

Regency Cthulhu

Dark Designs in Jane Austen's England

INVESTIGATOR PACK

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Regency Cthulhu

INVESTIGATOR

Name Mr. James Bennet Birthplace Tarryford, Wiltshire Pronoun He/him
Occupation Gentleman Poet Residence Tarryford, Wiltshire Age 22



CHARACTERISTICS

STR	Reg 40	Half 20	Fifth 8	SIZ	Reg 60	Half 30	Fifth 12	Hit Points	Maximum 11	Current 11
CON	Reg 50	Half 25	Fifth 10	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current 10
DEX	Reg 50	Half 25	Fifth 10	APP	Reg 60	Half 30	Fifth 12	Luck	Starting	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 70	Half 35	Fifth 14	Sanity	Starting 50	Current 50

CALL OF CTHULHU
40th Anniversary
1981 - 2021

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Fighting	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Pistol) (20%)				<input type="checkbox"/> Natural Philosophy (01%)	40	20	8
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%)				<input type="checkbox"/> Natural World (10%)	20	10	4
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Poetry (05%)	50	25	10	<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Occult (05%)	25	12	5
<input type="checkbox"/> Writing (05%)	50	25	10	<input type="checkbox"/> Gaming (10%)				<input type="checkbox"/> Persuade (10%)	40	20	8
<input type="checkbox"/> Astronomy (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (APP/5%)	15	7	3
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
Credit Rating (Occ%)	60	30	12	<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Ride (05%)	35	17	7
Cthulhu Mythos (00%)				<input type="checkbox"/> Sleight of Hand (10%)				<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Dancing (DEX/5%)	30	15	6	<input type="checkbox"/> English (EDU)	70	35	14	<input type="checkbox"/> Stealth (20%)	30	15	6
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Etiquette (INT/5%)	55	27	11	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fashion (10%)	30	15	6	<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/>			
<input type="checkbox"/> Fast Talk (05%)								<input type="checkbox"/>			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5					<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Reputation
Brawl	25 12 5	1D3 + DB	1	-	-	-	Build 0 Move 7
							Dodge 25 12 5
							Damage Bonus 0

MY STORY

James is newly back from university where he studied English and poetry, and it shows. Inspired by the art and writing he has been introduced to, he wants to share it with the world. But he hasn't quite grasped that most gentlemen have already read and experienced the same writing, and not felt it quite as keenly. Like any young gentleman who has never worked a day in his life, art has become his

calling; one he intends to pursue, no matter what. His family hope he will grow out of this and settle down. If he doesn't, it remains to be seen how his principles will adjust to a less privileged lifestyle. He is actually a good poet and stands a real chance of making a career from his work, which is what his family truly fears.

BACKSTORY

Personal Description

A young, thin white man who tries to stand taller than he actually is. Fashionable, though not always stylishly dressed.

Traits

Loves to find like-minded souls to discuss art and poetry.

Ideology & Beliefs

Life is nothing without art.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

His notebook, where he write down verses—both his own and those that “capture his soul.”

Encounters with Strange Entities

GEAR & POSSESSIONS

Fashionable clothing, a sense of purpose, a journal, and a pencil.

WEALTH

Spending Level £25

Cash £360

Assets

£7,200

FELLOW INVESTIGATORS



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Wounds & Healing

First Aid heals 1 HP Medicine heals 103 HP
Major Wounds = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll

James has been invited to represent his family at the Northlake Ball. They are among the area's elite, and so it's expected that one of their number should attend. They also want James out of the house for some peace and quiet. Perhaps he'll find an eligible girl at the ball and romance can blossom?

Regency Cthulhu

PULP HERO

Name Mr. James Bennet Birthplace Tarryford, Wiltshire Pronoun He/him
Occupation Gentleman Poet Residence Tarryford, Wiltshire Age 22
Archetype Dreamer

PULP CTHULHU™



CHARACTERISTICS

STR

Reg	40
Half	20
Fifth	8

SIZ

Reg	60
Half	30
Fifth	12

Hit Points

Maximum	22
Current	22

CON

Reg	50
Half	25
Fifth	10

POW

Reg	85
Half	42
Fifth	17

Magic Points

Maximum	17
Current	17

DEX

Reg	50
Half	25
Fifth	10

APP

Reg	60
Half	30
Fifth	12

Luck

Starting	
Current	

INT

Reg	70
Half	35
Fifth	14

EDU

Reg	70
Half	35
Fifth	14

Sanity

Starting	85
Current	85
Insane	17

Quick Study: halve time for reading all books incl. Mythos tomes.

Photographic Memory: bonus die on Know rolls.

PULP TALENTS

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

SKILLS

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COMBAT

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl	25	12	5	1D3 + DB	1	-	-	-

Reputation

Build

Reg	0
Half	
Fifth	

 Move

Reg	7
Half	
Fifth	

Dodge

Reg	25
Half	12
Fifth	5

Damage Bonus

Reg	0
Half	
Fifth	

Starting Current Censure
☐ Censured

MY STORY

James is newly back from university where he studied English and poetry, and it shows. Inspired by the art and writing he has been introduced to, he wants to share it with the world. But he hasn't quite grasped that most gentlemen have already read and experienced the same writing, and not felt it quite as keenly. Like any young gentleman who has never worked a day in his life, art has

become his calling; one he intends to pursue, no matter what. His family hope he will grow out of this and settle down. If he doesn't, it remains to be seen how his principles will adjust to a less privileged lifestyle. He is actually a good poet and stands a real chance of making a career from his work, which is what his family truly fears.

BACKSTORY

Personal Description

A young, thin white man who tries to stand taller than he actually is. Fashionable, though not always stylishly dressed.

Traits

Loves to find like-minded souls to discuss art and poetry.

Ideology & Beliefs

Life is nothing without art.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

His notebook, where he write down verses—both his own and those that “capture his soul.”

Encounters with Strange Entities

GEAR & POSSESSIONS

Fashionable clothing, a sense of purpose, a journal, and a pencil.

WEALTH

Spending Level £25

Cash £360

Assets

£7,200

FELLOW HEROES

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Using Luck

Half SAN loss (SAN loss x 2 Luck)

Adjust Skill roll (1 Luck per skill point)

Avoid malfunction/melee fumble (10 Luck)

Stay conscious (1 Luck, double per round after)

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

Healing

Natural Healing: +2 HP per day

First Aid: +1D4 HP

Medicine: +1D4 HP

James has been invited to represent his family at the Northlake Ball. They are among the area's elite, and so it's expected that one of their number should attend. They also want James out of the house for some peace and quiet. Perhaps he'll find an eligible girl at the ball and romance can blossom?

Regency Cthulhu

INVESTIGATOR

Name Reverend Samuel Jennings Birthplace Southampton, England Pronoun He/him
Occupation Member of the Clergy Residence Tarryford, Wiltshire Age 32



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

STR	Reg 50	Half 25	Fifth 10	SIZ	Reg 50	Half 25	Fifth 10	Hit Points	Maximum 9	Current 9
CON	Reg 40	Half 20	Fifth 8	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current 12
DEX	Reg 50	Half 25	Fifth 10	APP	Reg 50	Half 25	Fifth 10	Luck	Starting	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 75	Half 37	Fifth 15	Sanity	Starting 60	Current 60
IDEA				KNOW					Insane 12	

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> <u>Fighting</u>	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Pistol) (20%)				<input type="checkbox"/> Natural Philosophy (01%)	30	15	6
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%)				<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> <u>Firearms</u>				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> <u>Art / Craft</u> (05%)				<input type="checkbox"/> <u>First Aid</u> (30%)				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Astronomy (01%)				<input type="checkbox"/> Gaming (10%)				<input type="checkbox"/> Persuade (10%)	50	25	10
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> History (05%)	35	17	7	<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (APP/5%)	50	25	10
Credit Rating (Occ%)	50	25	10	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)	70	35	14
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Latin</u> (01%)	50	25	10	<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Dancing (DEX/5%)				<input type="checkbox"/> <u>Language (Other)</u>				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <u>English</u> (EDU)	75	37	15	<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> <u>Language (Own)</u>				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> <u>Survival</u> (10%)			
<input type="checkbox"/> Etiquette (INT/5%)	55	27	11	<input type="checkbox"/> Library Use (20%)	30	15	6	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fashion (10%)				<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> <u>_____</u>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Reputation
Brawl	25 12 5	1D3 + DB	1	-	-	-	Build 0 Move 8
							Dodge 25 12 5
							Damage Bonus 0

MY STORY

Rev. Jennings took over the small church at Bungford ("Upper Tarryford") about five years ago, fully intending to find himself a wife and settle down. Yet only a year after he took over the position, his elder sister Grace, who lived some distance away, died of influenza. He and Grace were very close, and her death hit him hard. He retreated into his work in an attempt to avoid his grief. Grace's death also

affected his search for a wife, as every woman he got close to brought back painful memories of his beloved sibling. As he hasn't confided in anyone about his feelings, many in the town have begun to wonder if he favors gentlemen. His inability to express his anguish to anyone is doubly ironic as he is an excellent listener, and good at getting others to open up.

BACKSTORY

Personal Description

An average-looking Black man, with a pleasant, welcoming demeanor. He is always neat but rarely fashionable or stylish.

Traits

Faithful, helpful, caring, good listener.

Ideology & Beliefs

Faith grants you the strength to pass through adversity.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

A worn, inscribed Bible his sister gave him that he carries everywhere.

Encounters with Strange Entities

GEAR & POSSESSIONS

Church of England

vestments, keys to Upper

Tarryford Church, Bible.

WEALTH

Spending Level £25

Cash £300

Assets

£6,000

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Wounds & Healing

First Aid heals 1 HP Medicine heals 103 HP

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

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll

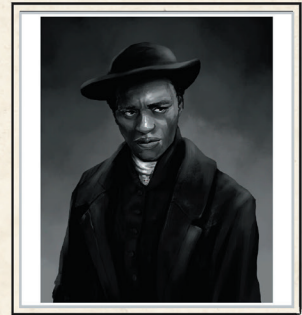
Reverend Jennings has been invited to the Northlake Ball simply because he is the local vicar. He has decided to make the best of things and try to come out of his shell a little. While he may not find a wife, he does hope to find someone he might trust enough to talk to about his pain, which he dearly needs to do.

Regency Cthulhu

PULP HERO

Name Reverend Samuel Jennings Birthplace Southampton, England Pronoun He/him
 Occupation Member of the Clergy Residence Tarryford, Wiltshire Age 32
 Archetype Scholar

PULP CTHULHU™



CHARACTERISTICS

STR	Reg	Half	Fifth
CON	Reg	Half	Fifth
DEX	Reg	Half	Fifth
INT	Reg	Half	Fifth

SIZ	Reg	Half	Fifth
POW	Reg	Half	Fifth
APP	Reg	Half	Fifth
EDU	Reg	Half	Fifth

Hit Points	Maximum	Current
Magic Points	Maximum	Current
Luck	Starting	Current
Sanity	Starting	Current

Resourceful: spend 10
 Luck to find useful
 equipment.
 Sharp Witted: gains
 bonus die on INT (not
 Idea) rolls.

PULP TALENTS

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	25	12	5	<input type="checkbox"/> <u>Fighting</u>	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)							<input type="checkbox"/> Firearms (Pistol) (20%)				<input type="checkbox"/> Natural Philosophy (01%)	50	25	10
<input type="checkbox"/> Appraise (05%)							<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%)				<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Archaeology (01%)							<input type="checkbox"/> <u>Firearms</u>				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> <u>Art / Craft</u> (05%)							<input type="checkbox"/> <u>First Aid</u> (30%)				<input type="checkbox"/> Occult (05%)	25	12	5
<input type="checkbox"/> <u>_____</u>							<input type="checkbox"/> Gaming (10%)				<input type="checkbox"/> Persuade (10%)	50	25	10
<input type="checkbox"/> Astronomy (01%)							<input type="checkbox"/> History (05%)	65	32	13	<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Charm (15%)							<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (APP/5%)	50	25	10
<input type="checkbox"/> Climb (20%)							<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)	70	35	14
Credit Rating (Occ%)	50	25	10	<input type="checkbox"/> <u>Latin</u> (01%)	50	25	10	<input type="checkbox"/> Ride (05%)						
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Language (Other)</u>				<input type="checkbox"/> Sleight of Hand (10%)						
<input type="checkbox"/> Dancing (DEX/5%)				<input type="checkbox"/> <u>English</u> (EDU)	85	42	17	<input type="checkbox"/> Spot Hidden (25%)						
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <u>Language (Own)</u>				<input type="checkbox"/> Stealth (20%)						
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> <u>Survival</u> (10%)						
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Library Use (20%)	60	30	12	<input type="checkbox"/> Swim (20%)						
<input type="checkbox"/> Etiquette (INT/5%)	55	27	11	<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/> Throw (20%)						
<input type="checkbox"/> Fashion (10%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Track (10%)						
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> <u>_____</u>						
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> <u>_____</u>				<input type="checkbox"/> <u>_____</u>						

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	25 12 5	1D3 + DB	1	-	-	-

Reputation	Starting	Current	Censure
Build			
Move			
Dodge	Reg	Half	Fifth
	25	12	5
Damage Bonus			

MY STORY

Rev. Jennings took over the small church at Bungford ("Upper Tarryford") about five years ago, fully intending to find himself a wife and settle down. Yet only a year after he took over the position, his elder sister Grace, who lived some distance away, died of influenza. He and Grace were very close, and her death hit him hard. He retreated into his work in an attempt to avoid his grief. Grace's death

also affected his search for a wife, as every woman he got close to brought back painful memories of his beloved sibling. As he hasn't confided in anyone about his feelings, many in the town have begun to wonder if he favors gentlemen. His inability to express his anguish to anyone is doubly ironic as he is an excellent listener, and good at getting others to open up.

BACKSTORY

Personal Description

An average-looking Black man, with a pleasant, welcoming demeanor. He is always neat but rarely fashionable or stylish.

Traits

Faithful, helpful, caring, good listener.

Ideology & Beliefs

Faith grants you the strength to pass through adversity.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

A worn, inscribed Bible his sister gave him that he carries everywhere.

Encounters with Strange Entities

GEAR & POSSESSIONS

Church of England
vestments, keys to Upper
Tarryford Church, Bible.

WEALTH

Spending Level £25
Cash £300
Assets
£6,000

FELLOW HEROES

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Using Luck

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

Healing

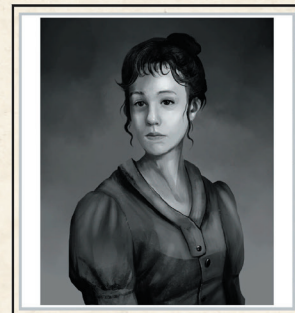
- Natural Healing: +2 HP per day
- First Aid: +1D4 HP
- Medicine: +1D4 HP

Reverend Jennings has been invited to the Northlake Ball simply because he is the local vicar. He has decided to make the best of things and try to come out of his shell a little. While he may not find a wife, he does hope to find someone he might trust enough to talk to about his pain, which he dearly needs to do.

Regency Cthulhu

INVESTIGATOR

Name Miss Jane Radcliffe Birthplace Shaftesbury, Dorset Pronoun She/her
Occupation Con Artist Residence Tarryford, Wiltshire Age 23



CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 40	Half 20	Fifth 8	Hit Points	Maximum 9	Current 9
CON	Reg 50	Half 25	Fifth 10	POW	Reg 80	Half 40	Fifth 16	Magic Points	Maximum 16	Current 16
DEX	Reg 50	Half 25	Fifth 10	APP	Reg 70	Half 35	Fifth 14	Luck	Starting	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 50	Half 25	Fifth 10	Sanity	Starting 80	Current 80
IDEA				KNOW						Insane 16

CALL OF CTHULHU
40th Anniversary
1981 - 2021

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Fighting	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Pistol) (20%)	40	20	8	<input type="checkbox"/> Natural Philosophy (01%)			
<input type="checkbox"/> Appraise (05%)	25	12	5	<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%)				<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Acting (05%)	55	27	11	<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Gaming (10%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Astronomy (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)	60	30	12
<input type="checkbox"/> Charm (15%)	65	32	13	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (APP/5%)	20	10	4
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
Credit Rating (Occ%)	20	10	4	<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Ride (05%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Language (Own)				<input type="checkbox"/> Sleight of Hand (10%)	30	15	6
<input type="checkbox"/> Dancing (DEX/5%)	30	15	6	<input type="checkbox"/> English (EDU)	50	25	10	<input type="checkbox"/> Spot Hidden (25%)	50	25	10
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)	25	12	5	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Etiquette (INT/5%)	35	17	7	<input type="checkbox"/> Locksmith (01%)	20	10	4	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fashion (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)	55	27	11								
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5								

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Reputation
Brawl	25 12 5	1D3 + DB	1	-	-	-	Build 0 Move 9
Flintlock Pistol	40 20 8	1D6+1	1/4	10 yds	1	95	Dodge 25 12 5
							Damage Bonus 0

MY STORY

"Jane" has left a series of identities and aliases across half of Wiltshire. Born Maggie Rowllins, her first career was as a housemaid for a wealthy family. Her time there only made her angry that some lived in luxury while others starved. She was clever enough to spot a few loopholes in the class system that kept her in her place. She studied the laws and etiquette of her employers, then ran away after stealing

some good quality dresses and jewelry. It was enough to set herself up as a society lady, and the longer she played the part, the more deeply entrenched she was able to become. Usually, she poses as a cousin or distant relative to stay in a wealthy house, or uses her charm to get enough credit to live well before making a run for it.

BACKSTORY

Personal Description

A white woman; while not a great beauty, Jane always knows how to present herself in the best light. Charming and friendly, but only to mask her fear and build allies.

Traits

Ambitious, selfish, lost.

Ideology & Beliefs

You'll get nothing if you don't take it for yourself.

Injuries & Scars

Significant People

Elizabeth Northlake, her first true friend.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Nothing but what she can carry in her carpet bag, plus a few pieces of stolen jewelry hidden somewhere about her person.

WEALTH

Spending Level £2

Cash £40

Assets

£100

FELLOW INVESTIGATORS



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

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

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll

While she is out for herself and happy to take from others, she isn't looking to hurt anyone; but fails to consider the consequences of her actions in that respect. She just feels the rich owe her (and everyone else) and is simply evening up the score.

Jane has been invited to the Northlake Ball as she is currently staying with the Northlakes. After meeting them on the road, she offered a hard luck tale about the loss of her carriage, and by the time they were home she had elicited an invitation for an indefinite stay. She plans to milk the family for a while and move on before they get suspicious. But she is losing some of her nerve, as she has grown fond of the family and made great friends with Elizabeth, to whom she is like an older sister.

Regency Cthulhu

PULP HERO

Name Miss Jane Radcliffe Birthplace Shaftesbury, Dorset Pronoun She/her
 Occupation Con Artist Residence Tarryford, Wiltshire Age 23
 Archetype Harlequin

PULP CTHULHU™



CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 40	Half 20	Fifth 8	Hit Points	Maximum 18	Current 18
CON	Reg 50	Half 25	Fifth 10	POW	Reg 80	Half 40	Fifth 16	Magic Points	Maximum 16	Current 16
DEX	Reg 50	Half 25	Fifth 10	APP	Reg 85	Half 42	Fifth 17	Luck	Starting	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 50	Half 25	Fifth 10	Sanity	Starting 80	Current 80
IDEA				KNOW				Insane		16

PULP TALENTS

Master of Disguise: spend 10 luck for bonus die on Disguise or Art/Craft (Acting) rolls.
 Smooth Talker: bonus die on Charm rolls.

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> <u>Fighting</u>	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Pistol) (20%)	40	20	8	<input type="checkbox"/> Natural Philosophy (01%)			
<input type="checkbox"/> Appraise (05%)	25	12	5	<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%)				<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> <u>Firearms</u>				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> <u>Acting</u> (05%)	65	32	13	<input type="checkbox"/> <u>First Aid</u> (30%)				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> <u>Art / Craft</u>				<input type="checkbox"/> Gaming (10%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Astronomy (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)	60	30	12
<input type="checkbox"/> Charm (15%)	65	32	13	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (APP/5%)	20	10	4
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
Credit Rating (Occ%)	20	10	4	<input type="checkbox"/> <u>French</u> (01%)	30	15	6	<input type="checkbox"/> Ride (05%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Language (Other)</u>				<input type="checkbox"/> Sleight of Hand (10%)	30	15	6
<input type="checkbox"/> Dancing (DEX/5%)	30	15	6	<input type="checkbox"/> <u>English</u> (EDU)	50	25	10	<input type="checkbox"/> Spot Hidden (25%)	50	25	10
<input type="checkbox"/> Disguise (05%)	30	15	6	<input type="checkbox"/> <u>Language (Own)</u>				<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> Law (05%)	25	12	5	<input type="checkbox"/> <u>Survival</u> (10%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Etiquette (INT/5%)	35	17	7	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fashion (10%)				<input type="checkbox"/> Locksmith (01%)	20	10	4	<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)	60	30	12	<input type="checkbox"/> Mech. Repair (10%)							
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5								

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	25 12 5	1D3 + DB	1	-	-	-
Flintlock Pistol	40 20 8	1D6+1	1/4	10 yds	1	95

Reputation

Build 0 Move 9

Dodge 25 12 5

Damage Bonus 0

MY STORY

"Jane" has left a series of identities and aliases across half of Wiltshire. Born Maggie Rowllins, her first career was as a housemaid for a wealthy family. Her time there only made her angry that some lived in luxury while others starved. She was clever enough to spot a few loopholes in the class system that kept her in her place. She studied the laws and etiquette of her employers, then ran away

after stealing some good quality dresses and jewelry. It was enough to set herself up as a society lady, and the longer she played the part, the more deeply entrenched she was able to become. Usually, she poses as a cousin or distant relative to stay in a wealthy house, or uses her charm to get enough credit to live well before making a run for it.

BACKSTORY

Personal Description

A white woman; while not a great beauty, Jane always knows how to present herself in the best light. Charming and friendly, but only to mask her fear and build allies.

Traits

Ambitious, selfish, lost.

Ideology & Beliefs

You'll get nothing if you don't take it for yourself.

Injuries & Scars

Significant People

Elizabeth Northlake, her first true friend.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Nothing but what she can carry in her carpet bag, plus a few pieces of stolen jewelry hidden somewhere about her person.

WEALTH

Spending Level £2

Cash £40

Assets

£100

FELLOW HEROES

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Using Luck

Half SAN loss (SAN loss x 2 Luck)

Adjust Skill roll (1 Luck per skill point)

Avoid malfunction/melee fumble (10 Luck)

Stay conscious (1 Luck, double per round after)

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

Healing

Natural Healing: +2 HP per day

First Aid: +1D4 HP

Medicine: +1D4 HP

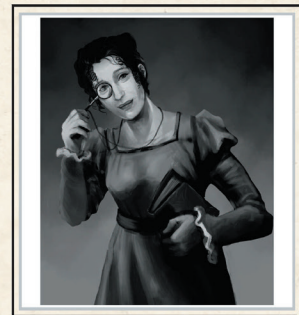
While she is out for herself and happy to take from others, she isn't looking to hurt anyone; but fails to consider the consequences of her actions in that respect. She just feels the rich owe her (and everyone else) and is simply evening up the score.

Jane has been invited to the Northlake Ball as she is currently staying with the Northlakes. After meeting them on the road, she offered a hard luck tale about the loss of her carriage, and by the time they were home she had elicited an invitation for an indefinite stay. She plans to milk the family for a while and move on before they get suspicious. But she is losing some of her nerve, as she has grown fond of the family and made great friends with Elizabeth, to whom she is like an older sister.

Regency Cthulhu

INVESTIGATOR

Name Miss Georgiana Wentworth Birthplace Tarryford, Wiltshire Pronoun She/her
Occupation Gentlewoman Researcher Residence Tarryford, Wiltshire Age 20



CHARACTERISTICS

STR	Reg 40	Half 20	Fifth 8	SIZ	Reg 50	Half 25	Fifth 10	Hit Points	Maximum 11	Current 11
CON	Reg 60	Half 30	Fifth 12	POW	Reg 80	Half 40	Fifth 16	Magic Points	Maximum 16	Current 16
DEX	Reg 50	Half 25	Fifth 10	APP	Reg 50	Half 25	Fifth 10	Luck	Starting	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 60	Half 30	Fifth 12	Sanity	Starting 80	Current 80
IDEA				KNOW				Insane		16

CALL OF CTHULHU
40th Anniversary
1981 - 2021

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Fighting	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)	40	20	8	<input type="checkbox"/> Firearms (Pistol) (20%)				<input type="checkbox"/> Natural Philosophy (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%)				<input type="checkbox"/> Natural World (10%)	30	15	6
<input type="checkbox"/> Archaeology (01%)	40	20	8	<input type="checkbox"/> Firearms				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Piano (05%)	25	12	5	<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Gaming (10%)				<input type="checkbox"/> Persuade (10%)	30	15	6
<input type="checkbox"/> Astronomy (01%)				<input type="checkbox"/> History (05%)	45	22	9	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (APP/5%)	30	15	6
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
Credit Rating (Occ%)	60	30	12	<input type="checkbox"/> French (01%)	20	10	4	<input type="checkbox"/> Ride (05%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Dancing (DEX/5%)	30	15	6	<input type="checkbox"/> English (EDU)	60	30	12	<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Language (Own)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Etiquette (INT/5%)	45	22	9	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fashion (10%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/>			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5					<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Reputation
Brawl	25 12 5	1D3 + DB	1	-	-	-	Build 0 Move 8
							Dodge 25 12 5
							Damage Bonus 0

MY STORY

As the eldest daughter of the family, everyone had high hopes for Georgiana. She was accomplished and studious, and so had the makings of an excellent wife. Unfortunately, while Georgiana discovered a love of books at an early age, it was not quite appropriate for a lady of her station. Instead of reading edifying sermons, she is usually found in the company of an academic historical text.

As she never fell behind in her studies of music and languages, her parents indulged her and allowed her the run of the library. But having passed two or three seasons without eliciting a proposal, Georgiana's parents are now wondering if they have been too lenient. It seems men are a little intimidated by her academic knowledge, making it hard for her to establish a romantic connection.

BACKSTORY

Personal Description

A very average-looking young white woman who does her best not to stand out during social gatherings.

Traits

Accomplished but lonely.

Ideology & Beliefs

Life isn't going to give me what I want, and that may just have to do.

Injuries & Scars

Significant People

Her younger sister, Emma.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Fan, elegant but plain dress, books.

WEALTH

Spending Level £25

Cash £360

Assets

£7,200

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

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

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll

The constant pushing from her family only makes Georgiana want to curl up into a ball or find solace in another book. What makes it worse is that she does want to find a gentleman, she just doesn't quite know how. Time is passing, and all the other girls seem to be experts. She is beginning to resign herself to life as an old maid; in part because someone needs to keep an eye on her sister, who is far too precocious for her own good.

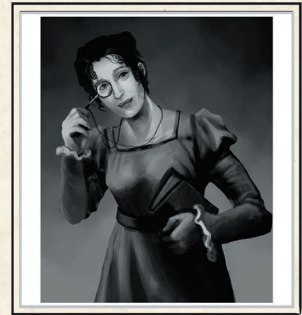
Georgiana has been invited to the Northlake Ball, as she is part of the area's society and knows the family. She expects it may be her last social event, and to a certain degree, feels she is only there to chaperone her sister.

Regency Cthulhu

PULP HERO

Name Miss Georgiana Wentworth Birthplace Tarryford, Wiltshire Pronoun She/her
 Occupation Gentlewoman Researcher Residence Tarryford, Wiltshire Age 20
 Archetype Scholar

PULP CTHULHU™



CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	40	20	8	SIZ	50	25	10	Hit Points	22	22
CON	60	30	12	POW	80	40	16	Magic Points	16	16
DEX	50	25	10	APP	50	25	10	Luck		
INT	70	35	14	EDU	65	32	13	Sanity	80	80
IDEA				KNOW						

PULP TALENTS

Quick Study: halve time to read all books incl. Mythos tomes.
 Sharp Witted: gains a bonus die on INT (but not Idea) rolls.

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

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> <u>Fighting</u>				<input type="checkbox"/> Medicine (01%)			
<input type="checkbox"/> Anthropology (01%)	50	25	10	<input type="checkbox"/> Firearms (Pistol) (20%)				<input type="checkbox"/> Natural Philosophy (01%)	40	20	8
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%)				<input type="checkbox"/> Natural World (10%)	30	15	6
<input type="checkbox"/> Archaeology (01%)	40	20	8	<input type="checkbox"/> <u>Firearms</u>				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> <u>Piano</u> (05%)	25	12	5	<input type="checkbox"/> <u>First Aid</u> (30%)				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> <u>Art / Craft</u>				<input type="checkbox"/> Gaming (10%)				<input type="checkbox"/> Persuade (10%)	30	15	6
<input type="checkbox"/> Astronomy (01%)				<input type="checkbox"/> History (05%)	55	27	11	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (APP/5%)	30	15	6
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
Credit Rating (Occ%)	60	30	12	<input type="checkbox"/> <u>French</u> (01%)	20	10	4	<input type="checkbox"/> Ride (05%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Language (Other)</u>				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Dancing (DEX/5%)	30	15	6	<input type="checkbox"/> <u>Latin</u>	40	20	8	<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <u>English</u> (EDU)	65	32	13	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> <u>Language (Own)</u>				<input type="checkbox"/> <u>Survival</u> (10%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Etiquette (INT/5%)	45	22	9	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fashion (10%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> <u>_____</u>			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> <u>_____</u>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	25 12 5	1D3 + DB	1	-	-	-

Reputation

Build 0 Move 8
 Dodge 25 12 5
 Damage Bonus 0

MY STORY

As the eldest daughter of the family, everyone had high hopes for Georgiana. She was accomplished and studious, and so had the makings of an excellent wife. Unfortunately, while Georgiana discovered a love of books at an early age, it was not quite appropriate for a lady of her station. Instead of reading edifying sermons, she is usually found in the company of an academic historical

text. As she never fell behind in her studies of music and languages, her parents indulged her and allowed her the run of the library. But having passed two or three seasons without eliciting a proposal, Georgiana's parents are now wondering if they have been too lenient. It seems men are a little intimidated by her academic knowledge, making it hard for her to establish a romantic connection.

BACKSTORY

Personal Description

A very average-looking young white woman who does her best not to stand out during social gatherings.

Ideology & Beliefs

Life isn't going to give me what I want, and that may just have to do.

Significant People

Her younger sister, Emma.

Meaningful Locations

Treasured Possessions

Traits

Accomplished but lonely.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Fan, elegant but plain dress, books.

WEALTH

Spending Level £25

Cash £360

Assets

£7,200

FELLOW HEROES

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Using Luck

Half SAN loss (SAN loss x 2 Luck)

Adjust Skill roll (1 Luck per skill point)

Avoid malfunction/melee fumble (10 Luck)

Stay conscious (1 Luck, double per round after)

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

Healing

Natural Healing: +2 HP per day

First Aid: +1D4 HP

Medicine: +1D4 HP

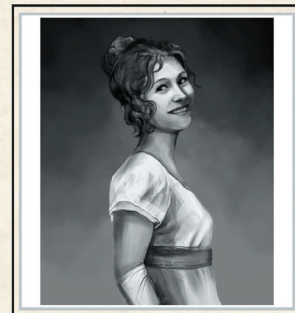
The constant pushing from her family only makes Georgiana want to curl up into a ball or find solace in another book. What makes it worse is that she does want to find a gentleman, she just doesn't quite know how. Time is passing, and all the other girls seem to be experts. She is beginning to resign herself to life as an old maid; in part because someone needs to keep an eye on her sister, who is far too precocious for her own good.

Georgiana has been invited to the Northlake Ball, as she is part of the area's society and knows the family. She expects it may be her last social event, and to a certain degree, feels she is only there to chaperone her sister.

Regency Cthulhu

INVESTIGATOR

Name Miss Emma Wentworth Birthplace Tarryford, Wiltshire Pronoun She/her
Occupation Gentlewoman Residence Tarryford, Wiltshire Age 17



CHARACTERISTICS

STR	Reg 50	Half 25	Fifth 10	SIZ	Reg 50	Half 25	Fifth 10	Hit Points	Maximum 10	Current 10
CON	Reg 50	Half 25	Fifth 10	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current 12
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 80	Half 40	Fifth 16	Luck	Starting	Current
INT	Reg 60	Half 30	Fifth 12	EDU	Reg 40	Half 20	Fifth 8	Sanity	Starting 60	Current 60
IDEA				KNOW				Insane		12

CALL OF CTHULHU
40th Anniversary
1981 - 2021

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Fighting	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Pistol) (20%)	40	20	8	<input type="checkbox"/> Natural Philosophy (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%)				<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Embroidery (05%)	20	10	4	<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Fine Art	25	12	5	<input type="checkbox"/> Gaming (10%)				<input type="checkbox"/> Persuade (10%)	40	20	8
<input type="checkbox"/> Astronomy (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Charm (15%)	55	27	11	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (APP/5%)	30	15	6
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
Credit Rating (Occ%)	60	30	12	<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Ride (05%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Sleight of Hand (10%)				<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Dancing (DEX/5%)	55	27	11	<input type="checkbox"/> English (EDU)	40	20	8	<input type="checkbox"/> Stealth (20%)	40	20	8
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Etiquette (INT/5%)	30	15	6	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fashion (10%)	50	25	10	<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Art/Craft (Piano)	15	7	3
<input type="checkbox"/> Fast Talk (05%)	45	22	9								
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5								

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Reputation
Brawl	25 12 5	1D3 + DB	1	-	-	-	Build 0 Move 8
Flintlock Pistol	40 20 8	1D6+1	1/4	10 yds	1	95	Dodge 35 17 7
							Damage Bonus 0

MY STORY

Emma feels sad that her elder sister isn't married. Yet, she is also annoyed that Georgiana's tardiness is taking her best years from her. She has always been told to wait for her older sister to marry first, but now she's done with waiting. There are handsome young men who must surely want to court her, and too much competition from other girls. At this rate, all the good ones will soon be gone!

After years of having her accomplishments compared unfavorably to her sister's, Emma has concluded that her looks and youth are all she has going for her, so time is running out. Being a "proper young lady" hasn't got her elder sister anywhere, so Emma plans to try something different.

BACKSTORY

Personal Description

A young and pretty white girl, Emma spends most of her attention on her appearance, although her enthusiasm often spoils the demure look she is going for.

Traits

Young, eager to seize life, naive.

Ideology & Beliefs

Life is there to be lived!

Injuries & Scars

Significant People

For all her faults, her elder sister, Georgiana.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Fan, fashionable dress in a bright color.

WEALTH

Spending Level £25

Cash £360

Assets

£7,200

FELLOW INVESTIGATORS



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

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

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll

Unfortunately, having recently been caught taking
“lessons” from a few officers on how to fire a pistol (that it
turns out she has a talent for) the family is now keeping a
close eye on her.

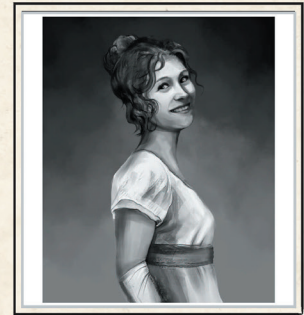
Emma has been invited to the Northlake Ball because she
begged her parents until they relented. She is under strict
instructions to do as her elder sister tells her, but has little
or no intention of doing so. She plans to pair her sister off
with someone as soon as she sees any likely candidate.

Regency Cthulhu

PULP HERO

Name Miss Emma Wentworth Birthplace Tarryford, Wiltshire Pronoun She/her
 Occupation Gentlewoman Residence Tarryford, Wiltshire Age 17
 Archetype Thrill Seeker

PULP CTHULHU™



CHARACTERISTICS

	Reg	Half	Fifth
STR	50	25	10
	Reg	Half	Fifth
CON	50	25	10
	Reg	Half	Fifth
DEX	70	35	14
	Reg	Half	Fifth
INT	60	30	12

	Reg	Half	Fifth
SIZ	50	25	10
	Reg	Half	Fifth
POW	85	42	17
	Reg	Half	Fifth
APP	80	40	16
	Reg	Half	Fifth
EDU	40	20	8

	Maximum	Current	
Hit Points	20	20	
	Maximum	Current	
Magic Points	17	17	
	Starting	Current	
Luck			
	Starting	Current	Insane
Sanity	85	85	17

Fast Load: ignore
 penalty die for
 loading/firing (chosen
 specialisation).
 Strong Willed: gains
 bonus die on POW rolls.

PULP TALENTS

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

SKILLS

<input type="checkbox"/> Accounting (05%)	<table><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> <u>Fighting</u>	<table><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Medicine (01%)	<table><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
Reg	Half	Fifth																					
Reg	Half	Fifth																					
Reg	Half	Fifth																					
<input type="checkbox"/> Anthropology (01%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Firearms (Pistol) (20%)	<table><tr><td>40</td><td>20</td><td>8</td></tr></table>	40	20	8	<input type="checkbox"/> Natural Philosophy (01%)	<table><tr><td></td><td></td><td></td></tr></table>												
40	20	8																					
<input type="checkbox"/> Appraise (05%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Firearms (Rifle/Blunderbuss) (25%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Natural World (10%)	<table><tr><td></td><td></td><td></td></tr></table>												
<input type="checkbox"/> Archaeology (01%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> <u>Firearms</u>	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Navigate (10%)	<table><tr><td></td><td></td><td></td></tr></table>												
<input type="checkbox"/> <u>Embroidery</u> (05%)	<table><tr><td>20</td><td>10</td><td>4</td></tr></table>	20	10	4	<input type="checkbox"/> <u>Art / Craft</u>	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Occult (05%)	<table><tr><td></td><td></td><td></td></tr></table>												
20	10	4																					
<input type="checkbox"/> <u>Fine Art</u>	<table><tr><td>25</td><td>12</td><td>5</td></tr></table>	25	12	5	<input type="checkbox"/> First Aid (30%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Persuade (10%)	<table><tr><td>40</td><td>20</td><td>8</td></tr></table>	40	20	8									
25	12	5																					
40	20	8																					
<input type="checkbox"/> Astronomy (01%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Gaming (10%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Psychology (10%)	<table><tr><td></td><td></td><td></td></tr></table>												
<input type="checkbox"/> Charm (15%)	<table><tr><td>55</td><td>27</td><td>11</td></tr></table>	55	27	11	<input type="checkbox"/> History (05%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Reassure (APP/5%)	<table><tr><td>30</td><td>15</td><td>6</td></tr></table>	30	15	6									
55	27	11																					
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<input type="checkbox"/> Climb (20%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Intimidate (15%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Religion (10%)	<table><tr><td></td><td></td><td></td></tr></table>												
Credit Rating (Occ%)	<table><tr><td>60</td><td>30</td><td>12</td></tr></table>	60	30	12	<input type="checkbox"/> Jump (20%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Ride (05%)	<table><tr><td>35</td><td>17</td><td>7</td></tr></table>	35	17	7									
60	30	12																					
35	17	7																					
Cthulhu Mythos (00%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> <u>Language (Other)</u> (01%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Sleight of Hand (10%)	<table><tr><td></td><td></td><td></td></tr></table>												
<input type="checkbox"/> Dancing (DEX/5%)	<table><tr><td>55</td><td>27</td><td>11</td></tr></table>	55	27	11	<input type="checkbox"/> <u>Language (Own)</u>	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Spot Hidden (25%)	<table><tr><td></td><td></td><td></td></tr></table>												
55	27	11																					
<input type="checkbox"/> Disguise (05%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> <u>English</u> (EDU)	<table><tr><td>40</td><td>20</td><td>8</td></tr></table>	40	20	8	<input type="checkbox"/> <u>Survival</u> (10%)	<table><tr><td></td><td></td><td></td></tr></table>												
40	20	8																					
<input type="checkbox"/> Dodge (half DEX)	<table><tr><td>35</td><td>17</td><td>7</td></tr></table>	35	17	7	<input type="checkbox"/> Law (05%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Swim (20%)	<table><tr><td></td><td></td><td></td></tr></table>												
35	17	7																					
<input type="checkbox"/> Drive Carriage (20%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Library Use (20%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Throw (20%)	<table><tr><td></td><td></td><td></td></tr></table>												
<input type="checkbox"/> Etiquette (INT/5%)	<table><tr><td>30</td><td>15</td><td>6</td></tr></table>	30	15	6	<input type="checkbox"/> Listen (20%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> Track (10%)	<table><tr><td></td><td></td><td></td></tr></table>												
30	15	6																					
<input type="checkbox"/> Fashion (10%)	<table><tr><td>50</td><td>25</td><td>10</td></tr></table>	50	25	10	<input type="checkbox"/> Locksmith (01%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> <u>Art/Craft (Piano)</u>	<table><tr><td>40</td><td>20</td><td>8</td></tr></table>	40	20	8									
50	25	10																					
40	20	8																					
<input type="checkbox"/> Fast Talk (05%)	<table><tr><td>65</td><td>32</td><td>13</td></tr></table>	65	32	13	<input type="checkbox"/> Mech. Repair (10%)	<table><tr><td></td><td></td><td></td></tr></table>				<input type="checkbox"/> <u></u>	<table><tr><td></td><td></td><td></td></tr></table>												
65	32	13																					
<input type="checkbox"/> Fighting (Brawl) (25%)	<table><tr><td>25</td><td>12</td><td>5</td></tr></table>	25	12	5																			
25	12	5																					

COMBAT

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl	25	12	5	1D3 + DB	1	-	-	-
Flintlock Pistol	40	20	8	1D6+1	1/4	10 yds	1	95

Reputation

Build 0 Move 8
 Dodge

Reg	Half	Fifth
35	17	7

 Damage Bonus 0

MY STORY

Emma feels sad that her elder sister isn't married. Yet, she is also annoyed that Georgiana's tardiness is taking her best years from her. She has always been told to wait for her older sister to marry first, but now she's done with waiting. There are handsome young men who must surely want to court her, and too much competition from other girls. At this rate, all the good ones will soon be gone!

After years of having her accomplishments compared unfavorably to her sister's, Emma has concluded that her looks and youth are all she has going for her, so time is running out. Being a "proper young lady" hasn't got her elder sister anywhere, so Emma plans to try something different.

BACKSTORY

Personal Description

A young and pretty white girl, Emma spends most of her attention on her appearance, although her enthusiasm often spoils the demure look she is going for.

Traits

Young, eager to seize life, naive.

Ideology & Beliefs

Life is there to be lived!

Injuries & Scars

Significant People

For all her faults, her elder sister, Georgiana.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Fan, fashionable dress in a bright color.

WEALTH

Spending Level £25

Cash £360

Assets

£7,200

FELLOW HEROES

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Using Luck

Half SAN loss (SAN loss x 2 Luck)

Adjust Skill roll (1 Luck per skill point)

Avoid malfunction/melee fumble (10 Luck)

Stay conscious (1 Luck, double per round after)

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

Healing

Natural Healing: +2 HP per day

First Aid: +1D4 HP

Medicine: +1D4 HP

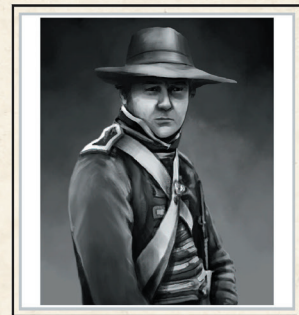
Unfortunately, having recently been caught taking
“lessons” from a few officers on how to fire a pistol (that it
turns out she has a talent for) the family is now keeping a
close eye on her.

Emma has been invited to the Northlake Ball because she
begged her parents until they relented. She is under strict
instructions to do as her elder sister tells her, but has little
or no intention of doing so. She plans to pair her sister off
with someone as soon as she sees any likely candidate.

Regency Cthulhu

INVESTIGATOR

Name Captain John Stone Birthplace Tarryford, Wiltshire Pronoun He/him
Occupation Military Officer Residence Tarryford, Wiltshire Age 29



CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 60	Half 30	Fifth 12	Hit Points	Maximum 14	Current 14
CON	Reg 80	Half 40	Fifth 16	POW	Reg 40	Half 20	Fifth 8	Magic Points	Maximum 8	Current 8
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 50	Half 25	Fifth 10	Luck	Starting	Current
INT	Reg 50	Half 25	Fifth 10	EDU	Reg 50	Half 25	Fifth 10	Sanity	Starting 40	Current 40

CALL OF CTHULHU
40th Anniversary
1981 - 2021

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> <u>Sword</u>	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <u>Fighting</u>				<input type="checkbox"/> Natural			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> <u>Firearms</u>	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Philosophy (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> <u>(Pistol)</u> (20%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> <u>Firearms (Rifle/</u>				<input type="checkbox"/> Navigate (10%)	Reg 30	Half 15	Fifth 6
<input type="checkbox"/> <u>Art / Craft</u>				<input type="checkbox"/> <u>Blunderbuss)</u> (25%)				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> _____				<input type="checkbox"/> <u>Firearms</u>				<input type="checkbox"/> Persuade (10%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Astronomy (01%)				<input type="checkbox"/> _____	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Psychology (10%)	Reg 15	Half 7	Fifth 3
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Reassure (APP/5%)	Reg 10	Half 5	Fifth 2
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Gaming (10%)				<input type="checkbox"/> Religion (10%)			
Credit Rating (Occ%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> History (05%)				<input type="checkbox"/> Ride (05%)	Reg 15	Half 7	Fifth 3
Cthulhu Mythos (00%)				<input type="checkbox"/> Intimidate (15%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Dancing (DEX/5%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Spot Hidden (25%)	Reg 40	Half 20	Fifth 8
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> <u>Language (Other)</u>				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> _____				<input type="checkbox"/> <u>Survival</u>			
<input type="checkbox"/> Etiquette (INT/5%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> <u>English</u> (EDU)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fashion (10%)				<input type="checkbox"/> <u>Language (Own)</u>				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Track (10%)	Reg 25	Half 12	Fifth 5
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Artillery	Reg 40	Half 20	Fifth 8
				<input type="checkbox"/> Listen (20%)							
				<input type="checkbox"/> Locksmith (01%)							
				<input type="checkbox"/> Mech. Repair (10%)							

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Reputation
Brawl	Reg 35	Half 17	Fifth 7	1D3 + DB	1	-	Build 0
Cavalry Saber	Reg 45	Half 22	Fifth 9	1D8+1	1	-	Move 8
Flintlock Pistol	Reg 35	Half 17	Fifth 7	1D6+1	1/4	10 yds	Dodge
Flintlock Rifle	Reg 45	Half 22	Fifth 9	1D8+2	1/4	30 yds	Damage Bonus 0

MY STORY

The army has taken John Stone's best years from him, yet he gave them willingly. He mostly enlisted because as a younger son, that was what he was expected to do. But the army gave him a purpose, and a sense of discipline and honor. He served with distinction during the Napoleonic Wars, earning the rank of Captain. Unlike many officers, he worked hard to protect the lives of his men and was well

respected by those under his command. For this reason, he has taken the horrors of war to heart, feeling the loss of everyone who served with him.

Currently convalescing at home thanks to an injury sustained during the Battle of Vitoria, John is considering retiring from the army; even though Napoleon has yet to be defeated.

BACKSTORY

Personal Description

A white man, weathered before his years by what he has seen. Always immaculately turned out—a military habit impossible to break—especially in his dress uniform.

Ideology & Beliefs

Honor means doing what is right, not making compromises.

Significant People

Meaningful Locations

Treasured Possessions

His trust cavalry saber, that has seen him through many battles.

Traits

Stiff, honorable, dedicated, and brooding.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Captain's dress uniform, to the ball!

cavalry saber, pair of

flintlock pistols, flintlock rifle

—though the firearms are

probably not going with him.

WEALTH

Spending Level £25

Cash £300

Assets

£6,000

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

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

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll

If he should find a wife, it will make a big difference to his decision. However, so many young ladies who seem taken by his uniform have no understanding of what it really means or what war is really like. While he would not wish that experience on anyone, those without it often seem vain and aimless to him.

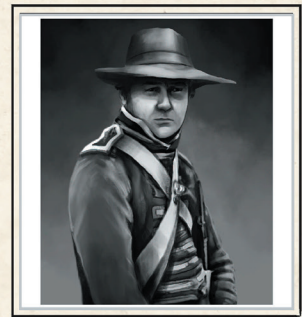
Captain Stone has been invited to the Northlake Ball as a local celebrity. There are few officers with his experience from the area, and society is agog to know what it was like on the battlefield. So John is trying to be polite, even while every conversation annoys him.

Regency Cthulhu

PULP HERO

Name Captain John Stone Birthplace Tarryford, Wiltshire Pronoun He/him
 Occupation Military Officer Residence Tarryford, Wiltshire Age 29
 Archetype Steadfast

PULP CTHULHU™



CHARACTERISTICS

	Reg	Half	Fifth
STR	60	30	12
	Reg	Half	Fifth
CON	90	45	18
	Reg	Half	Fifth
DEX	70	35	14
	Reg	Half	Fifth
INT	50	25	10

	Reg	Half	Fifth
SIZ	60	30	12
	Reg	Half	Fifth
POW	40	20	8
	Reg	Half	Fifth
APP	50	25	10
	Reg	Half	Fifth
EDU	50	25	10

	Maximum	Current	
Hit Points	30	30	
	Maximum	Current	
Magic Points	8	8	
	Starting	Current	
Luck			
	Starting	Current	Insane
Sanity	40	40	8

Heavy Hitter: spend 10
 Luck to deal additional
 damage in melee.
 Quick Healer: natural
 healing = +3 HP per day.

PULP TALENTS

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

SKILLS

<input type="checkbox"/> Accounting (05%)	25	12	5	<input type="checkbox"/> <u>Sword</u>	55	27	11	<input type="checkbox"/> Medicine (01%)			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <u>Fighting</u>				<input type="checkbox"/> Natural			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> <u>Firearms</u>	45	22	9	<input type="checkbox"/> Philosophy (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> <u>Firearms (Pistol) (20%)</u>	45	22	9	<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> <u>Firearms (Rifle/</u>				<input type="checkbox"/> Navigate (10%)	30	15	6
<input type="checkbox"/> <u>Art / Craft</u>				<input type="checkbox"/> <u>Blunderbuss) (25%)</u>				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> _____				<input type="checkbox"/> <u>Firearms</u>				<input type="checkbox"/> Persuade (10%)	50	25	10
<input type="checkbox"/> Astronomy (01%)				<input type="checkbox"/> <u>First Aid (30%)</u>	55	27	11	<input type="checkbox"/> Psychology (10%)	55	27	11
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> <u>Gaming (10%)</u>				<input type="checkbox"/> Reassure (APP/5%)	10	5	2
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> <u>History (05%)</u>				<input type="checkbox"/> Religion (10%)			
Credit Rating (Occ%)	50	25	10	<input type="checkbox"/> <u>Intimidate (15%)</u>	35	17	7	<input type="checkbox"/> Ride (05%)	15	7	3
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Jump (20%)</u>				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Dancing (DEX/5%)				<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> Spot Hidden (25%)	60	30	12
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <u>Language (Other)</u>				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	45	22	9	<input type="checkbox"/> _____				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> <u>English</u> (EDU)	50	25	10	<input type="checkbox"/> <u>Survival</u>			
<input type="checkbox"/> Etiquette (INT/5%)	30	15	6	<input type="checkbox"/> <u>Language (Own)</u>				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fashion (10%)				<input type="checkbox"/> <u>Law (05%)</u>				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> <u>Library Use (20%)</u>				<input type="checkbox"/> Track (10%)	25	12	5
<input type="checkbox"/> Fighting (Brawl) (25%)	35	17	7	<input type="checkbox"/> <u>Listen (20%)</u>				<input type="checkbox"/> <u>Artillery</u>	40	20	8
				<input type="checkbox"/> <u>Locksmith (01%)</u>							
				<input type="checkbox"/> <u>Mech. Repair (10%)</u>							

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	35 17 7	1D3 + DB	1	-	-	-
Cavalry Saber	55 27 11	1D8+1	1	-	-	-
Flintlock Pistol	45 22 9	1D6+1	1/4	10 yds	1	95
Flintlocj Rifle	45 22 9	1D8+2	1/4	30 yds	1	95

Reputation

Build 0 Move 8
 Dodge 45 22 9
 Damage Bonus 0

MY STORY

The army has taken John Stone's best years from him, yet he gave them willingly. He mostly enlisted because as a younger son, that was what he was expected to do. But the army gave him a purpose, and a sense of discipline and honor. He served with distinction during the Napoleonic Wars, earning the rank of Captain. Unlike many officers, he worked hard to protect the lives of his

men and was well respected by those under his command. For this reason, he has taken the horrors of war to heart, feeling the loss of everyone who served with him. Currently convalescing at home thanks to an injury sustained during the Battle of Vitoria, John is considering retiring from the army; even though Napoleon has yet to be defeated.

BACKSTORY

Personal Description

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Honor means doing what is right, not making compromises.

Significant People

Meaningful Locations

Treasured Possessions

His trust cavalry saber, that has seen him through many battles.

Traits

Stiff, honorable, dedicated, and brooding.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Captain's dress uniform, to the ball!
cavalry saber, pair of
flintlock pistols, flintlock rifle
—though the firearms are
probably not going with him

WEALTH

Spending Level £25
Cash £300
Assets
£6,000

FELLOW HEROES

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Using Luck

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

Healing

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

If he should find a wife, it will make a big difference to his decision. However, so many young ladies who seem taken by his uniform have no understanding of what it really means or what war is really like. While he would not wish that experience on anyone, those without it often seem vain and aimless to him.

Captain Stone has been invited to the Northlake Ball as a local celebrity. There are few officers with his experience from the area, and society is agog to know what it was like on the battlefield. So John is trying to be polite, even while every conversation annoys him.