MONSTERS

Dark Spawn of Shub-Niggurath, mutated human monsters

<table>
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<tr>
<td>CON (4D6+2)×5</td>
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<tr>
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<tr>
<td>DEX (4D6+2)×5</td>
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<tr>
<td>INT 3D6×5</td>
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<td>POW (2D6+6)×5</td>
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Average Hit Points: 13
Average Damage Bonus (DB): +1D4
Average Build: 1
Average Magic Points: 13
Move: 9

Combat
Attacks per round: 2 (pseudopod, claw)
Uses either its pseudopods to grab or its claws to rake and stab.

Grab (mnvr): if successfully grabbing a victim, they are pulled toward a gaping maw to be consumed on the following rounds (automatic 1D4 damage per round, starting on round after the successful maneuver). The victim may attempt an opposed STR or DEX roll per round to break free, or they may try to hit the dark spawn in hopes it will release them (by inflicting damage equal to half the monster’s hit points). If the victim’s companions are likewise able to cause severe injuries, the dark spawn releases its prey.

Fighting 60% (30/12), damage 1D4+1+DB
Grab (mnvr) 60% (30/12), grabbed (see above)
Dodge 40% (20/16)

Skills
Hiss and Spit 90%, Lurch 80%, Jump 60%, Stealth 40%.

Armor: firearms deal half damage per bullet (round down), although impales (Extreme successes) inflict full damage; melee weapons inflict normal damage. Immune to attacks based on corrosion, electrical charge, or poisoning; fire and explosions deal normal damage.

Spells: none.
Sanity loss: 1/1D6 Sanity points to encounter a dark spawn of Shub-Niggurath.

Dark Young of Shub-Niggurath, walking leafy nightmares

STR 220 CON 80 SIZ 220 DEX 80 INT 70
APP — POW 90 EDU — SAN — HP 30
DB: +4D6 Build: 5 Move: 8 MP: 18

Combat
Attacks per round: 5 (strike, swipe, kick, crush, grab) or 1 (trample)
Within its masses of tentacles, a typical dark young has four thicker sinuous tentacles with which it attacks. Each of these thicker tentacles can strike out to injure. It may also kick out with its hooves, simply crush, or strike with its massive bulk.

Trample: may trample with its massive hooves, typically hooting and bellowing as it rears up to flatten as many opponents as it can (up to 1D4 humans if they are situated close together—a Dodge roll to avoid the consequences of being stomped on).

Grab (mnvr): may use its tentacles to grab and capture up to four victims. If a victim is grabbed, they may be held up to one of the horrible sucking mouths and drained of 1D10+5 STR per round (this STR loss cannot be restored). While being drained, a victim is capable only of ineffectual writhing and screaming and must rely on companions to free them, who may attempt to combine their STR to pull their friend free (identify the companion who makes the opposed STR roll, but first ask any additional helpers to attempt a STR roll—each helper provides a bonus die toward the opposed roll, to a maximum of two dice, if they succeed in their STR roll).

Fighting 80% (40/16), damage 4D6
Grab (mnvr) 80% (40/16), grabbed and held, damage 1D10+5 STR (see above)
Trample 40% (20/8), damage 2D6+4D6
Dodge 40% (20/8)

Skills
Hoot Loudly 80%, Stealth (bonus die in woods) 30%.

Armor: none; composed of non-earthly material that reduces any successful firearms hit to 1 point of damage per bullet (2 points for an impale; shotguns deal minimum possible damage). Melee weapons inflict normal damage. Immune to attacks based on heat, blast, corrosion, electrical charge, or poisoning.

Spells: knows up to 6 spells; suggest: Cloud Memory, Contact Mi-Go, Enthrall Victim, Fist of Yog-Sothoth, Shrivelling, The Red Sign*.

Sanity Loss: 1D3/1D10 Sanity points to encounter a dark young.

*See Appendix A: Spells.
**Dark Young: Monstrous Size**

- **STR**: 270
- **CON**: 120
- **SIZ**: 300
- **DEX**: 120
- **INT**: 100
- **APP**: —
- **POW**: 100
- **EDU**: —
- **SAN**: —
- **HP**: 42

**DB**: +5D6  
**Build**: 6  
**Move**: 8  
**MP**: 20

**Combat**

**Attacks per round**: 5 (strike, swipe, kick, crush, grab) or 1 (trample)

- **Fighting**: 80% (40/16), damage 5D6
- **Grab (mnvr)**: 80% (40/16), grabbed and held, damage 1D10+5 STR (see below)
- **Trample**: 50% (25/10), damage 2D6+5D6
- **Dodge**: 60% (30/12)

**Deep Ones, denizens of the deep**

Use the following profile for all deep ones encountered in this chapter.

- **STR**: 70  
- **CON**: 50  
- **SIZ**: 70  
- **DEX**: 50  
- **INT**: 60  
- **APP**: —  
- **POW**: 45  
- **EDU**: —  
- **SAN**: —  
- **HP**: 12

**DB**: 0  
**Build**: 0  
**Move**: 8  
**MP**: 9

**Special powers**: breathe underwater—dwelling under the sea, deep ones require no exterior help to breathe underwater and are equally capable of breathing on land.

**Combat**

**Attacks per round**: 1 (claw or weapon)

- **Fighting**: 45% (22/9), damage 1D6+1D4, or as per weapon
- **Dodge**: 25% (12/5)

**Armor**: 1-point skin and scales.

**Skills**: deep ones have a 40% chance of knowing 1D4 spells of the Keeper's choosing.

**Sanity Loss**: 0/1D6 Sanity points to encounter a deep one.

**Men of Leng, sadistic servants**

- **STR**: 50  
- **CON**: 60  
- **SIZ**: 65  
- **DEX**: 55  
- **INT**: 45

**APP**: (30)*  
**POW**: 40  
**EDU**: —  
**SAN**: —  
**HP**: 12

**DB**: 0  
**Build**: 0  
**Move**: 7  
**MP**: 8

*If disguised as a human.

**Combat**

**Attacks per round**: 1 (punch, kick, spear, club, whip)

- **Fighting**: 45% (22/9), damage 1D6, or spear 1D6, or whip* 1D3
- **Dodge**: 25% (12/5)

*Whip may be used for a combat maneuver to disarm or trip an opponent (not causing damage).

**Pulp Combat**

**Fighting**: 60% (30/12), damage 1D6, or spear 1D6, or whip* 1D3

**Dodge**: 35% (17/7)

**Armor**: none.

**Skills**: Stealth 40%, Track 30%.

**Sanity Loss**: 0/1D4 Sanity points to encounter a man of Leng out of disguise.

**MI-GO COMMON ABILITIES**

All mi-go (except the computer and librarian) have the following special powers, unless otherwise noted.

**Hypnosis**

By introducing ultra-high and ultra-low frequency tones into its buzzing, a mi-go can put one or more humans listening to it into a trance state. Those within 40 feet (12 m) of a buzzing mi-go must succeed in an opposed POW roll or they become incapable of action.

**Telepathy**

Mi-go utilize a weak form of telepathy to communicate in addition to (or allied with) communication via changing the color of their heads. This telepathy is constant, operating on both a conscious and subliminal level, and it can be used to express raw data, such as the presence of intruders in a base. On a less conscious level, it allows coordination of their movements in a frighteningly efficient manner, as each “feels” what the other is going to do. Some, such as the mi-go computer and possibly the mi-go spy, have had these abilities raised to levels above those of their comrades.

Some mi-go can consciously use telepathy on others, although it costs a varying number of magic points to do so. The effective range is 50 yards/meters and, like the mi-go’s communications with one another, is easily blocked by stone and other obstructions. The mi-go’s living computers have a greater range for sending and receiving.

Sending simple thoughts and images to a human mind costs 1 magic point per sending and involves an opposed POW roll if the human is unwilling. This communication can be used over time to drive a person insane if the mi-go sends Mythos knowledge or mental pictures of Mythos entities (the exact amount of Sanity loss and accompanying gains in Cthulhu Mythos are determined by the information sent).

Ongoing telepathic communication with humans within 50 yards/meters is also possible at a cost of 1 magic point per 5 rounds. As with single thoughts and images, a human can resist such communication by succeeding at an opposed POW roll.
Void Light
Creates a sink from which photons cannot emerge. The mi-go must spend 1 magic point for every cubic yard/meter of blackness desired. No light can escape the affected area, making a useful visual protection for these fragile aliens. The darkness may take the form of a sheet or a spherical volume.

Mi-Go, standard
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</table>

*13 flying.

Special Powers
Hypnosis, basic telepathy, void light (Common Abilities, page 3).

Combat
Attacks per round: 2 (claws) or 1 (seize or weapon)
May attack in hand-to-hand combat with its two crab-like claws or utilize a weapon.

Seize (mnvr): attempts to seize a target (of equal Build or smaller) and then fly into the sky to drop the victim from a height (1D6 damage per 10 feet/3 m) or carry them away.

Fighting 45% (22/9), damage 1D6
Seize (mnvr) 45% (22/9), see above
Spore gun* 40% (20/8), special (Spore Gun, page @@)
Electric gun* 35% (17/7), damage 1D10 + special (Electric Gun, page @@)
Mist projector* 40% (20/8), damage 1D10 per round (Mist Projector, page @@)
Dodge 35% (17/7)

Armor: none; however, their resonating extra-terrene body causes all impaling weapons (bullets included) to deal minimum possible damage.
Spells: each has a 25% chance of knowing 1D3 spells of the Keeper's choosing.
Sanity Loss: 0/1D6 Sanity points to encounter a mi-go.

Mi-Go Soldier, tough-bodied fighter
Use the following for mi-go soldiers encountered during this chapter.

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*11 flying.

Special Abilities
Mental Probe: using telepathy, a mi-go spy may delve into a human mind at the cost of 3 magic points plus 1 point per round following; unwilling targets must be overcome with an opposed POW roll. Each round, the mi-go may delve deeper into the recipient's thoughts until the entire contents
of its mind have been absorbed (approximately taking 5+1D4 rounds at the Keeper's discretion). The exact nature of the mi-go's discoveries from a mental probe is determined by the Keeper. This is an unpleasant task for the mi-go—human emotions and feelings of individuality are utterly alien to them, and our primitive senses tend to leave them disoriented.

Skills
Listen 60%, Spot Hidden 60%, Stealth 70%, plus any other required skills as determined by the Keeper.

Armor: none; their resonating extra-terrene body causes all impaling weapons to deal minimum damage.
Spells: 30% chance that a mi-go spy knows 1D3 spells of the Keeper's choosing.
Sanity Loss: 0/1D6 Sanity points to encounter a mi-go spy in its true form.

Mi-Go-Shoggoth, brain of a mi-go, body of a shoggoth
Described as “plastic columns of fetid black iridescence,” shoggoths are shapeless sacks of protoplasm, roughly 15 feet (4.5 m) in diameter, able to form limbs, eyes, and other appendages at will, imitate other life forms, and perform great feats of strength.

Originally engineered by the elder things as a slave race, the creatures later revolted against their makers. The four shoggoths encountered in this scenario were found in a state of hibernation on the Moon within the elder thing city. Never ones to resist the urge to tamper, the Fungi implanted mi-go brains into the shoggoths to make strange hybrids, with the mi-go brain governing the body.

One peculiar side effect of the hybridization is that occasionally the mi-go brain rises up above the body mass on a column of fine, interwoven tentacles as if the brain were looking down upon and operating the body like a driver of a construction machine. Another feature that marks out a mi-go-shoggoth from its unaltered brethren is its use of changing color as a form of communication.

**For a classic campaign, optionally reduce this to 2D6 damage.

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*Numbers in parentheses show a shoggoth's characteristic (i.e., if mi-go brain is destroyed).

Combat
Attacks per round: 2 (swipe, bite, crush, engulf)
In combat, a mi-go-shoggoth covers an area 5 yards/meters square and is able to produce tentacles, claws, and any manner of appendages at will with which to swipe, bite, and crush opponents. Those unfortunate enough to be hit by a mi-go-shoggoth attack may also be engulfed.

Brain: during combat, there is a 30% chance the mi-go brain will lift itself up from the hybrid's main mass. If the pseudopod connected to the mi-go brain is severed or the brain is otherwise shot or destroyed (aimed shot*), the creature falls still while the shoggoth's consciousness regains control (taking 1D4+1 rounds). Once the shoggoth's “brain” is back in control, its rage turns the creature into an angry and chaotic rampaging beast that randomly attacks anything nearby (including heroes, mi-go, and other mi-go-shoggoths).

*Aimed shot: if firearm, see Aiming, page 113, Call of Cthulhu: Keeper Rulebook; if melee, apply penalty to hit.

Engulf (mnvr): each person engulfed within the creature's bulk is attacked separately and each must make a successful opposed STR roll or be sucked apart (suffering 4D6 damage**). If the creature attacks more than one target, it must divide its STR among all the targets. Those held within the creature's bulk can strike back only on rounds in which they make a successful STR roll. Once engulfed, for each round a victim is held within a mi-go-shoggoth, they suffer the creature's damage bonus in damage—rupturing, crushing, and being sucked into pieces; note that, if more than one person is being engulfed, the creature's damage bonus should be divided by the number of people engulfed (e.g., if 4 people are engulfed and the creature's DB is 8D6, then each victim would suffer 2D6 damage per round). A mi-go-shoggoth can engulf any number of enemies; however, the total SIZ of those engulfed may not exceed the creature's own SIZ.

Fighting 70% (35/14), damage 7D6
Engulf (mnvr) 80% (40/16), see above
Dodge 8% (4/1)

Skills
Climb 70%, Spot Hidden 65%, Track 20%.

Spells: none.

Armor: none, halve damage caused by fire and electrical attacks; mundane weapons (incl. bullets) deal only 1 point of damage per hit; regenerates 2 hit points per round (death at zero hit points).
Sanity Loss: 1D6/1D20 Sanity points to encounter a mi-go-shoggoth.
Twist Nature: wherever Shub-Niggurath manifests, it causes animals and plant life in the vicinity to warp and mutate. While this is mostly upsetting, some mutations are liable to become predatory and dangerous—the Keeper should feel free to invent horrific animal and plant monstrosities (or conjoined versions) for this purpose.

Combat
**Attacks per round:** 1 (flail, strike, seize, or trample)
Uses its multitude of tentacles and limbs to flail, strike, and seize opponents. Alternatively, may trample its victims.

Seize (mnvr): may seize a victim; with a successful catch, the victim is gathered into the main body and, on the following round, drained of fluids by its many mouths (permanently draining 3D10 points of STR per round). While being drained, the victim is helpless and may not cast spells, expend magic points, or perform any act whatsoever except to writhe in pain and scream, although the victim may have one attempt to escape the god's clutches on their next action after being seized, with an Extreme STR or DEX roll (after that, the victim is unable to act).

Trample: may trample beings of SIZ 300 or less and may affect all within a 20 yard/meter radius of the god. Unless an Extreme Dodge or Jump roll can move a target out of the way, they suffer 11D6 damage.

Shub-Niggurath, The Mother
*For more on this entity, see Chaosium's Malleus Monstrorum (2nd edition).*

Powers
**Body Modification:** Shub-Niggurath's form is not fixed; it is able to warp and reshape its mass at will: creating, extending, absorbing limbs, appearing humanoid or monstrous, and so on. Typically, this Outer God appears as a great cloud possessing eyes, mouths, and limbs.

**Create Servitors:** able to produce (birth) dark young and other associated horrors at will. Some are instantly reabsorbed, while others act as guardians or extensions of the god's will.

**Mother's Milk:** the deity's milk has remarkable properties that cause transformations in those who consume or are touched by it. In its raw form, the milk may produce spontaneous and rapid mutation, with a general corruption of the flesh. In some cases, a human may be transformed into a Dark Spawn of Shub-Niggurath or some other twisted monstrosity (a POW or Hard POW roll may negate the effect). In smaller doses, the milk is said to have amazing healing properties (restoring lost limbs and so on), although it still has the potential to later corrupt an individual. In truth, the milk produces a seemingly unlimited range of benefits and hazards.
**Zoogs, curious carnivores**

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**Combat**

**Attacks per round:** 1 (claw, bite, weapon)

Like to feign being docile (and somewhat cute-looking) until their target is close enough to be attacked. Tend to work in packs to ambush the unwary.

**Skills**

- Climb 80%
- Stealth 70%
- Track 50%

**Armor:** None.

**Spells:** A zoog usually knows at least 1D4 spells of the Keeper's choosing.

**Sanity Loss:** 0/1D3 Sanity points to encounter a zoog.

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**COBB’S CORNERS**

**Agnus Bellweather, age 88, knowledgeable local**

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<td>45</td>
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**Combat**

- Brawl 25% (12/5), damage 1D3–1
- Dodge 20% (10/4)

**Skills**

- Charm 60%
- Credit Rating 32%
- First Aid 60%
- Language (English) 45%
- Listen 55%
- Lore (Local Folklore) 60%
- Medicine 50%
- Natural World 65%
- Occult 85%
- Persuade 40%
- Psychoanalysis 45%
- Psychology 60%
- Spot Hidden 50%

**Emily Braithwaite, age 18, simple-minded country girl**

**Keeper note:** Emily is mute.

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*Currently on 2 hit points.

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**Combat**

- Brawl 25% (12/5), damage 1D3–1
- Dodge 25% (12/5)

**Skills**

- Accounting 70%
- Art/Craft (Arcane Cataloguing) 85%
- Art/Craft (English Literature) 75%
- Charm 45%
- Credit Rating 40%
- First Aid 45%
- History 70%
- Language (English) 80%
- Language (French) 35%
- Language (Latin) 50%
- Library Use 90%
- Listen 30%
- Occult 40%
- Psychology 30%
- Spot Hidden 70%
- Stealth 25%

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**Emelda Cratchett, age 24, bitter widow**

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**Combat**

- Brawl 25% (12/5), damage 1D3
- Dodge 45% (22/9)

**Skills**

- Accounting 45%
- Art/Craft (Home Maker) 70%
- Charm 50%
- Credit Rating 21%
- First Aid 60%
- Language (English) 60%
- Listen 60%
- Natural World 50%
- Occult 20%
- Persuade 70%
- Psychology 50%
- Spot Hidden 50%
- Stealth 60%
- Swim 45%
- Throw 35%

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**Deputy John Cutter, age 20, baby faced cult leader**

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**Combat**

- Brawl 50% (25/10), damage 1D3+1D4
- .38 revolver 40% (20/8), damage 1D10
- 20-g shotgun (2B) 45% (22/9), damage 2D6/1D6/1D3
Jason Haggerty, age 14, psychotic parent killer

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**Combat**
- Brawl: 70% (35/14), damage 1D3+1D4
- .38 revolver: 40% (20/8), damage 1D10
- 20-g shotgun (2B): 45% (22/9), damage 2D6/1D6/1D3
- Sacrificial dagger: 70% (35/14), damage 1D4+3+1D4
- Dodge: 55% (27/11)

**Pulp Combat**
- Brawl: 70% (35/14), damage 1D3+1D4
- Knife: 1D4+2

**Pulp Talents**
- **Arcane Insight:** halve the time required to learn spells and gains bonus die to spell casting rolls.
- **Tough Guy:** may spend 10 Luck points to shrug off up to 5 hit points worth of damage taken in one combat round.

**Skills**
- Charm 50%, Climb 60%, Cthulhu Mythos 27%, Drive Auto 50%, Fast Talk 65%, First Aid 45%, Intimidate 40%, Language (English) 65%, Law 45%, Listen 60%, Occult 60%, Persuade 70%, Psychology 55%, Read Mi-Go 55%, Science (Astronomy) 45%, Spot Hidden 55%, Stealth 65%, Track 50%, Throw 40%.


*See Appendix A: Spells.

Joe Harlow, age 58, local and truck driver

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**Combat**
- Brawl: 50% (25/10), damage 1D3+1D4, or knife 1D4+2
- Dodge: 45% (22/9)

**Pulp Talents**
- **Alert:** never surprised in combat.
- **Rapid Attack:** may spend 10 Luck points to gain one further attack in a single combat round.

**Skills**
- Charm 60%, Climb 80%, Cthulhu Mythos 5%, Fast Talk 70%, Jump 50%, Listen 50%, Psychology 35%, Sleight of Hand 40%, Spot Hidden 45%, Stealth 75%, Swim 60%, Throw 60%.

**Spells:** Cloud Memory, Command Animal (Cat)*, Contact Mi-Go, Contact Shub-Niggurath*, Lame/Heal Animal*, Wither Limb.

*See Appendix A: Spells.

Alexandru Cuzra, age 49, superstitious farmer

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**Combat**
- Brawl: 60% (30/12), damage 1D3+1D4, or knife 1D4+2+1D4
- 12-g shotgun (2B): 45% (22/9), damage 4D6/3D6/2D6
- Dodge: 25% (12/5)

**Skills**
- Art/Craft (Farming) 70%, Art/Craft (Woodwork) 60%, Climb 50%, Cuss & Swear 70%, Credit Rating 12%, Fast Talk 45%, History 45%, Intimidate 50%, Language (English) 50%, Language (Romanian) 80%, Listen 60%, Mechanical Repair 65%, Natural World 75%, Navigate 55%, Occult 65%, Psychology 30%, Ride 50%, Science (Astronomy) 45%, Stealth 55%, Swim 40%, Track 65%.
John Jeffrey, age 25, failed mi-go experiment

STR 05  CON 05  SIZ 55  DEX 05  INT 85
APP 00  POW 100  EDU 80  SAN —  HP 6
DB: -2  Build: -2  Move: 0  MP: 20

Combat
Brawl  25% (12/5), damage 1D3–2
Dodge  n/a

Skills
Send Dream 100%.

Sanity Loss: 1/1D4+1 for encountering Jeffrey; if an investigator was formerly close to Jeffrey, then increase the loss to 1D2+1/1D6+1 Sanity points.

James “Jimmy” Maclean, age 48, embittered drunk

STR 75  CON 35  SIZ 80  DEX 60  INT 45
APP 45  POW 50  EDU 50  SAN 15  HP 11
DB: +1D4  Build: 1  Move: 6  MP: 10

Combat
Brawl  70% (35/14), damage 1D3+1D4 or hunting knife 1D6+1D4
Dodge  40% (20/8)

Skills
Climb 65%, Credit Rating 10%, Drink Heavily 85%, Fast Talk 50%, Jump 60%, Language (English) 50%, Listen 60%, Natural World 55%, Occult 20%, Psychology 30%, Spot Hidden 60%, Stealth 50%.

Dr. Owen Perry, doctor

STR 50  CON 65  SIZ 70  DEX 70  INT 90
APP 75  POW 55  EDU 90  SAN 35  HP 13
DB: 0  Build: 0  Move: 5  MP: 11

Combat
Brawl  25% (12/5), damage 1D3
Dodge  35% (17/7)

Skills
Accounting 40%, Charm 45%, Credit Rating 55%, First Aid 80%, History 50%, Language (English) 90%, Language (Latin) 60%, Library Use 60%, Listen 50%, Lore (Vampirism) 50%, Occult 30%, Medicine 70%, Persuade 55%, Psychology 60%, Science (Biology) 60%, Science (Pharmacy) 70%, Spot Hidden 60%, Stealth 40%.

Holly Rydell, schoolteacher

STR 45  CON 70  SIZ 50  DEX 75  INT 80
APP 75  POW 75  EDU 85  SAN 70  HP 12
DB: 0  Build: 0  Move: 8  MP: 15

Combat
Brawl  25% (12/5), damage 1D3
Dodge  45% (22/9)

Skills
Art/Craft (English Literature) 55%, Art/Craft (Teaching) 75%, Charm 40%, Credit Rating 45%, Fast Talk 40%, Library Use 60%, Listen 50%, Natural World 60%, Persuade 60%, Psychology 40%, Science (Biology) 40%, Science (Chemistry) 40%, Science (Mathematics) 45%, Spot Hidden 60%, Stealth 60%, Throw 60%.

Sheriff Dan Spencer, age 40, puritanical lawman

STR 70  CON 85  SIZ 60  DEX 60  INT 65
APP 55  POW 70  EDU 70  SAN 70  HP 14
DB: +1D4  Build: 1  Move: 8  MP: 14

Combat
Brawl  55% (27/11), damage 1D3+1D4 .38 revolver  50% (25/10), damage 1D10 20-g shotgun (2B) 50% (25/10), damage 2D6/1D6/1D3
Dodge  55% (27/11)

Skills
Climb 45%, Drive Auto 50%, Intimidate 70%, Language (English) 70%, Law 80%, Listen 65%, Navigate 45%, Persuade 60%, Psychology 50%, Quote Scripture 75%, Ride 55%, Spot Hidden 50%, Stealth 60%, Track 60%, Throw 50%.

Amanda Wells, age 17, book-burning killer

STR 65  CON 70  SIZ 45  DEX 75  INT 65
APP 40  POW 70  EDU 45  SAN —  HP 11
DB: 0  Build: 0  Move: 9  MP: 14  Luck 35

Combat
Brawl  25% (12/5), damage 1D3 or scissors 1D4
Dodge  40% (20/8)

Pulp Combat
Brawl  40% (20/8), damage 1D3 or large scissors 1D4+2
Dodge  60% (30/12)

James “Jimmy” Maclean, age 48, embittered drunk

Skills
Climb 65%, Credit Rating 10%, Drink Heavily 85%, Fast Talk 50%, Jump 60%, Language (English) 50%, Listen 60%, Natural World 55%, Occult 20%, Psychology 30%, Spot Hidden 60%, Stealth 50%.

Dr. Owen Perry, doctor

Skills
Accounting 40%, Charm 45%, Credit Rating 55%, First Aid 80%, History 50%, Language (English) 90%, Language (Latin) 60%, Library Use 60%, Listen 50%, Lore (Vampirism) 50%, Occult 30%, Medicine 70%, Persuade 55%, Psychology 60%, Science (Biology) 60%, Science (Pharmacy) 70%, Spot Hidden 60%, Stealth 40%.
The Young, cultists of Shub-Niggurath

Keeper note: #1–4 are younger cultists; #5–7 are older cultists. All cultists have zero Sanity.

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Cultists #1–4 Combat

Brawl 25% (12/5), damage 1D3+DB, or weapon*

Throw rock 35% (17/7), damage 1D4+½ DB

Dodge 40% (20/8)

*Choose from:
- Medium knife: damage 1D4+2+DB
- Scissors: damage 1D4+DB
- Screwdriver: damage 1D4+DB
- Straight Razor: damage 1D3+DB

Cultists #5–7 Combat

Brawl 50% (25/10), damage 1D3+DB, or weapon**

20-g shotgun† (2B) 35% (17/7), 2D6/1D6/1D3

Dodge 35% (17/7)

**Choose from:
- Hatchet: damage 1D6+1+DB
- Pitchfork: damage 1D6+1+DB
- Scythe: damage 1D6+DB
- Wood axe: damage 1D8+2+DB

†Assume 30% chance of having a shotgun.

Pulp Talents

- **Rapid Attack**: may spend 10 Luck points to gain one further attack in a single combat round.

Skills

- Charm 30%, Climb 70%, Cthulhu Mythos 11%, Fast Talk 45%, Library Use 60%, Spot Hidden 60%.


Richard Wendell, age 35, nosy small-town reporter

STR 55  CON 70  SIZ 60  DEX 65  INT 75
APP 50  POW 40  EDU 70  SAN 40  HP 13
DB: 0  Build: 0  Move: 8  MP: 8

Combat

Brawl 25% (12/5), damage 1D3

Dodge 35% (17/7)

Skills

- Art/Craft (Photography) 70%, Art/Craft (Uncover Dirty Secrets) 75%, Fast Talk 65%, History 50%, Language (English) 70%, Library Use 50%, Persuade 60%, Psychology 55%, Science (Chemistry) 40%, Sleight of Hand 40%, Stealth 60%.

Rev. Earl Wilson, preacher

STR 80  CON 75  SIZ 85  DEX 60  INT 55
APP 65  POW 50  EDU 45  SAN 50  HP 16
DB: +1D6  Build: 2  Move: 6  MP: 10

Combat

Brawl 60% (30/12), damage 1D3+1D6

Dodge 40% (20/8)

Skills

- Accounting 40%, Charm 30%, Credit Rating 50%, Fast Talk 50%, Intimidate 70%, Library Use 60%, Listen 50%, Lore (Religion) 80%, Occult 25%, Persuade 40%, Psychology 45%, Spot Hidden 45%, Stealth 60%.
Skills
Charm 40%, Climb 60%, Cthulhu Mythos 5%, Fast Talk 60%, Jump 60%, Listen 40%, Psychology 25%, Sleight of Hand 30%, Spot Hidden 40%, Stealth 65%, Swim 50%, Throw 45%.

Spells: each cult member has a 40% chance of knowing 1D2 spells from the following list: Alter Weather*, Augury*, Blight/Bless Crop*, Cause Disease*, Cloud Memory, Command Animal (specify type)*, Contact Mi-go, Contact Shub-Niggurath*, Implant Fear, Lame/Heal Animal*, Shrivelling, Summon/Bind Dark Young, Wither Limb.

*See Appendix A: Spells.

MISKATONIC UNIVERSITY

Dr. Henry Armitage,
age 73, keeper of forbidden tomes
STR 55 CON 40 SIZ 60 DEX 50 INT 90
APP 65 POW 80 EDU 96 SAN 55 HP 10
DB: 0 Build: 0 Move: 3 MP: 16

Combat
Brawl 25% (12/5), damage 1D3
Dodge 25% (12/5)

Skills
Art/Craft (Literature) 75%, Credit Rating 65%, Cthulhu Mythos 18%, History 65%, Intimidate 65%, Language (English) 96%, Language (French) 80%, Language (German) 70%, Language (Greek) 70%, Language (Latin) 75%, Library Use 95%, Listen 70%, Occult 25%, Persuade 75%, Psychology 50%, Science (Cryptography) 75%, Science (Mathematics) 45%, Science (Physics) 30%, Spot Hidden 60%, Stealth 30%.

Robert Blaine, age 24, expedition leader
STR 70 CON 70 SIZ 60 DEX 65 INT 70
APP 70 POW 70 EDU 70 SAN 18 HP 13
DB: +1D4 Build: 1 Move: 9 MP: 14 Luck: 40

Combat
Brawl 65% (32/13), damage 1D3+1D4
.38 revolver 40% (20/8), damage 1D10
Dodge 40% (20/8)

Pulp Combat
Brawl 80% (40/16), damage 1D3+1D4
.38 revolver 40% (20/8), damage 1D10
Dodge 50% (25/10)

Roderick “Little Rod” Block, age 21, geography major and sportsman
STR 85 CON 70 SIZ 85 DEX 55 INT 75
APP 55 POW 45 EDU 70 SAN 45 HP 15
DB: +1D6 Build: 2 Move: 8 MP: 9

Combat
Brawl 60% (30/12), damage 1D3+1D6
Dodge 55% (27/11)

Skills
Anthropology 30%, Credit Rating 50%, Cthulhu Mythos 10%, Drive Auto 35%, Fast Talk 60%, History 60%, Intimidate 55%, Jump 45%, Language (English) 70%, Language (Latin) 25%, Library Use 50%, Make Cutting Remark 55%, Occult 45%, Persuade 65%, Psychology 50%, Science (Chemistry) 40%, Science (Geology) 45%, Sleight of Hand 45%, Spot Hidden 40%, Stealth 40%, Throw 50%.

Louis Gibbons, age 22, charming botany major
STR 50 CON 55 SIZ 65 DEX 65 INT 85
APP 80 POW 80 EDU 70 SAN 80 HP 12
DB: 0 Build: 0 Move: 8 MP: 16

Combat
Brawl 25% (12/5), damage 1D3
Dodge 35% (17/7)

Skills
Climb 50%, Charm 50%, Credit Rating 35%, Drive Auto 25%, History 40%, Intimidate 30%, Jump 55%, Language (English) 75%, Language (Latin) 35%, Library Use 65%, Listen 40%, Natural World 50%, Navigate 70%, Occult 10%, Psychology 60%, Persuade 45%, Spot Hidden 40%, Stealth 45%, Throw 70%.
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**Skills**

- Anthropology 85%, Archaeology 50%, Charm 35%, Credit Rating 55%, History 75%, Language (Arabic) 40%, Language (English) 93%, Language (French) 40%, Language (Inuit) 70%, Library Use 60%, Listen 50%, Natural World 70%, Persuade 50%, Ride 60%.

- Anthropology 60%, Charm 50%, Credit Rating 70%, Jump 40%, Language (English) 90%, Language (French) 30%, Language (Greek) 10%, Language (Latin) 40%, Library Use 55%, Natural World 60%, Persuade 45%, Psychology 25%, Science (Chemistry) 65%, Science (Engineering) 70%, Science (Geology) 85%, Science (Metallurgy) 90%, Spot Hidden 45%, Stealth 35%, Throw 40%.

- Anthropology 60%, Charm 50%, Climb 40%, Credit Rating 20%, History 60%, Language (English) 70%, Language (Latin) 15%, Library Use 75%, Listen 50%, Natural World 65%, Occult 55%, Persuade 50%, Psychology 40%, Rifle/Shotgun 30%, Spot Hidden 70%, Stealth 30%, Swim 80%, Throw 40%.

- Anthropology 50%, Charm 55%, Climb 55%, Credit Rating 35%, Drive Auto 30%, Jump 50%, Language (English) 75%, Language (Greek) 10%, Language (Latin) 45%.
25%, Library Use 65%, Listen 40%, Persuade 35%, Psychology 35%, Ride 50%, Science (Biology) 40%, Science (Chemistry) 85%, Science (Mathematics) 70%, Science (Physics) 65%, Spot Hidden 60%, Throw 45%.

Jason Trent,
age 20, history major and shy scapegoat
STR 55 CON 50 SIZ 70 DEX 55 INT 90
APP 50 POW 70 EDU 65 SAN 68 HP 12
DB: +1D4 Build: 1 Move: 7 MP: 14

Combat
Brawl 25% (12/5), damage 1D3+1D4
Dodge 30% (15/6)

Skills
Archaeology 40%, Credit Rating 25%, Cthulhu Mythos 2%, History 65%, Language (English) 70%, Language (German) 10%, Language (Greek) 15%, Language (Latin) 65%, Library Use 75%, Listen 60%, Lore (Witchcraft) 60%, Natural World 40%, Occult 70%, Persuade 25%, Psychology 30%, Shy 80%, Spot Hidden 40%, Stealth 60%, Throw 25%.

Professor Albert N. Wilmarth,
age 52, English literature professor
STR 55 CON 55 SIZ 55 DEX 50 INT 85
APP 65 POW 65 EDU 95 SAN 50 HP 11
DB: 0 Build: 0 Move: 6 MP: 13

Combat
Brawl 35% (17/7), damage 1D3
Dodge 30% (15/6)

Skills
Accounting 40%, Art/Craft (Literature) 80%, Charm 30%, Credit Rating 65%, Cthulhu Mythos 14%, Jump 35%, History 65%, Intimidate 30%, Language (English) 95%, Language (French) 65%, Language (German) 60%, Language (Greek) 45%, Language (Latin) 40%, Library Use 75%, Natural World 45%, Occult 65%, Persuade 50%, Psychology 45%, Spot Hidden 45%, Stealth 50%, Throw 30%.

ARKHAM POLICE DEPARTMENT

Chief Detective Luther Harden,
age 44, tough but fair cop
STR 70 CON 65 SIZ 75 DEX 60 INT 75
APP 50 POW 80 EDU 70 SAN 76 HP 14
DB: +1D4 Build: 1 Move: 6 MP: 16

Combat
Brawl 75% (37/15), damage 1D3+1D4
.45 revolver 65% (32/13), damage 1D10+2
Dodge 65% (32/13)

Skills
Accounting 30%, Bash Heads 70%, Credit Rating 50%, Drive Auto 50%, Fast Talk 60%, First Aid 45%, History 30%, Intimidate 75%, Jump 40%, Language (English) 70%, Law 55%, Listen 65%, Locksmith 40%, Natural World 40%, Navigate 50%, Persuade 50%, Psychology 65%, Spot Hidden 60%, Stealth 65%, Track 40%.

Typical Police Officer
Use this profile for a typical police officer or a campus guard.

MI-GO AGENTS
Values are provided for the host body. Any mental attributes or skills derived solely from the agent’s brain are marked with an asterisk (*).

Henry Akeley (as William Noakes), apparent age 20, revived scholar
STR 75 CON 70 SIZ 85 DEX 60 INT 85*
APP 60 POW 40* EDU 95* SAN —* HP 15
DB: +1D4 Build: 1 Move: 7 MP: 8 Luck: 50

Combat
Brawl 40% (20/8), damage 1D3+1D4
Electric gun 30% (15/6), damage 1D10
(Electric Gun, page @@)
Dodge 30% (15/6)
Daphne Devine (as Prof. Roger Harrold), apparent age 44, agents' leader

STR 65  CON 60  SIZ 60  DEX 55  INT 70*  APP 60  POW 65*  EDU 80*  SAN —*  HP 12

DB: +1D4  Build: 1  Move: 8  MP: 13  Luck: 40

Combat

Brawl  35% (17/7), damage 1D3+1D4  Electric gun  40% (20/8), damage 1D10  (Electric Gun, page @@)
Dodge  30% (15/6)

Pulp Combat

Brawl  40% (20/8), damage 1D3  Electric gun  50% (25/10), damage 1D10  Mist projector 50% (25/10), damage 1D10  (Mist Projector, page @@)
Spore gun  60% (30/12), damage 1D10  (Spore Gun, page @@)
Dodge  40% (20/8)

Pulp Talents

• Alert: never surprised in combat.
• Strong Willed: gains a bonus die when making POW rolls.

Skills

Anthropology 65%, Archaeology 35%, Art/Craft (Photography) 45%, Credit Rating 45%, Cthulhu Mythos 15%, Drive Auto 30%, Fast Talk 50%, History 70%, Language (English) 80%, Language (Latin) 30%, Library Use 75%, Listen 50%, Persuade 65%, Stealth 65%, Throw 25%

Spells: Contact Mi-Go.

Lawrence Jarvis (as Terrence Laslow), apparent age 22, mental muscle

STR 55  CON 70  SIZ 65  DEX 65  INT 85*  APP 60  POW 110*  EDU 96*  SAN —*  HP 13

DB: 0  Build: 0  Move: 8  MP: 22  Luck: 50

Combat

Brawl  70% (34/14), damage 1D3, or knife 1D4+2  Electric gun  50% (25/10), damage 1D10  (Electric Gun, page @@)
Mist projector 50% (25/10), damage 1D10  (Mist Projector, page @@)
Spore gun 60% (30/12), damage 1D10  (Spore Gun, page @@)
Dodge  65% (32/13)

Pulp Combat

Brawl  80% (40/16), damage 1D3, or knife 1D4+2  Electric gun  60% (30/12), damage 1D10  (Electric Gun, page @@)
Telekinesis: mentally moves an object. This is useful for bringing an item to hand, hurling objects at a person, or lashing out with a telekinetic blow. Every 1 magic point spent provides Jarvis with 5 points of STR for use in one task. Small things, like directing a book to his hand, may only cost 1 magic point, while trying to push someone out of a window would require Jarvis’ telekinetic STR to be matched against the target in an opposed roll (assuming the target’s STR if they were aware of the coming attack, or their SIZ if a surprise attack).

- **Cost:** variable magic points; 1 point is equivalent to 5 STR.

Lawrence Jarvis’ Brain, psychic brain

**Keeper note:** killing Jarvis in his current state is easier than it might otherwise be, if the investigators can find his brain cylinder among all of those in the mi-go cylinder storage room. Being just a brain, physical statistics are not provided.

**Spells:** Contact Mi-Go.

**Psychic Powers**

**Alter Reality:** perhaps Jarvis’ most dangerous talent, giving him the ability to create multi-sensory illusions. To take effect, Jarvis must win an opposed POW roll against the target of the illusion: if Jarvis wins, the target believes what they are experiencing. Modify the opposed roll depending on the complexity of the illusion. For example, apply a bonus die to Jarvis’ roll for something very simple, like having a door disappear, creating a phantasmal chair, and other such minor changes. For very impressive illusions, such as illusionary monsters or making a whole building disappear, apply a penalty die to Jarvis’ roll.

- **Cost:** 3 magic points for a minor illusion; 5 for a regular illusion; 10 for a complex or large illusion.

**Go Unseen:** Jarvis can direct an individual’s mind not to notice his presence, in effect making him invisible. This invisibility has no effect on mindless things, such as cameras and the like. The effect can be maintained for up to an hour but may end sooner if Jarvis does something drastic to draw attention to himself (like knocking over a table or attacking the target).

- **Cost:** 5 magic points per person affected.

**Send Nightmare:** sends a horrific nightmare to a sleeping target, causing them to wake up screaming and lose 1D3 Sanity points. This is the least useful of his powers under the current circumstances.

- **Cost:** 8 magic points.

Skills

- Climb 60%, Credit Rating 70%, Cthulhu Mythos 50%, Drive Auto 50%, Electrical Repair 40%, Fast Talk 50%, Intimidate 70%, Jump 45%, Language (English) 96%, Language (French) 65%, Language (German) 50%, Language (Latin) 45%, Language (Spanish) 40%, Listen 65%, Locksmith 70%, Library Use 55%, Mechanical Repair 45%, Natural World 55%, Occult 70%, Persuade 45%, Sleight of Hand 60%, Stealth 70%, Spot Hidden 65%, Swim 55%, Track 50%, Throw 65%.

**Spells:** Contact Mi-Go.

**Psychic Powers**

**Go Unseen:** can direct an individual’s mind not to notice Jarvis’ presence, in effect, making him invisible. This invisibility has no effect on mindless things, such as cameras and the like. The effect can be maintained for up to an hour but may end sooner if Jarvis does something drastic to draw attention to himself.

- **Cost:** 5 magic points per person affected.

**Send Nightmare:** sends a horrific nightmare to a sleeping target, causing them to wake up screaming and lose 1D3 Sanity points. This is the least useful of his powers under the current circumstances.

- **Cost:** 8 magic points.

**Telekinesis:** mentally moves an object. This power is useful for bringing an item to hand, hurling objects at a person, or lashing out with a telekinetic blow. Every 1 magic point spent provides Jarvis with 5 points of STR for use in one task. Small things, like directing a book to his hand, may only cost 1 magic point, while trying to push someone out of a window would require Jarvis’ telekinetic STR to be matched against the target in an opposed roll (assuming the target’s STR if they were aware of the coming attack, or their SIZ if a surprise attack).

- **Cost:** variable magic points; 1 point is equivalent to 5 STR.
**Gustav Ludendorff (as Harry Higgins), apparent age 20, unfunny class clown**

<table>
<thead>
<tr>
<th>STR 45</th>
<th>CON 50</th>
<th>SIZ 45</th>
<th>DEX 70</th>
<th>INT 70*</th>
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<tbody>
<tr>
<td>APP 45</td>
<td>POW 80*</td>
<td>EDU 95*</td>
<td>SAN —*</td>
<td>HP 9</td>
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<tr>
<td>DB: 0</td>
<td>Build: 0</td>
<td>Move: 8</td>
<td>MP: 16</td>
<td>Luck: 45</td>
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</table>

**Combat**

Brawl 40% (17/7), damage 1D3
Mist projector 30% (15/6), damage 1D10
(Dist Projector, page @@)
Dodge 35% (17/7)

**Pulp Combat**

Brawl 45% (22/9), damage 1D3
Mist projector 40% (20/8), damage 1D10
(Dist Projector, page @@)
Dodge 40% (22/9)

**Pulp Talents**

- **Endurance**: gains a bonus die when making CON rolls (including to determine MOV rate for chases).

**Skills**

- Climb 70%, Credit Rating 30%, Cthulhu Mythos 23%, History 40%, Jump 40%, Language (English) 70%, Language (German) 95%, Library Use 60%, Listen 40%, Occult 25%, Persuade 50%, Science (Geology) 80%, Spot Hidden 65%, Stealth 50%, Throw 35%.

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**Wesley Smith (as Clarissa Thurber), apparent age 21, unhappy agent**

<table>
<thead>
<tr>
<th>STR 55</th>
<th>CON 75</th>
<th>SIZ 40</th>
<th>DEX 70</th>
<th>INT 75*</th>
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<tbody>
<tr>
<td>APP 60</td>
<td>POW 60*</td>
<td>EDU 85*</td>
<td>SAN —*</td>
<td>HP 11</td>
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<tr>
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<td>Move: 9</td>
<td>MP: 12</td>
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**Combat**

Brawl 40% (20/8), damage 1D3
Electric gun 30% (15/6), damage 1D10
(Electric Gun, page @@)
Dodge 35% (17/7)

**Pulp Combat**

Brawl 50% (25/10), damage 1D3
Electric gun 30% (15/6), damage 1D10
(Electric Gun, page @@)
Dodge 40% (20/8)

**Pulp Talents**

- **Endurance**: gains a bonus die when making CON rolls (including to determine MOV rate for chases).

**Skills**

- Climb 60%, Credit Rating 35%, Cthulhu Mythos 14%, Intimidate 60%, Language (English) 85%, Language (Spanish) 45%, Library Use 50%, Listen 45%, Occult 25%, Navigate 45%, Persuade 45%, Ride 50%, Science (Biophysics) 35%, Science (Chemistry) 70%, Science (Physics) 50%, Spot Hidden 60%, Throw 65%.

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**Dr. Clayton Osborne (as Louis Gibbons), apparent age 22, reborn medical student**

<table>
<thead>
<tr>
<th>STR 50</th>
<th>CON 55</th>
<th>SIZ 65</th>
<th>DEX 65</th>
<th>INT 90*</th>
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<tbody>
<tr>
<td>APP 80</td>
<td>POW 50*</td>
<td>EDU 94*</td>
<td>SAN —*</td>
<td>HP 12</td>
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<tr>
<td>DB: 0</td>
<td>Build: 0</td>
<td>Move: 8</td>
<td>MP: 10</td>
<td>Luck: 60</td>
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**Combat**

Brawl 30% (15/6), damage 1D3
Mist projector 30% (15/6), damage 1D10
(Dist Projector, page @@)
Dodge 35% (17/7)

**Pulp Combat**

Brawl 40% (20/8), damage 1D3
Mist projector 30% (15/6), damage 1D10
(Dist Projector, page @@)
Dodge 35% (17/7)

**Pulp Talents**

- **Endurance**: gains a bonus die when making CON rolls (including to determine MOV rate for chases).

**Skills**

- Climb 60%, Credit Rating 35%, Cthulhu Mythos 14%, Intimidate 60%, Language (English) 85%, Language (Spanish) 45%, Library Use 50%, Listen 45%, Occult 25%, Navigate 45%, Persuade 45%, Ride 50%, Science (Biophysics) 35%, Science (Chemistry) 70%, Science (Physics) 50%, Spot Hidden 60%, Throw 65%.

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**Robert Tunes (as Jason Trent), apparent age 20, historic historian**

<table>
<thead>
<tr>
<th>STR 55</th>
<th>CON 50</th>
<th>SIZ 70</th>
<th>DEX 55</th>
<th>INT 80*</th>
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<tbody>
<tr>
<td>APP 50</td>
<td>POW 75*</td>
<td>EDU 93*</td>
<td>SAN —*</td>
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<tr>
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<td>Build: 1</td>
<td>Move: 7</td>
<td>MP: 15</td>
<td>Luck: 75</td>
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</table>

**Combat**

Brawl 25% (12/5), damage 1D3+1D4
Mist projector 35% (17/7), damage
(Dist Projector, page @@)
Dodge 35% (17/7)

**Pulp Combat**

Brawl 40% (20/8), damage 1D3
Mist projector 30% (15/6), damage 1D10
(Dist Projector, page @@)
Dodge 40% (20/8)

**Pulp Talents**

- **Endurance**: gains a bonus die when making CON rolls (including to determine MOV rate for chases).

**Skills**

- Climb 60%, Credit Rating 35%, Cthulhu Mythos 14%, Intimidate 60%, Language (English) 85%, Language (Spanish) 45%, Library Use 50%, Listen 45%, Occult 25%, Navigate 45%, Persuade 45%, Ride 50%, Science (Biophysics) 35%, Science (Chemistry) 70%, Science (Physics) 50%, Spot Hidden 60%, Throw 65%.
Pulp Adjustments
Brawl 35% (17/7), damage 1D3+1D4
.38 automatic 60% (30/12), damage 1D10
Dodge 30% (15/6)

Pulp Talents
- Endurance: gains a bonus die when making CON rolls (including to determine MOV rates for chases).
- Strong Willed: gains a bonus die when making POW rolls.

Skills
Accounting 80%, Charm 30%, Credit Rating 95%, Cthulhu Mythos 13%, History 40%, Intimidate 75%, Language (English) 75%, Language (French) 60%, Law 30%, Listen 65%, Natural World 40%, Occult 30%, Persuade 65%, Predict Stock Market 80%, Psychology 70%, Spot Hidden 40%.

Michael Abelard, age 57, obsessed head of FOC
STR 60 CON 40 SIZ 75 DEX 35 INT 75
APP 65 POW 75 EDU 75 SAN 62 HP 11
DB: +1D4 Build: 1 Move: 1* MP: 15 Luck: 50

*5 in wheelchair.

Combat
Brawl 25% (12/5), damage 1D3+1D4
.38 automatic 50% (25/10), damage 1D10
Dodge 20% (10/4)

Skills
Climb 55%, Cthulhu Mythos 8%, Drive Auto 70%, Intimidate 80%, Jump 50%, Language (English) 60%, Language (French) 10%, Listen 55%, Mechanical Repair 60%, Natural World 45%, Operate Heavy Machinery 40%, Persuade 45%, Sleight of Hand 55%, Spot Hidden 55%, Stealth 60%, Throw 50%, Track 55%.
### Selena Preston, age 28, Abelard’s right hand

<table>
<thead>
<tr>
<th></th>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>DEX</th>
<th>INT</th>
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</thead>
<tbody>
<tr>
<td>DB:</td>
<td>0</td>
<td>Build: 0</td>
<td>Move: 8</td>
<td>MP: 13</td>
<td>Luck: 75</td>
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**Combat**
- **Brawl**: 30% (15/6), damage 1D3
- **Dodge**: 40% (20/8)

**Pulp Combat**
- **Brawl**: 45% (22/9), damage 1D3
- **Dodge**: 45% (22/9)

**Pulp Talents**
- **Resourceful**: may spend 10 Luck points (rather than make a Luck roll) to find a certain useful piece of equipment in their current location.
- **Alert**: never surprised in combat.

**Skills**
- Accounting 65%, Appraise 20%, Art/Craft (Dancing) 60%, Charm 60%, Credit Rating 65%, Cthulhu Mythos 6%, Drive Auto 35%, Jump 60%, Fast Talk 40%, Language (English) 75%, Language (French) 45%, Law 10%, Library Use 45%, Listen 60%, Occult 10%, Persuade 65%, Psychology 40%, Ride 60%, Stealth 70%, Swim 50%, Throw 30%.

### Sam Morrison, age 40, security chief

<table>
<thead>
<tr>
<th></th>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>DEX</th>
<th>INT</th>
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<tbody>
<tr>
<td>DB:</td>
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<td>Build: 1</td>
<td>Move: 8</td>
<td>MP: 13</td>
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**Combat**
- **Brawl**: 70% (35/14), damage 1D3+1D4
- **.38 revolver**: 55% (27/11), damage 1D10+2
- **Lee-Enfield rifle**: 70% (35/14), damage 2D6+4
- **Thompson SMG**: 50% (25/10), damage 1D10+2
- **Dodge**: 50% (25/10)

**Skills**
- Charm 30%, Climb 50%, Credit Rating 60%, Cthulhu Mythos 11%, First Aid 75%, Intimidate 45%, Jump 60%, Language (English) 96%, Language (French) 15%, Language (German) 10%, Language (Greek) 20%, Language (Latin) 40%, Library Use 50%, Listen 60%, Medicine 80%, Natural World 60%, Persuade 55%, Psychology 45%, Science (Biology) 75%, Science (Chemistry) 60%, Science (Forensics) 85%, Science (Pharmacy) 65%, Science (Physics) 50%, Spot Hidden 55%, Stealth 50%, Swim 50%, Throw 30%.

### Larry Nekler, age 28, mechanic

<table>
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<tr>
<th></th>
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<th>CON</th>
<th>SIZ</th>
<th>DEX</th>
<th>INT</th>
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<tbody>
<tr>
<td>DB:</td>
<td>+1D4</td>
<td>Build: 1</td>
<td>Move: 8</td>
<td>MP: 9</td>
<td></td>
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</table>

**Combat**
- **Brawl**: 60% (30/12), damage 1D3+1D4
- **.45 revolver**: 40% (20/8), damage 1D10+2
- **12-g shotgun (pump)**: 45% (22/9), damage 4D6/2D6/1D6
- **Dodge**: 30% (15/6)

**Skills**
- Climbing 70%, Credit Rating 50%, Cthulhu Mythos 10%, Drive Auto 55%, First Aid 55%, Intimidate 70%, Jump 60%, Language (English) 55%, Language (French) 10%, Language (German) 20%, Listen 70%, Medicine 20%, Natural World 50%, Navigate 60%, Persuade 45%, Pilot (Aircraft) 45%, Psychology 55%, Spot Hidden 60%, Stealth 80%, Survival (All) 45%, Swim 60%, Throw 60%, Track 65%.
**DETOUR: PURPLE GANG**

**Purple Gangster**

Use the following profile for Purple Gang members.

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>DEX</th>
<th>INT</th>
<th>APP</th>
<th>POW</th>
<th>EDU</th>
<th>SAN</th>
<th>HP</th>
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<td>60</td>
<td>75</td>
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<td>40</td>
<td>40</td>
<td>50</td>
<td>75</td>
<td>13</td>
</tr>
</tbody>
</table>

**Combat**

Brawl: 50% (25/10), damage 1D3+1D4

.45 automatic: 40% (20/8), damage 1D10+2

**Skills**

Climb 45%, Fast Talk 60%, Intimidate 45%, Jump 40%, Listen 30%, Psychology 40%, Spot Hidden 40%, Stealth 40%, Throw 45%.

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**LA TUQUE, CANADA**

**Nicolas Thibault, age 33, lawyer**

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>DEX</th>
<th>INT</th>
<th>APP</th>
<th>POW</th>
<th>EDU</th>
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<td>80</td>
<td>60</td>
<td>65</td>
<td>55</td>
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</tbody>
</table>

**Combat**

Brawl: 60% (30/12), damage 1D3+1D4

.45 automatic: 45% (22/9), damage 1D10+2

Thomson SMG: 30% (15/6), damage 1D10+2

**Skills**

Accounting 50%, Art/Craft (Wood Carving) 40%, Charm 70%, Credit Rating 65%, Drive Auto 35%, Fast Talk 65%, Language (English) 65%, Language (French) 90% (own), Language (Latin) 10%, Law 85%, Library Use 85%, Listen 60%, Natural World 35%, Persuade 80%, Psychology 70%, Stealth 65%, Throw 30%.
Father Maxime Dubois, age 51, serial killer
STR 70  CON 80  SIZ 85  DEX 50  INT 80
APP 40  POW 40  EDU 70  SAN —  HP 16
DB: +1D4  Build: 1  Move: 5  MP: 8  Luck: 40

Combat
Brawl 65% (32/13), damage 1D3+1D4, or knife 1D4+2+1D4
20-g shotgun (1B) 30% (15/6), damage 2D6
Dodge 30% (15/6)

Pulp Combat
Brawl 80% (35/14), damage 1D3+1D4, or knife 1D4+2+1D4
20-g shotgun (1B) 35% (17/7), damage 2D6
Dodge 30% (15/6)

Pulp Talents
• Heavy Hitter: may spend 10 Luck points to add an additional damage die in melee combat (die type depends on the weapon being used).
• Rapid Fire: spend 10 Luck to gain one further attack in a single combat round.

Skills
Accounting 40%, Charm 30%, Credit Rating 30%, Fast Talk 75%, First Aid 50%, History 60%, Language (English) 50%, Language (French) 70% (own), Language (Latin) 40%, Library Use 35%, Listen 60%, Lore (Phrenology) 70%, Occult 20%, Persuade 55%, Psychology 55%, Stealth 65%, Throw 45%.

THE MOON

Devon Riley, age 39, battle-scarred veteran
STR 85  CON 75  SIZ 75  DEX 75  INT 80
APP 40  POW 70  EDU 60  SAN 69  HP 30
DB: +1D4  Build: 1  Move: 8  MP: 14  Luck: 70

Combat
Brawl 65% (32/13), damage 1D3+1D4, or cosh 1D8+1D4
.45 revolver 60% (30/12), damage 1D10+2
.303 Lee-Enfield rifle 65% (32/13), damage 2D6+4
Hand grenade 65% (32/13), damage 4D10/2D10/1D10 (3/6/9 yards)
Dodge 70% (35/14)

Colin Lang, age 25, reckless adventurer
STR 80  CON 80  SIZ 60  DEX 70  INT 50
APP 65  POW 60  EDU 65  SAN 60  HP 28
DB: +1D4  Build: 1  Move: 9  MP: 12  Luck: 60

Combat
Brawl 70% (35/14), damage 1D3+1D4, or cosh 1D8+1D4
.45 revolver 45% (22/9), damage 1D10+2
Thompson SMG 55% (27/11), damage 1D10+2
Hand grenade 55% (27/11), damage 4D10/2D10/1D10 (3/6/9 yards)
Dodge 40% (20/8)

Pulp Talents
• Heavy Hitter: may spend 10 Luck points to add an additional damage die when dealing out damage in melee combat (die type depends on the weapon being used).
• Tough Guy: may spend 10 Luck to shrug off up to 5 hit points of damage taken in one combat round.

Classic Adjustments
• No Pulp Talents.
• No Luck.
• HP: 15

Skills
Climb 85%, Electrical Repair 20%, First Aid 70%, Intimidate 80%, Jump 75%, Listen 35%, Mechanical Repair 50%, Medicine 30%, Navigate 60%, Psychology 60%, Sleight of Hand 60%, Spot Hidden 65%, Stealth 55%, Survival (All) 45%, Swim 70%, Throw 65%.
Classic Adjustments
• No Pulp Talents.
• No Luck.
• HP: 14

Classic Combat
Brawl 60% (30/12), damage 1D3+1D4,
or cosh 1D8+1D4
.45 Revolver 40% (20/8), damage 1D10+2
Thompson SMG 40% (20/8), damage 1D10+2
Hand Grenade 40% (20/8), damage
4D10/2D10/1D10 (3/6/9 yards)
Dodge 40% (20/8)

Skills
Charm 50%, Climb 55%, Electrical Repair 10%, Fast Talk 60%, First Aid 40%, Jump 65%, Listen 40%, Mechanical Repair 40%, Navigate 50%, Psychology 30%, Sleight of Hand 50%, Spot Hidden 45%, Stealth 60%, Survival (Wilderness) 45%, Swim 40%, Track 50%, Throw 60%. 