HARLEM UNBOUND
Against the Cthulhu Mythos in 1920s Harlem

HANDOUTS

CHRISS SPIVEY
AND FRIENDS
Collected Player Handouts for All Scenarios

Hellfighters: Armory Map (Player Version)
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 madmen 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
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

“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
(Revised Version)
Blue Moon Gramophone Company
The Bronx, New York City

1. This contract is for an exclusive recording agreement between ____________________________ from here on known as “artist” and Blue Moon Gramophone Company, from here on known as “production company.”

2. This contract is for _______ complete, two-sided gramophone discs to be recorded by the artist for the label under the _______ imprint, under the conditions provided for in this contract. That is, ___________ complete recording sessions of no more than 8 hours, resulting in a master gramophone disc.

3. Production company will produce ___________ duplicates of the master recording, complete with _______ cardboard sleeves, and deliver them to ___________.

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: ___________.

7. Sessions will be recorded by ________, 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 ___________.

Signed,

“Artist”

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

Wendell Young
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 4: Farino's Note
FIGHT ENDS IN TRAGEDY

The fifteen-round fight started out well for Sir Lance Rawls, who was clearly much quicker than the older Stefano Rossi, and whose punches carried more snap. Rossi’s punches were slower but he was bigger than Rawls, and he appeared stronger. Rossi “heavy hands” delivering noticeable results. As the fight wore on, Rossi’s slow pace felt relaxed and calculated, keeping him fresh throughout the fight. Rawls, on the other hand, was taking hard damage, seemingly wearing him down as the bout wore on, and opening him up to a series of devastating punches from the plodding Rossi. At the end of the fourteenth round, Rossi looked unfazed, while Rawls was exhausted and scarcely able to stand. Despite the look of the fighters, Rawls was leading on point. All he had to do was finish on his feet and he’d win the match. 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.
“COPIOUS PULS!” EXCLAIMED GILTAMAG. AFTER HAVING HEARD THEIR ENTREATIES AND PLAIN'TIVE 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 MEWLERS FOR IN MY 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.”


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 not 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.

The Independent
January 9, 1927
resident of Harlem. The victim was named as 26-year-old Lena Morris, who has been identified as 32-year-old Maxwell Caddis, has been taken into custody pending an investigation. Caddis claims not to have the knife that 22-year-old Linden Brown had upon him with a knife and that the shooting was committed in self-defense. In the investigation, the shooting occurred near the intersection of 117th and 7th streets, shortly after 11 p.m. The shooting occurred last evening.
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
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
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)
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
Whispers Handout 8: Playbill

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

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
Book Handout 1: The Yellow Sign

Margarete Schipper (b. Margarete Merwede)  Age 34  34 Broad Street, Harlem  Married Pieter Schipper 1636. Beaten to death in the kitchen.

Peter Schipper  Age 13  34 Broad Street, Harlem  Beaten to death in the kitchen.

Maria Schipper  Age 15  34 Broad Street, Harlem  Beaten to death on stairs. Light burn marks with purple edges.

Johanna Schipper  Age 9  34 Broad Street, Harlem  Found dead in bedroom. Badly burned, flesh purple.

Jouftin Schipper  Age 6  34 Broad Street, Harlem  Found dead in bedroom. Badly burned, flesh purple.

Johannes Schipper  Age 4  34 Broad Street, Harlem  Found dead in bedroom. Badly burned, flesh purple.

Book Handout 2: Medical Records
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: *

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: *

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.

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)
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 ×5

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

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<td>SAN</td>
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DB: +1D4  Build: 1  Move: 9  MP: 11  Luck: *

Lucky: roll 3D6 × 5

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: *

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: *

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: *

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.
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%

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

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**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

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DB: +1D4  Build: 1  Move: 8  MP 10  Luck: roll 3D6 ×5

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.

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**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: *

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.

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.

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.

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: *

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

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Luck: roll 3D6 ×5

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: *

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.

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**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

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**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.

**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.