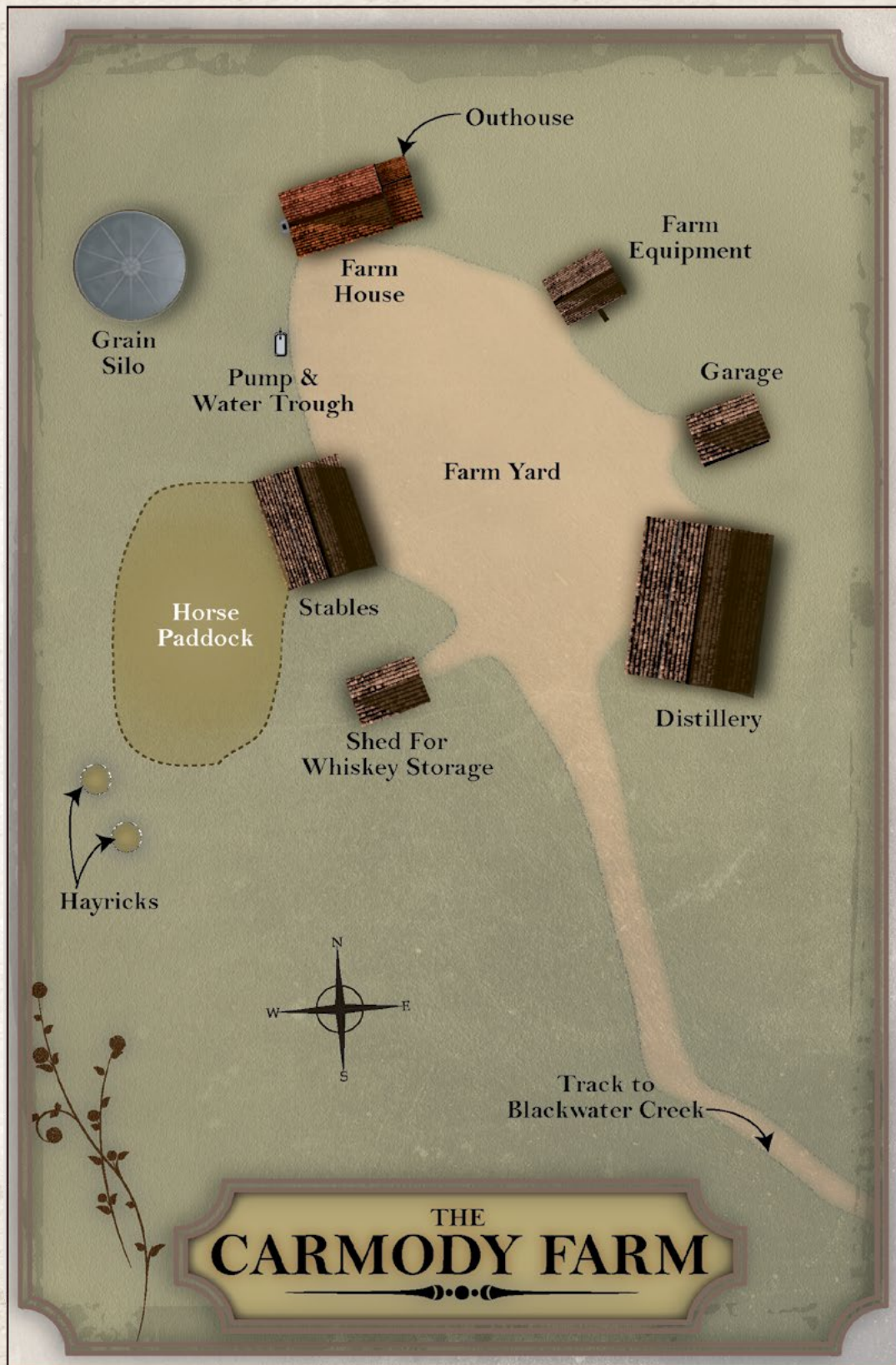


# KEEPER SCREEN SCENARIOS

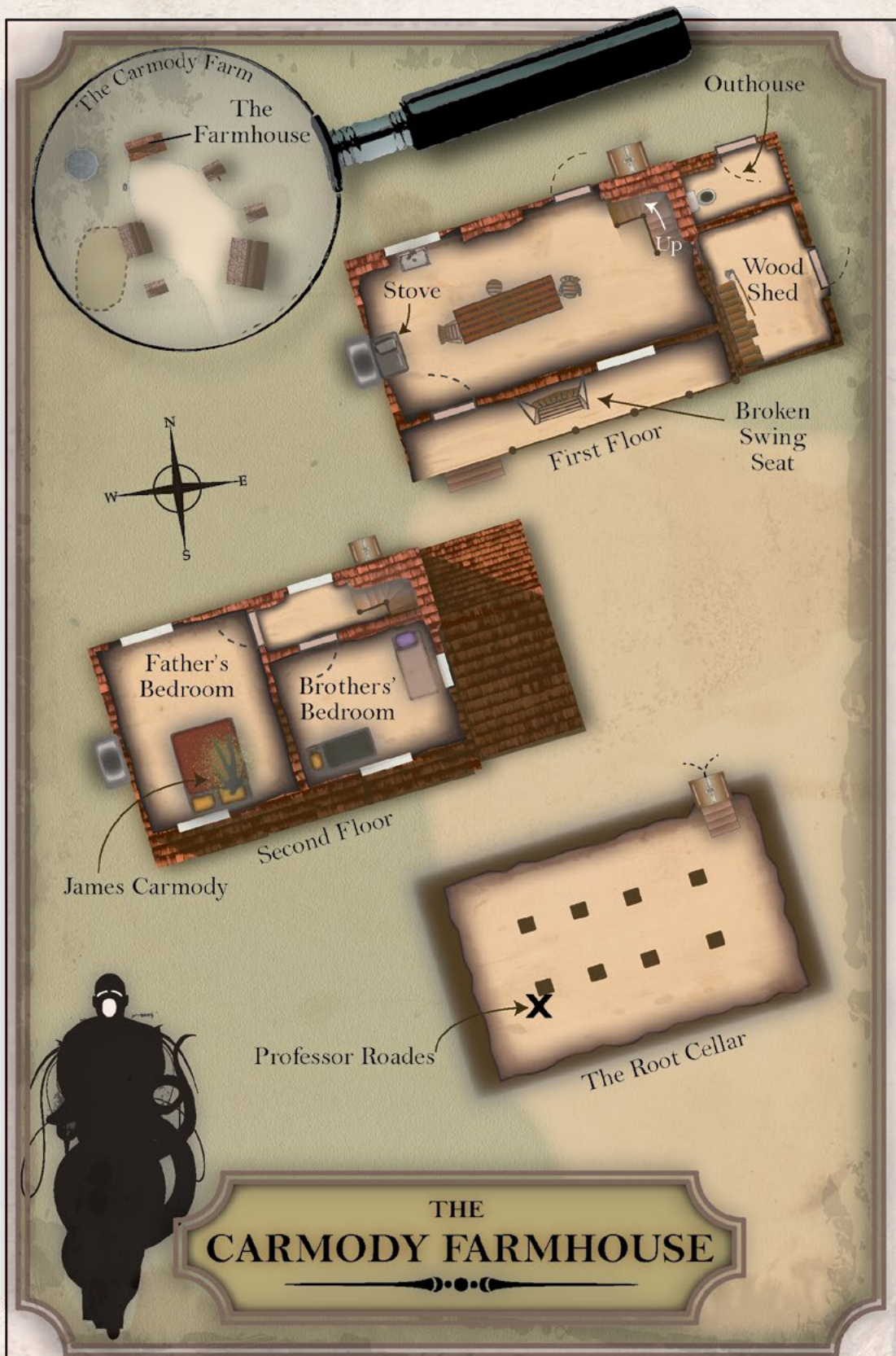




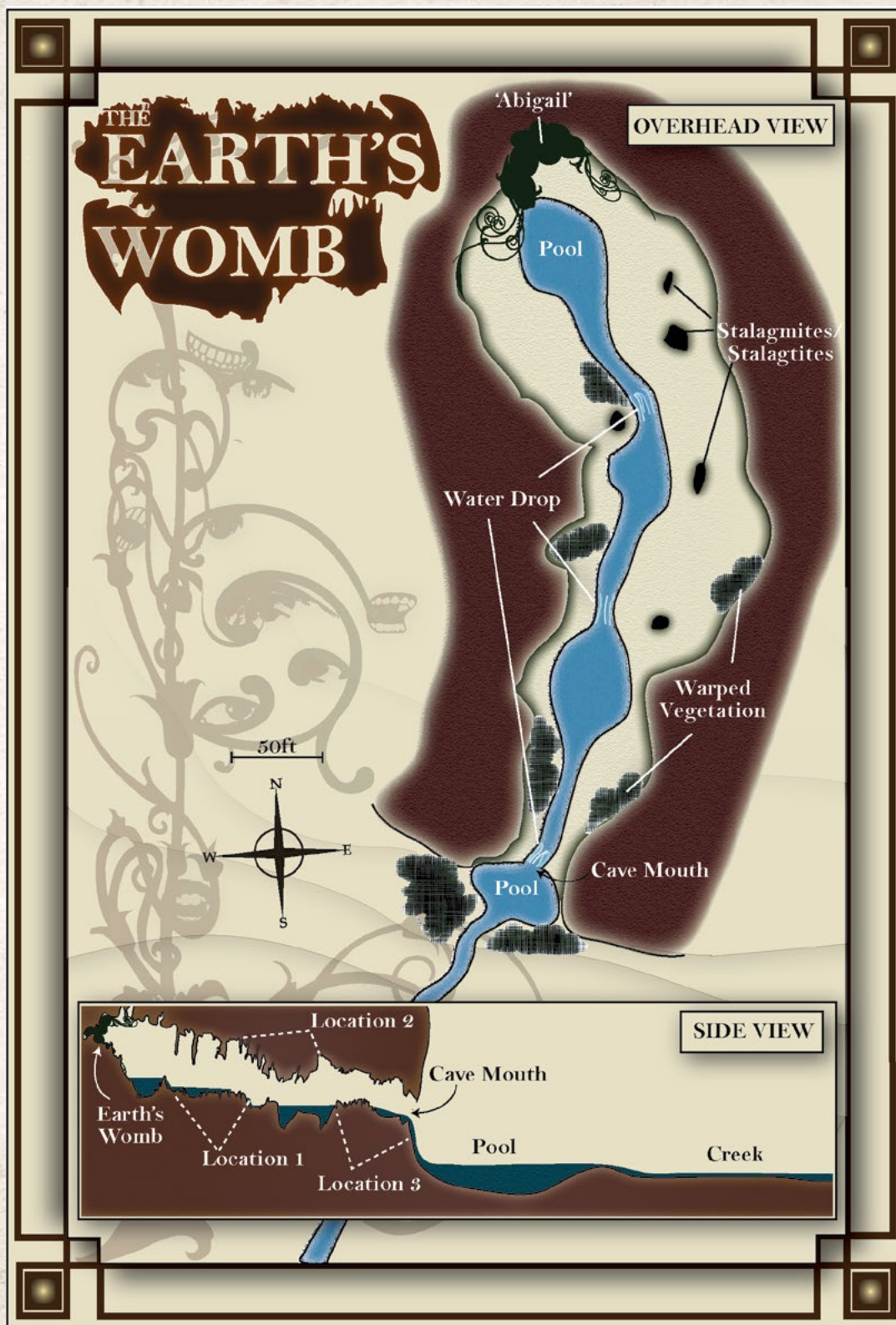
BLACKWATER CREEK













## LENNY VALENTINE BACKGROUND

People think you're dumb, just because you speak slowly and are built like a moose. You talk the way you do because you like to think about what you say, and the world would be a better place if more people did the same. You also read a lot—history especially fascinates you—but when you mention things you've learned, people just tend to look at you like you're a talking dog. You even attended a few lectures at the Miskatonic University, and Professor Roades stirred up your interest in the history of the Miskatonic Valley.

When your little brother Mickey got involved with Declan McBride and his boys, you knew they were trouble. You ended up working for McBride as well; more to keep an eye on Mickey than anything else, but you've grown used to the money and the lifestyle. Things could be much worse.

One of the best things about your new life was meeting Lulu. She's smart, sophisticated and drop-dead gorgeous, and you can't believe she'd fall for a big lunk like you.

If McBride's driver, Corrigan, keeps needling you, you're going to have to beat some respect into him. You've met the type before: a little man who thinks he needs to put you down to make himself feel big. You know you should ignore him, but he gets under your skin.

McBride's idiot brother, Jimmy, is sniffing around Lulu. If he weren't the boss's family, you would have taught him a lesson by now. Sooner or later he's going to push you too far.

**Player Notes:**



## MICKEY VALENTINE BACKGROUND

No one would call you a good man. Declan McBride relies on you to do things that need to be done, and usually this means hurting people. You started out a bit cold and emotionless, and between your time in the war and the work you've done since, you now find it hard to connect with people at all.

Your big brother Lenny helps keep you in line. You know that he joined McBride's gang just to keep an eye on you, but you don't mind. He's family, and you'd do anything for him. Well, anything except stop thinking about his girl.

There's something about Lulu that makes you feel almost human again. She's warm, funny and beautiful, but she's also Lenny's. That should make it easy to stop thinking about her, right? So why can't you?

You have a slight limp from when you were shot on a job a few years ago by one of Whelan's boys -- a gunman named Damien Carmody. One day you hope to give him his bullet back, with interest.

A few months ago, you ran up some gambling debts with the wrong people, and McBride's lawyer, Ziegler, came through with the money and saved you some pain. You're now seriously in debt to him, but at least he's not likely to leave you floating in Boston harbour.

**Player Notes:**





## LOUISE “LULU” WINNEY BACKGROUND

You’ve taken the girl out of the backwoods, and you’ve spent the last seven years trying to take the backwoods out of the girl... You managed to shake the hick accent pretty quickly, and you’ve learned enough about city ways to pass yourself off as sophisticated and cosmopolitan, but somewhere inside you’ll always be that skinny-legged little girl whose daddy lived in a shack near Blackwater Creek and fed her on stolen corn and fish caught from the Miskatonic River.



You moved down to Boston with a boy named Brendan Carmody, who came from a farm on the other side of town from you. As soon as he got a look at the big city girls, he couldn’t drop you fast enough. Part of you still burns with shame and anger when you think of him. You haven’t seen him in years.

When Declan McBride first met you, he pegged you for what you were immediately. He’s never rubbed your nose in it, but the knowledge has always been held over you like a threat. You’ve worked as a hostess at his Starlight club since, and recently he’s given you the opportunity to dance on stage a few times.

You know that Lenny does bad things for Mr McBride sometimes, but you still can’t help but love the big lunk, and you’re sure it’s only a matter of time until he asks you to be his wife. Sure his brother Mickey is tougher and better looking, but Lenny has a good heart, even if he acts the tough guy.

Mr McBride’s brother, Jimmy, has been a good friend to you. You see something in each other – a desire to overcome what you are – that brings you together. You hope this doesn’t make Lenny jealous.

Player Notes:

## MICKEY VALENTINE BACKGROUND

If one more knucklehead calls you “kid”, you’re going to shoot him in the gut and watch him bleed to death. It’s not your fault that you’re short and have a whiny voice. You’re at least as smart and tough as any of the other goons, but no one ever gives you any respect.



One day you’re going to be the guy who calls the shots. You’re full of big ideas about how to make money and build

McBride’s empire, but you can’t get anyone to pay attention. If you could work out some way of starting your own gang, you’re sure that you could own this town. You just need something to give you the edge.

Everyone just sees you as the driver, and sure you can drive better than anyone you know, but McBride should use you for advice or muscle or anything apart from just looking after his goddam Ford. That big meathead Lenny gets all the good jobs, and he’s nothing more than a shaved gorilla. He even gets the best-looking girl around, all without being able to do more than grunt. You can’t help but want to put him in his place, but his brother Mickey is always around, and that guy has the scariest eyes you’ve ever seen.

McBride’s idiot brother Jimmy is the worst. He always acts like he’s the boss of you, just because of who he is, but you can show him that he’s just a nobody.

Maybe McBride’s lawyer, Ziegler, has some insight how you could develop your plans. The man knows about money and business.

Player Notes:



## JIMMY MCBRIDE BACKGROUND

Everyone thinks it must be easy to be the boss's kid brother, but they don't see how Declan is harder on you than anyone else. Sure, you're no Thomas Edison, and the Valentine brothers are much better at putting the fear into the mooks, but you're a McBride, and that has to count for something.

Declan gives you the dirty jobs, from stealing other bootleggers' shipments to disposing of bodies. He says he does this because he trusts you, but you know better: in his eyes, you're disposable. All the actual business work goes to that Jewish lawyer of his, Ziegler, who he seems to treat more like family than he treats you. Maybe if Ziegler had an accident then Declan would be forced to rely on you more. If Declan found out about it, though, his new dirty jobs guy would be dumping your body in the quarry before you knew it.

That whiny kid Corrigan has really been getting on your nerves. He seems full of big ideas for a driver, and you need to remind him of his place.

Maybe you can get that psycho Mickey Valentine to sort out some of your problems for you. He seems to like hurting people.

You've never had much time for girls, but Lulu has become a good friend. She seems to be trying to come to terms with some family stuff too, even if she never gives details. Her moose of a boyfriend, Lenny Valentine, gives you the stink-eye when you spend too much time with his girl.

**Player Notes:**



## MANNY ZIEGLER BACKGROUND

You've been working as Mr. McBride's lawyer for several years, and not a day of that time has been dull. The work McBride sends your way is varied: keeping his boys out of prison, finding new ways to hide his money, setting up legitimate businesses as fronts and negotiating contracts for him. He rewards you well for it, but not as well as you've rewarded yourself.

With the control you have over Mr. McBride's finances, you have found it easy to hide a few thousand here and there, putting it all into an account only you know about. You can always try to convince McBride that it's a bookkeeping error if he catches you, but he's not a stupid man, and certainly not a forgiving one.

McBride's brother, Jimmy, seems to have been keeping an eye on you recently. Maybe Declan has asked him to take care of you. You know that Jimmy has taken a couple of other people out for one-way drives into the countryside, but you've covered your tracks too well. You must have...

One ace you have up your sleeve is the money you've loaned to Mickey Valentine. It's good to have a man like him owing you, as long as you don't spook him. If things turn bad, maybe you can offer to write off his debts in exchange for his help.

**Player Notes:**





# 1920S ERA INVESTIGATOR

Name Lenny Valentine  
 Player \_\_\_\_\_  
 Occupation Criminal  
 Age 32 Sex Male  
 Residence Boston  
 Birthplace \_\_\_\_\_

## CHARACTERISTICS

STR **75** <sup>37</sup>/<sub>15</sub> DEX **45** <sup>22</sup>/<sub>9</sub> POW **40** <sup>20</sup>/<sub>8</sub>  
 CON **55** <sup>27</sup>/<sub>11</sub> APP **55** <sup>27</sup>/<sub>11</sub> EDU **65** <sup>32</sup>/<sub>13</sub>  
 SIZ **90** <sup>45</sup>/<sub>18</sub> INT **70** <sup>35</sup>/<sub>14</sub> Move Rate **7** <sup>+7</sup>/<sub>-1</sub>



Major Wound M14  
 HIT POINTS  
 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 40 Indef. Insane 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

## CALL of CTHULHU

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 8  
 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

## INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%) <u>26</u> <sup>13</sup> / <sub>5</sub>	<input type="checkbox"/> Fast Talk (05%) <u>5</u> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Law (05%) <u>50</u> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Science (01%) <u>26</u> <sup>13</sup> / <sub>5</sub>
<input type="checkbox"/> Anthropology (01%) <u>26</u> <sup>13</sup> / <sub>5</sub>	<input type="checkbox"/> Fighting (Brawl) (25%) <u>75</u> <sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> Library Use (20%) <u>55</u> <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Biology <u>20</u> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Appraise (05%) <u>26</u> <sup>13</sup> / <sub>5</sub>	<input type="checkbox"/> Firearms (Handgun) (20%) <u>50</u> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Locksmith (01%) <u>10</u> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Geology <u>10</u> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Archaeology (01%) <u>26</u> <sup>13</sup> / <sub>5</sub>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <u>25</u> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Medicine (01%) <u>10</u> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Sleight of Hand (10%) <u>10</u> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Art / Craft (05%) <u>15</u> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%) <u>30</u> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Natural World (10%) <u>10</u> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Spot Hidden (25%) <u>55</u> <sup>27</sup> / <sub>11</sub>
<input type="checkbox"/> Charm (15%) <u>20</u> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> History (05%) <u>50</u> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Navigate (10%) <u>10</u> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Stealth (20%) <u>20</u> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb (20%) <u>20</u> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Intimidate (15%) <u>80</u> <sup>40</sup> / <sub>16</sub>	<input type="checkbox"/> Occult (05%) <u>10</u> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (10%) <u>20</u> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Credit Rating (00%) <u>20</u> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Jump (20%) <u>20</u> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Op. Hv. Machine (01%) <u>10</u> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%) <u>20</u> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Cthulhu Myths (00%) <u>65</u> <sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Language (Other) (01%) <u>70</u> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Persuade (10%) <u>10</u> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Throw (20%) <u>20</u> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Disguise (05%) <u>20</u> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Language (Own) (EDU) <u>70</u> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Pilot (01%) <u>10</u> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Track (10%) <u>10</u> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Dodge (half DEX) <u>20</u> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Ride (05%) <u>10</u> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Psychology (10%) <u>10</u> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> <u>65</u> <sup>32</sup> / <sub>13</sub>
<input type="checkbox"/> Drive Auto (20%) <u>20</u> <sup>10</sup> / <sub>4</sub>		<input type="checkbox"/> Psychoanalysis (01%) <u>10</u> <sup>5</sup> / <sub>2</sub>	
<input type="checkbox"/> Elec Repair (10%) <u>20</u> <sup>10</sup> / <sub>4</sub>		<input type="checkbox"/> <u>10</u> <sup>5</sup> / <sub>2</sub>	

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	75	37	15	1d3 + db	-	1	-	-
Knife	75	37	15	1D4 + db	-	1	-	-
.38 Auto pistol	50	25	10	1d10	15 yards	3	6	99

## COMBAT

Damage Bonus **+1D6**  
 Build **+2**  
 Dodge **65** <sup>32</sup>/<sub>13</sub>



## BACK STORY

**Personal Description** Large and muscular, with coarse features; snappy dresser.

**Traits** Thinking before you speak, no matter how long that may take.



**Ideology/Beliefs** Knowledge is more powerful than fists or guns.

**Injuries & Scars**

**Significant People** Professor Henry Roades, who rekindled your love of history.

**Phobias & Manias**

**Meaningful Locations** The Boston Public Library, where you spend many a quiet afternoon reading.

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** Your silver cigarette lighter, a present from Lulu.

**Encounters with Strange Entities**

## GEAR & POSSESSIONS

## CASH & ASSETS

Spending Level \$10

Cash \$40

Assets \$1000 (apartment)

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success: Fumble Fail Regular Hard Extreme Critical  
100/96+ > skill ≤ skill ½ skill 1/3 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**

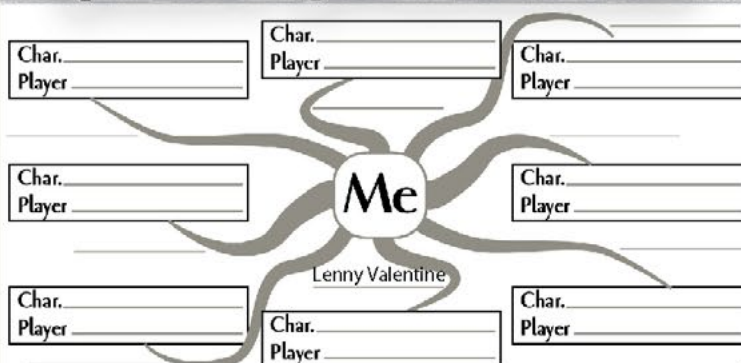
Reach 0 HP with Major Wound = **Dying**

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

## FELLOW INVESTIGATORS





# 1920S ERA INVESTIGATOR

Name: Mickey Valentine  
 Player: \_\_\_\_\_  
 Occupation: Criminal (Gunman)  
 Age: 30 Sex: Male  
 Residence: Boston  
 Birthplace: \_\_\_\_\_

## CHARACTERISTICS

STR 50 <sup>25</sup>/<sub>10</sub> DEX 70 <sup>35</sup>/<sub>14</sub> POW 40 <sup>20</sup>/<sub>8</sub>  
 CON 50 <sup>25</sup>/<sub>10</sub> APP 50 <sup>25</sup>/<sub>10</sub> EDU 65 <sup>32</sup>/<sub>13</sub>  
 SIZ 60 <sup>30</sup>/<sub>12</sub> INT 65 <sup>32</sup>/<sub>13</sub> Move Rate 7 <sup>+1</sup>/<sub>X</sub>



Major Wound: **M11P**  
 Dying 00 01 02  
 Unconscious 03 04 05  
 HIT POINTS 06 07 08 09 10  
 11 12 13 14 15  
 16 17 18 19 20

Temp. Insane: \_\_\_\_\_ Indef. Insane: \_\_\_\_\_ 40 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

## CALL of CTHULHU

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

**M8MP**  
 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

## INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	55 <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Library Use (20%)	20 <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> Listen (20%)	35 <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> Locksmith (01%)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	80 <sup>40</sup> / <sub>16</sub>	<input type="checkbox"/> Mech. Repair (10%)	10 <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> _____	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	80 <sup>40</sup> / <sub>16</sub>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Natural World (10%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Charm (15%)	15 <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Climb (20%)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Navigate (10%)	10 <sup>5</sup> / <sub>2</sub>
Credit Rating (00%)	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Intimidate (15%)	55 <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Occult (05%)
Cthulhu Mythos (00%)	<input type="checkbox"/> _____	<input type="checkbox"/> Jump (20%)	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> Persuade (10%)	10 <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Dodge (half DEX)	55 <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> _____	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Auto (20%)	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> _____	<input type="checkbox"/> Psychology (10%)	10 <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Elec. Repair (10%)	<input type="checkbox"/> _____	<input type="checkbox"/> Language (Own) (EDU)	65 <sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Psychoanalysis (01%)
		English	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/> _____

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
.38 Revolver	80	40	16	1D10	15 yards	3	6	100
.303 Bolt Action Rifle	80	40	16	2d6 + 4	110 yards	1	10	100

## COMBAT

Damage Bonus: none  
 Build: 0  
 Dodge: 55 <sup>27</sup>/<sub>11</sub>



**Traits** Emotionless and ruthless.

**Injuries & Scars** Limp caused by old bullet wound (gives -1 to MOV).

## Phobias & Manias

## Arcane Tomes, Spells & Artifacts

## Encounters with Strange Entities

## CASH & ASSETS

Spending Level \$10

Cash \$40

**Assets** \$1000 (apartment)

### Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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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

A mind map template with a central circle containing the text "Me". Eight thick, grey, wavy lines radiate from this central circle to eight rectangular boxes arranged in a circle around it. Each box is divided into two horizontal sections: the top section is labeled "Char." and the bottom section is labeled "Player".



# 1920S ERA INVESTIGATOR

Name: Louise 'Lulu' Winney  
 Player: \_\_\_\_\_  
 Occupation: Dancer  
 Age: 23 Sex: Female  
 Residence: Boston  
 Birthplace: \_\_\_\_\_

## CHARACTERISTICS

STR **70** <sup>35</sup>/<sub>14</sub> DEX **65** <sup>32</sup>/<sub>13</sub> POW **50** <sup>25</sup>/<sub>10</sub>  
 CON **55** <sup>27</sup>/<sub>11</sub> APP **70** <sup>35</sup>/<sub>14</sub> EDU **50** <sup>25</sup>/<sub>10</sub>  
 SIZ **55** <sup>27</sup>/<sub>11</sub> INT **75** <sup>37</sup>/<sub>15</sub> Move Rate **9** <sup>+1</sup>/<sub>-1</sub>



Major Wound: M11IP  
 Dying **00** 01 02  
 Unconscious 03 04 05  
 HIT POINTS 06 07 08 09 10  
 11 12 13 14 15  
 16 17 18 19 20

Temp. Insane: \_\_\_\_\_ Indef. Insane: \_\_\_\_\_  
**50** **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

## CALL of CTHULHU

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

M10IP  
 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

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Dancing	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<b>75</b> <sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)	<input type="checkbox"/>
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Persuade (10%)	<b>65</b> <sup>32</sup> / <sub>13</sub>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>
	English			

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
12G Shotgun	50	25	10	4d6	10 yards	1/2	2	100

## COMBAT

Damage Bonus **+1D4**  
 Build **+1**  
 Dodge **62** <sup>31</sup>/<sub>12</sub>



## BACK STORY

**Personal Description** Pageboy hairstyle, studied grace and a nervous smile.

**Traits** Trying to hide your rustic roots.



**Ideology/Beliefs** You can make anything you want of yourself, as long as you can dream it.

**Injuries & Scars**

**Significant People** Brendan Carmody, who you hate for reminding you of who you really are.

**Phobias & Manias**

**Meaningful Locations** The Miskatonic River, where you swam as a child.

**Arcane Tones, Spells & Artifacts**

**Treasured Possessions** That old fishing lure of your daddy's that you keep as a good luck charm.

**Encounters with Strange Entities**

## GEAR & POSSESSIONS

## CASH & ASSETS

**Spending Level** \$10

**Cash** \$30

**Assets** \$750 (jewellery stashed in secret place)

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ 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**

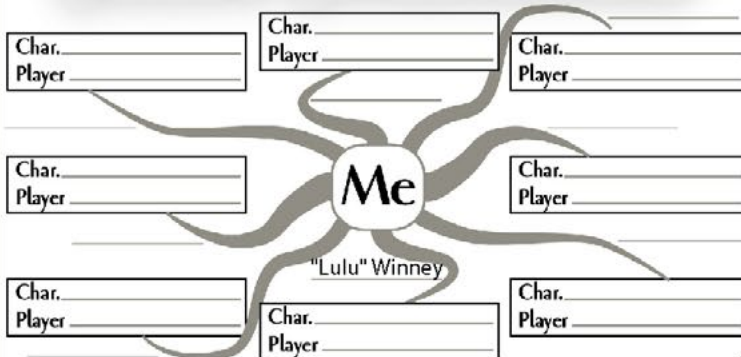
Reach 0 HP with Major Wound = **Dying**

**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

## FELLOW INVESTIGATORS





# 1920S ERA INVESTIGATOR

Name Jimmy McBride  
 Player \_\_\_\_\_  
 Occupation Criminal  
 Age 29 Sex Male  
 Residence Boston  
 Birthplace \_\_\_\_\_

## CHARACTERISTICS

STR **60** <sup>30</sup>/<sub>12</sub> DEX **60** <sup>30</sup>/<sub>12</sub> POW **75** <sup>37</sup>/<sub>15</sub>  
 CON **50** <sup>25</sup>/<sub>10</sub> APP **65** <sup>32</sup>/<sub>13</sub> EDU **60** <sup>30</sup>/<sub>12</sub>  
 SIZ **65** <sup>32</sup>/<sub>13</sub> INT **55** <sup>27</sup>/<sub>11</sub> Move Rate **7** <sup>+7</sup>/<sub>-1</sub>



Major Wound M11P  
 Dying 00 01 02  
 Unconscious 03 04 05  
 HIT POINTS 06 07 08 09 10  
11 12 13 14 15  
 16 17 18 19 20

Temp. Insane 75 Indef. Insane 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

## CALL of CTHULHU

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

M15P  
 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

## INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>65</b> <sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Library Use (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>35</b> <sup>17</sup> / <sub>7</sub>
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Medicine (01%)	
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)	
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)	
Cthulhu Myths (00%)	<input type="checkbox"/> Jump (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)	
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Ride (05%)	
	English			

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	65	32	13	1d3 + db	-	1	-	-
.38 Revolver	50	25	10	1d10	15 yards	3	6	100

## COMBAT

Damage Bonus **+1D4**  
 Build **+1**  
 Dodge **60** <sup>30</sup>/<sub>12</sub>



## BACK STORY

**Personal Description** Wiry young man, full of nervous energy, with quick, darting eyes.

**Traits** Thinking you're smarter than you really are.



**Ideology/Beliefs** Life is unfair; you just need to work out how to make it unfair in your favour.

**Injuries & Scars**

**Significant People** Declan McBride, your older brother who overshadows you in every way.

**Phobias & Manias**

**Meaningful Locations** The old quarry pit where you dispose of bodies. You like to spend time there, thinking about life and death.

**Arcane Tones, Spells & Artifacts**

**Treasured Possessions** Your father's gold fob watch. The important thing is that your father left it to you and not to Declan.

**Encounters with Strange Entities**

## GEAR & POSSESSIONS

## CASH & ASSETS

Spending Level \$10

Cash \$60

Assets \$1500 (savings)

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail >skill Regular ≤ skill Hard ½ skill Extreme ⅓ skill Critical 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 ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

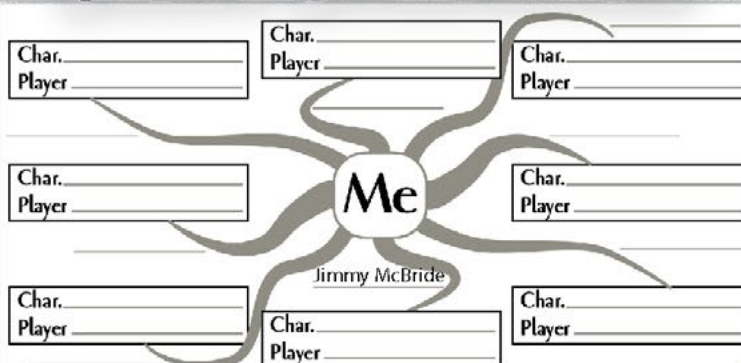
Reach 0 HP with Major Wound = **Dying**

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

## FELLOW INVESTIGATORS





# 1920S ERA INVESTIGATOR

Name Stanley Corrigan  
 Player \_\_\_\_\_  
 Occupation Criminal  
 Age 24 Sex Male  
 Residence Boston  
 Birthplace \_\_\_\_\_

## CHARACTERISTICS

STR **35** <sup>17</sup>/<sub>7</sub> DEX **70** <sup>35</sup>/<sub>14</sub> POW **65** <sup>32</sup>/<sub>13</sub>  
 CON **60** <sup>30</sup>/<sub>12</sub> APP **50** <sup>25</sup>/<sub>10</sub> EDU **70** <sup>35</sup>/<sub>14</sub>  
 SIZ **50** <sup>25</sup>/<sub>10</sub> INT **65** <sup>32</sup>/<sub>13</sub> Move Rate **8** <sup>+1</sup>/<sub>-1</sub>



Major Wound M11P  
 Dying 00  
 Unconscious 03  
 HIT POINTS  
 06 07 08 09 10  
 11 12 13 14 15  
 16 17 18 19 20

Temp. Insane 65 Indef. Insane 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

## CALL of CTHULHU

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

M13P  
 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

## INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>55</b> <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Library Use (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Listen (20%)	<b>55</b> <sup>27</sup> / <sub>11</sub>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%) Singing	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>70</b> <sup>35</sup> / <sub>14</sub>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Jump (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
Credit Rating (00%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Survival (10%)
Cthulhu Myths (00%)	<input type="checkbox"/> Dodge (half DEX)	<b>35</b> <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Drive Auto (20%)	<b>80</b> <sup>40</sup> / <sub>16</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Elec Repair (10%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Language (Own) (EDU) English	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Psychology (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Elec Repair (10%)			<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/> Throw (20%)
			<input type="checkbox"/> Ride (05%)	<input type="checkbox"/> Track (10%)

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Straight Razor	55	27	11	1D4 + db	-	1	-	-
.38 Auto pistol	70	35	14	1d10	15 yards	3	6	99

## COMBAT

Damage Bonus **none**  
 Build **0**  
 Dodge **35** <sup>17</sup>/<sub>7</sub>



## BACK STORY

**Personal Description** Small and skinny, with a shock of red hair and intense eyes.

**Traits** Quick to take offense.



**Ideology/Beliefs** Only the ruthless get what they want in this life.

**Injuries & Scars**

**Significant People** Your uncle Donal, who taught you the songs of the old country when you were a little kid.

**Phobias & Manias**

**Meaningful Locations** The back room of McBride's warehouse, where you often sneak some of his whiskey when you want peace and quiet.

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** Your grandfather's straight razor, which you carry in your pocket.

**Encounters with Strange Entities**

## GEAR & POSSESSIONS

## CASH & ASSETS

Spending Level \$2

Cash \$5

Assets \$50 (credit with McBride)

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 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**

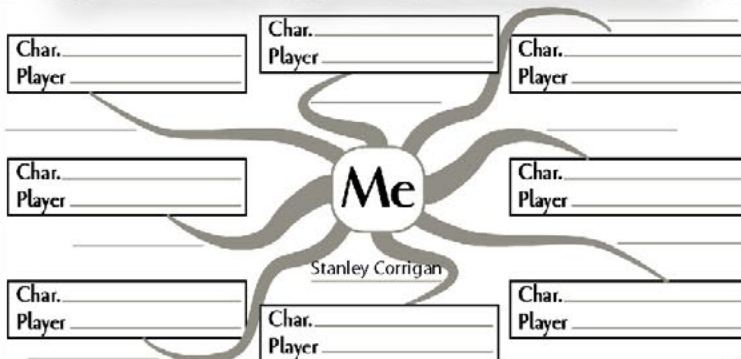
Reach 0 HP with Major Wound = **Dying**

**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

## FELLOW INVESTIGATORS





## 1920S ERA INVESTIGATOR

Name Manny Ziegler

Player \_\_\_\_\_

Occupation LawyerAge 54 Sex MaleResidence Boston

Birthplace \_\_\_\_\_

## CHARACTERISTICS

STR **50** <sup>25</sup>/<sub>10</sub> DEX **45** <sup>22</sup>/<sub>9</sub> POW **70** <sup>35</sup>/<sub>14</sub>

CON **60** <sup>30</sup>/<sub>12</sub> APP **40** <sup>20</sup>/<sub>8</sub> EDU **90** <sup>45</sup>/<sub>18</sub>

SIZ **65** <sup>32</sup>/<sub>13</sub> INT **70** <sup>35</sup>/<sub>14</sub> Move Rate **5** <sup>+1</sup>/<sub>-1</sub>



Major Wound

M12IP

Temp. Insane

Indef. Insane

70 99

Insane

01 02 03 04 05 06 07

SANITY

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
		06	07	08
		09	10	
		11	12	13
	14	15	16	17
	18	19	20	

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

## CALL of CTHULHU

M14IP

																			Out of Luck					01	02	03	04	05	06	07
LUCK	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							

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

<input type="checkbox"/> Accounting (05%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Fast Talk (05%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Law (05%)	<b>75</b> <sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Library Use (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> History (05%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
Credit Rating (00%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Persuade (10%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>22</b> <sup>11</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU)	<b>90</b> <sup>45</sup> / <sub>18</sub>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		English	<b>18</b>				

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Pocket Knife	25	12	5	1D4 + db	-	1	-	-
.32 Auto pistol	20	10	4	1d8	15 yards	3	6	99

## COMBAT

Damage Bonus **none**Build **0**Dodge **22** <sup>11</sup>/<sub>4</sub>



## BACK STORY

**Personal Description** Fat, balding, with a permanent look of dyspepsia.

**Traits** Nervous, sweaty and talks too much.

**Ideology/Beliefs** Money is power, and power is the only thing that matters.

**Injuries & Scars**

**Significant People** Declan McBride – you owe him everything.

**Phobias & Manias**

**Meaningful Locations** The Tavern Club in Boston, where you feel like part of society.

**Arcane Tones, Spells & Artifacts**

**Treasured Possessions** Your brand new Marmon Roadster—the finest car you’ve ever seen.

**Encounters with Strange Entities**



## GEAR & POSSESSIONS

Marmon Roadster

## CASH & ASSETS

**Spending Level** \$50

**Cash** \$300

**Assets** \$30,000 (property and shares)

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ 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**

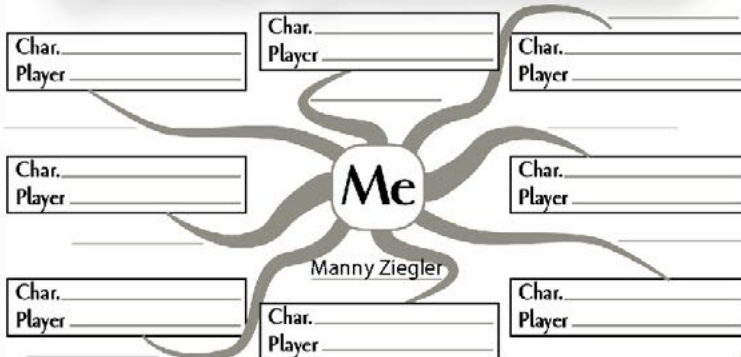
Reach 0 HP with Major Wound = **Dying**

*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

## FELLOW INVESTIGATORS








## HANDOUT: MISSED 1 ARKHAM ADVERTISER ARTICLE

Wednesday, October 19, 1922

### Double Theft

A shocking double robbery occurred last night at the Miskatonic University, with both the Library and the Museum being broken into and rare artifacts stolen. Police and university authorities believe the thefts to have taken place between 8:00 pm and 5:00 am, however no word has come forth on whether the two robberies are connected.

Archibold Pringler, a spokesman for the Vice Principal's Office, confirmed that an ancient Greek scroll was missing from the library and that a Native American dagger was also missing from the museum. Both items are said to hold great academic significance yet little financial value.



## HANDOUT: MISSED 2 ARKHAM GAZETTE ARTICLE 1

Tuesday, October 18, 1922

### Ancient Dagger Stolen

University staff are today shocked at the discovery of a break-in at the campus museum. Last night a thief stole into the building and took one of the exhibits: a dagger believed to be of Native American origin.


The dagger has been on display as part of the History of the Miskatonic Region exhibit, which has excited many young school children with its wide array of fascinating pieces for the last twelve months. The dagger is one of the few artifacts pertaining to Arkham's tribal heritage.

Dr. August Perplinski, noted local historian, commented that the dagger is a rare example of a shamanistic ritual tool, possibly used by a tribal witch doctor to help them journey into the spirit realm.

In a bizarre and unexpected twist, the Arkham Police Department has confirmed that a second theft also took place on the University Campus last night. Across the Campus Square, the Library Building's Rare Book Collection was ransacked.

So far officials have only been able to confirm the theft of one item from the Library, an ancient scroll written in Greek, concerning mathematical formulae.

Mr. Pringler, a spokesman for the University, confirmed that a reward of \$100 had been posted for anyone providing information leading to the capture of thieves and the return of the stolen items. Police have requested that anyone with information should come forward.







## HANDOUT: MISSED 3 ARKHAM GAZETTE ARTICLE 2

Wednesday, October 19, 1922

### Papers Stolen from Home of Professor


Arkham Police are investigating a break-in at the residence of one of Miskatonic University's leading professors.

The home of Professor Stanley David was broken into last night, with the culprit entering the professor's study and making off with a number of papers that the professor was working on.

"I just don't understand why anyone would want these papers!" said Professor David. "It's just a translation of an ancient text that I'm working on and has no financial value."

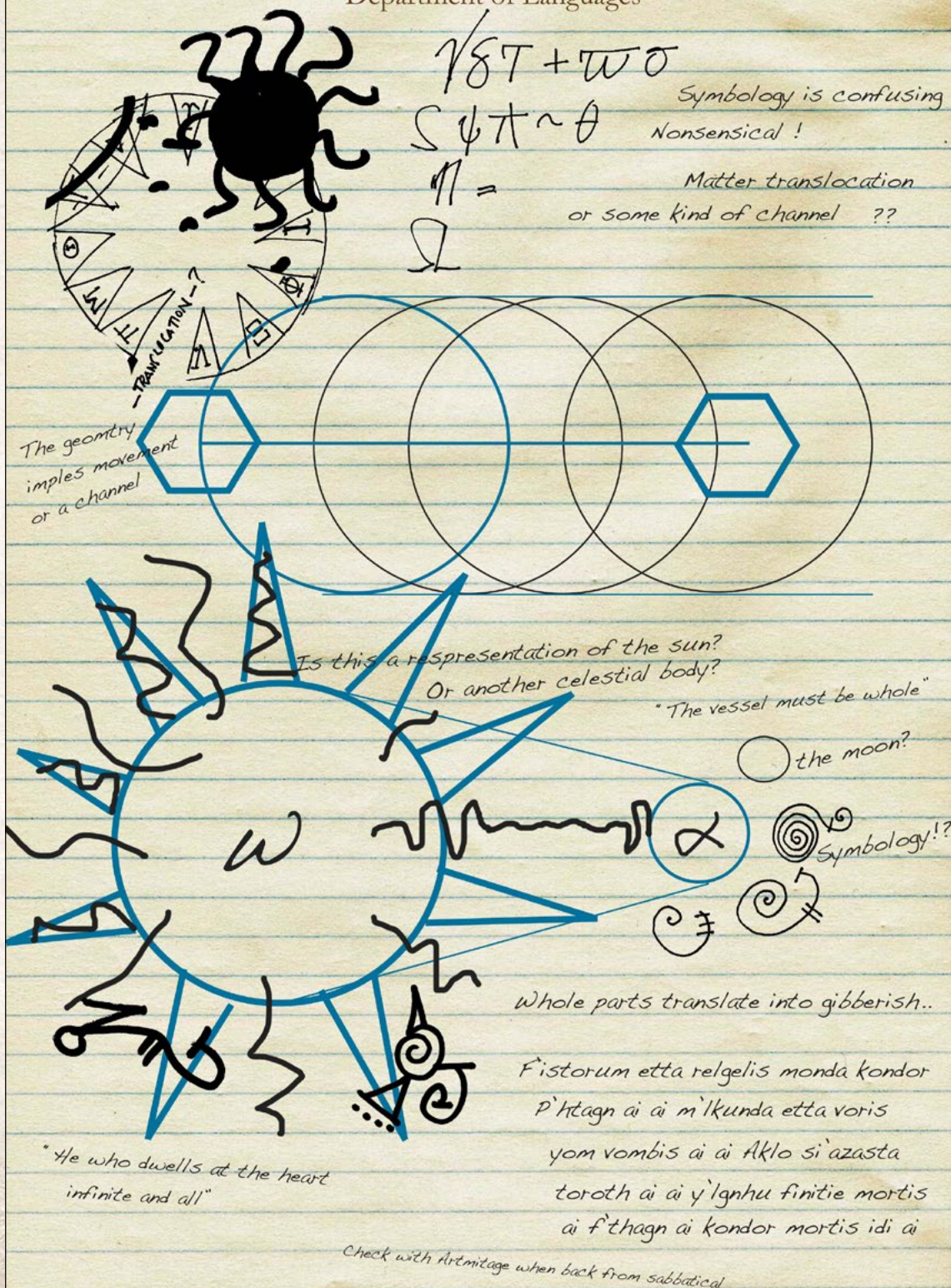
"Perhaps the hapless thief mistook the papers for something else. Well he'll get a shock when he reads them!" Laughed the professor.

Police are asking anybody who might have been about South Garrison Street last night between midnight and 2 a.m. to come forward if they saw anything suspicious.





Department of Languages



$\sqrt{8T} + W O$   
 $S \psi T \sim \theta$   
 $\Pi =$   
 $\Omega$

Symbology is confusing  
 Nonsensical!  
 Matter translocation  
 or some kind of channel ??

The geometry  
 implies movement  
 or a channel

Is this a representation of the sun?  
 Or another celestial body?  
 "The vessel must be whole"  
 the moon?  
 Symbology!?!

Whole parts translate into gibberish..

Fistorum etta relgelis monda kondor  
 P'hagn ai ai m'lkunda etta voris  
 yom vombis ai ai Aklo si'azasta  
 toroth ai ai y'lgahu finitie mortis  
 ai f'hagn ai kondor mortis idi ai

"He who dwells at the heart  
 infinite and all"

Check with Armitage when back from sabbatical

Miskatonic University



# TEMPLE OF HOPE

COME FORTH SINNERS AND EMBRACE HOPE





# 1920S ERA INVESTIGATOR

Name: Sean 'Hopeful' Doyle  
 Player: \_\_\_\_\_  
 Occupation: Criminal  
 Age: 21 Sex: Male  
 Residence: Arkham  
 Birthplace: Arkham

## CHARACTERISTICS

STR 60 <sup>30</sup>/<sub>12</sub> DEX 70 <sup>35</sup>/<sub>14</sub> POW 80 <sup>40</sup>/<sub>16</sub>  
 CON 55 <sup>27</sup>/<sub>11</sub> APP 40 <sup>20</sup>/<sub>8</sub> EDU 40 <sup>20</sup>/<sub>8</sub>  
 SIZ 45 <sup>22</sup>/<sub>9</sub> INT 45 <sup>22</sup>/<sub>9</sub> Move Rate 9



Major Wound: **M10IP**  
 Dying 00 01 02  
 Unconscious 03 04 05  
 HIT POINTS 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20

Temp. Insane: \_\_\_\_\_ Indef. Insane: \_\_\_\_\_ 80 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

## CALL of CTHULHU

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

**M16IP**  
 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

## INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Law (05%)	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	55 <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Library Use (20%)	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	35 <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Mech. Repair (10%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Navigate (10%)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Occult (05%)	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	15 <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)
Cthulhu Myths (00%)	<input type="checkbox"/> Jump (20%)	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Persuade (10%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Read Lips
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Bread Knife	55	27	11	1D4 + 2	-	1	-	-
.22 Short Auto	35	17	7	1d6	10 yards	3	6	100

## COMBAT

Damage Bonus: none  
 Build: 0  
 Dodge: 35 <sup>17</sup>/<sub>7</sub>



## BACK STORY

**Personal Description** Broad face, thick-set eyes with heavy brows

**Traits**



**Ideology/Beliefs** One day I wanna be the boss, but no one listens to me! Gotta earn my place and do whatever it takes.

Catholic.

**Significant People** My grandmar, god rest her soul - what would she think about the life I'm living?!

**Injuries & Scars**

**Phobias & Manias**

**Meaningful Locations** Grandmar's grave in Arkham Cemetery

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** Grandmar's breadknife, still cuts as good as it used to.

**Encounters with Strange Entities**

## GEAR & POSSESSIONS

12g Shotgun

Ammo

St. Christopher

## CASH & ASSETS

**Spending Level** Average \$10

**Cash** \$20

**Assets** \$500

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ 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**

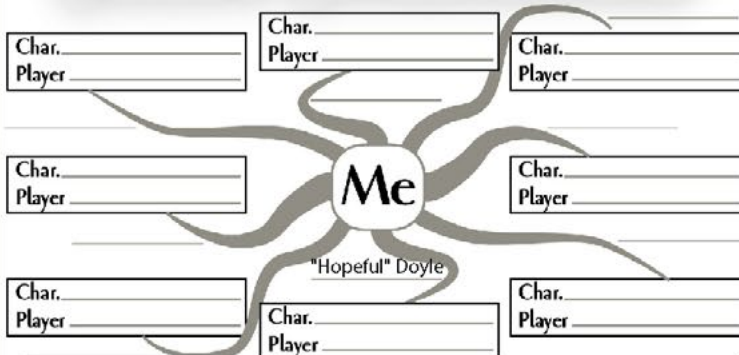
Reach 0 HP with Major Wound = **Dying**

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

## FELLOW INVESTIGATORS





# 1920S ERA INVESTIGATOR

Name: Eddie 'Lurch' Kelly  
 Player: \_\_\_\_\_  
 Occupation: Criminal  
 Age: 37 Sex: Male  
 Residence: Arkham  
 Birthplace: Arkham

## CHARACTERISTICS

STR 45 22/9 DEX 65 32/13 POW 50 25/10  
 CON 50 25/10 APP 35 17/7 EDU 45 22/9  
 SIZ 60 30/12 INT 60 30/12 Move Rate 8



Major Wound: M11IP  
 Dying 00 01 02  
 Unconscious 03 04 05  
 HIT POINTS 06 07 08 09 10  
11 12 13 14 15  
 16 17 18 19 20

Temp. Insane: \_\_\_\_\_ Indef. Insane: \_\_\_\_\_ 50 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

## CALL of CTHULHU

LUCK  
 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

M10IP  
 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

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/> Law (05%)	<u>5</u> <u>2</u> / <u>1</u>	<input type="checkbox"/> Science (01%)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<u>60</u> <u>30</u> / <u>12</u>	<input type="checkbox"/> Library Use (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<u>25</u> <u>12</u> / <u>5</u>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<u>70</u> <u>35</u> / <u>14</u>	<input type="checkbox"/> Sleight of Hand (10%)	<u>10</u> <u>5</u> / <u>2</u>
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<u>35</u> <u>17</u> / <u>7</u>	<input type="checkbox"/> Mech. Repair (10%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u> / <u>9</u>
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<u>25</u> <u>12</u> / <u>5</u>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Stealth (20%)	<u>40</u> <u>20</u> / <u>8</u>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/> Survival (10%)	<input type="checkbox"/>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<u>35</u> <u>17</u> / <u>7</u>	<input type="checkbox"/> Navigate (10%)	<u>35</u> <u>17</u> / <u>7</u>	<input type="checkbox"/> Swim (20%)	<u>20</u> <u>10</u> / <u>4</u>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<u>25</u> <u>12</u> / <u>5</u>	<input type="checkbox"/> Occult (05%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/> Throw (20%)	<u>20</u> <u>10</u> / <u>4</u>
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<u>35</u> <u>17</u> / <u>7</u>	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Track (10%)	<u>20</u> <u>10</u> / <u>4</u>
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Persuade (10%)	<u>10</u> <u>5</u> / <u>2</u>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<u>25</u> <u>12</u> / <u>5</u>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Elec. Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<u>46</u> <u>23</u> / <u>9</u>	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	60	30	12	1d3 + db	-	1	-	-
Butterfly knife	60	30	12	1d4	-	1	-	-
.38 Auto	35	17	7	1d10	15 yards	3	6	99

## COMBAT

Damage Bonus: none  
 Build: 0  
 Dodge: 32 16/6



**Traits**\_\_\_\_\_

Injuries &amp; Scars \_\_\_\_\_

Phobias &amp; Manias \_\_\_\_\_

---

### Arcane Tomes, Spells & Artifacts

## Encounters with Strange Entities

## CASH & ASSETS

Spending Level	Average \$10
Cash	\$50
Assets	\$1,250

## FELLOW INVESTIGATORS

[illegible]

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

First Aid heals 1 HP:                      Medicine heals +1d3 HP

Reach 0 HP without Major Wound = **Unconscious**

**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



# 1920S ERA INVESTIGATOR

Name: Wendy 'No Nonsense' Kelly  
 Player: \_\_\_\_\_  
 Occupation: Criminal  
 Age: 25 Sex: Female  
 Residence: Arkham  
 Birthplace: Arkham

## CHARACTERISTICS

STR 40 <sup>20</sup>/<sub>8</sub> DEX 55 <sup>27</sup>/<sub>11</sub> POW 45 <sup>22</sup>/<sub>9</sub>  
 CON 80 <sup>40</sup>/<sub>16</sub> APP 50 <sup>25</sup>/<sub>10</sub> EDU 60 <sup>30</sup>/<sub>12</sub>  
 SIZ 50 <sup>25</sup>/<sub>10</sub> INT 70 <sup>35</sup>/<sub>14</sub> Move Rate 8



Major Wound: **M13P**  
 Dying 00 01 02  
 Unconscious 03 04 05  
 HIT POINTS 06 07 08 09 10  
 11 12 13 14 15  
 16 17 18 19 20

Temp. Insane 45 Indef. Insane 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

## CALL of CTHULHU

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 9 MP  
 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

## INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Library Use (20%)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	35 <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	30 <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Mech. Repair (10%)	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Spot Hidden (25%)	40 <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	40 <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	35 <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> First Aid (30%)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Navigate (10%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	20 <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb (20%)	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> History (05%)	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Occult (05%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Throw (20%)	20 <sup>10</sup> / <sub>4</sub>
Credit Rating (00%)	25 <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Intimidate (15%)	15 <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	40 <sup>20</sup> / <sub>8</sub>
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Persuade (10%)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Language (Own) (EDU)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
12-G Pump Shotgun	60	30	12	4d6/2d6/1d6	10/20/50	1	5	100

## COMBAT

Damage Bonus: none  
 Build: 0  
 Dodge: 35 <sup>17</sup>/<sub>7</sub>



## BACK STORY

**Personal Description** Larger build, dark curly hair,  
dresses like a man.

**Traits** \_\_\_\_\_



**Ideology/Beliefs** No one's gonna give you a  
break so take what you can. Look after your kin  
and to hell with the rest.

**Injuries & Scars** \_\_\_\_\_

**Significant People** My twin brother, Eddie, who's  
never let me down.

**Phobias & Manias** \_\_\_\_\_

**Meaningful Locations** The sunset over the hills in  
Dunwich

**Arcane Tones, Spells & Artifacts** \_\_\_\_\_

**Treasured Possessions** My trusty shotgun, I never  
leave home without it.

**Encounters with Strange Entities** \_\_\_\_\_

## GEAR & POSSESSIONS

12g Shotgun

Ammo

Handkerchief

## CASH & ASSETS

**Spending Level** Average \$10

**Cash** \$50

**Assets** \$1,250

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ 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**

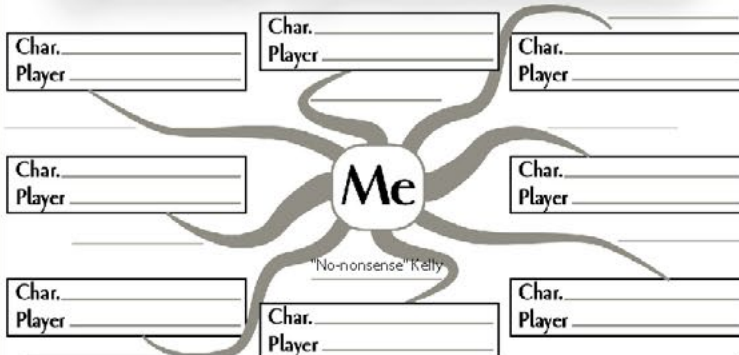
Reach 0 HP with Major Wound = **Dying**

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

## FELLOW INVESTIGATORS





# 1920S ERA INVESTIGATOR

Name: Marty 'Pug' O'Connor  
 Player: \_\_\_\_\_  
 Occupation: Criminal  
 Age: 26 Sex: Male  
 Residence: Arkham  
 Birthplace: Arkham

## CHARACTERISTICS

STR 90 <sup>45</sup>/<sub>18</sub> DEX 45 <sup>22</sup>/<sub>9</sub> POW 30 <sup>15</sup>/<sub>6</sub>  
 CON 75 <sup>37</sup>/<sub>15</sub> APP 25 <sup>12</sup>/<sub>5</sub> EDU 20 <sup>10</sup>/<sub>4</sub>  
 SIZ 80 <sup>40</sup>/<sub>16</sub> INT 40 <sup>20</sup>/<sub>8</sub> Move Rate 8



Major Wound: **M15P**  
 Dying 00 01 02  
 Unconscious 03 04 05  
 HIT POINTS 06 07 08 09 10  
 11 12 13 14 **15**  
 16 17 18 19 20

Temp. Insane: \_\_\_\_\_ Indef. Insane: \_\_\_\_\_ **30 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

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 **Ma6MP**  
 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

## CALL of CTHULHU

### INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

### WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	60	30	12	1d3 + db	-	1	-	-
Switchblade	60	30	12	1d4 + 1d6	-	1	-	-
12-G Sawed-off Shotgun	40	20	8	4d6/1d6	5/10 yard	1 or 2	2	100

### COMBAT

Damage Bonus **+1D6**  
 Build **+2**  
 Dodge **35** <sup>17</sup>/<sub>7</sub>



## BACK STORY

**Personal Description** Looks of a boxer, broken nose, cauliflower ears, cropped curly blond hair.

**Ideology/Beliefs** I ain't into learning nor thinking, I'm best at doing. Most folk have bigger brains than me, so best to do what they say and have a quiet life. Catholic.

**Significant People** My mom, god bless her, I'd do anything for her.

**Meaningful Locations** Mom's kitchen.

**Treasured Possessions**

**Traits**

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tones, Spells & Artifacts**

**Encounters with Strange Entities**



## GEAR & POSSESSIONS

12g Shotgun

Ammo

St. Christopher

## CASH & ASSETS

**Spending Level** Average \$10

**Cash** \$30

**Assets** \$750 (mom's house)

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success: Fumble | Fail | Regular | Hard | Extreme | Critical  
100/96+ | > skill | ≤ skill | ½ skill | ¼ 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**

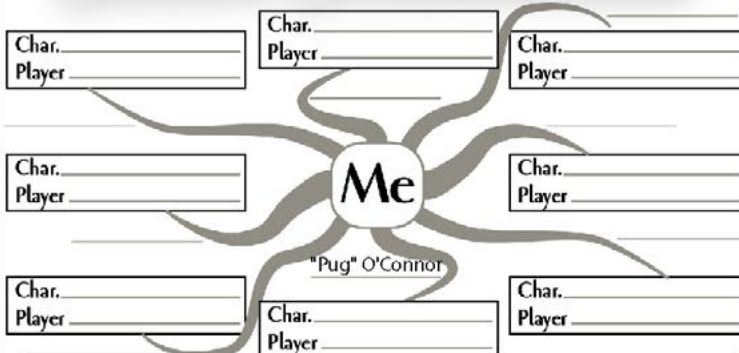
Reach 0 HP with Major Wound = **Dying**

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

## FELLOW INVESTIGATORS





# 1920S ERA INVESTIGATOR

Name: Wesley 'Smooth' O'Grady  
 Player: \_\_\_\_\_  
 Occupation: Criminal  
 Age: 33 Sex: Male  
 Residence: Arkham  
 Birthplace: Arkham

## CHARACTERISTICS

STR 45 <sup>22</sup>/<sub>9</sub> DEX 50 <sup>25</sup>/<sub>10</sub> POW 65 <sup>32</sup>/<sub>13</sub>  
 CON 70 <sup>35</sup>/<sub>14</sub> APP 60 <sup>30</sup>/<sub>12</sub> EDU 50 <sup>25</sup>/<sub>10</sub>  
 SIZ 60 <sup>30</sup>/<sub>12</sub> INT 80 <sup>40</sup>/<sub>16</sub> Move Rate 7



Major Wound: **M13IP**  
 Dying 00 01 02  
 Unconscious 03 04 05  
 HIT POINTS 06 07 08 09 10  
 11 12 13 14 15  
 16 17 18 19 20

Temp. Insane: \_\_\_\_\_ Indef. Insane: \_\_\_\_\_  
 65 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

## CALL of CTHULHU

LUCK 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

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

**M13IP**  
 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

## INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Law (05%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Science (01%)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Library Use (20%)	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	21 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Sleight of Hand (10%)	35 <sup>17</sup> / <sub>7</sub>
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Mech. Repair (10%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Spot Hidden (25%)	45 <sup>22</sup> / <sub>9</sub>
<input type="checkbox"/> Acting	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	40 <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (10%)	<input type="checkbox"/>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Navigate (10%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	20 <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Occult (05%)	15 <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Throw (20%)	20 <sup>10</sup> / <sub>4</sub>
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	10 <sup>5</sup> / <sub>2</sub>
Cthulhu Myths (00%)	<input type="checkbox"/> Jump (20%)	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Persuade (10%)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Elec. Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	<input type="checkbox"/>
	English				<input type="checkbox"/>	<input type="checkbox"/>

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	40	20	8	1d3 + db	-	1	-	-
Sheaf Knife	40	20	8	1d4	-	1	-	-
.32 Revolver	50	25	10	1d8	15 yards	3	6	100

## COMBAT

Damage Bonus: none  
 Build: 0  
 Dodge: 30 <sup>15</sup>/<sub>6</sub>



## BACK STORY

**Personal Description** Slicked-back hair, wide smile, old eyes.

**Traits**



**Ideology/Beliefs** I should be the boss, O'Leary is a fool and incompetent - I'll show him up one day and prove my value to O'Bannion.  
Catholic.

**Injuries & Scars**

**Significant People** My dead sister, Loretta, gunned down by accident when it should have been me. I'll find absolution some day.

**Phobias & Manias**

**Meaningful Locations**

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** Photograph of my sister Loretta in my wallet.

**Encounters with Strange Entities**

## GEAR & POSSESSIONS

12g Shotgun

Ammo

St. Christopher

## CASH & ASSETS

**Spending Level** Average \$10

**Cash** \$60

**Assets** \$1500 (house)

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ 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**

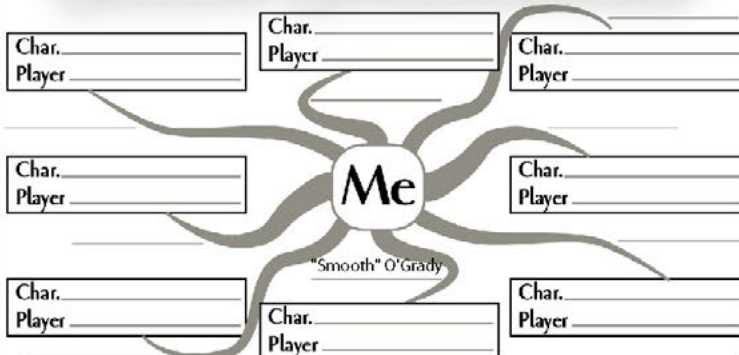
Reach 0 HP with Major Wound = **Dying**

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

## FELLOW INVESTIGATORS





# 1920S ERA INVESTIGATOR

Name Keiran 'the Hat' Murphy  
 Player \_\_\_\_\_  
 Occupation Criminal  
 Age 27 Sex Male  
 Residence Arkham  
 Birthplace Arkham

## CHARACTERISTICS

STR **40** <sup>20</sup>/<sub>8</sub> DEX **65** <sup>32</sup>/<sub>13</sub> POW **50** <sup>25</sup>/<sub>10</sub>  
 CON **75** <sup>37</sup>/<sub>15</sub> APP **80** <sup>40</sup>/<sub>16</sub> EDU **45** <sup>22</sup>/<sub>9</sub>  
 SIZ **45** <sup>22</sup>/<sub>9</sub> INT **80** <sup>40</sup>/<sub>16</sub> Move Rate **8**



Major Wound	12IP	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	50	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	

## CALL of CTHULHU

LUCK	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	

10IP	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	

## INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	5	<sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fast Talk (05%)	45	<sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Law (05%)	10	<sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Science (01%)		
<input type="checkbox"/> Anthropology (01%)			<input type="checkbox"/> Fighting (Brawl) (25%)	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Library Use (20%)	20	<sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	25	<sup>12</sup> / <sub>5</sub>	<input type="checkbox"/>			<input type="checkbox"/> Listen (20%)	25	<sup>12</sup> / <sub>5</sub>	<input type="checkbox"/>		
<input type="checkbox"/> Archaeology (01%)			<input type="checkbox"/>			<input type="checkbox"/> Locksmith (01%)	11	<sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Sleight of Hand (10%)	55	<sup>27</sup> / <sub>11</sub>
<input type="checkbox"/> Art / Craft (05%)	35	<sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Mech. Repair (10%)	22	<sup>11</sup> / <sub>4</sub>	<input type="checkbox"/> Spot Hidden (25%)	30	<sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Acting			<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	30	<sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Medicine (01%)			<input type="checkbox"/> Stealth (20%)	25	<sup>12</sup> / <sub>5</sub>
<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/> Natural World (10%)	10	<sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (10%)		
<input type="checkbox"/>			<input type="checkbox"/> First Aid (30%)	30	<sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Navigate (10%)	10	<sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	20	<sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Charm (15%)	60	<sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> History (05%)	5	<sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Occult (05%)	5	<sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	30	<sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Climb (20%)	20	<sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Intimidate (15%)	15	<sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)			<input type="checkbox"/> Track (10%)	10	<sup>5</sup> / <sub>2</sub>
Credit Rating (00%)	20	<sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Jump (20%)	20	<sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Persuade (10%)	30	<sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>		
Cthulhu Mythos (00%)			<input type="checkbox"/> Language (Other) (01%)			<input type="checkbox"/> Pilot (01%)			<input type="checkbox"/>		
<input type="checkbox"/> Disguise (05%)			<input type="checkbox"/>			<input type="checkbox"/> Psychology (10%)	50	<sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	45	<sup>22</sup> / <sub>9</sub>	<input type="checkbox"/>			<input type="checkbox"/> Psychoanalysis (01%)			<input type="checkbox"/>		
<input type="checkbox"/> Drive Auto (20%)	20	<sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>			<input type="checkbox"/> Ride (05%)			<input type="checkbox"/>		
<input type="checkbox"/> Elec Repair (10%)	10	<sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Language (Own) (EDU)	60	<sup>30</sup> / <sub>12</sub>				<input type="checkbox"/>		
			<input type="checkbox"/> English						<input type="checkbox"/>		

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	40	20	8	1d3 + db	-	1	-	-
Switchblade	40	20	8	1d4	-	1	-	-
.32 Auto	40	20	8	1d8	15 yards	3	8	99

## COMBAT

Damage Bonus **none**  
 Build **0**  
 Dodge **45** <sup>22</sup>/<sub>9</sub>



## BACK STORY

**Personal Description** Mouse-like face, thin but always sharply dressed. Staring eyes and a humourless demeanor. Always wears a hat no matter what.

**Ideology/Beliefs** I'll do anything to get to the top - I'd even sell my own mother if it would help. Got to look good for the boss and eventually he'll promote me.

**Significant People** I don't care nuttin' for nobody.

**Meaningful Locations** \_\_\_\_\_

**Treasured Possessions** My hat, it's like my armour.

**Traits** \_\_\_\_\_

**Injuries & Scars** \_\_\_\_\_

**Phobias & Manias** \_\_\_\_\_

**Arcane Tomes, Spells & Artifacts** \_\_\_\_\_

**Encounters with Strange Entities** \_\_\_\_\_



## GEAR & POSSESSIONS

12g Shotgun

Ammo

St. Christopher

## CASH & ASSETS

**Spending Level** Average \$10

**Cash** \$40

**Assets** \$1000 (apartment)

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	1/3 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

## FELLOW INVESTIGATORS

