

CULTS OF CTHULHU

KEEPER REFERENCE BOOKLET

PROFILES FOR NPCs, AGENTS, AND MONSTERS

Cults of Cthulhu © 1990, 2007, and 2020 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.



LOKI'S GIFT

Ernest Chillingworth, age 28, artist & playwright

STR 55 CON 60 SIZ 55 DEX 70 INT 75
APP 80 POW 85 EDU 85 SAN 00 HP 11
DB: 0 Build: 0 Move: 8 MP: 17

Combat

Brawl 35% (17/7), damage 1D3
Dagger 40% (20/8), damage 1D6
Dodge 50% (25/10)

Skills

Appraise 45%, Art/Craft (Dance) 35%, Art/Craft (Fine Art) 85%, Art/Craft (Writer) 65%, Charm 70%, Credit Rating 60%, Cthulhu Mythos 23%, Intimidate 55%, Listen 45%, Occult 55%, Persuade 80%, Psychology 60%, Spot Hidden 55%, Stealth 45%.

Spells: Contact Cthulhu.

Chillingworth's Followers, the artist's mind cultists

STR 40 CON 45 SIZ 65 DEX 50 INT 65
APP 70 POW 55 EDU 65 SAN 00 HP 11
DB: 0 Build: 0 Move: 7 MP: 11

Combat

Brawl 35% (17/7), damage 1D3
Knife 35% (17/7), damage 1D4
Club 35% (17/7), damage 1D6
Dodge 25% (12/5)

Skills

Appraise 40%, Art/Craft (Fine Art) 35%, Charm 45%, Credit Rating 45%, Cthulhu Mythos 10%, Fast Talk 40%, Intimidate 40%, Language (Other) 60%, Language (Own) 65%, Law 20%, Listen 35%, Ride 45%, Persuade 50%, Psychology 30%, Spot Hidden 35%, Stealth 40%, Swim 50%, Throw 30%, Track 35%.

Chillingworth's Toughs, lower-class cultists

STR 50 CON 45 SIZ 65 DEX 45 INT 65
APP 70 POW 50 EDU 65 SAN 00 HP 11
DB: 0 Build: 0 Move: 7 MP: 10

Combat

Brawl 40% (20/8), damage 1D3
Club 40% (20/8), damage 1D6
Dodge 30% (15/6)

Skills

Credit Rating 10%, Fast Talk 35%, Intimidate 45%, Listen 30%, Persuade 30%, Psychology 30%, Spot Hidden 35%, Stealth 45%, Throw 40%.

Margaret Cornwall, age 33, actor

STR 40 CON 65 SIZ 40 DEX 60 INT 60
APP 75 POW 45 EDU 55 SAN 45 HP 10
DB: -1 Build: -1 Move: 8 MP: 9

Combat

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

Skills

Appraise 25%, Art/Craft (Acting) 75%, Charm 75%, Credit Rating 45%, Intimidate 45%, Persuade 65%, Psychology 60%.

Lord Richard Gladstone, age 58, aristocrat

STR 45 CON 45 SIZ 55 DEX 40 INT 65
APP 55 POW 60 EDU 90 SAN 50 HP 10
DB: 0 Build: 0 Move: 5 MP: 12

Combat

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

Skills

Accounting 85%, Appraise 65%, Charm 40%, Credit Rating 90%, Intimidate 65%, Persuade 45%, Psychology 65%.

Theodore Holcombe, age 58, aristocrat & cultist

See Theodore Holcombe's profile in **Chapter 2**, page @@.

Ruth Jones, age 19, muse & cultist

STR 45 CON 70 SIZ 40 DEX 65 INT 55
 APP 80 POW 55 EDU 35 SAN 00 HP 11
 DB: 0 Build: 0 Move: 9 MP: 11

Combat

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

Skills

Art/Craft (Dance) 35%, Charm 70%, Credit Rating 15%,
 Persuade 60%, Psychology 70%.

Daniel Ridley, age 29, pianist & composer

STR 40 CON 45 SIZ 60 DEX 50 INT 80
 APP 40 POW 65 EDU 70 SAN 00 HP 10
 DB: 0 Build: 0 Move: 7 MP: 13

Combat

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

Skills

Art/Craft (Music) 80%, Art/Craft (Piano) 75%, Credit
 Rating 35%, Cthulhu Mythos 10%, Fast Talk 45%, Listen
 45%, Persuade 60%, Psychology 45%.

Frank & Cecil, Daniel Ridley's minders

STR 80 CON 70 SIZ 80 DEX 50 INT 45
 APP 40 POW 50 EDU 30 SAN 00 HP 15
 DB: +1D4 Build: 1 Move: 8 MP: 10

Combat

Brawl 70% (35/14), damage 1D3+1D4
 Knife 70% (35/14), damage 1D4+2+1D4
 Club 70% (35/14), damage 1D6+1D4
 Dodge 50% (25/10)

Skills

Credit Rating 25%, Fast Talk 40%, Intimidate 70%, Jump
 40%, Listen 45%, Persuade 45%, Psychology 50%, Spot
 Hidden 60%, Stealth 60%, Throw 50%.

Frank & Cecil: Pulp Adjustments

- Luck: 25

Pulp Combat

Brawl 80% (40/16), damage 1D3+1D4
 Knife 80% (40/16), damage 1D4+2+1D4
 Club 80% (40/16), damage 1D6+1D4
 Dodge 40% (20/8)

Pulp Talents

- **Frank—Rapid Attack:** spend 10 Luck to gain one additional melee attack in a single combat round.
- **Cecil—Heavy Hitter:** spend 10 Luck to add an additional damage die in melee (according to the weapon used).

Michael Robbins, age 46, manager of the Pacific Club

STR 50 CON 50 SIZ 45 DEX 60 INT 70
 APP 55 POW 70 EDU 65 SAN 35 HP 9
 DB: 0 Build: 0 Move: 8 MP: 14

Combat

Brawl 45% (22/9), damage 1D3
 Dodge 30% (15/6)

Skills

Accounting 65%, Appraise 45%, Charm 50%, Credit Rating
 48%, Intimidate 65%, Listen 45% Persuade 65%, Psychology
 55%. Stealth 60%, Throw 60%.

Pacific Club Security

STR 65 CON 50 SIZ 70 DEX 60 INT 60
 APP 50 POW 50 EDU 55 SAN 45 HP 12
 DB: +1D4 Build: 1 Move: 7 MP: 10

Combat

Brawl 60% (30/12), damage 1D3+1D4
 Dodge 30% (15/6)

Skills

Intimidate 60%, Listen 45%, Psychology 45%.

Pacific Club Security: Pulp Adjustments

- Luck: 25

Pulp Combat

Brawl 80% (40/16), damage 1D3+1D4
 Dodge 40% (20/8)

Pulp Talents

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

ANGEL'S THIRST

Elsie Cartwright

STR 45 CON 65 SIZ 35 DEX 55 INT 65
APP 85 POW 70 EDU 55 SAN 08 HP 10
DB: -1 Build: -1 Move: 9 MP: 14

Combat

Armor of Will: (variable MP) instantaneously deflects harm, costing a number of magic points equal to the damage inflicted (may elect to reduce all or part of such damage).

Brawl 35% (17/7), damage 1D3-1
Dodge 40% (20/8)

Skills

Charm 75%, Climb 50%, Cthulhu Mythos 35%, Fast Talk 40%, Jump 60%, Listen 40%, Persuade 75%, Psychology 45%, Spot Hidden 40%, Stealth 60%, Throw 35%.

Spells: Contact Cthulhu, Curse of the Putrid Husk, Ecstasy, Mental Suggestion, Prinn's Crux Ansata, Summon Angelic Ones of Air (Black-Winged Ones), Summon/Bind Angelic Ones of Earth (Fher'roque)**, Summon Angelic Ones of Fire (Scarlet Ones), Summon/Bind Angelic Ones of Water (Deep One), Words of Power, Wrack.

Elsie Cartwright: Pulp Adjustments

- Luck 70
- HP 20

Pulp Combat

Brawl 45% (22/9), damage 1D3-1
or weapon
Dodge 40% (20/8)

Pulp Talents

- **Alert:** never surprised in combat.
 - **Fleet Footed:** spend 10 Luck to avoid being outnumbered in melee combat for one encounter.
-

Wilma Cartwright

STR 35 CON 45 SIZ 35 DEX 45 INT 75
APP 65 POW 80 EDU 65 SAN 00 HP 8
DB: -1 Build: -1 Move: 6 MP: 16*

Combat

Consume Lifeforce: as needed, Cartwright may steal the magic points of others: drinking a person's blood (2 MP per round), eating their flesh (3 MP per round), or strangling a person (1 MP per round).

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

Skills

Charm 80%, Cthulhu Mythos 50%, Fast Talk 75%, First Aid 45%, Intimidate 60%, Listen 55%, Persuade 70%, Psychology 65%, Sleight of Hand 40%, Spot Hidden 55%, Stealth 70%, Throw 35%.

Spells: Contact Cthulhu, Curse of the Putrid Husk, Ecstasy, Prinn's Crux Ansata, Summon Angelic Ones of Air (Black-Winged Ones), Summon/Bind Angelic Ones of Earth (Fher'roque), Summon Angelic Ones of Fire (Scarlet Ones), Summon/Bind Angelic Ones of Water (Deep One), Words of Power, Wrack.

Wilma Cartwright: Pulp Adjustments

- Luck 80
- HP 16

Pulp Combat

Brawl 50% (25/10), damage 1D3-1
or weapon
Dodge 40% (20/8)

Pulp Talents

- **Rapid Attack:** spend 10 Luck to gain one further attack in a single combat round.
 - **Strong Willed:** spend 10 Luck to gain bonus die for POW rolls.
-

Louise Crosby, age 38, manager of the Temple

STR 40 CON 45 SIZ 65 DEX 50 INT 65
APP 50 POW 75 EDU 65 SAN 00 HP 11
DB: 0 Build: 0 Move: 7 MP: 15

Combat

Brawl 35% (17/7), damage 1D3
or knife 1D4+1
Dodge 25% (12/5)

Skills

Accounting 45%, Charm 70%, Credit Rating 40%, Cthulhu
Mythos 14%, Fast Talk 65%, Language (English) 65%,
Listen 45%, Occult 65%, Persuade 60%, Psychology 55%,
Spot Hidden 45%, Throw 35%.

Levi Diaz, age 46, kidnapped driver

STR 45 CON 60 SIZ 60 DEX 45 INT 65
APP 50 POW 50 EDU 60 SAN 47 HP 12
DB: 0 Build: 0 Move: 6 MP: 10

Combat

Brawl 40% (20/8), damage 1D3
Dodge 22% (11/5)

Skills

Charm 45%, Climb 35%, Credit Rating 30%, Drive Auto
70%, Fast Talk 60%, Jump 35%, Language (English) 60%,
Language (Spanish) 65%, Listen 60%, Psychology 50%,
Spot Hidden 45%, Stealth 40%, Throw 45%.

Selena Diaz, age 17, secretary

STR 40 CON 60 SIZ 40 DEX 60 INT 70
APP 55 POW 90 EDU 85 SAN 85 HP 10
DB: -1 Build: -1 Move: 8 MP: 18

Combat

Brawl 35% (17/7), damage 1D3-1
Dodge 35% (17/7)

Skills

Accounting 35%, Charm 40%, Credit Rating 15%, First
Aid 45%, Jump 45%, Language (English) 85%, Language
(Spanish) 50%, Listen 40%, Occult 20%, Persuade 30%,
Psychology 35%, Spot Hidden 35%, Stealth 60%, Throw 30%.

Selena Diaz: Pulp Adjustments

- STR 50
- DB 0
- Build 0
- HP 20
- Luck 45

Pulp Combat

Brawl 45% (22/9), damage 1D3
Dodge 40% (20/8)

Pulp Talents

- **Psychic Power:** Clairvoyance 45%.
-

**Sebastiano Lombardo, age 41, mobster &
owner of Lombardo Shipping**

STR 75 CON 60 SIZ 80 DEX 55 INT 75
APP 60 POW 65 EDU 55 SAN 39 HP 14
DB: +1D4 Build: 1 Move: 6 MP: 13

Combat

Brawl 55% (27/11), damage 1D3+1D4
or knife 1D4+1+1D4
.32 revolver 60% (30/12), damage 1D8
12g shotgun (2B) 45% (22/9), damage
4D6/2D6/1D6
Dodge 45% (22/9)

Skills

Accounting 25%, Appraise 35%, Charm 50%, Credit Rating
70%, Drive Auto 40%, Intimidate 75%, Language (English)
55%, Language (Italian) 55%, Locksmith 25%, Persuade
40%, Psychology 55%, Spot Hidden 45%, Stealth 50%,
Swim 40%, Throw 60%.

Sebastiano Lombardo: Pulp Adjustments

- HP 28
- Luck 65

Pulp Combat

Brawl 80% (40/16), damage 1D3+1D4
Dodge 40% (20/8)

Pulp Talents

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

Freddy, Lombardo's man

STR 65 CON 60 SIZ 45 DEX 60 INT 50
 APP 35 POW 45 EDU 35 SAN 45 HP 10
 DB: 0 Build: 0 Move: 9 MP: 9

Combat

Brawl 50% (25/10), damage 1D3
 .38 revolver 45% (22/9), damage 1D10
 Dodge 50% (25/10)

Skills

Art/Craft (Acting) 50%, Disguise 40%, Credit Rating 25%,
 Fast Talk 70%, Jump 60%, Listen 60%, Spot Hidden 45%,
 Stealth 70%, Throw 45%.

Lombardo's Muscle, gangster toughs

STR 80 CON 70 SIZ 80 DEX 50 INT 45
 APP 40 POW 50 EDU 30 SAN 50 HP 15
 DB: +1D4 Build: 1 Move: 8 MP: 10

Combat

Brawl 70% (35/14), damage 1D3+1D4
 Knife 70% (35/14), damage 1D4+2+1D4
 Club 70% (35/14), damage 1D6+1D4
 .38 revolver 55% (27/11), damage 1D10
 Dodge 50% (25/10)

Skills

Credit Rating 25%, Drive Auto 50%, Fast Talk 40%, First
 Aid 45%, Intimidate 80%, Jump 40%, Language (English)
 30%, Language (Italian) 40%, Listen 45%, Mechanical
 Repair 45%, Navigate 45%, Persuade 45%, Psychology 50%,
 Spot Hidden 60%, Stealth 60%, Throw 50%, Track 30%.

Carl Mann, age 33, gold dealer & deep one hybrid

STR 80 CON 75 SIZ 70 DEX 55 INT 55
 APP 25 POW 60 EDU 55 SAN 00 HP 14
 DB: +1D4 Build: 1 Move: 8 MP: 12

Combat

Brawl 40% (20/8), damage 1D3+1D4
 2g shotgun (2B) 30% (15/6), damage
 4D6/2D6/1D6
 Dodge 30% (15/6)

Skills

Accounting 45%, Appraise 60%, Cthulhu Mythos 24%,
 Intimidate 55%, Language (English) 55%, Persuade 30%,
 Psychology 25%, Spot Hidden 30%, Stealth 30%, Swim
 80%, Throw 35%.

Carl Mann: Pulp Adjustments

- Luck 30

Pulp Combat

Brawl 55% (27/11), damage 1D3+1D4
 Dodge 40% (20/8)

Pulp Talents

- **Fleet Footed:** may spend 10 Luck points to avoid being outnumbered in melee combat for one combat encounter.

Doug Mann,**age 31, longshoreman & deep one hybrid**

STR 70 CON 80 SIZ 55 DEX 65 INT 35
 APP 40 POW 50 EDU 45 SAN 00 HP 13
 DB: +1D4 Build: 1 Move: 9 MP: 10

Combat

Brawl 45% (22/9), damage 1D3+1D4
 Club 45% (22/9), damage 1D8+1D4
 Dodge 40% (20/8)

Skills

Cthulhu Mythos 8%, Fast Talk 40%, Intimidate 25%, Jump
 60%, Language (English) 45%, Psychology 30%, Spot
 Hidden 35%, Stealth 35%, Swim 80%, Throw 45%.

Sheriff Clark Moore, age 44, corrupt cop

STR 85 CON 65 SIZ 65 DEX 60 INT 60
 APP 40 POW 65 EDU 65 SAN 45 HP 13
 DB: +1D4 Build: 1 Move: 7 MP: 13

Combat

Brawl 65% (32/13), damage 1D3+ D4
 Nightstick 65% (32/13), damage 1D6+1D4
 .38 revolver 60% (30/12), damage 1D10
 Dodge 30% (15/6)

Skills

Climb 35%, Drive Auto 50%, Intimidate 80%, Language
 (English) 65%, Language (Spanish) 30%, Listen 30%,
 Persuade 40%, Psychology 45%, Spot Hidden 50%, Stealth
 35%, Throw 55%.

County Sheriff Deputies

STR 50 CON 70 SIZ 70 DEX 55 INT 40
APP 55 POW 50 EDU 60 SAN 65 HP 14
DB: 0 Build: 0 Move: 7 MP: 10

Combat

Brawl 50% (25/10), damage 1D3+1D4
Nightstick 50% (25/10), damage 1D6+1D4
.38 revolver 40% (20/8), damage 1D10
Dodge 27% (13/5)

Skills

Climb 40%, Drive Auto 40%, First Aid 35%, Intimidate 35%, Language (English) 60%, Psychology 30%, Spot Hidden 35%, Stealth 45%, Throw 35%.

Barney, gas station attendant

STR 70 CON 80 SIZ 95 DEX 50 INT 45
APP 40 POW 40 EDU 35 SAN 00 HP 17
DB: +1D6 Build: 2 Move: 6 MP: 8

Combat

Brawl 50% (25/10), damage 1D3+1D6
Knife 50% (25/10), damage 1D4+1D6
Dodge 25% (12/5)

Skills

Fast Talk 40%, Intimidate 80%, Jump 40%, Listen 40%, Mechanical Repair 45%, Language (English) 35%, Operate Heavy Machinery 70%, Psychology 20%, Spot Hidden 35%, Stealth 30%, Throw 50%.

Joey, gas station mechanic

STR 50 CON 80 SIZ 50 DEX 60 INT 55
APP 40 POW 40 EDU 45 SAN 00 HP 13
DB: 0 Build: 0 Move: 8 MP: 8

Combat

Brawl 40% (20/8), damage 1D3
Club 40% (20/8), damage 1D6
Dodge 35% (17/7)

Skills

Charm 40%, Climb 60%, Electrical Repair 60%, Fast Talk 40%, Intimidate 40%, Jump 50%, Language (English) 45%, Listen 40%, Mechanical Repair 70%, Psychology 40%, Spot Hidden 35%, Stealth 35%, Throw 40%.

Cultist Shooters

STR 40 CON 60 SIZ 60 DEX 40 INT 50
APP 40 POW 40 EDU 30 SAN 00 HP 12
DB: 0 Build: 0 Move: 7 MP: 8

Combat

Brawl 35% (17/7), damage 1D3
.38 revolver 40% (20/8), damage 1D10
Dodge 20% (10/4)

Skills

Cthulhu Mythos 6%, Jump 40%, Persuade 35%, Psychology 35%, Spot Hidden 45%, Stealth 50%.

Cultists/Guards

STR 50 CON 60 SIZ 70 DEX 40 INT 45
APP 40 POW 50 EDU 30 SAN 50 HP 13
DB: 0 Build: 0 Move: 7 MP: 10

Combat

Brawl 50% (25/10), damage 1D3
Club 50% (25/10), damage 1D6
.38 revolver 40% (20/8), damage 1D10
Dodge 20% (10/4)

Skills

Credit Rating 25%, Cthulhu Mythos 8%, First Aid 45%, Intimidate 45%, Jump 40%, Language (English) 50%, Listen 40%, Persuade 35%, Psychology 35%, Spot Hidden 40%, Stealth 30%, Throw 30%.

MONSTERS

Deep Ones

STR 70 CON 50 SIZ 80 DEX 50 INT 65
APP — POW 50 EDU — SAN — HP 13
DB: +1D4 Build: 1 Move: 8 MP: 10

Combat

Attacks per Round: 1 (claw, bite, weapon)
Fighting 45% (22/9), damage 1D6+1D4
Dodge 25% (12/5)

Skills

Climb 30%, Language (Deep One Speech) 70%, Language (R'lyeh Glyphs) 70%, Listen 40%, Spot Hidden 40%, Stealth 40%, Swim 90%.

Armor: 1-point skin and scales.

Spells: Contact Star-Spawn of Cthulhu, plus a 40% chance to know one from: Cloud Memory, Create Mist of R'lyeh, Grasp of Cthulhu, or Implant Fear.

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

A GOD'S DREAM

Ethel Brannigan, age 57, accomplished sculptor

STR 35 CON 65 SIZ 45 DEX 50 INT 85
APP 60 POW 80 EDU 80 SAN 80 HP 11
DB: -1 Build: -1 Move: 6 MP: 16

Combat

Brawl 35% (17/7), damage 1D3-1
Dodge 40% (20/8)

Skills

Appraise 50%, Art/Craft (Sculpture) 80%, Charm 60%,
Computer Use 30%, Credit Rating 48%, Drive Auto 45%, Fast
Talk 50%, Library Use 60%, Mechanical Repair 40%, Persuade
40%, Psychology 65%, Spot Hidden 70%, Throw 45%.

Jake Day, age 24, CPS security operative

STR 60 CON 75 SIZ 65 DEX 65 INT 50
APP 55 POW 55 EDU 60 SAN 49 HP 14
DB: +1D4 Build: 1 Move: 8 MP: 11

Combat

Brawl 40% (20/8), damage 1D3+1D4
Knife (medium) 40% (20/8), damage 1D4+2+1D4
.32 auto 60% (30/12), damage 1D8
Dodge 35% (17/7)

Skills

Climb 50%, Computer Use 35%, Credit Rating 32%,
Demolitions 20%, Disguise 25%, Drive Auto 35%, Electrical
Repair 25%, Electronics 15%, Fast Talk 30%, Intimidate
45%, Jump 40%, Psychology 35%, Spot Hidden 30%, Stealth
50%, Track 25%, Throw 35%.

Morgan Landry, age 43, manager of Project: New Haven

STR 45 CON 55 SIZ 45 DEX 55 INT 75
APP 75 POW 85 EDU 75 SAN 00 HP 10
DB: 0 Build: 0 Move: 7 MP: 17

Combat

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

Skills

Accounting 40%, Appraise 35%, Art/Craft (Fine Art)
30%, Charm 60%, Computer Use 40%, Credit Rating 65%,
Cthulhu Mythos 35%, Fast Talk 45%, Intimidate 45%, Law
35%, Listen 40%, Occult 30%, Persuade 60%, Psychology
55%, Spot Hidden 40%, Throw 35%.

Greig Montel, age 39, head of security, Project: New Haven

STR 80 CON 75 SIZ 70 DEX 65 INT 65
APP 65 POW 70 EDU 65 SAN 18 HP 14
DB: +1D4 Build: 1 Move: 8 MP: 14

Combat

Brawl 70% (35/14), damage 1D3+1D4
Knife 70% (35/14), damage 1D4+2+1D4
.32 auto 60% (30/12), damage 1D8
Dodge 40% (20/8)

Skills

Charm 40%, Climb 60%, Computer Use 30%, Credit Rating
47%, Cthulhu Mythos 25%, Demolitions 40%, Drive Auto
45%, Electrical Repair 30%, Electronics 25%, Fast Talk 45%,
Intimidate 80%, Jump 50%, Navigate 60%, Persuade 40%,
Spot Hidden 50%, Stealth 50%, Throw 55%, Track 65%.

Greig Montel: Pulp Adjustments

- STR 90
- SIZ 80
- HP 22
- Luck 70
- DB: +1D6
- Build: 2

Pulp Combat

Brawl 80% (40/16), damage 1D3+1D6
Knife 80% (40/16), damage 1D4+2+1D6
.32 auto 65% (32/13), damage 1D8
Dodge 40% (20/8)

Pulp Talents

- **Tough Guy:** may spend 10 Luck to shrug off up to 5 damage in one combat round.
 - **Rapid Attack:** may spend 10 Luck to gain one extra attack in a single combat round.
-

Tanya Rieger, age 34, CPS scientist

STR 45 **CON** 50 **SIZ** 40 **DEX** 65 **INT** 80
APP 55 **POW** 60 **EDU** 90 **SAN** 00 **HP** 9
DB: 0 **Build:** 0 **Move:** 9 **MP:** 12

Combat

Brawl 30% (15/6), damage 1D3
.32 auto 35% (17/7), damage 1D8
Dodge 40% (20/8)

Skills

Computer Use 70%, Credit Rating 35%, Cthulhu Mythos 33%, Demolitions 60%, Electrical Repair 40%, Library Use 70%, Medicine 50%, Occult 35%, Persuade 45%, Psychology 30%, Science (Biology) 85%, Science (Chemistry) 65%, Science (Physics) 45%, Spot Hidden 35%, Stealth 40%, Throw 40%.

Barbara Watson, age 31, perfect scientist

STR 40 **CON** 65 **SIZ** 55 **DEX** 55 **INT** 70
APP 65 **POW** 60 **EDU** 80 **SAN** 00 **HP** 12
DB: 0 **Build:** 0 **Move:** 8 **MP:** 12

Combat

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

Skills

Accounting 45%, Charm 40%, Computer Use 60%, Credit Rating 38%, Cthulhu Mythos 25%, Drive Auto 60%, Fast Talk 55%, Listen 55%, Occult 40%, Persuade 45%, Psychology 40%, Spot Hidden 40%, Stealth 45%, Throw 40%.

Michael Watson, age 34, perfect scientist

STR 60 **CON** 60 **SIZ** 60 **DEX** 60 **INT** 75
APP 70 **POW** 50 **EDU** 85 **SAN** 00 **HP** 12
DB: 0 **Build:** 0 **Move:** 8 **MP:** 10

Combat

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

Skills

Charm 30%, Computer Use 75%, Credit Rating 34%, Cthulhu Mythos 25%, Electrical Repair 55%, Electronics 40%, First Aid 55%, Listen 45%, Occult 30%, Persuade 40%, Psychology 44%, Spot Hidden 35%, Stealth 40%, Throw 50%.

CPS Personnel

Use or adjust this profile for other CPS personnel, like Doug Lewis and Yolanda Bethany.

STR 50 **CON** 60 **SIZ** 60 **DEX** 40 **INT** 45
APP 40 **POW** 50 **EDU** 30 **SAN** 34 **HP** 12
DB: 0 **Build:** 0 **Move:** 7 **MP:** 10

Combat

Brawl 30% (15/6), damage 1D3
Dodge 20% (10/4)

Skills

Credit Rating 30%, First Aid 45%, Intimidate 45%, Jump 40%, Listen 40%, Persuade 35%, Psychology 35%, Spot Hidden 40%, Stealth 30%, Throw 30%.

CPS Security

Use this profile for CPS security personnel.

STR 60 **CON** 70 **SIZ** 70 **DEX** 50 **INT** 45
APP 40 **POW** 45 **EDU** 55 **SAN** 41 **HP** 14
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 9

Combat

Brawl 60% (30/12), damage 1D3+1D4
Knife 60% (30/12), damage 1D4+2+1D4
Club 60% (30/12), damage 1D6+1D4
.32 auto 55% (27/11), damage 1D8
Dodge 30% (15/6)

Skills

Credit Rating 32%, Cthulhu Mythos 5%, Drive Auto 50%, Fast Talk 40%, First Aid 45%, Intimidate 60%, Jump 40%, Listen 45%, Mechanical Repair 45%, Navigate 45%, Persuade 45%, Psychology 45%, Spot Hidden 50%, Stealth 60%, Throw 50%, Track 30%.

MONSTERS

Remember Fletcher, age 243, Mythos witch

A once-human witch, her mind and body have been warped by centuries of dimensional travel.

STR 75 **CON** 60 **SIZ** 50 **DEX** 55 **INT** 80
APP 75 **POW** 120 **EDU** 90 **SAN** 00 **HP** 11
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 48*

**Magically increased.*

Combat

Attacks per Round: 2 (unarmed, claws, weapon, power)

May use standard melee attacks, sprout claws to rip and tear, or use her powers and spells.

Brawl	50% (25/10), damage 1D3+1D4
Dagger	50% (25/10), damage 1D4+2+1D4
Claws	50% (25/10), damage 1D6+1D4
Dodge	60% (30/12)

Skills

Charm 70%, Climb 60%, Cthulhu Mythos 66%, History 85%, Intimidate 70%, Listen 55%, Natural World 80%, Occult 80%, Persuade 70%, Psychology 40%, Science (Non-Euclidian Geometry) 80%, Sleight of Hand 60%, Stealth 80%, Spot Hidden 60%, Throw 55%.

Languages

English 90%, French 40%, German 60%, Ghoul Tongue 47%, Greek 60%, Latin 80%, R'lyeh Glyphs 48%.

Powers

Claws: her nails magically and instantaneously transform into long, curving claws capable of inflicting 1D4+DB damage (1D8+DB in *Pulp Cthulhu*), at a cost of 1 magic point.

Frightful Scream: produce a terrifying scream that can cause listeners to quake with fear if they fail a POW roll; those affected lose their next action.

Glamour: uses this power to hide her ancient, withered, and twisted flesh, which is horrific to see and smell. This power costs no magic points and is, more or less, permanently "on." If suffering a major wound or at death, her true form manifests.

Walk Between: able to phase between different realities and dimensions, as if passing through a personal Gate, at a cost of 1 magic point per journey. The transportation is instantaneous on her action in a round.

Spells: Contact Deity (Nyarlathotep), Contact Ghoul, Dominate, Dread Curse of Azathoth, Flesh Ward, Gate, Shrivelling, Steal Life*, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods, Voorish Sign, Warding*, Wrack.

Armor: none; uses Flesh Ward spell to create between 1D6 to 4D6 armor.

Sanity Loss: none, but encountering her true form costs 1/1D6 Sanity points.

Remember Fletcher: Pulp Adjustments

- HP 22
- Luck 80

Pulp Combat

Brawl	70% (35/14), damage 1D3+1D4
Dagger	70% (35/14), damage 1D4+2+1D4
Claws	70% (35/14), damage 1D6+1D4
Dodge	70% (35/14)

Pulp Talents

- **Alert:** never surprised in combat.
- **Nimble:** does not lose next action when diving for cover.
- **Fleet Footed:** may spend 10 Luck to avoid being outnumbered in melee combat for one combat encounter.

Sedecim

See sedecim's full profile in **Chapter 4**, page @@.

STR 100 **CON** 110 **SIZ** 110 **DEX** 70
INT 90 **POW** 90 **HP** 22
DB: +2D6 **Build:** 3 **Move:** 8* **MP:** 18

**Move: 9 floating.*

Combat

Attacks per round: 1 (melee, grab, or psychic blast)

Grab (mnvr): pulls target to mouth tentacles (1D6 automatic damage per round); victim may break free with opposed STR roll. If sedecim suffers loss of half HP it releases the victim.

Psychic Blast: emits a stunning psychic blast to a single target within 50 feet (15 m). Target stunned (1D6 rounds) if a POW roll is failed, and suffers 1D6 SAN loss. While stunned, target may act (all actions suffer a penalty die).

Pain Inducer: device produces an energy blast. Target is stunned (unable to take any actions) and blinded (1D6 rounds) if a Hard POW roll is failed; if roll is successful, reduce duration to 1D3 rounds, and target may act with a penalty die.

Fighting	50% (25/10), damage 1D3+2D6
Grab (mnvr)	50% (25/10), damage 1D6 (see above)
Psychic blast	automatic (see above)
Pain inducer	40% (20/8), see above
Dodge	50% (25/10)

Armor: 1 point of tough, leathery skin.

Spells: Cloud Memory, Dominate, Wrack; others as the Keeper determines.

Sanity Loss: 0/1D6 Sanity points.