A Time to Harvest

Death and Discovery in the Vermont Hills

Investigator Pack

Chaosium Inc.

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	13	
CON	65	32	13	POW	60	30	12	Magic Points	12	
DEX	80	40	16	APP	50	25	10	Luck	Starting	Current
INT (IDEA)	80	40	16	EDU (KNOW)	80	40	16	Sanity	60	12 (Insane)

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

Skills

	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)	65	32	13
Credit Rating (00%)	45	22	9
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)	40	20	8
☐ Drive Auto (20%)	40	20	8
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)	45	22	9

	Reg	Half	Fifth
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)	50	25	10
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)	60	30	12
☐ English (01%) *Language (Other)*	50	25	10
☐ _____			
☐ _____			
☐ Swiss German (EDU) *Language (Own)*	80	40	16
☐ Law (05%)			
☐ Library Use (20%)			
☐ Listen (20%)	50	25	10
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)	60	30	12
☐ Occult (05%)			

	Reg	Half	Fifth
☐ Persuade (10%)	40	20	8
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)			
☐ Ride (05%)			
☐ Geology (01%) *Science*	70	35	14
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	45	22	9
☐ Stealth (20%)			
☐ Alpine (10%) *Survival*	50	25	10
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)	50	25	10
☐ _____			
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl				1D3 + DB	1	-	-	-
Alpenstock				1D8+DB	1	-	-	-
Geology hammer				1D8+DB	1	-	-	-
P08 Luger	45	22	9	1D10	1 (3)	15 yds	8	99

Move 6

Build 1

Dodge 40 (Reg) 20 (Half) 8 (Fifth)

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 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	Etreme ⅕ skill	Critical 01

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

1920s Era Investigator

Name Edward "Teddy" Harris Birthplace Providence, RI Pronoun He/him

Occupation English student Residence Miskatonic University Age 22

Characteristics

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

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

Skills

	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ Poetry (05%) *Art / Craft*	55	27	11
☐ Writing	55	27	11
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)	10	5	2
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)	20	10	4
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)	55	27	11
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)			

	Reg	Half	Fifth
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)	40	20	8
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ _____ (01%) *Language (Other)*			
☐ _____			
☐ _____			
☐ English (EDU) *Language (Own)*	65	32	13
☐ Law (05%)			
☐ Library Use (20%)	60	30	12
☐ Listen (20%)	60	30	12
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			

	Reg	Half	Fifth
☐ Persuade (10%)			
☐ Boat (01%) *Pilot*	35	17	7
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	50	25	10
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	55	27	11
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)	50	25	10
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move 7

Build 0

Dodge (Reg / Half / Fifth) 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	Fail	Regular	Hard	Etreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ skill	01

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

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	Starting	Current
INT (IDEA)	75	37	15	EDU (KNOW)	85	42	17	Sanity	80	Insane 16

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

Skills

	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)	40	20	8
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)	30	15	6
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)			

	Reg	Half	Fifth
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)	50	25	10
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ English (01%) *Language (Other)*	50	25	10
☐ Latin	50	25	10
☐ _____			
☐ French (EDU) *Language (Own)*	85	42	17
☐ Law (05%)			
☐ Library Use (20%)	50	25	10
☐ Listen (20%)	50	25	10
☐ Locksmith (01%)	20	10	4
☐ Mech. Repair (10%)			
☐ Medicine (01%)	20	10	4
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)	55	27	11

	Reg	Half	Fifth
☐ Persuade (10%)	55	27	11
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	55	27	11
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	60	30	12
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ Lore (Religion)	70	35	14
☐ _____			
☐ _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move 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.

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 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	Etreme ⅕ skill	Critical 01

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

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
STR	65	32	13	SIZ	60	30	12
CON	60	30	12	POW	60	30	12
DEX	80	40	16	APP	60	30	12
INT (IDEA)	70	35	14	EDU (KNOW)	65	32	13

	Maximum	Current		
Hit Points	12			
Magic Points	12			
Luck	Starting	Current		
Sanity	Starting 60	Current	Insane 12	

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

Skills

	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)	45	22	9
☐ Appraise (05%)	40	20	8
☐ Archaeology (01%)	55	27	11
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)	55	27	11
☐ Climb (20%)			
Credit Rating (00%)	10	5	2
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)	40	20	8
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)			

	Reg	Half	Fifth
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)	45	22	9
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ _____ (01%) *Language (Other)*			
☐ _____			
☐ _____			
☐ English (EDU) *Language (Own)*	65	32	13
☐ Law (05%)			
☐ Library Use (20%)	50	25	10
☐ Listen (20%)	55	27	11
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)	50	25	10
☐ Occult (05%)			

	Reg	Half	Fifth
☐ Persuade (10%)			
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	50	25	10
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	65	32	13
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move 9

Build 1

Dodge 40 (Reg) 20 (Half) 8 (Fifth)

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 aways 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	Etreme ⅕ skill	Critical 01

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

1920s Era Investigator

Name: Mauricio Duarte | Birthplace: San Juancito, Honduras | Pronoun: He/him

Occupation: Metallurgy student | Residence: Miskatonic University | Age: 20

Characteristics

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

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

Skills

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)	55	27	11
☐ Climb (20%)	50	25	10
Credit Rating (00%)	10	5	2
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)	40	20	8
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)			

Skill	Reg	Half	Fifth
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)	60	30	12
☐ English (01%) *Language (Other)*	50	25	10
☐ _____			
☐ _____			
☐ Spanish (EDU) *Language (Own)*	65	32	13
☐ Law (05%)			
☐ Library Use (20%)	50	25	10
☐ Listen (20%)	50	25	10
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)	30	15	6
☐ Navigate (10%)			
☐ Occult (05%)			

Skill	Reg	Half	Fifth
☐ Persuade (10%)			
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	40	20	8
☐ Ride (05%)			
☐ Chemistry (01%) *Science*	40	20	8
☐ Geology	45	22	9
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	55	27	11
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)	60	30	12
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-
Geology hammer		1D8+DB	1	-	-	-

Move: 8

Build: 1

Dodge: Reg 40 | Half 20 | Fifth 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.

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 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	Etreme ⅕ skill	Critical 01

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

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	Hit Points	13	
CON	70	35	14	POW	55	27	11	Magic Points	11	
DEX	65	32	13	APP	55	27	11	Luck	Starting	Current
INT (IDEA)	70	35	14	EDU (KNOW)	65	32	13	Sanity	55 (Starting)	Current / Insane 11

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

Skills

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

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move 8

Build 0

Dodge 35 / 17 / 7

Damage Bonus 0

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 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	Etreme ⅕ skill	Critical 01

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

1920s Era Investigator

Name: Prof. Lilian Neill Birthplace: Philadelphia, PA Pronoun: She/her

Occupation: Anthropology professor Residence: Arkham, MA Age: 39

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	60	30	12	SIZ	75	37	15	Hit Points	13	
CON	60	30	12	POW	80	40	16	Magic Points	16	
DEX	80	40	16	APP	70	35	14	Luck		
INT (IDEA)	85	42	17	EDU (KNOW)	90	45	18	Sanity	80 (Starting)	Current / Insane: 16

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

Skills

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)	80	40	16
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ Photography (05%) *Art / Craft*	55	27	11
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)	40	20	8
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)	40	20	8
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)	40	20	8
☐ History (05%)	70	35	14
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ _____ (01%) *Language (Other)*			
☐ _____			
☐ _____			
☐ English (EDU) *Language (Own)*	90	45	18
☐ Law (05%)			
☐ Library Use (20%)	70	35	14
☐ Listen (20%)			
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)	60	30	12
☐ Navigate (10%)			
☐ Occult (05%)	40	20	8
☐ Persuade (10%)	60	30	12
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	55	27	11
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	60	30	12
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ African-American Folklore	60	30	12
☐ _____			
☐ _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move: 8

Build: 1

Dodge: Reg 40 / Half 20 / Fifth 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 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	Etreme ⅕ skill	Critical 01

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

1920s Era Investigator

Name: Sofia Picado | Birthplace: Leon, Nicaragua | Pronoun: She/her

Occupation: Chemistry grad student | Residence: Arkham, MA | Age: 26

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth
STR	55	27	11	SIZ	60	30	12
CON	70	35	14	POW	75	37	15
DEX	70	35	14	APP	60	30	12
INT (IDEA)	75	37	15	EDU (KNOW)	85	42	17

	Maximum	Current		
Hit Points	13			
Magic Points	15			
Luck	Starting	Current		
Sanity	75		15	

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

Skills

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

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move: 8

Build: 0

Dodge: Reg 35 | Half 17 | Fifth 7

Damage Bonus: 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 fiancee, 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	Etreme ⅕ skill	Critical 01

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

1920s Era Investigator

Name: Susan Chen (Chen Su) Birthplace: Boston, MA Pronoun: She/her

Occupation: History student Residence: Miskatonic University Age: 19

Characteristics

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

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

Skills

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)	40	20	8
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)	10	5	2
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)	30	15	6
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)			

Skill	Reg	Half	Fifth
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)	65	32	13
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ Cantonese (01%) *Language (Other)*	50	25	10
☐ Latin	30	15	6
☐ _____			
☐ English (EDU) *Language (Own)*	65	32	13
☐ Law (05%)			
☐ Library Use (20%)	50	25	10
☐ Listen (20%)	60	30	12
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)	20	10	4
☐ Navigate (10%)			
☐ Occult (05%)	35	17	7

Skill	Reg	Half	Fifth
☐ Persuade (10%)	60	30	12
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	60	30	12
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	65	32	13
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			
☐ _____			

Combat

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

Move: 9

Build: 0

Dodge: Reg 30 / Half 15 / Fifth 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 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	Etreme ⅕ skill	Critical 01

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

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
STR	70	35	14
CON	55	27	11
DEX	65	32	13
INT (IDEA)	85	42	17
SIZ	60	30	12
POW	55	27	11
APP	65	32	13
EDU (KNOW)	80	40	16

	Maximum	Current	
Hit Points	11		
Magic Points	11		
Luck (Starting)			
Sanity	55 (Starting)		11 (Insane)

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

Skills

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

Combat

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl				1D3 + DB	1	-	-	-
Rifle	55	27	11	2D6+4	1	110 yds	5	100

Move 9

Build 1

Dodge 35 (Reg) 17 (Half) 7 (Fifth)

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

.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	Etreme ⅕ skill	Critical 01

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

PULP CTHULHU™

PULP HERO

Name Clement Scheidegger Residence Arkham, MA Age 52

Occupation Geologist Birthplace Interlaken, Switzerland Pronoun He/him

Archetype Steadfast

CHARACTERISTICS

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

PULP TALENTS

Endurance: gains a bonus die on all CON rolls.

Nimble: does not lose next action when "diving for cover" vs. Firearms.

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

SKILLS

	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)	65	32	13
☐ Computer Use (00%)			
Credit Rating (00%)	45	22	9
Cthulhu Mythos (00%)			
☐ Demolitions (01%)			
☐ Disguise (05%)			
☐ Diving (01%)			
☐ Dodge (half DEX)	40	20	8
☐ Drive Auto (20%)	40	20	8
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			

	Reg	Half	Fifth
☐ Firearms (Handgun) (20%)	55	27	11
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)	60	30	12
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)	60	30	12
☐ English (01%) *Language (Other)*	50	25	10
☐ _____			
☐ Swiss German (EDU) *Language (Own)*	80	40	16
☐ Law (05%)			
☐ Library Use (20%)	50	25	10
☐ Listen (20%)			
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)	70	35	14
☐ Occult (05%)			

	Reg	Half	Fifth
☐ Persuade (10%)	60	30	12
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	50	25	10
☐ Read Lips (01%)			
☐ Ride (05%)			
☐ Geology (01%) *Science*	70	35	14
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	55	27	11
☐ Stealth (20%)			
☐ Alpine (10%) *Survival*	50	25	10
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)	50	25	10
☐ _____			
☐ _____			
☐ _____			

COMBAT

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl				1D3 + DB	1	-	-	-
Alpenstock				1D8+DB	1	-	-	-
Geology hammer				1D8+DB	1	-	-	-
P08 Luger	55	27	11	1D10	1 (3)	15 yds	8	99

Move 6

Build 1

Dodge	Reg	Half	Fifth
	40	20	8

Damage Bonus +1D4

PULP CTHULHU

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	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ 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

Pulp Cthulhu

Pulp Hero

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

Characteristics

	Reg	Half	Fifth
STR	55	27	11
CON	95	47	19
DEX	40	20	8
INT (IDEA)	70	35	14
SIZ	65	32	13
POW	55	27	11
APP	50	25	10
EDU (KNOW)	65	32	13

	Maximum	Current	Insane
Hit Points	32		
Magic Points	11		
Luck (Starting)			
Sanity	55		11

Pulp Talents

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

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

Skills

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

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move: 7
Build: 0
Dodge: Reg 20 / Half 10 / Fifth 4
Damage Bonus: 0

PULP CTHULHU

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	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ 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

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

	Reg	Half	Fifth		Reg	Half	Fifth
STR	70	35	14	SIZ	65	32	13
CON	60	30	12	POW	80	40	16
DEX	60	30	12	APP	60	30	12
INT (IDEA)	75	37	15	EDU (KNOW)	85	42	17

	Maximum	Current	
Hit Points	25		
Magic Points	16		
Luck	Starting	Current	
Sanity	Starting 80	Current	Insane 16

Pulp Talents

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).

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

Skills

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
☐ Computer Use (00%)			
Credit Rating (00%)	40	20	8
Cthulhu Mythos (00%)			
☐ Demolitions (01%)			
☐ Disguise (05%)			
☐ Diving (01%)			
☐ Dodge (half DEX)	30	15	6
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			

Skill	Reg	Half	Fifth
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)	60	30	12
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ English (01%) *Language (Other)*	60	30	12
☐ Latin	60	30	12
☐ French (EDU) *Language (Own)*	85	42	17
☐ Law (05%)			
☐ Library Use (20%)	60	30	12
☐ Listen (20%)	50	25	10
☐ Locksmith (01%)	20	10	4
☐ Mech. Repair (10%)			
☐ Medicine (01%)	30	15	6
☐ Natural World (10%)	50	25	10
☐ Navigate (10%)			
☐ Occult (05%)	65	32	13

Skill	Reg	Half	Fifth
☐ Persuade (10%)	55	27	11
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	55	27	11
☐ Read Lips (01%)			
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	60	30	12
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ Lore (Religion)	70	35	14
☐ _____			
☐ _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move: 8
Build: 1
Dodge: Reg 30 / Half 15 / Fifth 6
Damage Bonus: +1D4

PULP CTHULHU

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	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ 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

PULP CTHULHU

PULP HERO

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

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth
STR	65	32	13	SIZ	60	30	12
CON	60	30	12	POW	65	32	13
DEX	80	40	16	APP	60	30	12
INT (IDEA)	70	35	14	EDU (KNOW)	65	32	13

	Maximum	Current	Insane
Hit Points	24		
Magic Points	13		
Luck (Starting)			
Sanity	65		13

PULP TALENTS

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

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

SKILLS

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Appraise (05%)	40	20	8
☐ Archaeology (01%)	65	32	13
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)	55	27	11
☐ Climb (20%)	40	20	8
☐ Computer Use (00%)			
Credit Rating (00%)	10	5	2
Cthulhu Mythos (00%)			
☐ Demolitions (01%)			
☐ Disguise (05%)			
☐ Diving (01%)			
☐ Dodge (half DEX)	40	20	8
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			

Skill	Reg	Half	Fifth
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)	45	22	9
☐ Intimidate (15%)			
☐ Jump (20%)	40	20	8
☐ _____ (01%) *Language (Other)*			
☐ _____			
☐ English (EDU) *Language (Own)*	65	32	13
☐ Law (05%)			
☐ Library Use (20%)	50	25	10
☐ Listen (20%)	55	27	11
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)	40	20	8
☐ Navigate (10%)	50	25	10
☐ Occult (05%)			

Skill	Reg	Half	Fifth
☐ Persuade (10%)			
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	50	25	10
☐ Read Lips (01%)			
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	65	32	13
☐ Stealth (20%)	40	20	8
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ Anthropology	45	22	9
☐ _____			
☐ _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move: 9
Build: 1
Dodge: Reg 40 / Half 20 / Fifth 8
Damage Bonus: +1D4

PULP CTHULHU

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 aways 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 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	⅕ 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

PULP CTHULHU

PULP HERO

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

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth
STR	95	47	19	SIZ	70	35	14
CON	60	30	12	POW	65	32	13
DEX	70	35	14	APP	65	32	13
INT (IDEA)	85	42	17	EDU (KNOW)	65	32	13

	Maximum	Current	
Hit Points	26		
Magic Points	13		
Luck (Starting)			
Sanity	65 (Starting)		13 (Insane)

PULP TALENTS

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.

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

SKILLS

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)	55	27	11
☐ Climb (20%)	60	30	12
☐ Computer Use (00%)			
Credit Rating (00%)	10	5	2
Cthulhu Mythos (00%)			
☐ Demolitions (01%)			
☐ Disguise (05%)			
☐ Diving (01%)			
☐ Dodge (half DEX)	40	20	8
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)	50	25	10
☐ _____ *Fighting*			

Skill	Reg	Half	Fifth
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)	60	30	12
☐ English (01%) *Language (Other)*	50	25	10
☐ _____			
☐ Spanish (EDU) *Language (Own)*	65	32	13
☐ Law (05%)			
☐ Library Use (20%)	50	25	10
☐ Listen (20%)	60	30	12
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)	30	15	6
☐ Navigate (10%)			
☐ Occult (05%)			

Skill	Reg	Half	Fifth
☐ Persuade (10%)			
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	50	25	10
☐ Read Lips (01%)			
☐ Ride (05%)			
☐ Chemistry (01%) *Science*	40	20	8
☐ Geology	45	22	9
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	55	27	11
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)	50	25	10
☐ Throw (20%)	75	37	15
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

COMBAT

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

Move: 8
Build: 2
Dodge: 40 (Reg) / 20 (Half) / 8 (Fifth)
Damage Bonus: +1D6

PULP CTHULHU

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	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ 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

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

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

PULP TALENTS

Keen Hearing: gains a bonus die on Listen rolls.

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

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

SKILLS

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ Sketching (05%) *Art / Craft*	60	30	12
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
☐ Computer Use (00%)			
Credit Rating (00%)	20	10	4
Cthulhu Mythos (00%)			
☐ Demolitions (01%)			
☐ Disguise (05%)			
☐ Diving (01%)			
☐ Dodge (half DEX)	35	17	7
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			

Skill	Reg	Half	Fifth
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ English (01%) *Language (Other)*	50	25	10
☐ Latin	50	25	10
☐ Punjabi (EDU) *Language (Own)*	65	32	13
☐ Law (05%)			
☐ Library Use (20%)	60	30	12
☐ Listen (20%)	60	30	12
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)	30	15	6
☐ Navigate (10%)			
☐ Occult (05%)	25	12	5

Skill	Reg	Half	Fifth
☐ Persuade (10%)	50	25	10
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	50	25	10
☐ Read Lips (01%)			
☐ Ride (05%)			
☐ Biology (01%) *Science*	45	22	9
☐ Botany	40	20	8
☐ Chemistry	30	15	6
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	55	27	11
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move: 8
Build: 0
Dodge: Reg 35 / Half 17 / Fifth 7
Damage Bonus: 0

PULP CTHULHU

My Story

Narinder Sodhiis 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	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ 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

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

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

PULP TALENTS

Alert: never surprised in combat.
Arcane Insight: halve time to learn spells and gain a bonus die on spell casting rolls.

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

SKILLS

	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ Photography (05%) *Art / Craft*	55	27	11
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
☐ Computer Use (00%)			
Credit Rating (00%)	40	20	8
Cthulhu Mythos (00%)			
☐ Demolitions (01%)			
☐ Disguise (05%)			
☐ Diving (01%)			
☐ Dodge (half DEX)	40	20	8
☐ Drive Auto (20%)	40	20	8
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			

	Reg	Half	Fifth
☐ Firearms (Handgun) (20%)	40	20	8
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)	50	25	10
☐ History (05%)	70	35	14
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ _____ (01%) *Language (Other)*			
☐ _____			
☐ English (EDU) *Language (Own)*	90	45	18
☐ Law (05%)			
☐ Library Use (20%)	70	35	14
☐ Listen (20%)			
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)	60	30	12
☐ Navigate (10%)	40	20	8
☐ Occult (05%)	40	20	8

	Reg	Half	Fifth
☐ Persuade (10%)	60	30	12
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	65	32	13
☐ Read Lips (01%)			
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	75	37	15
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ Anthropology	60	30	12
☐ African-American Folklore	60	30	12
☐ _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move: 8
Build: 1
Dodge: Reg 40 / Half 20 / Fifth 8
Damage Bonus: +1D4

PULP CTHULHU

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+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅕ skill	Critical 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)

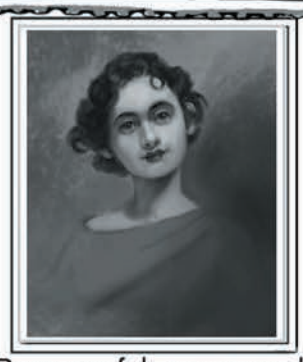
Healing

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

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		Reg	Half	Fifth		Maximum	Current
STR	55	27	11	SIZ	60	30	12	Hit Points	26	
CON	70	35	14	POW	75	37	15	Magic Points	15	
DEX	70	35	14	APP	60	30	12	Luck	Starting:	Current:
INT (IDEA)	75	37	15	EDU (KNOW)	85	42	17	Sanity	Starting: 75	Current: / Insane: 15

PULP TALENTS

Resourceful: may spend 10 Luck points to find a useful item.
Strong Willed: gains a bonus die on POW rolls.

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

SKILLS

	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
☐ Computer Use (00%)			
Credit Rating (00%)	20	10	4
Cthulhu Mythos (00%)			
☐ Demolitions (01%)			
☐ Disguise (05%)			
☐ Diving (01%)			
☐ Dodge (half DEX)	35	17	7
☐ Drive Auto (20%)	50	25	10
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			

	Reg	Half	Fifth
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)	40	20	8
☐ History (05%)			
☐ Intimidate (15%)	50	25	10
☐ Jump (20%)			
☐ English (01%) *Language (Other)*	60	30	12
☐ _____			
☐ Spanish (EDU) *Language (Own)*	85	42	17
☐ Law (05%)			
☐ Library Use (20%)	70	35	14
☐ Listen (20%)	45	22	9
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			

	Reg	Half	Fifth
☐ Persuade (10%)			
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	60	30	12
☐ Read Lips (01%)			
☐ Ride (05%)			
☐ Botany (01%) *Science*	60	30	12
☐ Chemistry	90	45	18
☐ Mathematics	70	35	14
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	65	32	13
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ Science (Pharmacy)	70	35	14
☐ _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move: 8
Build: 0
Dodge: Reg 35 / Half 17 / Fifth 7
Damage Bonus: 0

PULP CTHULHU

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 fiancee, 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	⅕ 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

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	Starting:	Current:
INT (IDEA)	85	42	17	EDU (KNOW)	65	32	13	Sanity	Starting: 75	Current: / Insane: 15

PULP TALENTS

Keen Hearing: gains a bonus die on Listen rolls.

Strong Willed: gains a bonus die on POW rolls.

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

SKILLS

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
☐ Computer Use (00%)			
Credit Rating (00%)	10	5	2
Cthulhu Mythos (00%)			
☐ Demolitions (01%)			
☐ Disguise (05%)			
☐ Diving (01%)			
☐ Dodge (half DEX)	30	15	6
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			

Skill	Reg	Half	Fifth
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)	75	37	15
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ Cantonese (01%) *Language (Other)*	50	25	10
☐ Latin	30	15	6
☐ English (EDU) *Language (Own)*	65	32	13
☐ Law (05%)			
☐ Library Use (20%)	60	30	12
☐ Listen (20%)	70	35	14
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)	20	10	4
☐ Navigate (10%)			
☐ Occult (05%)	55	27	11

Skill	Reg	Half	Fifth
☐ Persuade (10%)	60	30	12
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	70	35	14
☐ Read Lips (01%)			
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	75	37	15
☐ Stealth (20%)	50	25	10
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ Anthropology	40	20	8
☐ _____			

COMBAT

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

Move: 9

Build: 0

Dodge: Reg 30 / Half 15 / Fifth 6

Damage Bonus: 0

PULP CTHULHU

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	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ 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)

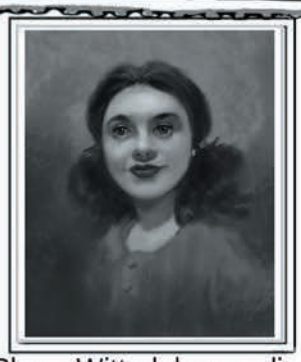
Healing

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

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

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

PULP TALENTS

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

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

SKILLS

	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ Technical Drawing (05%) *Art / Craft*	55	27	11
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
☐ Computer Use (00%)			
Credit Rating (00%)	30	15	6
Cthulhu Mythos (00%)			
☐ Demolitions (01%)			
☐ Disguise (05%)			
☐ Diving (01%)			
☐ Dodge (half DEX)	35	17	7
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)	50	25	10
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			

	Reg	Half	Fifth
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)	55	27	11
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ English (01%) *Language (Other)*	50	25	10
☐ _____			
☐ Persian (EDU) *Language (Own)*	85	42	17
☐ Law (05%)			
☐ Library Use (20%)	60	30	12
☐ Listen (20%)	50	25	10
☐ Locksmith (01%)			
☐ Mech. Repair (10%)	50	25	10
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			

	Reg	Half	Fifth
☐ Persuade (10%)	50	25	10
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	60	30	12
☐ Read Lips (01%)			
☐ Ride (05%)			
☐ Engineering (01%) *Science*	70	35	14
☐ Mathematics	70	35	14
☐ Physics	70	35	14
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	55	27	11
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

COMBAT

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

Move 9
Build 1
Dodge (Reg / Half / Fifth) 35 | 17 | 7
Damage Bonus +1D4

PULP CTHULHU

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	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ 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