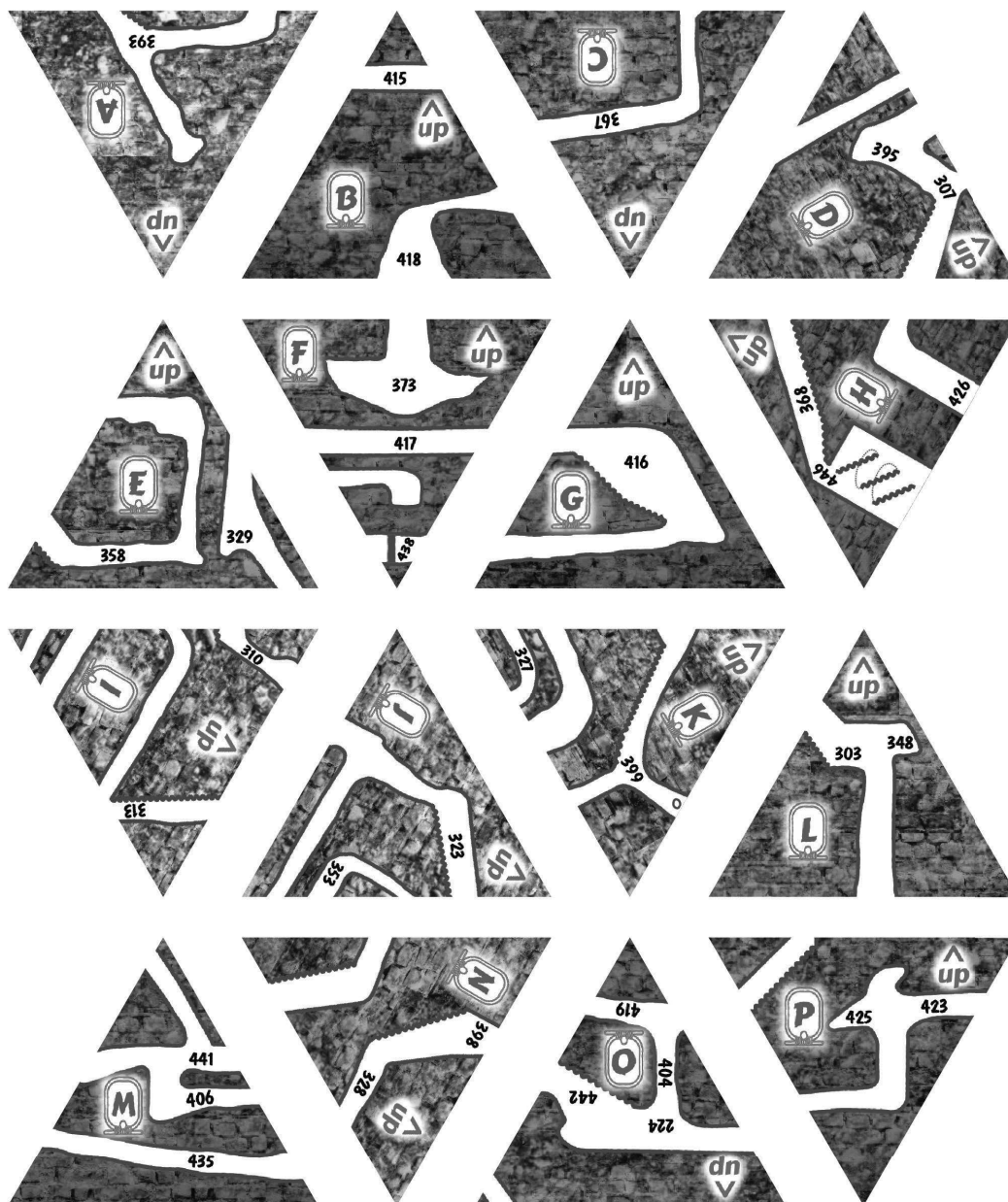
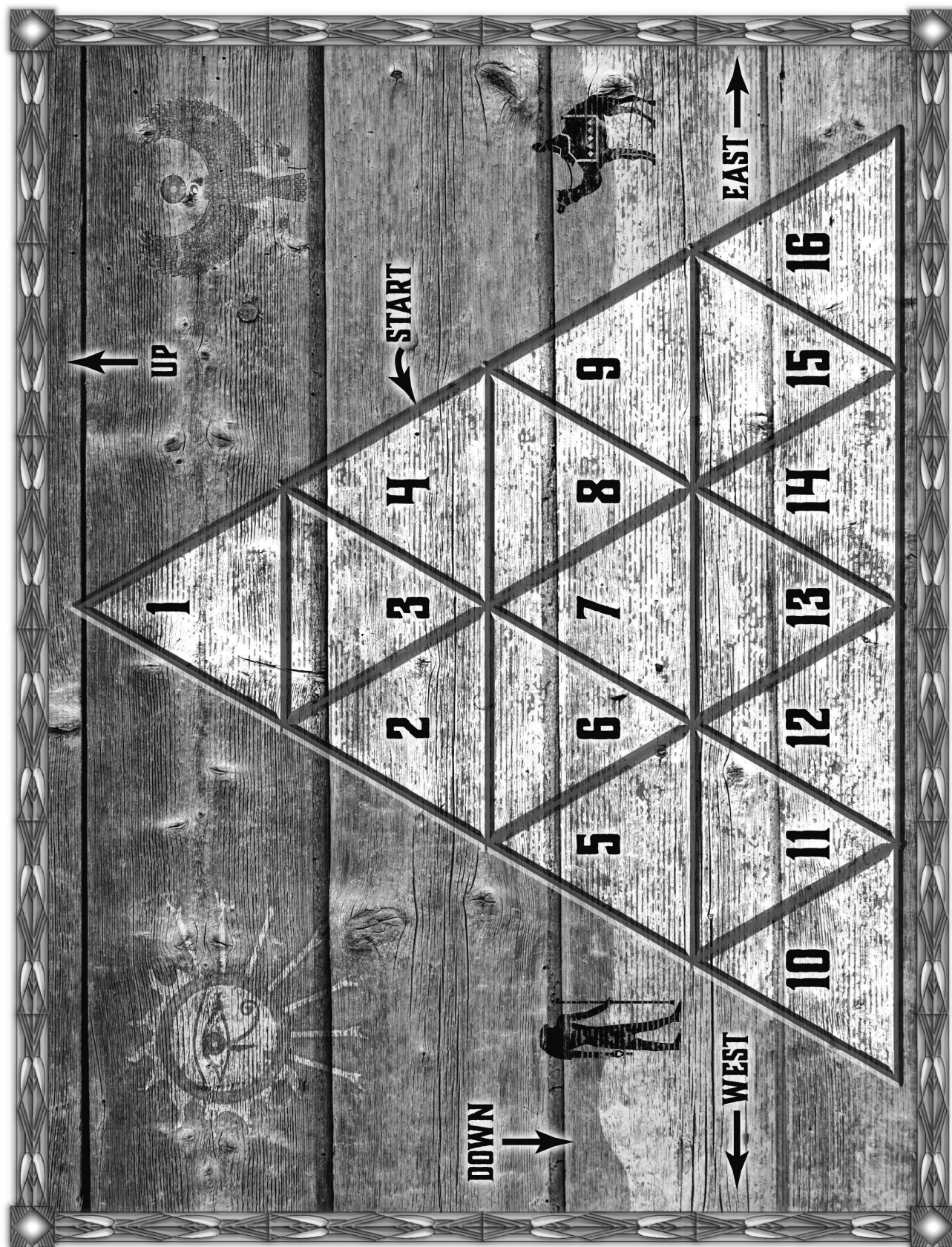


PYRAMID PUZZLE



Photocopy or print out this page and page 92. Cut out the individual pieces printed on this page: do not cut apart the portions of the pyramid outline on page 92. Entry -382- provides complete instructions.



Entry 382 - The Pyramid Puzzle Diagram

LOUIS GRUNEWALD

Age: 53 **Occupation:** Professor

Residence: Arkham

STR 70	CON 50	SIZ 45	DEX 60	INT 70
APP 55	POW 55	EDU 93	SAN 55	HP 9
DB: None	Build: 0	Move: 7	MP: 11	Luck: 50

Combat

Brawl	25% (12/5), damage 1D3
Dodge	30% (15/6)

Skills

Credit Rating 35%
History 45%
Language (Own) (German) 90%
Language (English) 60%
Language (Latin) 45%
Language (Nordic) 40%
Language (Hieroglyphics) 50%
Library Use 60%
Persuade 40%
Psychology 30%
Science (Cryptography) 40%

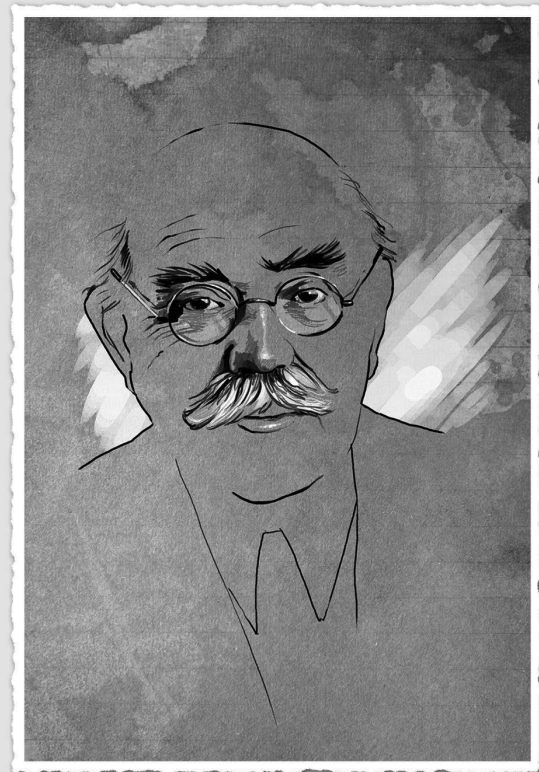
+150 skill points to spend as desired

Backstory

- **Description:** Prominent nose, moustache, usually messy and unkempt hair.
- **Significant People:** Friends with Ernest Holt. Taught Lydia Lau and Devon Wilson.

Available Cash: \$2,200

Player Notes:



ERNEST HOLT

Age: 62 **Occupation:** Industrialist

Residence: New York City

STR 45	CON 35	SIZ 80	DEX 55	INT 80
APP 60	POW 50	EDU 65	SAN 50	HP 11
DB: +1D4	Build: 1	Move: 4	MP: 10	Luck: 55

Combat

Brawl	25% (12/5), damage 1D3
Dodge	30% (15/6)
.45 Revolver	40% (20/8), damage 1D10+2
12-gauge Shotgun	25% (12/5), damage 4D6/2D6/1D6

Skills

Accounting 25%
Credit Rating 50%
Firearms (Handgun) 40%
Intimidate 50%
Language (Own) (English) 65%
Language (German) 25%
Law 20%
Listen 30%
Persuade 40%
Psychology 30%
Spot Hidden 50%
Throw 30%

+150 skill points to spend as desired

Backstory

- **Description:** Clean-shaven, receding hairline, prominent eyebrows.
- **Significant People:** Friends with Louis Grunewald and Lydia Lau. Before retiring from the Navy, was Devon Wilson's commander.

Available Cash: \$35,000

Player Notes:



LYDIA LAU

Age: 23 **Occupation:** Reporter, New York Sun

Residence: New York City

STR 55	CON 60	SIZ 45	DEX 65	INT 70
APP 65	POW 60	EDU 70	SAN 60	HP 10
DB: None	Build: 0	Move: 9	MP: 12	Luck: 60

Combat

Brawl	25% (12/5), damage 1D3
Dodge	30% (15/6)
.32 Revolver	20% (10/4), damage 1D8

Skills

Art/Craft (Copy Writing) 65%
Credit Rating 20%
Fast Talk 45%
History 40%
Language (Own) (English) 70%
Language (Hieroglyphics) 20%
Listen 35%
Psychology 40%
Science (Cryptography) 20%
Spot Hidden 60%
Stealth 50%

+150 skill points to spend as desired

Backstory

- **Description:** Dark hair, piercing eyes, slight build.
- **Significant People:** Girlfriend to Devon Wilson. Was taught by Louis Grunewald. Professional association with Ernest Holt has grown into a friendship.

Available Cash: \$700

Player Notes:



ALONE AGAINST THE DARK

DEVON WILSON

Age: 28 **Occupation:** Sailor, US Navy

Residence: Norfolk, VA

STR 70	CON 60	SIZ 70	DEX 60	INT 65
APP 50	POW 80	EDU 85	SAN 80	HP 13
DB: +1D4	Build: 1	Move: 8	MP: 16	Luck: 55

Combat

Brawl	25% (12/5), damage 1D3
Dodge	30% (15/6)
.45 Revolver	20% (10/4), damage 1D10+2
.30-06 Rifle	25% (12/5), damage 2D6+4

Skills

Credit Rating 30%
First Aid 40%
Language (Own) (English) 85%
Language (German) 20%
Mechanical Repair 35%
Navigate 60%
Pilot (Boat) 60%
Science (Cryptography) 10%
Survival (Sea) 40%
Survival (Desert) 30%
Swim 45%

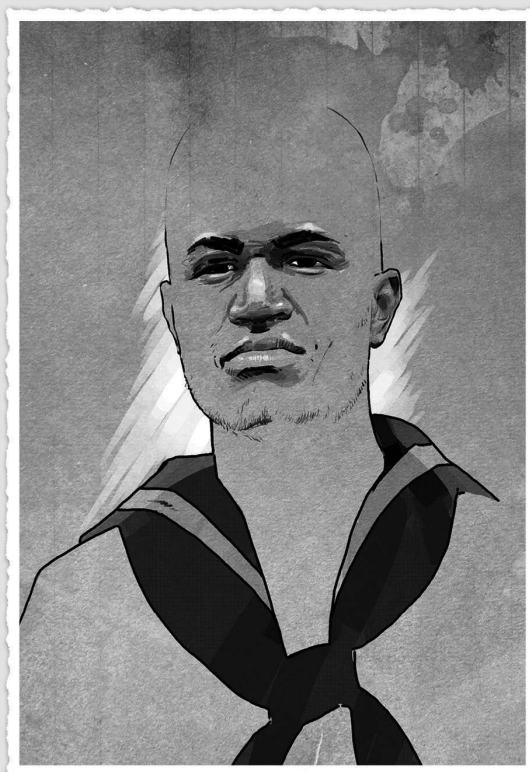
+150 skill points to spend as desired

Backstory

- **Description:** Short hair, clean-shaven, smart and tidy.
- **Significant People:** Boyfriend to Lydia Lau. Was taught by Louis Grunewald. Ernest Holt was former commanding officer.

Available Cash: \$2,500

Player Notes:



1920S ERA INVESTIGATOR

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

CHARACTERISTICS

STR

--	--

 DEX

--	--

 POW

--	--

 CON

--	--

 APP

--	--

 EDU

--	--

 SIZ

--	--

 INT Idea

--	--

 Move Rate

--

Major Wound

--

 Max HP

--

 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

--

 Start

--

 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

Max MP

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%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Fast Talk (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Law (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Science (01%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Anthropology (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Fighting (Brawl) (25%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Library Use (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Appraise (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Listen (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Archaeology (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Locksmith (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Sleight of Hand (10%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Art / Craft (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Firearms (Handgun) (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Mech. Repair (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Spot Hidden (25%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Medicine (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Stealth (20%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Natural World (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Survival (10%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Charm (15%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> First Aid (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Navigate (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Swim (20%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Climb (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> History (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Occult (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Throw (20%)	<table border="1"><tr><td></td><td></td></tr></table>		
Credit Rating (00%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Intimidate (15%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Op. Hvc. Machine (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Track (10%)	<table border="1"><tr><td></td><td></td></tr></table>		
Cthulhu Myths (00%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Jump (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Persuade (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Disguise (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Language (Other) (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Pilot (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Dodge (half DEX)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Psychology (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Drive Auto (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Psychoanalysis (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Elec Repair (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Language (Own) (EDU)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Ride (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1"><tr><td></td><td></td></tr></table>		

WEAPONS

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

COMBAT

Damage Bonus

--

 Build

--

 Dodge

--

Traits

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

CASH & ASSETS

Spending Level

Cash

Assets

FELLOW INVESTIGATORS

A mind map template with a central circle labeled "Me". Eight branches radiate from the center, each ending in a rectangular box. Each box is divided into two sections: the top section is labeled "Char." and the bottom section is labeled "Player".

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard 3/5 skill	Extreme 1/5 skill	Critical 01
--------------------	-------------------	-----------------	--------------------	-------------------	----------------------	----------------

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

Me

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