

# THE SHADOW OVER PROVIDENCE

## INVESTIGATOR PACK

*The Shadow Over Providence* © 2019 - 2024 Chaosium Inc. All rights reserved.

*Call of Cthulhu* © 1981 - 2024 Chaosium Inc. All rights reserved.

Call of Cthulhu, Chaosium Inc., and the Chaosium logo are registered trademarks of Chaosium Inc. All rights reserved.

This is a work of fiction. This book includes descriptions and portrayals of real places, real events, and real people; these may not be presented accurately and with conformity to the real - world nature of these places, people, and events, and are reinterpreted through the lens of the Cthulhu Mythos and the Call of Cthulhu game in general. No offense to anyone living or dead, or to the inhabitants of any of these places, is intended.

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

Find more Chaosium Inc. products at [chaosium.com](http://chaosium.com).

Chaosium Inc.  
3450 Wooddale Court  
Ann Arbor, MI 48104



# 1920s ERA INVESTIGATOR

Name Dr. Rajbir Singh Birthplace Lahore, Punjab Pronoun He/Him  
 Occupation Psychiatrist Residence Providence, RI Age 49



## CHARACTERISTICS

STR	Reg 70	Half 35	Fifth 14	SIZ	Reg 75	Half 37	Fifth 15	Hit Points	Maximum 13	Current 10	
CON	Reg 60	Half 30	Fifth 12	POW	Reg 40	Half 20	Fifth 8	Magic Points	Maximum 8	Current 16	
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 65	Half 32	Fifth 13	Luck	Starting 40	Current 40	
INT	Reg 80	Half 40	Fifth 16	EDU	Reg 80	Half 40	Fifth 16	Sanity	Starting 40	Current 40	Insane 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 40	Half 20	Fifth 8
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> <i>Pilot</i> (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)	55	27	11	<input type="checkbox"/> Psychoanalysis (01%)	50	25	10
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)	65	32	13
<input type="checkbox"/> <u>Singing</u> (05%)	30	15	6	<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"/> <u>Biology</u> (01%)	35	17	7
<input type="checkbox"/> Charm (15%)	45	22	9	<input type="checkbox"/> <u>English</u> (01%)	56	28	11	<input type="checkbox"/> <i>Science</i>			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> <u>Chemistry</u>	35	17	7
Credit Rating (00%)	80	40	16	<input type="checkbox"/>				<input type="checkbox"/>			
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Punjabi</u> (EDU)	80	40	16	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <i>Language (Own)</i>				<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> <i>Survival</i> (10%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Listen (20%)	30	15	6	<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%)	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%)	40	20	8	<input type="checkbox"/>			
<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	35 17 7	1D3 + DB	1	-	-	-	6
Kirpan (med. knife)	35 17 7	1D4+2+DB	1	-	-	-	1
							Dodge
							35 17 7
							Damage Bonus
							+1D4

## MY STORY

Dr. Rajbir Singh met Dr. Connie Landers during his practical internship, and they quickly became trusted friends. Once Dr. Landers was seated as chair of the Board of Psychiatric Medicine, she invited Dr. Singh to become a visiting professor at the Brown University's School of Medicine.

With the attached room and board stipend, Dr. Singh rents a room (by the month) at the prestigious Milton Hotel. The hotel offers several luxuries and amenities, including - at the moment - a traveling exhibition of Egyptian antiquities. After finishing his evening meal, Dr. Singh decided to visit this "Kingdom of Fire" exhibition.

## BACKSTORY

### Personal Description

Dr. Singh is tall and barrel-chested. His dark eyes, strong features, and turban make him a striking figure.

### Traits

Dr. Singh has an irrefutable reputation that precedes him, and embodies the Sikh code of honor, honesty, and equality.

### Ideology & Beliefs

Dr. Singh is a Sikh. He adheres to a vegetarian diet and considers it his duty to help those unable to help themselves.

### Injuries & Scars

### Significant People

Dr. Connie Landers, the chair of the Board of Psychiatric Medicine at Brown University School of Medicine.

### Phobias & Manias

### Meaningful Locations

The Harmandir Sahib (The Golden Temple in Amritsar), the Sikhs' holiest gurdwara (place of worship).

### Arcane Tomes & Spells

### Treasured Possessions

Gold 1910 Elgin pocket watch, a gift from his father after graduating with his doctoral degree.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

2 steamer trunks  
6 suits (Indian fashion)  
1 leather medical bag  
(including an assortment of common medical supplies)

1 kirpan (Sikh ceremonial knife, worn under his clothing)

## WEALTH

Spending Level \$50  
Cash \$400  
Assets  
\$40,000 in possessions and savings

## 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 ≥ 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



Two columns of horizontal lines for writing, separated by a central vertical margin line.



# 1920s ERA INVESTIGATOR

Name Francine Ford Birthplace Waterbury, CT Pronoun She/Her  
 Occupation Elementary Teacher Residence Hartford, CT Age 28



## CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 50	Half 25	Fifth 10	Hit Points	Maximum 12	Current 10	
CON	Reg 70	Half 35	Fifth 14	POW	Reg 55	Half 27	Fifth 11	Magic Points	Maximum 11	Current 16	
DEX	Reg 50	Half 25	Fifth 10	APP	Reg 70	Half 35	Fifth 14	Luck	Starting 55	Current 55	
INT	Reg 80	Half 40	Fifth 16	EDU	Reg 75	Half 37	Fifth 15	Sanity	Starting 80	Current 80	Insane 16

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"/> Pilot (01%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> History (05%)	60 30 12	<input type="checkbox"/> Psychology (10%)	45 22 9
<input type="checkbox"/> <i>Art / Craft</i>		<input type="checkbox"/> Intimidate (15%)	45 22 9	<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Charm (15%)	40 20 8	<input type="checkbox"/> Jump (20%)	45 22 9	<input type="checkbox"/> <i>Biology</i> (01%)	30 15 6
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> <i>Language (Other)</i>		<input type="checkbox"/> Sleight of Hand (10%)	
Credit Rating (00%)	40 20 8	<input type="checkbox"/> <i>English</i> (EDU)	80 40 16	<input type="checkbox"/> Spot Hidden (25%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> <i>Language (Own)</i>		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> <i>Survival</i> (10%)	
<input type="checkbox"/> Dodge (half DEX)	25 12 5	<input type="checkbox"/> Library Use (20%)	65 32 13	<input type="checkbox"/> Swim (20%)	45 22 9
<input type="checkbox"/> Drive Auto (20%)	45 22 9	<input type="checkbox"/> Listen (20%)	60 30 12	<input type="checkbox"/> Throw (20%)	45 22 9
<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%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25 12 5	<input type="checkbox"/> Medicine (01%)			
<input type="checkbox"/> <i>Fighting</i>		<input type="checkbox"/> Natural World (10%)	45 22 9		
<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Navigate (10%)			
		<input type="checkbox"/> Occult (05%)			

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	8
Straight Razor	25 12 5	1D4+DB	1	-	-	-	0
Dodge	Reg 25 Half 12 Fifth 5						
Damage Bonus							0

## MY STORY

Francine Ford is visiting the Milton Hotel for the wedding of her former teaching colleague, Edith Sterling, who moved to Providence two years ago. Francine hadn't spoken to Edith for ages, then, out of the blue, an invitation arrived for her upcoming nuptials to Charles Holmes. It wasn't until after attending the wedding that Francine remembered why she was relieved Edith had moved away:

the woman is a self-absorbed know-it-all who covets her neighbor's possessions, and who only invited Francine to the wedding in order to get more gifts. So be it. The marquee in the Milton Hotel lobby informed Francine that Egyptian artifacts are currently on display in the hotel ballroom. She has opted to leave the wedding reception early to explore this "Kingdom of Fire" exhibition.

## BACKSTORY

### Personal Description

People usually underestimate Francine; they judge her by her nice smile and blonde hair. They're always surprised by her quick wit and level head.

### Traits

Francine has nerves of steel; there's nothing that she won't try. Fear has never held her back from trying new experiences.

### Ideology & Beliefs

People should have faith in themselves, and believe only in what they can see, taste, smell, and feel.

### Injuries & Scars

Nothing worth fussing over, but thin white scars have accumulated over the years around her knees and ankles from all her track and field events.

### Significant People

Her father, Charles. Francine's mother died from influenza, leaving Charles to raise Francine and her two younger brothers alone.

### Phobias & Manias

### Meaningful Locations

William Smith College (Geneva, NY), where Francine earned her teaching degree. Francine was also a star track and field decathlon athlete for William Smith College.

### Arcane Tomes & Spells

### Treasured Possessions

Francine's 2 kg discus she threw for state championship.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

1 leather trimmed suitcase  
 1 cocktail gown  
 2 comfortable outfits  
 Toothbrush & paste  
 Razor & shaving cream

Last month's issue of  
 McCall's Magazine

## WEALTH

Spending Level \$10  
 Cash \$80  
 Assets  
 \$2,400 worth of personal effects and savings, including her mother's wedding ring (stored in a safe deposit box)

## 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 ≥ 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



Two columns of horizontal lines for writing, separated by a central vertical margin line.



# 1920s ERA INVESTIGATOR

Name Horace Williams Birthplace Bronx, NY Pronoun He/Him  
 Occupation Reporter Residence Bronx, NY Age 33



**CALL OF CTHULHU**  
 40th Anniversary  
 1981 - 2021

## CHARACTERISTICS

STR	Reg 65	Half 32	Fifth 13	SIZ	Reg 70	Half 35	Fifth 14	Hit Points	Maximum 13	Current 10	
CON	Reg 65	Half 32	Fifth 13	POW	Reg 70	Half 35	Fifth 14	Magic Points	Maximum 14	Current 16	
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 70	Half 35	Fifth 14	Luck	Starting 70	Current 70	
INT	Reg 75	Half 37	Fifth 15	EDU	Reg 55	Half 27	Fifth 11	Sanity	Starting 70	Current 70	Insane 14

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%)		<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> History (05%)	30 15 6	<input type="checkbox"/> Psychology (10%)	25 12 5
<input type="checkbox"/> <u>Photography</u> (05%)	65 32 13	<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"/> _____ (01%)	
<input type="checkbox"/> Charm (15%)		<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%)	25 12 5	<input type="checkbox"/> _____		<input type="checkbox"/> Sleight of Hand (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> <u>English</u> (EDU)	75 37 15	<input type="checkbox"/> Spot Hidden (25%)	50 25 10
<input type="checkbox"/> Disguise (05%)	40 20 8	<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%)	40 20 8	<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%)	55 27 11	<input type="checkbox"/> Locksmith (01%)	30 15 6	<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	50 25 10	<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	50 25 10	1D3 + DB	1	-	-	-	7
Switchblade	50 25 10	1D4 + DB	1	-	-	-	Build 1
Brass knuckles	50 25 10	1D3+1+DB	1	-	-	-	Dodge 30 15 6
							Damage Bonus +1D4



## MY STORY

Horace Williams is a reporter for The Bronx Home News, a small newspaper that services the Bronx. But Horace wants more; he wants to make a real mark in New York journalism, and is obsessed with becoming a staff reporter for The New York Post.

His desire to report for The NY Post is two-fold: One, to win the heart of the woman he loves. Two: to make his mark

in the history books by being the first African American reporter on the newspaper's staff.

Horace traveled to Providence so he could visit "The Kingdom of Fire" exhibition before it opens in New York.

He aims to write a piece about it he can present to The NY Post before the Egyptian artifacts head to the Big Apple - a potential key to unlocking that staff reporter position!

## BACKSTORY

### Personal Description

Tall and broad shouldered, Horace is an imposing figure. While more than capable of defending himself with his fists, Horace prefers to use brains rather than brawn.

### Ideology & Beliefs

Horace believes in the power of truth, and has dedicated his life to the Gospel of Truth. His goal is to uncover and expose the hidden truths in every news story he writes.

### Significant People

Horace is secretly in love with his childhood best friend, Winifred Simmons. Horace believes that if he can land a career at The New York Post, "Winn" will love him back.

### Meaningful Locations

The grave of Sgt. William H. Carney, the first African American soldier to be awarded the Medal of Honor.

### Treasured Possessions

Horace carries with him at all times a silver three-cent coin, minted in 1853. It is the first coin earned by his grandfather, Elijah, after he became a free man.

### Traits

Tenacious. Once Horace becomes focused on a task, he's like dog with a bone. Nothing can sway him from completing that task.

### Injuries & Scars

Horace's nose was broken twice when he was a kid. He swears that with each break, it was the resetting of the bone that hurt the worst.

### Phobias & Manias

Horace absolutely believes in the mischievous actions of spirits and poltergeists. As a result, he has a deep-seated fear of ghosts: phasmophobia.

### Arcane Tomes & Spells

### Encounters with Strange Entities

## GEAR & POSSESSIONS

1 cloth-sided suitcase  
2 wool suits  
1 Fedora hat  
Bronx Home News press pass  
Switchblade & brass knuckles (in his pocket)

## WEALTH

Spending Level \$10  
Cash \$50  
Assets  
\$1,250 in savings and possessions, including his mother's fine (but incomplete) set of silver flatware

## 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 ≥ 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



Two columns of horizontal lines for writing, separated by a central vertical margin line.



# 1920s ERA INVESTIGATOR

Name Iman Obeid Birthplace Marrakech, Morocco Pronoun She/Her  
 Occupation Artist / Painter Residence Quirgane, Morocco Age 54



## CHARACTERISTICS

STR	Reg	45	Half	22	Fifth	9	SIZ	Reg	55	Half	27	Fifth	11	Hit Points	Maximum	13	Current	10
	Reg	75	Half	37	Fifth	15		Reg	70	Half	35	Fifth	14		Maximum	14	Current	16
CON	Reg	60	Half	30	Fifth	12	APP	Reg	55	Half	27	Fifth	11	Luck	Starting	70	Current	70
	Reg	70	Half	35	Fifth	14		Reg	60	Half	30	Fifth	12		Starting	70	Current	70
DEX	Reg	70	Half	35	Fifth	14	EDU	Reg	60	Half	30	Fifth	12	Sanity				
	Reg	70	Half	35	Fifth	14		Reg	60	Half	30	Fifth	12					
INT	IDEA						KNOW											

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%)	35	17	7	<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"/> <u>Painting</u> (05%)	65	32	13	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Psychology (10%)	25	12	5
<input type="checkbox"/> <i>Art / Craft</i>				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> <u>Drawing</u>	40	20	8	<input type="checkbox"/> <u>English</u> (01%)	50	25	10	<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> <i>Science</i>			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> _____				<input type="checkbox"/> _____			
Credit Rating (00%)	30	15	6	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)	30	15	6
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Arabic</u> (EDU)	80	40	16	<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)	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%)				<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%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<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%)	45	22	9	<input type="checkbox"/> _____			

## COMBAT

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

## MY STORY

As a reward for a life well-lived, full of devotion and service to her children, grandchildren, and late husband, Iman now takes great pleasure in traveling the world so she may capture it with her paints. She is currently touring a region in America known as New England - a beautiful land filled with hills and trees. Upon reaching Providence, Iman checked into the Milton

Hotel for a couple of days so that she can enjoy painting the city's historical buildings. She was intrigued to see that an exhibition of Egyptian artifacts is currently on display at the hotel. After her evening meal, Iman elected to view the exhibition, centered on Egypt's 18th Dynasty, it is titled "The Kingdom of Fire."

## BACKSTORY

### Personal Description

Iman is patient and observant. Her long dark hair is accented by her loosely-worn ornate headscarf. Iman has aged gracefully with hardly any signs of wrinkles.

### Traits

When Assaad passed, Iman became the matriarchal leader of the family, a role she was born to fill. Iman is thoughtful, decisive, and fair.

### Ideology & Beliefs

Iman is a devout Muslim, but she is very curious and inquisitive of Western culture - particularly that of its women.

### Injuries & Scars

### Significant People

After the loss of her husband, Assaad, her heart belongs in full to her six children and her three grandchildren.

### Phobias & Manias

### Meaningful Locations

The family's ancestral home and farm in the hills outside of Ouirgane - the very definition of tranquility.

### Arcane Tomes & Spells

### Treasured Possessions

Iman's spoon collection. Throughout her travels, Iman collects decorative spoons as a token of her visit.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

1 steamer trunk	1 easel (small)
1 suitcase (hard-sided)	1 set of pencils
1 suitcase (cloth bag)	1 set of acrylic paints
2 sketchbooks	1 set of paint brushes
4 canvases (small)	The Quran

## WEALTH

Spending Level \$10  
 Cash \$60  
 Assets  
 \$1,500 in possessions and savings back in Morocco

## 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 ≥ 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



Two columns of horizontal lines for writing, separated by a central vertical margin line.



# 1920s ERA INVESTIGATOR

Name Maria de Luca Birthplace Naples, Italy Pronoun She/Her  
 Occupation Concierge Hostess Residence Providence, RI Age 42



**CALL OF CTHULHU**  
 40th Anniversary  
 1981 - 2021

## CHARACTERISTICS

STR	Reg 55	Half 27	Fifth 11	SIZ	Reg 65	Half 32	Fifth 13	Hit Points	Maximum 12	Current 10	
CON	Reg 60	Half 30	Fifth 12	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current 16	
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 85	Half 42	Fifth 17	Luck	Starting 50	Current 50	
INT	Reg 80	Half 40	Fifth 16	EDU	Reg 60	Half 30	Fifth 12	Sanity	Starting 50	Current 50	Insane 10

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	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%)	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"/> <u>Tailoring</u> (05%)	25	12	5	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Psychology (10%)	60	30	12
<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"/> <u>English</u> (01%)	60	30	12	<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%)	60	30	12	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Italian</u> (EDU)	60	30	12	<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)	35	17	7	<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%)	50	25	10	<input type="checkbox"/> Listen (20%)	40	20	8	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Locksmith (01%)	30	15	6	<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"/> _____			
<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	7
Brawl	25 12 5	1D3 + DB	1	-	-	-	Build	0
							Dodge	Reg 35 Half 17 Fifth 7
							Damage Bonus	0

## MY STORY

Prior to her degenerate gambler husband walking out on his family, Maria worked as the assistant to the Milton Hotel's accountant. But, as Fate would have it, a position opened up for a concierge hostess. Maria took to it like a duck to water, and her career blossomed. As the senior concierge hostess, Maria welcomes all visitors to the Milton Hotel. She is also the guest's primary point of reference, no

matter the topic, and is well-versed in all of Providence's historic locations and tourist attractions. Maria has a dedicated room available to her in the Milton Hotel should she need it, where she keeps only a few basic essentials. Maria was just relieved by the evening hostess, so decided to check out the Egyptian exhibition currently on display in the ballroom, up on the 17th floor, before heading home.

## BACKSTORY

### Personal Description

Tall, graceful, refined - Maria takes great pride in her appearance. For many of the Milton's guests, she is the face of the hotel.

### Traits

Maria is never challenged by difficult tasks. Experience has taught her that the solution to any problem could be behind the next door - you just have to open it.

### Ideology & Beliefs

Maria is Catholic, but the demands of her work have taken precedence and have limited her church attendance to major holidays only.

### Injuries & Scars

Maria had her appendix removed as a child. She still has a small white scar on her abdomen.

### Significant People

Her mother, Caterina, and her son, Stefano. Maria is a single parent; she and Stefano live with Caterina. Her mother watches over Stefano while she is at work.

### Phobias & Manias

### Meaningful Locations

The Catskill Mountains. Stefano loves the outdoors and dreams of becoming a forest ranger. Maria takes him to the Catskills as often as she can.

### Arcane Tomes & Spells

### Treasured Possessions

A cameo locket that contains a picture of Stefano. The necklace once belonged to her mother and formerly contained a picture of Maria's nonna.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

2 changes of clothes (fine quality fashion) \_\_\_\_\_  
 Notepad & pencil \_\_\_\_\_  
 Master key to all Milton \_\_\_\_\_  
 Hotel rooms \_\_\_\_\_  
 Flashlight \_\_\_\_\_

## WEALTH

Spending Level \$50 \_\_\_\_\_  
 Cash \$300 \_\_\_\_\_  
 Assets \_\_\_\_\_  
 \$30,000 in savings and possessions \_\_\_\_\_

## 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 ≥ 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



Two columns of horizontal lines for writing, separated by a central vertical margin.





# 1920s ERA INVESTIGATOR

Name Theodore 'TJ' Jameson Birthplace Augusta, ME Pronoun He/Him  
 Occupation Hotel Handyman Residence Providence, RI Age 60



**CALL OF CTHULHU**  
 40th Anniversary  
 1981 - 2021

## CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 55	Half 27	Fifth 11	Hit Points	Maximum 11	Current 10	
CON	Reg 60	Half 30	Fifth 12	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current 16	
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 65	Half 32	Fifth 13	Luck	Starting 50	Current 50	
INT	Reg 80	Half 40	Fifth 16	EDU	Reg 45	Half 22	Fifth 9	Sanity	Starting 50	Current 50	Insane 10

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 65	Half 32	Fifth 13	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot (01%)			
<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%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Intimidate (15%)	45	22	9	<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%)	40	20	8	<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Sleight of Hand (10%)			
Credit Rating (00%)	30	15	6	<input type="checkbox"/> English (EDU)	55	27	11	<input type="checkbox"/> Spot Hidden (25%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)	40	20	8
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Forest Wilderness (10%)	30	15	6
<input type="checkbox"/> Dodge (half DEX)	45	22	9	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)	35	17	7	<input type="checkbox"/> Mech. Repair (10%)	70	35	14	<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Op.Hv.Machine	40	20	8
<input type="checkbox"/> Fighting (Brawl) (25%)	50	25	10	<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%)	60	30	12	<input type="checkbox"/> Occult (05%)				<input type="checkbox"/>			

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	50 25 10	1D3 + DB	1	-	-	-
S&WM1917 revolver	60 30 12	1D10+2	1 (3)	15 yds	6	100
Pipe wrench	50 25 10	1D8 + DB	1	-	-	-

Move   
 Build   
 Dodge     
 Damage Bonus

## MY STORY

TJ used to run Jameson Hardware, here in Providence. He soon got bored after early retirement, so his beloved wife, Dorothy, encouraged him to take on the job of handyman at the Milton Hotel to keep him out of mischief (and out from under her feet). Now she's gone, he spends a lot of time in his basement cubbyhole, as well as finding jobs around the hotel to keep him from dwelling on his loss.

TJ has just finished eating his supper in the hotel kitchen. (The staff makes sure he gets his meals now he's on his own.) He helped set up some of the stands and signage for the Egyptian exhibition, currently on display in the Milton Hotel ballroom, and has a complimentary ticket to see the finished display. He's got nowhere else to go this evening, so why not check it out before turning in for bed?

## BACKSTORY

### Personal Description

TJ's pappy used to say that he had a "hard edge" to him. TJ is slim and wiry, and it's easy to see the muscles in his arms roll and swell as he works.

### Traits

Military service taught TJ to speak only when he had something important to say. But when he does, boy, does he say it...

### Ideology & Beliefs

TJ lost any faith he had in a higher power in the French trenches during The Great War. Now, he only believes in himself.

### Injuries & Scars

TJ has various facial scars and a old bullet wound in his leg. He was shot in France, but that was years ago. Now, it only bothers him when it rains.

### Significant People

Until recently, the most important person to TJ was Dorothy, his wife. But he lost her to the cancer ten weeks ago.

### Phobias & Manias

Phonophobia, a fear of very loud noises. Most noises that grow steadily in volume don't alarm TJ, it's the sudden and unexpected loud noises that are a problem.

### Meaningful Locations

A large red maple near the back of his property. Dorothy is buried under that tree.

### Arcane Tomes & Spells

### Treasured Possessions

A button-down shirt, yellow with dark pinstripes. It's his favorite shirt that Dorothy made for him. She called it his "Sunday Best" shirt.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

1 Smith & Wesson Model 1917 revolver (kept in his toolbox)	1 set of work coveralls 1 change of clothes in his cubbyhole in the hotel
1914 Ford light duty truck	
1 toolbox full of tools	

## WEALTH

Spending Level \$10  
 Cash \$60  
 Assets  
 \$1,500 in savings and possessions

## 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 ≥ 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



Two columns of horizontal lines for writing, separated by a central vertical margin line.



# 1920s ERA INVESTIGATOR

Name Dr. Rajbir Singh Birthplace Lahore, Punjab Pronoun He/Him  
 Occupation Psychiatrist Residence Providence, RI Age 49



## CHARACTERISTICS

STR	Reg	70	Half	35	Fifth	14	SIZ	Reg	75	Half	37	Fifth	15	Hit Points	Maximum	13	Current	10		
	CON	Reg	60	Half	30	Fifth		12	POW	Reg	40	Half	20		Fifth	8	Magic Points	Maximum	8	Current
DEX	Reg	70	Half	35	Fifth	14	APP	Reg	65	Half	32	Fifth	13	Luck	Starting	40	Current	40		
	INT	Reg	80	Half	40	Fifth		16	EDU	Reg	80	Half	40		Fifth	16	Sanity	Starting	40	Current

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%)	55	27	11	<input type="checkbox"/> <i>Pilot</i>			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychoanalysis (01%)	50	25	10
<input type="checkbox"/> <u>Singing</u> (05%)	30	15	6	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Psychology (10%)	65	32	13
<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"/> <u>English</u> (01%)	56	28	11	<input type="checkbox"/> <u>Biology</u> (01%)	35	17	7
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> <u>Chemistry</u>	35	17	7
Credit Rating (00%)	80	40	16	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Punjabi</u> (EDU)	80	40	16	<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)	35	17	7	<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%)	30	15	6	<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%)	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%)	40	20	8	<input type="checkbox"/> _____			
<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	35 17 7	1D3 + DB	1	-	-	-	6
Kirpan (med. knife)	35 17 7	1D4+2+DB	1	-	-	-	Build 1
							Dodge 35 17 7
							Damage Bonus +1D4

## MY STORY

Dr. Rajbir Singh met Dr. Connie Landers during his practical internship, and they quickly became trusted friends. Once Dr. Landers was seated as chair of the Board of Psychiatric Medicine, she invited Dr. Singh to become a visiting professor at the Brown University's School of Medicine.

With the attached room and board stipend, Dr. Singh rents a room (by the month) at the prestigious Milton Hotel. The hotel offers several luxuries and amenities, including - at the moment - a traveling exhibition of Egyptian antiquities. After finishing his evening meal, Dr. Singh decided to visit this "Kingdom of Fire" exhibition.

## BACKSTORY

### Personal Description

Dr. Singh is tall and barrel-chested. His dark eyes, strong features, and turban make him a striking figure.

### Traits

Dr. Singh has an irrefutable reputation that precedes him, and embodies the Sikh code of honor, honesty, and equality.

### Ideology & Beliefs

Dr. Singh is a Sikh. He adheres to a vegetarian diet and considers it his duty to help those unable to help themselves.

### Injuries & Scars

### Significant People

Dr. Connie Landers, the chair of the Board of Psychiatric Medicine at Brown University School of Medicine.

### Phobias & Manias

### Meaningful Locations

The Harmandir Sahib (The Golden Temple in Amritsar), the Sikhs' holiest gurdwara (place of worship).

### Arcane Tomes & Spells

### Treasured Possessions

Gold 1910 Elgin pocket watch, a gift from his father after graduating with his doctoral degree.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

2 steamer trunks  
6 suits (Indian fashion)  
1 leather medical bag  
(including an assortment of common medical supplies)

1 kirpan (Sikh ceremonial knife, worn under his clothing)

## WEALTH

Spending Level \$50  
Cash \$400  
Assets  
\$40,000 in possessions and savings

## 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 ≥ 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



Lined writing area on the left side of the page.

Lined writing area on the right side of the page.



# 1920s ERA INVESTIGATOR

Name Francine Ford Birthplace Waterbury, CT Pronoun She/Her  
 Occupation Elementary Teacher Residence Hartford, CT Age 28



<b>CHARACTERISTICS</b>	STR	Reg: 60	Half: 30	Fifth: 12	SIZ	Reg: 50	Half: 25	Fifth: 10	Hit Points	Maximum: 12	Current: 10
	CON	Reg: 70	Half: 35	Fifth: 14	POW	Reg: 55	Half: 27	Fifth: 11	Magic Points	Maximum: 11	Current: 16
	DEX	Reg: 50	Half: 25	Fifth: 10	APP	Reg: 70	Half: 35	Fifth: 14	Luck	Starting: 55	Current: 55
	INT IDEA	Reg: 80	Half: 40	Fifth: 16	EDU KNOW	Reg: 75	Half: 37	Fifth: 15	Sanity	Starting: 80	Current: 80

Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

<b>SKILLS</b>	<input type="checkbox"/> Accounting (05%)	Reg: <input type="text"/>	Half: <input type="text"/>	Fifth: <input type="text"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg: <input type="text"/>	Half: <input type="text"/>	Fifth: <input type="text"/>	<input type="checkbox"/> Persuade (10%)	Reg: <input type="text"/>	Half: <input type="text"/>	Fifth: <input type="text"/>
	<input type="checkbox"/> Anthropology (01%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <i>Firearms</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> _____ (01%)	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="checkbox"/> Appraise (05%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> First Aid (30%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <i>Pilot</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="checkbox"/> Archaeology (01%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> History (05%)	60	30	12	<input type="checkbox"/> Psychoanalysis (01%)	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="checkbox"/> _____ (05%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Intimidate (15%)	45	22	9	<input type="checkbox"/> Psychology (10%)	45	22	9
	<input type="checkbox"/> <i>Art / Craft</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Jump (20%)	45	22	9	<input type="checkbox"/> Ride (05%)	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="checkbox"/> Charm (15%)	40	20	8	<input type="checkbox"/> _____ (01%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <i>Biology</i> _____ (01%)	30	15	6
	<input type="checkbox"/> Climb (20%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <i>Language (Other)</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Credit Rating (00%)	40	20	8	<input type="checkbox"/> _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Cthulhu Mythos (00%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <i>English</i> _____ (EDU)	80	40	16	<input type="checkbox"/> Spot Hidden (25%)	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="checkbox"/> Disguise (05%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <i>Language (Own)</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Stealth (20%)	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> Law (05%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> _____ (10%)	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="checkbox"/> Drive Auto (20%)	45	22	9	<input type="checkbox"/> Library Use (20%)	65	32	13	<input type="checkbox"/> <i>Survival</i> _____	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="checkbox"/> Elec. Repair (10%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Listen (20%)	60	30	12	<input type="checkbox"/> Swim (20%)	45	22	9
	<input type="checkbox"/> Fast Talk (05%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Locksmith (01%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Throw (20%)	45	22	9
	<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Mech. Repair (10%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Track (10%)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Medicine (01%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="checkbox"/> <i>Fighting</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Natural World (10%)	45	22	9	<input type="checkbox"/> _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="checkbox"/> _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Navigate (10%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Occult (05%)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	

<b>COMBAT</b>	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	8
	Brawl	25 12 5	1D3 + DB	1	-	-	-	Build	0
	Straight Razor	25 12 5	1D4+DB	1	-	-	-	Dodge	Reg: 25 Half: 12 Fifth: 5
								Damage Bonus	0

## MY STORY

Francine Ford is visiting the Milton Hotel for the wedding of her former teaching colleague, Edith Sterling, who moved to Providence two years ago. Francine hadn't spoken to Edith for ages, then, out of the blue, an invitation arrived for her upcoming nuptials to Charles Holmes. It wasn't until after attending the wedding that Francine remembered why she was relieved Edith had moved away:

the woman is a self-absorbed know-it-all who covets her neighbor's possessions, and who only invited Francine to the wedding in order to get more gifts. So be it. The marquee in the Milton Hotel lobby informed Francine that Egyptian artifacts are currently on display in the hotel ballroom. She has opted to leave the wedding reception early to explore this "Kingdom of Fire" exhibition.

## BACKSTORY

### Personal Description

People usually underestimate Francine; they judge her by her nice smile and blonde hair. They're always surprised by her quick wit and level head.

### Traits

Francine has nerves of steel; there's nothing that she won't try. Fear has never held her back from trying new experiences.

### Ideology & Beliefs

People should have faith in themselves, and believe only in what they can see, taste, smell, and feel.

### Injuries & Scars

Nothing worth fussing over, but thin white scars have accumulated over the years around her knees and ankles from all her track and field events.

### Significant People

Her father, Charles. Francine's mother died from influenza, leaving Charles to raise Francine and her two younger brothers alone.

### Phobias & Manias

### Meaningful Locations

William Smith College (Geneva, NY), where Francine earned her teaching degree. Francine was also a star track and field decathlon athlete for William Smith College.

### Arcane Tomes & Spells

### Treasured Possessions

Francine's 2 kg discus she threw for state championship.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

1 leather trimmed suitcase  
 1 cocktail gown  
 2 comfortable outfits  
 Toothbrush & paste  
 Razor & shaving cream  
 Last month's issue of McCall's Magazine

## WEALTH

Spending Level \$10  
 Cash \$80  
 Assets  
 \$2,400 worth of personal effects and savings, including her mother's wedding ring (stored in a safe deposit box)

## 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 ≥ 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



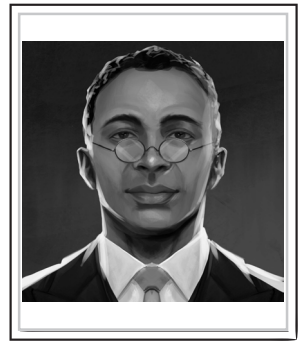


Two columns of horizontal lines for writing.



# 1920s ERA INVESTIGATOR

Name Horace Williams Birthplace Bronx, NY Pronoun He/Him  
 Occupation Reporter Residence Bronx, NY Age 33



## CHARACTERISTICS

STR	Reg	65	Half	32	Fifth	13	SIZ	Reg	70	Half	35	Fifth	14	Hit Points	Maximum	13	Current	10		
	Reg	65	Half	32	Fifth	13		Reg	70	Half	35	Fifth	14		Maximum	14	Current	16		
CON	Reg	65	Half	32	Fifth	13	POW	Reg	70	Half	35	Fifth	14	Magic Points	Starting	70	Current	70		
	Reg	60	Half	30	Fifth	12		Reg	70	Half	35	Fifth	14		Starting	70	Current	70		
DEX	Reg	60	Half	30	Fifth	12	APP	Reg	70	Half	35	Fifth	14	Luck	Starting	70	Current	70	Insane	14
	Reg	75	Half	37	Fifth	15		Reg	55	Half	27	Fifth	11		Starting	70	Current	70	Insane	14
INT IDEA	Reg	75	Half	37	Fifth	15	EDU KNOW	Reg	55	Half	27	Fifth	11	Sanity	Starting	70	Current	70	Insane	14
	Reg	75	Half	37	Fifth	15		Reg	55	Half	27	Fifth	11		Starting	70	Current	70	Insane	14

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%)	Reg		Half		Fifth		<input type="checkbox"/> _____ (01%)	Reg		Half		Fifth		<input type="checkbox"/> _____ (01%)	Reg		Half		Fifth	
<input type="checkbox"/> Appraise (05%)	Reg		Half		Fifth		<input type="checkbox"/> <i>Firearms</i>	Reg		Half		Fifth		<input type="checkbox"/> <i>Pilot</i>	Reg		Half		Fifth	
<input type="checkbox"/> Archaeology (01%)	Reg		Half		Fifth		<input type="checkbox"/> First Aid (30%)	Reg		Half		Fifth		<input type="checkbox"/> Psychoanalysis (01%)	Reg		Half		Fifth	
<input type="checkbox"/> <u>Photography</u> (05%) <i>Art / Craft</i>	Reg	65	Half	32	Fifth	13	<input type="checkbox"/> History (05%)	Reg	30	Half	15	Fifth	6	<input type="checkbox"/> Psychology (10%)	Reg	25	Half	12	Fifth	5
<input type="checkbox"/> _____	Reg		Half		Fifth		<input type="checkbox"/> Intimidate (15%)	Reg		Half		Fifth		<input type="checkbox"/> Ride (05%)	Reg		Half		Fifth	
<input type="checkbox"/> Charm (15%)	Reg		Half		Fifth		<input type="checkbox"/> Jump (20%)	Reg		Half		Fifth		<input type="checkbox"/> _____ (01%)	Reg		Half		Fifth	
<input type="checkbox"/> Climb (20%)	Reg		Half		Fifth		<input type="checkbox"/> _____ (01%)	Reg		Half		Fifth		<input type="checkbox"/> _____ <i>Science</i>	Reg		Half		Fifth	
Credit Rating (00%)	Reg	25	Half	12	Fifth	5	<input type="checkbox"/> _____	Reg		Half		Fifth		<input type="checkbox"/> Sleight of Hand (10%)	Reg		Half		Fifth	
Cthulhu Mythos (00%)	Reg		Half		Fifth		<input type="checkbox"/> <u>English</u> (EDU) <i>Language (Own)</i>	Reg	75	Half	37	Fifth	15	<input type="checkbox"/> Spot Hidden (25%)	Reg	50	Half	25	Fifth	10
<input type="checkbox"/> Disguise (05%)	Reg	40	Half	20	Fifth	8	<input type="checkbox"/> Law (05%)	Reg		Half		Fifth		<input type="checkbox"/> Stealth (20%)	Reg	40	Half	20	Fifth	8
<input type="checkbox"/> Dodge (half DEX)	Reg	30	Half	15	Fifth	6	<input type="checkbox"/> Library Use (20%)	Reg	40	Half	20	Fifth	8	<input type="checkbox"/> _____ (10%)	Reg		Half		Fifth	
<input type="checkbox"/> Drive Auto (20%)	Reg		Half		Fifth		<input type="checkbox"/> Listen (20%)	Reg	40	Half	20	Fifth	8	<input type="checkbox"/> _____ <i>Survival</i>	Reg		Half		Fifth	
<input type="checkbox"/> Elec. Repair (10%)	Reg		Half		Fifth		<input type="checkbox"/> Locksmith (01%)	Reg	30	Half	15	Fifth	6	<input type="checkbox"/> Swim (20%)	Reg		Half		Fifth	
<input type="checkbox"/> Fast Talk (05%)	Reg	55	Half	27	Fifth	11	<input type="checkbox"/> Mech. Repair (10%)	Reg		Half		Fifth		<input type="checkbox"/> Throw (20%)	Reg		Half		Fifth	
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg	50	Half	25	Fifth	10	<input type="checkbox"/> Medicine (01%)	Reg		Half		Fifth		<input type="checkbox"/> Track (10%)	Reg		Half		Fifth	
<input type="checkbox"/> _____ <i>Fighting</i>	Reg		Half		Fifth		<input type="checkbox"/> Natural World (10%)	Reg		Half		Fifth		<input type="checkbox"/> _____	Reg		Half		Fifth	
<input type="checkbox"/> _____	Reg		Half		Fifth		<input type="checkbox"/> Navigate (10%)	Reg		Half		Fifth		<input type="checkbox"/> _____	Reg		Half		Fifth	
<input type="checkbox"/> Firearms (Handgun) (20%)	Reg		Half		Fifth		<input type="checkbox"/> Occult (05%)	Reg		Half		Fifth		<input type="checkbox"/> _____	Reg		Half		Fifth	

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	50 25 10	1D3 + DB	1	-	-	-	7
Switchblade	50 25 10	1D4 + DB	1	-	-	-	1
Brass knuckles	50 25 10	1D3+1+DB	1	-	-	-	Reg 30 Half 15 Fifth 6
							Damage Bonus +1D4

## MY STORY

Horace Williams is a reporter for The Bronx Home News, a small newspaper that services the Bronx. But Horace wants more; he wants to make a real mark in New York journalism, and is obsessed with becoming a staff reporter for The New York Post.

His desire to report for The NY Post is two-fold: One, to win the heart of the woman he loves. Two: to make his mark

in the history books by being the first African American reporter on the newspaper's staff.

Horace traveled to Providence so he could visit "The Kingdom of Fire" exhibition before it opens in New York.

He aims to write a piece about it he can present to The NY Post before the Egyptian artifacts head to the Big Apple - a potential key to unlocking that staff reporter position!

## BACKSTORY

### Personal Description

Tall and broad shouldered, Horace is an imposing figure. While more than capable of defending himself with his fists, Horace prefers to use brains rather than brawn.

### Ideology & Beliefs

Horace believes in the power of truth, and has dedicated his life to the Gospel of Truth. His goal is to uncover and expose the hidden truths in every news story he writes.

### Significant People

Horace is secretly in love with his childhood best friend, Winifred Simmons. Horace believes that if he can land a career at The New York Post, "Winnie" will love him back.

### Meaningful Locations

The grave of Sgt. William H. Carney, the first African American soldier to be awarded the Medal of Honor.

### Treasured Possessions

Horace carries with him at all times a silver three-cent coin, minted in 1853. It is the first coin earned by his grandfather, Elijah, after he became a free man.

### Traits

Tenacious. Once Horace becomes focused on a task, he's like dog with a bone. Nothing can sway him from completing that task.

### Injuries & Scars

Horace's nose was broken twice when he was a kid. He swears that with each break, it was the resetting of the bone that hurt the worst.

### Phobias & Manias

Horace absolutely believes in the mischievous actions of spirits and poltergeists. As a result, he has a deep-seated fear of ghosts: phasmophobia.

### Arcane Tomes & Spells

### Encounters with Strange Entities

## GEAR & POSSESSIONS

1 cloth-sided suitcase  
2 wool suits  
1 Fedora hat  
Bronx Home News press pass  
Switchblade & brass knuckles (in his pocket)

## WEALTH

Spending Level \$10  
Cash \$50  
Assets  
\$1,250 in savings and possessions, including his mother's fine (but incomplete) set of silver flatware

## 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 ≥ 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



Lined writing area on the left side of the page.

Lined writing area on the right side of the page.



# 1920s ERA INVESTIGATOR

Name Iman Obeid Birthplace Marrakech, Morocco Pronoun She/Her  
 Occupation Artist / Painter Residence Quirgane, Morocco Age 54



## CHARACTERISTICS

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current	
	45	22	9		55	27	11		13	10	
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current	
	75	37	15		70	35	14		14	16	
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current	
	60	30	12		55	27	11		70	70	
INT IDEA	Reg	Half	Fifth	EDU KNOW	Reg	Half	Fifth	Sanity	Starting	Current	Insane
	70	35	14		60	30	12		70	70	14

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%)	35	17	7	<input type="checkbox"/> First Aid (30%)	40	20	8	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)	25	12	5
<input type="checkbox"/> <u>Painting</u> (05%)	65	32	13	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> <i>Art / Craft</i> <u>Drawing</u>	40	20	8	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> <u>English</u> (01%)	50	25	10	<input type="checkbox"/> <i>Science</i>			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> _____			
Credit Rating (00%)	30	15	6	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)	30	15	6
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Arabic</u> (EDU)	80	40	16	<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)	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%)				<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%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)	30	15	6	<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
				<input type="checkbox"/> Occult (05%)	45	22	9	<input type="checkbox"/> _____			

## COMBAT

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

## MY STORY

As a reward for a life well-lived, full of devotion and service to her children, grandchildren, and late husband, Iman now takes great pleasure in traveling the world so she may capture it with her paints. She is currently touring a region in America known as New England - a beautiful land filled with hills and trees.

Upon reaching Providence, Iman checked into the Milton

Hotel for a couple of days so that she can enjoy painting the city's historical buildings.

She was intrigued to see that an exhibition of Egyptian artifacts is currently on display at the hotel. After her evening meal, Iman elected to view the exhibition, centered on Egypt's 18th Dynasty, it is titled "The Kingdom of Fire."

## BACKSTORY

### Personal Description

Iman is patient and observant. Her long dark hair is accented by her loosely-worn ornate headscarf. Iman has aged gracefully with hardly any signs of wrinkles.

### Ideology & Beliefs

Iman is a devout Muslim, but she is very curious and inquisitive of Western culture - particularly that of its women.

### Significant People

After the loss of her husband, Assaad, her heart belongs in full to her six children and her three grandchildren.

### Meaningful Locations

The family's ancestral home and farm in the hills outside of Ouirgane - the very definition of tranquility.

### Treasured Possessions

Iman's spoon collection. Throughout her travels, Iman collects decorative spoons as a token of her visit.

### Traits

When Assaad passed, Iman became the matriarchal leader of the family, a role she was born to fill. Iman is thoughtful, decisive, and fair.

### Injuries & Scars

### Phobias & Manias

### Arcane Tomes & Spells

### Encounters with Strange Entities

## GEAR & POSSESSIONS

1 steamer trunk	1 easel (small)
1 suitcase (hard-sided)	1 set of pencils
1 suitcase (cloth bag)	1 set of acrylic paints
2 sketchbooks	1 set of paint brushes
4 canvases (small)	The Quran

## WEALTH

Spending Level \$10  
Cash \$60  
Assets  
\$1,500 in possessions and savings back in Morocco

## 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 ≥ 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



Blank lined writing area on the left side of the page.

Blank lined writing area on the right side of the page.



# 1920s ERA INVESTIGATOR

Name Maria de Luca Birthplace Naples, Italy Pronoun She/Her  
 Occupation Concierge Hostess Residence Providence, RI Age 42



**CHARACTERISTICS**

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current	
	55	27	11		65	32	13		12	10	
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current	
	60	30	12		50	25	10		10	16	
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current	
	70	35	14		85	42	17		50	50	
INT IDEA	Reg	Half	Fifth	EDU KNOW	Reg	Half	Fifth	Sanity	Starting	Current	Insane
	80	40	16		60	30	12		50	50	10

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"/> _____ (01%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> <i>Pilot</i>			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> First Aid (30%)	40	20	8	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> <u>Tailoring</u> (05%)	25	12	5	<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)	60	30	12
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Charm (15%)	45	22	9	<input type="checkbox"/> <u>English</u> (01%)	60	30	12	<input type="checkbox"/> _____			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> _____				<input type="checkbox"/> _____			
Credit Rating (00%)	60	30	12	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Italian</u> (EDU)	60	30	12	<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)	35	17	7	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Elec. Repair (10%)	50	25	10	<input type="checkbox"/> Listen (20%)	40	20	8	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Locksmith (01%)	30	15	6	<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"/> _____				<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"/> _____				<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	7
Brawl	25 12 5	1D3 + DB	1	-	-	-	Build	0
							Dodge	Reg 35 Half 17 Fifth 7
							Damage Bonus	0



## MY STORY

Prior to her degenerate gambler husband walking out on his family, Maria worked as the assistant to the Milton Hotel's accountant. But, as Fate would have it, a position opened up for a concierge hostess. Maria took to it like a duck to water, and her career blossomed. As the senior concierge hostess, Maria welcomes all visitors to the Milton Hotel. She is also the guest's primary point of reference, no

matter the topic, and is well-versed in all of Providence's historic locations and tourist attractions. Maria has a dedicated room available to her in the Milton Hotel should she need it, where she keeps only a few basic essentials. Maria was just relieved by the evening hostess, so decided to check out the Egyptian exhibition currently on display in the ballroom, up on the 17th floor, before heading home.

## BACKSTORY

### Personal Description

Tall, graceful, refined - Maria takes great pride in her appearance. For many of the Milton's guests, she is the face of the hotel.

### Traits

Maria is never challenged by difficult tasks. Experience has taught her that the solution to any problem could be behind the next door - you just have to open it.

### Ideology & Beliefs

Maria is Catholic, but the demands of her work have taken precedence and have limited her church attendance to major holidays only.

### Injuries & Scars

Maria had her appendix removed as a child. She still has a small white scar on her abdomen.

### Significant People

Her mother, Caterina, and her son, Stefano. Maria is a single parent; she and Stefano live with Caterina. Her mother watches over Stefano while she is at work.

### Phobias & Manias

### Meaningful Locations

The Catskill Mountains. Stefano loves the outdoors and dreams of becoming a forest ranger. Maria takes him to the Catskills as often as she can.

### Arcane Tomes & Spells

### Treasured Possessions

A cameo locket that contains a picture of Stefano. The necklace once belonged to her mother and formerly contained a picture of Maria's nonna.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

2 changes of clothes (fine quality fashion)

Notepad & pencil

Master key to all Milton

Hotel rooms

Flashlight

## WEALTH

Spending Level \$50

Cash \$300

Assets

\$30,000 in savings and possessions

## 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 ≥ 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



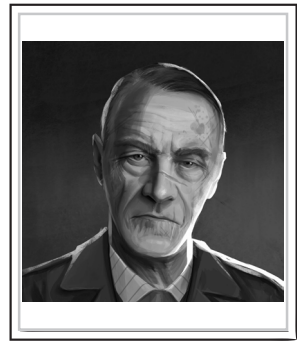
Blank lined writing area on the left side of the page.

Blank lined writing area on the right side of the page.



# 1920s ERA INVESTIGATOR

Name Theodore 'TJ' Jameson Birthplace Augusta, ME Pronoun He/Him  
 Occupation Hotel Handyman Residence Providence, RI Age 60



## CHARACTERISTICS

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current	
	60	30	12		55	27	11		11	10	
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current	
	60	30	12		50	25	10		10	16	
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current	
	70	35	14		65	32	13		50	50	
INT IDEA	Reg	Half	Fifth	EDU KNOW	Reg	Half	Fifth	Sanity	Starting	Current	Insane
	80	40	16		45	22	9		50	50	10

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"/> _____ (01%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Appraise (05%)				<i>Firearms</i>				<i>Pilot</i>			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> First Aid (30%)	50	25	10	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)			
<i>Art / Craft</i>				<input type="checkbox"/> Intimidate (15%)	45	22	9	<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> _____ (01%)				<i>Science</i>			
<input type="checkbox"/> Climb (20%)	40	20	8	<i>Language (Other)</i>				<input type="checkbox"/> _____			
Credit Rating (00%)	30	15	6	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> <b>English</b> (EDU)	55	27	11	<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Disguise (05%)				<i>Language (Own)</i>				<input type="checkbox"/> Stealth (20%)	40	20	8
<input type="checkbox"/> Dodge (half DEX)	45	22	9	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> <b>Forest Wilderness</b> (10%)	30	15	6
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Library Use (20%)				<i>Survival</i>			
<input type="checkbox"/> Elec. Repair (10%)	35	17	7	<input type="checkbox"/> Listen (20%)				<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%)	50	25	10	<input type="checkbox"/> Mech. Repair (10%)	70	35	14	<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> <b>Op.Hv.Machine</b>	40	20	8
<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%)	60	30	12	<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> _____			

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	Build	Dodge	Damage Bonus
Brawl	50 25 10	1D3 + DB	1	-	-	-	6	0		
S&WM1917 revolver	60 30 12	1D10+2	1 (3)	15 yds	6	100			Reg Half Fifth 45 22 9	
Pipe wrench	50 25 10	1D8 + DB	1	-	-	-				0

## MY STORY

TJ used to run Jameson Hardware, here in Providence. He soon got bored after early retirement, so his beloved wife, Dorothy, encouraged him to take on the job of handyman at the Milton Hotel to keep him out of mischief (and out from under her feet). Now she's gone, he spends a lot of time in his basement cubbyhole, as well as finding jobs around the hotel to keep him from dwelling on his loss.

TJ has just finished eating his supper in the hotel kitchen. (The staff makes sure he gets his meals now he's on his own.) He helped set up some of the stands and signage for the Egyptian exhibition, currently on display in the Milton Hotel ballroom, and has a complimentary ticket to see the finished display. He's got nowhere else to go this evening, so why not check it out before turning in for bed?

## BACKSTORY

### Personal Description

TJ's pappy used to say that he had a "hard edge" to him. TJ is slim and wiry, and it's easy to see the muscles in his arms roll and swell as he works.

### Traits

Military service taught TJ to speak only when he had something important to say. But when he does, boy, does he say it..

### Ideology & Beliefs

TJ lost any faith he had in a higher power in the French trenches during The Great War. Now, he only believes in himself.

### Injuries & Scars

TJ has various facial scars and a old bullet wound in his leg. He was shot in France, but that was years ago. Now, it only bothers him when it rains.

### Significant People

Until recently, the most important person to TJ was Dorothy, his wife. But he lost her to the cancer ten weeks ago.

### Phobias & Manias

Phonophobia, a fear of very loud noises. Most noises that grow steadily in volume don't alarm TJ, it's the sudden and unexpected loud noises that are a problem.

### Meaningful Locations

A large red maple near the back of his property. Dorothy is buried under that tree.

### Arcane Tomes & Spells

### Treasured Possessions

A button-down shirt, yellow with dark pinstripes. It's his favorite shirt that Dorothy made for him. She called it his "Sunday Best" shirt.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

1 Smith & Wesson Model 1917 revolver (kept in his toolbox)	1 set of work coveralls 1 change of clothes in his cubbyhole in the hotel
1914 Ford light duty truck	
1 toolbox full of tools	

## WEALTH

Spending Level **\$10**  
Cash **\$60**  
Assets  
**\$1,500** in savings and possessions

## 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 ≥ 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



Lined writing area on the left side of the page.

Lined writing area on the right side of the page.



# PULP CTHULHU™

## PULP HERO

Name Dr. Rajbir Singh Residence Providence, RI Age 49  
 Occupation Psychiatrist Birthplace Lahore, Punjab Pronoun He/Him  
 Archetype Scholar



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

PULP TALENTS

CHARACTERISTICS

STR	Reg 70	Half 35	Fifth 14	SIZ	Reg 75	Half 37	Fifth 15	Hit Points	Maximum 27	Current 10	
CON	Reg 60	Half 30	Fifth 12	POW	Reg 40	Half 20	Fifth 8	Magic Points	Maximum 8	Current 16	
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 65	Half 32	Fifth 13	Luck	Starting 40	Current 40	
INT	Reg 80	Half 40	Fifth 16	EDU	Reg 90	Half 45	Fifth 18	Sanity	Starting 40	Current 40	Insane 8

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"/> Persuade (10%)	Reg 40	Half 20	Fifth 8
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun)(25%)				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Psychoanalysis (01%)	50	25	10
<input type="checkbox"/> Singing (05%) <i>Art / Craft</i>	30	15	6	<input type="checkbox"/> First Aid (30%)	55	27	11	<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/>				<input type="checkbox"/> History (05%)	25	12	5	<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Charm (15%)	45	22	9	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Biology (01%) <i>Science</i>	35	17	7
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> English (01%) <i>Language (Other)</i>	56	28	11	<input type="checkbox"/> Chemistry	35	17	7
Credit Rating (00%)	80	40	16	<input type="checkbox"/>				<input type="checkbox"/>			
Cthulhu Mythos (00%)				<input type="checkbox"/> Punjabi (EDU) <i>Language (Own)</i>	80	40	16	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)	60	30	12	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Listen (20%)	30	15	6	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Medicine (01%)	40	20	8	<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/>			
<input type="checkbox"/> Fighting (Brawl) (25%)	35	17	7	<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/>			
<input type="checkbox"/> Fighting <i>Fighting</i>				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	7
Brawl	35 17 7	1D3 + DB	1	-	-	-	Build	1
Kirpan (med. knife)	35 17 7	1D4+2+DB	1	-	-	-	Dodge	Reg 35 Half 17 Fifth 7
							Damage Bonus	+1D4



## MY STORY

Dr. Rajbir Singh met Dr. Connie Landers during his practical internship, and they quickly became trusted friends. Once Dr. Landers was seated as chair of the Board of Psychiatric Medicine, she invited Dr. Singh to become a visiting professor at the Brown University's School of Medicine.

With the attached room and board stipend, Dr. Singh rents a room (by the month) at the prestigious Milton Hotel. The hotel offers several luxuries and amenities, including - at the moment - a traveling exhibition of Egyptian antiquities. After finishing his evening meal, Dr. Singh decided to visit this "Kingdom of Fire" exhibition.

## BACKSTORY

### Personal Description

Dr. Singh is tall and barrel-chested. His dark eyes, strong features, and turban make him a striking figure.

### Traits

Dr. Singh has an irrefutable reputation that precedes him, and embodies the Sikh code of honor, honesty, and equality.

### Ideology & Beliefs

Dr. Singh is a Sikh. He adheres to a vegetarian diet and considers it his duty to help those unable to help themselves.

### Injuries & Scars

### Significant People

Dr. Connie Landers, the chair of the Board of Psychiatric Medicine at Brown University School of Medicine.

### Phobias & Manias

### Meaningful Locations

The Harmandir Sahib (The Golden Temple in Amritsar), the Sikhs' holiest gurdwara (place of worship).

### Arcane Tomes & Spells

### Treasured Possessions

Gold 1910 Elgin pocket watch, a gift from his father after graduating with his doctoral degree.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

2 steamer trunks  
6 suits (Indian fashion)  
1 leather medical bag  
(including an assortment of common medical supplies)

1 kirpan (Sikh ceremonial knife, worn under his clothing)

## WEALTH

Spending Level \$50  
Cash \$400  
Assets  
\$40,000 in possessions and savings

## FELLOW HEROES



Char. Player \_\_\_\_\_  
Char. Player \_\_\_\_\_  
Char. Player \_\_\_\_\_

Char. Player \_\_\_\_\_  
Char. Player \_\_\_\_\_  
Char. Player \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

### Using Luck

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

### Healing

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



A large rectangular area with a decorative, wavy border. The interior is divided into two vertical columns by a central vertical line. Each column contains 25 horizontal lines, providing a template for writing or drawing.



# PULP CTHULHU™

## PULP HERO

Name Francine Ford Residence Hartford, CT Age 28  
 Occupation Elementary Teacher Birthplace Waterbury, CT Pronoun She/Her  
 Archetype Sidekick



### CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 50	Half 25	Fifth 10	Hit Points	Maximum 24	Current 10	
CON	Reg 70	Half 35	Fifth 14	POW	Reg 55	Half 27	Fifth 11	Magic Points	Maximum 11	Current 16	
DEX	Reg 90	Half 45	Fifth 18	APP	Reg 70	Half 35	Fifth 14	Luck	Starting 55	Current 55	
INT	Reg 80	Half 40	Fifth 16	EDU	Reg 75	Half 37	Fifth 15	Sanity	Starting 80	Current 80	Insane 16

Endurance: bonus die on CON rolls.  
 Nimble: does not lose next action when "diving for cover" versus firearms.

### PULP TALENTS

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"/> Persuade (10%)	Reg Half Fifth
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> _____ (05%)		<input type="checkbox"/> <i>Pilot</i> Psychoanalysis (01%)	
<input type="checkbox"/> _____ (05%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Psychology (10%)	
<input type="checkbox"/> _____ (05%)		<input type="checkbox"/> History (05%)	60 30 12	<input type="checkbox"/> Read Lips (01%)	
<input type="checkbox"/> Charm (15%)	40 20 8	<input type="checkbox"/> Intimidate (15%)	45 22 9	<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Climb (20%)	40 20 8	<input type="checkbox"/> Jump (20%)	45 22 9	<input type="checkbox"/> <i>Biology</i> _____ (01%)	30 15 6
<input type="checkbox"/> Computer Use (00%)		<input type="checkbox"/> _____ (01%)		<input type="checkbox"/> _____	
Credit Rating (00%)	40 20 8	<input type="checkbox"/> <i>Language (Other)</i> _____		<input type="checkbox"/> _____	
Cthulhu Mythos (00%)		<input type="checkbox"/> <i>English</i> (EDU)	80 40 16	<input type="checkbox"/> Sleight of Hand (10%)	50 25 10
<input type="checkbox"/> Demolitions (01%)		<input type="checkbox"/> <i>Language (Own)</i> _____		<input type="checkbox"/> Spot Hidden (25%)	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Stealth (20%)	60 30 12
<input type="checkbox"/> Diving (01%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/> _____ (10%)	
<input type="checkbox"/> Dodge (half DEX)	45 22 9	<input type="checkbox"/> Listen (20%)	60 30 12	<input type="checkbox"/> <i>Survival</i> _____	
<input type="checkbox"/> Drive Auto (20%)	45 22 9	<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Swim (20%)	45 22 9
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Throw (20%)	45 22 9
<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%)	45 22 9	<input type="checkbox"/> _____	
<input type="checkbox"/> _____		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> _____	
<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	-	-	-	9
Straight Razor	25 12 5	1D4+DB	1	-	-	-	0
Dodge	Reg 45 Half 22 Fifth 9						
Damage Bonus							0



## MY STORY

Francine Ford is visiting the Milton Hotel for the wedding of her former teaching colleague, Edith Sterling, who moved to Providence two years ago. Francine hadn't spoken to Edith for ages, then, out of the blue, an invitation arrived for her upcoming nuptials to Charles Holmes. It wasn't until after attending the wedding that Francine remembered why she was relieved Edith had moved away:

the woman is a self-absorbed know-it-all who covets her neighbor's possessions, and who only invited Francine to the wedding in order to get more gifts. So be it. The marquee in the Milton Hotel lobby informed Francine that Egyptian artifacts are currently on display in the hotel ballroom. She has opted to leave the wedding reception early to explore this "Kingdom of Fire" exhibition.

## BACKSTORY

### Personal Description

People usually underestimate Francine; they judge her by her nice smile and blonde hair. They're always surprised by her quick wit and level head.

### Traits

Francine has nerves of steel; there's nothing that she won't try. Fear has never held her back from trying new experiences.

### Ideology & Beliefs

People should have faith in themselves, and believe only in what they can see, taste, smell, and feel.

### Injuries & Scars

Nothing worth fussing over, but thin white scars have accumulated over the years around her knees and ankles from all her track and field events.

### Significant People

Her father, Charles. Francine's mother died from influenza, leaving Charles to raise Francine and her two younger brothers alone.

### Phobias & Manias

### Meaningful Locations

William Smith College (Geneva, NY), where Francine earned her teaching degree. Francine was also a star track and field decathlon athlete for William Smith College.

### Arcane Tomes & Spells

### Treasured Possessions

Francine's 2 kg discus she threw for state championship.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

1 leather trimmed suitcase	Last month's issue of
1 cocktail gown	McCall's Magazine
2 comfortable outfits	
Toothbrush & paste	
Razor & shaving cream	

## WEALTH

Spending Level \$10  
 Cash \$80  
 Assets  
 \$2,400 worth of personal effects and savings, including her mother's wedding ring (stored in a safe deposit box)

## FELLOW HEROES



Char. Player
Char. Player
Char. Player

Char. Player
Char. Player
Char. Player

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

### Using Luck

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

### Healing

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



A page of lined paper with two columns of horizontal lines for writing. The lines are evenly spaced and extend across the width of each column. The paper has a light beige or cream color with a subtle texture.

# PULP CTHULHU™

## PULP HERO

Name Horace Williams Residence Bronx, NY Age 33  
 Occupation Reporter Birthplace Bronx, NY Pronoun He/Him  
 Archetype Seeker



### CHARACTERISTICS

STR	Reg 65	Half 32	Fifth 13	SIZ	Reg 70	Half 35	Fifth 14	Hit Points	Maximum 27	Current 10	
CON	Reg 65	Half 32	Fifth 13	POW	Reg 70	Half 35	Fifth 14	Magic Points	Maximum 14	Current 16	
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 70	Half 35	Fifth 14	Luck	Starting 70	Current 70	
INT IDEA	Reg 90	Half 45	Fifth 18	EDU KNOW	Reg 55	Half 27	Fifth 11	Sanity	Starting 70	Current 70	Insane 14

Photographic Memory: bonus die on Know rolls.

Alert: never suprised in combat.

### PULP TALENTS

Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

### SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Appraise (05%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Firearms (Rifle/Shotgun)(25%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth
<input type="checkbox"/> Archaeology (01%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth	<input type="checkbox"/> Pilot	Reg	Half	Fifth
<input type="checkbox"/> <u>Photography</u> (05%) <i>Art / Craft</i>	Reg 65	Half 32	Fifth 13	<input type="checkbox"/> First Aid (30%)	Reg	Half	Fifth	<input type="checkbox"/> Psychoanalysis (01%)	Reg	Half	Fifth
<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> History (05%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Psychology (10%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Charm (15%)	Reg	Half	Fifth	<input type="checkbox"/> Intimidate (15%)	Reg	Half	Fifth	<input type="checkbox"/> Ride (05%)	Reg	Half	Fifth
<input type="checkbox"/> Climb (20%)	Reg	Half	Fifth	<input type="checkbox"/> Jump (20%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth
<input type="checkbox"/> Computer Use (00%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth
Credit Rating (00%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth
Cthulhu Mythos (00%)	Reg	Half	Fifth	<input type="checkbox"/> English _____ (EDU) <i>Language (Own)</i>	Reg 75	Half 37	Fifth 15	<input type="checkbox"/> Sleight of Hand (10%)	Reg	Half	Fifth
<input type="checkbox"/> Demolitions (01%)	Reg	Half	Fifth	<input type="checkbox"/> Law (05%)	Reg	Half	Fifth	<input type="checkbox"/> Spot Hidden (25%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Disguise (05%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Library Use (20%)	Reg	Half	Fifth	<input type="checkbox"/> Stealth (20%)	Reg 40	Half 20	Fifth 8
<input type="checkbox"/> Diving (01%)	Reg	Half	Fifth	<input type="checkbox"/> Listen (20%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> _____ (10%)	Reg	Half	Fifth
<input type="checkbox"/> Dodge (half DEX)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Locksmith (01%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> _____	Reg	Half	Fifth
<input type="checkbox"/> Drive Auto (20%)	Reg	Half	Fifth	<input type="checkbox"/> Mech. Repair (10%)	Reg	Half	Fifth	<input type="checkbox"/> Swim (20%)	Reg	Half	Fifth
<input type="checkbox"/> Elec. Repair (10%)	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth	<input type="checkbox"/> Throw (20%)	Reg	Half	Fifth
<input type="checkbox"/> Fast Talk (05%)	Reg 55	Half 27	Fifth 11	<input type="checkbox"/> Natural World (10%)	Reg	Half	Fifth	<input type="checkbox"/> Track (10%)	Reg	Half	Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Navigate (10%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth
<input type="checkbox"/> _____ <i>Fighting</i>	Reg	Half	Fifth	<input type="checkbox"/> Occult (05%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth

### COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 50 Half 25 Fifth 10	1D3 + DB	1	-	-	-	7
Switchblade	Reg 50 Half 25 Fifth 10	1D4 + DB	1	-	-	-	Build 1
Brass knuckles	Reg 50 Half 25 Fifth 10	1D3+1+DB	1	-	-	-	Dodge Reg 30 Half 15 Fifth 6
							Damage Bonus +1D4



## MY STORY

Horace Williams is a reporter for The Bronx Home News, a small newspaper that services the Bronx. But Horace wants more; he wants to make a real mark in New York journalism, and is obsessed with becoming a staff reporter for The New York Post. His desire to report for The NY Post is two-fold: One, to win the heart of the woman he loves. Two: to make his mark

in the history books by being the first African American reporter on the newspaper's staff. Horace traveled to Providence so he could visit "The Kingdom of Fire" exhibition before it opens in New York. He aims to write a piece about it he can present to The NY Post before the Egyptian artifacts head to the Big Apple - a potential key to unlocking that staff reporter position!

## BACKSTORY

### Personal Description

Tall and broad shouldered, Horace is an imposing figure. While more than capable of defending himself with his fists, Horace prefers to use brains rather than brawn.

### Traits

Tenacious. Once Horace becomes focused on a task, he's like dog with a bone. Nothing can sway him from completing that task.

### Ideology & Beliefs

Horace believes in the power of truth, and has dedicated his life to the Gospel of Truth. His goal is to uncover and expose the hidden truths in every news story he writes.

### Injuries & Scars

Horace's nose was broken twice when he was a kid. He swears that with each break, it was the resetting of the bone that hurt the worst.

### Significant People

Horace is secretly in love with his childhood best friend, Winifred Simmons. Horace believes that if he can land a career at The New York Post, "Winny" will love him back.

### Phobias & Manias

Horace absolutely believes in the mischievous actions of spirits and poltergeists. As a result, he has a deep-seated fear of ghosts: phasmophobia.

### Meaningful Locations

The grave of Sgt. William H. Carney, the first African American soldier to be awarded the Medal of Honor.

### Arcane Tomes & Spells

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Treasured Possessions

Horace carries with him at all times a silver three-cent coin, minted in 1853. It is the first coin earned by his grandfather, Elijah, after he became a free man.

### Encounters with Strange Entities

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## GEAR & POSSESSIONS

1 cloth-sided suitcase \_\_\_\_\_ Switchblade & brass \_\_\_\_\_  
 2 wool suits \_\_\_\_\_ knuckles (in his pocket) \_\_\_\_\_  
 1 Fedora hat \_\_\_\_\_ \_\_\_\_\_  
 Bronx Home News press \_\_\_\_\_ \_\_\_\_\_  
 pass \_\_\_\_\_ \_\_\_\_\_

## WEALTH

Spending Level \$10 \_\_\_\_\_  
 Cash \$50 \_\_\_\_\_  
 Assets \_\_\_\_\_  
 \$1,250 in savings and possessions, including his mother's fine (but incomplete) set of silver flatware \_\_\_\_\_

## FELLOW HEROES



Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

### Using Luck

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

### Healing

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



A large rectangular area consisting of two columns of horizontal lines, intended for writing. The lines are evenly spaced and extend across most of the page's width and height.

# PULP CTHULHU™

## PULP HERO

Name Iman Obeid Residence Ouirgane, Morocco Age 54  
 Occupation Artist / Painter Birthplace Marrakech, Morocco Pronoun She/Her  
 Archetype Dreamer



### CHARACTERISTICS

STR	Reg 45	Half 22	Fifth 9	SIZ	Reg 55	Half 27	Fifth 11	Hit Points	Maximum 26	Current 10	
CON	Reg 75	Half 37	Fifth 15	POW	Reg 90	Half 45	Fifth 18	Magic Points	Maximum 18	Current 16	
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 55	Half 27	Fifth 11	Luck	Starting 70	Current 70	
INT IDEA	Reg 70	Half 35	Fifth 14	EDU KNOW	Reg 60	Half 30	Fifth 12	Sanity	Starting 70	Current 70	Insane 14

**Smoother Talker:** bonus die on Charm rolls.  
**Resilient:** spend luck points to ignore Sanity loss on a one-for-one basis.

### PULP TALENTS

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"/> Persuade (10%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Appraise (05%)	35	17	7	<input type="checkbox"/> Firearms (Rifle/Shotgun)(25%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> _____ <i>Firearms</i>				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> <u>Painting</u> (05%) <i>Art / Craft</i>	65	32	13	<input type="checkbox"/> First Aid (30%)	40	20	8	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> <u>Drawing</u>	40	20	8	<input type="checkbox"/> History (05%)				<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Charm (15%)	55	27	11	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> <u>English</u> (01%) <i>Language (Other)</i>	50	25	10	<input type="checkbox"/> _____ <i>Science</i>			
Credit Rating (00%)	30	15	6	<input type="checkbox"/> _____				<input type="checkbox"/> _____			
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Arabic</u> (EDU) <i>Language (Own)</i>	80	40	16	<input type="checkbox"/> Sleight of Hand (10%)	30	15	6
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> Law (05%)	25	12	5	<input type="checkbox"/> Spot Hidden (25%)	65	32	13
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Stealth (20%)	30	15	6
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> _____ (10%) <i>Survival</i>			
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Natural World (10%)	30	15	6	<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____ <i>Fighting</i>				<input type="checkbox"/> Occult (05%)	45	22	9	<input type="checkbox"/> _____			

### COMBAT

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



## MY STORY

As a reward for a life well-lived, full of devotion and service to her children, grandchildren, and late husband, Iman now takes great pleasure in traveling the world so she may capture it with her paints. She is currently touring a region in America known as New England - a beautiful land filled with hills and trees.

Upon reaching Providence, Iman checked into the Milton

Hotel for a couple of days so that she can enjoy painting the city's historical buildings.

She was intrigued to see that an exhibition of Egyptian artifacts is currently on display at the hotel. After her evening meal, Iman elected to view the exhibition, centered on Egypt's 18th Dynasty; it is titled "The Kingdom of Fire."

## BACKSTORY

### Personal Description

Iman is patient and observant. Her long dark hair is accented by her loosely-worn ornate headscarf. Iman has aged gracefully with hardly any signs of wrinkles.

### Ideology & Beliefs

Iman is a devout Muslim, but she is very curious and inquisitive of Western culture - particularly that of its women.

### Significant People

After the loss of her husband, Assaad, her heart belongs in full to her six children and her three grandchildren.

### Meaningful Locations

The family's ancestral home and farm in the hills outside of Ouirgane - the very definition of tranquility.

### Treasured Possessions

Iman's spoon collection. Throughout her travels, Iman collects decorative spoons as a token of her visit.

### Traits

When Assaad passed, Iman became the matriarchal leader of the family, a role she was born to fill. Iman is thoughtful, decisive, and fair.

### Injuries & Scars

### Phobias & Manias

### Arcane Tomes & Spells

### Encounters with Strange Entities

## GEAR & POSSESSIONS

- |                         |                         |
|-------------------------|-------------------------|
| 1 steamer trunk         | 1 easel (small)         |
| 1 suitcase (hard-sided) | 1 set of pencils        |
| 1 suitcase (cloth bag)  | 1 set of acrylic paints |
| 2 sketchbooks           | 1 set of paint brushes  |
| 4 canvases (small)      | The Quran               |

## WEALTH

- Spending Level \$10
- Cash \$60
- Assets \_\_\_\_\_
- \$1,500 in possessions and savings back in Morocco

## FELLOW HEROES



Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

### Using Luck

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

### Healing

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





A large rectangular area of the page is filled with horizontal lines, organized into two columns. Each column contains 25 lines, providing a space for writing or drawing.

# PULP CTHULHU™

## PULP HERO

Name Maria de Luca Residence Providence, RI Age 42  
 Occupation Concierge Hostess Birthplace Naples, Italy Pronoun She/Her  
 Archetype Steadfast



CHARACTERISTICS

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current	
	55	27	11		65	32	13		31	10	
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current	
	90	45	18		50	25	10		10	16	
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current	
	70	35	14		85	42	17		50	50	
INT <small>IDEA</small>	Reg	Half	Fifth	EDU <small>KNOW</small>	Reg	Half	Fifth	Sanity	Starting	Current	Insane
	80	40	16		60	30	12		50	50	10

Keen Hearing: bonus die on Listen rolls.

Sharp Witted: bonus die on INT (not Idea) rolls.

PULP TALENTS

Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun)(25%)				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Firearms (Other)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Tailoring (05%) <small>Art / Craft</small>	25	12	5	<input type="checkbox"/> First Aid (30%)	40	20	8	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Charm (15%)	60	30	12	<input type="checkbox"/> History (05%)				<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Climb (20%)	30	15	6	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Science (01%)			
Credit Rating (00%)	60	30	12	<input type="checkbox"/> English (01%) <small>Language (Other)</small>	60	30	12	<input type="checkbox"/>			
Cthulhu Mythos (00%)				<input type="checkbox"/> Italian (EDU) <small>Language (Own)</small>	60	30	12	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Listen (20%)	40	20	8	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Locksmith (01%)	30	15	6	<input type="checkbox"/> Swim (20%)	30	15	6
<input type="checkbox"/> Drive Auto (20%)	35	17	7	<input type="checkbox"/> Mech. Repair (10%)	50	25	10	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Natural World (10%)	30	15	6	<input type="checkbox"/>			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Navigate (10%)	30	15	6	<input type="checkbox"/>			
<input type="checkbox"/> Fighting (Other)				<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	0
							Dodge	Reg 35 Half 17 Fifth 7
							Damage Bonus	0



## MY STORY

Prior to her degenerate gambler husband walking out on his family, Maria worked as the assistant to the Milton Hotel's accountant. But, as Fate would have it, a position opened up for a concierge hostess. Maria took to it like a duck to water, and her career blossomed. As the senior concierge hostess, Maria welcomes all visitors to the Milton Hotel. She is also the guest's primary point of reference, no

matter the topic, and is well-versed in all of Providence's historic locations and tourist attractions. Maria has a dedicated room available to her in the Milton Hotel should she need it, where she keeps only a few basic essentials. Maria was just relieved by the evening hostess, so decided to check out the Egyptian exhibition currently on display in the ballroom, up on the 17th floor, before heading home.

## BACKSTORY

### Personal Description

Tall, graceful, refined - Maria takes great pride in her appearance. For many of the Milton's guests, she is the face of the hotel.

### Traits

Maria is never challenged by difficult tasks. Experience has taught her that the solution to any problem could be behind the next door - you just have to open it.

### Ideology & Beliefs

Maria is Catholic, but the demands of her work have taken precedence and have limited her church attendance to major holidays only.

### Injuries & Scars

Maria had her appendix removed as a child. She still has a small white scar on her abdomen.

### Significant People

Her mother, Caterina, and her son, Stefano. Maria is a single parent; she and Stefano live with Caterina. Her mother watches over Stefano while she is at work.

### Phobias & Manias

### Meaningful Locations

The Catskill Mountains. Stefano loves the outdoors and dreams of becoming a forest ranger. Maria takes him to the Catskills as often as she can.

### Arcane Tomes & Spells

### Treasured Possessions

A cameo locket that contains a picture of Stefano. The necklace once belonged to her mother and formerly contained a picture of Maria's nonna.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

2 changes of clothes (fine quality fashion) \_\_\_\_\_  
 Notepad & pencil \_\_\_\_\_  
 Master key to all Milton \_\_\_\_\_  
 Hotel rooms \_\_\_\_\_  
 Flashlight \_\_\_\_\_

## WEALTH

Spending Level \$50 \_\_\_\_\_  
 Cash \$300 \_\_\_\_\_  
 Assets \_\_\_\_\_  
 \$30,000 in savings and possessions \_\_\_\_\_

## FELLOW HEROES



Char. Player \_\_\_\_\_  
 Char. Player \_\_\_\_\_  
 Char. Player \_\_\_\_\_

Char. Player \_\_\_\_\_  
 Char. Player \_\_\_\_\_  
 Char. Player \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

### Using Luck

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

### Healing

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



A large rectangular area consisting of two columns of horizontal lines, intended for writing or drawing. The lines are evenly spaced and extend across most of the page's width and height.

# PULP CTHULHU™

## PULP HERO

Name Theodore 'TJ' Jameson Residence Providence, RI Age 60  
 Occupation Hotel Handyman Birthplace Augusta, ME Pronoun He/Him  
 Archetype Outsider



### CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 55	Half 27	Fifth 11	Hit Points	Maximum 29	Current 10	
CON	Reg 90	Half 45	Fifth 18	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current 16	
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 65	Half 32	Fifth 13	Luck	Starting 50	Current 50	
INT	Reg 80	Half 40	Fifth 16	EDU	Reg 45	Half 22	Fifth 9	Sanity	Starting 50	Current 50	Insane 10

Handy: bonus die on  
 Electrical/Mechanical  
 Repair & Operate Heavy  
 Machinery rolls.  
 Rapid Fire: ignore  
 penalty for multiple shots

### PULP TALENTS

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 60	Half 30	Fifth 12	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun)(25%)	Reg 65	Half 32	Fifth 13	<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> Pilot			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Psychoanalysis (01%)			
<i>Art / Craft</i>				<input type="checkbox"/> First Aid (30%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Climb (20%)	40	20	8	<input type="checkbox"/> Intimidate (15%)	Reg 65	Half 32	Fifth 13	<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> _____ (01%)			
Credit Rating (00%)	30	15	6	<input type="checkbox"/> _____ (01%)				<i>Science</i>			
Cthulhu Mythos (00%)				<i>Language (Other)</i>				<input type="checkbox"/> _____			
<input type="checkbox"/> Demolitions (01%)	20	10	4	<input type="checkbox"/> English _____ (EDU)	Reg 55	Half 27	Fifth 11	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Disguise (05%)				<i>Language (Own)</i>				<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)	40	20	8
<input type="checkbox"/> Dodge (half DEX)	45	22	9	<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Forest _____ (10%)	30	15	6
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Listen (20%)				<i>Survival</i>			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Locksmith (01%)	40	20	8	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)	Reg 70	Half 35	Fifth 14	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	50	25	10	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Op.Hv.Machine	40	20	8
<i>Fighting</i>				<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	50 25 10	1D3 + DB	1	-	-	-	9
S&W M1917 revolver	60 30 12	1D10+2	1 (3)	15 yds	6	100	Build 0
Pipe wrench	50 25 10	1D8 + DB	1	-	-	-	Dodge 45 22 9
							Damage Bonus 0



## MY STORY

TJ used to run Jameson Hardware, here in Providence. He soon got bored after early retirement, so his beloved wife, Dorothy, encouraged him to take on the job of handyman at the Milton Hotel to keep him out of mischief (and out from under her feet). Now she's gone, he spends a lot of time in his basement cubbyhole, as well as finding jobs around the hotel to keep him from dwelling on his loss.

TJ has just finished eating his supper in the hotel kitchen. (The staff makes sure he gets his meals now he's on his own.) He helped set up some of the stands and signage for the Egyptian exhibition, currently on display in the Milton Hotel ballroom, and has a complimentary ticket to see the finished display. He's got nowhere else to go this evening, so why not check it out before turning in for bed?

## BACKSTORY

### Personal Description

TJ's pappy used to say that he had a "hard edge" to him. TJ is slim and wiry, and it's easy to see the muscles in his arms roll and swell as he works.

### Traits

Military service taught TJ to speak only when he had something important to say. But when he does, boy, does he say it...

### Ideology & Beliefs

TJ lost any faith he had in a higher power in the French trenches during The Great War. Now, he only believes in himself.

### Injuries & Scars

TJ has various facial scars and a old bullet wound in his leg. He was shot in France, but that was years ago. Now, it only bothers him when it rains.

### Significant People

Until recently, the most important person to TJ was Dorothy, his wife. But he lost her to the cancer ten weeks ago.

### Phobias & Manias

Phonophobia, a fear of very loud noises. Most noises that grow steadily in volume don't alarm TJ, it's the sudden and unexpected loud noises that are a problem.

### Meaningful Locations

A large red maple near the back of his property. Dorothy is buried under that tree.

### Arcane Tomes & Spells

### Treasured Possessions

A button-down shirt, yellow with dark pinstripes. It's his favorite shirt that Dorothy made for him. She called it his "Sunday Best" shirt.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

1 Smith & Wesson Model 1917 revolver (kept in his toolbox)	1 set of work coveralls 1 change of clothes in his cubbyhole in the hotel
1914 Ford light duty truck	
1 toolbox full of tools	

## WEALTH

Spending Level \$10  
Cash \$60  
Assets  
\$1,500 in savings and possessions

## FELLOW HEROES



Char. Player
Char. Player
Char. Player

Char. Player
Char. Player
Char. Player

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

### Using Luck

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

### Healing

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

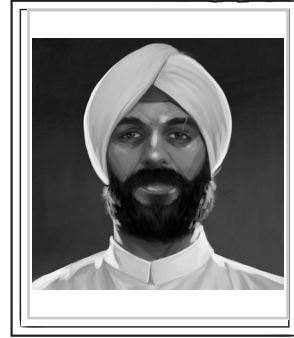


A large rectangular area of the page is filled with horizontal lines, organized into two columns. Each column contains 25 lines, providing a space for writing or drawing.

# PULP CTHULHU™

## PULP HERO

Name Dr. Rajbir Singh Residence Providence, RI Age 49  
 Occupation Psychiatrist Birthplace Lahore, Punjab Pronoun He/Him  
 Archetype Scholar



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

PULP TALENTS

CHARACTERISTICS

STR	Reg 70	Half 35	Fifth 14	SIZ	Reg 75	Half 37	Fifth 15	Hit Points	Maximum 27	Current 10	
CON	Reg 60	Half 30	Fifth 12	POW	Reg 40	Half 20	Fifth 8	Magic Points	Maximum 8	Current 16	
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 65	Half 32	Fifth 13	Luck	Starting 40	Current 40	
INT IDEA	Reg 80	Half 40	Fifth 16	EDU KNOW	Reg 90	Half 45	Fifth 18	Sanity	Starting 40	Current 40	Insane 8

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"/> Persuade (10%)	Reg 40	Half 20	Fifth 8
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun)(25%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> _____				<i>Pilot</i>			
<input type="checkbox"/> <u>Singing</u> (05%)	30	15	6	<input type="checkbox"/> First Aid (30%)	55	27	11	<input type="checkbox"/> Psychoanalysis (01%)	50	25	10
<input type="checkbox"/> _____				<input type="checkbox"/> History (05%)	25	12	5	<input type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Charm (15%)	45	22	9	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> <u>English</u> (01%)	56	28	11	<input type="checkbox"/> <u>Biology</u> (01%)	35	17	7
Credit Rating (00%)	80	40	16	<input type="checkbox"/> _____				<i>Science</i>			
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Punjabi</u> (EDU)	80	40	16	<input type="checkbox"/> <u>Chemistry</u>	35	17	7
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Library Use (20%)	60	30	12	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Listen (20%)	30	15	6	<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Locksmith (01%)				<i>Survival</i>			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)	40	20	8	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	35	17	7	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
<i>Fighting</i>				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	7
Brawl	35 17 7	1D3 + DB	1	-	-	-	Build	1
Kirpan (med. knife)	35 17 7	1D4+2+DB	1	-	-	-	Dodge	Reg 35 Half 17 Fifth 7
							Damage Bonus	+1D4





## MY STORY

Dr. Rajbir Singh met Dr. Connie Landers during his practical internship, and they quickly became trusted friends. Once Dr. Landers was seated as chair of the Board of Psychiatric Medicine, she invited Dr. Singh to become a visiting professor at the Brown University's School of Medicine.

With the attached room and board stipend, Dr. Singh rents a room (by the month) at the prestigious Milton Hotel. The hotel offers several luxuries and amenities, including - at the moment - a traveling exhibition of Egyptian antiquities. After finishing his evening meal, Dr. Singh decided to visit this "Kingdom of Fire" exhibition.

## BACKSTORY

### Personal Description

Dr. Singh is tall and barrel-chested. His dark eyes, strong features, and turban make him a striking figure.

### Traits

Dr. Singh has an irrefutable reputation that precedes him, and embodies the Sikh code of honor, honesty, and equality.

### Ideology & Beliefs

Dr. Singh is a Sikh. He adheres to a vegetarian diet and considers it his duty to help those unable to help themselves.

### Injuries & Scars

### Significant People

Dr. Connie Landers, the chair of the Board of Psychiatric Medicine at Brown University School of Medicine.

### Phobias & Manias

### Meaningful Locations

The Harmandir Sahib (The Golden Temple in Amritsar), the Sikhs' holiest gurdwara (place of worship).

### Arcane Tomes & Spells

### Treasured Possessions

Gold 1910 Elgin pocket watch, a gift from his father after graduating with his doctoral degree.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

2 steamer trunks  
6 suits (Indian fashion)  
1 leather medical bag  
(including an assortment of common medical supplies)

1 kirpan (Sikh ceremonial knife, worn under his clothing)

## WEALTH

Spending Level \$50  
Cash \$400  
Assets  
\$40,000 in possessions and savings

## FELLOW HEROES

Char. Player \_\_\_\_\_

Char. Player \_\_\_\_\_

Char. Player \_\_\_\_\_



Char. Player \_\_\_\_\_

Char. Player \_\_\_\_\_

Char. Player \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

### Using Luck

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

### Healing

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



Blank lined writing area on the left side of the page.

Blank lined writing area on the right side of the page.





## MY STORY

Francine Ford is visiting the Milton Hotel for the wedding of her former teaching colleague, Edith Sterling, who moved to Providence two years ago. Francine hadn't spoken to Edith for ages, then, out of the blue, an invitation arrived for her upcoming nuptials to Charles Holmes. It wasn't until after attending the wedding that Francine remembered why she was relieved Edith had moved away:

the woman is a self-absorbed know-it-all who covets her neighbor's possessions, and who only invited Francine to the wedding in order to get more gifts. So be it. The marquee in the Milton Hotel lobby informed Francine that Egyptian artifacts are currently on display in the hotel ballroom. She has opted to leave the wedding reception early to explore this "Kingdom of Fire" exhibition.

## BACKSTORY

### Personal Description

People usually underestimate Francine; they judge her by her nice smile and blonde hair. They're always surprised by her quick wit and level head.

### Traits

Francine has nerves of steel; there's nothing that she won't try. Fear has never held her back from trying new experiences.

### Ideology & Beliefs

People should have faith in themselves, and believe only in what they can see, taste, smell, and feel.

### Injuries & Scars

Nothing worth fussing over, but thin white scars have accumulated over the years around her knees and ankles from all her track and field events.

### Significant People

Her father, Charles. Francine's mother died from influenza, leaving Charles to raise Francine and her two younger brothers alone.

### Phobias & Manias

### Meaningful Locations

William Smith College (Geneva, NY), where Francine earned her teaching degree. Francine was also a star track and field decathlon athlete for William Smith College.

### Arcane Tomes & Spells

### Treasured Possessions

Francine's 2 kg discus she threw for state championship.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

1 leather trimmed suitcase	Last month's issue of
1 cocktail gown	McCall's Magazine
2 comfortable outfits	
Toothbrush & paste	
Razor & shaving cream	

## WEALTH

Spending Level \$10  
 Cash \$80  
 Assets  
 \$2,400 worth of personal effects and savings, including her mother's wedding ring (stored in a safe deposit box)

## FELLOW HEROES



Char. Player
Char. Player
Char. Player

Char. Player
Char. Player
Char. Player

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

### Using Luck

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

### Healing

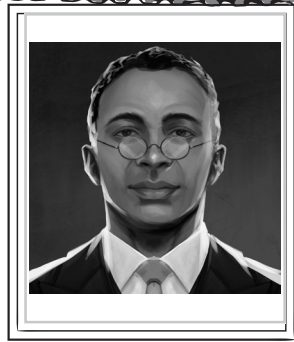
Natural Healing: +2 HP per day  
 First Aid: +1D4 HP      Medicine: +1D4 HP



# PULP CTHULHU™

## PULP HERO

Name Horace Williams Residence Bronx, NY Age 33  
 Occupation Reporter Birthplace Bronx, NY Pronoun He/Him  
 Archetype Seeker



### CHARACTERISTICS

STR	Reg 65	Half 32	Fifth 13	SIZ	Reg 70	Half 35	Fifth 14	Hit Points	Maximum 27	Current 10	
CON	Reg 65	Half 32	Fifth 13	POW	Reg 70	Half 35	Fifth 14	Magic Points	Maximum 14	Current 16	
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 70	Half 35	Fifth 14	Luck	Starting 70	Current 70	
INT IDEA	Reg 90	Half 45	Fifth 18	EDU KNOW	Reg 55	Half 27	Fifth 11	Sanity	Starting 70	Current 70	Insane 14

Photographic Memory: bonus die on Know rolls.

Alert: never suprised in combat.

### PULP TALENTS

Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

### SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Appraise (05%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Firearms (Rifle/Shotgun)(25%)	Reg	Half	Fifth	<input type="checkbox"/> _____(01%)	Reg	Half	Fifth
<input type="checkbox"/> Archaeology (01%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> Pilot	Reg	Half	Fifth
<input type="checkbox"/> <u>Photography</u> (05%) <i>Art / Craft</i>	Reg 65	Half 32	Fifth 13	<input type="checkbox"/> <i>Firearms</i>	Reg	Half	Fifth	<input type="checkbox"/> Psychoanalysis (01%)	Reg	Half	Fifth
<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> First Aid (30%)	Reg	Half	Fifth	<input type="checkbox"/> Psychology (10%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Charm (15%)	Reg	Half	Fifth	<input type="checkbox"/> History (05%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Read Lips (01%)	Reg	Half	Fifth
<input type="checkbox"/> Climb (20%)	Reg	Half	Fifth	<input type="checkbox"/> Intimidate (15%)	Reg	Half	Fifth	<input type="checkbox"/> Ride (05%)	Reg	Half	Fifth
<input type="checkbox"/> Computer Use (00%)	Reg	Half	Fifth	<input type="checkbox"/> Jump (20%)	Reg	Half	Fifth	<input type="checkbox"/> _____(01%)	Reg	Half	Fifth
Credit Rating (00%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> _____(01%)	Reg	Half	Fifth	<input type="checkbox"/> <i>Science</i>	Reg	Half	Fifth
Cthulhu Mythos (00%)	Reg	Half	Fifth	<input type="checkbox"/> <i>Language (Other)</i>	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth
<input type="checkbox"/> Demolitions (01%)	Reg	Half	Fifth	<input type="checkbox"/> <u>English</u> (EDU)	Reg 75	Half 37	Fifth 15	<input type="checkbox"/> Sleight of Hand (10%)	Reg	Half	Fifth
<input type="checkbox"/> Disguise (05%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> <i>Language (Own)</i>	Reg	Half	Fifth	<input type="checkbox"/> Spot Hidden (25%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Diving (01%)	Reg	Half	Fifth	<input type="checkbox"/> Law (05%)	Reg	Half	Fifth	<input type="checkbox"/> Stealth (20%)	Reg 40	Half 20	Fifth 8
<input type="checkbox"/> Dodge (half DEX)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Library Use (20%)	Reg	Half	Fifth	<input type="checkbox"/> _____(10%)	Reg	Half	Fifth
<input type="checkbox"/> Drive Auto (20%)	Reg	Half	Fifth	<input type="checkbox"/> Listen (20%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> <i>Survival</i>	Reg	Half	Fifth
<input type="checkbox"/> Elec. Repair (10%)	Reg	Half	Fifth	<input type="checkbox"/> Locksmith (01%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Swim (20%)	Reg	Half	Fifth
<input type="checkbox"/> Fast Talk (05%)	Reg 55	Half 27	Fifth 11	<input type="checkbox"/> Mech. Repair (10%)	Reg	Half	Fifth	<input type="checkbox"/> Throw (20%)	Reg	Half	Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth	<input type="checkbox"/> Track (10%)	Reg	Half	Fifth
<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> Natural World (10%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth
<i>Fighting</i>	Reg	Half	Fifth	<input type="checkbox"/> Navigate (10%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth
	Reg	Half	Fifth	<input type="checkbox"/> Occult (05%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth

### COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 50	Half 25	Fifth 10	1D3 + DB	1	-	7
Switchblade	Reg 50	Half 25	Fifth 10	1D4 + DB	1	-	1
Brass knuckles	Reg 50	Half 25	Fifth 10	1D3+1+DB	1	-	Reg 30
	Reg	Half	Fifth				Dodge 15
	Reg	Half	Fifth				6
							Damage Bonus +1D4



## MY STORY

Horace Williams is a reporter for The Bronx Home News, a small newspaper that services the Bronx. But Horace wants more; he wants to make a real mark in New York journalism, and is obsessed with becoming a staff reporter for The New York Post. His desire to report for The NY Post is two-fold: One, to win the heart of the woman he loves. Two: to make his mark

in the history books by being the first African American reporter on the newspaper's staff. Horace traveled to Providence so he could visit "The Kingdom of Fire" exhibition before it opens in New York. He aims to write a piece about it he can present to The NY Post before the Egyptian artifacts head to the Big Apple - a potential key to unlocking that staff reporter position!

## BACKSTORY

### Personal Description

Tall and broad shouldered, Horace is an imposing figure. While more than capable of defending himself with his fists, Horace prefers to use brains rather than brawn.

### Traits

Tenacious. Once Horace becomes focused on a task, he's like dog with a bone. Nothing can sway him from completing that task.

### Ideology & Beliefs

Horace believes in the power of truth, and has dedicated his life to the Gospel of Truth. His goal is to uncover and expose the hidden truths in every news story he writes.

### Injuries & Scars

Horace's nose was broken twice when he was a kid. He swears that with each break, it was the resetting of the bone that hurt the worst.

### Significant People

Horace is secretly in love with his childhood best friend, Winifred Simmons. Horace believes that if he can land a career at The New York Post, "Winny" will love him back.

### Phobias & Manias

Horace absolutely believes in the mischievous actions of spirits and poltergeists. As a result, he has a deep-seated fear of ghosts: phasmophobia.

### Meaningful Locations

The grave of Sgt. William H. Carney, the first African American soldier to be awarded the Medal of Honor.

### Arcane Tomes & Spells

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Treasured Possessions

Horace carries with him at all times a silver three-cent coin, minted in 1853. It is the first coin earned by his grandfather, Elijah, after he became a free man.

### Encounters with Strange Entities

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## GEAR & POSSESSIONS

1 cloth-sided suitcase	Switchblade & brass
2 wool suits	knuckles (in his pocket)
1 Fedora hat	_____
Bronx Home News press pass	_____

## WEALTH

Spending Level \$10

Cash \$50

Assets \_\_\_\_\_

\$1,250 in savings and possessions, including his mother's fine (but incomplete) set of silver flatware

## FELLOW HEROES



Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

### Using Luck

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

### Healing

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



Lined writing area on the left side of the page, consisting of 30 horizontal lines.

Lined writing area on the right side of the page, consisting of 30 horizontal lines.



# PULP CTHULHU™

## PULP HERO

Name Iman Obeid Residence Ouirgane, Morocco Age 54  
 Occupation Artist / Painter Birthplace Marrakech, Morocco Pronoun She/Her  
 Archetype Dreamer



### CHARACTERISTICS

STR	Reg 45	Half 22	Fifth 9	SIZ	Reg 55	Half 27	Fifth 11	Hit Points	Maximum 26	Current 10	
CON	Reg 75	Half 37	Fifth 15	POW	Reg 90	Half 45	Fifth 18	Magic Points	Maximum 18	Current 16	
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 55	Half 27	Fifth 11	Luck	Starting 70	Current 70	
INT IDEA	Reg 70	Half 35	Fifth 14	EDU KNOW	Reg 60	Half 30	Fifth 12	Sanity	Starting 70	Current 70	Insane 14

**Smoother Talker:** bonus die on Charm rolls.  
**Resilient:** spend luck points to ignore Sanity loss on a one-for-one basis.

### PULP TALENTS

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"/> Persuade (10%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Appraise (05%)	35	17	7	<input type="checkbox"/> Firearms (Rifle/Shotgun)(25%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> _____				<i>Pilot</i>			
<input type="checkbox"/> <u>Painting</u> (05%) <i>Art / Craft</i>	65	32	13	<input type="checkbox"/> First Aid (30%)	40	20	8	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> <u>Drawing</u>	40	20	8	<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Charm (15%)	55	27	11	<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> <u>English</u> (01%) <i>Language (Other)</i>	50	25	10	<input type="checkbox"/> _____ (01%)			
Credit Rating (00%)	30	15	6	<input type="checkbox"/> _____				<i>Science</i>			
Cthulhu Mythos (00%)				<input type="checkbox"/> <u>Arabic</u> (EDU) <i>Language (Own)</i>	80	40	16	<input type="checkbox"/> Sleight of Hand (10%)	30	15	6
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> Law (05%)	25	12	5	<input type="checkbox"/> Spot Hidden (25%)	65	32	13
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Stealth (20%)	30	15	6
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Locksmith (01%)				<i>Survival</i>			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Natural World (10%)	30	15	6	<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Navigate (10%)							
<input type="checkbox"/> _____ <i>Fighting</i>				<input type="checkbox"/> Occult (05%)	45	22	9	<input type="checkbox"/> _____			

### COMBAT

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



## MY STORY

As a reward for a life well-lived, full of devotion and service to her children, grandchildren, and late husband, Iman now takes great pleasure in traveling the world so she may capture it with her paints. She is currently touring a region in America known as New England - a beautiful land filled with hills and trees.  
Upon reaching Providence, Iman checked into the Milton

Hotel for a couple of days so that she can enjoy painting the city's historical buildings.  
She was intrigued to see that an exhibition of Egyptian artifacts is currently on display at the hotel. After her evening meal, Iman elected to view the exhibition, centered on Egypt's 18th Dynasty; it is titled "The Kingdom of Fire."

## BACKSTORY

**Personal Description**  
Iman is patient and observant. Her long dark hair is accented by her loosely-worn ornate headscarf. Iman has aged gracefully with hardly any signs of wrinkles.

**Traits**  
When Assaad passed, Iman became the matriarchal leader of the family, a role she was born to fill. Iman is thoughtful, decisive, and fair.

**Ideology & Beliefs**  
Iman is a devout Muslim, but she is very curious and inquisitive of Western culture - particularly that of its women.

**Injuries & Scars**

**Significant People**  
After the loss of her husband, Assaad, her heart belongs in full to her six children and her three grandchildren.

**Phobias & Manias**

**Meaningful Locations**  
The family's ancestral home and farm in the hills outside of Ouirgane - the very definition of tranquility.

**Arcane Tomes & Spells**

**Treasured Possessions**  
Iman's spoon collection. Throughout her travels, Iman collects decorative spoons as a token of her visit.

**Encounters with Strange Entities**

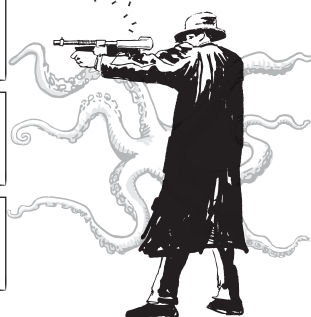
## GEAR & POSSESSIONS

- 1 steamer trunk
- 1 suitcase (hard-sided)
- 1 suitcase (cloth bag)
- 2 sketchbooks
- 4 canvases (small)
- 1 easel (small)
- 1 set of pencils
- 1 set of acrylic paints
- 1 set of paint brushes
- The Quran

## WEALTH

Spending Level \$10  
Cash \$60  
Assets  
\$1,500 in possessions and savings back in Morocco

## FELLOW HEROES



Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

### Using Luck

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

### Healing

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



Handwritten text in the left column, consisting of approximately 30 lines of illegible cursive script.

Handwritten text in the right column, consisting of approximately 30 lines of illegible cursive script.

# PULP CTHULHU™

## PULP HERO

Name Maria de Luca Residence Providence, RI Age 42  
 Occupation Concierge Hostess Birthplace Naples, Italy Pronoun She/Her  
 Archetype Steadfast



### CHARACTERISTICS

STR	Reg 55	Half 27	Fifth 11	SIZ	Reg 65	Half 32	Fifth 13	Hit Points	Maximum 31	Current 10	
CON	Reg 90	Half 45	Fifth 18	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current 16	
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 85	Half 42	Fifth 17	Luck	Starting 50	Current 50	
INT IDEA	Reg 80	Half 40	Fifth 16	EDU KNOW	Reg 60	Half 30	Fifth 12	Sanity	Starting 50	Current 50	Insane 10

Keen Hearing: bonus die on Listen rolls.

Sharp Witted: bonus die on INT (not Idea) rolls.

### PULP TALENTS

Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

### SKILLS

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

### COMBAT

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



## MY STORY

Prior to her degenerate gambler husband walking out on his family, Maria worked as the assistant to the Milton Hotel's accountant. But, as Fate would have it, a position opened up for a concierge hostess. Maria took to it like a duck to water, and her career blossomed. As the senior concierge hostess, Maria welcomes all visitors to the Milton Hotel. She is also the guest's primary point of reference, no

matter the topic, and is well-versed in all of Providence's historic locations and tourist attractions. Maria has a dedicated room available to her in the Milton Hotel should she need it, where she keeps only a few basic essentials. Maria was just relieved by the evening hostess, so decided to check out the Egyptian exhibition currently on display in the ballroom, up on the 17th floor, before heading home.

## BACKSTORY

### Personal Description

Tall, graceful, refined - Maria takes great pride in her appearance. For many of the Milton's guests, she is the face of the hotel.

### Traits

Maria is never challenged by difficult tasks. Experience has taught her that the solution to any problem could be behind the next door - you just have to open it.

### Ideology & Beliefs

Maria is Catholic, but the demands of her work have taken precedence and have limited her church attendance to major holidays only.

### Injuries & Scars

Maria had her appendix removed as a child. She still has a small white scar on her abdomen.

### Significant People

Her mother, Caterina, and her son, Stefano. Maria is a single parent; she and Stefano live with Caterina. Her mother watches over Stefano while she is at work.

### Phobias & Manias

### Meaningful Locations

The Catskill Mountains. Stefano loves the outdoors and dreams of becoming a forest ranger. Maria takes him to the Catskills as often as she can.

### Arcane Tomes & Spells

### Treasured Possessions

A cameo locket that contains a picture of Stefano. The necklace once belonged to her mother and formerly contained a picture of Maria's nonna.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

2 changes of clothes (fine quality fashion) \_\_\_\_\_  
 Notepad & pencil \_\_\_\_\_  
 Master key to all Milton \_\_\_\_\_  
 Hotel rooms \_\_\_\_\_  
 Flashlight \_\_\_\_\_

## WEALTH

Spending Level \$50 \_\_\_\_\_  
 Cash \$300 \_\_\_\_\_  
 Assets \_\_\_\_\_  
 \$30,000 in savings and possessions \_\_\_\_\_

## FELLOW HEROES



Char. Player \_\_\_\_\_  
 \_\_\_\_\_  
 Char. Player \_\_\_\_\_  
 \_\_\_\_\_  
 Char. Player \_\_\_\_\_  
 \_\_\_\_\_

Char. Player \_\_\_\_\_  
 \_\_\_\_\_  
 Char. Player \_\_\_\_\_  
 \_\_\_\_\_  
 Char. Player \_\_\_\_\_  
 \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

### Using Luck

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

### Healing

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



Handwritten text in the left column of the notebook page.

Handwritten text in the right column of the notebook page.

# PULP CTHULHU™

## PULP HERO

Name Theodore 'TJ' Jameson Residence Providence, RI Age 60  
 Occupation Hotel Handyman Birthplace Augusta, ME Pronoun He/Him  
 Archetype Outsider



### CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 55	Half 27	Fifth 11	Hit Points	Maximum 29	Current 10	
CON	Reg 90	Half 45	Fifth 18	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current 16	
DEX	Reg 70	Half 35	Fifth 14	APP	Reg 65	Half 32	Fifth 13	Luck	Starting 50	Current 50	
INT	Reg 80	Half 40	Fifth 16	EDU	Reg 45	Half 22	Fifth 9	Sanity	Starting 50	Current 50	Insane 10

Handy: bonus die on  
 Electrical/Mechanical  
 Repair & Operate Heavy  
 Machinery rolls.  
 Rapid Fire: ignore  
 penalty for multiple shots

### PULP TALENTS

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 60	Half 30	Fifth 12	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun)(25%)	Reg 65	Half 32	Fifth 13	<input type="checkbox"/> _____(01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> _____				<input type="checkbox"/> Pilot			
<input type="checkbox"/> _____(05%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Psychoanalysis (01%)			
<i>Art / Craft</i>				<input type="checkbox"/> First Aid (30%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> _____				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Intimidate (15%)	Reg 65	Half 32	Fifth 13	<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Climb (20%)	40	20	8	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> _____(01%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> _____(01%)				<i>Science</i>			
Credit Rating (00%)	30	15	6	<i>Language (Other)</i>				<input type="checkbox"/> _____			
Cthulhu Mythos (00%)				<input type="checkbox"/> English _____(EDU)	Reg 55	Half 27	Fifth 11	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Demolitions (01%)	20	10	4	<i>Language (Own)</i>				<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)	40	20	8
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Forest _____(10%)	30	15	6
<input type="checkbox"/> Dodge (half DEX)	45	22	9	<input type="checkbox"/> Listen (20%)				<i>Survival</i>			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Locksmith (01%)	40	20	8	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)	70	35	14	<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%)	50	25	10	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Op.Hv.Machine	40	20	8
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
<i>Fighting</i>				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> _____			

### COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	50 25 10	1D3 + DB	1	-	-	-	9
S&W M1917 revolver	60 30 12	1D10+2	1 (3)	15 yds	6	100	Build 0
Pipe wrench	50 25 10	1D8 + DB	1	-	-	-	Dodge 45 22 9
							Damage Bonus 0



## MY STORY

TJ used to run Jameson Hardware, here in Providence. He soon got bored after early retirement, so his beloved wife, Dorothy, encouraged him to take on the job of handyman at the Milton Hotel to keep him out of mischief (and out from under her feet). Now she's gone, he spends a lot of time in his basement cubbyhole, as well as finding jobs around the hotel to keep him from dwelling on his loss.

TJ has just finished eating his supper in the hotel kitchen. (The staff makes sure he gets his meals now he's on his own.) He helped set up some of the stands and signage for the Egyptian exhibition, currently on display in the Milton Hotel ballroom, and has a complimentary ticket to see the finished display. He's got nowhere else to go this evening, so why not check it out before turning in for bed?

## BACKSTORY

### Personal Description

TJ's pappy used to say that he had a "hard edge" to him. TJ is slim and wiry, and it's easy to see the muscles in his arms roll and swell as he works.

### Traits

Military service taught TJ to speak only when he had something important to say. But when he does, boy, does he say it...

### Ideology & Beliefs

TJ lost any faith he had in a higher power in the French trenches during The Great War. Now, he only believes in himself.

### Injuries & Scars

TJ has various facial scars and a old bullet wound in his leg. He was shot in France, but that was years ago. Now, it only bothers him when it rains.

### Significant People

Until recently, the most important person to TJ was Dorothy, his wife. But he lost her to the cancer ten weeks ago.

### Phobias & Manias

Phonophobia, a fear of very loud noises. Most noises that grow steadily in volume don't alarm TJ, it's the sudden and unexpected loud noises that are a problem.

### Meaningful Locations

A large red maple near the back of his property. Dorothy is buried under that tree.

### Arcane Tomes & Spells

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Treasured Possessions

A button-down shirt, yellow with dark pinstripes. It's his favorite shirt that Dorothy made for him. She called it his "Sunday Best" shirt.

### Encounters with Strange Entities

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## GEAR & POSSESSIONS

- |  |   |
|--|---|
| 1 Smith & Wesson Model 1917 revolver (kept in his toolbox) | 1 set of work coveralls                           |
| 1914 Ford light duty truck                                 | 1 change of clothes in his cubbyhole in the hotel |
| 1 toolbox full of tools                                    |   |

## WEALTH

- Spending Level \$10
- Cash \$60
- Assets \_\_\_\_\_
- \$1,500 in savings and possessions

## FELLOW HEROES



Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

### Using Luck

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

### Healing

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





Lined writing area on the left side of the page.

Lined writing area on the right side of the page.