

GATEWAYS TO TERROR

THREE EVENINGS OF NIGHTMARE

PRE-GENERATED CHARACTERS



GATEWAYS TO TERROR

THREE EVENINGS OF NIGHTMARE

THE NECROPOLIS
INVESTIGATORS

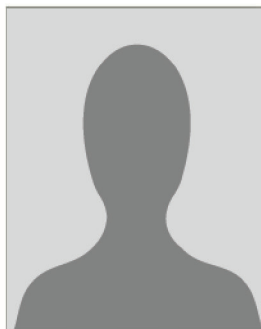


1920S ERA INVESTIGATOR

Name _____
Player _____
Occupation Archaeologist
Age 36 Sex _____
Residence Valley of the Kings, Egypt
Birthplace _____

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 50 ²⁵/₁₀ INT 70 ³⁵/₁₄
CON 50 ²⁵/₁₀ APP 60 ³⁰/₁₂ POW 40 ²⁰/₈
SIZ 50 ²⁵/₁₀ EDU 80 ⁴⁰/₁₆ Know Move Rate 8 ⁺¹/₋₁



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

Temp. Insane _____ Indef. Insane _____ **40** Max _____
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

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

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
MAGIC POINTS

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%)	25 ¹² / ₅	<input type="checkbox"/> Library Use (20%)	50 ²⁵ / ₁₀	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	60 ³⁰ / ₁₂	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 ¹⁰ / ₄	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	70 ³⁵ / ₁₄	<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%)	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)	40 ²⁰ / ₈	<input type="checkbox"/> Spot Hidden (25%)	50 ²⁵ / ₁₀
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<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%)	30 ¹⁵ / ₆	<input type="checkbox"/> Navigate (10%)	40 ²⁰ / ₈	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	40 ²⁰ / ₈	<input type="checkbox"/> History (05%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	40 ²⁰ / ₈	<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%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	50 ²⁵ / ₁₀	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Arabic	50 ²⁵ / ₁₀	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	25 ¹² / ₅	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	40 ²⁰ / ₈	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	80 ⁴⁰ / ₁₆	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**Build **0**Dodge **25** ¹²/₅

BACKSTORY



Personal Description

Ideology/Beliefs You're not sure you share the ancient Egyptians' belief in an afterlife.

Significant People

Meaningful Locations Egypt—where else? The scene of so many triumphs, but also so much disappointment.

Treasured Possessions

Traits You have a passion and drive to succeed in your work, and you crave the fame that a big discovery would bring.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

A satchel containing a trowel, small brush, matches, and four candles.

CASH & ASSETS

Spending Level \$10

Cash \$80

Assets \$2,200

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**

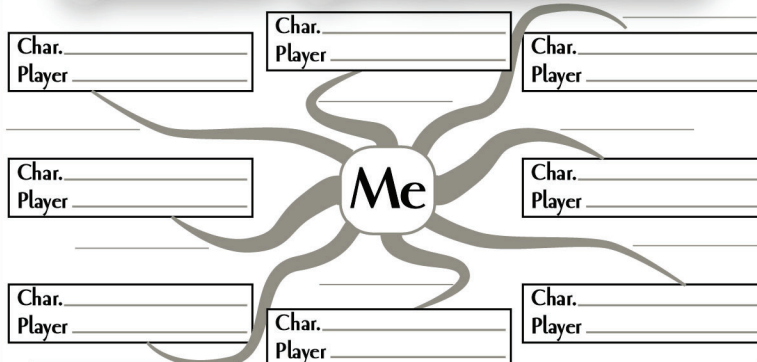
Reach 0 HP with Major Wound = **Dying**

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



ARCHAEOLOGIST

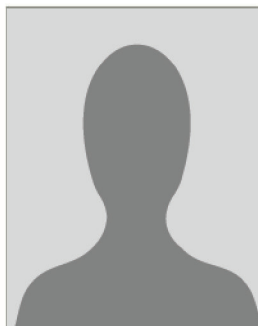
Backstory

Recently, you have had the good fortune of being privately funded to work in Egypt. After a long time with no notable findings, you have been granted only one more season of work, with an expectation that you produce results or else your funding will be pulled. The good news is that your current dig seems to be the answer to your prayers, as you have uncovered an ancient stone path leading into a cliff face. You and your companions could be on the verge of a big and career-making discovery!

Roleplaying hooks: If you don't find something this time, your career is pretty much over - so find something.

Name _____
 Player _____
 Occupation Professor of Languages
 Age 40 Sex _____
 Residence Valley of the Kings, Egypt
 Birthplace _____

STR	50	$\frac{25}{10}$	DEX	45	$\frac{22}{9}$	INT Idea	60	$\frac{30}{12}$
CON	40	$\frac{20}{8}$	APP	70	$\frac{35}{14}$	POW	60	$\frac{30}{12}$
SIZ	50	$\frac{25}{10}$	EDU Know	80	$\frac{40}{16}$	Move Rate	7	$\frac{35}{14}$



Major Wound ☐ *M.9 HP*

HIT POINTS

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19
20	21	22	23

[illegible]

CALL of CTHULHU

																		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

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/>	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>	<input type="checkbox"/> Science (01%)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Fighting (Brawl) (25%)	25 ¹² / ₅	<input type="checkbox"/> Library Use (20%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	40 ²⁰ / ₈	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="checkbox"/>
<input type="checkbox"/> Art/ Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Spot Hidden (25%)	45 ²² / ₉
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/>	<input type="checkbox"/> Survival (10%)	<input type="checkbox"/>
<input type="checkbox"/> Charm (15%)	30 ¹⁵ / ₆	<input type="checkbox"/> First Aid (30%)	30 ¹⁵ / ₆	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/>	<input type="checkbox"/> Swim (20%)	<input type="checkbox"/>
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> History (05%)	<input type="checkbox"/>	<input type="checkbox"/> Occult (05%)	25 ¹² / ₅	<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	40 ²⁰ / ₈	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Track (10%)	<input type="checkbox"/>
Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Language (Other) (01%) Egyptian Hieroglyphs	70 ³⁵ / ₁₄	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	25 ¹² / ₅	<input type="checkbox"/> German	60 ³⁰ / ₁₂	<input type="checkbox"/> Psychology (10%)	50 ²⁵ / ₁₀	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Latin	50 ²⁵ / ₁₀	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/>	<input type="checkbox"/> Language (Own) (EDU) English	80 ⁴⁰ / ₁₆	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

[illegible]

Damage Bonus	none	
Build	0	
Dodge	25	125

BACKSTORY



Personal Description

Traits Eager to finally put your training to good use.

Ideology/Beliefs You believe in yourself—whatever life throws your way, you can handle it. Probably.

Significant People

Injuries & Scars

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions A signed copy of Ancient Egyptian Legends by your former tutor, Margaret Murray.

Encounters with Strange Entities

GEAR & POSSESSIONS

Beef jerky, pen and pencils, writing pad, cigar and matches.

CASH & ASSETS

Spending Level \$10

Cash \$80

Assets \$2,000

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**

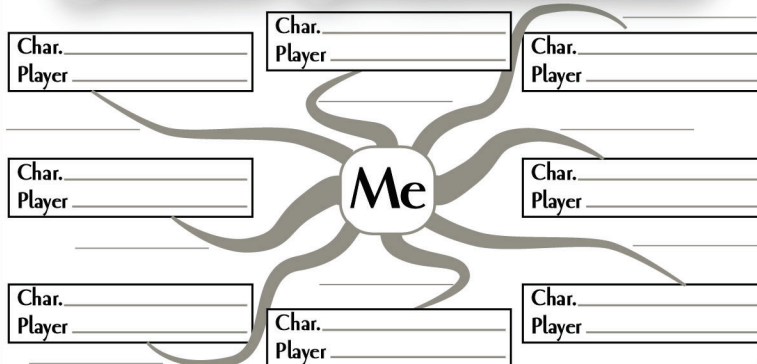
Reach 0 HP with Major Wound = **Dying**

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



PROFESSOR OF LANGUAGES**Backstory**

Years of studying Egyptian hieroglyphics at University College, London have surprisingly limited occupational opportunities despite the international renown of some of your former tutors. Consequently, you have spent most of your professional career translating Germanic documents (another language for which you have a natural flair). Now you have the chance to work on something really worthwhile. You have been summoned to Egypt to a new dig that promises to unearth some fabulous finds.

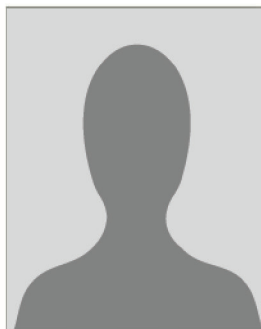
Roleplaying hooks: This dig is finally a chance to be part of a major discovery (which is always good for the career). Then, perhaps, people will employ you for your first love: hieroglyphics.

1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Dilettante
 Age 44 Sex _____
 Residence Valley of the Kings, Egypt
 Birthplace _____

CHARACTERISTICS

STR 50 ²⁵/₁₀ DEX 60 ³⁰/₁₂ INT 50 ²⁵/₁₀
 CON 40 ²⁰/₈ APP 50 ²⁵/₁₀ POW 70 ³⁵/₁₄
 SIZ 60 ³⁰/₁₂ EDU 80 ⁴⁰/₁₆ Know Move Rate 7 ⁺¹/₋₁



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 _____ **70** Max _____
 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
 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

M14IP
 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%)	<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%) Painting	<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) English	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Pocketknife	25	12	5	1D4	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **30** ¹⁵/₆

Water flask, pocketknife,
ink pen, note book,
matchbook, cigarette
case.

Spending Level \$50

Cash \$350

Assets \$35,000

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

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

Natural Heal rate (Major Wound): weekly healing roll

A blank mind map template. The central circle is labeled "Me". There are eight branches radiating from the center. Each branch has a box containing the text "Char." and "Player" for identifying characters. The boxes are arranged in a circular pattern around the central circle.

DILETTANTE**Backstory**

A noble of the British Empire, your great wealth means that you have been able to pursue your studies without the need to work. Spurred by your fascination with all things ancient, you funded an archaeological dig in Egypt, hoping to uncover priceless artifacts and hidden lore. You are excited, as your dig team believes they have found the entrance to a previously unknown necropolis.

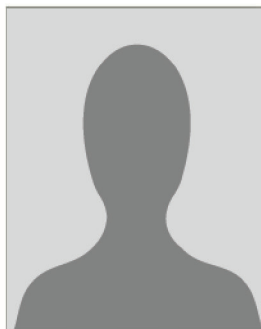
Roleplaying hooks: Seek out of the secrets of ancient civilizations --what wonders could you learn?

1920S ERA INVESTIGATOR

Name _____
Player _____
Occupation Ex-Soldier
Age 29 Sex M
Residence Valley of the Kings, Egypt
Birthplace _____

CHARACTERISTICS

STR 80 ⁴⁰/₁₆ DEX 65 ³²/₁₃ INT 55 ²⁷/₁₁
CON 60 ³⁰/₁₂ APP 40 ²⁰/₈ POW 50 ²⁵/₁₀
SIZ 70 ³⁵/₁₄ EDU 50 ²⁵/₁₀ Know Move Rate 8 ⁺¹/₋₁



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

Temp. Insane _____ Indef. Insane _____ 50 Max
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

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

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%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	70 ³⁵ / ₁₄	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 ¹⁰ / ₄	<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%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Mech. Repair (10%)	40 ²⁰ / ₈	<input type="checkbox"/> Spot Hidden (25%)	45 ²² / ₉
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	45 ²² / ₉	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	50 ²⁵ / ₁₀
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	30 ¹⁵ / ₆	<input type="checkbox"/> Survival (10%) Desert	50 ²⁵ / ₁₀
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Navigate (10%)	30 ¹⁵ / ₆	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	40 ²⁰ / ₈	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	20 ¹⁰ / ₄	<input type="checkbox"/> Intimidate (15%)	40 ²⁰ / ₈	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	30 ¹⁵ / ₆
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<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)	50 ²⁵ / ₁₀	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	10 ⁵ / ₂	<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) English	50 ²⁵ / ₁₀	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	70	35	14	1d3 + db	-	1	-	-
Fighting knife	70	35	14	1D8+1D4	-	1	-	-
.32 Revolver	60	30	12	1D8	15 yards	1 (3)	6	100

COMBAT

Damage Bonus **+1D4**Build **+1**Dodge **50 ²⁵/₁₀**

EX-SOLDIER**Backstory**

You fought in Egypt during the Great War. You were dishonorably discharged from the Army due to an incident with an officer that ended in fisticuffs. But fighting is all you know and now you've gained the only employment you can muster—landing you straight back in Egypt, providing support at archaeological digs in the Valley of Kings. Despite the heat and the flies, the pay is good.

Word has reached you that the Archaeologist has found a tomb and your latest employer, the Dilettante, has arrived on site for the grand unveiling. You'd better look sharp and go see what's happening.

Roleplaying hooks: You need to impress the boss to ensure they keep you on the payroll.

GATEWAYS TO TERROR

THREE EVENINGS OF NIGHTMARE

WHAT'S IN THE CELLAR?
INVESTIGATORS

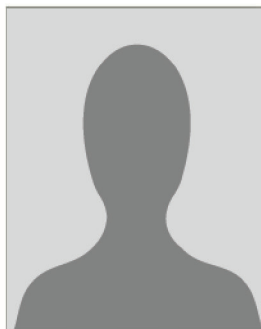


1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Author
 Age 33 Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR 40 $\frac{20}{8}$ DEX 45 $\frac{22}{9}$ INT 50 $\frac{25}{10}$
 CON 60 $\frac{30}{12}$ APP 75 $\frac{37}{15}$ POW 45 $\frac{22}{9}$
 SIZ 70 $\frac{35}{14}$ EDU 75 $\frac{37}{15}$ Know Move Rate 7 $\frac{+1}{-1}$



Major Wound **M13IP**

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

Temp. Insane _____ Indef. Insane _____ **45** Max _____ 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

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

LUCK

Mag **9MP**

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%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)	20 $\frac{10}{4}$	<input type="checkbox"/> Fighting (Brawl) (25%)	40 $\frac{20}{8}$	<input type="checkbox"/> Library Use (20%)	45 $\frac{22}{9}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	40 $\frac{20}{8}$	<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%)	35 $\frac{17}{7}$	<input type="checkbox"/> Firearms (Handgun) (20%)	35 $\frac{17}{7}$	<input type="checkbox"/> Mech. Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	55 $\frac{27}{11}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	65 $\frac{32}{13}$	<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> History (05%)	45 $\frac{22}{9}$	<input type="checkbox"/> Occult (05%)	65 $\frac{32}{13}$	<input type="checkbox"/> Throw (20%)	35 $\frac{17}{7}$
Credit Rating (00%)	25 $\frac{12}{5}$	<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%)	25 $\frac{12}{5}$	<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)	25 $\frac{12}{5}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	60 $\frac{30}{12}$	<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)	75 $\frac{37}{15}$	<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	-	-

COMBAT

Damage Bonus **none**Build **0**Dodge **25 $\frac{12}{5}$**

BACKSTORY



Personal Description

Ideology/Beliefs You don't believe Arthur could be capable of murdering Rose, no matter what anyone else says—he loved her far too much for that.

Significant People Your grandmother, who used to tell you all sorts of fascinating stories when you were a child. It's probably down to her that you now do what you do.

Meaningful Locations

Treasured Possessions

Traits Curious by nature; intrigued by the mystery of just who murdered Rose Blackwood.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

Pocket flashlight, notepad, and pen.

CASH & ASSETS

Spending Level \$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**

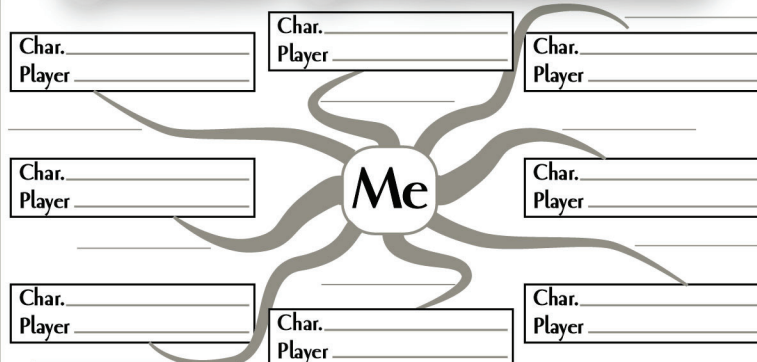
Reach 0 HP with Major Wound = **Dying**

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



AUTHOR

Backstory

You are an author, specializing in books about the occult, unexplained mysteries, and other strange phenomena. You are related to Arthur Blackwood through your maternal great-grandmother. Arthur has requested your assistance in proving his innocence; he said it was vital you that you meet with his defense attorney, Joseph Klein, then go on to the family's cabin up near Whitehall once you'd heard what he had to say.

You were once close to Arthur, but you drifted apart some time ago, so this request is a little odd, even though it fascinates you immensely from both a personal and a professional standpoint. Still, if you can't look to your family in your hour of need, who can you turn to?

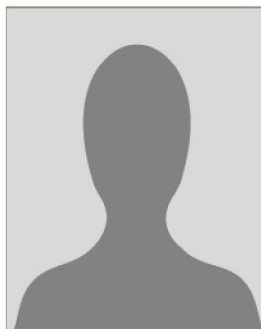
Roleplaying hooks: You wish to clear Arthur Blackwood's name and work out who murdered Rose. If Arthur didn't do it, who did? And could there even be a book in it for you?

1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Private Detective
 Age 41 Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR **70** ³⁵/₁₄ DEX **80** ⁴⁰/₁₆ INT **80** ⁴⁰/₁₆
 CON **50** ²⁵/₁₀ APP **35** ¹⁷/₇ POW **50** ²⁵/₁₀
 SIZ **65** ³²/₁₃ EDU **60** ³⁰/₁₂ Know Move Rate **8** ⁺¹/₋₁



Major Wound M11IP

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

Temp. Insane	Indef. Insane	50	Max	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	SANITY
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
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						

MAGIC POINTS	<u>M10IP</u>	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%)	45 ²² / ₉	<input type="checkbox"/> Law (05%)	25 ¹² / ₅	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	45 ²² / ₉	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	40 ²⁰ / ₈	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	35 ¹⁷ / ₇	<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%) Photography	35 ¹⁷ / ₇	<input type="checkbox"/> Firearms (Handgun) (20%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	55 ²⁷ / ₁₁
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	40 ²⁰ / ₈
<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%)	40 ²⁰ / ₈	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	30 ¹⁵ / ₆	<input type="checkbox"/> History (05%)	25 ¹² / ₅	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	30 ¹⁵ / ₆
Credit Rating (00%)	20 ¹⁰ / ₄	<input type="checkbox"/> Intimidate (15%)	25 ¹² / ₅	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	30 ¹⁵ / ₆	<input type="checkbox"/> Persuade (10%)	30 ¹⁵ / ₆	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	35 ¹⁷ / ₇	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	40 ²⁰ / ₈	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	70 ³⁵ / ₁₄	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	60 ³⁰ / ₁₂	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
.38 Auto Pistol	60	30	12	1D10	15 yards	1 (3)	8	99

COMBAT

Damage Bonus **+1D4**

Build **+1**

Dodge **40** ²⁰/₈

BACKSTORY



Personal Description

Traits Meticulous and professional.

Ideology/Beliefs You wish you could believe that justice is blind, but you've been doing this job for far too long to fall for that one.

Significant People

Injuries & Scars

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions Your trusty .38 automatic pistol—it's got you out of many a jam in the past.

Encounters with Strange Entities

GEAR & POSSESSIONS

Good-quality flashlight and a .38 automatic pistol.

CASH & ASSETS

Spending Level \$10

Cash \$40

Assets \$1,000

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**

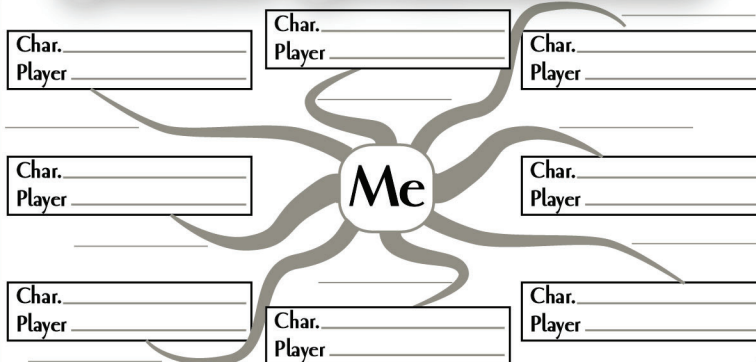
Reach 0 HP with Major Wound = **Dying**

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



PRIVATE DETECTIVE

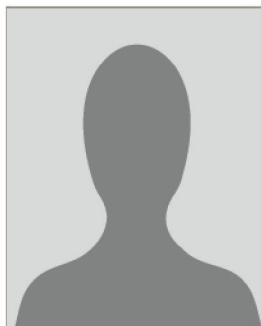
Backstory

You are a private detective, hired by the law office of Blackwood and Klein to assist in proving the innocence of one of the firm's partners: Arthur Blackwood. You are recognized by the court as having the authority to collect evidence from the cabin where Mrs. Rose Blackwood was murdered, so it may be used in Arthur's defense. Not that you're expecting to find much --after all, the police and the prosecution team have been all over the scene of the crime, so it's unlikely they'll have missed anything important. Still, there's no harm in looking, especially as there's a nice pay packet in it for you regardless of what you find.

Roleplaying hooks: You intend to do a good and thorough job, just like you always do. If you can also find evidence to prove Arthur is innocent, then so much the better.

Name _____
 Player _____
 Occupation Psychologist
 Age 55 Sex _____
 Residence _____
 Birthplace _____

STR	30	$\frac{15}{6}$	DEX	40	$\frac{20}{8}$	INT	65	$\frac{32}{13}$
						Idea		
CON	40	$\frac{20}{8}$	APP	60	$\frac{30}{12}$	POW	60	$\frac{30}{12}$
SIZ	55	$\frac{27}{11}$	EDU	70	$\frac{35}{14}$	Move	5	
			Know			Rate		



Major Wound		MHP 9			
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

[illegible]

CALL of CTHULHU

													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	

M12IP					MAGIC POINTS
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	

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/>	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>	<input type="checkbox"/> Science (01%)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	30 ¹⁵ / ₆	<input type="checkbox"/> Fighting (Brawl) (25%)	25 ¹² / ₅	<input type="checkbox"/> Library Use (20%)	45 ²² / ₉	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	45 ²² / ₉	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="checkbox"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	40 ²⁰ / ₈	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/>	<input type="checkbox"/> Spot Hidden (25%)	35 ¹⁷ / ₇
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	25 ¹² / ₅	<input type="checkbox"/> Survival (10%)	<input type="checkbox"/>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> First Aid (30%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/>	<input type="checkbox"/> Swim (20%)	<input type="checkbox"/>
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> History (05%)	<input type="checkbox"/>	<input type="checkbox"/> Occult (05%)	10 ⁵ / ₂	<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	40 ²⁰ / ₈	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Track (10%)	<input type="checkbox"/>
Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	40 ²⁰ / ₈	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Language (Other) (01%) Latin	10 ⁵ / ₂	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	20 ¹⁰ / ₄	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	50 ²⁵ / ₁₀	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	65 ³² / ₁₃	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/>	<input type="checkbox"/> Language (Own) (EDU) English	70 ³⁵ / ₁₄	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

[illegible]

Damage Bonus	none	
Build	0	
Dodge	20	10 4



Personal Description

Traits Questioning and broad-minded.

Ideology/Beliefs Never take anyone at face value; after all, everyone has their secrets.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions Your qualifications
certificates—quite a few people didn't think
you'd stick the course, but these are the proof
that they were wrong.

Encounters with Strange Entities

GEAR & POSSESSIONS

A lantern you found in the
Blackwood cabin's
kitchen.

CASH & ASSETS

Spending Level \$10

Cash \$80

Assets \$2,000

QUICK REFERENCE RULES

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 1 HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

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

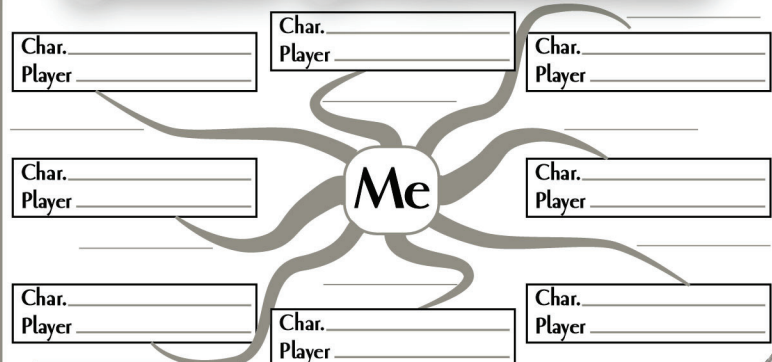
Reach 0 HP with Major Wound = **Dying**

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



PSYCHOLOGIST

Backstory

You are a psychologist, hired by the law office of Blackwood and Klein to assist in proving the innocence of Arthur Blackwood in the small matter of the murder of his wife, Rose. Your expertise is required to ascertain Arthur Blackwood's mental state at the time of the murder; thus, in visiting the murder scene, you hope to build a better picture of Arthur and determine whether or not he's fit to take the stand at his upcoming trial.

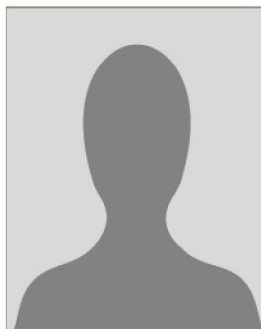
Roleplaying hooks: Determine whether Arthur Blackwood is, indeed, delusional. There's something about the Blackwood name that rings a bell in your mind; you vaguely remember your grandmother mentioning the Blackwood family back in your youth. If only you could remember more—perhaps it's important?

1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Architect
 Age 34 Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR 35 $\frac{17}{7}$ DEX 50 $\frac{25}{10}$ INT 50 $\frac{25}{10}$
 CON 55 $\frac{27}{11}$ APP 65 $\frac{32}{13}$ POW 60 $\frac{30}{12}$
 SIZ 60 $\frac{30}{12}$ EDU 70 $\frac{35}{14}$ Know Move Rate 7 $\frac{+1}{-1}$



Major Wound **M11IP**

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

Temp. Insane	Indef. Insane	60	Max	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	SANITY
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
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						

M12IP

MAGIC POINTS	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%)	20 $\frac{10}{4}$	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	40 $\frac{20}{8}$	<input type="checkbox"/> Science (01%) Mathematics	40 $\frac{20}{8}$
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	35 $\frac{17}{7}$	<input type="checkbox"/> Library Use (20%)	25 $\frac{12}{5}$	<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%) Technical Drawing	60 $\frac{30}{12}$	<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	40 $\frac{20}{8}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	35 $\frac{17}{7}$	<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	25 $\frac{12}{5}$	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
Credit Rating (00%)	60 $\frac{30}{12}$	<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%)	20 $\frac{10}{4}$	<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)	35 $\frac{17}{7}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	10 $\frac{5}{2}$	<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) English	70 $\frac{35}{14}$	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	35	17	7	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**Build **0**Dodge **35 $\frac{17}{7}$**

BACKSTORY



Personal Description

Traits Friendly and helpful, but distinctly bemused by your current situation.

Ideology/Beliefs Architecture can be artistic and well as functional—just look at Frank Lloyd Wright's work.

Significant People

Injuries & Scars

Phobias & Manias

Meaningful Locations The college where you did your architectural training. Ah, those were the days.

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

A lantern you found in the cabin's kitchen.

CASH & ASSETS

Spending Level \$50

Cash \$250

Assets \$30,000

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**

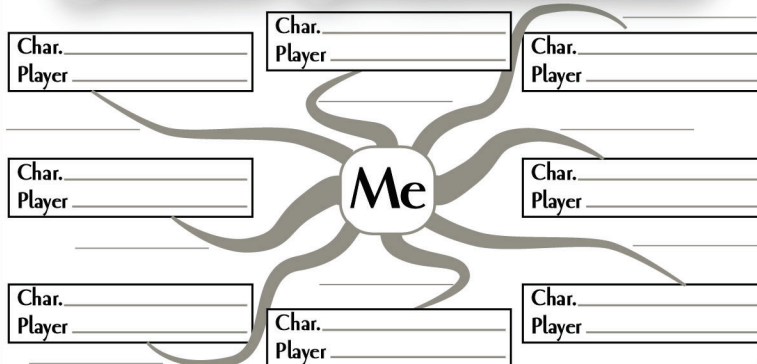
Reach 0 HP with Major Wound = **Dying**

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



ARCHITECT

Backstory

You are an architect and also a close friend of Arthur Blackwood. And Rose, too, while she was still alive, God rest her poor soul. Arthur has requested that you assist the law office of his business partner, Joseph Klein, to help prove his innocence. You're not really sure what he expects you to do, but Arthur's always been good to you, so how could you refuse?

Roleplaying hooks: You are horrified by Arthur's plight and want to help clear his good name. You've also been itching to take a look at the famed Blackwood holiday cabin—you've heard the scenery is spectacular, even if the building's design is allegedly a little humdrum and folksy. Still, not everything can be cutting edge design, can it?

GATEWAYS TO TERROR

THREE EVENINGS OF NIGHTMARE

THE DEAD BOARDER
INVESTIGATORS

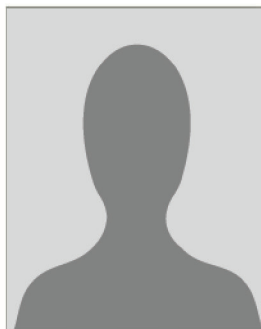


1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Landlord/Landlady
 Age 38 Sex _____
 Residence Providence, RI
 Birthplace _____

CHARACTERISTICS

STR 50 25 10 DEX 50 25 10 INT 60 30 12
 CON 70 35 14 APP 40 20 8 POW 60 30 12
 SIZ 80 40 16 EDU 50 25 10 Know Move Rate 7 +1 -1



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

Temp. Insane	Indef. Insane		60										Max										Insane														SANITY																																																								
	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		
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

M12 IP	00	01	02	03	04
05	06	07	08	09	
10	11	<u>12</u>	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%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Sleight of Hand (10%)	<u>10</u> <u>5</u> <u>2</u>
<input type="checkbox"/> Art / Craft (05%) Cooking	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Firearms (Handgun) (20%)	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Mech. Repair (10%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u> <u>9</u>
<input type="checkbox"/> Painting	<u>60</u> <u>30</u> <u>12</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<u>25</u> <u>12</u> <u>5</u>
<input type="checkbox"/> Plumbing	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	<u>15</u> <u>7</u> <u>3</u>	<input type="checkbox"/> First Aid (30%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	<u>25</u> <u>12</u> <u>5</u>
Credit Rating (00%)	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Intimidate (15%)	<u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
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"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Portuguese	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<u>60</u> <u>30</u> <u>12</u>	<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%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Language (Own) (EDU) English	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **+1D4**Build **+1**Dodge **25** 12 5

BACKSTORY



Personal Description

Traits Highly protective of those you care for; lonely and in search of love.

Ideology/Beliefs Everyone deserves a second chance.

Injuries & Scars

Significant People Your son, Tommy. He means the absolute world to you.

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Master key for the building.

CASH & ASSETS

Spending Level \$50

Cash \$250

Assets \$25,000

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**

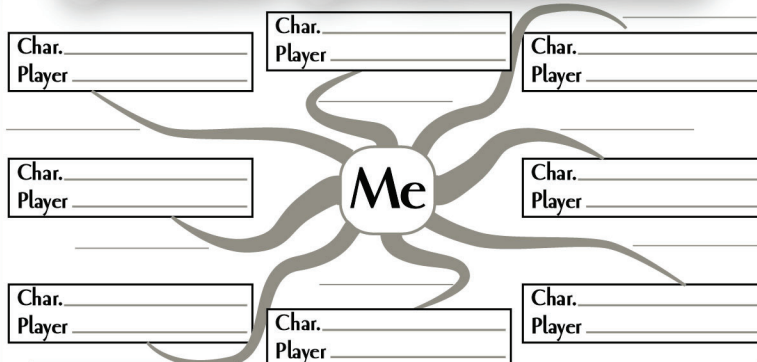
Reach 0 HP with Major Wound = **Dying**

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



LANDLORD/LANDLADY*

***Decide what gender your character is (or passes as). Whether their love for Gardiner is forbidden love due to your gender selection or simply unrequited love is up to you.**

Backstory

You live in Providence, Rhode Island, in Ma Shanks' Boarding House, a three-story building, where you run things on behalf of Ma Shanks, the elderly owner of the property.

You are widowed and now it's just you and your 11-year-old son Tommy, who you love very much. Because you lost your own spouse, you sympathize with Mrs. Madeira, who lives across the hall from another of your tenants, Mr. Gardiner. (Her husband was killed in an industrial accident last March.) You know all of the other tenants in the building to different degrees: the Bookstore Owner, the Business Associate, and the Nosy Neighbor (all player characters), as well as the Skirgaila family (Lithuanian brothers and sisters who are, for the most part, hard workers, with jobs in the city.)

You wish to find love again, and perhaps you have. James Gardiner—Mrs. Madeira's neighbor—has lived in the boarding house for around two years. He has utterly captured your heart. True, he's not acted to reciprocate your love, but deep down, you know that, somehow, he loves you too. You are the only one in the boarding house that he spends time with, the only one that he talks to, even if your talks are rare. Should anything happen to your adored tenant you would rain down vengeance on that person. No one would escape your wrath if he were slighted or injured. You would do anything within your power to seek that person out for special punishment.

Strangely, James has not been seen for two days, although that's not unusual. He prefers to work and makes his own meals in his room. But, despite your knocking, there's been no answer at his door. You are getting concerned and some of the other tenants appear to want to talk to James, too. So, you have agreed to unlock the door to his room, to check he's okay.

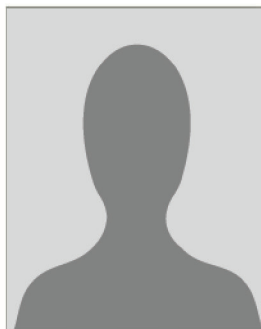
Roleplaying hooks: You have a personal desire to make sure James Gardiner is okay. You are secretly in love with James Gardiner.

1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Bookstore Owner
 Age 29 Sex _____
 Residence Providence, RI
 Birthplace _____

CHARACTERISTICS

STR 60 $\frac{30}{12}$ DEX 40 $\frac{20}{8}$ INT 70 $\frac{35}{14}$
 CON 50 $\frac{25}{10}$ APP 50 $\frac{25}{10}$ POW 50 $\frac{25}{10}$
 SIZ 60 $\frac{30}{12}$ EDU 80 $\frac{40}{16}$ Know Move Rate 8 $\frac{+1}{-1}$



Major Wound $\frac{11}{11}$ IP

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

Temp. Insane			Indef. Insane				50		94				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			

$\frac{10}{10}$ IP

MAGIC POINTS	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%)	20 $\frac{10}{4}$	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)	50 $\frac{25}{10}$	<input type="checkbox"/> Fighting (Brawl) (25%)	45 $\frac{22}{9}$	<input type="checkbox"/> Library Use (20%)	60 $\frac{30}{12}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	40 $\frac{20}{8}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	40 $\frac{20}{8}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	50 $\frac{25}{10}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Art / Craft (05%) Pottery	25 $\frac{12}{5}$	<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	45 $\frac{22}{9}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	50 $\frac{25}{10}$	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	30 $\frac{15}{6}$	<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> History (05%)	60 $\frac{30}{12}$	<input type="checkbox"/> Occult (05%)	70 $\frac{35}{14}$	<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
Credit Rating (00%)	40 $\frac{20}{8}$	<input type="checkbox"/> Intimidate (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)	5 $\frac{2}{1}$	<input type="checkbox"/> Jump (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Dream Interpretation	25 $\frac{12}{5}$
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Ancient Greek	40 $\frac{20}{8}$	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	40 $\frac{20}{8}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	45 $\frac{22}{9}$	<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) English	80 $\frac{40}{16}$	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **40 $\frac{20}{8}$**

[illegible]

Natural Heal rate (Major Wound): weekly healing roll

Char.	Player
-------	--------

BOOKSTORE OWNER

Backstory

You live in Providence, Rhode Island, in Ma Shanks' Boarding House. The Depression has hit your bookstore business very hard. You may have to give up your dream of selling rare books, all because the flow of orders has dropped to a trickle. Only one order from a collector has come in this month, but it is a significant one - however, there is one small problem.

Your business affords you the opportunity to read through all sorts of arcane books, typically of an occult bent. While most of your business is conducted with clients around the world, you have a special place in your heart for the local customers. A year ago, Mr. Gardiner, who actually lives in the same boarding house as you, approached you to help make contact with an estate sale of books. The small fee you earned was appreciated and you were able to pick up a few old tomes as well. Apparently, Mr. Gardiner got what he wanted and for a very reasonable price; although he never talked about what book he might have purchased.

Mr. Gardiner seemed obsessed with dreams. You both have talked on the subject at length in your store. You wouldn't really call him a friend but certainly a colleague. When he asked to borrow a few books from your store, you were happy to make a short-term loan. Unfortunately, one of the books you loaned him is the one the collector wishes to purchase. All you need to do is get the book back from Mr. Gardiner.

Compounding the problem is the fact that you've seen neither hide nor hair of Mr. Gardiner for a week. You've asked if the other tenants in your boarding house have seen Gardiner but none of them have, so you've asked the landlord to check up on him - giving you the chance to enter his room and find the book. After all, if this sale goes through, your shop will be able to stay open for at least another six months.

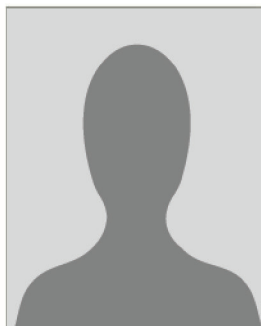
You have loaned James Gardiner the following books:

- *The Dreamer's Dictionary*, a rare 1815 first edition—this is the book the collector wants to buy.
- *Myths and Legends of Ancient Greece and Rome*, by E.M. Berens.
- *The Interpretation of Dreams*, by Sigmund Freud.
- *A Primer in Greek Vocabulary*.

Roleplaying hooks: Get *The Dreamer's Dictionary* back from Gardiner. Check that Gardiner is okay and not sick or something.

Name _____
 Player _____
 Occupation Business Associate
 Age 34 Sex _____
 Residence Providence, RI
 Birthplace _____

STR	50	$\frac{25}{10}$	DEX	50	$\frac{25}{10}$	INT	80	$\frac{40}{16}$
						Idea		
CON	40	$\frac{20}{8}$	APP	60	$\frac{30}{12}$	POW	60	$\frac{30}{12}$
SIZ	50	$\frac{25}{10}$	EDU	70	$\frac{35}{14}$	Move	8	$\frac{+7}{-1}$
			Know			Rate		



Major Wound ☐ *MHP* **9**

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		Indef. Insane		60						<i>Max</i>																
																		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
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						

M12IP					MAGIC POINTS
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	

<input type="checkbox"/> Accounting (05%)	40	20	8	<input type="checkbox"/> Fast Talk (05%)	35	17	7	<input type="checkbox"/> Law (05%)	40	20	8	<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Fighting (Brawl) (25%)	45	22	9	<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/>			
<input type="checkbox"/> Appraise (05%)	50	25	10	<input type="checkbox"/>				<input type="checkbox"/> Listen (20%)	20	10	4	<input type="checkbox"/>			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/>				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Sleight of Hand (10%)	30	15	6
<input type="checkbox"/> Art/ Craft (05%) Business	55	27	11	<input type="checkbox"/> Firearms (Handgun) (20%)	60	30	12	<input type="checkbox"/> Mech. Repair (10%)	20	10	4	<input type="checkbox"/> Spot Hidden (25%)	25	12	5
<input type="checkbox"/> Cooking	50	25	10	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Stealth (20%)	60	30	12
<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Charm (15%)	50	25	10	<input type="checkbox"/> First Aid (30%)	50	25	10	<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> History (05%)				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> Throw (20%)	30	15	6
Credit Rating (00%)	50	25	10	<input type="checkbox"/> Intimidate (15%)	30	15	6	<input type="checkbox"/> Op. Hv. Machine (01%)				<input type="checkbox"/> Track (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Persuade (10%)	30	15	6	<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)	30	15	6	<input type="checkbox"/>				<input type="checkbox"/> Psychology (10%)	40	20	8	<input type="checkbox"/>			
<input type="checkbox"/> Drive Auto (20%)	40	20	8	<input type="checkbox"/>				<input type="checkbox"/> Psychoanalysis (01%)				<input type="checkbox"/>			
<input type="checkbox"/> Elec Repair (10%)				<input type="checkbox"/> Language (Own) (EDU) English	70	35	14	<input type="checkbox"/> Ride (05%)				<input type="checkbox"/>			

[illegible]

Damage Bonus	none	
Build	0	
Dodge	30	15 6

BUSINESS ASSOCIATE

Backstory

You live in Providence, Rhode Island, in Ma Shanks' Boarding House.

We all make decisions for the best of reasons. Sometimes, those decisions have long-lasting and dangerous consequences. Moving grain and other supplies into the city for making bootleg spirits has been a very lucrative business. You don't worry about being busted, as you aren't actually handling illegal hooch. All you have to do is get the materials required to the basements around the city where the production work is done.

Recently, a small mishap in another business venture left you temporarily short on funds. You had to juggle a little money from the Mob's expenses to temporarily cover your other debts. Simple. But complications followed, and you found yourself having to skim more money just to keep afloat.

You've always been able to acquire things for people (antiques, rare goods, and less than legal items). Sometimes, this little sideline has proved profitable. About a year ago, James Gardiner, who lives in the same boarding house as you, asked you to make use of your talents to acquire a pair of obsidian knives. "No questions asked," has always been your motto. In exchange, you asked Gardiner to "fix" your accounting ledger by creating a false ledger—something to show the Mob if "Double Barrel" Angelo comes calling to ask awkward questions about the missing money.

Problem is, no one has seen Gardiner in days. He's not answering knocks at the door. You need your receipts and the two ledgers. Only last night you heard that Angelo has been asking questions and mentioning your name. You've pestered the boarding house's landlord to open Gardiner's door under the pretense of checking he is okay—giving you a chance to follow inside and hopefully get your ledgers.

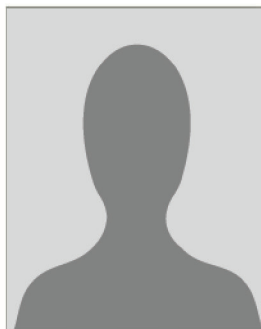
Roleplaying hooks: Get into Gardiner's room and get your receipts and the two ledgers.

1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Nosy Neighbor
 Age 58 Sex _____
 Residence Providence, RI
 Birthplace _____

CHARACTERISTICS

STR **70** ³⁵/₁₄ DEX **80** ⁴⁰/₁₆ INT **60** ³⁰/₁₂
 CON **50** ²⁵/₁₀ APP **50** ²⁵/₁₀ POW **50** ²⁵/₁₀
 SIZ **60** ³⁰/₁₂ EDU **40** ²⁰/₈ Know Move Rate **7** ⁺¹/₋₁



Major Wound 11 ¹¹/_{IP}

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

Temp. Insane _____ Indef. Insane _____ **50** ^{Max}

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

Insane 01 02 03 04 05 06 07

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

¹⁰/_{IP}

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

SANITY

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Fast Talk (05%)	30 ¹⁵ / ₆	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 ¹⁰ / ₄	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	30 ¹⁵ / ₆
<input type="checkbox"/> Art / Craft (05%) Woodworking	40 ²⁰ / ₈	<input type="checkbox"/> Firearms (Handgun) (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)	20 ¹⁰ / ₄	<input type="checkbox"/> Spot Hidden (25%)	45 ²² / ₉
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	40 ²⁰ / ₈
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Survival (10%)	70 ³⁵ / ₁₄
<input type="checkbox"/> Charm (15%)	15 ⁷ / ₃	<input type="checkbox"/> First Aid (30%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	25 ¹² / ₅	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	25 ¹² / ₅
Credit Rating (00%)	20 ¹⁰ / ₄	<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	60 ³⁰ / ₁₂
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) English	40 ²⁰ / ₈	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	40 ²⁰ / ₈	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	15 ⁷ / ₃	<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) German	60 ³⁰ / ₁₂	<input type="checkbox"/> Ride (05%)	40 ²⁰ / ₈	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **40** ²⁰/₈



Personal Description

Traits Some call you a nosy
gossip, but you don't see it that
way.

Ideology/Beliefs A house is a community, so it's important to know everyone well.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions Your wedding ring and your spouse's cigarette lighter—it's about the only thing you have left of them (lately you've had to pawn the rest to help keep your head above water).

Encounters with Strange Entities

GEAR & POSSESSIONS

Cigarettes, lighter (your late spouse's).

CASH & ASSETS

Spending Level \$10Cash \$40

Assets \$1,000

QUICK REFERENCE RULES

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

FELLOW INVESTIGATORS

Char.	Player
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Char.	Player
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Char.	Player
-------	--------

Char.	Player
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
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12	12
13	13
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Me

Char.	Player
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Char.	Player
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Char.	Player
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Char.	Player
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100	100

NOSY NEIGHBOR

Backstory

You live in Providence, Rhode Island, in Ma Shanks' Boarding House. Your family is all grown up and moved away; your spouse died in the influenza epidemic twelve years ago. You know everyone in the house and make it your business to also know their business.

But James Gardiner, who lives on the third floor, is a mystery to you. Who is this man who thinks he can hide from you? Why is he so suspicious? Does he engage in illegal dealings? Is he up to no good in that room of his? He's lived here for nearly two years, but never once has he said more than a passing hello to you.

What you do know about Gardiner is that he hides in his room all of the time. Late at night, you've heard him reciting some odd-sounding poetry before going to bed. The poetry isn't in English and has had you wondering about what he's been doing in there.

But today, everyone seems to be talking about him. Apparently, no one has seen him for a few days and some are getting worried. Well, this sounds right up your street - time to put your detective hat on. The landlord is going to unlock his room to check on him; perhaps you can follow in and get a good look to see just what Gardiner has been up to.

What you know about the other tenants:

- The Landlord/Landlady (player character) and their 11-year-old son, Tommy: about the only person Gardiner seemed to bother with, apart from the Business Associate (although their friendship is a relatively recent thing).
- The Bookstore Owner (player character): owns a local bookstore of weird and old books.
- The Business Associate (player character): seems a shady one and never discusses exactly what line of work they're in.
- Ma Shanks: the frail and elderly building owner.
- Mrs. Madeira: lives across the hall from James Gardiner. Her husband died in an accident last March. She doesn't seem to like you.
- The Skirgaila family: Lithuanian brothers and sisters. Anikke, Dovana, and Konstantinas are hard workers, with jobs in the city. Petras, the other brother, just seems to hang around the room they share all day. Except today.

Roleplaying hooks: Find out what Gardiner has been up to in his room. See what gossip you can pick up on the other tenants. Things have been tough since you lost your job, so try to find a way to make your rent payments this month or convince the Landlord/Landlady to defer them.