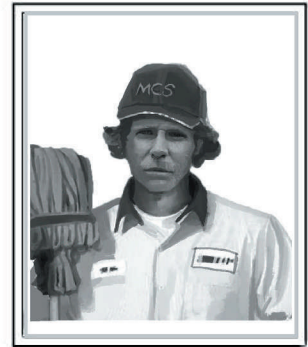


MODERN ERA INVESTIGATOR

Name Paul Martin Birthplace _____ Pronoun He/him
Occupation Cleaner (Scientist) Residence _____ Age 45



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	50	25	10	SIZ	70	35	14	Hit Points	13	
CON	60	30	12	POW	55	27	11	Magic Points	11	
DEX	70	35	14	APP	70	35	14	Luck		
INT	60	30	12	EDU	90	45	18	Sanity	55	11

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)	65	32	13
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Biology _____ (01%)	50	25	10
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Latin _____ (01%)	45	22	9	<input type="checkbox"/> Chemistry _____	70	35	14
<input type="checkbox"/> Computer Use (05%)	55	27	11	<input type="checkbox"/> _____				<input type="checkbox"/> Physics _____	50	25	10
Credit Rating (00%)	45	22	9	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> English _____ (EDU)	90	45	18	<input type="checkbox"/> Spot Hidden (25%)	65	32	13
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)	60	30	12	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Elec. Repair (10%)	50	25	10	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Electronics (01%)				<input type="checkbox"/> Mech. Repair (10%)	60	30	12	<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	7
							Build 0
							Dodge 35 17 7
							Damage Bonus 0

MY STORY

You left University with a degree in Chemistry. University is also where you met your wife, Shirley. Never happy working for someone else, after a stint in a laboratory, you spotted a gap in the market and set up a specialized cleaning firm with the missus. Your nephew, Simon Johnson, who you raised after his parents died, helps out on his holidays.

This fly-on-the-wall documentary could be a great marketing opportunity for your company. After all, what do they say? No publicity is bad publicity...

BACKSTORY

Personal Description

You like to keep himself fit. You dislike your graying hair and you secretly dye it to hide the signs of aging.

Traits

Despite your scientific background, you're a bit of a dreamer. (You're also quite vain and a bit of a know-it-all.)

Ideology & Beliefs

Science has all the answers - there's nothing the scientific method can't explain!

Injuries & Scars

Significant People

Shirley, your wife - she might be showing her age a bit these days, but she's still there for you. Simon Johnson, Shirley's nephew.

Phobias & Manias

Meaningful Locations

Home is where the heart is.

Arcane Tomes & Spells

Treasured Possessions

Your Science medal from Comprehensive school.

Encounters with Strange Entities

GEAR & POSSESSIONS

Protective clothing, cleaning equipment, company van, smart phone.

WEALTH

Spending Level £135 (\$200)

Cash £1,200 (\$1,800)

Assets

£30,000 (\$45,000)

FELLOW INVESTIGATORS

Char. Player
Char. Player
Char. Player



Char. Player
Char. Player
Char. Player

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level 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 Wounds = 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 1 HP per day

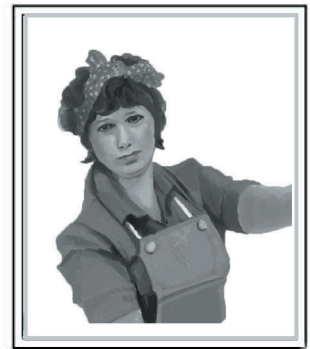
Natural Heal rate (Major Wound): weekly healing roll

Handwriting practice lines on the left page, consisting of 20 horizontal lines.

Handwriting practice lines on the right page, consisting of 20 horizontal lines.

MODERN ERA INVESTIGATOR

Name Shirley Martin Birthplace _____ Pronoun She/her
Occupation Cleaner (Former Actress) Residence _____ Age 43



CHARACTERISTICS

STR	Reg 45	Half 22	Fifth 9	SIZ	Reg 55	Half 27	Fifth 11	Hit Points	Maximum 11	Current
CON	Reg 55	Half 27	Fifth 11	POW	Reg 40	Half 20	Fifth 8	Magic Points	Maximum 8	Current
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 55	Half 27	Fifth 11	Luck	Starting	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 75	Half 37	Fifth 15	Sanity	Starting 40	Current 8



Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg Half Fifth	<input type="checkbox"/> Occult (05%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Persuade (10%)	65 32 13
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> Firearms		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Pilot	
<input type="checkbox"/> Acting (05%)	60 30 12	<input type="checkbox"/> History (05%)	30 15 6	<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Art / Craft		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Psychology (10%)	65 32 13
<input type="checkbox"/> Charm (15%)	55 27 11	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> English (01%)	75 37 15	<input type="checkbox"/> Biology (01%)	20 10 4
<input type="checkbox"/> Computer Use (05%)		<input type="checkbox"/> Language (Other)		<input type="checkbox"/> Chemistry	25 12 5
Credit Rating (00%)	25 12 5	<input type="checkbox"/> _____		<input type="checkbox"/> Sleight of Hand (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> _____ (EDU)		<input type="checkbox"/> Spot Hidden (25%)	65 32 13
<input type="checkbox"/> Disguise (05%)	40 20 8	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Dodge (half DEX)	35 17 7	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/> _____ (10%)	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Listen (20%)	65 32 13	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Electronics (01%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> _____	
<input type="checkbox"/> Fighting (Brawl) (25%)	35 17 7	<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> _____	
<input type="checkbox"/> Fighting		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> _____	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	35 17 7	1D3 + DB	1	-	-	-	7
							Build
							0
							Dodge
							35 17 7
							Damage Bonus
							0

MY STORY

As a young woman, you had high hopes of becoming a professional actress, but you gave up your career to support Paul Martin, your husband, and raise your nephew, Simon Johnson, after your sister, Tricia, and her husband, Allen, died in a boating accident.

You're beginning to resent having sacrificed your prospects for the men in your life. With the arrival of the film crew,

perhaps there's still time to reignite your acting career.

BACKSTORY

Personal Description

You'd let yourself go, but the film crew's arrival has given you a new lease of life. You've smartened yourself up for the cameras and you're oddly glamorous for a cleaner.

Ideology & Beliefs

Not that you'd ever admit it to Paul, but you have a sneaking feeling the occult is all too real and that science definitely doesn't have all the answers.

Significant People

Paul, your husband, and Simon, your nephew.

Meaningful Locations

Tricia's grave. You like to go there to complain about the things that get you down, knowing Tricia has no choice but to listen (unlike everyone else in your life).

Treasured Possessions

Your press clippings album, which contains all the reviews, flyers and pictures from your brief but competent acting career.

GEAR & POSSESSIONS

Protective clothing, cleaning equipment, compact mirror and makeup bag, really old mobile phone.

Traits

Frustrated but kindly, you want those around you to support you for a change.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

WEALTH

Spending Level £135 (\$200)

Cash £665 (\$1,000)

Assets

£16,665 (\$25,000)

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ 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 Wounds = 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 1 HP per day

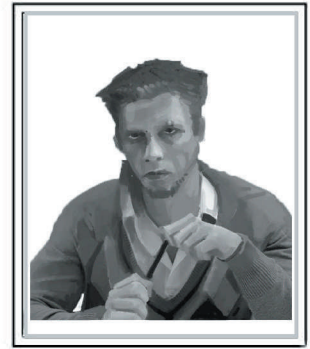
Natural Heal rate (Major Wound): weekly healing roll

Handwriting practice lines on the left page, consisting of 20 horizontal lines.

Handwriting practice lines on the right page, consisting of 20 horizontal lines.

MODERN ERA INVESTIGATOR

Name Simon Johnson Birthplace _____ Pronoun He/him
Occupation Chemistry student Residence _____ Age 20



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	70	35	14	SIZ	50	25	10	Hit Points	12	
CON	75	37	15	POW	40	20	8	Magic Points	8	
DEX	70	35	14	APP	60	30	12	Luck		
INT	75	37	15	EDU	75	37	15	Sanity	40	8

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)	55	27	11
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Pistol) (10%)				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Photography (05%)	60	30	12	<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Chemistry (01%)	50	25	10
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Physics	40	20	8
<input type="checkbox"/> Computer Use (05%)	65	32	13	<input type="checkbox"/> Sleight of Hand (10%)				<input type="checkbox"/> Spot Hidden (25%)	65	32	13
Credit Rating (00%)	20	10	4	<input type="checkbox"/> English (EDU)	75	37	15	<input type="checkbox"/> Stealth (20%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)	65	32	13	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Listen (20%)	65	32	13	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Drive Auto (20%)	40	20	8	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Elec. Repair (10%)	35	17	7	<input type="checkbox"/> Mech. Repair (10%)	45	22	9	<input type="checkbox"/> _____			
<input type="checkbox"/> Electronics (01%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting								<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	9
							Build 0
							Dodge 35 17 7
							Damage Bonus 0

My Story

You're indebted to your aunt and uncle, Shirley and Paul Martin, for taking you in after your parents died in a boating accident when you were 10. This gratitude is the main reason you're studying Chemistry at university, although you'd much rather be studying photography instead. You've only come to help with this latest job because you didn't have a good excuse to get out of it.

You are interested in the film crew, from a potential career perspective, but can't see the value in a TV show about cleaners!

Backstory

Personal Description

Unusually reserved for someone your age, although thoughtful is a better word to describe you, rather than sullen. Your eyes often have a haunted look.

Traits

You have a reputation for being a hard, if unimaginative, worker. Your imagination only sparks to life through your camera.

Ideology & Beliefs

Fate? Karma? All nonsense. There's only what you do in this life, and it's all on your own head.

Injuries & Scars

Significant People

Your aunt and uncle, Shirley and Paul Martin.

Phobias & Manias

Meaningful Locations

University - it's the only place you can live your own life without Uncle Paul keeping a careful eye on you and bossing you about.

Arcane Tomes & Spells

Treasured Possessions

A tattered photograph of yourself with your parents, Tricia and Allen, on your last holiday together before they drowned.

Encounters with Strange Entities

Gear & Possessions

Protective clothing, cigarettes and lighter, smart phone.

Wealth

Spending Level £135 (\$200)

Cash £535 (\$800)

Assets

£13,335 (\$20,000)

Fellow Investigators

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Quick Reference Rules

Skill & Characteristic Rolls

Level 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 Wounds = 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 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

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Handwriting practice lines on the right page, consisting of 20 horizontal lines.

MODERN ERA INVESTIGATOR

Name Manda (Amanda) Peterson Birthplace _____ Pronoun She/her
Occupation TV Producer/Director Residence _____ Age 27



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 55	Half 27	Fifth 11	Hit Points	Maximum 11	Current
CON	Reg 60	Half 30	Fifth 12	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 65	Half 32	Fifth 13	Luck	Starting	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 60	Half 30	Fifth 12	Sanity	Starting 60	Current 12

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg	Half	Fifth	<input type="checkbox"/> Occult (05%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)	Reg 55	Half 27	Fifth 11
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> First Aid (30%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Photography (Film) (05%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> History (05%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Psychology (10%)	Reg 65	Half 32	Fifth 13
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Computer Use (05%)				<input type="checkbox"/> English (EDU)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Spot Hidden (25%)	Reg 55	Half 27	Fifth 11
Credit Rating (00%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Listen (20%)	Reg 55	Half 27	Fifth 11	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Dodge (half DEX)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Drive Auto (20%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Electronics (01%)				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> Fighting			
<input type="checkbox"/> Fast Talk (05%)	Reg 65	Half 32	Fifth 13								
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 25	Half 12	Fifth 5								
<input type="checkbox"/> Fighting											

COMBAT

Weapon	Brawl	Damage	1D3 + DB	# of Attacks	1	Range	-	Ammo	-	Malf.	-	Move	9
												Build	0
												Dodge	Reg 30 Half 15 Fifth 6
												Damage Bonus	0

My Story

You see this fly-on-the-wall documentary as your big break. You don't trust Tom Chambers, your cameraman, but you will exploit him to get what you want. Your feelings toward Shirley Martin are complicated: sometimes you feel sorry for her but at other times you dislike her for being a doormat.

Backstory

Personal Description

Power suits might be old-fashioned, but they let people know you mean business (smart-casual on this job, though - it fits better under the protective clothing).

Ideology & Beliefs

"Girl Power" had a huge impact on little Amanda and you're all about supporting your sisters in the fight to break the glass ceiling.

Significant People

You adored the Spice Girls when you were 7 and, to be honest, you still do. You've even seen them in concert twice (including the reunion tour)!

Meaningful Locations

Nightclubs - you love to let yourself go on the dance floor.

Treasured Possessions

Your tour programmes from the Spice Girls.

Gear & Possessions

Protective clothing,
shooting schedule, smart
phone.

Traits

Ambitious and determined - you're going to get to the top of this field one way or another.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

Wealth

Spending Level £135 (\$200)

Cash £1,065 (\$1,600)

Assets

£26,665 (\$40,000)

Fellow Investigators

Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____



Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____

Quick Reference Rules

Skill & Characteristic Rolls

Level 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 Wounds = 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 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.[illegible]

MODERN ERA INVESTIGATOR

Name Tom Chambers Birthplace _____ Pronoun He/him
Occupation Cameraman Residence _____ Age 32



CHARACTERISTICS

STR	Reg 65	Half 32	Fifth 13	SIZ	Reg 40	Half 20	Fifth 8	Hit Points	Maximum 8	Current
CON	Reg 45	Half 22	Fifth 9	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 45	Half 22	Fifth 9	Luck	Starting	Current
INT	Reg 60	Half 30	Fifth 12	EDU	Reg 60	Half 30	Fifth 12	Sanity	Starting 60	Current 12



Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg Half Fifth	<input type="checkbox"/> Occult (05%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> <i>Firearms</i>		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> <i>Pilot</i>	
<input type="checkbox"/> Photography (Film) (05%)	70 35 14	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> <i>Art / Craft</i>		<input type="checkbox"/> Intimidate (15%)	65 32 13	<input type="checkbox"/> Psychology (10%)	65 32 13
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> _____ (01%)		<input type="checkbox"/> <i>Science</i>	
<input type="checkbox"/> Computer Use (05%)		<input type="checkbox"/> <i>Language (Other)</i>		<input type="checkbox"/> _____	
Credit Rating (00%)	35 17 7	<input type="checkbox"/> _____		<input type="checkbox"/> Sleight of Hand (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> <i>English</i> (EDU)	60 30 12	<input type="checkbox"/> Spot Hidden (25%)	65 32 13
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> <i>Language (Own)</i>		<input type="checkbox"/> Stealth (20%)	40 20 8
<input type="checkbox"/> Dodge (half DEX)	30 15 6	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> _____ (10%)	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/> <i>Survival</i>	
<input type="checkbox"/> Elec. Repair (10%)	25 12 5	<input type="checkbox"/> Listen (20%)	55 27 11	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Electronics (01%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Mech. Repair (10%)	25 12 5	<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	55 27 11	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> _____	
<input type="checkbox"/> <i>Fighting</i>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> _____	
		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> _____	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	55 27 11	1D3 + DB	1	-	-	-	9
							Build
							0
							Dodge
							Reg Half Fifth
							30 15 6
							Damage Bonus
							0

MY STORY

You were sacked from your last job on a TV reality "ghost hunting" show for faking the ghosts and getting caught on camera doing it. Stuck for what you can get, you've been employed to film this cleaning reality show.

You getting sacked really let your mentor, "Big Ted" Roberts, down, so you see this job as a chance to redeem yourself in his eyes.

BACKSTORY

Personal Description

Short, stocky, and with a broken nose (one too many drunken fights with a variety of "rivals" over the years).

Ideology & Beliefs

All this occult and ghost stuff? Nothing to it - if you know what you're doing (it's all a load of rubbish, anyway).

Significant People

Your mentor, Edward ("Big Ted") Roberts. He taught you everything you know about filming (and drinking!).

Meaningful Locations

The film production company offices - the scene of your biggest triumphs and worst embarrassments.

Treasured Possessions

Your National Television Award for that documentary you made in College. If only the rest of the stuff you'd filmed was that good!

GEAR & POSSESSIONS

Camera equipment, hip flask, protective clothing, smart phone (cracked screen).

Traits

You are a risk taker, which is one of the reasons you're stuck here making this boring fly-on-the-wall documentary.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

WEALTH

Spending Level £135 (\$200)

Cash £935 (\$1,400)

Assets

£23,335 (\$35,000)

FELLOW INVESTIGATORS

Char. Player
Char. Player
Char. Player



Char. Player
Char. Player
Char. Player

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level 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 Wounds = 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 1 HP per day

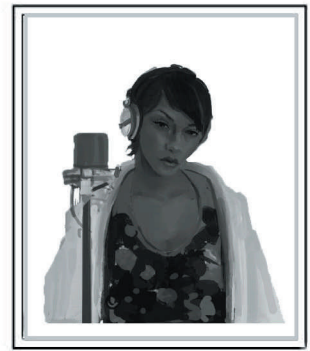
Natural Heal rate (Major Wound): weekly healing roll

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MODERN ERA INVESTIGATOR

Name Elle Stamford Birthplace _____ Pronoun She/her
Occupation Sound Engineer Residence _____ Age 22



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

STR	Reg 55	Half 27	Fifth 11	SIZ	Reg 60	Half 30	Fifth 12	Hit Points	Maximum 11	Current
CON	Reg 55	Half 27	Fifth 11	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current
DEX	Reg 65	Half 32	Fifth 13	APP	Reg 90	Half 45	Fifth 18	Luck	Starting	Current
INT	Reg 85	Half 42	Fifth 17	EDU	Reg 75	Half 37	Fifth 15	Sanity	Starting 50	Current 10

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg Half Fifth	<input type="checkbox"/> Occult (05%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> Firearms		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Archaeology (01%)		<i>Firearms</i>		<i>Pilot</i>	
<input type="checkbox"/> Sound Recording (05%)	60 30 12	<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Psychoanalysis (01%)	
<i>Art / Craft</i>		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Psychology (10%)	
<input type="checkbox"/> Charm (15%)	60 30 12	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Engineering (01%)	50 25 10
<input type="checkbox"/> Computer Use (05%)		<input type="checkbox"/> Latin (01%)	10 5 2	<i>Science</i>	
Credit Rating (00%)	30 15 6	<i>Language (Other)</i>		<input type="checkbox"/> Physics	40 20 8
Cthulhu Mythos (00%)		<input type="checkbox"/> _____		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> English (EDU)	75 37 15	<input type="checkbox"/> Spot Hidden (25%)	65 32 13
<input type="checkbox"/> Dodge (half DEX)	35 17 7	<i>Language (Own)</i>		<input type="checkbox"/> Stealth (20%)	60 30 12
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> _____ (10%)	
<input type="checkbox"/> Elec. Repair (10%)	60 30 12	<input type="checkbox"/> Library Use (20%)	60 30 12	<i>Survival</i>	
<input type="checkbox"/> Electronics (01%)		<input type="checkbox"/> Listen (20%)	70 35 14	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	30 15 6	<input type="checkbox"/> Mech. Repair (10%)	55 27 11	<input type="checkbox"/> Track (10%)	
<i>Fighting</i>		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> _____	
<input type="checkbox"/> _____		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> _____	
<input type="checkbox"/> _____		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> _____	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	8
Brawl	30 15 6	1D3 + DB	1	-	-	-	Build	0
							Dodge	Reg 35 Half 17 Fifth 7
							Damage Bonus	0

My Story

You have always had trouble being taken seriously due to your good looks. This is your first job fresh out of university and, hopefully, it'll help you establish your career in the industry.

You grudgingly admire Manda Peterson's drive, but you can't warm to her. You find Tom Chambers, your cameraman, difficult and hard to work with.

Backstory

Personal Description

You're an extremely attractive young woman, who could have easily gone into modelling rather than hide on the other side of the camera.

Ideology & Beliefs

Your faith in God has seen you through some trying times.

Significant People

Your girlfriend, Charlie. It's hard being away from her so much with your hectic filming schedule, but you both know it's only a temporary inconvenience.

Meaningful Locations

The recording booth at the studio your father owns. That was where you decided what you wanted to do for the rest of your life (and where you met Charlie).

Treasured Possessions

The gold cross pendant given to you by Charlie on your last birthday.

Traits

Generous, friendly, with a bright smile and boundless enthusiasm.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

Gear & Possessions

Sound equipment,
protective clothing, the
latest, top of the range,
smartphone.

Wealth

Spending Level £135 (\$200)

Cash £800 (\$1,200)

Assets
£20,000 (\$30,000)

Fellow Investigators

Char. Player
Char. Player
Char. Player



Char. Player
Char. Player
Char. Player

Quick Reference Rules

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Natural Heal rate (Major Wound): weekly healing roll

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