

A TIME TO HARVEST

DEATH AND DISCOVERY IN THE VERMONT HILLS

KEEPER REFERENCE BOOKLET

PROFILES FOR NPCs, AGENTS, AND MONSTERS

A Time to Harvest © 2021 Chaosium Inc. All rights reserved.

Call of Cthulhu © 1981–2021 Chaosium Inc. All rights reserved.

Pulp Cthulhu © 2016 Chaosium Inc. All rights reserved.

Chaosium Arcane Symbol (the Star Elder Sign) © 1983 Chaosium Inc. All rights reserved.
Call of Cthulhu, Chaosium Inc., and the Chaosium dragon are registered trademarks of Chaosium Inc.

This material is protected under the copyright laws of the United States of America. Reproduction of this work by any means without written permission of Chaosium Inc., except for the use of short excerpts for the purpose of reviews and the copying of character sheets and handouts for in-game use, is expressly prohibited.



MONSTERS

Dark Spawn of Shub-Niggurath, *mutated human monsters*

	<i>roll</i>	<i>average</i>
STR	(4D6+2)×5	80
CON	(4D6+2)×5	80
SIZ	3D6×5	50–55
DEX	(4D6+2)×5	80
INT	3D6×5	50–55
POW	(2D6+6)×5	65

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: +1D4 Build: 1 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.

Spells: 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

STR 60 **CON** 50 **SIZ** 50 **DEX** 70 **INT** 65
APP — **POW** 65 **EDU** — **SAN** — **HP** 10
DB: 0 **Build:** 0 **Move:** 7* **MP:** 13

*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 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.

STR 100 **CON** 100 **SIZ** 80 **DEX** 85 **INT** 65
APP — **POW** 65 **EDU** — **SAN** — **HP** 18
DB: +1D6 **Build:** 2 **Move:** 9* **MP:** 13

*11 flying.

Special Powers

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

Combat

Attacks per round: 2 (claws) or 1 (weapon)

Fighting	70% (35/14), damage 1D8+1D6
Electric gun	65% (32/13), damage 1D10 + special (Electric Gun , page @@)
Mist projector	60% (30/12), damage 1D10 per round (Mist Projector , page @@)
Dodge	45% (22/9)

Armor: 3-point carapace; extra-terrene body causes all impaling weapons to deal minimum possible damage.

Spells: each has 30% chance of knowing 1D3 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 sanity points to encounter a soldier mi-go.

Mi-Go Scientist

STR 55 **CON** 55 **SIZ** 55 **DEX** 55 **INT** 120
APP — **POW** 65 **EDU** — **SAN** — **HP** 11
DB: 0 **Build:** 0 **Move:** 8 **MP:** 13

Special Powers

Hypnosis, basic telepathy, void light (**Common Abilities**, page @@).

Combat

Attacks per round: 2 (claws) or 1 (weapon)

Fighting	30% (15/6), damage 1D6
Electric gun*	25% (12/5), damage 1D10 + special (Electric Gun , page @@)
Dodge	30% (15/6), see above

*Not carried.

Armor: 2-point; their resonating extra-terrene body causes all impaling weapons to deal minimum damage.

Spells: each has 40% chance of knowing 1D3 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 sanity points to encounter a scientist mi-go.

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.

STR 300 **CON** 200 **SIZ** 400 **DEX** 50 (15) **INT** 65 (35)

APP — **POW** 65 (50) **EDU** — **SAN** — **HP** 600

DB: 7D6 **Build:** 8 **Move:** 10 **MP:** 13

**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.

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

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.

Moon-beast, loathsome and cruel

STR 80 CON 65 SIZ 80 DEX 50 INT 70
APP — POW 40 EDU — SAN — HP 14
DB: +1D4 Build: 1 Move: 7 MP: 8

Combat

Attacks per round: 1 (smash, swipe, spear)

Uses its bulk to slam and smash or alternatively uses a weapon like a spear, club, or sword.

Fighting	45% (22/9), damage 1D6+1D4, or improvised spear 1D6+1D4
Dodge	25% (12/5)

Skills

Stealth 40%, Track 30%.

Armor: none, but their peculiar body substance and mass causes them to take minimum damage from successful missile and firearms attacks.

Spells: 2 of the Keeper's choosing.

Sanity Loss: 0/1D8 Sanity points to encounter a moon-beast.

Shub-Niggurath, The Mother

For more on this entity, see Chaosium's Malleus Monstrorum (2nd edition).

STR 360 CON 850 SIZ 600 DEX 140 POW 350
HP 145 DB: +11D6 Build: 12 Move: 15 MP: 70

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.

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.

Combat

Fighting	75% (37/15), damage 5D6
Seize (mnvr)	75% (37/15), held then drained of 3D10 STR per round
Trample	75% (37/15), damage 11D6

Armor: none; however, it is immune to mundane weapons (inc. bullets) and regenerates 2 hit points per magic point spent to heal itself (death at zero hit points). If reduced to zero hit points, Shub-Niggurath's form petrifies, cracks, and falls into a million pieces, while its essence is transported elsewhere (note that any left-over part may regrow into some monstrous child of the Outer God in time). It reforms in 1D100 years.

Spells: Bestow Glimpse of Truth†, Call Lightning†, Clutch of Nyogtha, Command Animal†, Command Plants†, Curse†, Healing† (variant), Human Shrub†, Maggots†, The Red Sign, Wrack; others as the Keeper desires.

Sanity loss: 1D10/1D100 Sanity points to encounter Shub-Niggurath.

†*Spells found in The Grand Grimoire of Cthulhu Mythos Magic; where necessary, substitute these spells for one from the Call of Cthulhu: Keeper Rulebook.*

Zoogs, *curious carnivores*

STR 15 CON 35 SIZ 10 DEX 100 INT 65
APP — POW 50 EDU — SAN — HP 4
DB: -2 Build: -2 Move: 12 MP: 10

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.

Fighting 40% (20/8), damage 1D4+1-2, or
by weapon (knife, 1D6-2)
Thrown dart 30% (15/6), damage 1D6-2
Dodge 60% (30/12)

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.

COBB'S CORNERS

Agnus Bellweather, *age 88, knowledgeable local*

STR 30 CON 50 SIZ 35 DEX 45 INT 75
APP 50 POW 70 EDU 45 SAN 70 HP 8
DB: -1 Build: -1 Move: 3 MP: 14

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.

STR 50 CON 40 SIZ 55 DEX 50 INT 10
APP 60 POW 50 EDU 20 SAN 45 HP 2* (9)
DB: 0 Build: 0 Move: 7 MP: 10

*Currently on 2 hit points.

Combat

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

Skills

Charm 40%, Jump 40%, Listen 50%, Psychology 40%, Spot Hidden 60%, Stealth 60%, Track 30%.

Mabel Carruthers, *librarian*

STR 30 CON 60 SIZ 50 DEX 45 INT 70
APP 60 POW 55 EDU 80 SAN 55 HP 11
DB: -1 Build: -1 Move: 5 MP: 11

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%.

Emelda Cratchett, *age 24, bitter widow*

STR 50 CON 80 SIZ 40 DEX 75 INT 65
APP 75 POW 70 EDU 55 SAN 70 HP 12
DB: 0 Build: 0 Move: 9 MP: 14

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%.

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

STR 80 CON 75 SIZ 65 DEX 70 INT 70
APP 75 POW 95 EDU 65 SAN — HP 14
DB: +1D4 Build: 1 Move: 9 MP: 19 Luck: 65

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

Sacrificial dagger 50% (25/10), damage 1D4+3+1D4
Dodge 55% (27/11)

Pulp 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 60% (30/12)

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%.

Spells: Alter Weather*, Augury*, Bless/Blight Crop*, Call Shub-Niggurath, Cause Disease*, Command Animal (choose type)*, Contact Mi-go, Contact Shub-Niggurath*, Lame/Heal Animal*, Raise Night Fog*, Shrivelling, Summon/Bind Dark Young, Voorish Sign, Wither Limb.

*See *Appendix A: Spells*.

Alexandru Cuzra, age 49, superstitious farmer

STR 75 CON 65 SIZ 60 DEX 40 INT 70
APP 45 POW 50 EDU 45 SAN 36 HP 12
DB: +1D4 Build: 1 Move: 7 MP: 10

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%.

Jason Haggerty, age 14, psychotic parent killer

STR 55 CON 50 SIZ 60 DEX 70 INT 65
APP 75 POW 60 EDU 45 SAN — HP 11
DB: 0 Build: 0 Move: 8 MP: 12 Luck: 30

Combat

Brawl 35% (17/7), damage 1D3,
or knife 1D4+2
Dodge 35% (17/7)

Pulp Combat

Brawl 50% (25/10), damage 1D3,
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*.

Joe Harlow, age 58, local and truck driver

STR 60 CON 35 SIZ 65 DEX 55 INT 55
APP 45 POW 50 EDU 40 SAN 50 HP 10
DB: +1D4 Build: 1 Move: 5 MP: 10

Combat

Brawl 30% (15/6), damage 1D3+1D4,
or knife 1D4+1D4
Dodge 30% (15/6)

Skills

Art/Craft (Brew Moonshine) 80%, Art/Craft (Carpentry) 55%, Charm 40%, Drive Auto 50%, Fast Talk 60%, Language (English) 40%, Mechanical Repair 45%, Natural World 60%, Navigate 60%, Occult (Local Legends) 65%, Operate Heavy Machinery 50%, Psychology 35%, Spot Hidden 45%, Stealth 60%, Track 70%.

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" Maclearan, 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 55 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)

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%.

Spells: Augur*, Bind Dark Young, Blight/Bless Crop*, Contact Shub-Niggurath*, Lame/Heal Animal*, Shrivelling.
*See *Appendix A: Spells*.

Richard Wendell,

age 35, nose 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%.

The Young, cultists of Shub-Niggurath

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

	1	2	3	4	5	6	7
STR	25	30	40	50	60	75	85
CON	50	60	45	50	60	55	70
SIZ	35	40	45	50	65	70	80
DEX	50	50	65	60	70	80	60
INT	60	50	70	60	65	80	60
POW	60	40	50	50	40	60	60
HP	8	10	9	10	12	12	15
DB	-2	-1	0	0	+1D4	+1D4	+1D6
Build	-2	-1	0	0	1	1	2
Move	8	8	8	8	8	9	8
MP	12	8	10	10	8	12	12

Cultists #1–4 Combat

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

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)

Pulp Talents

- **Rapid Attack:** may spend 10 Luck points to gain one additional melee attack in a single combat round.
- **Quick Study:** halve the time required for Initial and Full Reading of Mythos tomes, as well as other books.

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%.

Spells: Contact Mi-go.

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 65 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

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%.

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

Art/Craft (Piano) 70%, Charm 70%, Credit Rating 35%, First Aid 65%, Fast Talk 20%, Language (English) 75%, Language (Latin) 40%, Library Use 55%, Medicine 40%, Natural World 55%, Persuade 40%, Psychology 50%, Science (Biology) 65%, Science (Botany) 70%, Science (Pharmacy) 40%, Stealth 35%, Throw 25%.

Prof. Roger Harrold,
age 44, guilt-ridden anthropologist

STR 65 CON 60 SIZ 60 DEX 55 INT 80
APP 60 POW 60 EDU 93 SAN 60 HP 12
DB: +1D4 Build: 1 Move: 7 MP: 12

Combat

Brawl 40% (20/8), damage 1D3+1D4
Dodge 30% (15/6)

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%.

Harry Higgins, age 20, geology major and joker

STR 45 CON 50 SIZ 45 DEX 70 INT 85
APP 45 POW 65 EDU 65 SAN 65 HP 9
DB: 0 Build: 0 Move: 8 MP: 13

Combat

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

Skills

Art/Craft (Comedian) 85%, Art/Craft (Singing) 50%, Charm 40%, Credit Rating 30%, Drive Auto 35%, Fast Talk 60%, First Aid 35%, History 50%, Language (English) 70%, Language (Irish Gaelic) 35%, Language (Latin) 10%, Library Use 60%, Listen 60%, Occult 30%, Psychology 30%, Science (Geology) 75%, Sleight of Hand 40%, Spot Hidden 65%, Stealth 55%, Throw 30%.

Terrence Laslow, age 22, snobbish history and psychology major

STR 55 CON 70 SIZ 65 DEX 65 INT 80
APP 60 POW 60 EDU 65 SAN 60 HP 13
DB: 0 Build: 0 Move: 8 MP: 12

Combat

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

Skills

Climb 25%, Credit Rating 70%, Fast Talk 35%, History 70%, Language (English) 75%, Language (French) 40%, Language (Latin) 45%, Library Use 55%, Listen 60%, Natural World 20%, Occult 35%, Persuade 45%, Psychology 45%, Psychoanalysis 15%, Ride 50%, Stealth 45%, Throw 25%.

Professor Ashley Learmonth,
age 47, unknowing mi-go target

STR 50 CON 65 SIZ 55 DEX 55 INT 80
APP 60 POW 70 EDU 90 SAN 70 HP 12
DB: 0 Build: 0 Move: 7 MP: 14

Combat

Brawl 30% (15/6), damage 1D3
Dodge 30% (15/6)

Skills

Accounting 45%, Charm 40%, 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%.

William Noakes,
age 20, friendly but bewildered student

STR 75 CON 70 SIZ 85 DEX 60 INT 80
APP 60 POW 45 EDU 65 SAN 45 HP 15
DB: +1D4 Build: 1 Move: 7 MP: 9

Combat

Brawl 40% (20/8), damage 1D3+1D4
Dodge 30% (15/6)

Skills

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%.

Clarissa Thurber,
age 21, ambitious and charming chemistry major

STR 55 CON 75 SIZ 40 DEX 70 INT 85
APP 80 POW 55 EDU 65 SAN 55 HP 11
DB: 0 Build: 0 Move: 9 MP: 11

Combat

Brawl 40% (20/8), damage 1D3
Dodge 30% (15/6)

Skills

Art/Craft (Dancing) 50%, Charm 55%, Climb 55%, Credit Rating 35%, Drive Auto 30%, Jump 50%, Language (English) 75%, Language (Greek) 10%, Language (Latin)

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.

STR 65 CON 70 SIZ 65 DEX 60 INT 60
APP 50 POW 60 EDU 60 SAN 60 HP 13
DB: +1D4 Build: 1 Move: 8 MP: 12

Combat

Brawl 50% (25/10), damage 1D3+1D4
Baton 50% (25/10), damage 1D6+1D4
.38 revolver 40% (20/8), damage 1D10
Dodge 40% (20/8)

Skills

Climb 40%, Drive Auto 40%, First Aid 45%, Intimidate 45%, Jump 45%, Language (English) 60%, Law 50%, Psychology 45%, Spot Hidden 60%.

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)

Pulp Combat

Brawl 45% (22/9), damage 1D3+1D4
Electric gun 35% (17/7), damage 1D10
(**Electric Gun**, page @@)
Dodge 30% (15/6)

Pulp Talents

- **Sharp Witted:** gains a bonus die when making INT rolls.

Skills

Accounting 30%, Anthropology 40%, Climb 35%, Credit Rating 20%, Cthulhu Mythos 32%, Fast Talk 40%, History 80%, Language (English) 95%, Language (French) 50%, Language (Latin) 45%, Library Use 70%, Listen 65%, Natural World 70%, Occult 60%, Persuade 55%, Psychology 45%, Science (Astronomy) 65%, Science (Biology) 40%, Science (Physics) 30%, Spot Hidden 35%, Stealth 50%, Throw 35%.

Keith Clark (as Roderick Block), apparent age 21, vengeful mi-go pawn

STR 85 CON 70 SIZ 85 DEX 55 INT 80*
APP 55 POW 70* EDU 90* SAN —* HP 15
DB: +1D6 Build: 2 Move: 8 MP: 14 Luck: 75

Combat

Brawl 40% (20/8), damage 1D3+1D6
.38 revolver 30% (15/6), damage 1D10
Dodge 35% (17/7)

Pulp Combat

Brawl 50% (25/10), damage 1D3+1D6
.38 revolver 40% (20/8), damage 1D10
Dodge 40% (20/8)

Pulp Talents

- **Tough Guy:** may spend 10 Luck points to shrug off up to 5 points worth of damage taken in one combat round.

Skills

Archaeology 30%, Climb 40%, Credit Rating 35%, Cthulhu Mythos 11%, Drive Auto 25%, Fast Talk 40%, First Aid 50%, History 40%, Intimidate 45%, Language (English) 90%, Library Use 65%, Listen 45%, Natural History 50%, Persuade 45%, Science (Chemistry) 30%, Science (Geology) 80%, Spot Hidden 30%, Stealth 40%, Swim 50%, Throw 40%.

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 45% (22/9), damage 1D3+1D4
Electric gun 40% (20/8), damage 1D10
(**Electric Gun**, page @@)
Dodge 35% (17/7)

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 @@)

Mist projector	50% (25/10), damage 1D10 (Mist Projector , page @@)
Spore gun	65% (32/13), damage 1D10 (Spore Gun , page @@)
Dodge	65% (32/13)

Pulp Talents

- **Scary:** reduces difficulty by one level or gains a bonus die (Keeper's discretion) to Intimidate rolls.

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

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.

- **Cost:** 8 magic points.

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 (assume 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.

STR — **CON** — **SIZ** — **DEX** — **INT** 85
APP — **POW** 110 **EDU** 96 **SAN** — **HP** 1
DB: — **Build:** — **Move:** — **MP:** 22

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 a brain in a jar, e.g., for 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 knocking something small off a shelf to cause a distraction, may only cost 1 magic point, while trying to push someone out of a door and into the path of a wandering mi-go would require Jarvis' telekinetic STR to be matched against the target in an opposed roll (use 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**

STR 45 CON 50 SIZ 45 DEX 70 INT 70*
APP 45 POW 80* EDU 95* SAN —* HP 9
DB: 0 Build: 0 Move: 8 MP: 16 Luck: 45

Combat

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

Pulp Combat

Brawl 45% (22/9), damage 1D3
Mist projector 40% (20/8), damage 1D10
(Mist 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%.

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

STR 50 CON 55 SIZ 65 DEX 65 INT 90*
APP 80 POW 50* EDU 94* SAN —* HP 12
DB: 0 Build: 0 Move: 8 MP: 10 Luck: 60

Combat

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

Pulp Combat

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

Pulp Talents

- **Sharp Witted:** gains a bonus die when making INT (but not Idea) rolls.

Skills

Anthropology 25%, Credit Rating 45%, Cthulhu Mythos 36%, Drive Auto 50%, First Aid 65%, Language (English) 94%, Language (Latin) 60%, Library Use 45%, Listen 30%, Medicine 75%, Natural World 60%, Persuade 50%, Psychoanalysis 40%, Psychology 55%, Science (Pharmacy) 50%, Stealth 30%, Throw 25%.

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

STR 55 CON 75 SIZ 40 DEX 70 INT 75*
APP 60 POW 60* EDU 85* SAN —* HP 11
DB: 0 Build: 0 Move: 9 MP: 12 Luck: 50

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

- **Nimble:** does not lose their next action when “diving for cover” versus firearms.

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 (Biology) 35%, Science (Chemistry) 70%, Science (Physics) 50%, Spot Hidden 60%, Throw 65%.

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

STR 55 CON 50 SIZ 70 DEX 55 INT 80*
APP 50 POW 75* EDU 93* SAN —* HP 12
DB: +1D4 Build: 1 Move: 7 MP: 15 Luck: 75

Combat

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

Pulp Combat

Brawl 30% (15/6), damage 1D3+1D4
Mist projector 35% (17/7), damage
(**Mist Projector**, page @@)
Dodge 35% (17/7)

Pulp Talents

- **Smooth Talker:** gains a bonus die to Charm rolls.

Skills

Archaeology 35%, Art/Craft (Sketching) 50%, Charm 45%, Climb 25%, Cthulhu Mythos 35%, Fast Talk 40%, History 70%, Jump 35%, Language (English) 93%, Language (French) 60%, Language (Greek) 40%, Library Use 65%, Listen 50%, Occult 50%, Ride 45%, Science (Botany) 40%, Spot Hidden 30%, Stealth 50%, Throw 40%.

DETROIT: FOC PERSONNEL

Leon Pasquale,

age 39, FOC lawyer and troubleshooter

STR 55 CON 65 SIZ 70 DEX 80 INT 85
APP 70 POW 60 EDU 85 SAN 55 HP 13
DB: +1D4 Build: 1 Move: 8 MP: 12

Combat

Brawl 30% (15/6), damage 1D3+1D4
Dodge 40% (20/8)

Skills

Accounting 45%, Appraise 35%, Charm 60%, Credit Rating 65%, Cthulhu Mythos 5%, Fast Talk 70%, First Aid 40%, History 50%, Intimidate 70%, Language (English) 85%, Language (French) 30%, Language (German) 10%, Language (Latin) 20%, Language (Spanish) 35%, Law 85%, Library Use 65%, Listen 45%, Persuade 70%, Psychology 45%, Spot Hidden 50%, Stealth 45%, Throw 35%.

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)

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%.

Peter Murdoch,

age 31, chauffeur and bodyguard

STR 85 CON 75 SIZ 90 DEX 65 INT 70
APP 50 POW 55 EDU 60 SAN 47 HP 16
DB: +1D6 Build: 2 Move: 7 MP: 11 Luck: 55

Combat

Brawl 70% (35/14), damage 1D3+1D6
.45 automatic 70% (35/14), damage 1D10+2
12-g shotgun
(2B, sawn-off) 55% (27/11), damage 4D6/1D6
Dodge 65% (32/13)

Pulp Adjustments

Brawl 80% (40/16), damage 1D3+1D6
.45 automatic 70% (35/14), damage 1D10+2
12-g shotgun (
2B, sawn-off) 65% (32/13), damage 4D6/1D6
Dodge 65% (32/13)

Pulp Talents

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

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

STR 40 CON 80 SIZ 50 DEX 80 INT 70
 APP 85 POW 65 EDU 75 SAN 59 HP 13
 DB: 0 Build: 0 Move: 8 MP: 13 Luck: 75

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%, Throw 30%.

Prof. David Drake,**age 46, psychologist and historian**

STR 40 CON 45 SIZ 75 DEX 45 INT 85
 APP 50 POW 75 EDU 93 SAN 53 HP 12
 DB: 0 Build: 0 Move: 6 MP: 15

Combat

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

Skills

Anthropology 45%, Archaeology 50%, Credit Rating 59%, Cthulhu Mythos 7%, First Aid 45%, History 80%, Language (English) 93%, Language (French) 20%, Language (German) 20%, Language (Latin) 40%, Library Use 60%, Medicine 40%, Navigate 50%, Occult 80%, Persuade 55%, Psychoanalysis 70%, Psychology 80%.

Dr. Sarah Matherson, age 48, scientist

STR 55 CON 60 SIZ 40 DEX 75 INT 90
 APP 55 POW 60 EDU 96 SAN 40 HP 10
 DB: 0 Build: 0 Move: 8 MP: 12

Combat

Brawl 25% (12/5), damage 1D3
 .38 revolver 30% (15/6), damage 1D10
 Dodge 45% (22/9)

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%.

Sam Morrison, age 40, security chief

STR 80 CON 80 SIZ 65 DEX 75 INT 60
 APP 55 POW 65 EDU 60 SAN 55 HP 14
 DB: +1D4 Build: 1 Move: 8 MP: 13

Combat

Brawl 70% (35/14), damage 1D3+1D4
 .45 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

Climb 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%.

Larry Nekler, age 28, mechanic

STR 80 CON 75 SIZ 60 DEX 50 INT 65
 APP 40 POW 45 EDU 65 SAN 40 HP 13
 DB: +1D4 Build: 1 Move: 8 MP: 9

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)

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 points of Luck to add an additional damage die in melee combat (die type depends on the weapon being used).
- **Rapid Attack:** 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)

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

Classic Combat

Brawl 50% (25/10), damage 1D3+1D4,
or cosh 1D8+1D4
.45 revolver 60% (30/12), damage 1D10+2
.303 Lee-Enfield rifle 55% (27/11), damage 2D6+4
Hand grenade 60% (30/12), damage
4D10/2D10/1D10 (3/6/9 yards)
Dodge 45% (22/9)

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%.

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

- **Quick Draw:** does not need to have their firearm “readied” to gain +50 DEX when determining position in the DEX order for combat.
- **Rapid Fire:** ignores penalty die for multiple handgun shots.

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%.