

A TIME TO HARVEST

DEATH AND DISCOVERY IN THE VERMONT HILLS

INVESTIGATOR PACK

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1920s ERA INVESTIGATOR

Name Clement Scheidegger Birthplace Interlaken, Switzerland Pronoun He/him
Occupation Geologist Residence Arkham, MA Age 52



CHARACTERISTICS	Reg	Half	Fifth	Reg	Half	Fifth	Maximum	Current	
	STR	65	32	13	SIZ	65	32	13	Hit Points
CON	65	32	13	POW	60	30	12	Magic Points	12
DEX	80	40	16	APP	50	25	10	Luck	
INT	80	40	16	EDU	80	40	16	Sanity	60
IDEA				KNOW				Insane	12

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

SKILLS	Reg	Half	Fifth	Reg	Half	Fifth	Reg	Half	Fifth		
	<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)			<input type="checkbox"/> Persuade (10%)	40	20	8
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms			<input type="checkbox"/> Pilot				
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)	50	25	10	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)			<input type="checkbox"/> Psychology (10%)				
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Intimidate (15%)			<input type="checkbox"/> Ride (05%)				
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Jump (20%)	60	30	12	<input type="checkbox"/> Geology (01%)	70	35	14
<input type="checkbox"/> Climb (20%)	65	32	13	<input type="checkbox"/> English (01%)	50	25	10	<input type="checkbox"/> Science			
Credit Rating (00%)	45	22	9	<input type="checkbox"/> Language (Other)			<input type="checkbox"/> Sleight of Hand (10%)				
Cthulhu Mythos (00%)				<input type="checkbox"/> Swiss German (EDU)	80	40	16	<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)			<input type="checkbox"/> Stealth (20%)				
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Library Use (20%)			<input type="checkbox"/> Alpine Survival (10%)	50	25	10	
<input type="checkbox"/> Drive Auto (20%)	40	20	8	<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Locksmith (01%)			<input type="checkbox"/> Throw (20%)				
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)			<input type="checkbox"/> Track (10%)	50	25	10	
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Medicine (01%)			<input type="checkbox"/>				
<input type="checkbox"/> Fighting				<input type="checkbox"/> Natural World (10%)			<input type="checkbox"/>				
<input type="checkbox"/> Firearms (Handgun) (20%)	45	22	9	<input type="checkbox"/> Navigate (10%)	60	30	12	<input type="checkbox"/>			
				<input type="checkbox"/> Occult (05%)			<input type="checkbox"/>				

COMBAT	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	Build	Dodge	Damage Bonus	
	Brawl		1D3 + DB	1	-	-	-	6	1			
	Alpenstock		1D8+DB	1	-	-	-			40	20	8
	Geology hammer		1D8+DB	1	-	-	-					
	P08 Luger	45	22	9	1D10	1 (3)	15 yds	8	99		+1D4	

My Story

Clement Scheidegger was drawn to the mountains as a small child - hardly surprising, given that he was born and raised in Interlaken, Switzerland, in the heart of the Bernese Oberland and in the shadow of some of the Swiss Alps' most famous peaks. For the most part, the mountains have been good to him and his family, providing them with a living since time immemorial.

A self-taught mountaineer and geologist, Clement is currently employed by Federated Oil and Chemical, having come to the company owner's attention through his reputation in European climbing circles. Mr. Abelard has recently sent him to Miskatonic University to assist Prof. Ashley Learmonth in their joint project in his capacity as a field geologist.

BACKSTORY

Personal Description

A stocky white man, with neatly groomed gray hair and mustache. Prefers practical, no-nonsense clothing.

Traits

Solid and reliable, with a touch of stubbornness.

Ideology & Beliefs

Having had far too many scrapes in the mountains as a young man, Clement firmly believes in the concept of a guardian angel.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

His alpenstock, which he take with him everywhere.

Encounters with Strange Entities

GEAR & POSSESSIONS

Rope, alpenstock

(combination walking stick,

iron spike, and ice axe),

geology hammer, P08

Luger pistol.

WEALTH

Spending Level \$10

Cash \$90

Assets

\$2,250

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

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

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll



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1920s ERA INVESTIGATOR

Name Edward "Teddy" Harris Birthplace Providence, RI Pronoun He/him
Occupation English student Residence Miskatonic University Age 22



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

STR	Reg 55	Half 27	Fifth 11	SIZ	Reg 65	Half 32	Fifth 13	Hit Points	Maximum 11	Current
CON	Reg 45	Half 22	Fifth 9	POW	Reg 55	Half 27	Fifth 11	Magic Points	Maximum 11	Current
DEX	Reg 40	Half 20	Fifth 8	APP	Reg 50	Half 25	Fifth 10	Luck	Starting	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 65	Half 32	Fifth 13	Sanity	Starting 55	Current
IDEA				KNOW						Insane 11

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Boat (01%)	35	17	7
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)	40	20	8	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Poetry (05%)	55	27	11	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Writing (Art / Craft)	55	27	11	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Science			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Sleight of Hand (10%)				<input type="checkbox"/> Spot Hidden (25%)	55	27	11
Credit Rating (00%)	10	5	2	<input type="checkbox"/> English (EDU)	65	32	13	<input type="checkbox"/> Stealth (20%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Survival			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)	60	30	12	<input type="checkbox"/> Swim (20%)	50	25	10
<input type="checkbox"/> Dodge (half DEX)	20	10	4	<input type="checkbox"/> Listen (20%)	60	30	12	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Fighting (Brawl) (25%)			
<input type="checkbox"/> Fast Talk (05%)	55	27	11	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Fighting			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Navigate (10%)			
				<input type="checkbox"/> Occult (05%)							

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	7
							Build 0
							Dodge 20 10 4
							Damage Bonus 0

MY STORY

Scion of one of the lesser branches of the Rhode Island Harrises, Teddy has always been something of a disappointment to his family. First, he didn't want to follow in his father's footsteps and take a job in the financial industry. Then he left Brown University after a single semester, transferring instead to Miskatonic where he claimed the curriculum - and the atmosphere - suited him

better.

Not quite estranged from his family, but not far from it, Teddy has made a new life for himself in Arkham, surrounded by the town's venerable academic institutions. He has no intention of ever returning to Providence, and intends to stay on at MU as a graduate student.

BACKSTORY

Personal Description

Teddy keeps his reddish hair cropped short. He prefers casual clothing, particularly brightly colored sleeveless sweater vests, but usually looks somewhat disheveled.

Traits

Disorganized and a little clumsy, but his heart is in the right place. He should wear his glasses more often than he does, but is a little vain about them.

Ideology & Beliefs

Injuries & Scars

Significant People

His best friend, Peter Goodwin, a fellow English student at MU. He's always been there to cheer Teddy up.

Phobias & Manias

Meaningful Locations

The Orne Library at Miskatonic University. Teddy is never so happy as when he's surrounded by books.

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Glasses, notebook full of self-written poetry, pencils.

WEALTH

Spending Level \$10

Cash \$20

Assets

\$500

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

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

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll



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1920s ERA INVESTIGATOR

Name Father Ludovick Cloutier Birthplace Quebec City, Canada Pronoun He/him
Occupation Professor of Religion Residence Arkham, MA Age 37



CHARACTERISTICS	Reg	Half	Fifth	Reg	Half	Fifth	Maximum	Current		
	STR	70	35	14	SIZ	65	32	13	Hit Points	12
CON	60	30	12	POW	80	40	16	Magic Points	16	
DEX	60	30	12	APP	60	30	12	Luck		
INT	75	37	15	EDU	85	42	17	Sanity	80	
IDEA				KNOW				Insane		16

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

SKILLS	Reg	Half	Fifth	Reg	Half	Fifth	Reg	Half	Fifth		
	<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)			<input type="checkbox"/> Persuade (10%)	55	27	11
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms			<input type="checkbox"/> Pilot				
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)			<input type="checkbox"/> Psychoanalysis (01%)				
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)	50	25	10	<input type="checkbox"/> Psychology (10%)	55	27	11
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Intimidate (15%)			<input type="checkbox"/> Ride (05%)				
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Jump (20%)			<input type="checkbox"/> Science				
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> English (01%)	50	25	10	<input type="checkbox"/> Sleight of Hand (10%)			
Credit Rating (00%)	40	20	8	<input type="checkbox"/> French (EDU)	85	42	17	<input type="checkbox"/> Spot Hidden (25%)	60	30	12
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)			<input type="checkbox"/> Stealth (20%)				
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Survival			
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Locksmith (01%)	20	10	4	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)			<input type="checkbox"/> Track (10%)				
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)	20	10	4	<input type="checkbox"/> Lore (Religion)	70	35	14
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Natural World (10%)			<input type="checkbox"/> Navigate (10%)				
<input type="checkbox"/> Fighting				<input type="checkbox"/> Occult (05%)	55	27	11	<input type="checkbox"/>			
<input type="checkbox"/> Firearms (Handgun) (20%)											

WEAPON	SKILL	DAMAGE	# of Attacks	RANGE	AMMO	MAF.	MOVE
Brawl		1D3 + DB	1	-	-	-	8
							Build 1
							Dodge 30 15 6
							Damage Bonus +1D4

My Story

Father Ludovick Cloutier was born and raised in Quebec City, Canada, the latest in a long line of Cloutiers descended from French trappers and explorers from the colony's earliest days. His widowed mother was a devout Catholic, and Ludovick entered the Seminaire de Quebec partly through his own faith and wish to serve his community, but also to make her happy.

After serving as a parish priest across Canada and the northeastern United States, Father Cloutier lost his taste for preaching and instead applied for a position as a lecturer in religion at Miskatonic University. He has learned over the last few years that he much prefers researching religion than converting people to it.

BACKSTORY

Personal Description

Father Cloutier is clean shaven with receding brown hair and sad hazel eyes. Only wears his clerical collar when lecturing or attending church services/formal occasions.

Ideology & Beliefs

Where he was once a firm believer in God, he is no longer as sure of his faith as he was in his youth.

Significant People

Meaningful Locations

Treasured Possessions

The rosary given to him by his late mother.

Traits

Has a tendency to daydream; curious; dislikes proselytizing.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Bible, rosary, flashlight.

WEALTH

Spending Level \$10

Cash \$80

Assets

\$2,000

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

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

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll



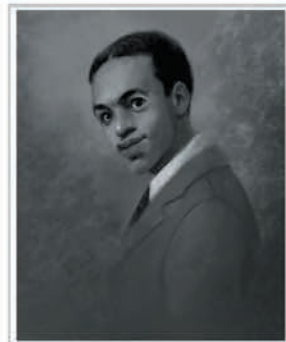
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1920s ERA INVESTIGATOR

Name Joshua Wilson Birthplace Pittsburgh, PA Pronoun He/him
Occupation Archaeology student Residence Miskatonic University Age 21



CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	65	32	13	SIZ	60	30	12	Hit Points	12	
CON	60	30	12	POW	60	30	12	Magic Points	12	
DEX	80	40	16	APP	60	30	12	Luck		
INT	70	35	14	EDU	65	32	13	Sanity	60	12

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

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Anthropology (01%)	45	22	9	<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Appraise (05%)	40	20	8	<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)	55	27	11	<input type="checkbox"/> History (05%)	45	22	9	<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)	55	27	11	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Language (Other) (01%)							
Credit Rating (00%)	10	5	2	<input type="checkbox"/> Sleight of Hand (10%)							
Cthulhu Mythos (00%)				<input type="checkbox"/> English (EDU)	65	32	13	<input type="checkbox"/> Spot Hidden (25%)	65	32	13
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Listen (20%)	55	27	11	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Medicine (01%)							
<input type="checkbox"/> Fighting				<input type="checkbox"/> Natural World (10%)							
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Navigate (10%)	50	25	10				
				<input type="checkbox"/> Occult (05%)							

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	9
							Build 1
							Dodge 40 20 8
							Damage Bonus +1D4

MY STORY

Descended from enslaved people who escaped the South via the Underground Railway in the early 19th century, Joshua's family have been involved in Pittsburgh's iron and steel industries. His parents were always determined that he would do better than hard manual labor, and were thrilled when he won a scholarship to Miskatonic University, even if it was quite a way away from home.

While he initially planned to study something related to his family's working history, he soon discovered his true love was ferreting around in the earth for clues to civilization's ancient past after helping out on an archaeological dig one summer. The irony of his choice is not lost him, especially when he's grubbing up huge amounts of dirt on a dig site - no hard manual labor, indeed!

BACKSTORY

Personal Description

Young-looking for his years, Joshua keeps his dark hair very short. He usually has a mischievous look in his eyes.

Traits

Friendly and warm, with an easygoing nature.

Ideology & Beliefs

Injuries & Scars

Significant People

His family, particularly his grandfather.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

His grandfather's pocket watch, given to him as a present by the old man when Joshua was accepted into Miskatonic University.

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, trowel, pencils,
folding ruler, flashlight,
pocket watch.

WEALTH

Spending Level \$10
Cash \$20
Assets
\$500

FELLOW INVESTIGATORS

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



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

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP
Major Wounds = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = Unconscious
Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll



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1920s ERA INVESTIGATOR

Name Mauricio Duarte Birthplace San Juancito, Honduras Pronoun He/him
Occupation Metallurgy student Residence Miskatonic University Age 20



CHARACTERISTICS

STR	Reg 85	Half 42	Fifth 17	SIZ	Reg 70	Half 35	Fifth 14	Hit Points	Maximum 13	Current
CON	Reg 60	Half 30	Fifth 12	POW	Reg 65	Half 32	Fifth 13	Magic Points	Maximum 13	Current
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 65	Half 32	Fifth 13	Luck	Starting	Current
INT	Reg 85	Half 42	Fifth 17	EDU	Reg 65	Half 32	Fifth 13	Sanity	Starting 65	Current
IDEA				KNOW				Insane		13



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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> <i>Pilot</i> (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)	40	20	8
<input type="checkbox"/> <i>Art / Craft</i> (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)	55	27	11	<input type="checkbox"/> Jump (20%)	60	30	12	<input type="checkbox"/> Chemistry (01%)	40	20	8
<input type="checkbox"/> Climb (20%)	50	25	10	<input type="checkbox"/> <i>English</i> (01%)	50	25	10	<input type="checkbox"/> <i>Science</i> Geology	45	22	9
Credit Rating (00%)	10	5	2	<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Spanish (EDU)	65	32	13	<input type="checkbox"/> Spot Hidden (25%)	55	27	11
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <i>Language (Own)</i> Law (05%)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> <i>Survival</i> (10%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)	60	30	12
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Medicine (01%)							
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Natural World (10%)	30	15	6				
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Navigate (10%)							
				<input type="checkbox"/> Occult (05%)							

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	8
Geology hammer		1D8+DB	1	-	-	-	Build 1
							Dodge 40 20 8
							Damage Bonus +1D4

MY STORY

Mauricio Duarte is a long way from his home in San Juancito, Honduras. The eldest son of one of the local silver mine's managers, he was always expected to go into the mining business in some form.

Academically gifted, Mauricio secured a Federated Oil and Chemical scholarship to study metallurgy at Miskatonic University, with a view to returning to Honduras to work as

a surveyor and researcher rather than a manager. His studies have taken a bit of a backseat, though, after he also discovered he had an aptitude for sports, which earned him his letterman status and his beloved letter sweater.

BACKSTORY

Personal Description

An athletic-looking young Honduran man. Mauricio prefers to dress casually, and is rarely seen without his letter sweater.

Ideology & Beliefs

Significant People

Meaningful Locations

The football field at Miskatonic University, site of some of his happiest sporting moments.

Treasured Possessions

His letter sweater, awarded for his services to the university's football team.

Traits

Friendly and outgoing.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, pencil, flashlight, geology hammer, letter sweater.

WEALTH

Spending Level \$10

Cash \$20

Assets

\$500

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fall > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP
Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack
Reach 0 HP without Major Wound = Unconscious
Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll



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1920s ERA INVESTIGATOR

Name Narinder Sodhi Birthplace Lahore, Punjab Pronoun She/her
Occupation Biology student Residence Arkham, MA Age 19



CHARACTERISTICS	Reg	Half	Fifth	Reg	Half	Fifth	Maximum	Current
	STR	50	25	10	SIZ	60	30	12
CON	70	35	14	POW	55	27	11	Magic Points 11
DEX	65	32	13	APP	55	27	11	Luck
INT	70	35	14	EDU	65	32	13	Sanity 55

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

SKILLS	Reg	Half	Fifth	Reg	Half	Fifth	Reg	Half	Fifth		
	<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)			<input type="checkbox"/> Persuade (10%)	50	25	10
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <i>Firearms</i>			<input type="checkbox"/> <i>Pilot</i> (01%)				
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)			<input type="checkbox"/> Psychoanalysis (01%)				
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)			<input type="checkbox"/> Psychology (10%)	50	25	10	
<input type="checkbox"/> Sketching (05%) <i>Art / Craft</i>	40	20	8	<input type="checkbox"/> Intimidate (15%)			<input type="checkbox"/> Ride (05%)				
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Jump (20%)			<input type="checkbox"/> <i>Science</i> <u>Biology</u> (01%)	45	22	9	
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> <i>Language (Other)</i> <u>English</u> (01%)	50	25	10	<input type="checkbox"/> <u>Botany</u>	40	20	8
Credit Rating (00%)	20	10	4	<input type="checkbox"/> <u>Latin</u>	30	15	6	<input type="checkbox"/> Chemistry	30	15	6
Cthulhu Mythos (00%)				<input type="checkbox"/> <i>Language (Own)</i> <u>Punjabi</u> (EDU)	65	32	13	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)			<input type="checkbox"/> Spot Hidden (25%)	55	27	11	
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> <i>Survival</i> (10%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Locksmith (01%)			<input type="checkbox"/> Throw (20%)				
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)			<input type="checkbox"/> Track (10%)				
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Medicine (01%)							
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Natural World (10%)							
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Navigate (10%)							
				<input type="checkbox"/> Occult (05%)							

COMBAT	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	Build	Dodge	Damage Bonus	
	Brawl		1D3 + DB	1	-	-	-	8	0	35	17	7

MY STORY

Narinder Sodhi is the youngest daughter of one of Miskatonic University's newest lecturers: Professor Surinder Singh Sodhi. The professor accepted a position in the Natural Sciences department at MU two years ago to get his family away from the increasingly volatile political situation in British India.

While Narinder misses her home, she is happy with the freedoms her father's transfer have given her. It is a little embarrassing to be taught biology by her father but she is enjoying her degree, even if the subject wasn't necessarily her first choice - she'd much rather be studying the arts and humanities.

BACKSTORY

Personal Description

Narinder keeps her long black hair neatly plaited. She wears a mixture of Western-style clothing and traditional Indian salwar kameez, including her dupatta (head scarf).

Ideology & Beliefs

While she did not feel ready to be baptized before she left the Punjab, Narinder does follow Sikh traditions and hopes to become Khalsa once she has graduated.

Significant People

Meaningful Locations

The University Exhibit Museum. Narinder loves wandering through the museum's halls, practicing her sketching while dreaming of other times and places.

Treasured Possessions

Traits

A bit of a dreamer; always willing to help out wherever and whenever she can.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Sketchbook, pen, pencils, flashlight.

WEALTH

Spending Level \$10

Cash \$40

Assets

\$1,000

FELLOW INVESTIGATORS

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



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

QUICK REFERENCE RULES

Skill & Characteristic Rolls

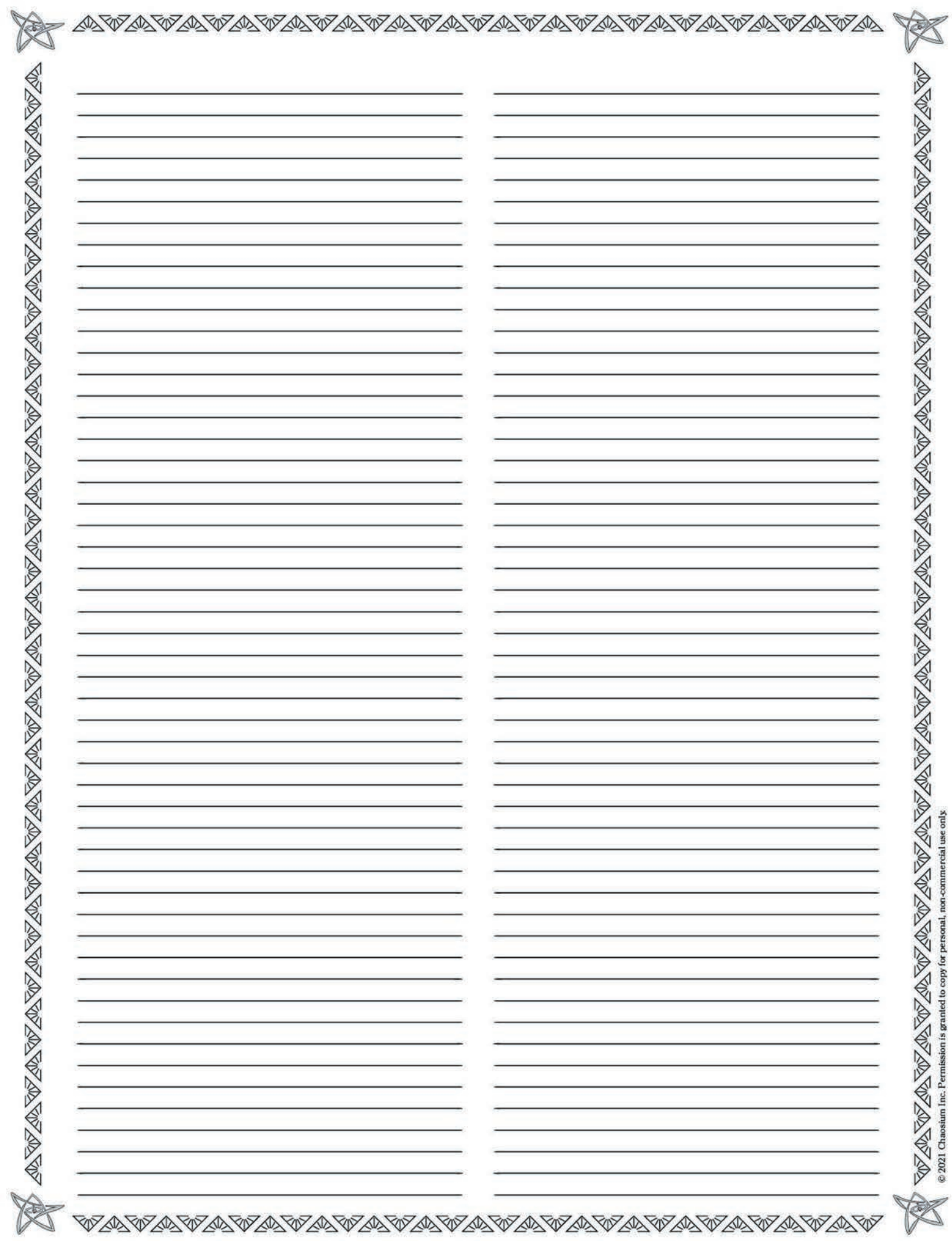
Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP
Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack
Reach 0 HP without Major Wound = Unconscious
Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll



Handwriting practice lines on the left side of the page. The section contains 20 horizontal lines, providing space for writing practice.

Handwriting practice lines on the right side of the page. The section contains 20 horizontal lines, providing space for writing practice.

A black and white portrait of a young woman with dark hair, wearing a light-colored headscarf with a dark band. She is smiling slightly and looking towards the camera. She is wearing a light-colored blouse with a dark, possibly floral, pattern. The background is a mottled grey.

CALL OF CTHULHU
40th Anniversary
1981 - 2021

[illegible]

SKILLS

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move						
Brawl	<input type="text"/>	1D3 + DB	1	-	-	-	8						
	<input type="text"/>						Build 1						
	<input type="text"/>						Dodge <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td>40</td><td>20</td><td>8</td></tr></table>	Reg	Half	Fifth	40	20	8
Reg	Half	Fifth											
40	20	8											
	<input type="text"/>						Damage Bonus +1D4						

MY STORY

Prof. Lilian Niell was born and raised in Philadelphia's Seventh Ward. Inspired to become an anthropologist in part by W. E. B du Bois' work in her childhood home, but also by her innate curiosity and desire to know what makes people tick, Lilian worked hard to gain her admission to the University of Pennsylvania's liberal arts program, where she flourished.

After graduating with flying colors from Penn, she took up a graduate research post at Miskatonic University under Prof. Roger Harrold, with a focus on African-American folklore in the Northeastern United States. Having secured her PhD, she accepted a position as a lecturer in the Anthropology Department.

BACKSTORY

Personal Description

A tall, graceful Black woman, with an innate sense of fashion and a mischievous smile.

Traits

Curious and hardworking, with a deep sense of responsibility to MU and her students.

Ideology & Beliefs

Injuries & Scars

Significant People

Her parents - they worked hard to afford her the opportunities she's had, and she will be forever grateful to them for that.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Her collection of African-American folk stories.

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, pencils, camera, film.

WEALTH

Spending Level \$10

Cash \$80

Assets

\$2,000

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP
Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack
Reach 0 HP without Major Wound = Unconscious
Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll



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1920s ERA INVESTIGATOR

Name Sofia Picado Birthplace Leon, Nicaragua Pronoun She/her
Occupation Chemistry grad student Residence Arkham, MA Age 26



CHARACTERISTICS	STR	CON	DEX	INT	Reg	Half	Fifth	SIZ	POW	APP	EDU	Reg	Half	Fifth	Hit Points	Maximum	Current	Magic Points	Starting	Current	Sanity	Starting	Current	Insane
		55	70	70	75				60	75	60	85				13			15			75		

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

SKILLS	Accounting (05%)	Reg	Half	Fifth	Firearms (Rifle/Shotgun) (25%)	Reg	Half	Fifth	Persuade (10%)	Reg	Half	Fifth
	Anthropology (01%)				Firearms				Pilot			
	Appraise (05%)				First Aid (30%)	40	20	8	Psychoanalysis (01%)			
	Archaeology (01%)				History (05%)				Psychology (10%)	60	30	12
	Art / Craft				Intimidate (15%)	50	25	10	Ride (05%)			
	Charm (15%)				Jump (20%)				Chemistry (01%)	70	35	14
	Climb (20%)				English (01%)	60	30	12	Mathematics	60	30	12
	Credit Rating (00%)	20	10	4	Language (Other)				Pharmacy	60	30	12
	Cthulhu Mythos (00%)				Spanish (EDU)	85	42	17	Sleight of Hand (10%)			
	Disguise (05%)				Law (05%)				Spot Hidden (25%)	65	32	13
	Dodge (half DEX)	35	17	7	Library Use (20%)	70	35	14	Stealth (20%)			
	Drive Auto (20%)	50	25	10	Listen (20%)	45	22	9	Survival (10%)			
	Elec. Repair (10%)				Locksmith (01%)				Swim (20%)			
	Fast Talk (05%)				Mech. Repair (10%)				Throw (20%)			
	Fighting (Brawl) (25%)				Medicine (01%)				Track (10%)			
	Fighting				Natural World (10%)							
	Firearms (Handgun) (20%)				Navigate (10%)							
					Occult (05%)							

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

MY STORY

Sofia Picado hails from Leon, the former capital of Nicaragua, and is the third child (and second daughter) of a wealthy family of intellectuals and political activists. Sofia has always been more practically-minded, though, so instead of studying philosophy or politics at the University of Leon, she studied chemistry instead.

Her skills as a research chemist were spotted by Federated Oil and Chemical's Central American talent scouts, and the company has sponsored her graduate studies at Miskatonic University. She has almost completed her PhD and hopes to take up a position at one of FOC's industrial complexes as soon as she graduates.

BACKSTORY

Personal Description

Thin and fashionably dressed. Her dark wavy hair is shingled to keep it out of her eyes and her experiments.

Traits

Focused and studious, which can be quite intimidating to those who don't know her; loyal to those she calls friends.

Ideology & Beliefs

Injuries & Scars

Significant People

Her fiancée, Gabriel Bartlett, a fellow chemistry graduate student.

Phobias & Manias

Meaningful Locations

The bandstand in Independence Square, Arkham, where Gabriel proposed to her one summer evening.

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, pen, flashlight.

WEALTH

Spending Level \$10

Cash \$40

Assets

\$1,000

FELLOW INVESTIGATORS

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



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

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll



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



CALL of CTHULHU
40th Anniversary
1981 - 2021

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

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)	60	30	12
<input type="checkbox"/> Anthropology (01%)	40	20	8	<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Appraise (05%)				<i>Firearms</i>				<i>Pilot</i>			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> History (05%)	65	32	13	<input type="checkbox"/> Psychology (10%)	60	30	12
<i>Art / Craft</i>				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Cantonese (01%)	50	25	10	<i>Science</i>			
<input type="checkbox"/> Climb (20%)				<i>Language (Other)</i>				<input type="checkbox"/> _____			
Credit Rating (00%)	10	5	2	<input type="checkbox"/> Latin	30	15	6	<input type="checkbox"/> _____			
Cthulhu Mythos (00%)				<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> English (EDU)	65	32	13	<input type="checkbox"/> Spot Hidden (25%)	65	32	13
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<i>Language (Own)</i>				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Library Use (20%)	50	25	10	<i>Survival</i>			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Listen (20%)	60	30	12	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<i>Fighting</i>				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)	20	10	4	<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
				<input type="checkbox"/> Occult (05%)	35	17	7	<input type="checkbox"/> _____			

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move						
Brawl		1D3 + DB	1	-	-	-	9						
Rock climbing hammer		1D8+DB	1	-	-	-	0						
							Dodge <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td>30</td><td>15</td><td>6</td></tr></table>	Reg	Half	Fifth	30	15	6
Reg	Half	Fifth											
30	15	6											
							Damage Bonus <table border="1"><tr><td>0</td></tr></table>	0					
0													

MY STORY

The granddaughter of one of Boston's first Chinese restaurateurs, Susan Chen (or Chen Su, to use her correct given name), never had any intention of working in the family restaurant for any longer than she had to.

Fascinated by the past, both that of her family and the country she was born in, Susan decided to head to MU to study history, much to her family's surprise.

Not that they aren't also grudgingly proud of her for becoming the first member of her family to go to university, but it's all still a long way from their traditional notion of what a young woman should be doing with her life.

BACKSTORY

Personal Description

Petite, with her black hair cut into a sensible and practical bob.

Traits

Headstrong, ambitious, and likes to have fun now she's away from home.

Ideology & Beliefs

Despite presenting herself as a thoroughly modern young woman, Susan still clings to some superstitions, particularly where colors are concerned.

Injuries & Scars

Significant People

Her parents - they might be a little old-fashioned in many respects, but they haven't tried to stop her following her dreams.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, flashlight, pencil, rock climbing hammer.

WEALTH

Spending Level \$10

Cash \$20

Assets

\$500

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fall > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP
Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack
Reach 0 HP without Major Wound = Unconscious
Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll



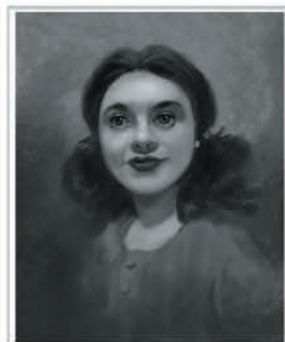
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1920s ERA INVESTIGATOR

Name Zahra Esfahani Birthplace Isfahan, Iran Pronoun She/her
Occupation Engineering grad student Residence Miskatonic University Age 25



CHARACTERISTICS	Reg	Half	Fifth	Reg	Half	Fifth	Maximum	Current
	STR	70	35	14	SIZ	60	30	12
CON	55	27	11	POW	55	27	11	Magic Points 11
DEX	65	32	13	APP	65	32	13	Luck
INT	85	42	17	EDU	80	40	16	Sanity 55

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

SKILLS	Reg	Half	Fifth	Reg	Half	Fifth	Reg	Half	Fifth		
	<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	55	27	11	<input type="checkbox"/> Persuade (10%)	50	25
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <i>Firearms</i>			<input type="checkbox"/> <i>Pilot</i> (01%)				
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)			<input type="checkbox"/> Psychoanalysis (01%)				
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)			<input type="checkbox"/> Psychology (10%)	60	30	12	
<input type="checkbox"/> Technical Drawing (05%)	55	27	11	<input type="checkbox"/> Intimidate (15%)			<input type="checkbox"/> Ride (05%)				
<input type="checkbox"/> <i>Art / Craft</i>				<input type="checkbox"/> Jump (20%)			<input type="checkbox"/> Engineering (01%)	60	30	12	
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> English (01%)	50	25	10	<input type="checkbox"/> <i>Science</i> Mathematics	60	30	12
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> <i>Language (Other)</i>			<input type="checkbox"/> Physics	60	30	12	
Credit Rating (00%)	30	15	6	<input type="checkbox"/>			<input type="checkbox"/> Sleight of Hand (10%)				
Cthulhu Mythos (00%)				<input type="checkbox"/> Persian (EDU)	80	40	16	<input type="checkbox"/> Spot Hidden (25%)	55	27	11
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <i>Language (Own)</i> Law (05%)			<input type="checkbox"/> Stealth (20%)				
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> <i>Survival</i> (10%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Locksmith (01%)			<input type="checkbox"/> Throw (20%)				
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)			<input type="checkbox"/> Track (10%)				
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Medicine (01%)			<input type="checkbox"/>				
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Natural World (10%)			<input type="checkbox"/>				
<input type="checkbox"/>				<input type="checkbox"/> Navigate (10%)			<input type="checkbox"/>				
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)			<input type="checkbox"/>				

COMBAT	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	Build	Dodge	Damage Bonus
	Brawl		1D3 + DB	1	-	-	-	9	1		
	Rifle	55 27 11	2D6+4	1	110 yds	5	100			35 17 7	+1D4

MY STORY

Zahra Esfahani grew up surrounded by the historical and architectural wonders of her home city, Isfahan, once the capital of Iran. The beauty of its buildings and bridges inspired her to train, not as an architect, but as a civil engineer, at the Dar ul-Funun polytechnic in Tehran (the forerunner of the University of Tehran).

As the only child of a wealthy Zoroastrian merchant family, Zahra is used to a comfortable life, but yearned to see more of the world, no matter what discomforts that might bring. Determined to pursue her studies, she is currently undertaking her PhD in civil engineering at Miskatonic University.

BACKSTORY

Personal Description

Zahra tends to wear her wavy dark hair in bunches. She's also very fond of chunky knitwear, as she tends to suffer from the cold in Massachusetts.

Traits

Polite, but nobody's fool. Quick to anger if she sees people being treated unfairly.

Ideology & Beliefs

Zahra is an adherent of the ancient Zoroastrian faith.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

The Bazar-e Bozorg in Isfahan, whose stalls she played amongst as a child, and where her family's business started.

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

.30-06 bolt-action rifle,
notebook, flashlight,
pencils.

WEALTH

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

FELLOW INVESTIGATORS

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



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

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP
Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack
Reach 0 HP without Major Wound = Unconscious
Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll



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PULP CTHULHU™

PULP HERO

Name Clement Scheidegger Residence Arkham, MA Age 52
 Occupation Geologist Birthplace Interlaken, Switzerland Pronoun He/him
 Archetype Steadfast



CHARACTERISTICS

STR	Reg 65	Half 32	Fifth 13	SIZ	Reg 65	Half 32	Fifth 13	Hit Points	27	Maximum	Current
CON	Reg 70	Half 35	Fifth 14	POW	Reg 60	Half 30	Fifth 12	Magic Points	12	Maximum	Current
DEX	Reg 80	Half 40	Fifth 16	APP	Reg 50	Half 25	Fifth 10	Luck	Starting	Current	
INT	Reg 80	Half 40	Fifth 16	EDU	Reg 80	Half 40	Fifth 16	Sanity	60	Current	12

IDEA KNOW

Endurance: gains a bonus die on all CON rolls.
 Nimble: does not lose next action when "diving for cover" vs. Firearms.

PULP TALENTS

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg 55	Half 27	Fifth 11	<input type="checkbox"/> Persuade (10%)	Reg 60	Half 30	Fifth 12
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> First Aid (30%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Psychology (10%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Climb (20%)	Reg 65	Half 32	Fifth 13	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> Jump (20%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Geology (01%)	Reg 70	Half 35	Fifth 14
Credit Rating (00%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> English (01%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Science			
Cthulhu Mythos (00%)				<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> Swiss German (EDU)	Reg 80	Half 40	Fifth 16	<input type="checkbox"/> Spot Hidden (25%)	Reg 55	Half 27	Fifth 11
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Language (Own)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Alpine Survival (10%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Dodge (half DEX)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Library Use (20%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Auto (20%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Track (10%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/>			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/>			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/>			
				<input type="checkbox"/> Navigate (10%)	Reg 70	Half 35	Fifth 14	<input type="checkbox"/>			
				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	6
Alpenstock		1D8+DB	1	-	-	-	Build 1
Geology hammer		1D8+DB	1	-	-	-	Dodge
P08 Luger	Reg 55 Half 27 Fifth 11	1D10	1 (3)	15 yds	8	99	40 20 8
							Damage Bonus +1D4



MY STORY

Clement Scheidegger was drawn to the mountains as a small child - hardly surprising, given that he was born and raised in Interlaken, Switzerland, in the heart of the Bernese Oberland and in the shadow of some of the Swiss Alps' most famous peaks. For the most part, the mountains have been good to him and his family, providing them with a living since time immemorial.

A self-taught mountaineer and geologist, Clement is currently employed by Federated Oil and Chemical, having come to the company owner's attention through his reputation in European climbing circles. Mr. Abelard has recently sent him to Miskatonic University to assist Prof. Ashley Learmonth in their joint project in his capacity as a field geologist.

BACKSTORY

Personal Description

A stocky white man, with neatly groomed gray hair and mustache. Prefers practical, no-nonsense clothing.

Traits

Solid and reliable, with a touch of stubbornness.

Ideology & Beliefs

Having had far too many scrapes in the mountains as a young man, Clement firmly believes in the concept of a guardian angel.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

His alpenstock, which he take with him everywhere.

Encounters with Strange Entities

GEAR & POSSESSIONS

Rope, alpenstock

(combination walking stick,

iron spike, and ice axe),

geology hammer, P08

Luger pistol.

WEALTH

Spending Level \$10

Cash \$90

Assets

\$2,250

FELLOW HEROES



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fall > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

Using Luck

Half SAN loss (SAN loss x 2 Luck)

Adjust Skill roll (1 Luck per skill point)

Avoid malfunction/melee fumble (10 Luck)

Stay conscious (1 Luck, double per round after)

Avoid Death (all Luck points spent; requires Luck ≥ 30)

Healing

Natural Healing: +2 HP per day

First Aid: +1D4 HP

Medicine: +1D4 HP



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PULP CTHULHU™

PULP HERO

Name Edward "Teddy" Harris Residence Miskatonic University Age 22
 Occupation English student Birthplace Providence, RI Pronoun He/him
 Archetype Sidekick



Photographic Memory: gains a bonus die on Know rolls.
 Quick Study: halve time for Initial & Full Reading of Mythos tomes, etc.

PULP TALENTS

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	55	27	11	SIZ	65	32	13	Hit Points	32	
CON	95	47	19	POW	55	27	11	Magic Points	11	
DEX	40	20	8	APP	50	25	10	Luck		
INT	70	35	14	EDU	65	32	13	Sanity	55	11
IDEA				KNOW						

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

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Boat (01%)	35	17	7
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Photography (05%)	45	22	9	<input type="checkbox"/> First Aid (30%)	40	20	8	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Poetry	55	27	11	<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> (01%)				<input type="checkbox"/> Science			
Credit Rating (00%)	10	5	2	<input type="checkbox"/> Language (Other)				<input type="checkbox"/>			
Cthulhu Mythos (00%)				<input type="checkbox"/> English (EDU)	65	32	13	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Spot Hidden (25%)	55	27	11
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)	60	30	12	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Listen (20%)	70	35	14	<input type="checkbox"/> Survival			
<input type="checkbox"/> Dodge (half DEX)	20	10	4	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Swim (20%)	50	25	10
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)	65	32	13	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Art/Craft (Writing)	55	27	11
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Navigate (10%)	40	20	8	<input type="checkbox"/>			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	7
							Build 0
							Dodge 20 10 4
							Damage Bonus 0



MY STORY

Scion of one of the lesser branches of the Rhode Island Harrises, Teddy has always been something of a disappointment to his family. First, he didn't want to follow in his father's footsteps and take a job in the financial industry. Then he left Brown University after a single semester, transferring instead to Miskatonic where he claimed the curriculum - and the atmosphere - suited him

better.

Not quite estranged from his family, but not far from it, Teddy has made a new life for himself in Arkham, surrounded by the town's venerable academic institutions. He has no intention of ever returning to Providence, and intends to stay on at MU as a graduate student.

BACKSTORY

Personal Description

Teddy keeps his reddish hair cropped short. He prefers casual clothing, particularly brightly colored sleeveless sweater vests, but usually looks somewhat disheveled.

Traits

Disorganized and a little clumsy, but his heart is in the right place. He should wear his glasses more often than he does, but is a little vain about them.

Ideology & Beliefs

Injuries & Scars

Significant People

His best friend, Peter Goodwin, a fellow English student at MU. He's always been there to cheer Teddy up.

Phobias & Manias

Meaningful Locations

The Orne Library at Miskatonic University. Teddy is never so happy as when he's surrounded by books.

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Glasses, notebook full of self-written poetry, pencils.

WEALTH

Spending Level \$10

Cash \$20

Assets

\$500

FELLOW HEROES



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

Using Luck

Half SAN loss (SAN loss x 2 Luck)

Adjust Skill roll (1 Luck per skill point)

Avoid malfunction/melee fumble (10 Luck)

Stay conscious (1 Luck, double per round after)

Avoid Death (all Luck points spent; requires Luck ≥ 30)

Healing

Natural Healing: +2 HP per day

First Aid: +1D4 HP

Medicine: +1D4 HP

PULP CTHULHU™

PULP HERO

Name Father Ludovick Cloutier Residence Arkham, MA Age 37
 Occupation Professor of Religion Birthplace Quebec City, Canada Pronoun He/him
 Archetype Scholar



CHARACTERISTICS

STR	Reg 70	Half 35	Fifth 14	SIZ	Reg 65	Half 32	Fifth 13	Hit Points	25	Maximum	Current
CON	Reg 60	Half 30	Fifth 12	POW	Reg 80	Half 40	Fifth 16	Magic Points	16	Maximum	Current
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 60	Half 30	Fifth 12	Luck	Starting	Current	
INT	Reg 75	Half 37	Fifth 15	EDU	Reg 85	Half 42	Fifth 17	Sanity	80	Current	16

Quick Study: halve time for Initial & Full Reading of Mythos tomes, etc.
 Resilient: may spend Luck points to shrug off Sanity loss (1 for 1).

PULP TALENTS

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg 55	Half 27	Fifth 11
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychology (10%)	Reg 55	Half 27	Fifth 11
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> History (05%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Science (01%)			
Credit Rating (00%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> English (01%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> French (EDU)	Reg 85	Half 42	Fifth 17	<input type="checkbox"/> Spot Hidden (25%)	Reg 60	Half 30	Fifth 12
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> Latin (Other)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Library Use (20%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Dodge (half DEX)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Listen (20%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Locksmith (01%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Lore (Religion)	Reg 70	Half 35	Fifth 14
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/>			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Natural World (10%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/>			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/>			
				<input type="checkbox"/> Occult (05%)	Reg 65	Half 32	Fifth 13	<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	8
							Build
							1
							Dodge
							Reg 30
							Half 15
							Fifth 6
							Damage Bonus
							+1D4



MY STORY

Father Ludovick Cloutier was born and raised in Quebec City, Canada, the latest in a long line of Cloutiers descended from French trappers and explorers from the colony's earliest days. His widowed mother was a devout Catholic, and Ludovick entered the Seminaire de Quebec partly through his own faith and wish to serve his community, but also to make her happy.

After serving as a parish priest across Canada and the northeastern United States, Father Cloutier lost his taste for preaching and instead applied for a position as a lecturer in religion at Miskatonic University. He has learned over the last few years that he much prefers researching religion than converting people to it.

BACKSTORY

Personal Description

Father Cloutier is clean shaven with receding brown hair and sad hazel eyes. Only wears his clerical collar when lecturing or attending church services/formal occasions.

Traits

Has a tendency to daydream; curious; dislikes proselytizing.

Ideology & Beliefs

Where he was once a firm believer in God, he is no longer as sure of his faith as he was in his youth.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

The rosary given to him by his late mother.

Encounters with Strange Entities

GEAR & POSSESSIONS

Bible, rosary, flashlight.

WEALTH

Spending Level \$10

Cash \$80

Assets

\$2,000

FELLOW HEROES



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fall > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

Using Luck

Half SAN loss (SAN loss x 2 Luck)

Adjust Skill roll (1 Luck per skill point)

Avoid malfunction/melee fumble (10 Luck)

Stay conscious (1 Luck, double per round after)

Avoid Death (all Luck points spent; requires Luck ≥ 30)

Healing

Natural Healing: +2 HP per day

First Aid: +1D4 HP

Medicine: +1D4 HP



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Handwritten notes on the right page of a lined notebook. The text is illegible due to blurring.

PULP CTHULHU™

PULP HERO

Name Joshua Wilson Residence Miskatonic University Age 21
 Occupation Archaeology student Birthplace Pittsburgh, PA Pronoun He/him
 Archetype Explorer



CHARACTERISTICS

STR	Reg 65	Half 32	Fifth 13	SIZ	Reg 60	Half 30	Fifth 12	Hit Points	24	Maximum	Current
CON	Reg 60	Half 30	Fifth 12	POW	Reg 65	Half 32	Fifth 13	Magic Points	13	Maximum	Current
DEX	Reg 80	Half 40	Fifth 16	APP	Reg 60	Half 30	Fifth 12	Luck	Starting	Current	
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 65	Half 32	Fifth 13	Sanity	65	Current	13

Resilient: may spend Luck points to shrug off Sanity loss (1-for-1).
 Resourceful: may spend 10 Luck points to find a useful item.

PULP TALENTS

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Appraise (05%)	40	20	8	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)	65	32	13	<input type="checkbox"/> Firearms				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Charm (15%)	55	27	11	<input type="checkbox"/> History (05%)	45	22	9	<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Climb (20%)	40	20	8	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> Jump (20%)	40	20	8	<input type="checkbox"/> Science (01%)			
Credit Rating (00%)	10	5	2	<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> English (EDU)	65	32	13	<input type="checkbox"/> Spot Hidden (25%)	65	32	13
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)	40	20	8
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Listen (20%)	55	27	11	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Anthropology	45	22	9
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Natural World (10%)	40	20	8	<input type="checkbox"/>			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Navigate (10%)	50	25	10	<input type="checkbox"/>			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	9
							Build 1
							Dodge 40 20 8
							Damage Bonus +1D4



MY STORY

Descended from enslaved people who escaped the South via the Underground Railway in the early 19th century, Joshua's family have been involved in Pittsburgh's iron and steel industries. His parents were always determined that he would do better than hard manual labor, and were thrilled when he won a scholarship to Miskatonic University, even if it was quite a way away from home.

While he initially planned to study something related to his family's working history, he soon discovered his true love was ferreting around in the earth for clues to civilization's ancient past after helping out on an archaeological dig one summer. The irony of his choice is not lost on him, especially when he's grubbing up huge amounts of dirt on a dig site - no hard manual labor, indeed!

BACKSTORY

Personal Description

Young-looking for his years, Joshua keeps his dark hair very short. He usually has a mischievous look in his eyes.

Traits

Friendly and warm, with an easygoing nature.

Ideology & Beliefs

Injuries & Scars

Significant People

His family, particularly his grandfather.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

His grandfather's pocket watch, given to him as a present by the old man when Joshua was accepted into Miskatonic University.

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, trowel, pencils,
folding ruler, flashlight,
pocket watch.

WEALTH

Spending Level \$10
Cash \$20
Assets
\$500

FELLOW HEROES



Char. Player
Char. Player
Char. Player

Char. Player
Char. Player
Char. Player

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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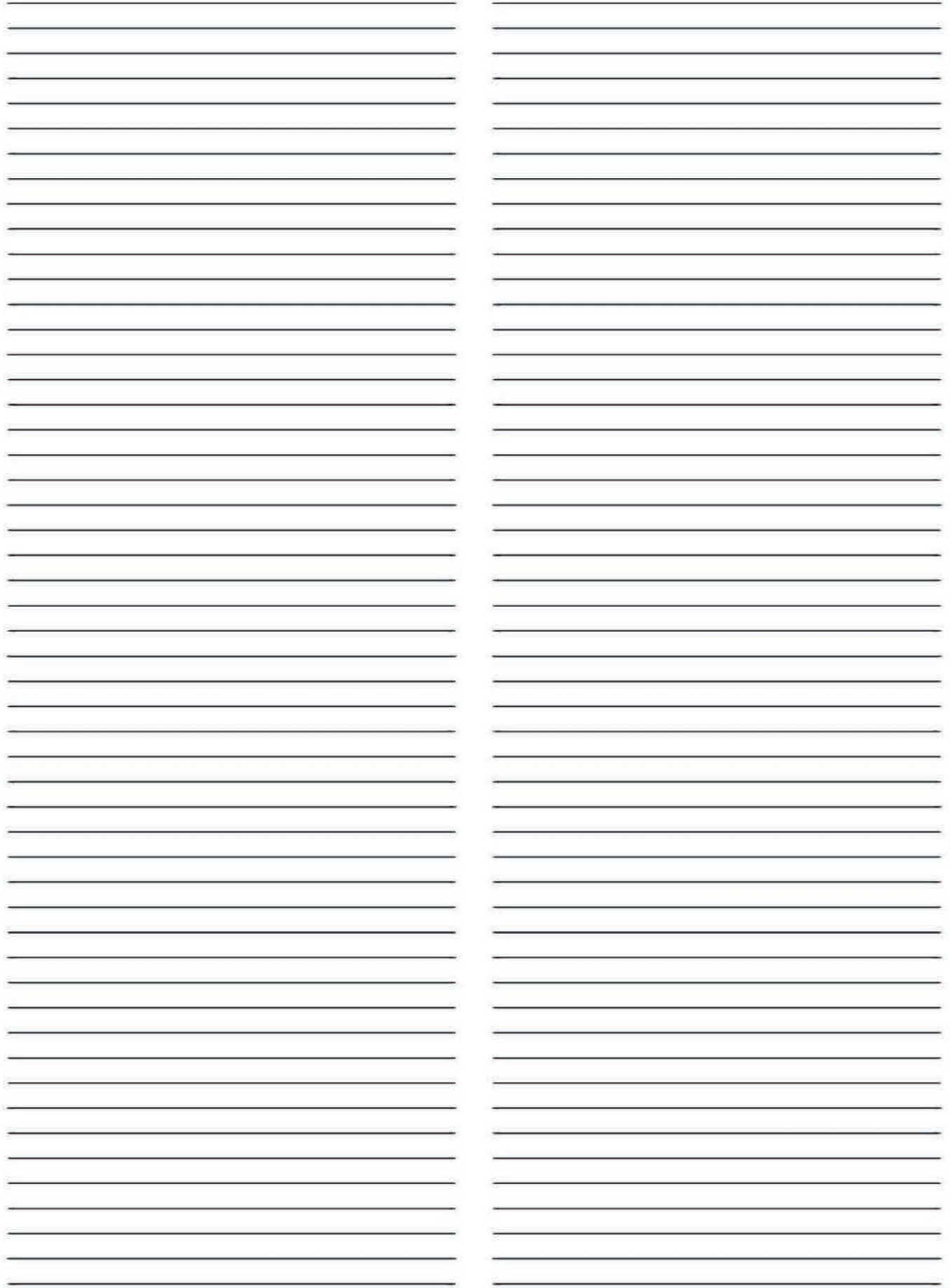
Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

Using Luck

- Half SAN loss (SAN loss x 2 Luck)
- Adjust Skill roll (1 Luck per skill point)
- Avoid malfunction/melee fumble (10 Luck)
- Stay conscious (1 Luck, double per round after)
- Avoid Death (all Luck points spent; requires Luck ≥ 30)

Healing

Natural Healing: +2 HP per day
First Aid: +1D4 HP Medicine: +1D4 HP



PULP CTHULHU™

PULP HERO

Name Mauricio Duarte Residence Miskatonic University Age 20
 Occupation Metallurgy student Birthplace San Juancito, Honduras Pronoun He/him
 Archetype Beefcake



CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	95	47	19	SIZ	70	35	14	Hit Points	26	
CON	60	30	12	POW	65	32	13	Magic Points	13	
DEX	70	35	14	APP	65	32	13	Luck		
INT	85	42	17	EDU	65	32	13	Sanity	65	13

IDEA KNOW

Nimble: doesn't lose next action when "diving for cover" vs. firearms.
 Tough Guy: may spend 10 Luck points to shrug off up to 5 damage.

PULP TALENTS

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

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Charm (15%)	55	27	11	<input type="checkbox"/> History (05%)				<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Climb (20%)	60	30	12	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> Jump (20%)	60	30	12	<input type="checkbox"/> Chemistry (01%)	40	20	8
Credit Rating (00%)	10	5	2	<input type="checkbox"/> English (01%)	50	25	10	<input type="checkbox"/> Geology (01%)	45	22	9
Cthulhu Mythos (00%)				<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> Spanish (EDU)	65	32	13	<input type="checkbox"/> Spot Hidden (25%)	55	27	11
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Listen (20%)	60	30	12	<input type="checkbox"/> Swim (20%)	50	25	10
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)	75	37	15
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)							
<input type="checkbox"/> Fighting (Brawl) (25%)	50	25	10	<input type="checkbox"/> Natural World (10%)	30	15	6				
<input type="checkbox"/> Fighting				<input type="checkbox"/> Navigate (10%)							
				<input type="checkbox"/> Occult (05%)							

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	50 25 10	1D3 + DB	1	-	-	-	8
Geology hammer	50 25 10	1D8+DB	1	-	-	-	2

Dodge 40 20 8
 Damage Bonus +1D6



MY STORY

Mauricio Duarte is a long way from his home in San Juancito, Honduras. The eldest son of one of the local silver mine's managers, he was always expected to go into the mining business in some form.

Academically gifted, Mauricio secured a Federated Oil and Chemical scholarship to study metallurgy at Miskatonic University, with a view to returning to Honduras to work as

a surveyor and researcher rather than a manager. His studies have taken a bit of a backseat, though, after he also discovered he had an aptitude for sports, which earned him his letterman status and his beloved letter sweater.

BACKSTORY

Personal Description

An athletic-looking young Honduran man. Mauricio prefers to dress casually, and is rarely seen without his letter sweater.

Traits

Friendly and outgoing.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

The football field at Miskatonic University, site of some of his happiest sporting moments.

Arcane Tomes & Spells

Treasured Possessions

His letter sweater, awarded for his services to the university's football team.

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, pencil, flashlight, geology hammer, letter sweater.

WEALTH

Spending Level \$10

Cash \$20

Assets

\$500

FELLOW HEROES



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fall > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

Using Luck

Half SAN loss (SAN loss x 2 Luck)

Adjust Skill roll (1 Luck per skill point)

Avoid malfunction/melee fumble (10 Luck)

Stay conscious (1 Luck, double per round after)

Avoid Death (all Luck points spent; requires Luck ≥ 30)

Healing

Natural Healing: +2 HP per day

First Aid: +1D4 HP

Medicine: +1D4 HP



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

PULP CTHULHU™

PULP HERO

Name Narinder Sodhi Residence Arkham, MA Age 19
 Occupation Biology student Birthplace Lahore, Punjab Pronoun She/her
 Archetype Dreamer



CHARACTERISTICS

	Reg	Half	Fifth
STR	50	25	10
CON	70	35	14
DEX	65	32	13
INT	70	35	14
IDEA			
SIZ	60	30	12
POW	70	35	14
APP	55	27	11
EDU	65	32	13
KNOW			

Hit Points 26 Maximum Current
 Magic Points 14 Maximum Current
 Luck Starting Current
 Sanity 70 Starting Current Insane 14

Keen Hearing: gains a bonus die on Listen rolls.

Keen Vision: gains a bonus die on Spot Hidden rolls.

PULP TALENTS

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

SKILLS

	Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)			
<input type="checkbox"/> Appraise (05%)			
<input type="checkbox"/> Archaeology (01%)			
<input type="checkbox"/> Sketching (05%) <small>Art / Craft</small>	60	30	12
<input type="checkbox"/> Charm (15%)			
<input type="checkbox"/> Climb (20%)			
<input type="checkbox"/> Computer Use (00%)			
Credit Rating (00%)	20	10	4
Cthulhu Mythos (00%)			
<input type="checkbox"/> Demolitions (01%)			
<input type="checkbox"/> Disguise (05%)			
<input type="checkbox"/> Diving (01%)			
<input type="checkbox"/> Dodge (half DEX)	35	17	7
<input type="checkbox"/> Drive Auto (20%)			
<input type="checkbox"/> Elec. Repair (10%)			
<input type="checkbox"/> Fast Talk (05%)			
<input type="checkbox"/> Fighting (Brawl) (25%) <small>Fighting</small>			
<input type="checkbox"/> Firearms (Handgun) (20%)			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <small>Firearms</small>			
<input type="checkbox"/> First Aid (30%)			
<input type="checkbox"/> History (05%)			
<input type="checkbox"/> Intimidate (15%)			
<input type="checkbox"/> Jump (20%)			
<input type="checkbox"/> English (01%) <small>Language (Other)</small>	50	25	10
<input type="checkbox"/> Latin	50	25	10
<input type="checkbox"/> Punjabi (EDU) <small>Language (Own)</small>	65	32	13
<input type="checkbox"/> Law (05%)			
<input type="checkbox"/> Library Use (20%)	60	30	12
<input type="checkbox"/> Listen (20%)	60	30	12
<input type="checkbox"/> Locksmith (01%)			
<input type="checkbox"/> Mech. Repair (10%)			
<input type="checkbox"/> Medicine (01%)			
<input type="checkbox"/> Natural World (10%)	30	15	6
<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Occult (05%)	25	12	5
<input type="checkbox"/> Persuade (10%)	50	25	10
<input type="checkbox"/> Pilot			
<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Biology (01%) <small>Science</small>	45	22	9
<input type="checkbox"/> Botany	40	20	8
<input type="checkbox"/> Chemistry	30	15	6
<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Spot Hidden (25%)	55	27	11
<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Survival			
<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Track (10%)			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	8
							Build 0
							Dodge <u>35</u> <u>17</u> <u>7</u>
							Damage Bonus <u>0</u>



MY STORY

Narinder Sodhi is the youngest daughter of one of Miskatonic University's newest lecturers: Professor Surinder Singh Sodhi. The professor accepted a position in the Natural Sciences department at MU two years ago to get his family away from the increasingly volatile political situation in British India.

While Narinder misses her home, she is happy with the freedoms her father's transfer have given her. It is a little embarrassing to be taught biology by her father but she is enjoying her degree, even if the subject wasn't necessarily her first choice - she'd much rather be studying the arts and humanities.

BACKSTORY

Personal Description

Narinder keeps her long black hair neatly plaited. She wears a mixture of Western-style clothing and traditional Indian salwar kameez, including her dupatta (head scarf).

Traits

A bit of a dreamer; always willing to help out wherever and whenever she can.

Ideology & Beliefs

While she did not feel ready to be baptized before she left the Punjab, Narinder does follow Sikh traditions and hopes to become Khalsa once she has graduated.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

The University Exhibit Museum. Narinder loves wandering through the museum's halls, practicing her sketching while dreaming of other times and places.

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Sketchbook, pen, pencils, flashlight.

WEALTH

Spending Level \$10

Cash \$40

Assets

\$1,000

FELLOW HEROES



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

Using Luck

Half SAN loss (SAN loss x 2 Luck)

Adjust Skill roll (1 Luck per skill point)

Avoid malfunction/melee fumble (10 Luck)

Stay conscious (1 Luck, double per round after)

Avoid Death (all Luck points spent; requires Luck ≥ 30)

Healing

Natural Healing: +2 HP per day

First Aid: +1D4 HP

Medicine: +1D4 HP



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Handwriting practice lines on the right side of the page. The page contains 20 horizontal lines for writing, spaced evenly across the right half of the page.

PULP CTHULHU™

PULP HERO

Name Prof. Lilian Neill Residence Arkham, MA Age 39
 Occupation Anthropology Professor Birthplace Philadelphia, PA Pronoun She/her
 Archetype Steadfast



CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 75	Half 37	Fifth 15	Hit Points	Maximum 30	Current
CON	Reg 75	Half 37	Fifth 15	POW	Reg 80	Half 40	Fifth 16	Magic Points	Maximum 16	Current
DEX	Reg 80	Half 40	Fifth 16	APP	Reg 70	Half 35	Fifth 14	Luck	Starting	Current
INT	Reg 85	Half 42	Fifth 17	EDU	Reg 90	Half 45	Fifth 18	Sanity	Starting 80	Current

Alert: never surprised in combat.

Arcane Insight: halve time to learn spells and gain a bonus die on spell casting rolls.

PULP TALENTS

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Persuade (10%)	Reg 60	Half 30	Fifth 12
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Photography (05%)	55	27	11	<input type="checkbox"/> First Aid (30%)	50	25	10	<input type="checkbox"/> Psychology (10%)	65	32	13
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> History (05%)	70	35	14	<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Science (01%)			
Credit Rating (00%)	40	20	8	<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/>			
Cthulhu Mythos (00%)				<input type="checkbox"/> English (EDU)	90	45	18	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Spot Hidden (25%)	75	37	15
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)	70	35	14	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Auto (20%)	40	20	8	<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Natural World (10%)	60	30	12	<input type="checkbox"/> Anthropology	60	30	12
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Navigate (10%)	40	20	8	<input type="checkbox"/> African-American Folklore	60	30	12
<input type="checkbox"/> Fighting				<input type="checkbox"/> Occult (05%)	40	20	8	<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	8
							Build 1
							Dodge 40 20 8
							Damage Bonus +1D4



MY STORY

Prof. Lilian Niell was born and raised in Philadelphia's Seventh Ward. Inspired to become an anthropologist in part by W. E. B du Bois' work in her childhood home, but also by her innate curiosity and desire to know what makes people tick, Lilian worked hard to gain her admission to the University of Pennsylvania's liberal arts program, where she flourished.

After graduating with flying colors from Penn, she took up a graduate research post at Miskatonic University under Prof. Roger Harrold, with a focus on African-American folklore in the Northeastern United States. Having secured her PhD, she accepted a position as a lecturer in the Anthropology Department.

BACKSTORY

Personal Description

A tall, graceful Black woman, with an innate sense of fashion and a mischievous smile.

Traits

Curious and hardworking, with a deep sense of responsibility to MU and her students.

Ideology & Beliefs

Injuries & Scars

Significant People

Her parents - they worked hard to afford her the opportunities she's had, and she will be forever grateful to them for that.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Her collection of African-American folk stories.

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, pencils, camera, film.

WEALTH

Spending Level \$10

Cash \$80

Assets

\$2,000

FELLOW HEROES



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fall > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

Using Luck

Half SAN loss (SAN loss x 2 Luck)

Adjust Skill roll (1 Luck per skill point)

Avoid malfunction/melee fumble (10 Luck)

Stay conscious (1 Luck, double per round after)

Avoid Death (all Luck points spent; requires Luck ≥ 30)

Healing

Natural Healing: +2 HP per day

First Aid: +1D4 HP

Medicine: +1D4 HP



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Handwritten notes on the right page of a lined notebook. The notes are written in cursive and cover most of the page. The text is mostly illegible due to the cursive style and blurring, but appears to be a continuous paragraph or list of notes.

PULP CTHULHU™

PULP HERO

Name Sofia Picado Residence Arkham, MA Age 26
 Occupation Chemistry grad student Birthplace Leon, Nicaragua Pronoun She/her
 Archetype Scholar



CHARACTERISTICS

	Reg	Half	Fifth
STR	55	27	11
CON	70	35	14
DEX	70	35	14
INT	75	37	15

	Reg	Half	Fifth
SIZ	60	30	12
POW	75	37	15
APP	60	30	12
EDU	85	42	17

Hit Points 26 Maximum 26 Current 26

Magic Points 15 Maximum 15 Current 15

Luck 75 Starting 75 Current 75 Insane 15

Sanity 75 Starting 75 Current 75 Insane 15

Resourceful: may spend 10 Luck points to find a useful item.

Strong Willed: gains a bonus die on POW rolls.

PULP TALENTS

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

SKILLS

	Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)			
<input type="checkbox"/> Appraise (05%)			
<input type="checkbox"/> Archaeology (01%)			
<input type="checkbox"/> <u>Art / Craft</u> (05%)			
<input type="checkbox"/> Charm (15%)			
<input type="checkbox"/> Climb (20%)			
<input type="checkbox"/> Computer Use (00%)			
Credit Rating (00%)	20	10	4
Cthulhu Mythos (00%)			
<input type="checkbox"/> Demolitions (01%)			
<input type="checkbox"/> Disguise (05%)			
<input type="checkbox"/> Diving (01%)			
<input type="checkbox"/> Dodge (half DEX)	35	17	7
<input type="checkbox"/> Drive Auto (20%)	50	25	10
<input type="checkbox"/> Elec. Repair (10%)			
<input type="checkbox"/> Fast Talk (05%)			
<input type="checkbox"/> Fighting (Brawl) (25%)			
<input type="checkbox"/> <u>Fighting</u>			
<input type="checkbox"/> Firearms (Handgun) (20%)			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)			
<input type="checkbox"/> <u>Firearms</u>			
<input type="checkbox"/> First Aid (30%)	40	20	8
<input type="checkbox"/> History (05%)			
<input type="checkbox"/> Intimidate (15%)	50	25	10
<input type="checkbox"/> Jump (20%)			
<input type="checkbox"/> English (01%)	60	30	12
<input type="checkbox"/> <u>Language (Other)</u>			
<input type="checkbox"/> Spanish (EDU)	85	42	17
<input type="checkbox"/> <u>Language (Own)</u>			
<input type="checkbox"/> Law (05%)			
<input type="checkbox"/> Library Use (20%)	70	35	14
<input type="checkbox"/> Listen (20%)	45	22	9
<input type="checkbox"/> Locksmith (01%)			
<input type="checkbox"/> Mech. Repair (10%)			
<input type="checkbox"/> Medicine (01%)			
<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> <u>Pilot</u> (01%)			
<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Psychology (10%)	60	30	12
<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Botany (01%)	60	30	12
<input type="checkbox"/> <u>Science</u>			
<input type="checkbox"/> Chemistry	90	45	18
<input type="checkbox"/> Mathematics	70	35	14
<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Spot Hidden (25%)	65	32	13
<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> <u>Survival</u> (10%)			
<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> <u>Science (Pharmacy)</u>	70	35	14

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	8
							Build 0
							Dodge <u>35</u> <u>17</u> <u>7</u>
							Damage Bonus <u>0</u>



MY STORY

Sofia Picado hails from Leon, the former capital of Nicaragua, and is the third child (and second daughter) of a wealthy family of intellectuals and political activists. Sofia has always been more practically-minded, though, so instead of studying philosophy or politics at the University of Leon, she studied chemistry instead.

Her skills as a research chemist were spotted by Federated Oil and Chemical's Central American talent scouts, and the company has sponsored her graduate studies at Miskatonic University. She has almost completed her PhD and hopes to take up a position at one of FOC's industrial complexes as soon as she graduates.

BACKSTORY

Personal Description

Thin and fashionably dressed. Her dark wavy hair is shingled to keep it out of her eyes and her experiments.

Traits

Focused and studious, which can be quite intimidating to those who don't know her; loyal to those she calls friends.

Ideology & Beliefs

Injuries & Scars

Significant People

Her fiancée, Gabriel Bartlett, a fellow chemistry graduate student.

Phobias & Manias

Meaningful Locations

The bandstand in Independence Square, Arkham, where Gabriel proposed to her one summer evening.

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, pen, flashlight.

WEALTH

Spending Level \$10

Cash \$40

Assets

\$1,000

FELLOW HEROES



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

Using Luck

Half SAN loss (SAN loss x 2 Luck)

Adjust Skill roll (1 Luck per skill point)

Avoid malfunction/melee fumble (10 Luck)

Stay conscious (1 Luck, double per round after)

Avoid Death (all Luck points spent; requires Luck ≥ 30)

Healing

Natural Healing: +2 HP per day

First Aid: +1D4 HP

Medicine: +1D4 HP

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

PULP CTHULHU™

PULP HERO

Name Susan Chen (Chen Su) Residence Miskatonic University Age 19
 Occupation History student Birthplace Boston, MA Pronoun She/her
 Archetype Seeker



CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	60	30	12	SIZ	50	25	10	Hit Points	21	
CON	55	27	11	POW	75	37	15	Magic Points	15	
DEX	60	30	12	APP	65	32	13	Luck		
INT	85	42	17	EDU	65	32	13	Sanity	75	15
IDEA				KNOW						

Keen Hearing: gains a bonus die on Listen rolls.

Strong Willed: gains a bonus die on POW rolls.

PULP TALENTS

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

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Persuade (10%)	60	30	12
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychology (10%)	70	35	14
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> History (05%)	75	37	15	<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Science (01%)			
Credit Rating (00%)	10	5	2	<input type="checkbox"/> Cantonese (01%)	50	25	10	<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Latin (Other)	30	15	6	<input type="checkbox"/> Spot Hidden (25%)	75	37	15
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> English (EDU)	65	32	13	<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Library Use (20%)	60	30	12	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Listen (20%)	70	35	14	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Anthropology	40	20	8
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Occult (05%)	55	27	11
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Natural World (10%)	20	10	4				
<input type="checkbox"/> Fighting				<input type="checkbox"/> Navigate (10%)							

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	9
Rock climbing hammer		1D8+DB	1	-	-	-	0

Dodge

Reg	Half	Fifth
30	15	6

Damage Bonus

0



MY STORY

The granddaughter of one of Boston's first Chinese restaurateurs, Susan Chen (or Chen Su, to use her correct given name), never had any intention of working in the family restaurant for any longer than she had to. Fascinated by the past, both that of her family and the country she was born in, Susan decided to head to MU to study history, much to her family's surprise.

Not that they aren't also grudgingly proud of her for becoming the first member of her family to go to university, but it's all still a long way from their traditional notion of what a young woman should be doing with her life.

BACKSTORY

Personal Description

Petite, with her black hair cut into a sensible and practical bob.

Traits

Headstrong, ambitious, and likes to have fun now she's away from home.

Ideology & Beliefs

Despite presenting herself as a thoroughly modern young woman, Susan still clings to some superstitions, particularly where colors are concerned.

Injuries & Scars

Significant People

Her parents - they might be a little old-fashioned in many respects, but they haven't tried to stop her following her dreams.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, flashlight, pencil, rock climbing hammer.

WEALTH

Spending Level \$10

Cash \$20

Assets

\$500

FELLOW HEROES



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fall > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

Using Luck

Half SAN loss (SAN loss x 2 Luck)

Adjust Skill roll (1 Luck per skill point)

Avoid malfunction/melee fumble (10 Luck)

Stay conscious (1 Luck, double per round after)

Avoid Death (all Luck points spent; requires Luck ≥ 30)

Healing

Natural Healing: +2 HP per day

First Aid: +1D4 HP

Medicine: +1D4 HP



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PULP CTHULHU™

PULP HERO

Name Zahra Esfahani Residence Miskatonic University Age 25
 Occupation Engineering grad student Birthplace Isfahan, Iran Pronoun She/her
 Archetype Egghead



CHARACTERISTICS

	Reg	Half	Fifth
STR	70	35	14
CON	55	27	11
DEX	65	32	13
INT	85	42	17
SIZ	60	30	12
POW	55	27	11
APP	65	32	13
EDU	85	42	17

Hit Points 23 Maximum 23 Current 23
 Magic Points 11 Maximum 11 Current 11
 Luck Starting Current Insane
 Sanity 55 Current 11

Sharp Witted: bonus die on INT (but not Idea) rolls.

Strong Willed: bonus die on POW rolls.

PULP TALENTS

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

SKILLS

	Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)			
<input type="checkbox"/> Appraise (05%)			
<input type="checkbox"/> Archaeology (01%)			
<input type="checkbox"/> Technical Drawing (05%) <i>Art / Craft</i>	55	27	11
<input type="checkbox"/> Charm (15%)			
<input type="checkbox"/> Climb (20%)			
<input type="checkbox"/> Computer Use (00%)			
Credit Rating (00%)	30	15	6
Cthulhu Mythos (00%)			
<input type="checkbox"/> Demolitions (01%)			
<input type="checkbox"/> Disguise (05%)			
<input type="checkbox"/> Diving (01%)			
<input type="checkbox"/> Dodge (half DEX)	35	17	7
<input type="checkbox"/> Drive Auto (20%)			
<input type="checkbox"/> Elec. Repair (10%)	50	25	10
<input type="checkbox"/> Fast Talk (05%)			
<input type="checkbox"/> Fighting (Brawl) (25%) <i>Fighting</i>			
<input type="checkbox"/> Firearms (Handgun) (20%)			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <i>Firearms</i>	55	27	11
<input type="checkbox"/> First Aid (30%)			
<input type="checkbox"/> History (05%)			
<input type="checkbox"/> Intimidate (15%)			
<input type="checkbox"/> Jump (20%)			
<input type="checkbox"/> English (01%) <i>Language (Other)</i>	50	25	10
<input type="checkbox"/> Persian (EDU) <i>Language (Own)</i>	85	42	17
<input type="checkbox"/> Law (05%)			
<input type="checkbox"/> Library Use (20%)	60	30	12
<input type="checkbox"/> Listen (20%)	50	25	10
<input type="checkbox"/> Locksmith (01%)			
<input type="checkbox"/> Mech. Repair (10%)	50	25	10
<input type="checkbox"/> Medicine (01%)			
<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Persuade (10%)	50	25	10
<input type="checkbox"/> Pilot			
<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Psychology (10%)	60	30	12
<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Engineering (01%) <i>Science</i>	70	35	14
<input type="checkbox"/> Mathematics	70	35	14
<input type="checkbox"/> Physics	70	35	14
<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Spot Hidden (25%)	55	27	11
<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Track (10%)			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	9
Rifle	55 27 11	2D6+4	1	110 yds	4	99	1

Dodge 35 17 7
 Damage Bonus +1D4



MY STORY

Zahra Esfahani grew up surrounded by the historical and architectural wonders of her home city, Isfahan, once the capital of Iran. The beauty of its buildings and bridges inspired her to train, not as an architect, but as a civil engineer, at the Dar ul-Funun polytechnic in Tehran (the forerunner of the University of Tehran).

As the only child of a wealthy Zoroastrian merchant family, Zahra is used to a comfortable life, but yearned to see more of the world, no matter what discomforts that might bring. Determined to pursue her studies, she is currently undertaking her PhD in civil engineering at Miskatonic University.

BACKSTORY

Personal Description

Zahra tends to wear her wavy dark hair in bunches. She's also very fond of chunky knitwear, as she tends to suffer from the cold in Massachusetts.

Traits

Polite, but nobody's fool. Quick to anger if she sees people being treated unfairly.

Ideology & Beliefs

Zahra is an adherent of the ancient Zoroastrian faith.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

The Bazar-e Bozorg in Isfahan, whose stalls she played amongst as a child, and where her family's business started.

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Winchester M1895 rifle,
notebook, flashlight,
pencils.

WEALTH

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

FELLOW HEROES



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

Using Luck

- Half SAN loss (SAN loss x 2 Luck)
- Adjust Skill roll (1 Luck per skill point)
- Avoid malfunction/melee fumble (10 Luck)
- Stay conscious (1 Luck, double per round after)
- Avoid Death (all Luck points spent; requires Luck ≥ 30)

Healing

Natural Healing: +2 HP per day
First Aid: +1D4 HP Medicine: +1D4 HP



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