

NAMELESS HORRORS

SIX SCENARIOS AGAINST THE UNKNOWN

INVESTIGATOR PACK

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**AN AMARANTHINE DESIRE
PRE-GENERATED INVESTIGATORS**

Cthulhu by Gaslight

Investigator

Name Elizabeth Devereux Social Status Upper Class Pronoun She/Her
Occupation Lady of Leisure Residence _____ Age 20



CALL OF CTHULHU
40th Anniversary
1981 - 2021

Characteristics

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

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

Skills

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (10%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Persuade (10%)	40	20	8
<input type="checkbox"/> Alienism (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Boat Pilot (01%)	21	10	4
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> History (05%)	60	30	12	<input type="checkbox"/> Psychology (10%)	60	30	12
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (fifth APP)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Jump (20%)	40	20	8	<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Latin (01%)	25	12	5	<input type="checkbox"/> Ride (20%)			
<input type="checkbox"/> Charm (15%)	35	17	7	<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> English (EDU)	80	40	16	<input type="checkbox"/> Sleight of Hand (10%)			
Credit Rating (00%)	70	35	14	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Spot Hidden (25%)	60	30	12
Cthulhu Mythos (00%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Swim (30%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Mech. Repair (20%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fast Talk (05%)	50	25	10	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	40	20	8	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Fighting (Firearms) (20%)				<input type="checkbox"/> Occult (05%)	25	12	5	<input type="checkbox"/> Operate Heavy Machinery (01%)			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)											

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	40 20 8	1D3 + DB	1	-	-	-	8
							Build 0
							Dodge 40 20 8
							Damage Bonus 0

My Story

See Page 3

Backstory

Personal Description

Beautiful, dressed in swashbuckling attire, with long and flowing hair.

Traits

Graceful and confident.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

The Devereux family has owned land in Suffolk ever since the Norman Conquest. In your childhood you had everything you wanted and needed. You had a first-rate education, your own estate a short distance from Saxmundham, the choice of any man, and a secure future. Despite wanting for nothing, you were bored. Your life has become a quest for excitement.

You wanted to live, to have adventures, but your family wouldn't indulge you. Not being able to explore the world first-hand, you explored it through academia, reading history and, in more recent years, turning your attention to more esoteric subjects.

Partly in an act of rebellion against your family and partly to get some real excitement, you paid for introductions in the realm of organized crime and made contact with a certain group of smugglers in Holland. You started by funding their operation in return for a cut of the profits, but, more recently, you've actually started attending the smuggler's landings of contraband on the Suffolk coast. The thrill and the risk of being caught make you feel more alive than ever before.

Apart from the customs officials you've bribed and the heads of the smuggling ring, no one knows the level of your involvement in this crime. To everyone else here, you are simply another hired hand looking to make money quick.

Your Fellow Investigators:

Tobias Levett: a customs official that you bribed to ensure the attention of the authorities is elsewhere when the smuggler's shipment comes in tonight. Levett's family runs an importation business in Bury St Edmunds. His father, Jonathan Levett, has profited from goods smuggled into the country. In taking your bribes, the Levett family has a nice operation going—this information could be traded with the authorities to buy your freedom if you are ever caught.

Marie Martindale: a farmer's wife who gets paid to help unload the smuggler's goods near Dunwich. She seems very driven, almost troubled by something—but what?

Theodore Maynard: a small-time criminal who owes money to certain gangs in London. If he doesn't pay them soon, he might be paying his debt in blood. Perhaps you can exploit this situation?

Emmanuelle Beaulieu: a French smuggler who seems to hate the English. So far, you've kept your distance from her.

Richard Garrett: previously he was a gamekeeper, but was fired for allowing starving villagers to hunt on your father's land. His reputation in tatters, you hired him as muscle for the smugglers. 15 years your elder, he's been a loyal friend since childhood. He's one of your few true friends and would never betray you.

Cthulhu by Gaslight

Investigator

Name Emmanuelle Beaulieu Social Status Working Class Pronoun She/Her
Occupation Smuggler Residence _____ Age 33



CALL OF CTHULHU
40th Anniversary
1981 - 2021

Characteristics

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

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

Skills

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (10%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Persuade (10%)	60	30	12
<input type="checkbox"/> Alienism (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Boat Pilot (01%)	40	20	8
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)	30	15	6
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Intimidate (15%)	35	17	7	<input type="checkbox"/> Reassure (fifth APP)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> English Language (Other) (01%)	40	20	8	<input type="checkbox"/> Ride (20%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> French Language (Own) (EDU)	50	25	10	<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Sleight of Hand (10%)	30	15	6
Credit Rating (00%)	50	25	10	<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Spot Hidden (25%)	50	25	10
Cthulhu Mythos (00%)				<input type="checkbox"/> Listen (20%)	70	35	14	<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	70	35	14	<input type="checkbox"/> Mech. Repair (20%)				<input type="checkbox"/> Swim (30%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fast Talk (05%)	40	20	8	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	60	30	12	<input type="checkbox"/> Navigate (10%)	30	15	6	<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Operate Heavy Machinery (01%)				<input type="checkbox"/> _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	60 30 12	1D3 + DB	1	-	-	-	8
							Build 0
							Dodge 70 35 14
							Damage Bonus 0

My Story

See Page 3

Backstory

Personal Description

Experience and age have tarnished her once great beauty.
Her skin is pale and almost in ghostly appearance, with
wide, dark eyes. Dressed in practical sea-going attire.

Traits

Arrogant, with a passionate hatred of England.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

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Fellow Investigators



Char.
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Player

Char.
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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 $\geq \frac{1}{2}$ 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

Your Story:

You grew up on the Northern Coast of France in a small fishing community, and later moved to Calais to find work. There, you met your husband-to-be, Alan; an English merchant seaman. Love blossomed and he invited you to stay with him in Southampton, England. You had found your soul-mate; however, it was clear from the start that Alan's family didn't like you. There's always been rivalry between the English and French, and they simply wouldn't accept you. And, they weren't the only ones with a hatred of the French.

Alan came home one night, having taken a beating. Some sailors had attacked him, saying that, if he married a Frenchwoman, there was no place for him here. Despite this, a couple of weeks later, you were married. But, the beatings didn't stop and, following one particularly brutal fight, Alan died.

You were heartbroken. The English scum didn't have to kill him. Your heart was filled with an anger that continues to burn to this very night, some eight years later.

With no desire to remain in England, you returned to the continent. You turned to crime to make ends meet and became a smuggler. Having been raised in a fishing community, your seafaring skills were valued. You have earned a fair amount of money, and it pleases you to undermine the English any way you can.

Your Fellow Investigators:

Tobias Levett: a customs officer paid off to ensure the authorities look the other way. A traitor to the English, he has earned a bit of your respect. He is still English though.

Elizabeth Devereux: a fellow female member of the team. She doesn't seem to have much experience on the waves and doesn't seem the criminal type. Why is she really here? You are suspicious of her.

Marie Martindale: a Dunwich local who is helping the smugglers. She seems very religious, as she constantly clutched a crucifix around her neck. What is she doing here?

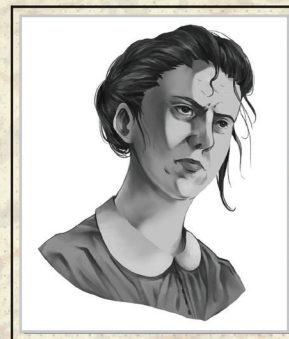
Theodore Maynard: a small-time thief with a big mouth. Says he has debts to pay in London.

Richard Garrett: he used to be a gamekeeper but something happened and he's now a smuggler. You feel sorry for him. A good man in an awful world.

Cthulhu by Gaslight

Investigator

Name Marie Martindale Social Status Working Class Pronoun She/Her
Occupation Homemaker/Farmer Residence _____ Age 25



CALL OF CTHULHU
40th Anniversary
1981 - 2021

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	60	30	12	SIZ	40	20	8	Hit Points	12	
CON	80	40	16	POW	50	25	10	Magic Points	10	
DEX	70	35	14	APP	50	25	10	Luck	45	
INT	60	30	12	EDU	50	25	10	Sanity	50	10

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

Skills

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (10%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Alienism (01%)				<input type="checkbox"/> First Aid (30%)	50	25	10	<input type="checkbox"/> Boat Pilot (01%)	50	25	10
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> History (05%)	25	12	5	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Intimidate (15%)	40	20	8	<input type="checkbox"/> Reassure (fifth APP)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Ride (20%)	40	20	8
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> English Language (Own) (EDU)	50	25	10	<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)	60	30	12	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Sleight of Hand (10%)			
Credit Rating (00%)	40	20	8	<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Spot Hidden (25%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Listen (20%)	70	35	14	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Wilderness Survival (10%)	30	15	6
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Mech. Repair (20%)				<input type="checkbox"/> Swim (30%)	60	30	12
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Throw (20%)	50	25	10
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	50	25	10	<input type="checkbox"/> Navigate (10%)							
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)							
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Operate Heavy Machinery (01%)							

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	50 25 10	1D3 + DB	1	-	-	-	9
							Build 0
							Dodge 35 17 7
							Damage Bonus 0

My Story

See Page 3

Backstory

Personal Description

Below average height, dressed in farmer's clothes, and slightly muscular.

Traits

Kind and caring.

Ideology & Beliefs

Devout Christian.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

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Fellow Investigators



Char.
Player

Char.
Player

Char.
Player

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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 $\geq \frac{1}{2}$ 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

Your Story:

Your life is full of hard work, but it is a good one. You have a farm outside of Dunwich, a loving husband, and a son named James. Three months ago, James came home saying that the sea had claimed another stretch of the cliffs and exposed some old graves—Dunwich is slowly being eaten away by the sea. On the beach, James had found a metal crucifix in the debris washed up by the sea—it looks to have been in a fire before being buried with the dead. James asked you to come and see the beach for yourself, but you thought it was too macabre and told him to stay home. He didn't listen. Maybe if you'd gone with him, things would have been different.

James returned to the beach to hunt for more treasures, but a section of the cliff gave way and fell on him. His spine was crushed. He was brought home and everyone waited for him to pass away in the night. You took the crucifix he'd found, walked out into the night to the cliffs and prayed for him by the light of the moon. You told God you would do anything if your son was spared. You drifted off to sleep on the clifftop, lulled by the sound of the waves and the distant tolling of a church bell. You experienced strange dreams that night: you saw yourself helping men and women unloading cargo onto a beach; an old crown glinting in the darkness; the sound of a woman screaming while fire burned around you; a hooded priest standing in a church doorway, beckoning you inside.

In the morning, your husband found you and said a miracle had happened. James had recovered with little more than bruises. It seems your plea was heard. You've kept the crucifix with you ever since. Subsequently, you have identified some of the people in your dream and they seem to be involved in a smuggling operation. You are convinced that the dream contains a task sent to you by God—one you must undertake. So you have set about helping the smugglers. Tonight, you will discover what your dream was asking of you.

Your Fellow Investigators:

Tobias Levett: a corrupt customs official bribed to look the other way for the smugglers. You convinced him to let you help with the landings.

Elizabeth Devereux: she seems high-born and not the kind of person to get involved in such things. Why is she here?

Theodore Maynard: a criminal from London. He seems to think a lot of himself.

Emmanuelle Beaulieu: a French woman connected to the smugglers. You sense she is filled with rage and somehow heart broken.

Richard Garrett: another crook working for the smugglers. He seems a good man with a good heart.

Cthulhu by Gaslight

Investigator

Name Richard Garrett Social Status Working Class Pronoun He/Him
Occupation Smuggler Residence _____ Age 35



CALL OF CTHULHU
40th Anniversary
1981 - 2021

Characteristics

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

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

Skills

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (10%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Alienism (01%)				<input type="checkbox"/> First Aid (30%)	50	25	10	<input type="checkbox"/> Boat (01%)	50	25	10
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Intimidate (15%)	60	30	12	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Reassure (fifth APP)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> English (EDU)	40	20	8	<input type="checkbox"/> Ride (20%)	40	20	8
<input type="checkbox"/> Climb (20%)	50	25	10	<input type="checkbox"/> Language (Own)				<input type="checkbox"/> Science (01%)			
Credit Rating (00%)	25	12	5	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Sleight of Hand (10%)	30	15	6
Cthulhu Mythos (00%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Spot Hidden (25%)	50	25	10
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Mech. Repair (20%)				<input type="checkbox"/> Swim (30%)	40	20	8
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Throw (20%)	60	30	12
<input type="checkbox"/> Fighting (Brawl) (25%)	70	35	14	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Track (10%)	30	15	6
<input type="checkbox"/> Fighting				<input type="checkbox"/> Navigate (10%)	30	15	6	<input type="checkbox"/>			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/>			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	55	27	11	<input type="checkbox"/> Operate Heavy Machinery (01%)				<input type="checkbox"/>			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	70 35 14	1D3 + DB	1	-	-	-	8
							Build 1
							Dodge 30 15 6
							Damage Bonus +1D4

My Story

See Page 3

Backstory

Personal Description

Weathered and rugged features, with a thick beard and deep-set eyes.

Traits

Fair minded and pragmatic.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

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Char.
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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 $\geq \frac{1}{2}$ 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

Your Story:

Your father and his father before him were employed by the Devereux family, tending to their lands and protecting their game. The Devereux have held land in Suffolk since the Norman Conquest.

You were a teenager, being taught the skills to take over from your father as a gamekeeper and warden for the estate, when Elizabeth Devereux was born. You watched her grow up and become a beautiful lady who would one day inherit the family's vast wealth. You've been friends with her ever since she could walk.

Life was comfortable and secure until you were presented with a problem you couldn't avoid. You caught a poacher—James Turner, a local man who lived with his family just outside the Devereux estate. Turner had turned to poaching to feed his poor family, and without this food his children would go hungry. Thus, you turned a blind eye. But, this act of kindness somehow came to the attention of the master of the house, and he was so furious he fired you on the spot. Your reputation was ruined and you've found it near impossible to find work since.

Recently, Elizabeth Devereux has come to your rescue. Seeking excitement in her life, she has fallen in with some smugglers on the Suffolk coast. She says the thrill and danger make her feel alive. Thus, she made it possible to join the smuggler and earn some money. In return, your other job is to make sure no harm comes to her.

Your Fellow Investigators:

Tobias Levett: a corrupt customs official who has been paid off to ensure the landing takes place. Maybe it's because he can be bought, but there's something about him that you distrust.

Elizabeth Devereux: the daughter of your former master, she has rescued you from poverty. You care for her like a sister you never had. You owe her a great deal and won't let any harm come to her.

Marie Martindale: a local farmer's wife. You heard her son had a miraculous recovery from a terrible fall from the cliffs near Dunwich. You have the impression that she's not helping the smugglers by choice, but more out of some kind of obligation.

Theodore Maynard: a small-time thief who has joined the smugglers to pay off debts he owes to some gang in London. His mouth lands him trouble sometimes, but otherwise he seems harmless enough.

Emmanuelle Beaulieu: a Frenchwoman and smuggler who seems to hate the English. You guess that if she knew the truth about Elizabeth Devereux's status, sparks might fly. Thus, you watch her closely.

Cthulhu by Gaslight

Investigator

Name Theodore Maynard Social Status Working Class Pronoun He/Him
Occupation Criminal Residence _____ Age 27



CALL OF CTHULHU
40th Anniversary
1981 - 2021

Characteristics

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

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

Skills

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (10%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Alienism (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Boat Pilot (01%)	40	20	8
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Appraise (05%)	25	12	5	<input type="checkbox"/> Intimidate (15%)	70	35	14	<input type="checkbox"/> Reassure (fifth APP)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Ride (20%)	50	25	10
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> English (Own) (EDU)	50	25	10	<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)	40	20	8	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Sleight of Hand (10%)	30	15	6
Credit Rating (00%)	15	7	3	<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Spot Hidden (25%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Listen (20%)	60	30	12	<input type="checkbox"/> Stealth (20%)	40	20	8
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Mech. Repair (20%)				<input type="checkbox"/> Swim (30%)	50	25	10
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Throw (20%)	40	20	8
<input type="checkbox"/> Fast Talk (05%)	40	20	8	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	60	30	12	<input type="checkbox"/> Navigate (10%)							
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)							
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Operate Heavy Machinery (01%)							

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	60 30 12	1D3 + DB	1	-	-	-	8
							Build 0
							Dodge 40 20 8
							Damage Bonus 0

My Story

See Page 3

Backstory

Personal Description

Tall and slender, with curly hair, wearing a frilled shirt and long jacket.

Traits

Cocky yet lovable rogue.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

Born into a poor family with no chance of an education, you grabbed what work you could. You eventually found work in the warehouses on the docks in London. It was there that you got involved with criminal gangs. Desperate for whatever money you could get, you stole from the warehouses and then sold on the black market. By moving on from one job to another, you didn't stay long enough in one place to get caught. Then, you made the mistake of stealing from organized criminals. If you knew that warehouse was being used by smugglers, you'd never have touched it. The smugglers got you and presented you with an ultimatum.

They wanted to make an example of you: a gruesome death to ensure that no-one messed with their operation. Yet, your personality saved you. You have always been ready with a wisecrack and, this time, you managed to say enough to save your life. You then promised to get the smugglers back ten times the value of the goods you had stolen. But how? By handing over the haul from another smuggling operation you knew about on the Suffolk coast.

Thus, you left London and made contact with the other smugglers. A few days ago, you joined their ship sailing from Holland. You are to help them carry out the landing. Once done, you are to get word to the London smugglers of where the goods are stored so they can steal the lot. A simple plan. Just make sure the London crew get what they want and everything will be good. No pressure.

Your Fellow Investigators:

Tobias Levett: a customs official who's been paid to ensure the landing goes ahead. A sly man and not to be trusted.

Elizabeth Devereux: something is wrong here—you are sure she's an upper class lady posing as a smuggler, but why? You haven't blown her cover yet. What is she doing with this crowd? What does she want?

Marie Martindale: a local farmer's wife—she really doesn't seem to be the criminal type, but she seems very insistent about helping. Something doesn't add up about her.

Emmanuelle Beaulieu: a French woman who hates the English. Her rage scares you and, so far, you have kept your distance from her where possible.

Richard Garrett: says he's a former gamekeeper, but he's here as muscle to help move the cargo. You get the impression he knows Elizabeth Devereux—there's definitely a connection there.

Cthulhu by Gaslight™

Investigator

Name Tobias Levett Social Status Middle Class Pronoun He/Him
Occupation Customs Official Residence _____ Age 35



CALL OF CTHULHU
40th Anniversary
1981 - 2021

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	40	20	8	SIZ	50	25	10	Hit Points	11	
CON	60	30	12	POW	60	30	12	Magic Points	12	
DEX	50	25	10	APP	50	25	10	Luck	55	
INT	80	40	16	EDU	70	35	14	Sanity	60	12

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

Skills

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (10%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Persuade (10%)	50	25	10
<input type="checkbox"/> Alienism (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> History (05%)	40	20	8	<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Appraise (05%)	25	12	5	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (fifth APP)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Jump (20%)	40	20	8	<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Ride (20%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> English (EDU)	70	35	14	<input type="checkbox"/> Science			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Sleight of Hand (10%)	30	15	6
Credit Rating (00%)	60	30	12	<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Spot Hidden (25%)	60	30	12
Cthulhu Mythos (00%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Survival			
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Mech. Repair (20%)				<input type="checkbox"/> Swim (30%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fast Talk (05%)	70	35	14	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	40	20	8	<input type="checkbox"/> Navigate (10%)	30	15	6	<input type="checkbox"/>			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/>			
<input type="checkbox"/> Firearms				<input type="checkbox"/> Operate Heavy Machinery (01%)				<input type="checkbox"/>			
<input type="checkbox"/> Firearms (Handgun) (20%)								<input type="checkbox"/>			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)								<input type="checkbox"/>			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	40 20 8	1D3 + DB	1	-	-	-	8
							Build 0
							Dodge 40 20 8
							Damage Bonus 0

My Story

See Page 3

Backstory

Personal Description

Average build, well-dressed, with curly hair.

Traits

Smug and carries himself with dignity.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

A native of Suffolk, you were born into a wealthy merchant family from Bury St Edmunds. You never really believed you'd have to work for a living—that was something other people did for you. You were quite content to indulge in pastimes other than business. An avid fan of history, you actually considered pursuing a scholarly career before events overtook you.

The cost of importing goods (like tobacco) from the continent was beginning to stifle your family's profits. Steps had to be taken. Your father, Jonathan, who never really approved of your scholarly pursuits, pulled strings in the local government and obtained a job for you as a customs official. You were put to work overseeing operations at various ports on the Suffolk coast.

Despite your dislike of work, you built a reputation as a loyal and adept official. Then, your father told you the real reason he had been installed you in the position. He knew smugglers in Holland who could bring goods to England for him. Your role was to ensure the authorities averted their attention from certain places, so the smugglers could land their cargo without any bother. You and your family would profit from both the smuggler's bribes and the evasion of import duty. You've been taking bribes ever since, and the family's profits have soared ever higher.

This arrangement has given you a taste for power and you're anxious to obtain more! In a way, you are proof of the saying that "power corrupts"—although you don't look upon it as corruption—it's just business!

Your Fellow Investigators:

Elizabeth Devereux: member of a prominent East Anglian family that owns a lot of land. She is paying your bribe for the smuggling operation. You wonder how much she knows about the connection between your family and the smugglers. Could she be a threat?

Marie Martindale: a farmer's wife, she offered to help with the last couple of landings. You wonder what her motives for doing so are, as she doesn't seem to be interested in any of the money she's getting.

Theodore Maynard: a small-time criminal from London, he works with the smugglers from Holland. You don't know him well.

Emmanuelle Beaulieu: a French sailor, she has been involved in smuggling for years and seems to have a deep dislike of the English for some reason. Despite her temper, you quite like her.

Richard Garrett: a former gamekeeper turned hired muscle, he works with the smugglers. A good man at heart.

**A MESSAGE OF ART
PRE-GENERATED INVESTIGATORS**

Cthulhu by Gaslight

Investigator

Name Clovis Hérbert Social Status Upper Pronoun He/Him
Occupation Artist Residence _____ Age 42



CALL OF CTHULHU
40th Anniversary
1981 - 2021

Characteristics

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

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

Skills

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (10%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Persuade (10%)	40	20	8
<input type="checkbox"/> Alienism (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> History (05%)	60	30	12	<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (fifth APP)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> <u>Painting</u> (05%) <u>Art / Craft</u>	70	35	14	<input type="checkbox"/> <u>English</u> (01%) <u>Language (Other)</u>	21	10	4	<input type="checkbox"/> <u>Science</u> (01%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> <u>French</u> (EDU) <u>Language (Own)</u>	60	30	12	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Law (05%)	40	20	8	<input type="checkbox"/> Spot Hidden (25%)	50	25	10
Credit Rating (00%)	40	20	8	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Stealth (20%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Listen (20%)	40	20	8	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Swim (30%)			
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Mech. Repair (20%)	60	30	12	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)	40	20	8	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Occult (05%)	25	12	5	<input type="checkbox"/> Operate Heavy Machinery (01%)			
<input type="checkbox"/> <u>Fighting</u>				<input type="checkbox"/> Firearms (Handgun) (20%)							
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)											

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	7
							Build 0
							Dodge 40 20 8
							Damage Bonus 0

My Story

See page 3.

Backstory

Personal Description

Dark and wavy hair, with a precisely clipped moustache and beard, and wearing a well-worn black suit.

Traits

Eccentric, precise, and brooding.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

You've got talent, no-one is disputing that, but critics have rejected the style you choose to convey your art. As far as you are concerned, as a member of the Realist Movement, the supreme works of art are those that mirror life as closely as possible. The technical skill required to replicate the natural world, such as with Michelangelo's David, surpasses the wild and unrefined brushstrokes of those fools who call themselves "artists" today.

You wish to get your art displayed and sold to an appreciative audience. To this end, you've called in as many favors as you can muster and secured an invite through your artist friend Antonin Pinot to the closing party of the Salon de la Rose + Croix, held at Joséphin Péladan's townhouse in central Paris, not far from the gallery where the Salon was hosted. Prominent artists involved in the Salon will be present, as well as financial backers and those interested in rubbing shoulders with the Parisian artistic elite. Clearly, there may be dealers present.

If you can convince Joséphin Péladan to exhibit your work, it's an excellent step toward making a name for yourself. You may have to cater to Péladan's esoteric fancies—apparently that's how another friend of yours, Pierre La Rush, got invited into the Salon. Even though, in the end, La Rush failed to exhibit anything due to a whirlwind romance and marriage. Rumor has it that he and his beautiful wife will be attending the party tonight.

Your Fellow Investigators:

Edwina Alexander: an English dilettante whose interests are a combination of occultism and art; thus, she has links to the occult worlds of both London and Paris.

Jane Harnsworth-Wright: a reputable art dealer from London who frequently visits Paris to buy new pieces and exhibit or sell them in the galleries she owns in both cities. She may be interested in your work?

Donatien Benoit: an art critic who writes for a number of popular Parisian journals. A man known for his influence in the art world and his harsh criticism of unworthy art. At least he hasn't been negative about your art.

René Rochefort: a mid-level journalist reporting on the Parisian art scene. Not really an art critic like Donatien Benoit, he might be give you some good publicity if you can get him on your side.

Viviane Hainault: a patron of the arts heralding from old money, she has supported many promising artistic movements over the years. Could she be convinced to invest in your artistic creations?

Cthulhu by Gaslight

Investigator

Name Donatien Benoit Social Status Upper-Middle Pronoun He/Him
Occupation Journalist Residence _____ Age 46



CALL OF CTHULHU
40th Anniversary
1981 - 2021

Characteristics

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

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

Skills

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (10%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Alienism (01%)				<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> History (05%)	30	15	6	<input type="checkbox"/> Reassure (fifth APP)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Intimidate (15%)	60	30	12	<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> Writing (05%)	50	25	10	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (20%)			
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> English (01%)	40	20	8	<input type="checkbox"/> Science			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Language (Other)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> French (EDU)	70	35	14	<input type="checkbox"/> _____			
Credit Rating (00%)	50	25	10	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Library Use (20%)	40	20	8	<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Listen (20%)	40	20	8	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Mech. Repair (20%)				<input type="checkbox"/> Survival			
<input type="checkbox"/> Fast Talk (05%)	25	12	5	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Swim (30%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Firearms				<input type="checkbox"/> Occult (05%)	40	20	8	<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Operate Heavy Machinery (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)								<input type="checkbox"/> _____			

Combat

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

My Story

See page 3.

Backstory

Personal Description

Overweight and portly, with short hair in a middle parting, wearing a fine suit, and carrying a gentleman's cane.

Traits

Boundless arrogance.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

You are a talented writer. Writing for popular journals about the Parisian art and social scene, you're someone with influence in the artistic community, providing enlightened criticism about the shows and salons that run in the city.

People love your work—as they should do! In terms of art in Paris, you've been able to influence who succeeds and fails. With that kind of power, artists seek your assistance and help to build their careers and, in some cases, to destroy those who have overshadowed them.

It is no surprise to you that you've been invited to the closing party of the Salon de la Rose + Croix at Joséphin Péladan's townhouse in Paris, not far from the gallery where the Salon was hosted. Prominent artists involved with the Salon will be present, as well as financial backers and others interested in rubbing shoulders with the Parisian artistic elite. No doubt Péladan is fishing for a positive review. While some of the Salon's work was a little fantastical, it was of exceptional quality.

It has come to your attention that, behind the scenes of the otherwise successful show, there has been friction between the members of the Salon. You want to find out what this is and capitalize on it in whatever fashion you can. Where there's a rivalry, there's a story, and where there's a story, someone is going to want to pay you to get their side of the story reflected in your reportage. You should aim to make the most of what both sides have to offer.

Your Fellow Investigators:

Edwina Alexander: an English dilettante whose interests are a combination of occultism and art; thus, she has links to the occult worlds of both London and Paris. She is an amateur sketch artist—in your opinion, her work is of mediocre quality.

Jane Harnsworth-Wright: a reputable art dealer from London who frequently visits Paris to buy new pieces to exhibit and sell in the galleries she owns in both cities.

Clovis Hébert: an artist, although barely significant. A Realist, he is a technically good painter but prefers outdated styles that you consider are backward and outdated.

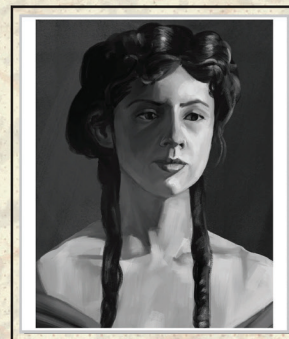
René Rochefort: a journalist with delusions of becoming an author. If his work was any good, he would have been published by now. While you are primarily an art critic, you also write for newspapers and journals, which technically makes him a rival. What story is he looking for here?

Viviane Hainault: a patron of the arts, she has supported many up-and-coming artistic movements over the years. She seems to go with the flow until she grows bored and moves on to the next thing. You don't have a very high opinion of her.

Cthulhu by Gaslight

Investigator

Name Edwina Alexander Social Status Upper Pronoun She/Her
Occupation Dilettante Residence _____ Age 30



CALL OF CTHULHU
40th Anniversary
1981 - 2021

Characteristics

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

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

Skills

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (10%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Persuade (10%)	60	30	12
<input type="checkbox"/> Alienism (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)	30	15	6
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (fifth APP)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> Drawing (05%)	50	25	10	<input type="checkbox"/> French (01%)	40	20	8	<input type="checkbox"/> Ride (20%)	40	20	8
<input type="checkbox"/> Charm (15%)	70	35	14	<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Science			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> English (EDU)	60	30	12	<input type="checkbox"/> Sleight of Hand (10%)			
Credit Rating (00%)	50	25	10	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Spot Hidden (25%)	45	22	9
Cthulhu Mythos (00%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Stealth (20%)	60	30	12
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Listen (20%)	40	20	8	<input type="checkbox"/> Survival			
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Swim (30%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Mech. Repair (20%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)	40	20	8	<input type="checkbox"/> Occult (05%)	50	25	10	<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Operate Heavy Machinery (01%)				<input type="checkbox"/> _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	8
							Build 0
							Dodge 35 17 7
							Damage Bonus 0

My Story

See page 3.

Backstory

Personal Description

Dark and curly hair, with pale features, wearing a low-cut, expensive dress that is near scandalous for the year.

Traits

Sly and confident.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

Your face is known in the artistic communities of Paris and London. You are an English dilettante moving in circles that are very much like the Mystic Order, where occultism and art combine.

A child of a wealthy family, you've never wanted for anything. When you expressed an interest in art, only the best artists in London were hired to tutor you. It made for a comfortable but otherwise boring childhood. As such, you escaped home as soon as you could and went out to explore the world.

You're looking for answers and seeking the meaning of all things. You've learned that mainstream religion doesn't hold the secrets of the universe, while the obscure and dark world of the occult clearly promises some answers. You've heard of the Mystic Order of the Rose + Croix, run by Joséphin Péladan, which must possess a wealth of forbidden and hidden information. Maybe you can find the answers there.

After repeatedly visiting the Durand-Ruel Gallery over the last month, you managed to talk with Péladan, and, consequently, you have been invited to the closing party of the Salon de la Rose + Croix. The party is to be held at Péladan's townhouse in central Paris, not far from the gallery. Prominent artists involved in the Salon will be present, as well as financial backers and those interested in rubbing shoulders with the Parisian elite. Here, you hope to work your charms on Péladan to allow you entry into the Mystic Order and access to his occult library (rumored to be one of the best in Paris).

Your Fellow Investigators:

Jane Harnsworth-Wright: a reputable art dealer from London who frequently visits Paris to buy new pieces and exhibit or sell them in the galleries she owns in both cities.

Clovis Hébert: an artist of moderate note. A member of the Realist school, his vision is forward looking but his preferred style is considered backward and outdated by the critics of the Salon.

Donatien Benoit: an art critic who writes for a number of popular Parisian journals. A man known for his influence in the art world and his harsh criticism of unworthy art.

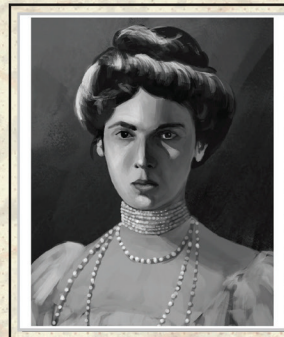
René Rochefort: a journalist with a reputation for sniffing out the dirt in high society. The last thing you want is scandal getting in your way, so you would do well to keep an eye on him if you decide to take any of Péladan books by stealth.

Viviane Hainault: a patron of the arts heralding from old money, she has supported many promising artistic movements over the years. Potentially a powerful ally in the art community if you can keep on her good side.

Cthulhu by Gaslight

Investigator

Name Jane Harnsworth-Wright Social Status Upper-Middle Pronoun She/Her
Occupation Art Dealer Residence _____ Age 38



CALL OF CTHULHU
40th Anniversary
1981 - 2021

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	50	25	10	SIZ	40	20	8	Hit Points	9	
CON	50	25	10	POW	60	30	12	Magic Points	12	
DEX	50	25	10	APP	60	30	12	Luck	45	
INT	70	35	14	EDU	80	40	16	Sanity	60	12

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

Skills

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (10%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Persuade (10%)	40	20	8
<input type="checkbox"/> Alienism (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> History (05%)	50	25	10	<input type="checkbox"/> Psychology (10%)	30	15	6
<input type="checkbox"/> Appraise (05%)	70	35	14	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (fifth APP)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> Drawing (05%)	50	25	10	<input type="checkbox"/> French (01%)	50	25	10	<input type="checkbox"/> Ride (20%)			
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Science			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> English (EDU)	80	40	16	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Language (Own)				<input type="checkbox"/> Spot Hidden (25%)	40	20	8
Credit Rating (00%)	60	30	12	<input type="checkbox"/> Law (05%)	40	20	8	<input type="checkbox"/> Stealth (20%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Library Use (20%)	60	30	12	<input type="checkbox"/> Survival			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Listen (20%)	40	20	8	<input type="checkbox"/> Swim (30%)			
<input type="checkbox"/> Dodge (half DEX)	45	22	9	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Mech. Repair (20%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Firearms				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Operate Heavy Machinery (01%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)								<input type="checkbox"/> _____ (10%)			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	9
							Build 0
							Dodge 45 22 9
							Damage Bonus 0

My Story

See page 3.

Backstory

Personal Description

Short and slender, with stern features, wearing a lavish dress and expensive jewelry.

Traits

Refined and confident.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

You've worked hard to get where you are, and you're not about to let anyone take it away from you. Wife to Thomas Harnsworth-Wright, an art dealer in London, you entered his profession and have overshadowed him with your success. Now, he looks after the London offices while you travel the continent to acquire new pieces from up-and-coming artists for display in London and Paris.

You've been invited by Joséphin Péladan to the closing party of the Salon de la Rose + Croix at his townhouse in central Paris, not far from the Durand-Ruel Gallery where the Salon was hosted. Prominent artists involved in the Salon will be present, as well as backers and those interested in rubbing shoulders with the Parisian elite.

Reading between the lines, you think Péladan wants you to secure deals with the artists to spread their works to London, furthering his own ambitions for the Salon.

In discussion with Paul Durand-Ruel—the owner of the gallery that hosted the Salon's exhibition—you know that one artist in particular will be there: Antonin Pinot, a painter of very definite skill. One of his paintings has attracted a great degree of interest while on display: "The Man and the Bull" is a depiction of the minotaur stalking through its subterranean lair. It is a masterpiece. You know it will fetch a high price on the market, so your key reason for attending the party is to acquire this painting from Pinot, and potentially any future work he has to offer before he becomes more widely known.

Your Fellow Investigators:

Edwina Alexander : an English dilettante whose interests are a combination of occultism and art; thus, she has links to the occult worlds of both London and Paris.

Clovis Hébert: an artist of moderate note. A member of the Realist school, his vision is forward looking but his preferred style is considered backward and outdated by the critics of the Salon.

Donatien Benoit: an art critic who writes for a number of popular Parisian journals. A man known for his influence in the art world and his harsh criticism of unworthy art.

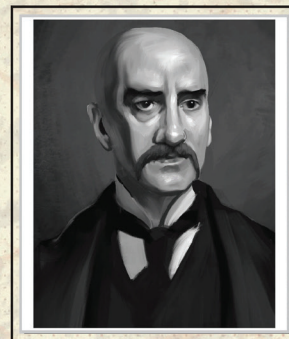
René Rochefort: a mid-level journalist reporting on the Parisian art scene. Not really an art critic like Donatien Benoit, he's probably a much nicer person than Benoit. He may know some interesting gossip about the Salon that you could use.

Viviane Hainault: a patron of the arts heralding from old money, she has supported many promising artistic movements over the years. She may be interested in some of the works you have in your current collection.

Cthulhu by Gaslight

Investigator

Name René Rochefort Social Status Lower-Middle Pronoun He/Him
Occupation Journalist Residence _____ Age 46



CALL OF CTHULHU
40th Anniversary
1981 - 2021

Characteristics

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

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

Skills

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (10%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Alienism (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> History (05%)	40	20	8	<input type="checkbox"/> Psychology (10%)	70	35	14
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Reassure (fifth APP)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> Writing (05%)	60	30	12	<input type="checkbox"/> English (01%)	50	25	10	<input type="checkbox"/> Ride (20%)			
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Science			
<input type="checkbox"/> Charm (15%)	40	20	8	<input type="checkbox"/> French (EDU)	50	25	10	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Spot Hidden (25%)	60	30	12
Credit Rating (00%)	20	10	4	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Stealth (20%)	30	15	6
Cthulhu Mythos (00%)				<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Swim (30%)			
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Mech. Repair (20%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)	25	12	5	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	45	22	9	<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> Operate Heavy Machinery (01%)			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Firearms (Handgun) (20%)							
<input type="checkbox"/> Firearms				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)							

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	45 22 9	1D3 + DB	1	-	-	-	8
							Build 0
							Dodge 40 20 8
							Damage Bonus 0

My Story

See page 3.

Backstory

Personal Description

Bald head, with deep-set eyes and a moustache, wearing a smart suit with a straight necktie.

Traits

Focused and observant.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

You wanted to be a writer, but you found that breaking into this market was very hard and seemingly reserved for a few who moved in the right circles. However, you found that words still opened doors for you, and you became a journalist with the Parisian newspapers, writing feature columns on high society, the arts, and current affairs in the cultural elite of the city. A firsthand chronicler of the golden age, the Belle Époque, you currently work for Le Matin, a right-wing daily newspaper.

You've kept an eye on the Salon de la Rose + Croix. It's no secret that they are connected with the Mystic Order of the Rose + Croix, but what the Order actually does is still a mystery. Getting an exposé about their inner workings would make a brilliant story.

There are a few writers in the Salon already, but if Joséphin Péladan likes your work, you may be able to convince him that you could make a contribution to the next Salon. Writers like Maximilien Lavagne, or the poet Aimée Prideaux (rumored to be a member of the Mystic Order) might be able to help you with this.

If you can't convince them with your talent alone, you could negotiate with them. You've heard that there might be some internal strife in the Salon—it would be "such a shame" if that hit the papers. Of course, you could make sure that doesn't happen, and, in return, it would be very kind if they featured some of your work in the next Salon. You don't usually stoop to such low tactics, but it might be the only chance you have to make your mark.

Your Fellow Investigators:

Edwina Alexander: an English dilettante whose interests are a combination of occultism and art; thus, she has links to the occult worlds of both London and Paris. She is an amateur sketch artist. She might be able to tell you more about the Mystic Order.

Jane Harnsworth-Wright: a reputable art dealer from London who frequently visits Paris to buy new pieces to exhibit and sell in the galleries she owns in both cities.

Clovis Hébert: a moderately talented artist, he doesn't appear to have made much impact. His connection with the Salon artists might have given him some insight into the rumored strife within that group.

Donatien Benoit: a noted art critic whose tongue is said to be sharper than a razor blade when it comes to making commentary on artists and their art. He moves in circles not to dissimilar to your own, so you guess he's here for the same purpose as you. You had better get to the truth before he does.

Viviane Hainault: a patron of the arts, she has supported many up-and-coming artistic movements over the years. She might know some of the story unfolding behind the scenes, but, as it could damage her investment in the Salon, she might be reluctant to say anything.

Cthulhu by Gaslight

Investigator

Name Viviane Hainault Social Status Upper Pronoun She/Her
Occupation Patron of the Arts Residence _____ Age 35



CALL OF CTHULHU
40th Anniversary
1981 - 2021

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	50	25	10	SIZ	50	25	10	Hit Points	10	
CON	50	25	10	POW	60	30	12	Magic Points	12	
DEX	60	30	12	APP	60	30	12	Luck	55	
INT	50	25	10	EDU	80	40	16	Sanity	60	12

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

Skills

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (10%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Persuade (10%)	50	25	10
<input type="checkbox"/> Alienism (01%)				<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychology (10%)	30	15	6
<input type="checkbox"/> Appraise (05%)	50	25	10	<input type="checkbox"/> History (05%)				<input type="checkbox"/> Reassure (fifth APP)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Intimidate (15%)	50	25	10	<input type="checkbox"/> Religion (10%)			
<input type="checkbox"/> Sculpture (05%) <i>Art / Craft</i>	40	20	8	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (20%)	40	20	8
<input type="checkbox"/> _____				<input type="checkbox"/> English (01%) <i>Language (Other)</i>	40	20	8	<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> _____				<input type="checkbox"/> Science			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> French (EDU) <i>Language (Own)</i>	80	40	16	<input type="checkbox"/> _____			
Credit Rating (00%)	90	45	18	<input type="checkbox"/> Law (05%)	50	25	10	<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Listen (20%)	40	20	8	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Carriage (20%)				<input type="checkbox"/> Mech. Repair (20%)				<input type="checkbox"/> Survival			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Swim (30%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Firearms (Handgun) (20%)	50	25	10	<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Operate Heavy Machinery (01%)				<input type="checkbox"/> _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	8
							Build 0
							Dodge 30 15 6
							Damage Bonus 0

My Story

See page 3.

Backstory

Personal Description

Pretty but stern-looking, with short, dark hair, and below average height

Traits

Authorative and commanding.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

You come from Old Money. Despite never wanting for anything, you became bored and began to look for excitement elsewhere. You found it in the arts. Since then, you have used your money to fund artists, artistic movements, exhibitions, and so on, bringing new and beautiful things into the world. Over time, you've become focused on newer, cutting edge talent. As such, when the opportunity arose for you to fund the newly formed Salon de la Rose + Croix you jumped at the chance. The Symbolists were something new, strange, and exciting. How could you resist?

The Salon de la Rose + Croix has just come to a close, and it's been a critically acclaimed success. Yet, there are rumors circulating of trouble in paradise. Friction is developing between some of the artists within the Salon that could generate negative publicity and ruin the good press just achieved.

Dominique Deneriaz (a musician) and Justine Buisson (a choreographer/dancer) are barely containing their contempt for each other while collaborating in a production of music and dance for the stage. What other divisions might be hiding just below the surface? With everyone at the party tonight, you hope to identify the problem elements and stop them from getting out of control.

You aim to calm the waters before your investment is endangered. It's not that you can't afford to lose the money you've gifted to the Salon, but you want to make sure that no-one can simply get away with this kind of behavior.

Your Fellow Investigators:

Edwina Alexander: an English dilettante whose interests are a combination of occultism and art; thus, she has links to the occult worlds of both London and Paris. You're not aware of her being a financial backer to the Salon, so what does she want here?

Jane Harnsworth-Wright: a reputable art dealer from London who frequently visits Paris to buy new pieces and exhibit or sell them in the galleries she owns in both cities. It would be good to get her to exhibit some of the Salon's art in London, which would help further the Salon's reputation.

Clovis Hébert: a moderately talented artist. He has yet to make an impact in the community. His preferred artistic style is considered backward and outdated by critics of the Salon.

Donatien Benoit: an art critic who likes to cut people down with his words—you have no liking for his kind. But, better to put on a "good face" when around him lest he turns that tongue and his pen on you, which could seriously damage the work of the Salon, to say nothing of your reputation.

René Rochefort: a journalist with delusions of becoming a novelist. If his work was any good, he would have been published by now. He is little more than a peddler of gossip—a common reporter.

AND SOME FELL ON STONY GROUND
PRE-GENERATED INVESTIGATORS

1920s ERA INVESTIGATOR

Name Annabelle Hearn Birthplace Stowell Pronoun She/Her
 Occupation Kitchen Hand Residence Stowell Age 27



CHARACTERISTICS

	Reg	Half	Fifth
STR	30	15	6
SIZ	50	25	10
HIT POINTS	9		
CON	45	22	9
POW	60	30	12
MAGIC POINTS	12		
DEX	75	37	15
APP	55	27	11
LUCK	55		
INT	80	40	16
EDU	50	25	10
SANITY	60		12

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

SKILLS

	Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)			
<input type="checkbox"/> Anthropology (01%)			
<input type="checkbox"/> Appraise (05%)			
<input type="checkbox"/> Archaeology (01%)			
<input type="checkbox"/> Art / Craft (05%)			
<input type="checkbox"/> Charm (15%)			
<input type="checkbox"/> Climb (20%)	40	20	8
Credit Rating (00%)	10	5	2
Cthulhu Mythos (00%)			
<input type="checkbox"/> Disguise (05%)			
<input type="checkbox"/> Dodge (half DEX)	67	33	13
<input type="checkbox"/> Drive Auto (20%)			
<input type="checkbox"/> Elec. Repair (10%)			
<input type="checkbox"/> Fast Talk (05%)	55	27	11
<input type="checkbox"/> Fighting (Brawl) (25%)	35	17	7
<input type="checkbox"/> Firearms (Handgun) (20%)			
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)			
<input type="checkbox"/> First Aid (30%)			
<input type="checkbox"/> History (05%)			
<input type="checkbox"/> Intimidate (15%)	65	32	13
<input type="checkbox"/> Jump (20%)	50	25	10
<input type="checkbox"/> Language (Other) (01%)			
<input type="checkbox"/> English (EDU)	50	25	10
<input type="checkbox"/> Law (05%)			
<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Locksmith (01%)			
<input type="checkbox"/> Mech. Repair (10%)	40	20	8
<input type="checkbox"/> Medicine (01%)			
<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Navigate (10%)	50	25	10
<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Psychology (10%)	40	20	8
<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Sleight of Hand (10%)	50	25	10
<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Throw (20%)	40	20	8
<input type="checkbox"/> Track (10%)			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	35 17 7	1D3 + DB	1	-	-	-	8

Build -1
 Dodge 67 33 13
 Damage Bonus -1



My Story

You've been struggling of late to make ends meet and have taken a job washing plates at Elmer's Steak House. It's a wonderful place, with food that is second-to-none. However, when you arrived for work today, you were turned away by the headwaiter, Feliks Taaramae. Feliks said your services were no longer needed. When you asked about being paid, he simply shrugged and

slammed the door in your face. Something is clearly wrong. Perhaps you should speak to the boss, Leonard Elmer himself.

BACKSTORY

Personal Description

Attractive, but the hard kitchen work is taking a toll, leaving you tired and messed up.

Traits

You are loyal to your friends.

Ideology & Beliefs

Rights for women; the country is far better now that women have the vote. Just wait until we have a female president!

Injuries & Scars

Significant People

Alice Paul, the advocate and activist for women's suffrage, jailed in 1917.

Phobias & Manias

Meaningful Locations

Your family home, where you still live with your aging mother.

Arcane Tomes & Spells

Treasured Possessions

Your grandmother's wedding ring. Talking of marriage, Bert Lowry is keen on you, but you're not sure about him.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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





1920s ERA INVESTIGATOR

Name Bert Lowry Birthplace Stowell Pronoun He/Him
Occupation Car Salesman Residence Stowell Age 27



CHARACTERISTICS

STR	Reg 75	Half 37	Fifth 15	SIZ	Reg 60	Half 30	Fifth 12	Hit Points	Maximum 12	Current
CON	Reg 60	Half 30	Fifth 12	POW	Reg 55	Half 27	Fifth 11	Magic Points	Maximum 11	Current
DEX	Reg 30	Half 15	Fifth 6	APP	Reg 45	Half 22	Fifth 9	Luck	Starting 80	Current
INT	Reg 55	Half 27	Fifth 11	EDU	Reg 50	Half 25	Fifth 10	Sanity	Starting 55	Current 11



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"/> Firearms (Rifle/Shotgun) (25%)	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)	50	25	10	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)	40	20	8
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)	35	17	7	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Sleight of Hand (10%)			
Credit Rating (00%)	30	15	6	<input type="checkbox"/> English (EDU)	60	30	12	<input type="checkbox"/> Spot Hidden (25%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)	25	12	5	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Auto (20%)	40	20	8	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)	30	15	6	<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)	65	32	13	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Natural World (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	35	17	7	<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Firearms (Handgun) (20%)	40	20	8				

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	8
Brawl	35 17 7	1D3 + DB	1	-	-	-	Build	1
							Dodge	Reg 25 Half 12 Fifth 5
							Damage Bonus	+1D4

MY STORY

Your father, Raymond Lowry, has always been a proud man, and works at the local Stowell Commercial Trust and Savings Bank. Your mother, Lucile, called you a little while ago, clearly upset and concerned about your father. She says he has taken over the lounge and spends all his time playing music. He has surrounded himself with the piano, a violin, and "some other things," whatever they may be.

BACKSTORY

Personal Description

You cut quite a dash in your smart suit and slicked-back hair.

Ideology & Beliefs

You're hoping to join the local Freemasons. Membership can open doors for people, or so you've heard.

Significant People

Annabelle Hearn, a charming young lady who washes dishes at Elmer's Steak House. Your father, Raymond, and your mother, Lucile.

Meaningful Locations

Stowell schoolhouse; you had the best years of your life there.

Treasured Possessions

Your old baseball bat (it does little but collect dust these days).

Traits

You're well known in town as being able to sell ashes to the devil.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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



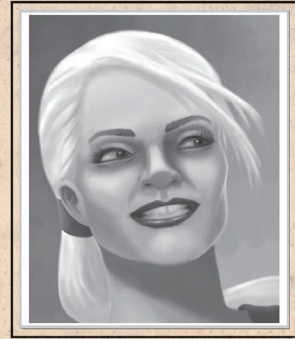
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Handwriting practice lines on the right side of the page. The page contains 20 horizontal lines, evenly spaced, for writing practice.



1920s ERA INVESTIGATOR

Name Betty Considine Birthplace Stowell Pronoun She/Her
Occupation Waitress Residence Stowell Age 27



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	55	27	11	SIZ	40	20	8	Hit Points	7	
CON	30	15	6	POW	75	37	15	Magic Points	15	
DEX	60	30	12	APP	50	25	10	Luck	60	
INT	70	35	14	EDU	45	22	9	Sanity	75	15

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"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> <i>Pilot</i>			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Psychology (10%)	30	15	6
<input type="checkbox"/> <i>Art / Craft</i>				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)	45	22	9	<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Climb (20%)	50	25	10	<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> _____			
Credit Rating (00%)	20	10	4	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> English _____ (EDU)	45	22	9	<input type="checkbox"/> Spot Hidden (25%)	55	27	11
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <i>Language (Own)</i>				<input type="checkbox"/> Stealth (20%)	40	20	8
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> <i>Survival</i>			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fast Talk (05%)	45	22	9	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	45	22	9	<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> <i>Op. Hvy. Machinery</i>	11	5	2
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Natural World (10%)	30	15	6	<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)	40	20	8	<input type="checkbox"/> Occult (05%)	25	12	5	<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	45 22 9	1D3 + DB	1	-	-	-	9
							Build 0
							Dodge 30 15 6
							Damage Bonus 0



MY STORY

For the best part of a year now you've been having an affair with Arnold McDermott, a married man. Last week he pledged that he would tell his wife, Gladys, about you and ask for a divorce, but since then you've heard nothing. You've tried calling his work (Arnold works as a clerk at the lumber mill), but apparently he's not been in all week.

Arnold's car wasn't parked on their driveway—have the two of them left town? This is all very odd.

BACKSTORY

Personal Description

Bottle-blond who likes her make-up.

Traits

You are a gossip monger, and nosy too.

Ideology & Beliefs

Strong advocate of prohibition (father is an alcoholic).

Injuries & Scars

Significant People

Arnold McDermott, your true love who has mistakenly married the wrong woman.

Phobias & Manias

Meaningful Locations

Mother Baker's diner where you work; it's like a second home to you.

Arcane Tomes & Spells

Treasured Possessions

A gold-star badge for 10 year's service at Mother Bakers, your pet dog Fifi (your 'baby'), and \$1,000 you've invested in the Stowell Commercial Trust and Savings Bank.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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





1920s ERA INVESTIGATOR

Name Elois Bircher Birthplace Stowell Pronoun She/Her
Occupation School Teacher Residence Stowell Age 27



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

STR	Reg 30	Half 15	Fifth 6	SIZ	Reg 50	Half 25	Fifth 10	Hit Points	Maximum 10	Current
CON	Reg 55	Half 27	Fifth 11	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current
DEX	Reg 50	Half 25	Fifth 10	APP	Reg 45	Half 22	Fifth 9	Luck	Starting 50	Current
INT	Reg 65	Half 32	Fifth 13	EDU	Reg 75	Half 37	Fifth 15	Sanity	Starting 60	Current 12

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg Half Fifth	<input type="checkbox"/> Persuade (10%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> <i>Firearms</i>		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> First Aid (30%)	50 25 10	<input type="checkbox"/> <i>Pilot</i>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Psychoanalysis (01%)	55 27 11
<input type="checkbox"/> _____ (05%)		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> <i>Art / Craft</i>		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> <i>Chemistry</i> (01%)	71 35 14
<input type="checkbox"/> Charm (15%)	45 22 9	<input type="checkbox"/> <i>French</i> (01%)	31 15 6	<input type="checkbox"/> <i>Science</i>	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> _____		<input type="checkbox"/> _____	
Credit Rating (00%)	30 15 6	<input type="checkbox"/> _____		<input type="checkbox"/> Sleight of Hand (10%)	40 20 8
Cthulhu Mythos (00%)		<input type="checkbox"/> <i>English</i> (EDU)	90 45 18	<input type="checkbox"/> Spot Hidden (25%)	65 32 13
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> <i>Language (Own)</i>		<input type="checkbox"/> Stealth (20%)	30 15 6
<input type="checkbox"/> Dodge (half DEX)	45 22 9	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> _____ (10%)	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Library Use (20%)	50 25 10	<input type="checkbox"/> <i>Survival</i>	
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Listen (20%)	60 30 12	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	25 12 5	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> _____		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> _____	
<input type="checkbox"/> <i>Fighting</i>		<input type="checkbox"/> Natural World (10%)	30 15 6	<input type="checkbox"/> _____	
<input type="checkbox"/> _____		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> _____	
<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> _____	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	8
Brawl	25 12 5	1D3 + DB	1	-	-	-	Build	-1
							Dodge	45 22 9
							Damage Bonus	-1

MY STORY

You've known Rev. Fitzgerald for many years now, and always found him to be wise and pious. You were shocked by his sermon on Sunday morning. The pastor talked about slavery and quoted from Leviticus 25:44-46: "However, thy slaves, which thou shalt have, shall be of the heathens that are round about you. Moreover of the children of the strangers..." (And so on.)

Some members of the congregation appeared to embrace this message, but others walked out in disgust. You stayed to the end, hoping that perhaps the Reverend's message was being misconstrued. As you walked out, you saw the Reverend beckoning one or two of the keener members of his flock to speak privately with him.

BACKSTORY

Personal Description

Short and plump. Smartly dressed, with hair tied up in a bun.

Traits

You are a secret-drinker; you make bathtub gin using moonshine bought from the Jensen's (a local farming family).

Ideology & Beliefs

The good Lord will wash away all our problems, but that's not to say that we can't lend him a hand.

Injuries & Scars

Significant People

Reverend Fitzgerald, a wise and pious man. In the past, he has helped to set wayward pupils on the right track.

Phobias & Manias

Meaningful Locations

The schoolhouse where you teach; you were once a child there yourself.

Arcane Tomes & Spells

Treasured Possessions

Your pet canary, Henry.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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



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1920s ERA INVESTIGATOR

Name Fred Schenck Birthplace Stowell Pronoun He/Him
Occupation Barber Residence Stowell Age 27



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	60	30	12	SIZ	65	32	13	Hit Points	11	
CON	50	25	10	POW	45	22	9	Magic Points	9	
DEX	55	27	11	APP	75	37	15	Luck	65	
INT	70	35	14	EDU	40	20	8	Sanity	45	9

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%)	25	12	5	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> <i>Pilot</i>			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> <u>Hairdressing</u> (05%)	50	25	10	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> <i>Art / Craft</i>				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)	45	22	9	<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> <i>Science</i>			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> _____			
Credit Rating (00%)	20	10	4	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)	40	20	8
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>English</u> (EDU)	40	20	8	<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Disguise (05%)	25	12	5	<input type="checkbox"/> <i>Language (Own)</i>				<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Dodge (half DEX)	27	13	5	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> <i>Survival</i>			
<input type="checkbox"/> Elec. Repair (10%)	40	20	8	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Locksmith (01%)	31	15	6	<input type="checkbox"/> Throw (20%)	50	25	10
<input type="checkbox"/> Fighting (Brawl) (25%)	35	17	7	<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	35 17 7	1D3 + DB	1	-	-	-	7
							Build 1
							Dodge 27 13 5
							Damage Bonus +1D4



My Story

When you visited the Stowell Commercial Trust and Savings Bank you were told that your loan was being called in. Since you don't have the money, they are going to repossess your house, leaving you homeless. This just isn't right. The bank is run by Mr. Bingham, who is well known for his kindness and support of the townspeople. Perhaps someone else has taken over the bank?

BACKSTORY

Personal Description

Big and strong. A handsome fellow who likes to dress smartly too. You sport a hat and a cigar.

Traits

You are ambitious; one day, you'll own a chain of barbershops.

Ideology & Beliefs

People are all the same under the surface; you cut their hair and talk to them—so you should know.

Injuries & Scars

Significant People

Mr. Bingham, the bank manager who lent you the money to buy your home. And, he always tips well too.

Phobias & Manias

Meaningful Locations

The local church. You're not overly religious, but you like to sit in the quiet and think.

Arcane Tomes & Spells

Treasured Possessions

Your father's silver cigar lighter.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll





1920s ERA INVESTIGATOR

Name Wesley Frost Birthplace Stowell Pronoun He/Him
Occupation Bank Clerk Residence Stowell Age 27



CHARACTERISTICS

STR	Reg 45	Half 22	Fifth 9	SIZ	Reg 60	Half 30	Fifth 12	Hit Points	Maximum 13	Current
CON	Reg 75	Half 37	Fifth 15	POW	Reg 55	Half 27	Fifth 11	Magic Points	Maximum 11	Current
DEX	Reg 45	Half 22	Fifth 9	APP	Reg 30	Half 15	Fifth 6	Luck	Starting 70	Current
INT	Reg 60	Half 30	Fifth 12	EDU	Reg 60	Half 30	Fifth 12	Sanity	Starting 55	Current 11

CALL OF CTHULHU
40th Anniversary
1981 - 2021

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Pistol)				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Appraise (05%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> First Aid (30%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)	Reg 35	Half 17	Fifth 7
<input type="checkbox"/> Charm (15%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Sleight of Hand (10%)	Reg 30	Half 15	Fifth 6
Credit Rating (00%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> English (EDU)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Spot Hidden (25%)	Reg 45	Half 22	Fifth 9
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	Reg 42	Half 21	Fifth 8	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Auto (20%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)	Reg 40	Half 20	Fifth 8
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/>			
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Natural World (10%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/>			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/>			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 45	Half 22	Fifth 9	1D3 + DB	1	-	Build 0
							Dodge
							Reg 42
							Half 21
							Fifth 8
							Damage Bonus
							0

MY STORY

Your sister, Glenda Ferguson, lives in town with her husband, Donald, and twin daughters, Shirley and Maxine. When you rang to invite them to dinner this evening, one of the daughters (you're not sure which one) answered and declined your invitation. She said they had other plans for tonight, and, when you asked to speak to your sister, the girl laughed and told you to call back later.

Since then, your calls have gone unanswered, and that's very unusual.

BACKSTORY

Personal Description

A pallid-face, cursed with acne, and has no need of pomade to slick his hair back.

Traits

You are something of a dreamer and given to flights of fancy.

Ideology & Beliefs

Our future lies in the stars, soon man will make new homes out there.

Injuries & Scars

Significant People

Your sister Glenda; the two of you were always close.

Phobias & Manias

Meaningful Locations

The local fields at night; sometimes, you lie on the grass, gazing up at the stars.

Arcane Tomes & Spells

Treasured Possessions

A palm-sized chunk of metal you found in the field years ago. It is strongly magnetic; you fancy it fell from space.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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



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BLEAK PROSPECT PRE-GENERATED INVESTIGATORS

1920s ERA INVESTIGATOR

Name Agatha Priestly Birthplace Crawley, MA Pronoun She/Her
Occupation Ex-Journalist Residence Crawley, MA Age 28



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

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

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"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> <i>Pilot</i>			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)	50	25	10	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> <u>Photography</u> (05%)	40	20	8	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Psychology (10%)	70	35	14
<input type="checkbox"/> <i>Art / Craft</i>				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)	40	20	8	<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> <i>Science</i>			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> _____			
Credit Rating (00%)	1	0	0	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)	40	20	8
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>English</u> (EDU)	70	35	14	<input type="checkbox"/> Spot Hidden (25%)	50	25	10
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <i>Language (Own)</i>				<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)	40	20	8	<input type="checkbox"/> Library Use (20%)	60	30	12	<input type="checkbox"/> <i>Survival</i>			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Listen (20%)	40	20	8	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fast Talk (05%)	60	30	12	<input type="checkbox"/> Locksmith (01%)	40	20	8	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Natural World (10%)	30	15	6	<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)	35	17	7	<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	8
							Build 0
							Dodge 30 15 6
							Damage Bonus 0

MY STORY

You used to have a future. Your journalistic career at the Examiner was building steadily. You didn't have much money to lose in the aftermath of the stock market crash, but it was enough to rob you of any financial security. You and your husband, Harold, both lost your jobs at the paper due to cutbacks, and then Harold fell seriously ill. You were unable to pay the bills, so now you live in a Hooverville.

In your more paranoid moments, you wonder if your downfall was caused by Harold's questions about a secretive financial whizz-kid named Theodore Sedgwick. Harold is dying and Dr. Coombes doesn't know why. You are desperate to save him and uncover the truth about what happened to you both. Was Sedgwick behind all of it? No one else is asking questions, so it's all on you now.

BACKSTORY

Personal Description

Once tall and slender, with aquiline features, but now emaciated and haggard. Wears an expensive cashmere coat, now tattered and frayed.

Ideology & Beliefs

Human society is defined by justice; in its absence, we are little more than beasts.

Significant People

Your former editor at the Crawley Examiner, Norman Brunswick, who instilled discipline and rigor in your work.

Meaningful Locations

The vegetable garden you tend, which provides some fresh food for the residents of the Hooverville.

Treasured Possessions

Your scrapbook, containing clippings of the many stories you wrote for the Examiner.

Traits

You are stubborn and headstrong, especially when it comes to uncovering the truth.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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



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Handwriting practice lines on the right side of the page. The page contains 20 horizontal lines, each preceded by a vertical margin line, creating a series of narrow columns for letter formation.



1920s ERA INVESTIGATOR

Name Hiram Melnick Birthplace Crawley, MA Pronoun He/Him
Occupation Ex-Lawyer Residence Crawley, MA Age 35



CHARACTERISTICS

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



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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg 60	Half 30	Fifth 12
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Pistol) (25%)				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Appraise (05%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Intimidate (15%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Latin (01%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Sleight of Hand (10%)			
Credit Rating (00%)	1	0	0	<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Spot Hidden (25%)	Reg 45	Half 22	Fifth 9
Cthulhu Mythos (00%)				<input type="checkbox"/> English (EDU)	Reg 70	Half 35	Fifth 14	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)	Reg 70	Half 35	Fifth 14	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Auto (20%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/>			
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/>			
<input type="checkbox"/> Fighting (01%)				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/>			
<input type="checkbox"/>				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/>			
<input type="checkbox"/> Firearms (Handgun) (20%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Occult (05%)				<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 25	Half 12	Fifth 5	1D3 + DB	1	-	9
.38 Revolver	Reg 40	Half 20	Fifth 8	1D10	1 (3)	15 yards	6

Build 0
Dodge Reg 30 Half 15 Fifth 6
Damage Bonus 0



MY STORY

You once had the most prosperous legal practice in Crawley. Now, you sleep on a bed made from cardboard. Of course, you lost money in the stock market crash, but you kept going, somewhat bouyed by your competition with Casper Brinck's firm. But, you fell ill and started making mistakes. You gave bad advice to clients, while lawsuits went against you. As your clients left you for Brinck, the

debts mounted and you lost everything. When the bank took your lovely home, Greenleys, Brinck bought it—you wonder if this was just his way of rubbing your nose in it. Now you live in a shantytown with others who have also lost everything. The only ray of sunshine is your former legal clerk, Nancy Carver, who is here too. Maybe it's time to admit how you adore her and confess your love for her.

BACKSTORY

Personal Description

Short, slight and balding, with a generally sour demeanor.

Traits

You are given to bitter complaints and general exclamations of unhappiness.

Ideology & Beliefs

This is a dog-eat-dog world and only the strong and ruthless prosper.

Injuries & Scars

Significant People

Nancy Carver, your former legal clerk, who also lives in the shantytown. You've carried a torch for her for years but never admitted your love to her.

Phobias & Manias

Meaningful Locations

Greenleys, the expensive house and estate you once owned on the outskirts of Crawley. Your business rival, Casper Brinck, bought it when you went bust.

Arcane Tomes & Spells

Treasured Possessions

Your old driving gloves that remind you of when you used to take your Rolls-Royce Silver Ghost for drives through the countryside.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll





1920s ERA INVESTIGATOR

Name Karl Rothstein Birthplace Frankfurt Pronoun He/Him
Occupation Ex-Prof. of Physics Residence Crawley, MA Age 48



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

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

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"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)	35	17	7
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)	40	20	8	<input type="checkbox"/> <i>Pilot</i>			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Psychology (10%)	40	20	8
<input type="checkbox"/> <i>Art / Craft</i>				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> <u>English</u> (01%)	50	25	10	<input type="checkbox"/> <i>Physics</i> (01%)	70	35	14
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> <i>Science</i>	60	30	12
Credit Rating (00%)	1	0	0	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>German</u> (EDU)	80	40	16	<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <i>Language (Own)</i>				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> Law (05%)	40	20	8	<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)	40	20	8	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> <i>Survival</i>			
<input type="checkbox"/> Elec. Repair (10%)	60	30	12	<input type="checkbox"/> Listen (20%)	40	20	8	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Mech. Repair (10%)	50	25	10	<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> <u>Op. Hvy. Machinery</u>	45	22	9
<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	6
							Build 0
							Dodge 25 12 5
							Damage Bonus 0

MY STORY

You were once a senior academic. Now, you sleep in a tent and make coffee in an old tin can. The stock market crashed two years ago, taking your money with it. It was your own fault really. The hardship and uncertainty caused your wife to return to her family in Germany. In turn, you lost your position at the university. The house went next. Before you knew it, you were living in a shantytown on the

outskirts of your hometown of Crawley, not far from Arkham. Maybe your obsession with the mysterious disappearance of your old friend Prof. Hawkes led you back here—he used to live on the Prospect estate in Crawley, and was last seen there. You know he was obsessed with dimensions beyond our own, and you now wonder if he found more than he was looking for.

BACKSTORY

Personal Description

Heavy build, if somewhat undernourished. Wild, dark hair. Wears pince-nez spectacles with one cracked lens.

Traits

You are protective of those around you; maybe because you have all lost so much.

Ideology & Beliefs

The universe is a rational and ordered place, and man's role in it is to learn this order.

Injuries & Scars

Significant People

Prof. Aston Hawkes, a former colleague. His strange disappearance still troubles you; he disappeared not far from here.

Phobias & Manias

Meaningful Locations

Your childhood home in Frankfurt. On dark days you wonder why you ever came to this country and wish you could afford to go home again.

Arcane Tomes & Spells

Treasured Possessions

Your old blackthorn walking stick; it used to be an affectation, but, as your health fails, it is proving distressingly useful.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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



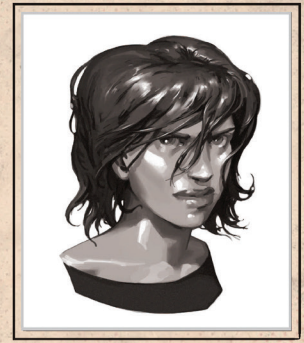
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Handwriting practice lines on the right side of the page. The page contains 20 horizontal lines, each preceded by a vertical margin line, creating a series of narrow columns for letter formation.



1920s ERA INVESTIGATOR

Name Maureen Freyn Birthplace Crawley, MA Pronoun She/Her
Occupation Former Socialite Residence Crawley, MA Age 34



CHARACTERISTICS

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



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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg Half Fifth	<input type="checkbox"/> Persuade (10%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> <i>Firearms</i>		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> First Aid (30%)	50 25 10	<input type="checkbox"/> <i>Pilot</i>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> <u>Etiquette</u> (05%)	60 30 12	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Psychology (10%)	
<input type="checkbox"/> <i>Art / Craft</i>		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Ride (05%)	50 25 10
<input type="checkbox"/> Charm (15%)	60 30 12	<input type="checkbox"/> <u>French</u> (01%)	40 20 8	<input type="checkbox"/> <i>Science</i>	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> <i>Language (Other)</i>		<input type="checkbox"/> _____ (01%)	
Credit Rating (00%)	1 0 0	<input type="checkbox"/> _____		<input type="checkbox"/> Sleight of Hand (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> <u>English</u> (EDU)	60 30 12	<input type="checkbox"/> Spot Hidden (25%)	50 25 10
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> <i>Language (Own)</i>		<input type="checkbox"/> Stealth (20%)	40 20 8
<input type="checkbox"/> Dodge (half DEX)	30 15 6	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> <u>Wilderness</u> (10%)	40 20 8
<input type="checkbox"/> Drive Auto (20%)	50 25 10	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/> <i>Survival</i>	
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Listen (20%)	40 20 8	<input type="checkbox"/> Swim (20%)	40 20 8
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	25 12 5	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Track (10%)	50 25 10
<input type="checkbox"/> <i>Fighting</i>		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> _____	
<input type="checkbox"/> _____		<input type="checkbox"/> Natural World (10%)	40 20 8	<input type="checkbox"/> _____	
<input type="checkbox"/> Firearms (Handgun) (20%)	60 30 12	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> _____	
		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> _____	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	8
.38 Revolver	60 30 12	1D10	1 (3)	15 yards	5	100	Build 0
							Dodge 30 15 6
							Damage Bonus 0



MY STORY

When the stock market crashed, you assumed your family would be safe. Then your husband, Charles, killed himself, leaving you with incomprehensible debts, and you realized that nothing in life would ever be safe again. The next year was a blur of lawyers, accountants and illness, alleviated only by drinking heavily. Your friends stopped inviting you to parties, and then they stopped returning your calls.

Your house and jewels were taken, and no one was there to catch you when you fell. You now live 5 miles from your old home. Your new home is a wooden shack built from refuse, and you live among the lost and dispossessed. Your daughter, Esther, depends on you and you can't abandon her, no matter how bad things get. You will find a way to get back what you once had, no matter the cost.

BACKSTORY

Personal Description

A classic beauty, marred by gauntness and flaking skin. Your clothes are tattered but elegant.

Traits

You drink a more than is good for you. That is, when you can get hold of liquor.

Ideology & Beliefs

Lapsed Anglican, still with the shaken vestiges of faith.

Injuries & Scars

Significant People

Your twelve-year-old daughter, Esther. She is what keeps you going, and your sole link with who you were.

Phobias & Manias

Meaningful Locations

The ballroom at Prospect, the old Hawkes estate, where you shared that first dance with your late husband, Charle.

Arcane Tomes & Spells

Treasured Possessions

The .38 revolver Charles used to end it all. Keeping it reminds you that you chose to live.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

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 $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll





1920s ERA INVESTIGATOR

Name Nathaniel Coombes Birthplace Crawley, MA Pronoun He/Him
Occupation Ex-Doctor Residence Crawley, MA Age 54



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

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

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

SKILLS

	Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)			
<input type="checkbox"/> Anthropology (01%)			
<input type="checkbox"/> Appraise (05%)			
<input type="checkbox"/> Archaeology (01%)			
<input type="checkbox"/> _____ (05%)			
<input type="checkbox"/> Charm (15%)	50	25	10
<input type="checkbox"/> Climb (20%)			
Credit Rating (00%)	1	0	0
Cthulhu Mythos (00%)			
<input type="checkbox"/> Disguise (05%)			
<input type="checkbox"/> Dodge (half DEX)	35	17	7
<input type="checkbox"/> Drive Auto (20%)			
<input type="checkbox"/> Elec. Repair (10%)			
<input type="checkbox"/> Fast Talk (05%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5
<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)	35	17	7
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)			
<input type="checkbox"/> First Aid (30%)	70	35	14
<input type="checkbox"/> History (05%)			
<input type="checkbox"/> Intimidate (15%)			
<input type="checkbox"/> Jump (20%)			
<input type="checkbox"/> Latin _____ (01%)	50	25	10
<input type="checkbox"/> _____			
<input type="checkbox"/> _____			
<input type="checkbox"/> English _____ (EDU)	80	40	16
<input type="checkbox"/> Law (05%)			
<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Locksmith (01%)			
<input type="checkbox"/> Mech. Repair (10%)			
<input type="checkbox"/> Medicine (01%)	70	35	14
<input type="checkbox"/> Natural World (10%)	40	20	8
<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Psychoanalysis (01%)	30	15	6
<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Biology _____ (01%)	50	25	10
<input type="checkbox"/> Pharmacy	50	25	10
<input type="checkbox"/> _____			
<input type="checkbox"/> Sleight of Hand (10%)	40	20	8
<input type="checkbox"/> Spot Hidden (25%)	50	25	10
<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> _____			
<input type="checkbox"/> _____			
<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	25 12 5	1D3 + DB	1	-	-	-
.38 Revolver	35 17 7	1D10	1 (3)	15 yards	6	100

Move 6

Build 0

Dodge 35 17 7

Damage Bonus 0

MY STORY

You were a successful doctor in Crawley, wealthy and respected. When you were asked to become the director of the Bentham Hospital, all your plans came to fruition. That was in early 1929. Several months later, the markets crashed and your financial security was destroyed. What money you had left was tied up in the hospital and so you lost everything. Then, you fell ill. The illness was strange

and fitted no pathology you could identify. You became listless, suffered blackouts, and your muscles began to waste. Between the financial hardship and your inability to work, you lost your home, your marriage, your practice and, finally, your friends. Now you live in a shantytown on the outskirts of Crawley. The people here rely on your skills. If only you could identify this strange disease.

BACKSTORY

Personal Description

Prematurely aged and haggard, with a neatly trimmed white beard. Wears a badly stained white coat.

Traits

You have a blustering manner, hiding a warm and forgiving nature.

Ideology & Beliefs

Every human being deserves dignity and compassion, no matter their station in life.

Injuries & Scars

Significant People

Billy Spitzer, the boy who helps everyone out in the medical tent. His high spirits are infectious.

Phobias & Manias

Meaningful Locations

The shack in the shantytown that you have turned into the best medical clinic you can. There is little you can do with it, but it is better than nothing.

Arcane Tomes & Spells

Treasured Possessions

The fountain pen your wife gave you when you were appointed director of the Bentham Hospital. You could sell it to buy food and medicine, but you just can't part with it.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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



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1920s ERA INVESTIGATOR

Name Thomas Dolan Birthplace Boston, MA Pronoun He/Him
Occupation Ex-Businessman Residence Crawley, MA Age 44



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

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

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%)	60	30	12	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> <i>Pilot</i>			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Play Fiddle (05%)	30	15	6	<input type="checkbox"/> Intimidate (15%)	50	25	10	<input type="checkbox"/> Psychology (10%)	40	20	8
<input type="checkbox"/> <i>Art / Craft</i>				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> <i>Science</i>			
<input type="checkbox"/> Climb (20%)	40	20	8	<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> _____			
Credit Rating (00%)	1	0	0	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> <i>English</i> (EDU)	50	25	10	<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <i>Language (Own)</i>				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	45	22	9	<input type="checkbox"/> Law (05%)	40	20	8	<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> <i>Survival</i>			
<input type="checkbox"/> Elec. Repair (10%)	25	12	5	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fast Talk (05%)	50	25	10	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	45	22	9	<input type="checkbox"/> Mech. Repair (10%)	40	20	8	<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Op. Hvy. Machinery	50	25	10
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	45 22 9	1D3 + DB	1	-	-	-	6
							Build 1
							Dodge 45 22 9
							Damage Bonus +1D4



MY STORY

You are a second-generation Irish immigrant. Through hard work, you found opportunities in the textile business and ended up running your own company and owning a number of textile mills. When the market crashed in 1929, your worth was wiped out almost immediately. You had started to put things back together when you were hit with a run of bad luck, finishing off with an illness that leaves

you weak and tired. It was like your competitors could smell your weakness, and they tore your life to shreds. One of your former plant managers, Roscoe Molloy, proved to have the acumen you lost, and bought up what he could. Now, he has turned your old business around, but he has shut you out. Now, you're a bum, living in a shantytown on the outskirts of Crawley.

BACKSTORY

Personal Description

Solid and ruddy-faced, with a mop and tangle of black hair.

Traits

You do not suffer fools and you are given to explosions of temper when others do or say something stupid.

Ideology & Beliefs

The world can be a just place, but only if we make our own justice. Sometimes, this looks a lot like vengeance.

Injuries & Scars

Significant People

Roscoe Molloy, a former employee, who bought your old factories and now manages to make a profit where you failed. He pretends you don't exist now.

Phobias & Manias

Meaningful Locations

A patch of ground near the road where you smoke old cigar butts; you watch the cars go by and think about the past.

Arcane Tomes & Spells

Treasured Possessions

Your uncle's old fiddle, which you like to play while sitting next to the campfire. It raises everyone's spirits.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

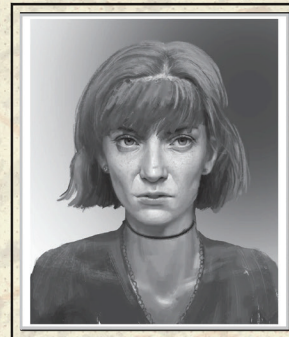




**THE MOONCHILD
PRE-GENERATED INVESTIGATORS**

MODERN ERA INVESTIGATOR

Name Alicia Juico Birthplace _____ Pronoun She/Her
Occupation Antiques Dealer Residence _____ Age 44



CHARACTERISTICS

STR	Reg 55	Half 27	Fifth 11	SIZ	Reg 60	Half 30	Fifth 12	Hit Points	Maximum 12	Current
CON	Reg 60	Half 30	Fifth 12	POW	Reg 55	Half 27	Fifth 11	Magic Points	Maximum 11	Current
DEX	Reg 55	Half 27	Fifth 11	APP	Reg 40	Half 20	Fifth 8	Luck	Starting 45	Current
INT	Reg 60	Half 30	Fifth 12	EDU	Reg 85	Half 42	Fifth 17	Sanity	Starting 55	Current 11



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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg	Half	Fifth	<input type="checkbox"/> Occult (05%)	Reg 30	Half 15	Fifth 6
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Appraise (05%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Firearms (Pilot)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> History (05%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)	Reg 55	Half 27	Fifth 11	<input type="checkbox"/> Intimidate (15%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Computer Use (05%)				<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Spot Hidden (25%)	Reg 55	Half 27	Fifth 11
Credit Rating (00%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> English (EDU) (Own)	Reg 85	Half 42	Fifth 17	<input type="checkbox"/> Stealth (20%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Swim (20%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Dodge (half DEX)	Reg 27	Half 13	Fifth 5	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Drive Auto (20%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Electronics (01%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting								<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 25	Half 12	Fifth 5	1D3 + DB	1	-	Build 0
							Dodge
							Reg 27
							Half 13
							Fifth 5
							Damage Bonus
							0

MY STORY

See page 3.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

BACKSTORY

Personal Description _____

A little gawky, but quite ordinary looking.

Traits _____

You have a reputation for fearlessly speaking your mind.

Ideology & Beliefs _____

Staunch Pagan; Christianity has a lot to answer for.

Injuries & Scars _____

Significant People _____

Erik Wilson; he's such a clever person and has a wonderful aura; he also lent you the money to start your business.

Phobias & Manias _____

Meaningful Locations _____

Gary's grave; your late husband, who was also a member of the occult society.

Arcane Tomes & Spells _____

Treasured Possessions _____

A jeweler's eyeglass, given to you by Gary on your last wedding anniversary.

Encounters with Strange Entities _____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____

WEALTH

Spending Level _____

Cash _____

Assets _____

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

My Story -

It's been a rough year. You lost your husband, Gary, back in January. He was a keen motorcyclist. Just what caused his accident on those country roads is unclear—black ice, perhaps.

You'd been married to Gary since 2005. Gary's presence in your life made a massive difference. Prior to Gary, you were forever fretful and unfulfilled; at times, you feared for your own sanity as you thought you were hearing nasty voices that wanted you to do things. But you resisted them. You did resist them, didn't you?

Erik Wilson has been a good friend to you. You reestablished contact with him a few years back, and he lent you the money to set up your antiques business. Gary, your late husband, was always jealous of your relationship with Erik—whether it's anything more than friendship is up to you.

You got to know Erik at college. The two of you were part of the college occult society. Those were heady days back in the early 1990s. You bear a scar on your hand from that night in the woods when a whole bunch of you headed up to the woods and sang beneath the stars. It is little more than a distant memory now, but one that leaves you feeling anxious.

About six months ago, old friends started contacting you via social networks. It might be nice to reconnect with them and reminisce.

The story commences with you sitting in a cafe with some of these old friends, talking to Sarah Moore. It will quickly become apparent to you that Sarah Moore is talking about the members of the college occult society to which you once belonged.

Here are the other members, some of whom are portrayed by your fellow players:

Sarah Moore, worked at the local college; your meeting her in a café.

Erik Wilson, accountant and friend. He attended Gary's funeral in January.

Ray West, works in IT.

Melinda Moody, journalist.

John Vinocur, nurse.

Maggi Stern, manages an occult bookshop.

David Barber, works in IT. Married to Bridgette.

Bridgette Barber, teaching assistant. Married to David.

Nathan Held, librarian.

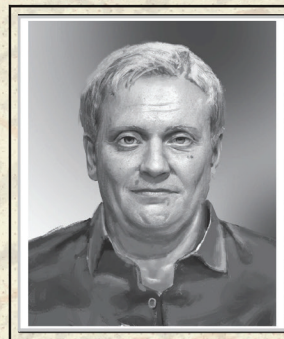
Mari Cubine, bank manager.

Stacey Kimble, currently in hospital.

Greg Draper, undertaker.

MODERN ERA INVESTIGATOR

Name Erik Wilson Birthplace _____ Pronoun He/Him
Occupation Accountant Residence _____ Age 43



CHARACTERISTICS

STR	Reg 40	Half 20	Fifth 8	SIZ	Reg 70	Half 35	Fifth 14	Hit Points	Maximum 11	Current
CON	Reg 45	Half 22	Fifth 9	POW	Reg 65	Half 32	Fifth 13	Magic Points	Maximum 13	Current
DEX	Reg 50	Half 25	Fifth 10	APP	Reg 20	Half 10	Fifth 4	Luck	Starting 50	Current
INT	Reg 80	Half 40	Fifth 16	EDU	Reg 91	Half 45	Fifth 18	Sanity	Starting 65	Current 13

CALL OF CTHULHU
40th Anniversary
1981 - 2021

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 85	Half 42	Fifth 17	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg	Half	Fifth	<input type="checkbox"/> Occult (05%)	Reg 45	Half 22	Fifth 9
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)	Reg 30	Half 15	Fifth 6
<input type="checkbox"/> Appraise (05%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Firearms (Pilot)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> First Aid (30%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Psychology (10%)	Reg 40	Half 20	Fifth 8
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> History (05%)	Reg 29	Half 14	Fifth 5	<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Sleight of Hand (10%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Computer Use (05%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Spot Hidden (25%)	Reg 35	Half 17	Fifth 7
Credit Rating (00%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> English (EDU)	Reg 91	Half 45	Fifth 18	<input type="checkbox"/> Stealth (20%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)	Reg 65	Half 32	Fifth 13	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Dodge (half DEX)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Drive Auto (20%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Elec. Repair (10%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Mech. Repair (10%)							
<input type="checkbox"/> Electronics (01%)				<input type="checkbox"/> Medicine (01%)							
<input type="checkbox"/> Fast Talk (05%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Natural World (10%)							
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Navigate (10%)							
<input type="checkbox"/> Fighting											

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 45	Half 22	Fifth 9	1D3 + DB	1	-	Build 0
							Dodge
							Reg 45
							Half 22
							Fifth 9
							Damage Bonus
							0

MY STORY

See page 3.

BACKSTORY

Personal Description

Overweight, ungainly, and looking unwell.

Traits

You love watching cookery shows on TV, and you can be very lazy.

Ideology & Beliefs

Science holds the answers (the whole dark matter thing obviously ties in with the occult).

Injuries & Scars

You've been diagnosed with cancer.

Significant People

Your father (you've followed in his footsteps, taking on the family firm; you must make him proud of you).

Phobias & Manias

Meaningful Locations

Stonehenge (a place of great spiritual power that you visit every solstice).

Arcane Tomes & Spells

Treasured Possessions

Your father's signet ring.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

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 $\geq \frac{1}{2}$ 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

My Story -

Your job affords you a comfortable lifestyle, and life treated you well enough until yesterday, when you received your test results from the doctor. You started having trouble with eating a few months back. The doctors have diagnosed stomach cancer. You have some medication and are suffering very little discomfort at present. The medication is supposed to reduce the cancer. In a couple of months they're going to cut you open and take a look. Right now, you are aware of how short life is.

For many years you were addicted to drugs, mostly cocaine, but you have been clean for nine years now. When you look back at your life, it's hard to believe you are the same person. The things you did in your late twenties and early thirties leave you cold and you repress these memories as best you can. Just how bad the things you did were is up to you, but whatever your line is, you should that know that you stepped over it. The Keeper may ask you about this during the game - have something prepared.

You have your share of scars. You bear a scar on your hand from that night in the woods. Back at college, you were a bit of wild boy and hung out with the occult society. One night, a whole bunch of society members headed up to the woods and sang beneath the stars. It is little more than a distant memory now, but one that leaves you feeling queasy when you think about it.

The only person you've stayed in touch with from college has been Alicia Juico. When she needed money to set up her antiques business, you helped her out with a loan. You have never asked for anything in return (besides repayments with interest of course). Sadly Alicia's husband, Gary, passed away earlier this year. On the other hand, you never liked the man. Perhaps now that he's gone Alicia will be looking for a shoulder to cry on?

About six months ago, old friends started contacting you via online social networks. It might be nice to reconnect with them and reminisce.

The story commences with you sitting in a cafe with some of these old friends, talking to Sarah Moore. It will quickly become apparent to you that Sarah Moore is talking about the members of the college occult society to which you once belonged. Here are the other members, some of whom are portrayed by your fellow players:

Sarah Moore, worked at the local college; your meeting her in a café.

Alicia Juico, antique dealer, recently widowed; you attended Gary's funeral in January.

Ray West, works in IT.

Melinda Moody, journalist.

John Vinocur, nurse.

Maggi Stern, manages an occult bookshop.

David Barber, works in IT. Married to Bridgette.

Bridgette Barber, teaching assistant. Married to David.

Nathan Held, librarian.

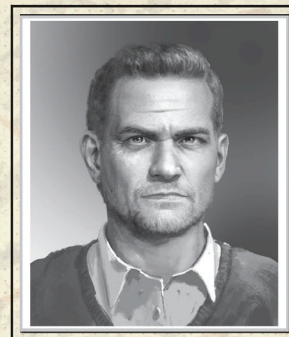
Mari Cubine, bank manager.

Stacey Kimble, currently in hospital.

Greg Draper, undertaker.

MODERN ERA INVESTIGATOR

Name John Vinocur Birthplace _____ Pronoun He/Him
Occupation Nurse Residence _____ Age 47



CHARACTERISTICS

STR	Reg 30	Half 15	Fifth 6	SIZ	Reg 75	Half 37	Fifth 15	Hit Points	Maximum 11	Current
CON	Reg 40	Half 20	Fifth 8	POW	Reg 45	Half 22	Fifth 9	Magic Points	Maximum 9	Current
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 60	Half 30	Fifth 12	Luck	Starting 50	Current
INT	Reg 60	Half 30	Fifth 12	EDU	Reg 85	Half 42	Fifth 17	Sanity	Starting 45	Current 9



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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg Half Fifth	<input type="checkbox"/> Occult (05%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> <i>Firearms</i>		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> First Aid (30%)	80 40 16	<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> _____ (05%)		<input type="checkbox"/> History (05%)	29 14 5	<input type="checkbox"/> Psychology (10%)	65 32 13
<input type="checkbox"/> <i>Art / Craft</i>		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> <i>Biology</i> (01%)	31 15 6
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> <i>French</i> (01%)	31 15 6	<input type="checkbox"/> <i>Science</i>	
<input type="checkbox"/> Computer Use (05%)		<input type="checkbox"/> <i>Language (Other)</i>		<input type="checkbox"/> <i>Chemistry</i>	41 20 8
Credit Rating (00%)	25 12 5	<input type="checkbox"/> <i>Latin</i>	21 10 4	<input type="checkbox"/> _____	
Cthulhu Mythos (00%)		<input type="checkbox"/> _____		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> <i>English</i> (EDU)	85 42 17	<input type="checkbox"/> Spot Hidden (25%)	55 27 11
<input type="checkbox"/> Dodge (half DEX)	35 17 7	<input type="checkbox"/> <i>Language (Own)</i>		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Drive Auto (20%)	40 20 8	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> <i>Wilderness</i> (10%)	30 15 6
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/> <i>Survival</i>	
<input type="checkbox"/> Electronics (01%)		<input type="checkbox"/> Listen (20%)	40 20 8	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	25 12 5	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> <i>Fighting</i>		<input type="checkbox"/> Medicine (01%)	41 20 8	<input type="checkbox"/> _____	
		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> _____	
		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> _____	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	6
							Build
							0
							Dodge
							35 17 7
							Damage Bonus
							0

MY STORY

See page 3.

BACKSTORY

Personal Description

Handsome,

Traits

You always have crazy schemes that never work out.

What's your latest one?

Ideology & Beliefs

Uses tarot cards and believes they can reveal the future, or at least help collect one's thoughts on a subject.

Injuries & Scars

Significant People

Jules, the love of your life. If only you could find a way to express your love—is it too late? What's stopping you?

Phobias & Manias

Meaningful Locations

Anywhere that nature is free and real—that's where peace and beauty lie.

Arcane Tomes & Spells

Treasured Possessions

The pocketknife you've carried since you played in the woods as a kid.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

My Story -

You've worked in various hospital departments, including accident and emergency. You now work in the psychiatric department. Your interest in mental health was spurred by your experience of counseling, something you received yourself between 2005 and 2007. Your counselor really helped you to see the good in yourself, and the ways in which you had been poisoning your own life through drug abuse and self harm. You still bear numerous scars, both mental and physical.

The physical scars are easily covered up with long sleeves, except for the one on your right palm. You got that one during a drunken student romp in the woods. You were so out of it that night you don't even remember how you got home. Back then you hung around with the alternative crowd, a bunch of Ozzy Osbourne wannabes, all into black magic and Satan!

The one thing you did give some credence to was Tarot cards. You have a deck and have found it to be increasingly effective of late. You can use it in the game. Doing so requires an hour to focus yourself and perform a full reading. This requires the expenditure of 4+1D6 magic points, which are then regained at one point per hour. After performing a reading you may ask the Keeper one yes or no question.

About six months ago old friends started contacting you via online social networks. It might be nice to reconnect with them and reminisce. The story will commence with you sitting in a cafe with some of these old friends, talking to Sarah Moore. It will quickly become apparent to you that Sarah Moore is talking about the members of the college occult society to which you once belonged.

Here are the other members, some of whom are portrayed by your fellow players:

Sarah Moore, worked at the local college; your meeting her in a café.

Erik Wilson, accountant.

Alicia Juico, antique dealer, recently widowed.

Ray West, works in IT.

Melinda Moody, journalist.

Maggi Stern, manages an occult bookshop.

David Barber, works in IT. Married to Bridgette. Bridgette Barber, teaching assistant. Married to David.

Nathan Held, librarian.

Mari Cubine, bank manager.

Stacey Kimble, currently in hospital.

Greg Draper, undertaker.

MODERN ERA INVESTIGATOR

Name Maggi Stern Birthplace _____ Pronoun She/Her
Occupation Retail Manager Residence _____ Age 41



CHARACTERISTICS

STR	Reg 50	Half 25	Fifth 10	SIZ	Reg 45	Half 22	Fifth 9	Hit Points	Maximum 11	Current
CON	Reg 65	Half 32	Fifth 13	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 70	Half 35	Fifth 14	Luck	Starting 45	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 74	Half 37	Fifth 14	Sanity	Starting 55	Current 11

CALL OF CTHULHU
40th Anniversary
1981 - 2021

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg	Half	Fifth	<input type="checkbox"/> Occult (05%)	Reg 65	Half 32	Fifth 13
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Appraise (05%)	45	22	9	<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> <i>Pilot</i>			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> <i>Art / Craft</i>				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Psychology (10%)	40	20	8
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> <u>Dutch</u> (01%)	40	20	8	<input type="checkbox"/> <i>Science</i>			
<input type="checkbox"/> Computer Use (05%)	25	12	5	<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> _____			
Credit Rating (00%)	50	25	10	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)	25	12	5
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>English</u> (EDU)	74	37	14	<input type="checkbox"/> Spot Hidden (25%)	40	20	8
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <i>Language (Own)</i>				<input type="checkbox"/> Stealth (20%)	45	22	9
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)	30	15	6	<input type="checkbox"/> Library Use (20%)	30	15	6	<input type="checkbox"/> <i>Survival</i>			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Electronics (01%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fast Talk (05%)	35	17	7	<input type="checkbox"/> Mech. Repair (10%)	39	19	7	<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	8
Brawl	25 12 5	1D3 + DB	1	-	-	-	Build	0
							Dodge	30 15 6
							Damage Bonus	0

MY STORY

See page 3.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

BACKSTORY

Personal Description _____

A natural beauty, you shun cosmetics.

Traits _____

You wear your heart on your sleeve.

Ideology & Beliefs _____

Reality is not what we think it is. We are surrounded by spirits.

Injuries & Scars _____

Significant People _____

Bob Marley the singer and song-writer is an inspiration to you, and you listen to his music constantly.

Phobias & Manias _____

Meaningful Locations _____

The Enchiridion, your home and place of work.

Arcane Tomes & Spells _____

Treasured Possessions _____

A family bible.

Encounters with Strange Entities _____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____

WEALTH

Spending Level _____

Cash _____

Assets _____

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 $\geq \frac{1}{2}$ 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

My Story -

You own and manage a shop called Enchirodion, selling books and paraphernalia associated with magic and the occult. You took the place on fifteen years ago and have built a devoted customer base. In recent years your business has diversified, and much of it is now conducted through online sales.

When you started out, you were full of enthusiasm for all things magical and occult, but that enthusiasm has faded over the years, replaced by an interest in business and investment. Your mother died in 2004 and you used your inheritance to buy the shop, and, ever since then, your attitude toward life and your business have changed—you feel more responsible. Perhaps you finally grew up.

In the early 1990s you were part of the college occult society. Those were heady days. You bear a scar on your hand from that night in the woods when a bunch of you sang and danced in a ritual devoted to the Horned God. It is little more than a distant memory now, but one that leaves you feeling anxious when you think about it. After college, you participated in rituals, séances, and magical rites, and mixed with a number of unsavory individuals who, you now realize, were exploiting those around them to satisfy their own desires rather than any spiritual goals. Exactly what went on and just how dark and depraved things got is up to you as the player.

About six months ago, old friends started contacting you via social networks. It might be nice to reconnect with them and reminisce. The story commences with you sitting in a cafe with some of these old friends, talking to Sarah Moore. It quickly becomes apparent that Sarah Moore is talking about the members of the college occult society to which you once belonged.

Here are the other members, some of whom are portrayed by your fellow players:

Sarah Moore, worked at the local college; your meeting her in a café.

Erik Wilson, accountant.

Alicia Juico, antique dealer, recently widowed.

Ray West, works in IT.

John Vinocur, nurse.

Melinda Moody, journalist.

Sarah Moore,

David Barber, works in IT. Married to Bridgette.

Bridgette Barber, teaching assistant. Married to David.

Nathan Held, librarian.

Mari Cubine, bank manager.

Greg Draper, undertaker.

Stacey Kimble, currently in hospital.

MODERN ERA INVESTIGATOR

Name Melinda Moody Birthplace _____ Pronoun She/Her
Occupation Journalist Residence _____ Age 42



CHARACTERISTICS

STR	Reg 55	Half 27	Fifth 11	SIZ	Reg 55	Half 27	Fifth 11	Hit Points	Maximum 10	Current
CON	Reg 50	Half 25	Fifth 10	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current
DEX	Reg 65	Half 32	Fifth 13	APP	Reg 50	Half 25	Fifth 10	Luck	Starting 70	Current
INT	Reg 45	Half 22	Fifth 9	EDU	Reg 73	Half 36	Fifth 14	Sanity	Starting 60	Current 12



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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg Half Fifth	<input type="checkbox"/> Occult (05%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> <i>Firearms</i>		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> <u>Photography</u> (05%)	55 27 11	<input type="checkbox"/> History (05%)	25 12 5	<input type="checkbox"/> Psychology (10%)	30 15 6
<input type="checkbox"/> <i>Art / Craft</i>		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Climb (20%)	50 25 10	<input type="checkbox"/> _____ (01%)		<input type="checkbox"/> <i>Science</i>	
<input type="checkbox"/> Computer Use (05%)		<input type="checkbox"/> <i>Language (Other)</i>		<input type="checkbox"/> _____	
Credit Rating (00%)	20 10 4	<input type="checkbox"/> _____		<input type="checkbox"/> Sleight of Hand (10%)	30 15 6
Cthulhu Mythos (00%)		<input type="checkbox"/> <u>English</u> (EDU)	73 36 14	<input type="checkbox"/> Spot Hidden (25%)	
<input type="checkbox"/> Disguise (05%)	65 32 13	<input type="checkbox"/> <i>Language (Own)</i>		<input type="checkbox"/> Stealth (20%)	60 30 12
<input type="checkbox"/> Dodge (half DEX)	32 16 6	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> _____ (10%)	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Library Use (20%)	42 21 8	<input type="checkbox"/> <i>Survival</i>	
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Electronics (01%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Fast Talk (05%)	45 22 9	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	25 12 5	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> _____	
<input type="checkbox"/> <i>Fighting</i>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> _____	
		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> _____	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	7
							Build
							0
							Dodge
							32 16 6
							Damage Bonus
							0

MY STORY

See page 3.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

BACKSTORY

Personal Description _____

Plump and a little scruffy.

Ideology & Beliefs _____

you have adopted Buddhism, and spend time in meditation and prayer.

Significant People _____

Your grandmother; she was a great woman and you model yourself on her.

Meaningful Locations _____

The bar where the occult society used to meet back at university. It haunts your dreams.

Treasured Possessions _____

Recording devices (notebook, pen, smartphone).

Traits _____

You are a hedonist—you love to party—life is short, so have some fun!

Injuries & Scars _____

Phobias & Manias _____

Arcane Tomes & Spells _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

WEALTH

Spending Level _____

Cash _____

Assets _____

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 $\geq \frac{1}{2}$ 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

My Story -

You've been working for the local newspaper for eight years, but it's all so provincial. What you'd like to do is hit the big time and work for a national newspaper.

Your spiritual path is of great importance to you. Now that you've embraced Buddhism, you see all that Pagan nonsense for what it is. All those crystals, charms, and stone circles; what were you thinking? Prior to becoming a Buddhist, you were full of suffering and you passed that suffering on to the people around you. You drove your husband Tyrone crazy with your drinking and sleeping around, and, in the end, he dumped you.

Back in the early 1990s, you were part of the college occult society. Those were heady days. You bear a scar on your hand from that night in the woods when a bunch of you sang and danced around a horned skull that dripped with blood. It's little more than a distant memory now, but one that leaves you feeling anxious.

Séances were your specialty. You would use a ouija board to commune with spirits. It was great for creating some drama back at college. But, in the years after, it all got a lot more real. Sometimes you could actually hear voices whispering to you, asking you questions or telling you things—things you couldn't possibly know that would later come true. You've not heard the voices for years, but, over the last month or so, they've returned. If you want to commune with the spirits, you need to describe how you're doing so (using a ouija board, going in to a trance, etc.) and spend 1D10 magic points.

About six months ago old friends started contacting you via online social networks. It might be nice to reconnect with them and reminisce.

The story commences with you sitting in a cafe with some of these old friends, talking to Sarah Moore. It will quickly become apparent to you that Sarah Moore is talking about the members of the college occult society to which you once belonged. Here are the other members, some of whom are portrayed by your fellow players:

Sarah Moore, worked at the local college; your meeting her in a café.

Erik Wilson, accountant.

Alicia Juico, antique dealer, recently widowed.

Ray West, works in IT.

John Vinocur, nurse.

Maggi Stern, manages an occult bookshop.

David Barber, works in IT. Married to Bridgette.

Bridgette Barber, teaching assistant. Married to David.

Nathan Held, librarian.

Mari Cubine, bank manager.

Stacey Kimble, currently in hospital.

Greg Draper, undertaker.

CALL of CTHULHU
40th Anniversary
1981 - 2021

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

[illegible]

MY STORY

See page 3.

BACKSTORY

Personal Description

Youthful appearance, usually with day or two's growth of stubble.

Ideology & Beliefs

Money is power; seems like you're never going to have enough of it, though.

Significant People

Sister (Cath): the two of you were fostered together. You're all each other has in the world.

Meaningful Locations

The pub where the occult society used to meet when you were at university—so many happy memories.

Treasured Possessions

Your dog. What breed is it? What's its name?

Traits

You love dogs and take your pet with you everywhere.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

My Story -

By day, you work in IT. The job pays the rent and keeps you in books. You are forever trawling the bookstores for the obscure books on magic, especially those hard-to-find tomes that might reveal the way to greater power and knowledge. You've searched the internet for such information, but it just isn't there. It lies in closely guarded papers, not electronics.

Your interest in the occult bloomed back in the early 1990s when you were at college. You were good friends with a guy named David Barber, and the two of you set up the college occult society. You've not seen David since his breakdown in his last year of college. David took the whole magic thing very seriously. One night, you headed up to the woods with a bunch of society members and performed a ritual of devotion to the Mother Goddess. Blood oaths were made; it was all somewhat ridiculous and naive. Beside the scar on your right palm, it is little more than a distant memory now, but one that leaves you feeling anxious when you think about it.

You've been practicing yoga for eight years now and you're really feeling the benefits. Prior to that, you held a lot tension in your body; apparently your chakras were stagnant. That probably accounted for all the angst-ridden writing you did while tortured with insomnia. You still have your novels on your hard drive and that's probably where they will stay.

About six months ago, old friends started contacting you via social networks. It might be nice to reconnect with them. The story commences with you sitting in a cafe with some of these old friends, talking to Sarah Moore. It becomes apparent that Sarah Moore is talking about the members of the college occult society to which you once belonged.

Here are the other members, some of whom are portrayed by your fellow players:

Sarah Moore, worked at the local college; your meeting her in a café.

Erik Wilson, accountant.

Alicia Juico, antique dealer, recently widowed.

Melinda Moody, journalist.

John Vinocur, nurse.

Maggi Stern, manages an occult bookshop.

Sarah Moore, worked at the local college; your meeting her in a café.

David Barber, works in IT. Married to Bridgette.

Bridgette Barber, teaching assistant. Married to David.

Nathan Held, librarian.

Mari Cubine, bank manager.

Stacey Kimble, currently in hospital.

Greg Draper, undertaker.

THE SPACE BETWEEN PRE-GENERATED INVESTIGATORS

MODERN ERA INVESTIGATOR

Name Amanda Stennett Birthplace _____ Pronoun She/Her
Occupation Production Assistant Residence Los Angeles Age 29



CHARACTERISTICS

STR	Reg 40	Half 20	Fifth 8	SIZ	Reg 60	Half 30	Fifth 12	Hit Points	Maximum 11	Current
CON	Reg 50	Half 25	Fifth 10	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current
DEX	Reg 55	Half 27	Fifth 11	APP	Reg 50	Half 25	Fifth 10	Luck	Starting 35	Current
INT	Reg 75	Half 37	Fifth 15	EDU	Reg 95	Half 47	Fifth 19	Sanity	Starting 50	Current 10



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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg Half Fifth	<input type="checkbox"/> Occult (05%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> Firearms		<input type="checkbox"/> Pilot (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Writing (05%)	55 27 11	<input type="checkbox"/> History (05%)	25 12 5	<input type="checkbox"/> Psychology (10%)	70 35 14
<input type="checkbox"/> Art / Craft		<input type="checkbox"/> Intimidate (15%)	20 10 4	<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Sleight of Hand (10%)	30 15 6
<input type="checkbox"/> Computer Use (05%)	55 27 11	<input type="checkbox"/> English (EDU)	95 47 19	<input type="checkbox"/> Spot Hidden (25%)	55 27 11
Credit Rating (00%)	20 10 4	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Stealth (20%)	50 25 10
Cthulhu Mythos (00%)		<input type="checkbox"/> Library Use (20%)	80 40 16	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Dodge (half DEX)	57 28 11	<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> _____	
<input type="checkbox"/> Electronics (01%)		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> _____	
<input type="checkbox"/> Fast Talk (05%)	55 27 11	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> _____	
<input type="checkbox"/> Fighting (Brawl) (25%)	25 12 5			<input type="checkbox"/> _____	
<input type="checkbox"/> Fighting				<input type="checkbox"/> _____	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	7
							Build 0
							Dodge 57 28 11
							Damage Bonus 0

MY STORY

You are an undercover journalist posing as production assistant—see page 3 for more information.

BACKSTORY

Personal Description

A thin and twitchy young woman with olive skin.

Traits

You are given to impulsive acts, which you usually regret starting.

Ideology & Beliefs

Those who use power to manipulate or harm others need to be brought down.

Injuries & Scars

Significant People

Harry Malloy, your editor, who helps you to make a difference.

Phobias & Manias

Meaningful Locations

The Athena, the small boat you keep, where you go to get away from the madness of the world.

Arcane Tomes & Spells

Treasured Possessions

The battered paperback of "All the President's Men" you carry as a reminder that journalists can and do make a difference.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

Investigative journalism is a dying art. The only way you managed to sell this story to Harry Malloy, your editor at The Hollywood Tattler, was by spinning it as a celebrity gossip piece about Verity Harrow—a troubled star who found religion and cleaned her life up. You told Harry that you thought it was just a front and you could prove that she was still snorting coke.

However, what you're really interested in is the Church of Sunyata—if you told Harry that, the story would be spiked before you could finish the sentence. The Church is just too powerful in Hollywood. Stars, producers, agents, money men, and even journalists have all climbed on board its bandwagon to enlightenment.

No matter how kooky their beliefs and underhanded their practices are, writing the truth about them is career suicide. You don't care. Even if the Tattler doesn't have the balls to run what you file, you should get enough material for a book.

Thus, you've been working undercover as a production assistant on "The Space Between," a new movie bankrolled by the Church. Everyone in the cast and crew is a Church member, and the word is that the film will be a recruitment tool in disguise.

You're now enrolled on the bottom rung of the Church, but you have a long way to go before people start opening up about secret teachings. You need to find a way to short-circuit that.

The amount of cocaine you use to keep you alert has increased a bit, but you are trying to convince yourself that you don't have a habit. You can probably stop if you want to, right?

MODERN ERA INVESTIGATOR

Name Blake Tevis Birthplace _____ Pronoun He/Him
Occupation Public Relations Residence Los Angeles Age 47



CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 50	Half 25	Fifth 10	Hit Points	Maximum 10	Current
CON	Reg 50	Half 25	Fifth 10	POW	Reg 55	Half 27	Fifth 11	Magic Points	Maximum 11	Current
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 60	Half 30	Fifth 12	Luck	Starting 70	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 92	Half 46	Fifth 18	Sanity	Starting 55	Current 11

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"/> Firearms (Handgun) (20%)	Reg Half Fifth	<input type="checkbox"/> Occult (05%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> <i>Firearms</i>		<input type="checkbox"/> <i>Pilot</i> (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> <i>Media Manipulation</i> (05%)	70 35 14	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Psychology (10%)	80 40 16
<input type="checkbox"/> <i>Art / Craft</i>		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Charm (15%)	70 35 14	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> <i>Science</i> (01%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> <i>Language (Other)</i> (01%)		<input type="checkbox"/> <i>Science</i>	
<input type="checkbox"/> Computer Use (05%)		<input type="checkbox"/> <i>Language (Other)</i>		<input type="checkbox"/> <i>Science</i>	
Credit Rating (00%)	70 35 14	<input type="checkbox"/> <i>Language (Other)</i>		<input type="checkbox"/> Sleight of Hand (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> <i>Language (Other)</i>		<input type="checkbox"/> Spot Hidden (25%)	45 22 9
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> <i>Language (Own)</i> (EDU)	92 46 18	<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Dodge (half DEX)	35 17 7	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> <i>Survival</i> (10%)	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Library Use (20%)	70 35 14	<input type="checkbox"/> Swim (20%)	50 25 10
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Listen (20%)	75 37 15	<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Electronics (01%)		<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"/> <i>Survival</i>	
<input type="checkbox"/> Fighting (Brawl) (25%)	55 27 11	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> <i>Survival</i>	
<input type="checkbox"/> <i>Fighting</i>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> <i>Survival</i>	
		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> <i>Survival</i>	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	55 27 11	1D3 + DB	1	-	-	-	8
							Build
							0
							Dodge
							35 17 7
							Damage Bonus
							0

MY STORY

See page 3.

BACKSTORY

Personal Description

Tall with impeccably styled gray hair, and a permanent but insincere smile.

Ideology & Beliefs

The Church's success is your success, and your success is so—very—important.

Significant People

Erica Christensen, the Church's general counsel, who always has your back.

Meaningful Locations

The Celebrity Retreat in the Hollywood Hills—you devised it, changing the fortunes of both you and the Church.

Treasured Possessions

Your complete set of lobby cards from Elmer Gantry.

Traits

You are far too touchy-feely for most people's comfort.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

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 $\geq \frac{1}{2}$ 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

Your Story:

Less than ten years ago, people openly called the Church of Sunyata a cult. There were despicable stories in the press about tax fraud and dirty tricks. But, since Brian Musgrove took over the leadership of the Church and started recruiting celebrities and schmoozing journalists, the Church's press has grown more positive. Thus, your job, running public relations for the Church, has become easier in recent years.

You and the Church now stand at the brink of a new era. Jared Woodward, Hollywood wunderkind and faithful Church member, has been working on a new movie—The Space Between. He believes the movie will have a broad appeal, win major awards, and encapsulate the basis of the Church's teachings for a lay audience. If this happens, it will be the biggest boost for the Church since the Celebrity Retreat opened.

You are honored to be a producer on the movie, even if that just seems to involve telling a lot of highly-strung showbiz folks that everything will be all right.

Things have become difficult in the last week. Verity Harrow, the star of the film, has gone missing, and there are rumors of foul play. Jared Woodward has become uncommunicative, and you're worried that he's back on cocaine. The whole situation has the potential to become a PR nightmare. Luckily, the spiritual teachings of the Church give you strength at times like this, so you can drain your woes and weaknesses away, leaving you Empty and whole.

MODERN ERA INVESTIGATOR

Name Daria Nowland Birthplace Pronoun She/Her
Occupation Film Producer Residence Los Angeles Age 38



CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 70	Half 35	Fifth 14	Hit Points	Maximum 13	Current
CON	Reg 60	Half 30	Fifth 12	POW	Reg 75	Half 37	Fifth 15	Magic Points	Maximum 15	Current
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 45	Half 22	Fifth 9	Luck	Starting 55	Current
INT	Reg 65	Half 32	Fifth 13	EDU	Reg 90	Half 45	Fifth 18	Sanity	Starting 75	Current Insane 15



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%)	55	27	11	<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)	60	30	12
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> <i>Pilot</i>			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> History (05%)	45	22	9	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> <i>Art / Craft</i>				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Psychology (10%)	40	20	8
<input type="checkbox"/> _____				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)	65	32	13	<input type="checkbox"/> <u>Spanish</u> (01%)	50	25	10	<input type="checkbox"/> <u>Biology</u> (01%)	51	25	10
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> <i>Science</i>			
<input type="checkbox"/> Computer Use (05%)				<input type="checkbox"/> _____				<input type="checkbox"/> _____			
Credit Rating (00%)	70	35	14	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>English</u> (EDU)	90	45	18	<input type="checkbox"/> Spot Hidden (25%)	40	20	8
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <i>Language (Own)</i>				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Law (05%)	35	17	7	<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)	40	20	8	<input type="checkbox"/> Library Use (20%)	60	30	12	<input type="checkbox"/> <i>Survival</i>			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Electronics (01%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			

COMBAT

[illegible]

MY STORY

See page 3.

BACKSTORY

Personal Description

Tall and athletic, usually dressed in stylish suits, with long hair tied in cornrows.

Ideology & Beliefs

You make your own luck in this life, and everyone else had better watch out.

Significant People

Craig Steele, who holds the keys to your success. You need to become part of his inner circle at any price.

Meaningful Locations

The first juice bar you opened in Crenshaw, which started your business empire.

Treasured Possessions

The silver cross your mother left you when she died. You may not be a Christian any more, but you still wear it to remind you of her.

Traits

You have no time for phonies. People should be straight with each other.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

You're a self-made businesswoman, wealthy from founding a chain of health food shops. You have been a loyal member of the Church of Sunyata for ten years, hoping it would lead to success in the movie business. You have thrown money into endless training courses and Emptying sessions, but what do you have to show for it? A few contacts in the industry and a couple of producer credits, sure, but compared to what you've seen other Church members achieve, that's small potatoes.

You've worked out that the higher-ups in the Church look after their own—everyone else is just cattle. If you want to make the Church work for you, you've got to get in with the inner circle—Brian Musgrove and Craig Steele especially.

Being a producer on "The Space Between" was supposed to be your big chance. It's Craig Steele's pet project, and people keep talking about how it is guaranteed Oscar bait. Now, it's all turning sour. Verity Harrow, the leading lady, has vanished, probably on some drug binge. Your fellow producer, Blake Tevis, has drunk the Kool-Aid and is pretending that everything is OK, while the director, Jared Woodward, is hiding from the world and only communicating through Julia Cortese, his PA. Worst of all, no one's even shown you a full script yet, and the rushes you've seen don't make any goddamn sense.

Your advancement in the Church is on the line. You've sunk \$50,000 into the production, so you damn well need to make this production work, no matter what you need to do and who you have to stand up to.

MODERN ERA INVESTIGATOR

Name David Otera Birthplace _____ Pronoun He/Him
Occupation Film Star Residence Los Angeles Age 29



CHARACTERISTICS

STR	Reg 85	Half 42	Fifth 17	SIZ	Reg 55	Half 27	Fifth 11	Hit Points	Maximum 11	Current
CON	Reg 60	Half 30	Fifth 12	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 90	Half 45	Fifth 18	Luck	Starting 70	Current
INT	Reg 55	Half 27	Fifth 11	EDU	Reg 70	Half 35	Fifth 14	Sanity	Starting 60	Current 12



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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg Half Fifth	<input type="checkbox"/> Occult (05%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> <i>Firearms</i>		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> <u>Acting</u> (05%)	55 27 11	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Psychology (10%)	60 30 12
<input type="checkbox"/> <i>Art / Craft</i>		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Charm (15%)	65 32 13	<input type="checkbox"/> Jump (20%)	50 25 10	<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Climb (20%)	50 25 10	<input type="checkbox"/> <u>Spanish</u> (01%)	50 25 10	<input type="checkbox"/> <i>Science</i>	
<input type="checkbox"/> Computer Use (05%)		<input type="checkbox"/> <i>Language (Other)</i>		<input type="checkbox"/> _____	
Credit Rating (00%)	40 20 8	<input type="checkbox"/> _____		<input type="checkbox"/> Sleight of Hand (10%)	60 30 12
Cthulhu Mythos (00%)		<input type="checkbox"/> <u>English</u> (EDU)	70 35 14	<input type="checkbox"/> Spot Hidden (25%)	
<input type="checkbox"/> Disguise (05%)	55 27 11	<input type="checkbox"/> <i>Language (Own)</i>		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Dodge (half DEX)	22 11 4	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> _____ (10%)	
<input type="checkbox"/> Drive Auto (20%)	50 25 10	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/> <i>Survival</i>	
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Electronics (01%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	45 22 9	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> _____	
<input type="checkbox"/> <i>Fighting</i>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> _____	
		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> _____	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	45 22 9	1D3 + DB	1	-	-	-	9
							Build
							1
							Dodge
							22 11 4
							Damage Bonus
							+1D4

MY STORY

See page 3.

BACKSTORY

Personal Description

Good-looking and perfectly groomed, with a broad smile of unnaturally even and white teeth.

Ideology & Beliefs

Personal relationships are simply tools for your advancement.

Significant People

Verity Harrow, whose fake relationship with you gave you legitimacy in the Church.

Meaningful Locations

Raoul's, the gay club in West Hollywood where you go for anonymous encounters.

Treasured Possessions

Your 1961 Jaguar E-Type, fully restored and perfectly maintained.

Traits

You feel uncomfortable when you're not the center of attention.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

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 $\geq \frac{1}{2}$ 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

Your Story:

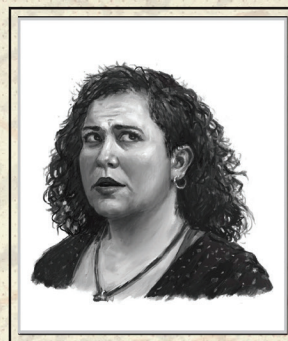
Until last week, it seemed like the Church of Sunyata had given you everything you had ever wanted: your career was on the ascent, you had a lead role in a major feature film, and you were in a relationship with Verity Harrow, a vibrant, charming, and successful actress. Then, four days ago, Verity disappeared and everything started falling apart.

The police have questioned you twice now, and you are sure there is more to follow. Reporters have been sniffing around, digging into all aspects of your life. How long can it be until someone realizes that your relationship with Verity is a sham, covering your preference for anonymous sex with men in the clubs of LA? The truth would destroy your standing in the Church, with its institutional homophobia; without that standing, where will your career be?

You know that the Church is good at covering up scandals, and maybe making the right alliances can help you survive all of this with your career intact. Perhaps finding out the truth of what happened to Verity can take the spotlight off you? Either way, you need to fight for your future.

MODERN ERA INVESTIGATOR

Name Julia Cortese Birthplace _____ Pronoun She/Her
Occupation Personal Assistant Residence Los Angeles Age 26



CHARACTERISTICS

STR	Reg 40	Half 20	Fifth 8	SIZ	Reg 65	Half 32	Fifth 13	Hit Points	Maximum 12	Current
CON	Reg 60	Half 30	Fifth 12	POW	Reg 25	Half 12	Fifth 5	Magic Points	Maximum 5	Current
DEX	Reg 55	Half 27	Fifth 11	APP	Reg 70	Half 35	Fifth 14	Luck	Starting 60	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 70	Half 35	Fifth 14	Sanity	Starting 25	Current 5

CALL OF CTHULHU
40th Anniversary
1981 - 2021

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg	Half	Fifth	<input type="checkbox"/> Occult (05%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> First Aid (30%)	Reg 65	Half 32	Fifth 13	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> <i>Art / Craft</i>				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)	Reg 55	Half 27	Fifth 11	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> <u>Spanish</u> (01%)	Reg 51	Half 25	Fifth 10	<input type="checkbox"/> <i>Science</i>			
<input type="checkbox"/> Computer Use (05%)				<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> _____			
Credit Rating (00%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>English</u> (EDU)	Reg 70	Half 35	Fifth 14	<input type="checkbox"/> Spot Hidden (25%)	Reg 65	Half 32	Fifth 13
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <i>Language (Own)</i>				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	Reg 27	Half 13	Fifth 5	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Library Use (20%)	Reg 70	Half 35	Fifth 14	<input type="checkbox"/> <i>Survival</i>			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Listen (20%)	Reg 65	Half 32	Fifth 13	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Electronics (01%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 35	Half 17	Fifth 7	1D3 + DB	1	-	Build
							Reg 27
							Half 13
							Fifth 5
							Dodge
							Damage Bonus
							0

MY STORY

See page 3.

Important note: see Gear & Possession (below).

BACKSTORY

Personal Description

Slightly pained-looking young woman with large, soulful eyes, who always dresses well.

Traits

You are compulsively neat. You always need to make sure everything is properly organized.

Ideology & Beliefs

Becoming Empty is the most important goal in life.

Injuries & Scars

Significant People

Jared Woodward, who you secretly love.

Phobias & Manias

Meaningful Locations

Jared Woodward's apartment, where you shared that wonderful night together.

Arcane Tomes & Spells

Treasured Possessions

The sobriety chip for your two drug-free years.

Encounters with Strange Entities

GEAR & POSSESSIONS

You have a key to Jared Woodward's penthouse.

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

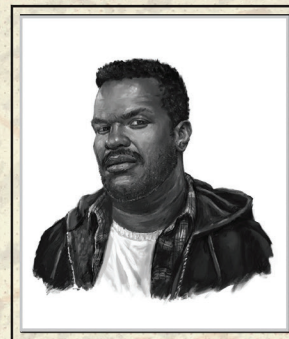
Jared Woodward is a film director and a genius. You have been working as Jared's assistant for three years. He was the person who brought you into the Church of Sunyata, telling you that it would help you find your path as it helped him find his. Your working relationship became closer—there are rumors that the two of you are lovers—you did sleep with him once, after a drunken party earlier this year, but you're both enlightened enough to prevent that making things weird. Well, maybe Jared is. You want to know why it didn't lead to anything more, but, making a scene could threaten your job and your position in the Church, so you have kept quiet for now.

The Church is your life. You're still on the lower levels, but you have already learned so much. It's been over two years since you last used cocaine. You hope to be truly Empty one day.

Recently, Jared has been secretive and isolated. He used to share everything about his work with you, but, now, you're just getting his meals and updating his social media feeds. Maybe he's weird about having slept with you after all, or, maybe, he's just obsessed with his new movie. He says that "The Space Between" is going to show the world the truth at the center of the Church, and he's working day and night to see it through. Maybe once it's finished he can devote some time to you.

MODERN ERA INVESTIGATOR

Name Spencer Shull Birthplace _____ Pronoun He/Him
Occupation Fixer Residence Los Angeles Age 41



CHARACTERISTICS

STR	Reg 55	Half 27	Fifth 11	SIZ	Reg 75	Half 37	Fifth 15	Hit Points	Maximum 12	Current
CON	Reg 50	Half 25	Fifth 10	POW	Reg 65	Half 32	Fifth 13	Magic Points	Maximum 13	Current
DEX	Reg 65	Half 32	Fifth 13	APP	Reg 45	Half 22	Fifth 9	Luck	Starting 35	Current
INT	Reg 85	Half 42	Fifth 17	EDU	Reg 70	Half 35	Fifth 14	Sanity	Starting 65	Current 13



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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg Half Fifth	<input type="checkbox"/> Occult (05%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> Firearms		<input type="checkbox"/> Pilot (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> <u>Photography</u> (05%)	25 12 5	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Psychology (10%)	50 25 10
<input type="checkbox"/> Art / Craft		<input type="checkbox"/> Intimidate (15%)	70 35 14	<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Computer Use (05%)		<input type="checkbox"/> English (EDU)	70 35 14	<input type="checkbox"/> Spot Hidden (25%)	55 27 11
Credit Rating (00%)	30 15 6	<input type="checkbox"/> Law (05%)	45 22 9	<input type="checkbox"/> Stealth (20%)	50 25 10
Cthulhu Mythos (00%)		<input type="checkbox"/> Library Use (20%)	55 27 11	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Dodge (half DEX)	42 21 8	<input type="checkbox"/> Locksmith (01%)	51 25 10	<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Drive Auto (20%)	30 15 6	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> _____	
<input type="checkbox"/> Electronics (01%)		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> _____	
<input type="checkbox"/> Fast Talk (05%)	65 32 13	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> _____	
<input type="checkbox"/> Fighting (Brawl) (25%)	55 27 11			<input type="checkbox"/> _____	
<input type="checkbox"/> Fighting				<input type="checkbox"/> _____	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	55 27 11	1D3 + DB	1	-	-	-	6
.45 auto	20 10 4	1D10+2	1 (3)	15 yards	7	100	1

Dodge ☐ 42 21 8

Damage Bonus ☐ +1D4

MY STORY

See page 3.

BACKSTORY

Personal Description

Lean and angular; a middle-aged man with a predatory look.

Traits

You are blunt to the point of rudeness.

Ideology & Beliefs

You will do whatever is necessary, no matter how vile, as long as you can be Emptied of your Woes afterward.

Injuries & Scars

Significant People

Brian Musgrove, who gave you purpose when all seemed lost.

Phobias & Manias

Meaningful Locations

Your office at the Church headquarters, where you have files on enemies, friends, and members of the Church.

Arcane Tomes & Spells

Treasured Possessions

The antique hip flask that once belong to your uncle Al, who was a homicide detective; you keep it filled with good bourbon.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

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 $\geq \frac{1}{2}$ 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

Your Story:

You have been working for the Church of Sunyata since you were run out of the LAPD. You were already a member of the Church, but you had tried to keep your faith and personal life separate—no matter what the inquiry said.

Your original plan was to become a private detective, but Brian Musgrove, the head of the Church, invited you for drinks and suggested that a man with your skills would be a useful asset to the organization.

Since then, you have worked to make the Church's problems go away. Sometimes, it's as simple as convincing a reporter to drop a juicy story. Every now and then you have to conceal evidence, whether this means tax records, incriminating pictures, or a body. You've developed a strong stomach. Your faith makes it easier.

There are rumors that the Church is involved with the recent disappearance of Verity Harrow. If that were true, you would have been the man who made her go away—and you know nothing.

You don't like knowing nothing, so you're doing some digging of your own. It's weird that no one has asked you to get involved.