

DEAD LIGHT

& OTHER DARK TURNS

TWO UNSETTLING ENCOUNTERS ON THE ROAD

PLAYER HANDOUTS AND PRE-GENERATED CHARACTERS

This supplement is best used with the *Call of Cthulhu* (7th Edition) roleplaying game, available separately.

Dead Light and Other Dark Turns © copyright 2015, 2019 Chaosium Inc. All rights reserved.

Call of Cthulhu (7th Edition) copyright ©1981-2020 by Chaosium Inc. All rights reserved.

Call of Cthulhu, Chaosium Inc., and the Chaosium dragon are registered trademarks of Chaosium Inc.

This is a work of fiction. This book includes descriptions and portrayals of real places, real events, and real people; these may not be presented accurately and with conformity to the real-world nature of these places, people, and events, and are reinterpreted through the lens of the Cthulhu Mythos and the *Call of Cthulhu* game in general. No offense to anyone living or dead, or to the inhabitants of any of these places, is intended.

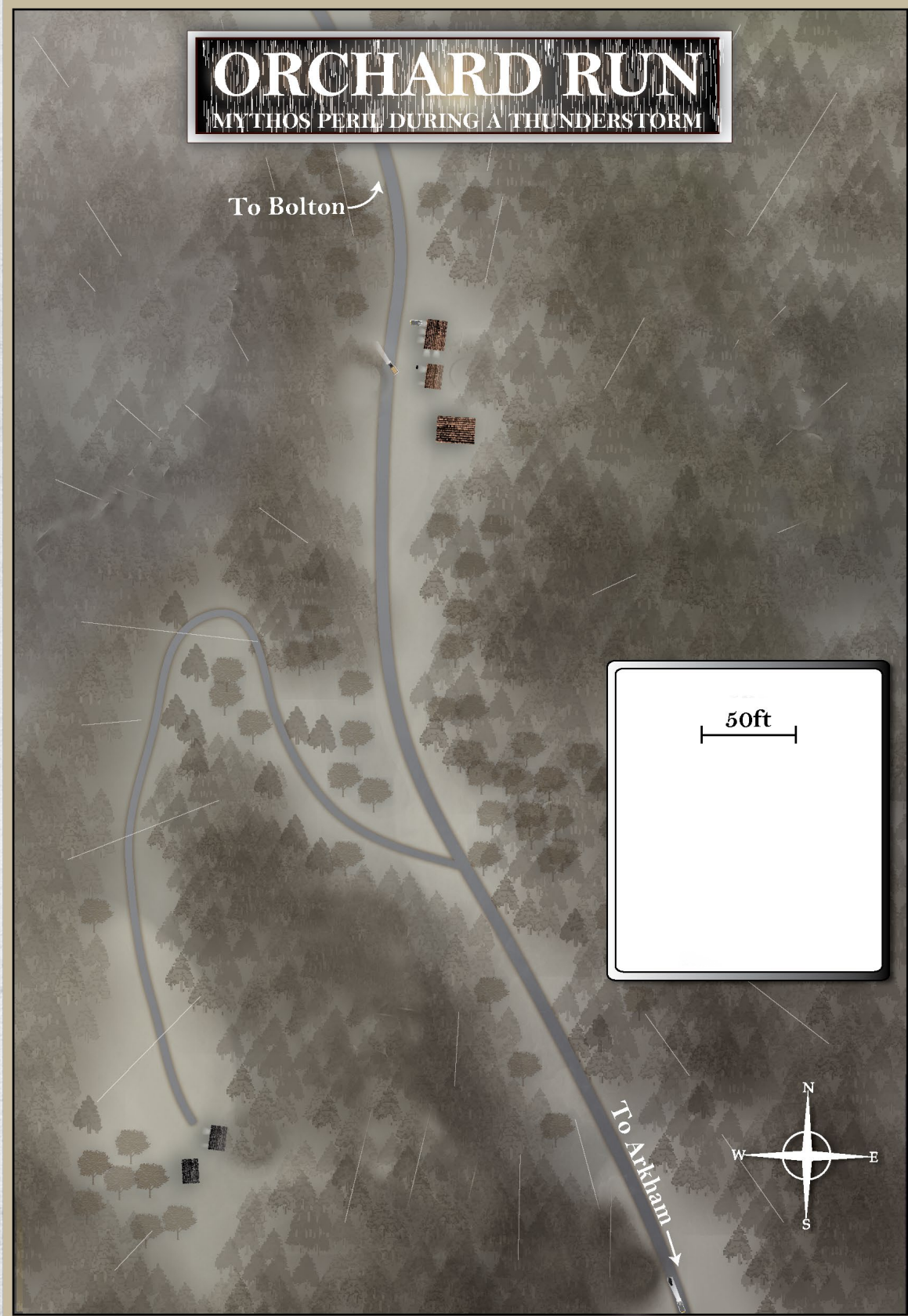
This material is protected under the copyright laws of the United States of America. Reproduction of this work by any means without written permission of Chaosium Inc., except for the use of short excerpts for the purpose of reviews and the copying of character sheets and handouts for in-game use, is expressly prohibited.





ORCHARD RUN

MYTHOS PERIL DURING A THUNDERSTORM



Orchard Run Environs Player Map

COLLECTED MAPS
AND HANDOUTS

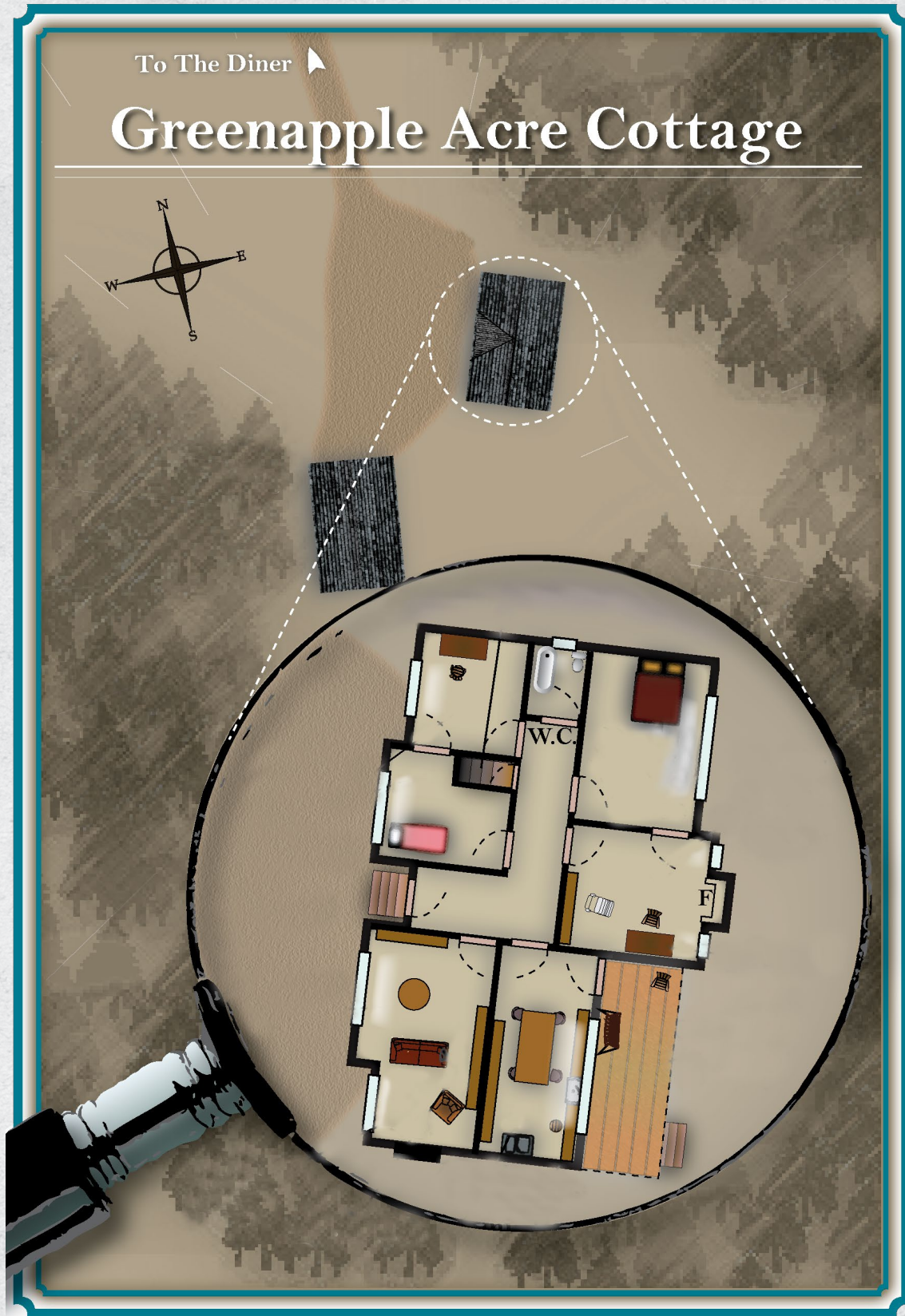


Orchard Run Gas Station and Cafe Player Map

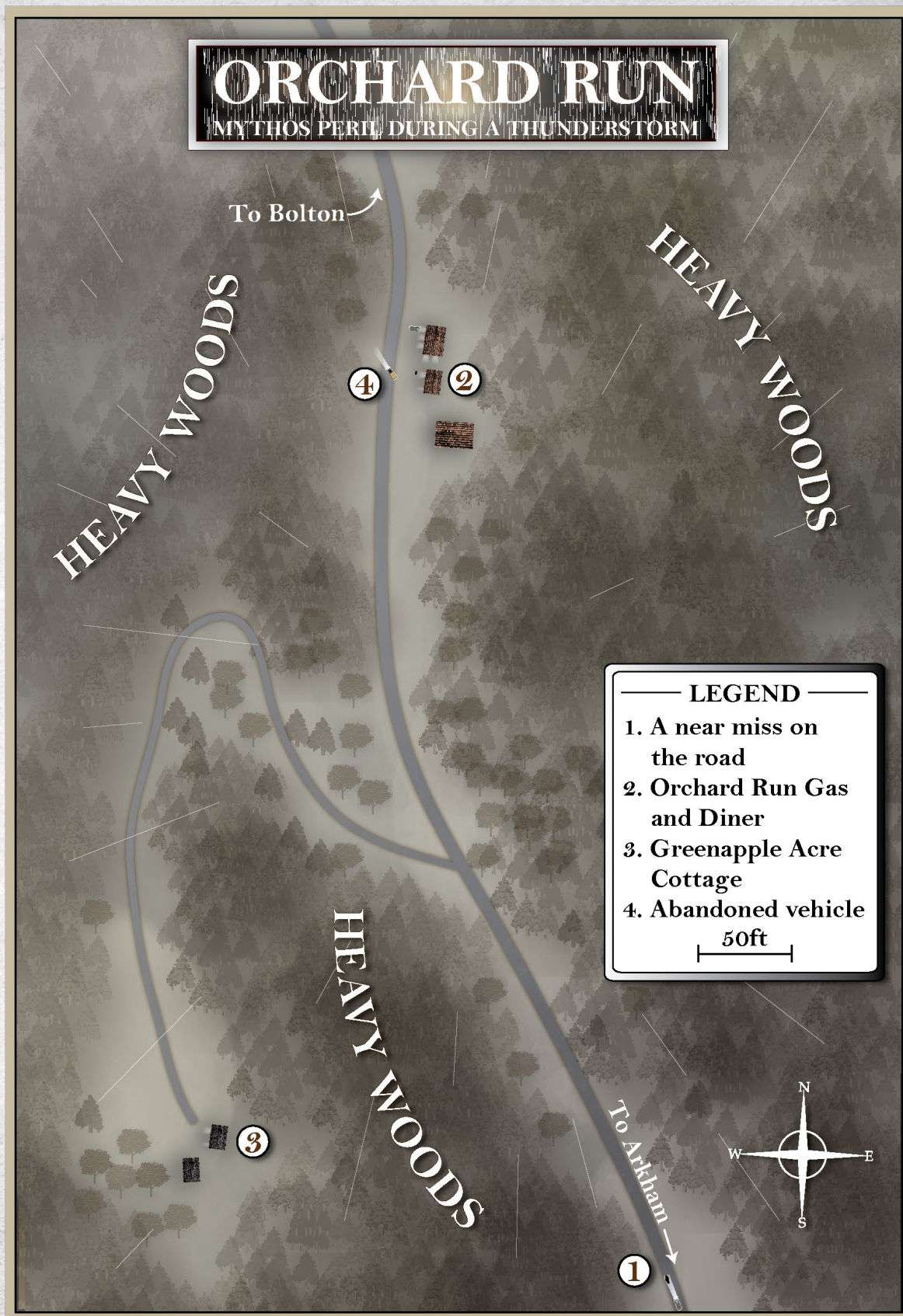


To The Diner ▶

Greenapple Acre Cottage



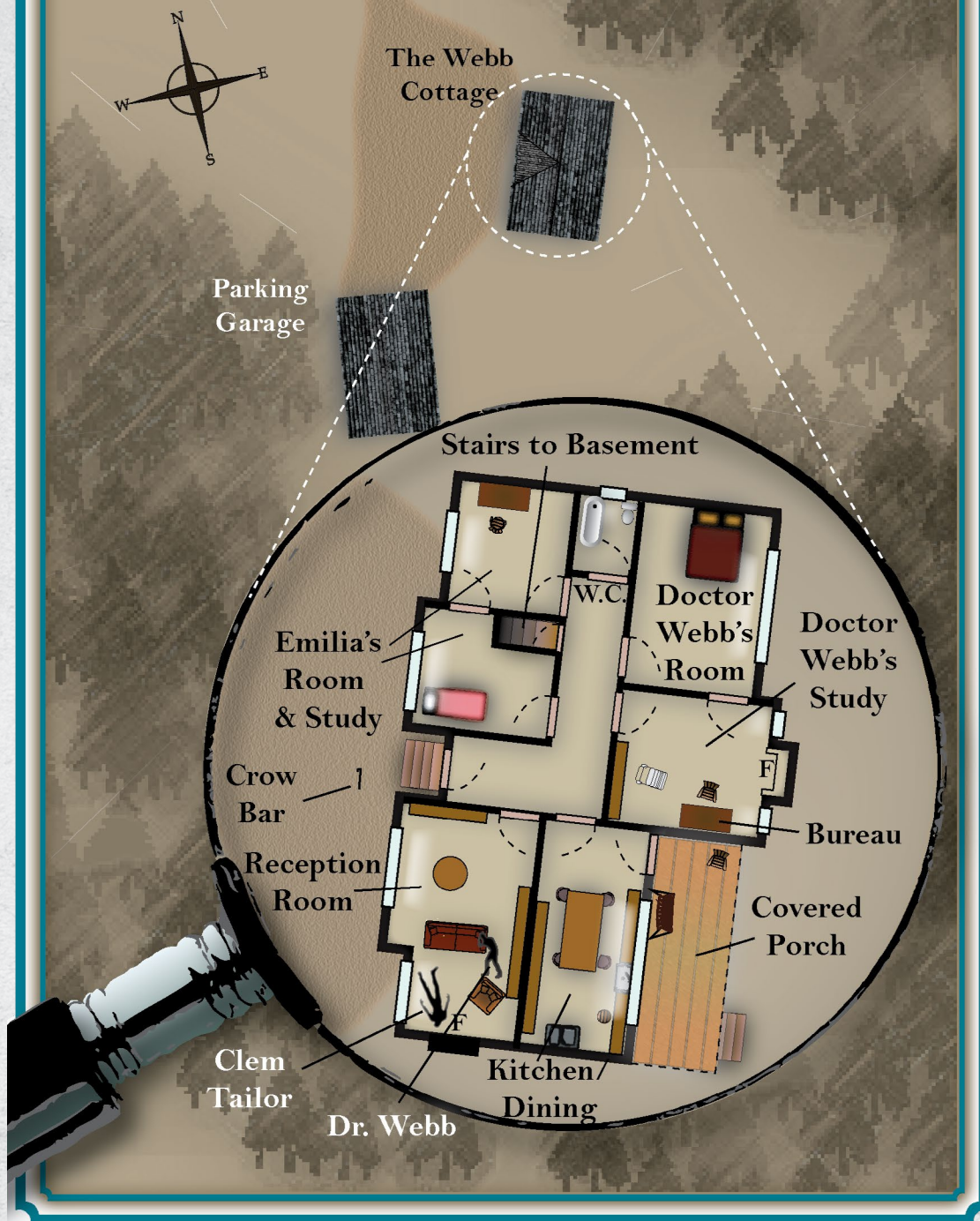
Greenapple Acre Cottage Player Map





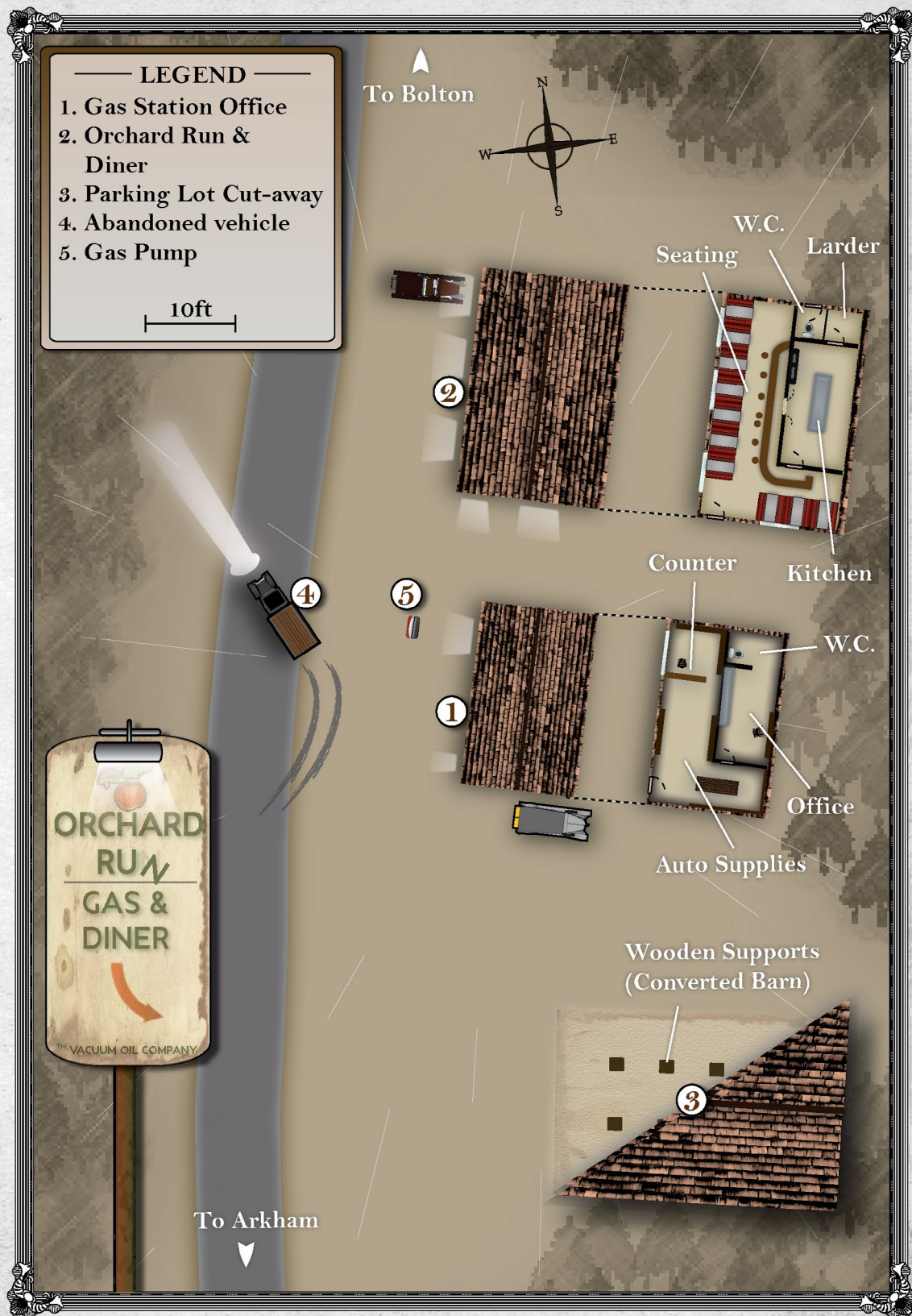
To The Diner

Greenapple Acre Cottage



Greenapple Acre Cottage Keeper Map

COLLECTED MAPS AND HANDOUTS



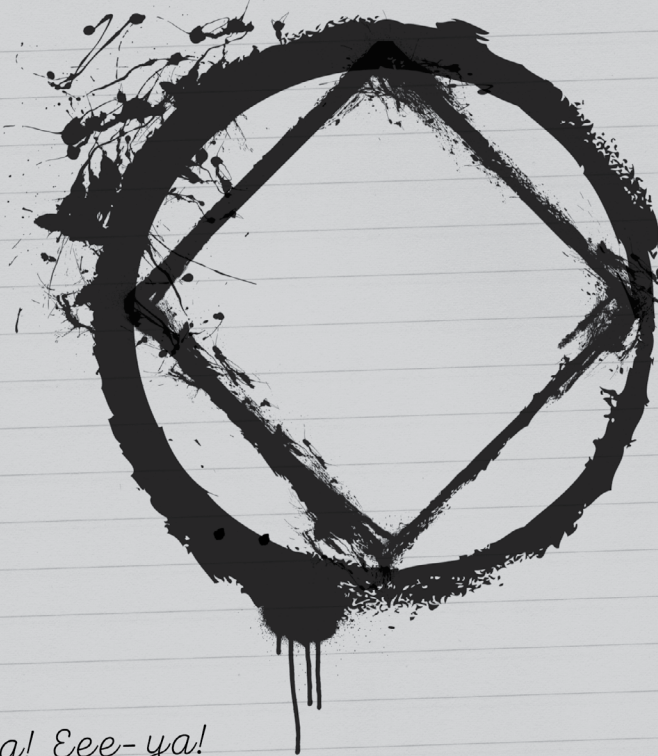
Orchard Run Gas Station and Cafe Keeper Map

The useful, if unorthodox, resident of the casket—our “sin-eater”—is, as far as I can ascertain, no creature currently known to science. Where it came from—and when—I do not know, nor did my predecessor from whom I inherited it, though it is undoubtedly many centuries old, if not more. Its uses have been many over the years, although it has predominantly been employed to rid certain local socially-conscious families of unwanted offspring, be they the result of centuries of inbreeding, unfortunate accidents, or other unwholesome activities. The legality of the creature’s use is debatable; its efficacy is not, even in such cases where death by other means proved intractable. My conscience in this matter—and that of those who came before me—is clear, for many of the “children” would never have survived regardless, given their deformities or other, less obvious, abnormalities. As for the rest, the Lord does not suffer such blasphemies to live.

As in all things: safety first. Should the sin-eater escape its confines, then the only way to recall it is to provide it with a suitably prepared "patient," such that it becomes satiated and lethargic and willingly returns to its coffer. Inscribe the spiral mark (shown) in blood (preferably the patient's, but not essential) on the patient's forehead. The patient does not need to be a child, but it must be human and, naturally, alive at the point of contact; experiments with animals and corpses carried out by my antecedents were, apparently, most unsatisfactory. If the patient is conscious, then they will need to be suitably restrained. Once all preparations are complete, perform the recitation as phonetically transcribed below and permit the sin-eater to perform its duties, after which, it will return to its casket. Once it is within, close the lid and seal it immediately with a liberal application of the aromatic wax ointment.

COLLECTED MAPS
AND HANDOUTS

Handout: Dead 1c



Eee-ya! Eee-ya!
Hej makesh menee.
Saak mizef kayissee wenizen.
Nakaan wetij nee sej naymma.

I was taught the sin eater can be summoned and directed to seek out a person at some distance, if the correct phraseology is used, this being subtly different to the procedure previously noted, requiring modification to the symbol pattern and phrasing. I detail this below but warn

COLLECTED MAPS
AND HANDOUTS

Handout: Dead 1d

K	10/21/1879	220
G	6/29/1881	335
D	1/2/1888	650
K	11/14/1889	430
N	10/10/1893	685
W	10/18/1895	840
J	4/8/1897	1,100
C	5/10/1897	1,650
J	2/21/1900	1,350
H	8/30/1904	2,050
G	7/17/1906	2,745
R	7/16/1908	2,760
F	5/23/1910	3,000
L	9/26/1915	4,100
L	7/5/1919	4,595
E	11/10/1919	1,500

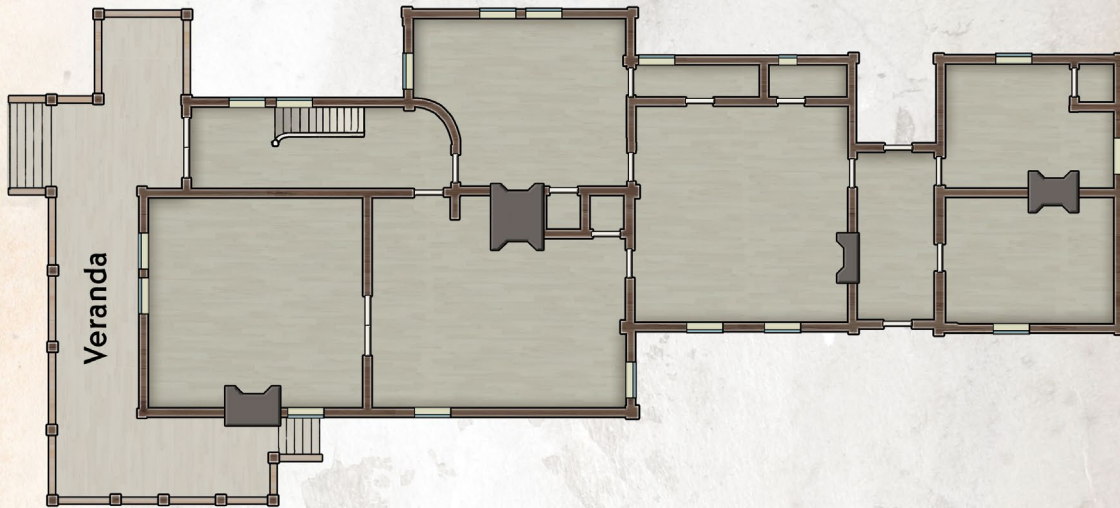
Handout: Dead 2

May God
have mercy
upon the
physician.

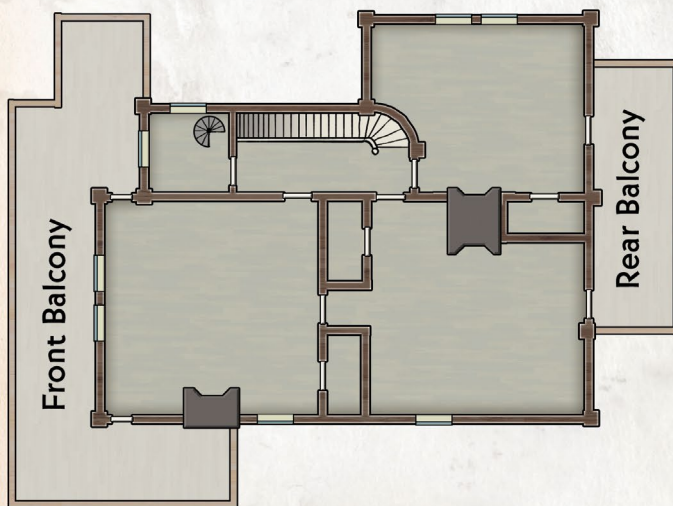
WEYLAND ESTATE



WEYLAND HOUSE



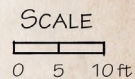
FIRST FLOOR PLAN



SECOND FLOOR PLAN



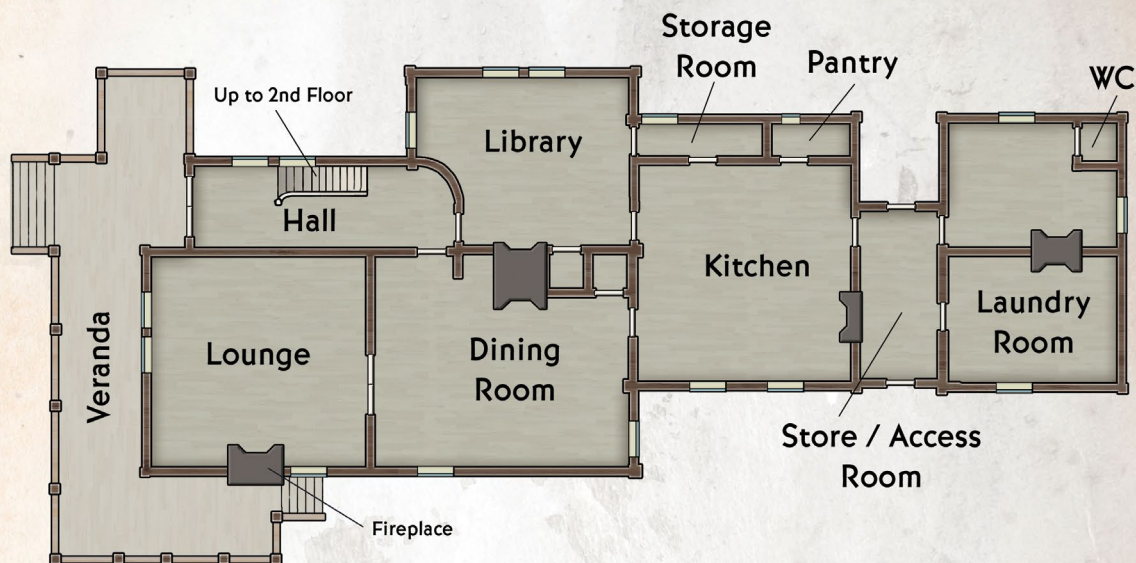
CUPOLA PLAN



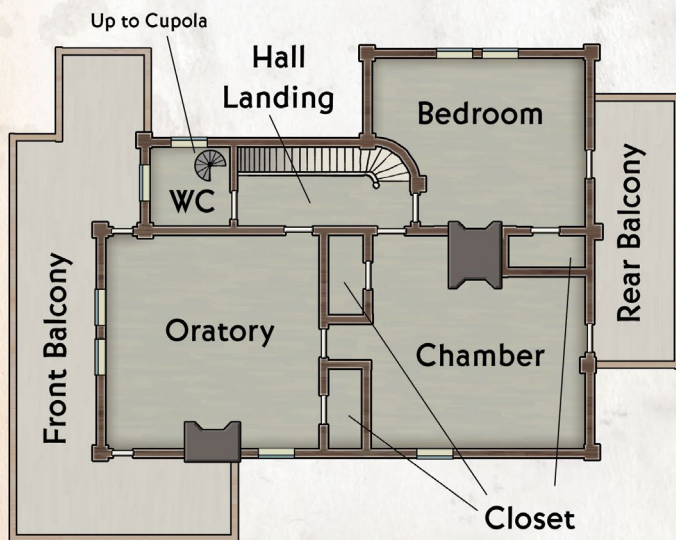
COLLECTED MAPS
AND HANDOUTS



WEYLAND HOUSE

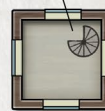


FIRST FLOOR PLAN



SECOND FLOOR PLAN

Down to 2nd Floor



CUPOLA PLAN



SCALE

0 5 10 ft

COLLECTED MAPS AND HANDOUTS

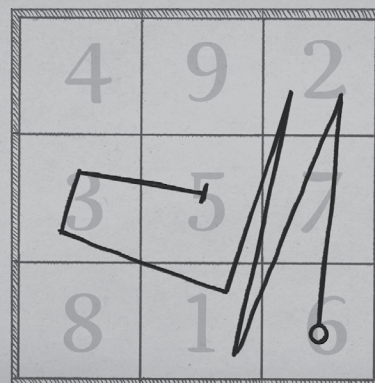
Handout: Saturnine 1a



Handout: Saturnine 1b

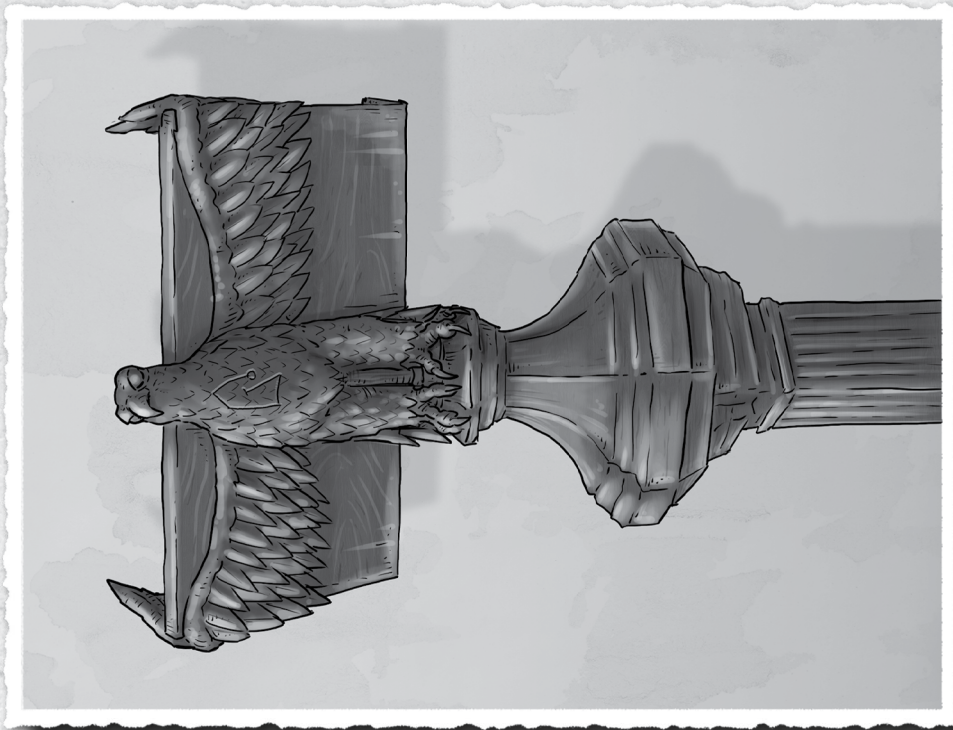
To solve the puzzle: the circle in each sigil represents the number at the start of the word. Lines then proceed in order to the next number (or to another part of the same box if it is the same number). The small perpendicular intersection marks the last number.

1	2	3	4	5	6	7	8	9
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	

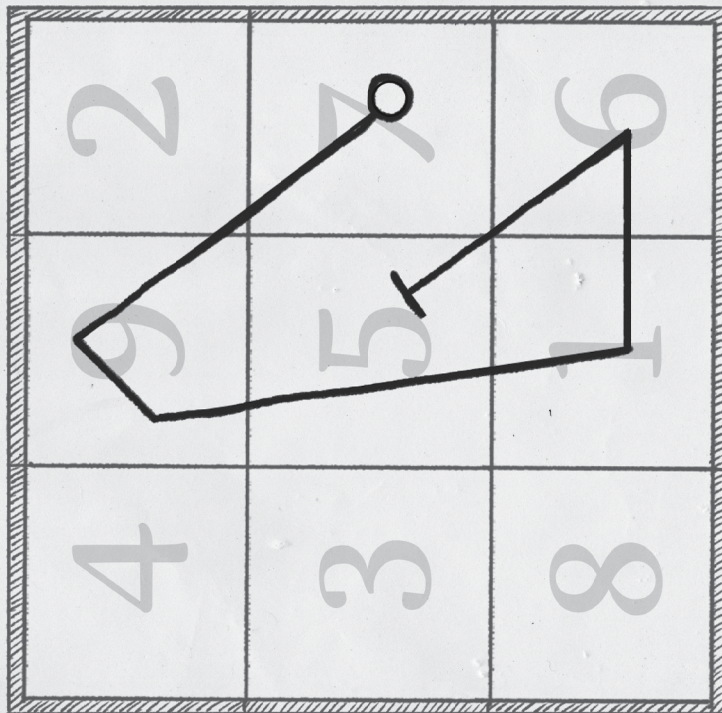


COLLECTED MAPS
AND HANDOUTS

Handout: Saturnine 2a

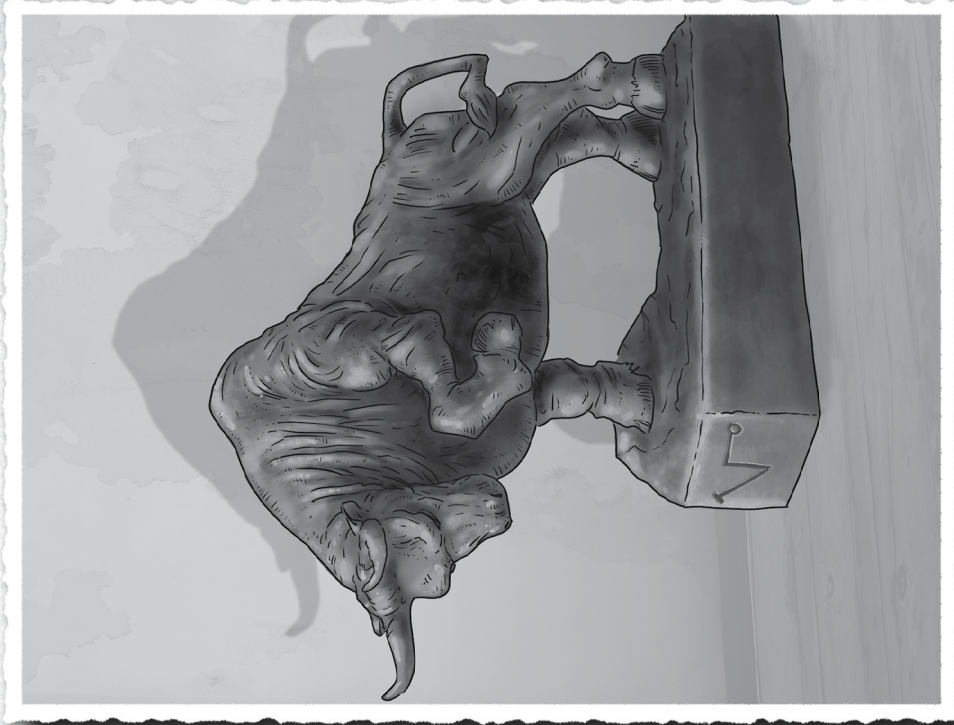


Handout: Saturnine 2b

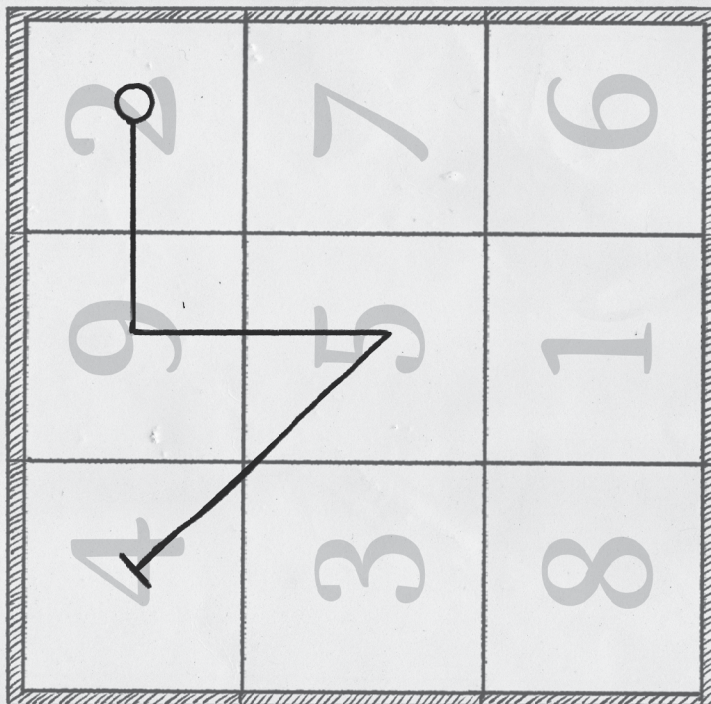


SATURNINE CHALICE

Handout: Saturnine 3a



Handout: Saturnine 3b

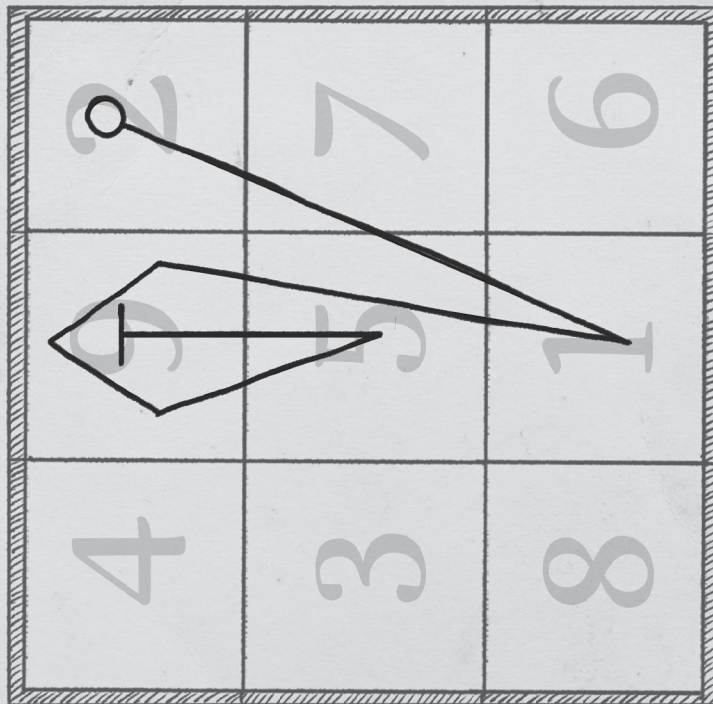


COLLECTED MAPS
AND HANDOUTS

Handout: Saturnine 4a



Handout: Saturnine 4b



Six months into the Operation:

It is amazing how the same concept can appear across different religions, albeit wearing a different face and bearing a different name.

The mal'atrim are God's messengers, part of a heavenly hierarchy and have no physical form (although Maimonides proposed they are metaphorical representations of the laws of nature and universal principles).

The mala'ikah are messengers and agents of God's will, also part of a celestial hierarchy and their forms are incomprehensible (even in dreams they manifest in different forms).

The various branches of Christianity portray angels differently. Catholicism divides them into the nine choirs and describes them as being forever "incorporeal" (although the seraphim are also described as "six-winged"; the cherubim as "four-faced," having the faces of a lion, an ox, a human, and an eagle; the thrones as "burning wheels rimmed with eyes," etc.).

Protestantism describes them as genderless and invisible beings that are messengers and agents of God's will. If it is required to ensure that God's will is enacted, they can become corporeal.

I wonder exactly how I will describe the "unequaled beauty" of my Holy Guardian Angel when the time comes. I wonder this every day.

At midnight tonight, 18 months have elapsed in their entirety. Tomorrow, I begin the final stage before (if I am successful this time) my Holy Guardian Angel will appear. The next time I write here will confirm my success or my failure. I hope for the former.

I have said before I do not believe it was a heart attack. My father was murdered. I am certain of this, but I need proof.

All I have is the text he followed. That must be it. Letter

Goodman sold him the book and lamp. Who is he? Why did he want my father dead?

The only way to obtain proof is to follow in my father's footsteps and trap the being that did this to him once it appears again. I am confident I can hold it here once it is summoned. I know the arts by which I can interrogate it. If it withstands my questioning, at least I will have it imprisoned to show others. The authorities will have to believe me then.

I will draw upon the power of Saturn to construct a ward that will hold the spirit. Sigils created from its name will mark the four cardinal directions and turn the house into a prison it cannot escape. Should the need arise, these may be brought together around the spirit to banish it, akin to tightening a noose around its neck until it has no direction left in which to flee but back to the invisible world from whence it came.

Barrier. Bind. Obstacle. Prison. These words will hold the spirit in Saturn's leaden grip. May the faces of the angels that guard the gates of the Garden of Eden guard this house and prevent any evil from leaving the confines of this house.

Midnight. 18 months have come to an end. If I fail tomorrow and I follow in all my father's footsteps, ultimately to my own grave, I hope that someone might one day read this and succeed in bringing the guilty to justice. May the fruit of any victory the spirit may attain prove to be a saturnine chalice indeed.

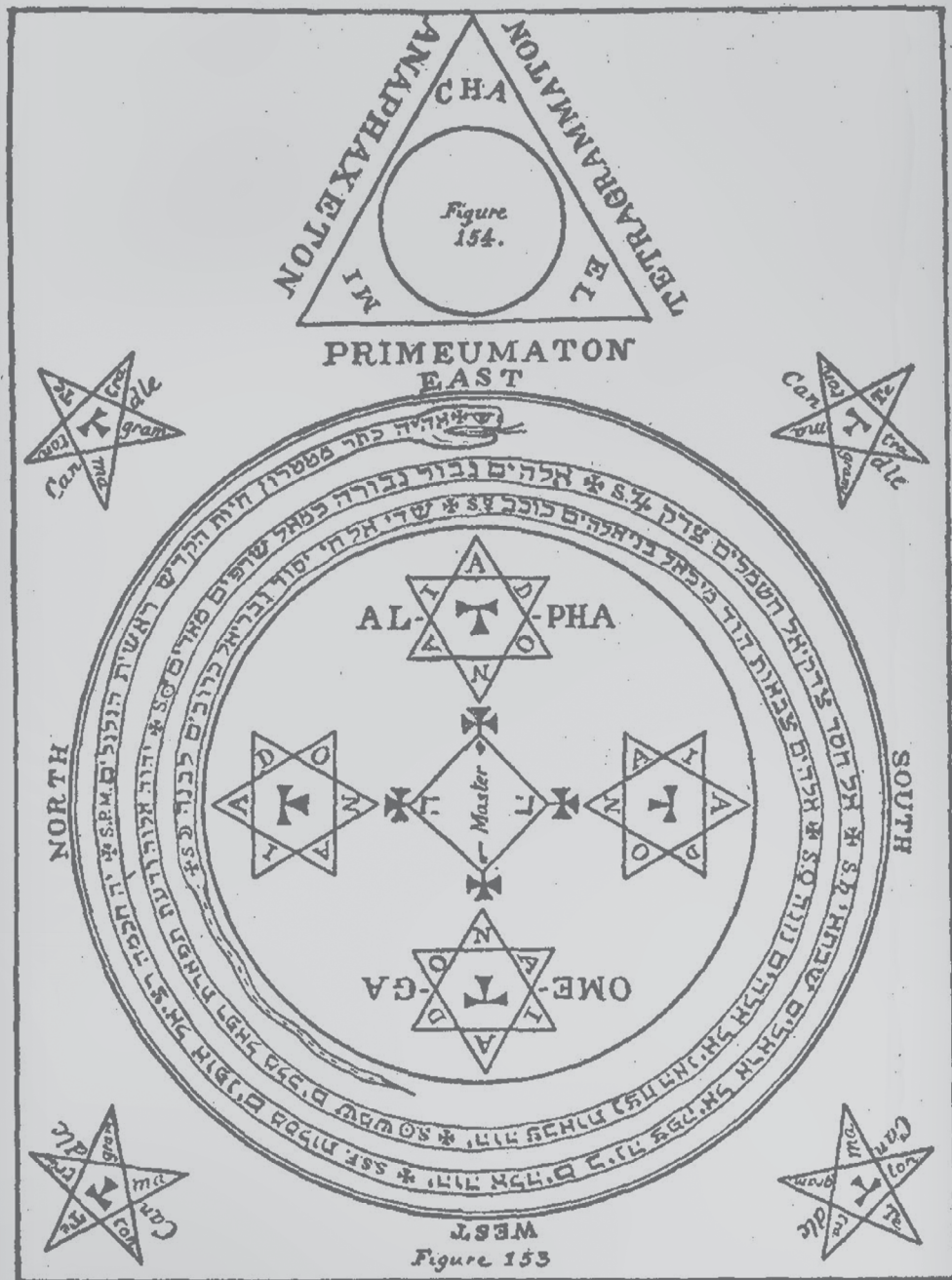
Handout: Saturnine 7

GENESIS CHAP III.

[22] *And the Lord God said, Behold, the man is become as one of us, to know good and evil: and now, lest he put forth his hand, and take also of the tree of life, and eat, and live forever:*

[23] *Therefore the Lord God sent him forth from the garden of Eden, to till the ground from whence he was taken.*

[24] *So he drove out the man; and he placed at the east of the garden of Eden Cherubim, and a flaming sword which turned every way, to keep the way of the tree of life.*



1920S ERA INVESTIGATOR

Name Edouard Mansour Diop
 Player _____
 Occupation Former Boxer
 Age 32 Sex M
 Residence New York City
 Birthplace Saint-Louis, Senegal

CHARACTERISTICS

STR **75** ³⁷/₁₅ DEX **60** ³⁰/₁₂ INT **55** ²⁷/₁₁
 CON **75** ³⁷/₁₅ APP **90** ⁴⁵/₁₈ POW **70** ³⁵/₁₄
 SIZ **70** ³⁵/₁₄ EDU **60** ³⁰/₁₂ Know Move Rate **8** ⁺¹/₋₁



Major Wound M14

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

Temp. Insane 70 Indef. Insane Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	SANTY
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

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

M14

00	01	02	03	04	MAGIC POINTS
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%)	75 ³⁷ / ₁₅	<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%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	50 ²⁵ / ₁₀
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50 ²⁵ / ₁₀	<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%)	70 ³⁵ / ₁₄	<input type="checkbox"/> First Aid (30%)	45 ²² / ₉	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Intimidate (15%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) English	50 ²⁵ / ₁₀	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	70 ³⁵ / ₁₄	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	60 ³⁰ / ₁₂	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) French	60 ³⁰ / ₁₂	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	75	37	15	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **70** ³⁵/₁₄

BACKSTORY

Personal Description Handsome and dapper, with a warm smile and kind eyes.

Traits Cheerful and friendly, unless crossed. Can really hold a grudge if he believes someone has wronged him.



Ideology/Beliefs Since settling in New York, Edouard has become heavily involved in the growing civil rights movement.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions His light-heavyweight boxing championship medals and belts, which he proudly displays on his apartment walls, along with framed newspaper articles about his victories.

Encounters with Strange Entities

GEAR & POSSESSIONS

Cadillac Type 59 automobile

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	1/2 skill	1/3 skill	01

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

Wounds & Healing

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

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

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

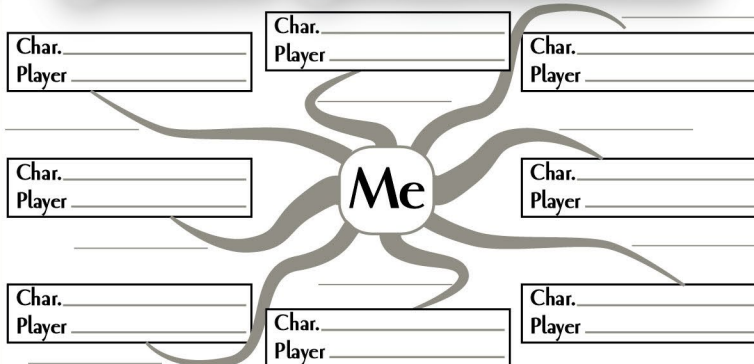
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Born in the then-capital of Senegal, Saint-Louis, Edouard was, on the whole, a kindly child, but one who would always stand up for the little guy against bullies and thugs. His family immigrated to France when he was just a teenager, where his father, an amateur boxer of some renown in Senegal, encouraged his son into the ring, much to his mother's dismay.

Edouard proved to be a talented fighter and soon began to make a name for himself. Only the outbreak of war prevented him from becoming a light-heavyweight champion at that time. During the war, Edouard served in the French military, where his bravery was recognized with the award of the Croix de Guerre.

After the war was over, Edouard returned to boxing and won several titles before his promoter encouraged him to make the move to America. Billed there as the "Parisian Pugilist," Edouard won several more title fights before retiring and settling down in Harlem to enjoy his winnings, and share them with others less fortunate than himself. He is currently the owner of Diop's Gym, where he and others train African American youngsters in the art of boxing.

1920S ERA INVESTIGATOR

Name Grace Riley
 Player _____
 Occupation Private Investigator
 Age 27 Sex F
 Residence _____
 Birthplace Toronto, Canada

CHARACTERISTICS

STR 55 27/11 DEX 60 30/12 INT 80 40/16
 CON 55 27/11 APP 60 30/12 POW 50 25/10
 SIZ 75 37/15 EDU 70 35/14 Know Move Rate 7 +1/-1



Major Wound M13IP
 HIT POINTS
 Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
 HIT 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

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

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	<u>55</u> <u>27</u> / <u>11</u>	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<u>25</u> <u>12</u> / <u>5</u>	<input type="checkbox"/> Library Use (20%)	<u>60</u> <u>30</u> / <u>12</u>	<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>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%) Photography	<u>45</u> <u>22</u> / <u>9</u>	<input type="checkbox"/> Firearms (Handgun) (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	<u>65</u> <u>32</u> / <u>13</u>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<u>20</u> <u>10</u> / <u>4</u>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	<u>65</u> <u>32</u> / <u>13</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%)	<u>20</u> <u>10</u> / <u>4</u>
<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>20</u> <u>10</u> / <u>4</u>
Credit Rating (00%)	<u>30</u> <u>15</u> / <u>6</u>	<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%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<u>45</u> <u>22</u> / <u>9</u>	<input type="checkbox"/> Language (Other) (01%) French	<u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<u>40</u> <u>20</u> / <u>8</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%)	<u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	<u>70</u> <u>35</u> / <u>14</u>	<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	-	-

COMBAT

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

BACKSTORY



Personal Description Quite tall and slightly built. Grace prefers to keep her hair long so she can change style whenever she feels like it (although she usually has it in one or two buns for convenience). Dark brown, slightly sad eyes.

Ideology/Beliefs

Significant People Her family. They might be many miles away, but knowing they're there is a source of great strength to Grace.

Meaningful Locations The battlefields of France, which gave her freedom, maturity, and a true sense of the value of life.

Treasured Possessions

Traits Intelligent, curious, and always keen to learn something new.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

Set of lock picks
Camera and spare film
Private investigators
license (Canadian)

CASH & ASSETS

Spending Level \$10
Cash \$60
Assets \$1,500

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-----------------	--------------------	-----------------	--------------------	----------------

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

Wounds & Healing

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

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

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

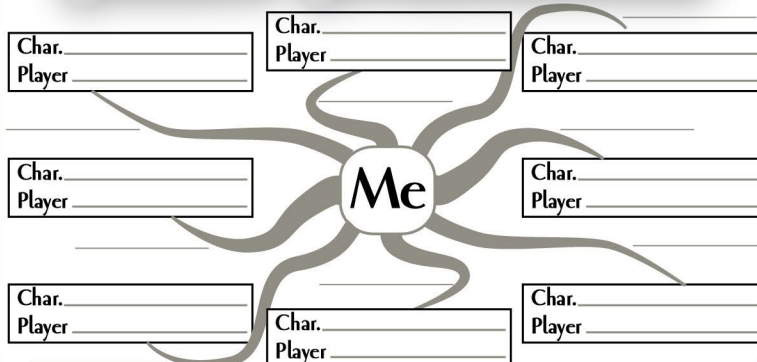
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Born and brought up in a large, bustling family in Toronto, Canada, Grace has spent her entire life surrounded by people. She loves getting to know folks and learning all about their lives. Her Mama always called it "natural curiosity," but Grace is happy to admit that she's probably just nosy.

Grace's father died when she was still quite young, meaning that she worked in a variety of jobs from an early age to help keep food on the table for her brothers and sisters. As a result, she's very comfortable assuming a variety of roles, based on her observations of how people behave.

Although she loves her family with all her heart and soul, Grace was also aware that if she didn't get out, she was destined to end up like her mother: working all the hours God sent, worn out through her obligations, and surrounded by hungry mouths to feed. When the Great War broke out, Grace volunteered her services and became an ambulance driver.

It was while she was delivering casualties to a field hospital that Grace met Lily Bergeron. The two immediately hit it off and became firm friends. So much so, that, after the war was over, they decided to combine Lily's love of mystery and Grace's curiosity to form their own business: the Riley and Bergeron Detective Agency.

1920S ERA INVESTIGATOR

Name Hector Bonilla
 Player _____
 Occupation Trainee Reporter
 Age 19 Sex M
 Residence New York City
 Birthplace Caguas, Puerto Rico

CHARACTERISTICS

STR 45 22/9 DEX 55 27/11 INT 70 35/14
 CON 65 32/13 APP 50 25/10 POW 70 35/14
 SIZ 50 25/10 EDU 65 32/13 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	<u>70</u>	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	M14MP	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%)	<u>65</u> <u>32</u> / <u>13</u>	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<u>55</u> <u>27</u> / <u>11</u>	<input type="checkbox"/> Library Use (20%)	<u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>60</u> <u>30</u> / <u>12</u>	<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%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	<u>65</u> <u>32</u> / <u>13</u>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<u>55</u> <u>27</u> / <u>11</u>
<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%)	<u>30</u> <u>15</u> / <u>6</u>	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	<u>20</u> <u>10</u> / <u>4</u>
<input type="checkbox"/> Climb (20%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> History (05%)	<u>45</u> <u>22</u> / <u>9</u>	<input type="checkbox"/> Occult (05%)	<u>45</u> <u>22</u> / <u>9</u>	<input type="checkbox"/> Throw (20%)	<u>40</u> <u>20</u> / <u>8</u>
Credit Rating (00%)	<u>20</u> <u>10</u> / <u>4</u>	<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%)	<u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) English	<u>55</u> <u>27</u> / <u>11</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<u>50</u> <u>25</u> / <u>10</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%)		<input type="checkbox"/> Language (Own) (EDU) Spanish	<u>65</u> <u>32</u> / <u>13</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-

COMBAT

Damage Bonus none
 Build 0
 Dodge 50 25/10

BACKSTORY

Personal Description Baby-faced, with short dark hair and the faintest of outlines of a mustache. His dark eyes have a wary look in them.

Ideology/Beliefs Raised as a devout Catholic by his parents, although he fears his abuela's tales of the supernatural may be all too true.

Significant People

Meaningful Locations

Treasured Possessions His straw boater. He bought it himself with his first pay packet and doesn't care what anyone thinks about it. He loves it.

Traits Enthusiastic and hard working, although smart enough to know when he's being taken advantage of.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



GEAR & POSSESSIONS

Notebook, pencil, straw boater.

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**

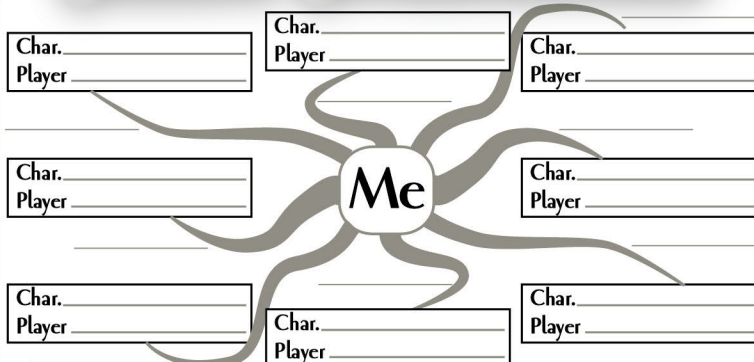
Reach 0 HP with Major Wound = **Dying**

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



Hector's family all worked in the sugar industry in Caguas. Not him, though - he wanted a better life, one full of excitement. Growing up, he loved listening to the stories his abuela told him, even if her tales of ghosts, spirits, and other strange creatures did scare him. The fact his parents deeply disapproved of the old woman filling his head with such superstitious nonsense only made it more attractive.

For a while, Hector wondered if he might like to become a novelist, but he couldn't think what to write about. So, instead, he settled on becoming a journalist in the greatest city in the world - New York! Aged 15, he almost managed to stow away on a cargo ship, but was caught three days into the crossing by the crew. Thanks to his quick thinking and even faster talking, Hector managed to convince the captain to let him work the rest of his passage to the United States.

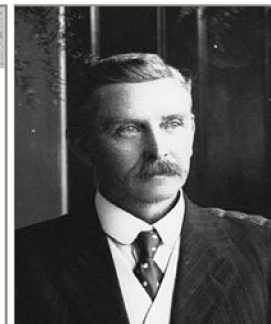
That's pretty much what Hector has been doing ever since: using his gift of the gab to parlay his experience from one job into the next. And, after working as a post boy at "The Evening World," Hector finally convinced some of the old newshounds to take him under their collective wing and teach him their trade. Sure, he only gets the stories they're not interested in, but his day will come...

1920S ERA INVESTIGATOR

Name Jacob Carfax
 Player _____
 Occupation Businessman
 Age 44 Sex M
 Residence _____
 Birthplace Cromford, England

CHARACTERISTICS

STR **75** ³⁷/₁₅ DEX **75** ³⁷/₁₅ INT **70** ³⁵/₁₄
 CON **55** ²⁷/₁₁ APP **70** ³⁵/₁₄ POW **75** ³⁷/₁₅
 SIZ **70** ³⁵/₁₄ EDU **70** ³⁵/₁₄ Know **8** ⁺¹/₋₁ Move Rate



Major Wound **M12IP**
 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 _____ **75** 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

M15IP
 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%) 55 ²⁷ / ₁₁	<input type="checkbox"/> Fast Talk (05%) _____	<input type="checkbox"/> Law (05%) 45 ²² / ₉	<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%) 45 ²² / ₉	<input type="checkbox"/> _____	<input type="checkbox"/> Listen (20%) 50 ²⁵ / ₁₀	<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%) 20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%) 50 ²⁵ / ₁₀	<input type="checkbox"/> Spot Hidden (25%) 25 ¹² / ₅
<input type="checkbox"/> _____	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) 55 ²⁷ / ₁₁	<input type="checkbox"/> Medicine (01%) _____	<input type="checkbox"/> Stealth (20%) _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Natural World (10%) 50 ²⁵ / 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%) _____	<input type="checkbox"/> Swim (20%) 20 ¹⁰ / ₄
<input type="checkbox"/> Climb (20%) 20 ¹⁰ / ₄	<input type="checkbox"/> History (05%) _____	<input type="checkbox"/> Occult (05%) _____	<input type="checkbox"/> Throw (20%) 20 ¹⁰ / ₄
Credit Rating (00%) 70 ³⁵ / ₁₄	<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%) 60 ³⁰ / ₁₂	<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) 45 ²² / ₉	<input type="checkbox"/> _____	<input type="checkbox"/> Psychology (10%) 60 ³⁰ / ₁₂	<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) 70 ³⁵ / ₁₄	<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 **+1D4**
 Build **+1**
 Dodge **45** ²²/₉

BACKSTORY



Personal Description Always smartly dressed in suits made with his family's textiles. His brown hair and mustache are neatly groomed; both now display the odd gray streak or two. His pale blue eyes often seem to be staring off into the middle distance.

Ideology/Beliefs

Traits Competent, sensible, and mostly conscientious, but with a tendency to daydream.

Injuries & Scars

Significant People His wife and children. He loathes having to leave them behind when he travels for business.

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions The gold fob on his watch chain, which contains a lock of hair from his wife, and each of his three children.

Encounters with Strange Entities

GEAR & POSSESSIONS

Gold pocket watch, chain and fob.

Cigar case (full) and a cigar cutter/lighter.

CASH & ASSETS

Spending Level \$50

Cash \$350

Assets \$35,000

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**

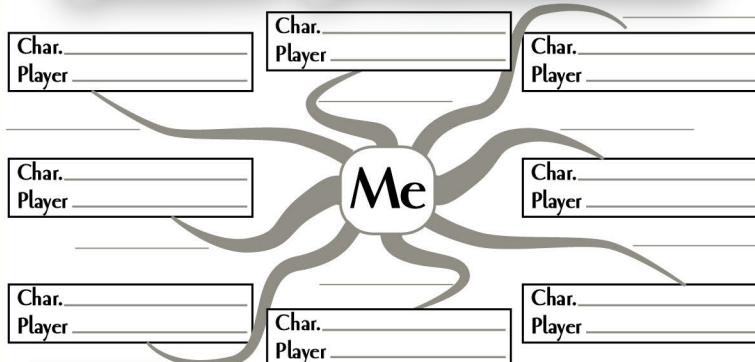
Reach 0 HP with Major Wound = **Dying**

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



The eldest son of a prosperous textile mill-owning family in the Peak District, England, Jacob was always destined to follow in his father's footsteps and take over the running of the family business when the time came. But his father, Josiah, insisted that he start at the bottom and work his way up, as was the family tradition - none of this walking into the big office without knowing how the rest of the company worked nonsense.

Having served his time in numerous areas of the company, Jacob is now off traveling the world in the Sales and Distribution department, something which takes him far from home for long periods of time. He doesn't particularly enjoy it, but he's a largely conscientious sort of chap who takes his responsibilities seriously, even if he would much rather be off doing something more exciting - you know, climbing a mountain, discovering a new species in the jungles of Africa, etc. As a result, Jacob has a tendency to become distracted from his work by opportunities for adventure and experience. Despite his usual level-headedness, he enjoys confounding people.

1920S ERA INVESTIGATOR

Name Lily Bergeron
 Player _____
 Occupation Private Investigator
 Age 26 Sex F
 Residence _____
 Birthplace Montreal, Canada

CHARACTERISTICS

STR **60** ³⁰/₁₂ DEX **60** ³⁰/₁₂ INT **70** ³⁵/₁₄
 CON **80** ⁴⁰/₁₆ APP **70** ³⁵/₁₄ POW **55** ²⁷/₁₁
 SIZ **55** ²⁷/₁₁ EDU **70** ³⁵/₁₄ Know Move Rate **9** ⁺¹/₋₁



Major Wound			
M13IP			
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			
55 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	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	

M11P			
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%)	45 ²² / ₉	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Library Use (20%)	40 ²⁰ / ₈	<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%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	65 ³² / ₁₃
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<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%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	30 ¹⁵ / ₆	<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%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Language (Other) (01%) English	60 ³⁰ / ₁₂	<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%)	60 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) French	70 ³⁵ / ₁₄	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
.32 Revolver	50	25	10	1d8	15 yds	1 (3)	6	100

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **50** ²⁵/₁₀

BACKSTORY



Personal Description Of average height and build, with hazel eyes and chestnut brown hair, styled in a no-fuss bob for ease of maintenance.

Traits Tough, determined, and no nonsense.

Ideology/Beliefs It's important to know, and face, the truth, however hard that might be.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions A photograph of her family, taken just after Philippe signed up. It's the last photograph she has of her beloved brother.

Encounters with Strange Entities

GEAR & POSSESSIONS

.32 revolver and ammunition

Private investigators

license (Canadian)

Family photograph

CASH & ASSETS

Spending Level \$10

Cash \$60

Assets \$1,500

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	¼ skill	01

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

Wounds & Healing

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

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

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

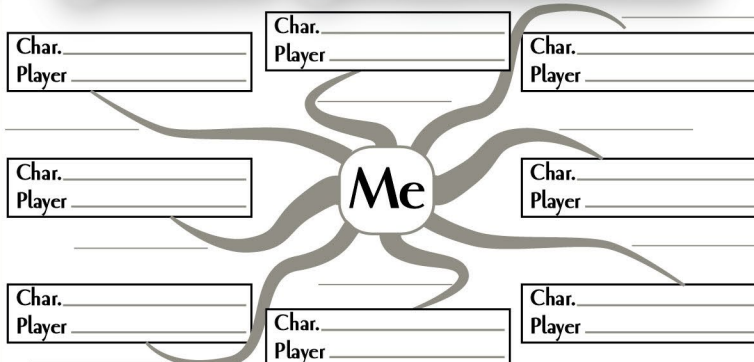
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Lilian (Lily) Bergeron was born in Montreal, Canada. Her father, a well-known French Canadian industrialist, and her English mother, a writer of children's story books, encouraged both of their children to fully exercise their bodies and their minds in pursuit of their calling, whatever that might turn out to be.

Lily's childhood was a safe and secure one, although she and her older brother Philippe were always somewhat embarrassed at having been the stars of their mother's stories. That safety and security vanished with the Great War. Philippe was killed in action, and Lily ran away from home to nurse on the front. She couldn't bring her brother back, but she could help make sure other sisters didn't have to suffer her loss.

Always a voracious reader, Lily was particularly attracted to mystery and adventure stories. After the war, searching for something to do and not interested in making nursing her career, she decided to train as a private investigator. She joined forces with her best friend, Grace Riley, a former nursing colleague, originally from Toronto, and together they opened the Riley and Bergeron Detective Agency. They go wherever a case takes them in their search for the truth, with Lily often acting as the "muscle" to Grace's "brains."

1920S ERA INVESTIGATOR

Name Rose Preston
 Player _____
 Occupation Medical Student
 Age 21 Sex F
 Residence Boston, Massachusetts
 Birthplace Brockton, Massachusetts

CHARACTERISTICS

STR 55 27 11 DEX 75 37 15 INT 85 42 17
 CON 60 30 12 APP 70 35 14 POW 60 30 12
 SIZ 50 25 10 EDU 75 37 15 Move Rate 9 +1 -1



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

Temp. Insane _____ Indef. Insane _____ 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
 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
 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%) Biology
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Pharmacy
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> _____	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> _____
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) Latin	<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	-	-

COMBAT

Damage Bonus none
 Build 0
 Dodge 40 20 8

BACKSTORY



Personal Description Slender and a little on the short side. Rose has strawberry blonde hair cut into a waved bob, and brilliant green eyes. She looks young for her age.

Ideology/Beliefs

Significant People Her father. He has always believed in her, and encouraged her to make the most of herself.

Meaningful Locations Boston University School of Medicine. It's a great honor to have been accepted into such an illustrious women's medical training facility.

Treasured Possessions

Traits Clever and observant, although people often underestimate her due to her youthful appearance.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, pen and pencil.
Dissecting kit.

CASH & ASSETS

Spending Level \$10
Cash \$70
Assets \$1,750

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
-------------------	-----------------	--------------------	-----------------	--------------------	----------------

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

Wounds & Healing

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

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

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

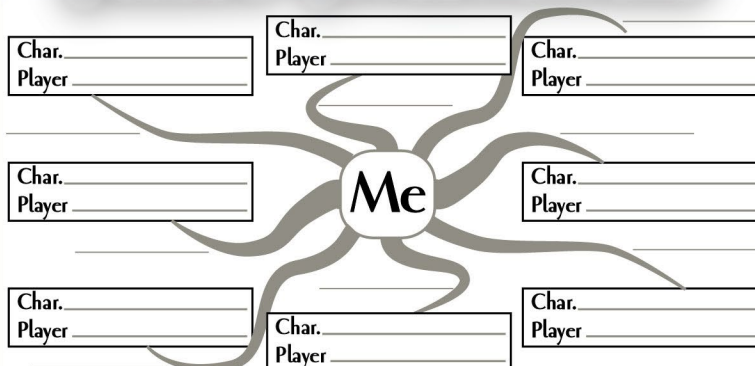
Reach 0 HP with Major Wound = **Dying**



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





Rose Preston is the apple of her doting father's eye. Her mother, on the other hand, much prefers Rose's younger brothers, and isn't entirely convinced that all this education isn't wasted on a girl. Rose and her father know better.

Always fascinated by how bodies work, Rose initially toyed with the idea of becoming a veterinarian, but her small size and dislike of large livestock (especially cows) soon put paid to that idea. She did wonder about becoming a nurse, something her mother approved of, but her father insisted she should aim high and apply for Boston University School of Medicine. Both she and her father were utterly thrilled when she was accepted.

Rose adores her studies and works hard to make her family, especially her father, proud. She knows she has a lot of responsibility resting on her shoulders as the first member of her family to go to university, and she is determined to become an exceptional doctor, serving her community in any way she can.

