

HARLEM UNBOUND

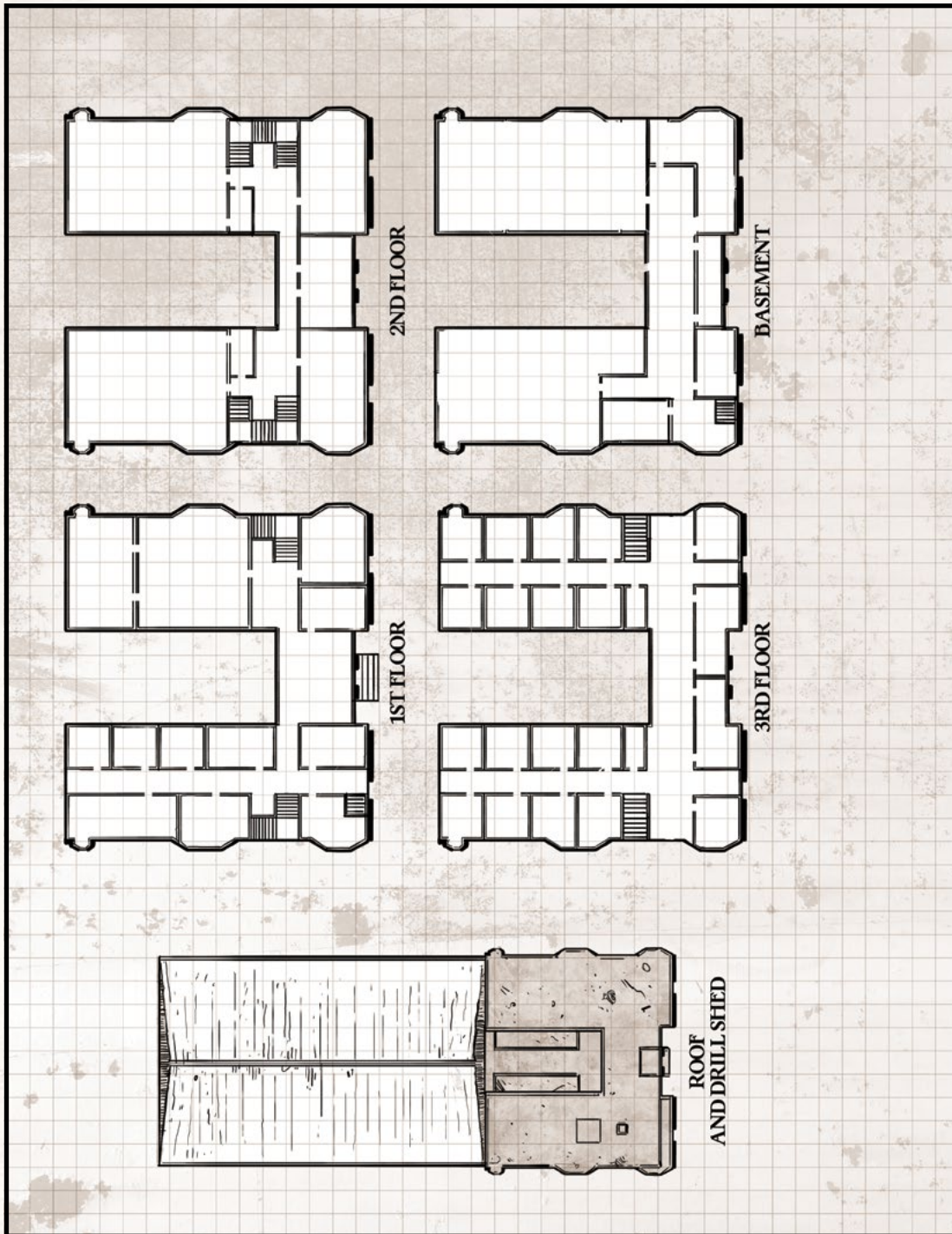
Against the Cthulhu Mythos in 1920s Harlem

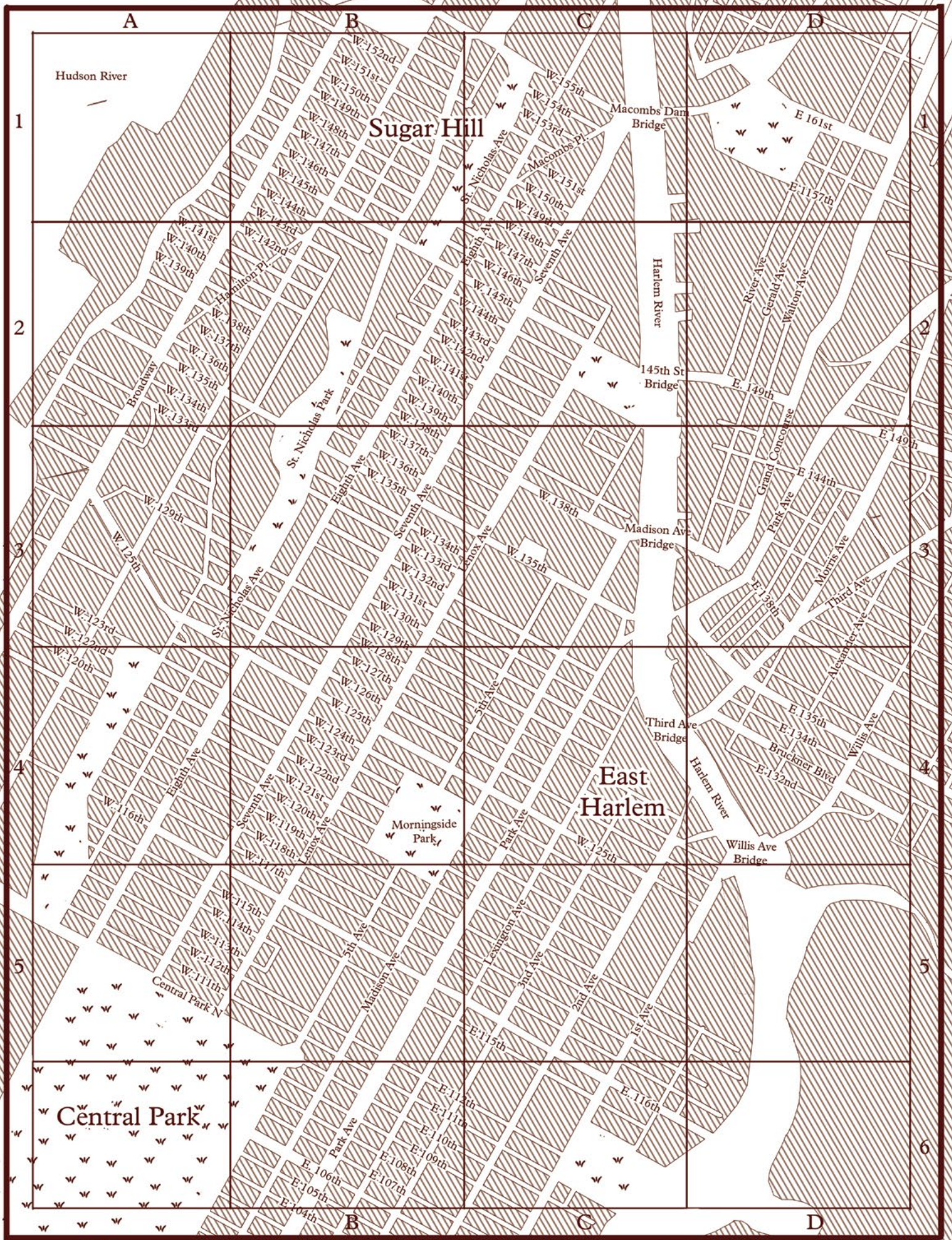
HANDOUTS

**CHRIS SPIVEY
AND FRIENDS**



COLLECTED PLAYER HANDOUTS FOR ALL SCENARIOS





Hellfighters Handout 1: French Officers' Fate

Hellfighters Handout 2: Recruitment Office

Le Petit

Monday, October 25, 1920

GREAT WAR OFFICERS KILLED AND DESECRATED

From the desk of Coralie Descoteaux

It is with great sorrow we report that a national hero, retired Lieutenant de Vaisseau Macon, was found murdered in his home yesterday. Lieutenant de Vaisseau Macon was a decorated French citizen who served honorably in the Great War as Commander of the United States forces of the 369th Infantry Regiment. A regiment which played a vital role in the liberation of Belleau Wood.

While police have kept the state of the body undisclosed, from witnesses interviewed by this reporter, it was believed to be mutilated in some fashion. It has also come to our attention that another officer, Jean Wolfe, who served with Lieutenant Macon, unfortunately, passed a year ago, and whose grave was dug up, and the body was desecrated. The police are keeping the details to themselves, but this is truly a sad day.

ATTACK ON RECRUITMENT OFFICE

Friday, December 17, 1920

A terror that reminded people of the Red Summer of the Great War struck last night! An army recruitment office close to the New York Harbor was brutally attacked by what can only be called a team of gangsters. These Tommy-gun-wielding mad men assaulted the station in the dead of night, killing two of the three servicemen guarding the building. The one surviving soldier, Private Rocco Mastroianni, has been placed on leave and sent home to his mother in Italian Harlem. It was only thanks to that young man's bravery that the gangsters did not take anything of value. According to police reports, the culprits just stole some records of the blacks that dug ditches in the Great War. The names of the deceased have yet to be disclosed.

by Tobin Harris
NEW YORK TRIBUNE

Opposite:
Hellfighters:
Harlem Map
(Player Version)

Hellfighters Handout 3: Hellfighters Arrested

MORE BLACK VETERAN TROUBLE IN HARLEM

WEDNESDAY, DECEMBER 22, 1920

Yes, dear readers, yet again those troublesome colored veterans are causing a ruckus. It looks like we had a couple of those “Men of Bronze” shooting up a neighborhood after being thrown out of a party. Fortunately, the police of the 30th Precinct were on hand to quell this unrest before it grew into another riot. May justice be swift and their jail sentences lengthy.

By Keith Blaine
NEW YORK TIMES

Hellfighters Handout 4: Final Battle

“DON’T TREAD ON ME”

Friday, December 24, 1920

I am Captain Samuel J. Wright (Ret.), of Phoenix Squad of the 369th Infantry. I am calling you out, you racist son of a bitch. I did not run during the war, and am not running now. Let’s end this like soldiers and not cowards, if you can even call yourself that, tonight at midnight at the 369th Infantry Armory, 2360 5th Ave, New York, NY 10037.

Craze: Harlem Map
(Player Version)



PLAYER HANDOUTS

Craze Handout 1: Recording Contract



The Bronx, New York City

1. This contract is for an exclusive recording agreement between Wendell Young, from here on known as "artist" and Blue Moon Gramophone Company, from here on known as "production company."
2. This contract is for 1 complete, two-sided gramophone discs, to be recorded by the artist for the label under the Holstein Recording Company, Harlem, N.Y. imprint, under the conditions provided for in this contract. That is, complete recording sessions of no more than 3 hours, resulting in a master gramophone disc.
3. Production company will produce 1000 duplicates of the master recording, complete with Standard cardboard sleeves cardboard sleeves, and deliver them to Jasper Holstein
234 W. 133rd St. N.Y.
4. Artist agrees not to record the same repertoire through other recording studios. Production studio agrees not to duplicate or distribute the results of the recording sessions, which remain the sole property of Wendell Young and Jasper Holstein
5. Production company is not responsible or liable for any criminal or civil charges arising from the recording, production, or distribution of these sessions.
6. Session musicians are provided by the artist, and are not due compensation or royalty payments. These musicians include Buddy Moreno drums Fred Harris trombone Anthony Jackson cornet
7. Sessions will be recorded by George Levine, who is solely responsible for the quality of recordings. By accepting the master recording, the artist absolves themselves of the right to contest the quality of performance, recording, or duplication.
8. Duplication will occur at Blue Moon Duplication
251 W. 154th St. N.Y.

Signed.

"Artist"
Wendell Young
136 W. 153rd St
Harlem

Cliff Perkins
Cliff Perkins
Blue Moon Gramophone Company
300 Canal Pl. NY, NY 10451

PLAYER HANDOUTS

Craze Handout 2: Ownership Transfer



The Bronx, New York City

This legally binding contract transfers partial ownership of Blue Moon Gramophone Company and all its subsidiary assets and holdings to Paul Scarlotti and the East Harlem Construction Company. Cliff Perkins will henceforth in legal documents be referred to as "owner" and Paul Scarlotti will be referenced as "business partner."

Signed.

Cliff Perkins
Owner, Blue Moon Gramophone Company

Co-Signed.

Paul Scarlotti
2151 3rd Ave



Craze Handout 3: Death Announcement

MISSING HARLEM RESIDENT FOUND IN EAST RIVER

The body of Anthony Jackson, age 21, was recovered from the East River near Brooklyn late last night. Jackson, a professional cornet-player and trumpeter from Harlem, had been missing for several days. New York police have not ruled out foul play, but are assuming suicide or death by misadventure for the young Negro.

PLAYER HANDOUTS

Craze Handout 4: Farino's Note



The Bronx, New York City

June 24, 1914

Dear Mr. Farino,

I have been thinking of you very much lately, and wondering how you are getting on. I hope you are well and happy. I have been very busy lately, but I have managed to find some time to write you. I have been thinking of you very much lately, and wondering how you are getting on. I hope you are well and happy. I have been very busy lately, but I have managed to find some time to write you. I have been thinking of you very much lately, and wondering how you are getting on. I hope you are well and happy. I have been very busy lately, but I have managed to find some time to write you.

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Yours truly,
[Signature]

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Blue Moon
Gramophone
Company
The Bronx, New York City

Production Ledger

[illegible]

FIGHT ENDS IN TRAGEDY

Contender Handout 1: Rawls Fight

Rawls' corners were shouting for him to "Get on his bicycle" but despite his best efforts, the young fighter was too tired. Rossi continued to hound his opponent, forcing Rawls into a corner, allowing Rossi to unleash a ten-punch combination, each hit landing with a heavy thud. Rawls went down, and the fight was stopped, with Rossi the victor. In a tragic postscript to the bout, Rawls collapsed in his dressing room and later died of his injuries.

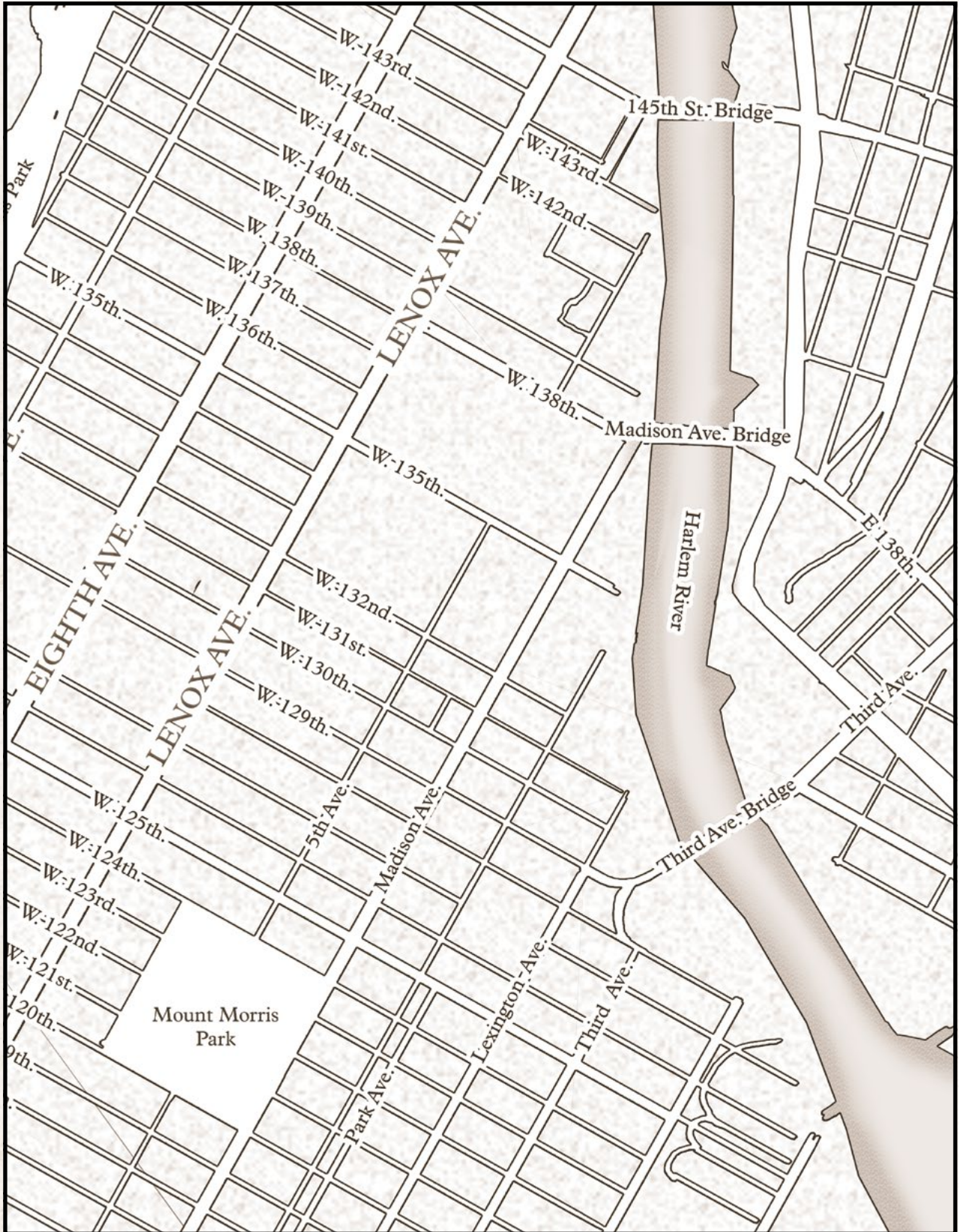
PLAYER HANDOUTS



Craze: Warehouse Map (Player Version)

PLAYER HANDOUTS

LENOX



Contender: Harlem Map (Player Version)

PLAYER HANDOUTS

Contender Handout 2: Ponape Scripture

"COROUS PUS!" EXCLAIMED GILTAMAG. AFTER HAVING HEARD THEIR ENTREATIES AND PLAINTIVE CRIES I CAST THEM FORTH. THEY WERE USURPERS HERE, TRYING TO SPREAD THEIR CONTAGION AMONGST MY PEOPLE. TO THIS ZANTHU CONCURRED.

I SPAKE LOUDLY, "BEGONE MEWLEERS FOR IN MU TERRIBLE GHAT-ANOTHOA IS CHIEF GOD AND IS A JEALOUS AND VENGEFUL GOD. YOUR SOFT IMMORTALITY WILL SURELY ANGER HIM FOR HE OFFERS ONLY LINGERING UNDEATH AND SEDUCTIVE MADNESS. WE WILL NOT CONSORT WITH THE ONES FROM THE DEEP, NO MATTER WHAT OFFERINGS OF GOLD AND PROVENDER THEY PROPOSE."

ZANTHU INTERJECTED, "FI, HONORABLE IMASH-MO, THERE IS ROOM FOR DAGON IN MU, HE IS KIN TO YTHOGTHA AND THE BARGAIN THEY OFFER IS GENEROUS. A FEW OF OUR YOUNG MEN TAKE THE ONES FROM THE DEPTHS AS BRIDES. WE TEACH THEIR NEVER-DYING OFFSPRING THE WORSHIP OF MU'S GODS AND THEN WHEN THEY RETURN TO THE SEA THESE LESSONS WILL SPREAD. FOR AS GILTAMAG SAYS, THE SPAWN OF THOSE UNIONS WILL ALL BEAR THE MARK OF DAGON AND CHANGE OVER TIME, BECOMING STRONGER AND EVER-LIVING. AND THOUGH THEY WILL BECOME LIKE THOSE FROM THE SEA, THEY WILL RECALL OUR LESSONS."

TO THIS I REPLIED, "YOUR WORDS ARE SWEET ZANTHU, LIKE THE FLESH OF YOUR MOTHER STUCK IN MY TEETH." WHEREUPON HE DID SCREAM AND CAME AT ME.

COULD THIS GILTAMAG BE THE SAME AS THE FOLK OF THE OCEAN WHO SPOKE TO MARSH IN INNSMOUTH?

Contender Handout 3: Fight Card

THE COMMONWEALTH CASINO

BOXING

STEFANO ROSSI VS. JIMMY HARRIS

10 ROUNDS (HEAVYWEIGHT)

FRAZIER KANE VS. LASHER LYBROOK, 10 ROUNDS (HEAVYWEIGHT)
MIGUEL MENDEZ VS. JACK SMITH, 8 ROUNDS (WELTERWEIGHT)
PATRICK MCGOWAN VS. RENALDO MIRANDA, 6 ROUNDS (BANTAMWEIGHT)

EST. PRICE \$3.00 TAX FREE

Dreams Handout 1: Newspaper Article

ANOTHER HARLEM SHOOTING

A fatal shooting occurred last evening near the intersection of 127th and 7th streets, shortly after 11 p.m. The incident is being described as a mugging, although the shooting victim was an innocent bystander and not a party to the crime. The shooter, who has been identified as 32-year-old Maxwell Gaddis, has been taken into custody pending an investigation. Gaddis claims not to have instigated the shooting, stating that 22-year-old Linden Brown threatened him with a knife and that the shooting was committed in self-defense. The victim was named as 26-year-old Lena Morris, resident of Harlem.

The Independent
January 9, 1927

Contender: Rossi's Apartment Map (Player Version)



PLAYER HANDOUTS

WALKER



Dreams: Harlem Map (Player Version)

Dreams Handout 2: Obituary

LENA DELACROIX MORRIS A fatal shooting occurred last evening near the intersection of 127th and 7th streets, shortly after 11 p.m. The incident is being described as a mugging, although the shooting victim was an innocent bystander and not a party to the crime. The shooter, who has been identified as 32-year-old Maxwell Gaddis, has been taken into custody pending an investigation. Gaddis claims not to have the instigated the shooting, stating that 22-year-old Linden Brown threatened him with a knife and that the shooting was committed in self-defense. The victim was named as 26-year-old Lena Morris, resident of Harlem.

PLAYER HANDOUTS

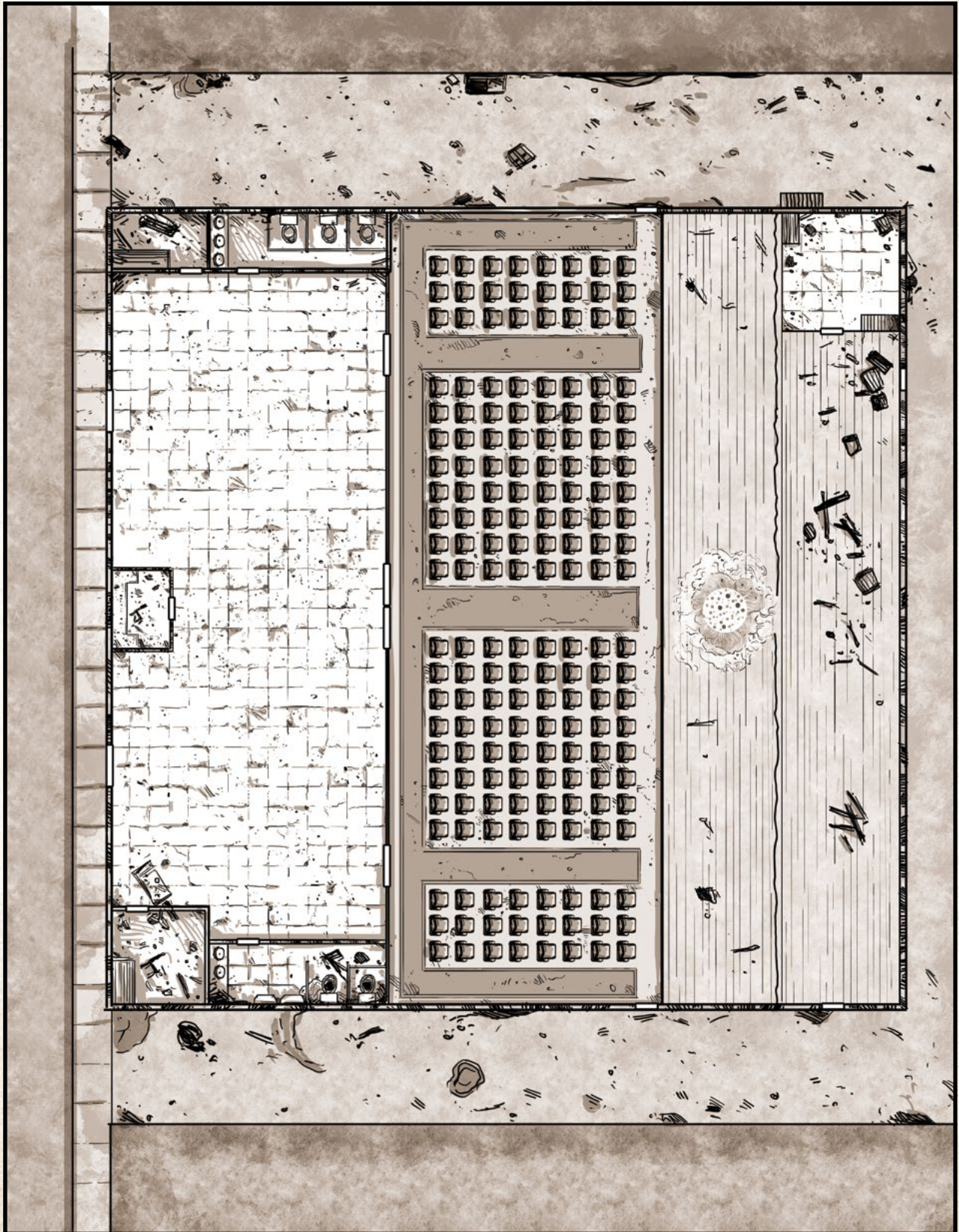
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Ode Handout 1: An Invitation

YOU ARE CORDIALLY INVITED TO THE HOME OF JUNE HAMPTON
FOR A LECTURE BY DR. ALAIN LOCKE ON THE TOPIC OF
“AFRICAN-AMERICAN PROGRESS IN THE UNITED STATES”

DECEMBER 29TH 1927, AT 7 P.M.
135TH AND AMSTERDAM, HARLEM

PLAYER HANDOUTS



Dreams: Theater Map (Player Version)

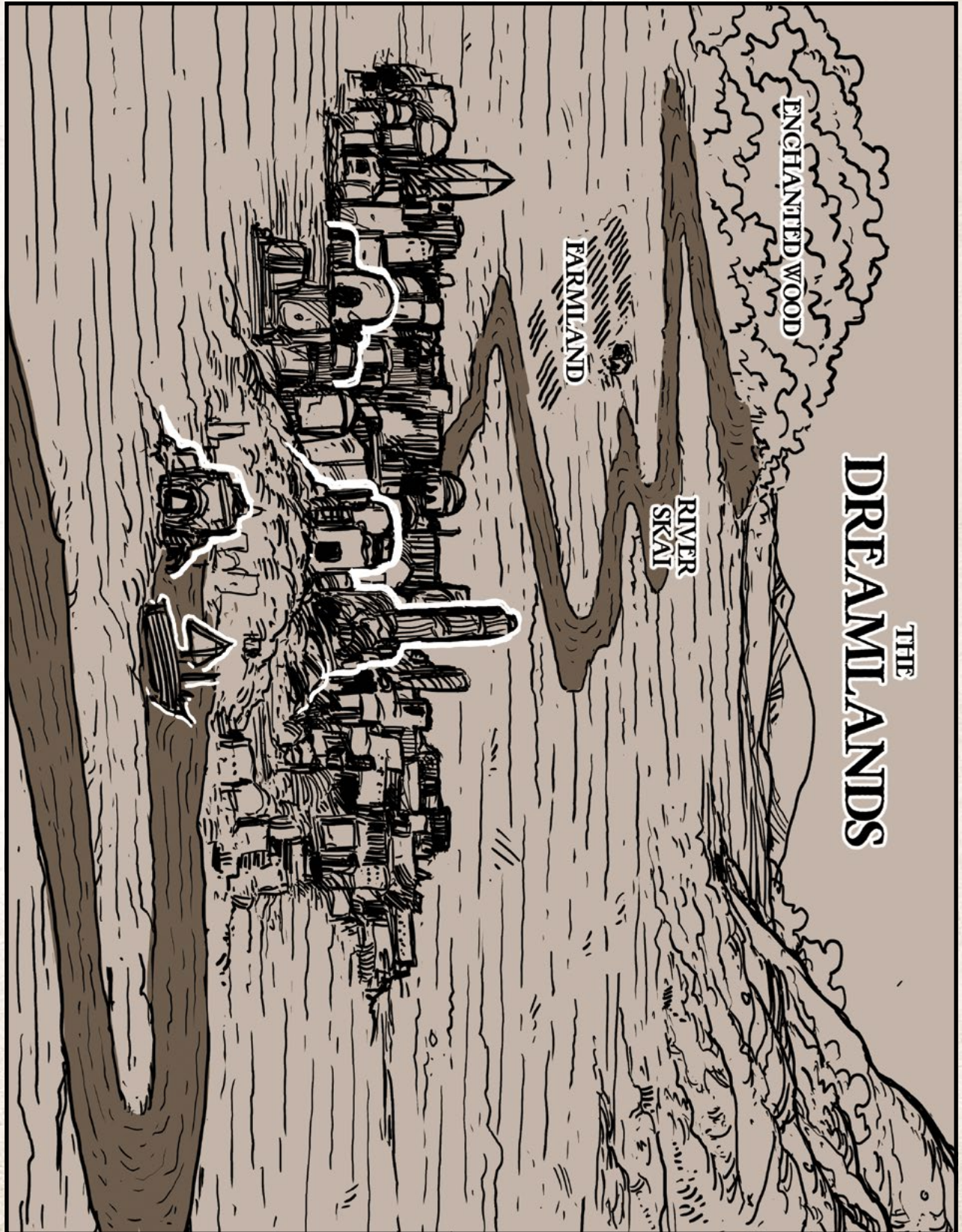
My dear Langston,

I received your recent poems with pleasure. I hope it is not strange for me to say I feel proud to see you becoming such a fine writer. I encourage you to continue submitting to publishers! It can only be a matter of time.

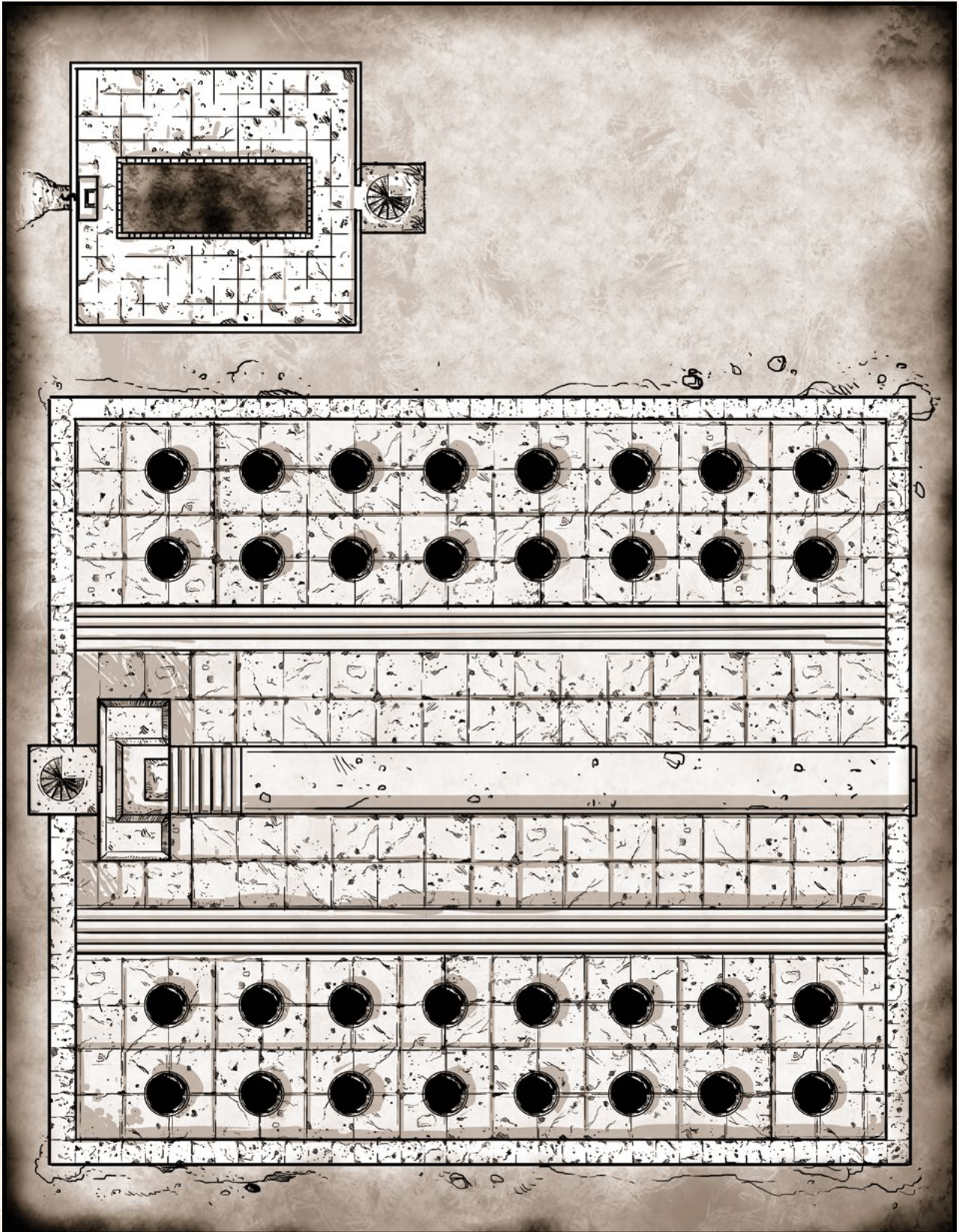
I am currently bound for Nairobi from Lagos. I tell you, being here feels... sound. Like coming to rest after a long day's work. Being on the continent, that is. The work itself, my notes for the next book, I'm afraid I have been plagued by—well, never mind. I wouldn't want to worry you with all that.

I anticipate being in New York again in January. Will you see me?

Ever yours,
J. E.
17 June 1924



SECRET



Upper Floor, Temple Map (Player Version)

PLAYER HANDOUTS

Ode Handout 2: The Mask of Dreaming



Whispers Handout 4: St. Clair's Calling Card

STEPHANIE ST. CLAIR
154TH STREET AND NICHOLAS AVENUE
HARLEM

Your presence is requested, immediately.

Q

Whispers: Harlem Map
(Player Version)

Hudson
River

SUGAR
HILL

W 155th St

Macombs Pl.

W 145th St

Hamilton Pl.

W 141st St

St. Nicholas
Park

Broadway

Amsterdam Ave.

W 138th St

W 136th St

W 135th St

Eighth Ave

Seventh Ave

W 132nd St

W 131st St

Morningside
Park

W 124th St

W 125th St

Mt. Morris
Park

Lenox Ave

HEY HEP CATS.

YOU LOOKING TO BLOW THAT HORN?
YOU NEED TO GET THE WORD OUT ABOUT
THAT NEW PLAY? OR SONG?
SHOW OFF THAT LATEST PIECE OF ART?

COME MEET ME TOMORROW AT MORRIS
PARK AT 9:30 A.M. AND TAKE A LISTEN.

I AM PUTTING TOGETHER A SHOW AT
THE DARK TOWER - THIS IS A PAYING GIG.

FLIP WILMORE
HARLEM

Hello dear friend,

Hopefully, this letter and invitation finds you well.

I am having a little brunch tomorrow for a few close friends, such as yourself. My hope is that you can attend.

*Third floor of 108-110 West 136th Street.
10:00 a.m.*

Looking forward to seeing you.

*Sincerely,
A'Lelia*

To—

I am Miguel Hernandez, the engineer at the Walker Mansion on 108-110th 135th Avenue. Ms. Walker is hosting an event tomorrow evening and I need additional crew to prepare the building and work through the evening to ensure all goes well. A friend recommended that you needed some work and could do the job. I need reliable people.

The job pays \$20. If this works out, I may be able to get you a regular-paying job here. Just be here by 5:30 a.m. tomorrow morning and ready to work. Tools, food, clothing, and everything will be provided.

Yours sincerely,
Miguel Hernandez

THE DARK TOWER TEA ROOM



"An exclusive club for Harlem's intelligentsia and literati"

136TH STREET & LENNOX AVENUE

Hey Jimmy,

That book is not something to pass around. I don't know how much they're paying, but it isn't enough.

I miss you too and don't fret about what happened between us in the past. You called and I am coming. We can meet outside the Hobby Horse or at the Dark Tower before the show.

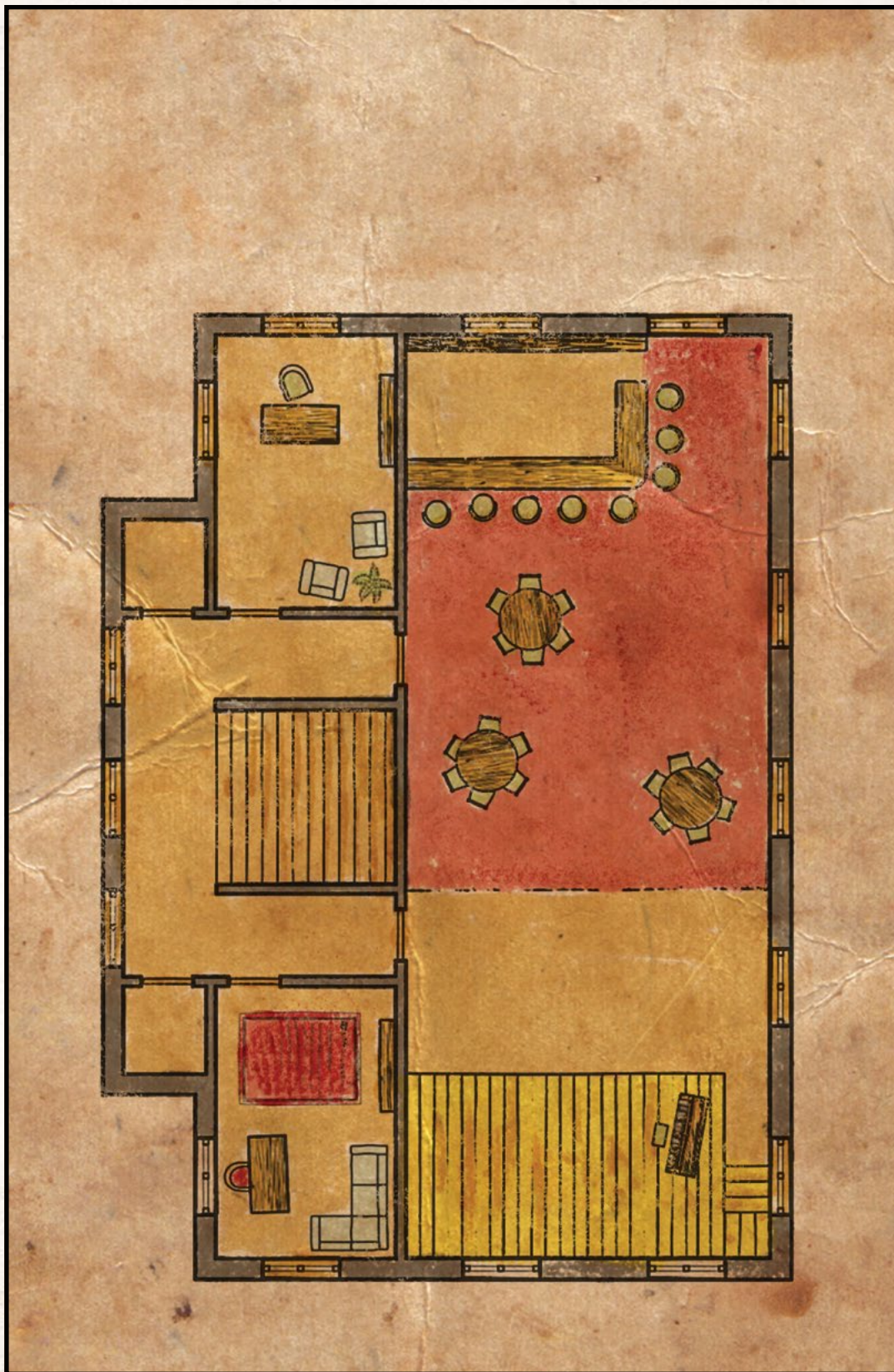
yours,
Zora

HORROR AT THE HOBBY HORSE

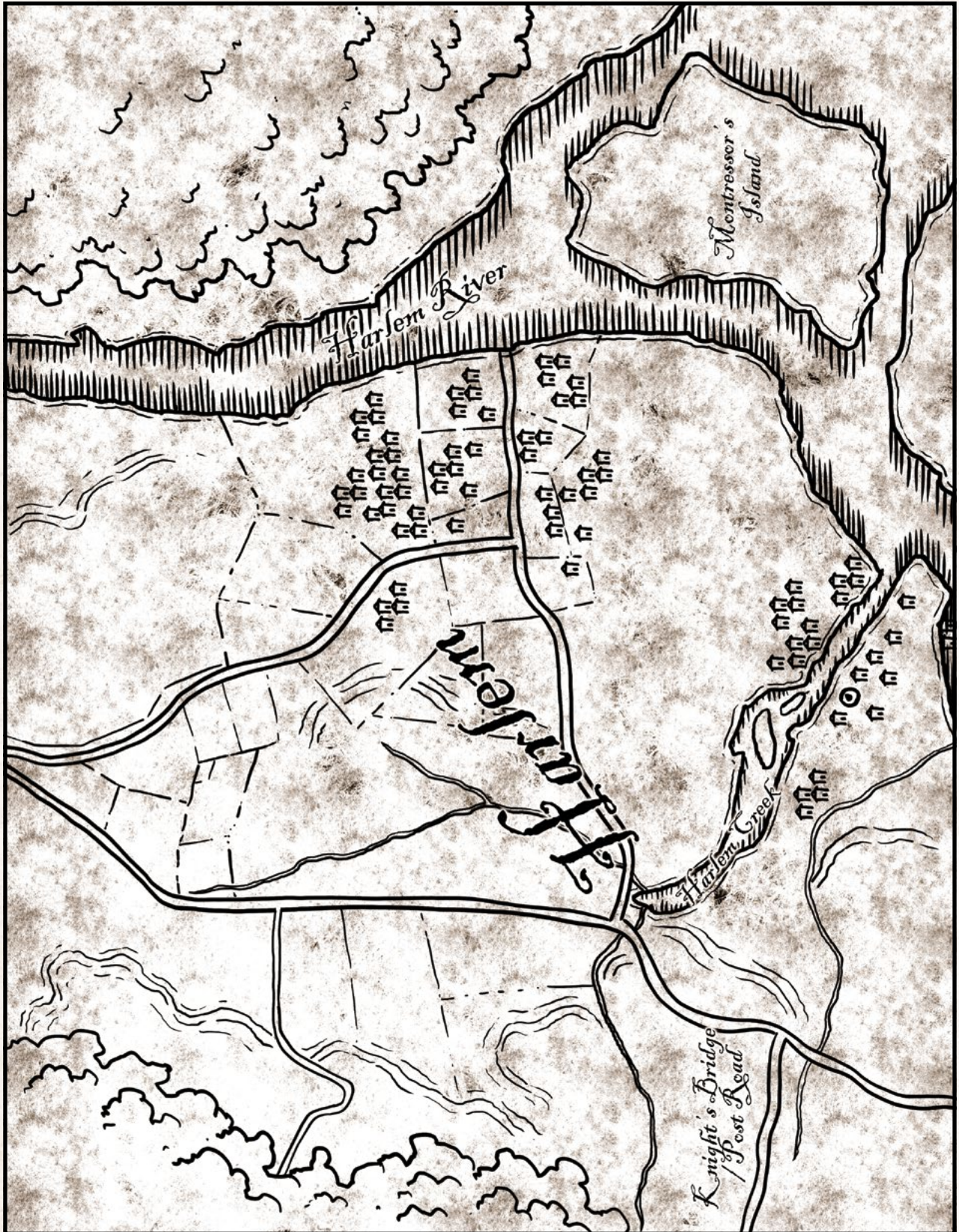
Residents were shocked to discover the body of a man near to the Hobby Horse bookstore early this morning. While not formally identified, the deceased is believed to be Mr. James Reece of Harlem, who died from a brutal knife attack. Police Detective Charles Chase has been assigned to the case. Readers may remember that Detective Chase has enjoyed an unspectacular record related to solving crimes in Harlem, and this reporter hopes that due care and attention will be taken in finding the culprit and bringing him to justice.

New York Amsterdam News
Friday, November 2, 1928

Willie Smith – *There's Gonna be the Devil to Pay*
Nicholas Brothers – *dancing feats*
Fanny Brice – *Second Hand Rose*
The investigators (*if they have an act*)
Laura Wheeler Waring – *oil painting and talk*
Horace Vincent – *magic show*
Oscar Devereaux Micheaux – *Within Our Gates*
Lottie Gee – *songs from Shuffle Along*
Zora Neale Hurston – *talk How it Feels to be Colored Me*
The Waves – *Harlem Swings to Joy*
Charlie Bronx – *play set*
Roger West – *reading A Lost Star in Harlem*
Cutting Contest – *Lion and Doc Stewart*
Victoria Sparrow – *dance*
Charles Wilmore – *reading and talk*



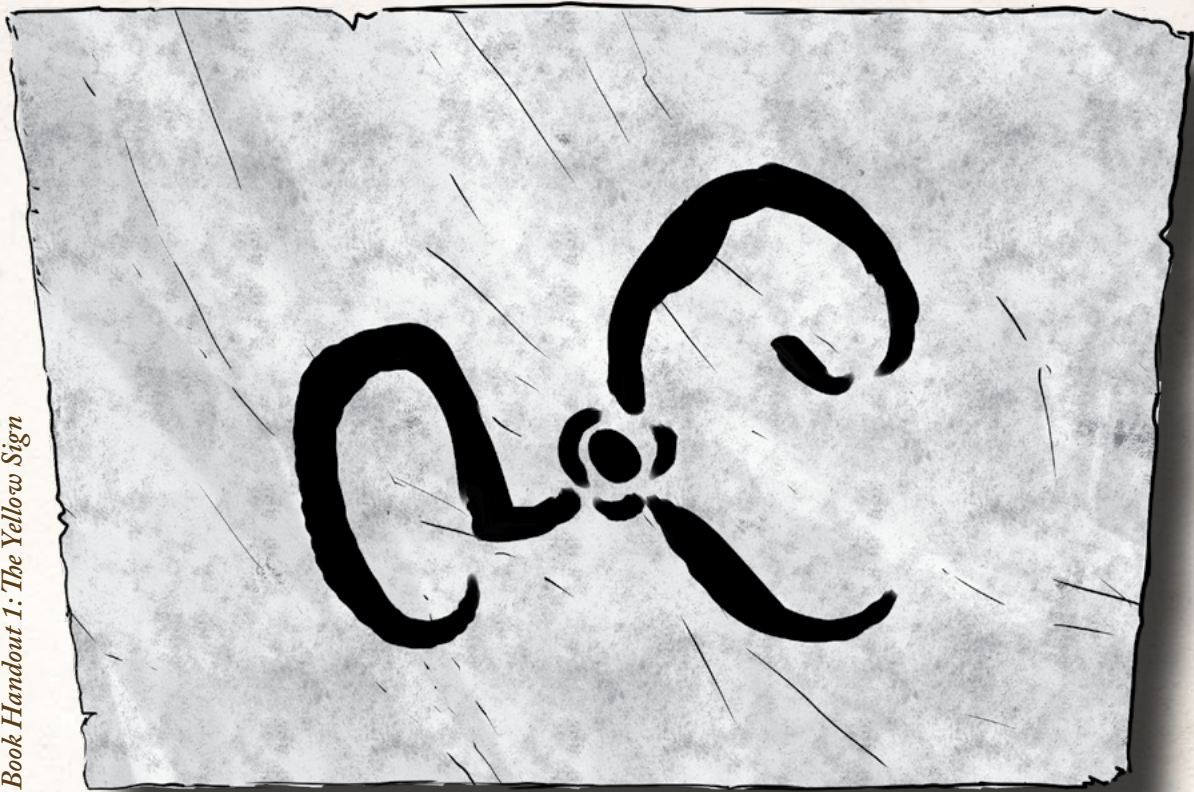
WARRIORS



Book: Harlem Map (Player Version)

PLAYER HANDOUTS

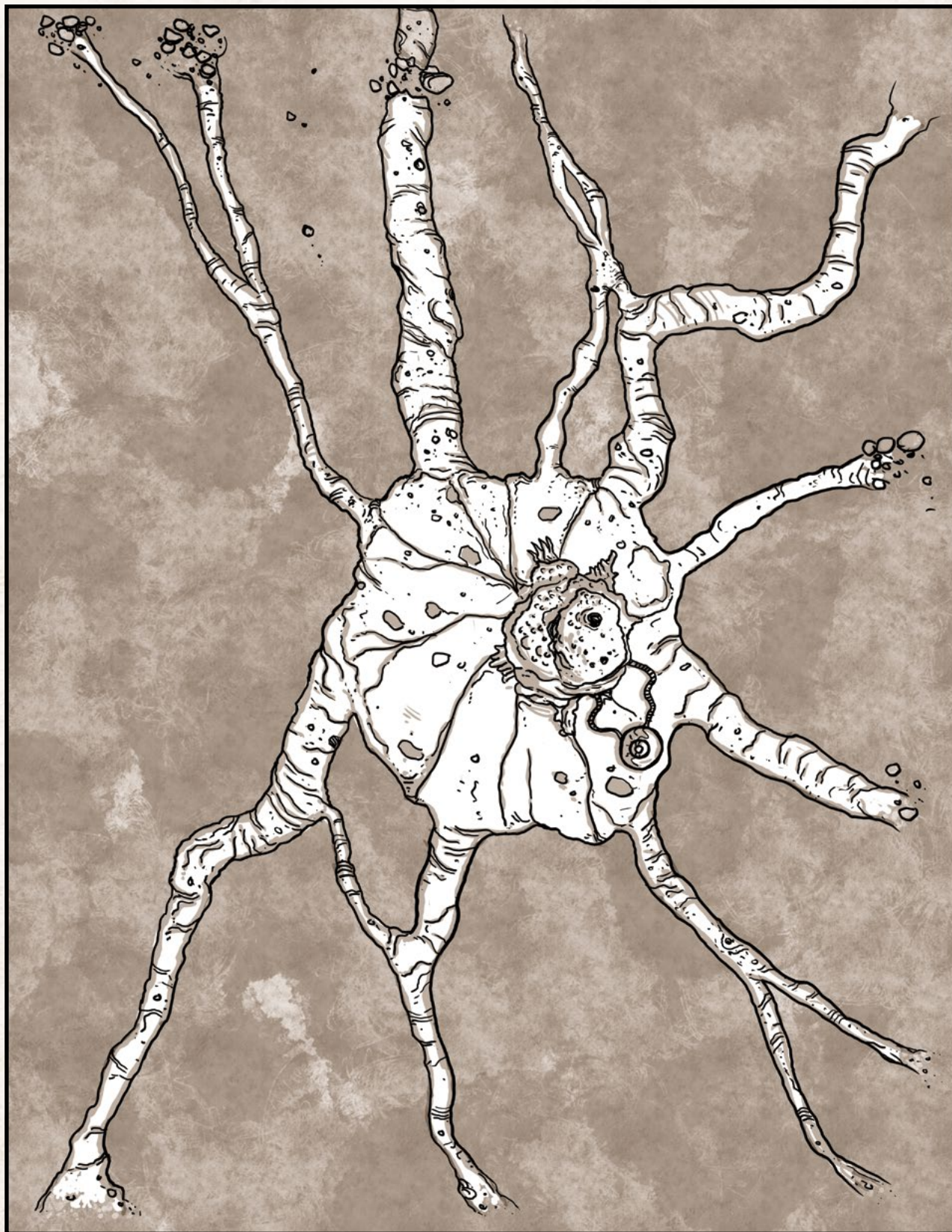
Book Handout 1: The Yellow Sign



Book Handout 2: Medical Records

<i>Margarete Schipper (b. Margarete Merwede)</i>	<i>Age 34</i>	<i>34 Broad Street, Harlem</i>	<i>Married Pieter Schipper 1636. Beaten to death in the kitchen.</i>
<i>Peter Schipper</i>	<i>Age 13</i>	<i>34 Broad Street, Harlem</i>	<i>Beaten to death in the kitchen.</i>
<i>Maria Schipper</i>	<i>Age 15</i>	<i>34 Broad Street, Harlem</i>	<i>Beaten to death on stairs. Light burn marks with purple edges.</i>
<i>Johanna Schipper</i>	<i>Age 9</i>	<i>34 Broad Street, Harlem</i>	<i>Found dead in bedroom. Badly burned, flesh purple.</i>
<i>Josefien Schipper</i>	<i>Age 6</i>	<i>34 Broad Street, Harlem</i>	<i>Found dead in bedroom. Badly burned, flesh purple.</i>
<i>Johannes Schipper</i>	<i>Age 4</i>	<i>34 Broad Street, Harlem</i>	<i>Found dead in bedroom. Badly burned, flesh purple.</i>

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Book: Tunnels below Harlem (Player Version)

HENRY SMITH

Age: 36 **Occupation:** Blacksmith
Nationality: African-American

STR 85 **CON** 75 **SIZ** 85 **DEX** 55 **INT** 50
APP 60 **POW** 45 **EDU** 35 **SAN** 45 **HP** 16
DB: +1D6 **Build:** 2 **Move:** 8 **MP:** 9 **Luck:** *
Luck: *roll 3D6 x5*

Skills

Art and Craft (Blacksmith) 75% (37/17)
 Art and Craft (Drawing) 45% (22/9)
 Charm 60% (30/12)
 Climb 50% (25/10)
 Credit Rating 20% (10/4)
 First Aid 50% (25/10)
 Intimidate 45% (22/9)
 Jump 45% (22/9)
 Language (English*) 35% (17/7)
 Language (Dutch*) 35% (17/7)
 Listen 55% (27/11)
 Locksmith 45% (22/9)
 Lore (Harlem) 40% (20/8)
 Mechanical Repair 50% (25/10)
 Natural World 35% (17/7)
 Stealth 40% (20/8)
 Throw 50% (25/10)

**Spoken only.*

Combat

Brawl 55% (27/11), damage 1D3+1D6
 Hammer 55% (27/11), damage 1D8+1D6
 Dodge 35% (17/7)

Equipment

blacksmith tools, hammer, cloths, and a silver mug (at tavern).



Backstory

Smith was bought by Williams, a blacksmith, when he was 5-years-old and he never saw his family again. Smith has spent his entire life enslaved and on call for the Williams family. They never let him learn to read nor have much in the way of free time. It was a grueling existence until the Williams family died of yellow fever. Smith managed to buy his freedom and opened a small, struggling blacksmith shop. He knows both the white and black parts of Harlem better than most.

- **Description:** a wall of man, muscled and covered in scars from childhood maltreatment.
- **Traits:** stoic and reliable.
- **Significant People:** Emily (friend, housemaid), Mathis (friend, runs the tavern).
- **Treasured Possession:** a letter from his former owner about buying his freedom.
- **Birthplace:** Harlem.

HELEN CLARK

Age: 41 **Occupation:** Shopkeeper
Nationality: African-American

STR 40 **CON** 75 **SIZ** 65 **DEX** 55 **INT** 60
APP 70 **POW** 65 **EDU** 60 **SAN** 65 **HP** 14
DB: 0 **Build:** 0 **Move:** 6 **MP:** 13 **Luck:** *
Luck: roll 3D6 x5

Skills

Accounting 55% (27/11)
 Charm 60% (30/12)
 Climb 80% (40/16)
 Credit Rating 22% (11/4)
 Drive (Carriage) 70% (35/17)
 History 40% (20/8)
 Language (English) 60% (30/12)
 Library Use 40% (20/8)
 Lore (Harlem) 30%
 Natural World 40% (20/8)
 Persuade 70% (40/16)
 Psychology 65% (35/15)
 Occult 30% (21/8)
 Spot Hidden 55% (27/11)
 Survival (Wilderness) 60% (30/12)
 Track 60% (30/12)

Combat

Brawl 25% (12/5), damage 1D3
 or knife 1D4
 Wheellock rifle 48% (24/9), damage 2D6+1
 Dodge 70% (35/14)



Backstory

Clark was born to a family of hunters who lived deep in the woods outside the community. Her childhood was spent free, with parents living off of the land. The family settled in Harlem after she was ten, opening a small trade shop (the Trading Post). Her father made some unknown deal with Palmer Stoddard, a former scout and watchman, and the family have remained, more or less, untroubled by white folk.

- **Description:** dresses in loose-fitting clothes; she dresses to blend into her surroundings.
- **Traits:** determined and honest.
- **Significant People:** Charles (Husband), Lily (her daughter).
- **Treasured Possession:** bear coat (skinned from the first big animal she hunted).
- **Birthplace:** New York.

YONAS ASFAW

Age: 33 **Occupation:** Farmer
Nationality: Ethiopian

STR 65 **CON** 60 **SIZ** 60 **DEX** 65 **INT** 55
APP 50 **POW** 60 **EDU** 55 **SAN** 60 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 9 **MP:** 12 **Luck:** *
Luck: roll 3D6 x5

Skills

Art/Craft (Woodwork) 60% (30/12)
Climb 40% (20/8)
Credit Rating 3% (1/1)
Fast Talk 45% (22/9)
First Aid 40% (20/5)
Navigate 55% (27/11)
Language (English) 40% (20/8)
Language (Amharic) 55% (27/11)
Listen 60% (30/12)
Persuade 65% (32/13)
Pilot (Boat) 55% (27/11)
Psychology 45% (22/9)
Spot Hidden 60% (30/12)
Stealth 50% (25/10)
Swim 36% (18/7)
Throw 45% (22/9)

Combat

Brawl 30% (15/6), damage 1D3+1D4
or knife 1D4+1D4
Shotel (curved sword) 55% (27/11), damage 1D6+1+1D4
Matchlock pistol 40% (20/8), damage 1D6+1
Dodge 40% (20/8)

Equipment

Clothes, shotel, knife, and spyglass.



Backstory

Asfaw does not discuss his earlier life, instead, he prefers to focus on the now. He has lived in Harlem for a little over three months and currently works as a cartwright. In truth, he is a former pirate attempting to make a home in Harlem far away from the horrors of his previous life.

- **Description:** athletic and toned.
- **Traits:** dutiful and humorous.
- **Significant People:** Alicia (courting waitress at the cookshop), Octavia (friend), Mathew (friend working at the ferry).
- **Meaningful Location:** his small, hand-built home outside of Harlem.
- **Treasured Possession:** an ancient urn he believes is cursed, picked up in pirating days.
- **Birthplace:** a small village in Ethiopia.

OCTAVIA PAGE

Age: 31 Occupation: Teacher
Nationality: French

STR 70 CON 55 SIZ 55 DEX 70 INT 60
APP 50 POW 55 EDU 77 SAN 55 HP 11
DB: +1D4 Build: 1 Move: 9 MP: 11 Luck: *
Luck: roll 3D6 x5

Skills

Climb 35% (17/7)
Disguise 50% (25/10)
Fast Talk 45% (22/9)
First Aid 40% (20/5)
Library Use 50% (25/10)
Language (English) 80% (40/16)
Language (French) 40% (20/8)
Language (Latin) 40% (20/8)
Listen 50% (25/10)
Natural World 60% (30/12)
Persuade 50% (25/10)
Psychology 45% (22/9)
Ride 45% (22/9)
Science (Biology) 45% (22/9)
Spot Hidden 60% (30/12)
Stealth 60% (25/10)
Throw 35% (17/7)

Combat

Brawl 35% (17/7), damage 1D3+1D4
 or knife 1D4+1D4
Dodge 45% (22/9)

Equipment

Fine clothes, a handful of coins, journal and pen, and a small knife.



Backstory

Page's story is different than most, she has spent her life in the service of France; her mistress was a diplomat who used Page as a spy, teaching her a variety of unusual skills. Her mistress, Emily, brought her to England, then to New York, and lastly to Harlem 3 years ago. Currently, Page works as a teacher of missionaries, gathering intelligence to pass on to her mistress, who is currently away in France.

- **Description:** athletic and sharply dressed.
- **Traits:** resourceful, risk-taker.
- **Significant People:** Emily (mistress), Pastor Jones (friend), and Yonis (friend).
- **Treasured Possession:** handcrafted knife.
- **Birthplace:** Paris, France.

MORGAN MATHEW MOSLEY

Age: 39 **Occupation:** Professor (Epidemiology)
Nationality: African-American

STR 55 **CON** 65 **SIZ** 65 **DEX** 50 **INT** 60
APP 55 **POW** 50 **EDU** 96 **SAN** 50 **HP** 13
DB: 0 **Build:** 0 **Move:** 7 **MP:** 10 **Luck:** *
Luck: roll 3D6 x5

Skills

Credit Rating 22% (11/4)
Drive Auto 45% (22/9)
First Aid 40% (20/5)
Library Use 50% (25/10)
Medicine 75% (37/15)
Language (English) 96% (48/19)
Language (Greek) 40% (20/8)
Language (Latin) 40% (20/8)
Persuade 65% (32/13)
Psychology 45% (22/9)
Science (Biology) 50% (25/10)
Science (Epidemiology) 70% (35/14)
Spot Hidden 60% (30/12)
Stealth 50% (25/10)

Combat

Brawl 25% (12/5), damage 1D3
.41 revolver 40% (30/12), damage 1D10
Dodge 25% (20/8)

Backstory

Mosley never talks about his early childhood nor his parents, who struggled to get him a better education and the freedom they never had. He took their pain and ran with it, running all the way to Harlem, and making a new life. He followed in Richard Theodore Reecer's footsteps and became one of the few black students to attend Harvard—his learning journey never stopped.

Years later, after numerous letters of recommendations, exceptional grades, and honed skills, he landed a tenured position at Miskatonic University under the watchful eye of Chester Armwright (Science Department head), who seems to dislike Mosley for some reason. The recent events concerning student Herbert West caused something of a scandal and, subsequently, Mosley has taken a sabbatical. He returned to Harlem to write a book, which when accomplished, he hopes will garner him some credibility and favor back at Miskatonic.



- **Description:** a striking man, who wears dark tweed suits; his rough hands belie a life of hard work.
- **Traits:** cynical and something of a know-it-all.
- **Significant People:** Nella Larsen (friend) and Diane Smith (singer and friend).
- **Meaningful Location:** the Harlem Library.
- **Treasured Possession:** Miskatonic University tenured identification letter.
- **Birthplace:** Harbormill.



PULP ADJUSTMENTS

Archetype: Hardboiled (page 19, *Pulp Cthulhu*)

Core Characteristic: change CON to 90

Hit Points: 30

Add/Adjust Skills: Firearms (Handguns) 65%, Law 30%, Spot Hidden 85%, Stealth 75%.

Talents

- **Photographic Memory:** can remember many details; gains a bonus die when making Know rolls.
- **Rapid Attack:** may spend 10 Luck points to gain one further melee attack in a single combat round.



ADELINE “BOMBER” JACKSON

Age: 24 Occupation: Nurse
Nationality: African-American

STR 45 CON 60 SIZ 50 DEX 50 INT 55
APP 55 POW 80 EDU 78 SAN 72 HP 11
DB: 0 Build: 0 Move: 8 MP: 16 Luck: *
Luck: roll 3D6 ×5

Skills

Credit Rating 16% (8/3)
Cthulhu Mythos 5% (2/1)
Drive Auto 45% (22/9)
Fast Talk 50% (25/10)
First Aid 72% (35/14)
Language (English) 78% (39/14)
Language (German) 30% (15/6)
Listen 55% (27/11)
Lore (Harlem) 25% (12/5)
Mechanical Repair 35% (17/7)
Medicine 40% (20/8)
Psychology 52% (26/10)
Science (Biology) 40% (20/8)
Science (Chemistry) 40% (20/8)
Spot Hidden 60% (30/12)

Combat

Brawl 25% (12/5), damage 1D3
Luger 40% (20/8), damage 1D10
Dodge 45% (22/9)

Backstory

Jackson would never say she was remarkable, she would just say she was trying to find a place for herself. Born with a steady hand, steel nerves, and a friendly laugh, her early life was mostly a blur of road trips; her baseball-player father bounced from one Negro League team to another, while her seamstress mother kept food on the table and taught her needlecraft. When their big break hit in 1902 (with the Philadelphia Giants), they settled into a new life, and Jackson’s love of learning took root.

The family moved to New York in 1911, when her father joined the Lincoln Giants, and Jackson began working in the Bellevue Hospital Center laundry room. In her first year, she witnessed a white nurse save a man’s life and stitch up ghastly wounds. That moment changed her life, driving her to spend countless nights reading and days at work watching and learning.

When the Red Cross needed volunteers for the Great War, Jackson went without hesitation. In 1918, she saved a



soldier from an attack by... something... a thing that wouldn’t die. Four soldiers kept shooting the thing, but it came at them out of the darkness, ripping one to pieces, shattering the sanity of two others, and sending another flying across the ground. Jackson rammed the thing with her ambulance, destroying the vehicle and possibly the thing as well—no one can be certain. She can never forget that night.

Nowadays, she lives in tenement housing in the Valley with three other young women. She spends her days working on a novel and debating with others at the Hobby Horse.

- **Description:** a steely demeanor, she dresses in simple clothes.
- **Traits:** tough.
- **Significant People:** her father, mother, and two young cousins.
- **Meaningful Location:** the Hobby Horse bookstore.
- **Treasured Possession:** a Luger she found and use to defend the wounded in France.
- **Birthplace:** Harlem.

PULP ADJUSTMENTS

Archetype: Adventurer (page 15, *Pulp Cthulhu*)

Core Characteristic: change DEX or APP to 90

Hit Points: 22

Add/Adjust Skills: Dodge 65% (if DEX 90), Drive Auto 75%, Firearms (Handgun) 70%, Science (Biology) 60%, Science (Chemistry) 60%.

Talents

- **Rapid Fire:** ignores penalty die for multiple handgun shots.
- **Horrors of War:** spend 10 Luck points to ignore temporary insanity for 1D6 rounds.

LUTHER ALEXANDER

Age: 28 **Occupation:** Conjure Man
Nationality: Martinican

STR 60 **CON** 55 **SIZ** 65 **DEX** 50 **INT** 70
APP 50 **POW** 75 **EDU** 64 **SAN** 60 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 15 **Luck:** *
Luck: *roll 3D6 x5*

Skills

Anthropology 40% (20/8)
Credit Rating 30% (15/6)
Cthulhu Mythos 10% (5/2)
Fast Talk 60% (30/12)
History 35% (17/7)
Library Use 50% (25/10)
Medicine 35% (17/7)
Occult 55% (27/11)
Language (Creole) 64% (32/12)
Language (English) 30% (15/6)
Language (French) 64% (32/12)
Language (Spanish) 40% (20/8)
Locksmith 51% (25/10)
Lore (Vampires) 40% (20/8)
Science (Astronomy) 31% (15/6)
Spot Hidden 45% (22/9)

Combat

Brawl 45% (22/9), damage 1D3+1D4
12g Shotgun 50% (25/5), damage 4D6/2D6/1D6
Dodge 25% (12/5)

Spells

Implant Fear.

Backstory

No one knows much about Alexander's past, something he keeps tight-lipped about. It's almost like he appeared out of the ether one day, to help Sam Battle catch a thief (who had previously eluded the white police).

When Alexander speaks, a trained linguist might catch occasional slips in his accent and word choices. If pressed, he simply smiles and changes the subject. For the last few years, that has been the way it is. His landlady, Ms. Herndon, has tired of asking from where he hails. He works as a conjure man, whose door is always open to those in need, and his prices are reasonable.



- **Description:** athletic, dressed in black clothing, with knowing eyes.
- **Traits:** aloof and likes to portray a mysterious aura.
- **Significant People:** Ms. Herndon (landlord) and Sam Battle (patrolman), both friends.
- **Meaningful Location:** the graveyard near Harlem Hospital.
- **Treasured Possession:** book of African fairy tales.
- **Birthplace:** Martinique.



PULP ADJUSTMENTS

Archetype: Mystic

Core Characteristic: change POW to 90

Hit Points: 24

Add/Adjust Skills: Dodge 45%, Natural World 30%, Psychometry 60%

Spells: Cast Out Devil, Powder of Ibn-Ghazi.

Talents

- **Photographic Memory:** can remember many details; gains a bonus die when making Know rolls.
- **Old Lore:** has a Lore specialism (Vampires) and gains a bonus die (or reduces the difficulty roll) for all rolls with that skill.



KAREN "EARS" WILSON

Age: 30 Occupation: Journalist
Nationality: Italian-American

STR 45 CON 65 SIZ 35 DEX 75 INT 65
APP 50 POW 60 EDU 91 SAN 60 HP 10
DB: -1 Build: -1 Move: 9 MP: 12 Luck: *
Luck: roll 3D6 x5

Skills

Art and Craft (Acting) 70% (35/14)
Art and Craft (Sketching) 50% (25/10)
Charm 60% (30/12)
Credit Rating 40% (20/8)
Fast Talk 50% (25/10)
History 60% (30/12)
Language (English) 91% (45/18)
Language (Italian) 50% (25/10)
Language (Mandarin) 25% (12/5)
Listen 70% (35/14)
Persuade 70% (35/14)
Psychology 65% (32/13)
Spot Hidden 60% (30/12)
Stealth 65% (32/13)

Combat

Brawl 25% (12/5), damage 1D3
Sword Cane 55% (27/11), damage 1D6-1
Dodge 65% (32/13)

Backstory

Since the first time Wilson asked about her father, her mother Amy (an Italian choir girl from Brooklyn) has claimed he is William Randolph Hearst. She would tell her daughter endlessly about how Hearst loved her first, before her cousin Millicent Veronica Wilson stole him away. Wilson spent much of her youth seeing the great man in action, but always at a distance. No one seemed to tell her the truth.

That constant desire for the truth is what drove Wilson to a career similar to her "father." She decided that trying to prove herself wasn't worth the effort; if he really was her father, he would step up and let her know. But that focus quickly subsided as the thrill of solving mysteries brought greater satisfaction than anything else. She works as a freelance journalist, as few newspapers are interested in employing a woman full-time, despite one attempting to write hard-hitting news. Wilson's journalistic eye is currently trained on Harlem and the impact of the Great Migration on housing conditions. A hot story like that is bound to land her a permanent job... right?



- **Description:** muscular physique, with keen eyes.
- **Traits:** an activist, ready to stick her neck out.
- **Significant People:** Amy (mother), Sarah (girlfriend).
- **Meaningful Location:** Tammany Hall, NYC.
- **Treasured Possession:** a broken camera (belonged to a lost love).
- **Birthplace:** Brooklyn.

PULP ADJUSTMENTS

Archetype: Harlequin

Core Characteristic: change APP to 90

Hit Points: 20

Add/Adjust Skills: Credit Rating 70%, Dodge 85%, Persuade 90%, Stealth 85%.

Talents

- **Hard Life:** permanently gain +5 hit points (increasing the hero's maximum hit point value).
- **Master of Disguise:** may spend 10 Luck points to gain a bonus die to Art/Craft (Acting) rolls; includes ventriloquism (able to throw voice over long distances so it appears that the sound is emanating from somewhere other than the hero). Note that if someone is trying to detect the disguise their Spot Hidden or Psychology roll's difficulty is raised to Hard.

LIAM "DEVIL" MCSHANE

Age: 31 **Occupation:** Stuntman
Nationality: Irish-American

STR 85 **CON** 80 **SIZ** 70 **DEX** 65 **INT** 50
APP 40 **POW** 50 **EDU** 43 **SAN** 43 **HP** 15
DB: +1D4 **Build:** 1 **Move:** 8 **MP** 10 **Luck:**
Luck: *roll 3D6 x5*

Skills

Climb 60% (30/12)
Credit Rating 8% (4/1)
Cthulhu Mythos 5% (2/1)
Drive Auto 50% (25/10)
Intimidate 50% (25/10)
Jump 60% (30/12)
Listen 45% (27/9)
Psychology 40% (20/8)
Ride 50% (25/10)
Spot Hidden 45% (27/9)
Stealth 60% (30/12)
Swim 60% (30/12)
Throw 50% (25/10)

Combat

Brawl 70% (35/12), damage 1D3+1D4
 (brass knuckles +2 damage)
Machete 70% (35/12), damage 1D8+1D4
Dodge 70% (35/14)

Backstory

McShane was the only son, in a family of nine, of an Irish beat cop in NYC. His father, Gareth, was a good man and taught him what he could. To help out his family, McShane took up various jobs and ended up working in a factory until a fire in which he saved a number of people's lives. The incident was reported and he was hailed a hero. The resulting publicity attracted Hollywood, and he found himself recruited to work on films as a stuntman, known as the "Death-Defying Devil." It was a nice life until Wilson Wallace, the producer who started McShane's new life, needed a favor.

The stuntman and Wallace went downtown to a warehouse, where something that can't be put into words happened. He still has nightmares about the pulsating, gelatinous mass of eyes that crawled up from the beneath the building, and Wilson's screams as he was crushed to death.

McShane fled back to New York and found that no one had work for a washed-up Hollywood type. He fell in with



a low-level crime boss (who had seen all of his movies). He gives McShane occasional odd jobs that keep him afloat.

- **Description:** a white thug, and a wall of muscle.
- **Traits:** vicious, with little to no conscience.
- **Significant People:** Owl (newsboy and biggest fan of his movies).
- **Meaningful Location:** YMCA, NYC.
- **Treasured Possession:** reel of his last unaired film.
- **Birthplace:** Harlem.



PULP ADJUSTMENTS

Archetype: Two-Fisted

Core Characteristic: change SIZ to 90

Hit Points: 30

Add/Adjust Skills: Brawl and Machete 90%, Climb 80%, Intimidate 70%, Listen 75%.

Talents

- **Hardened:** ignores Sanity point loss from attacking other humans, viewing horrific injuries, or the deceased.
- **Tough Guy:** soaks up damage, may spend 10 Luck points to shrug off up to 5 hit points worth of damage taken in one combat round.



BETTY TUESDAY

Age: 39 Occupation: Antiquarian
Nationality: African-American

STR 65 CON 60 SIZ 60 DEX 40 INT 65
APP 60 POW 70 EDU 74 SAN 63 HP 12
DB: +1D4 Build: 1 Move: 8 MP: 14 Luck: *
Luck: roll 3D6 x5

Skills

Accounting 20% (10/4)
Appraise 30% (15/6)
Credit Rating 65% (32/13)
Cthulhu Mythos 9% (4/2)
History 65% (32/13)
Language (Ancient Greek) 40% (20/8)
Language (English) 74% (37/14)
Language (French) 50% (25/12)
Language (Hyperborean) 20% (10/2)
Language (Latin) 35% (15/6)
Language (Mandarin) 50% (25/12)
Library Use 55% (27/11)
Occult 45% (22/9)
Persuade 55% (27/11)
Spot Hidden 55% (27/11)

Combat

Brawl 25% (12/5), damage 1D3+1D4
Fencing foil* (cane) 60% (30/15), damage 1D6+1D4
Dodge 20% (10/4)

*Foil is blessed: acts as a magical weapon and ignores armor.

Backstory

Tuesday was born and raised in Harlem. The Tuesdays started their business in 1885 after her father, a freed enslaved man, fled the South and started a general store in 1897. She inherited her mother's talent for languages and mastered three by the age of eight. Her parents spent what money they had to send her overseas for a formal education.

Tuesday spent a lot of time traveling after college, sending antiques back home to the family. She made a number of contacts with dubious collectors, several questionable choices, and ended up on the wrong end of the attention of the Order of the Bloated Woman, barely escaping their wrath. Tuesday returned home to Harlem and took over the family business, believing she was safer here than anywhere else. Over the years, she has built a reputation for reliably finding rare artifacts and having keen translating skills.



- **Description:** beautiful, with a youthful face.
- **Traits:** knowledgeable and adventurous.
- **Significant People:** Andre (assistant at store), Horace Vincent (illusionist friend), Jana Gersh (smuggler).
- **Meaningful Location:** the family business; she will do anything to keep it safe.
- **Treasured Possession:** her sword cane that she acquired overseas.
- **Birthplace:** Harlem.

PULP ADJUSTMENTS

Archetype: Rogue

Core Characteristic: change DEX to 90

Hit Points: 24

Add/Adjust Skills: Dodge 45%, Occult 65%, Persuade 75%, Stealth 75%.

Talents

- **Linguist:** able to determine what language is being spoken (or what is written); gains a bonus die to Language rolls.
- **Heavy Hitter:** may spend 10 Luck points to add an additional damage die when dealing out melee combat (die type depends on the weapon being used, e.g. 1D3 for unarmed combat, 1D6 for a sword, etc.)

JAKE "BLESSED" WILLIAMS

Age: 42 Occupation: Warbler
Nationality: African-American

STR 60 CON 55 SIZ 65 DEX 65 INT 65
APP 60 POW 55 EDU 45 SAN 55 HP 12
DB: +1D4 Build: 1 Move: 6 MP: 11 Luck: *
Luck: roll 3D6 x5

Skills

Art and Craft (Acting) 50% (25/10)
Art and Craft (Singing) 75% (37/15)
Charm 65% (32/15)
Fast Talk 55% (27/11)
Listen 45% (27/9)
Locksmith 45% (22/8)
Lore (Harlem) 25% (12/5)
Natural World 45% (22/9)
Psychology 45% (22/8)
Sleight of Hand 40% (20/8)
Spot Hidden 40% (20/8)
Stealth 50% (25/10)

Combat

Brawl 45% (22/9), damage 1D3+1D4
.30-06 bolt-action rifle 45% (30/12), damage 2D6+4
Dodge 40% (20/8)

Backstory

During the rare moments Williams chooses to remember the past, he recalls growing up in Brooksville, Oklahoma. It was a small, all-black town, and it was nice. Nice but quiet. Too quiet. William's family were hunters, so he learned how to kill, skin, and sell.

The family moved to New York in 1911, when her father joined the Lincoln Giants, and Jackson began working in the Bellevue Hospital Center laundry room. In her first year, she witnessed a white nurse save a man's life and stitch up ghastly wounds. That moment changed her life, driving her to spend countless nights reading and days at work watching and learning.

Williams was in the local choir, as he loved to sing and enjoyed the spotlight. His life changed the day a traveling show came to town. He ran away from home to join the troupe. Since then, it has been a life on the open road: singing, gambling, and drinking. Good luck has been a constant companion, so despite a few scrapes, he has always come out on top.



Recently, tired of traveling, Williams has washed up in Harlem. Everyone knows his name due to his voice, which seems to be able to calm a hostile crowd while bringing joys to everyone's ears. Old habits die hard, and Williams is also known for his gambling, recently leaving a crime boss penniless at the table. But such good fortune always has a price: sometimes that means living in flophouses or working menial jobs until things turn around.

- **Description:** handsome in a slightly disheveled black tuxedo.
- **Traits:** charming, the life of the party.
- **Significant People:** "Lucky" (policy runner), Duke Ellington, Nathan Wallace (café manager and boyfriend).
- **Meaningful Location:** Club Deluxe (and later the Cotton Club).
- **Treasured Possession:** .30-06 rifle that belonged to his aunt.
- **Birthplace:** Brooksville.



PULP ADJUSTMENTS

Archetype: Femme

Core Characteristic: change APP to 90

Hit Points: 24

Add/Adjust Skills: Brawl 75%, Charm 85%, Psychology 65%, Sleight of Hand 70%.

Talents

- **Born Lucky:** spend 5 Luck points and use current Luck value in place of any one skill roll (except Cthulhu Mythos).
- **Lucky:** regains an additional +1D10 Luck points when Luck Recovery rolls are made.



ROSE GOLDSTEIN

Age: 40 **Occupation:** Sociologist
Nationality: Jewish-American

STR 50 **CON** 65 **SIZ** 45 **DEX** 70 **INT** 75
APP 60 **POW** 60 **EDU** 83 **SAN** 60 **HP** 11
DB: 0 **Build:** 0 **Move:** 8 **MP:** 12 **Luck:** *
Luck: roll 3D6 x5

Skills

Anthropology 60% (30/12)
 Archeology 60% (30/12)
 History 60% (30/12)
 Language (English) 83% (41/16)
 Language (Hebrew) 45% (22/9)
 Language (Portuguese) 45% (22/9)
 Language (Yucatec Maya) 45% (22/9)
 Library Use 65% (32/13)
 Lore (Harlem) 15% (7/3)
 Persuade 55% (27/11)
 Spot Hidden 55% (27/11)

Combat

Brawl 45% (22/9), damage 1D3
 Whip 50% (25/11), damage 1D3,
 entangle
 .38 automatic 35% (17/7), damage 1D10
 Dodge 35% (17/7)

Backstory

Goldstein heralds from an upper-crust Jewish family in Arkham. Her lawyer father and nurse mother raised her in the Synagogue and attempted to impart their strongly conservative views. Much to their chagrin, they saw Goldstein follow her heart rather than their rules. She graduated in the top five percent from Brown University in Providence, Rhode Island. A talented researcher, with a flair for history, Goldstein would likely have become a teacher (as her parents wanted) if not for taking a class taught by Elsie Clews Parsons, anthropologist and feminist.

Parsons studied the Indigenous people of New Mexico and Mexico, and changed Goldstein's life. The next few years were more of a blur spent traveling with Parsons and undertaking research. Goldstein eventually settled down, getting a job as an assistant librarian in Harlem. At night, she studies the political, social, and artistic movements of her new home, desiring to understand what is going on and how Harlem will change the world. Goldstein knows



it's important, but it's not her story to tell. She occasionally teaches pre-teen Harlemites.

- **Description:** a white woman, classically elegant with a hint of mystery.
- **Traits:** studious and approachable.
- **Significant People:** her students, Ms. Williams (head librarian and unwanted mother figure).
- **Meaningful Location:** Harlem Library.
- **Treasured Possession:** a vase from New Mexico.
- **Birthplace:** Arkham.

PULP ADJUSTMENTS

Archetype: Swashbuckler

Core Characteristic: change DEX to 90

Hit Points: 22

Add/Adjust Skills: Climb 60%, Handgun 75%, Pilot (Aeroplane) 70%.

Talents

- **Alert:** never surprised in combat.
- **Resourceful:** always seems to have what they need to hand; may spend 10 Luck points (rather than make Luck roll) to find a certain useful piece of equipment (e.g. a flashlight, length of rope, a weapon, etc.) in their current location.

“OWL”

Age: 14 **Occupation:** Runner
Nationality: Venezuelan

STR 55 **CON** 45 **SIZ** 45 **DEX** 85 **INT** 60
APP 50 **POW** 80 **EDU** 40 **SAN** 80 **HP** 9
DB: 0 **Build:** 0 **Move:** 9 **MP:** 16 **Luck:** *
Luck: roll 3D6 ×5

Skills

Accounting 35% (17/7)
 Charm 50% (25/10)
 Climb 60% (30/12)
 Fast Talk 60% (30/12)
 First Aid 35% (17/7)
 Jump 45% (22/9)
 Locksmith 60% (30/12)
 Psychology 60% (30/12)
 Sleight of Hand 60% (30/12)
 Spot Hidden 50% (25/10)
 Stealth 55% (27/11)

Combat

Brawl 25% (12/5), damage 1D3
 or knife 1D4
 Dodge 80% (40/16)

Backstory

Owl’s first real memory is being held in his father’s arms while below decks of a ship with thousands of people packed around them, making it hard to breathe. A voice cried out and everyone moved onto the deck of the vessel where the freezing-cold wind greeted the crowd under a winter sun. His father, whose name he doesn’t remember, looked up in awe at something off in the distance, smiled, and then lifted Owl up to see what they had traveled so far to find... the Statue of Liberty. His father’s words still ring in his ear, “*Son, this is a land of hope and promise. If we work hard enough, all of our dreams can come true.*” That was the happiest moment of Owl’s life, as his father put a locket around his neck with a portrait of his family (father, mother, two sisters, and a younger brother).

The next memory comes from a few months later: sitting in an alleyway holding his father’s burning-hot hand tightly and crying. Of people pulling him away and saying, “...*don’t think the child has it.*” Owl was sick for over a year before being placed in an orphanage at the age of six. He saw some children leave the orphanage with families, but most did not. For the last eight years that has been his life, not knowing



who his family was, where he is from, or what it means to be connected. A year ago, he started running numbers for a small policy shop while delivering newspapers. Owl is not close to folks but knows everyone around town—and some of the best hiding places.

- **Description:** athletic and young looking, wears loose fitting clothes for easy escape.
- **Traits:** brave and smart.
- **Significant People:** Devil McShane (former stuntman), Jackson (newsstand owner), Maggie (fellow newsies), Jonny (Policy Agent).
- **Meaningful Location:** the Hobby Horse bookstore.
- **Treasured Possession:** locket with picture of family, his only link to the past
- **Birthplace:** unknown.



PULP ADJUSTMENTS

Archetype: Sidekick

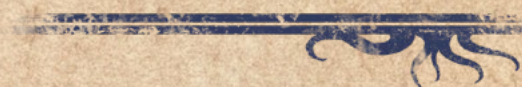
Core Characteristic: change CON to 90

Hit Points: 18

Add/Adjust Skills: Climb 65%, Electrical Repair 55%, Stealth 80%.

Talents

- **Everybody’s Pal:** you know “everyone” and can call in favors from a contact; note that favors may be called in at the discretion of the Keeper.
- **Rapid Attack:** may spend 10 Luck points to gain one further melee attack in a single combat round.



WILMA DE HURST

Age: 27 Occupation: Singer
Nationality: Russian

STR 55 CON 65 SIZ 45 DEX 70 INT 50
APP 70 POW 65 EDU 62 SAN 65 HP 11
DB: 0 Build: 0 Move: 9 MP: 13 Luck: *
Luck: roll 3D6 x5

Skills

Art and Craft (Singing) 60% (30/12)
Disguise 55% (27/11)
Firearms (Handgun) 50% (25/5)
Language (English) 40% (20/8)
Language (Russian) 62% (31/12)
Library Use 50% (25/5)
Persuade 55% (27/11)
Psychology 60% (30/12)
Spot Hidden 45% (27/9)
Stealth 60% (30/12)

Combat

Brawl 40% (20/8), damage 1D3
 or knife 1D4+2
.38 auto (& silencer) 50% (25/5), damage 1D10
Dodge 35% (17/7)

Backstory

De Hurst is an up-and-comer; no one heard of her three months ago, but now she's booking gigs all over Harlem. She's striking, with pale skin and azure eyes that seem to attract the light, while her voice is nearly hypnotic. When asked about herself, she sheepishly smiles and says, "*I am from old money, darling. I don't have to sing, but I need to sing.*"

In truth, De Hurst is actually Ditra Popov from Russia. Her mission is to find a runaway ward, Catrina Sokolov, and return her to the motherland—Sokolov wanted to become famous in America for her dancing—despite a thorough search, De Hurst is no closer to finding the missing girl.



- **Description:** pale-skinned white woman dressed in a slinky colorful dress.
- **Traits:** appears sultry and carefree; in reality, she is calculating and determined.
- **Significant People:** Anna (her girlfriend), William (her agent), Clark (a fan and patrolman).
- **Meaningful Location:** the Cotton Club.
- **Treasured Possession:** custom silenced pistol.
- **Birthplace:** Kazan (De Hurst is from Linz, Austria).

PULP ADJUSTMENTS

Archetype: Hunter

Core Characteristic: change INT to 90

Hit Points: 22

Add/Adjust Skills: Fighting (Brawl) 80%, Firearms (Handgun) 80%, Spot Hidden 75%, Stealth 80%, Track 70%.

Talents

- **Harden:** ignores Sanity point loss from attacking other humans, viewing horrific injuries, or the deceased.
- **Keen Vision:** gain a bonus die to Spot Hidden rolls.