

# CAMP SUNNY

A CONVENTION SCENARIO FOR CALL OF CTHULHU



# CREDITS

**Based on an Original Idea by**

Keary Birch

**Written by**

Paul Fricker with Mike Mason

**Development and Editing by**

Mike Mason

**Layout by**

Nicholas Nacario

Camp Sunny is copyright © 2017 by Chaosium Inc. All rights reserved.

This supplement is best used with the CALL OF CTHULHU (7th Edition) roleplaying game, available separately from [www.chaosium.com](http://www.chaosium.com)

This is a work of fiction. This work may include descriptions 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 offence to anyone living or dead, or to the inhabitants of any of these places is intended. Material is fictionalized and used here as the basis for tales inspired from the imagination of writers of weird horror fiction.

The reproduction of material from within this book for the purposes of personal or corporate profit by photographic, electronic, or other retrieval media is prohibited.

# TABLE OF CONTENTS

Introduction . . . . .	4
Dramatis Personae . . . . .	5
Player Introduction . . . . .	6
Opening Scene. . . . .	7
Locations . . . . .	7
Other Characters . . . . .	9
Running the Game . . . . .	10
Conclusion. . . . .	12
Characters and Monsters . . . . .	12
Pre-Gen Investigators . . . . .	13
Handouts . . . . .	14
Character Sheets. . . . .	16
Keeper Map for Camp Sunny . . . . .	28

# CAMP SUNNY

*What could possibly go wrong during a vacation at an off-season summer camp?*

## INTRODUCTION

The premise of this modern-day scenario is simple: a group of college students choose to take a break at a vacation camp during the off-season. Unfortunately, the owners of the resort are not regular folk. The owners are deep one hybrids, currently in the latter stages of changing to resemble their aquatic brothers and sisters, and who are looking for someone to take over the “family business.” Soon they hope to depart for a new life beneath the waves. This may be their last season on dry land, and perhaps the final vacation the player characters will ever experience!

*Camp Sunny* was conceived while at a roleplaying games convention in Southwest England. The venue for the convention was a traditional British seaside holiday camp. Summer was long past and business at the site was quiet; reduced to a selection of rag-tag gamers mooching through the damp, gray paths between holiday apartments. An isolated camp in the middle of nowhere...

The scenario has been moved from an English seaside resort to the United States and relocated to a campsite near the Great Lakes. The location isn't particularly important, so situate the scenario wherever you, the Keeper, are most comfortable.

## WHAT IS REALLY GOING ON?

Camp Sunny was established in the 1960s by William Fishburn, a deep one hybrid. William passed it on to his children to run in the 1980s, when he “went to the water.” His children, Harold and Janice, now want to “go to the water” themselves but they have no offspring to pass the camp on to. They have several options: they could just abandon the camp; they could find some “surrogate” offspring who they could “turn”; or they could father some children and hang on for twenty more years until the children are grown and ready to take over.

Unfortunately, the number of visitors coming to the camp has been steadily declining over recent years, so much so that Harold and Janice are beginning to lose heart. The camp is looking quite run down. Also, to add to their problems, is Billy their “pet” shoggoth, who isn't being properly fed and who has become rather fractious. Only last week a private investigator arrived at the camp, researching reports of disappearances. He kept a journal (now located in the brothers' cottage) and was wearing a magical protective ring. The ring was indeed protective but only served to protect his hand. When eaten by Billy, the hand bearing the magical ring was spat out and can now be found on the beach; a testament to the effectiveness of those that would go up against the Mythos (knowingly or unknowingly).

## RUNNING THE SCENARIO

Many of us will have memories of family vacations to attractions and establishments that operated on a budget; second-rate fixtures and fittings, disgruntled staff, and poor catering. As Keeper, you should feel free to draw upon your own experience and change the location to one with which you are familiar. All that is required is for you to change the names and elements of the setting to those of your preferred location.

The scenario is presented with an introduction for the players, an explanation for the Keeper, and a set **Opening Scene**. From there, the players are free to explore the locations in whatever order and manner they wish. A description is provided for each location labeled on the map. A selection of key events is provided, which the Keeper may select and use when it seems appropriate. Of course, the Keeper is encouraged to devise and introduce whatever events or situations seem appropriate—have fun!

It is important to encourage the players explore the relationships between their characters. Try to use the situations presented in the scenario to put stress upon those relationships whenever possible.



## THE INVESTIGATORS

A set of six pre-generated “student investigators” (3 male, 3 female) is provided at the rear of the scenario, each with a short backstory and notes about their relationship to the others. Ensure your players read and take note of the relationship details of their character. As Keeper, you may find it useful to make a few notes on each of the investigators to act as an aid memoire when running the game.

The investigators are students in college, escaping for a few days’ break during. It is presumed the timing of the break is around early spring (i.e. before Spring Break) but this can be moved to a different season if de-sired by the Keeper. The reaction of males and females to the antagonists in this scenario is markedly different and, for this reason, you are encouraged to have a rough balance of genders among the investigators. Encourage discussion among the players to further develop the links and relationships between the investigators.

## DRAMATIS PERSONAE

### HAROLD AND JANICE FISHBURN, DEEP ONE HYBRIDS

Harold and Janice both have a very human outlook on life—but they are bored and long for the change that will allow them to make a new home under the water. They are in their fifties but look around twenty-five (due to their deep one heritage); however, they have no body hair and have necks the same thickness as their heads. Both are similar in build and appearance (the same statistic profile can be used for both). The only difference between them is their clothing and the fact that Janice wears an old wig to cover her baldness.

Harold and Janice hold a strange allure to members of the opposite sex. This manifests in game terms as a dual Appearance score (whether this is down to pheromones or some mystical cause is left to the Keeper). Use the following specific descriptions when investigators first meet either of the pair—these have been prepared as player handouts (page 14), allowing the Keeper to give out the appropriate descriptions to the relevant players as “secret” notes.

#### First impressions of Harold Fishburn:

- **Description to male investigators:** Harold’s unblinking stare is a little unsettling. He has a wide smile and watery eyes. His neck is broad and physique is best described as stumpy. He wears a checked shirt and jeans; the sort of clothes that one might acquire at an agricultural supply store. There’s also an un-canny smell about him, something primal and unpleasant.
- **Description to female investigators:** Harold has a smile that lights up his face. His eyes are like deep pools, inviting those that look upon them to dive within. He dresses casually, in a simple check shirt and jeans that speak of rustic charm and earthiness. His scent is enticing, difficult to place, and highly attractive and appealing.

#### First impressions of Janice Fishburn:

- **Description to male investigators:** Janice has a glowing smile. Her deep blue eyes sparkle with the joy of life. Her long blonde hair is rich and well styled. She wears a lovely yellow dress, simple yet elegant, which compliments her figure. Her perfume is enticing, difficult to place, and highly attractive and appealing.
- **Description to female investigators:** Janice’s unblinking stare is quite unsettling. She has a wide smile and watery eyes. Her broad neck, partially hidden by what is obviously a tatty and old blonde wig, makes her appear “dumpy.” She wears an old yellow dress that clearly needs a wash. There’s also an uncanny smell about her, something primal and unpleasant.

The descriptions above are first impressions. If the player wishes to challenge their student’s first impression, call for a **Hard POW** roll—if there are other (supporting) investigators present, alter the roll’s difficulty to Regular. If successful, the investigator’s perception of either Harold or Janice changes to the opposite description. A player may attempt this roll once, after which they may choose to push the roll; try to come up with an interesting consequence in response to a failed pushed roll, in this case it might be to fade to black, only to frame the next scene with that investigator straightening his or her clothes following a “romantic encounter” with one of the Fishburns, with whom he or she is now enamored.

When in need, Harold and Janice may call out to summon Billy, who usually appears within a few rounds. Depending on the situation, the pair may decide to telephone for assistance from Sheriff Smithee (see page 10).

## HAROLD AND JANICE'S AGENDA

Harold and Janice seek to befriend the investigators. However, should one of the investigators become a pesky nuisance, he or she will be added to Billy's menu.

If the pairs' amorous advances towards the investigators are unsuccessful, they look to capture the investi-gators by force. Their goal is to hold them, preferably willingly, at the camp, long enough for them to hear the pitter-patter of tiny deep one hybrid feet. To this end, they have Billy, who they can use as a threat, guard, or attacker. The Fishburns are not especially intelligent and their plans will be far from flawless.

### Roleplaying hooks:

- Gently interrogate guests about where they are from and who knows they are here.
- Get to know the guests and decide which of them would form the best mates.

## BILLY, THE PET SHOGGOTH

Billy is often very bored, as he has been here since William Fishburn set the camp up sixty years ago. Billy is quite intelligent and can read. He managed to get hold of William's notebook some time ago and taught himself the Consume likeness spell. Being a shoggoth, the spell works differently: in full daylight Billy cannot perform his "trick;" however, in the evenings when the Club Room is empty, Billy puts on a little show to amuse himself. He draws himself up through pipes in the swimming pool (where he lives) and pours into the Club Room through the drains in the floor. He then casts the spell and creates folds in his body, which he is able to fashion into the likenesses of those he has eaten. Thus, He can produce a crowd of around twelve people, who appear to be dancing and interacting.

See **Other Characters**, page 9, for details on other minor NPCs.

## PLAYER

## INTRODUCTION

Read the following text aloud or phrase it in your own words:

*It's been a good semester but the workload has been tough. Despite the huge amount of work you still have on your plate, you have decided that a break away from the stress of college is just what the doctor ordered. So you went online to find a cheap place to stay for a few days. While surfing the web, you remembered a place your uncle once mentioned: Camp Sunny! A small and quiet resort in the Great Lakes—exactly what you were looking for. Your uncle found the telephone number, allowing you call and reserve a couple of cab-ins.*

*The six of you got together and packed your gear into the SUV and set off North. A hundred miles into the journey the damned SUV began to overheat. Once it had had a chance to cool down and the radiator was refilled, you managed to finish your journey at an average speed of around 40 mph, nursing it all the way.*

*Of course, it was dark by the time you arrived and the last bit of the journey was not quite how the satnav had indicated, but this must be the place. It's just past 11 p.m. when you pass through the gates of the camp and park next to the Reception Block. As you stop the engine, it coughs one last time and dies. You groan as you realize you are going to have deal with the SUV's problems tomorrow.*

Give the players time to read through their character sheets and backstories, and then move on to the **Opening Scene**.

## OPENING SCENE

Read the following text aloud or phrase it in your own words:

*You are stood in a single story building with a reception area and a counter, on which is a button with a note saying, "If unattended, please press button for service." On the wall, a sign says "Opening time 7 a.m."*

*You each have a sports-bag of clothing and a crate of beer in the SUV. The reception is otherwise empty. A wooden partition wall, with an inset mirror and a door, sits behind the counter.*

Ask the players, "Which of you just rang the bell on the desk?"

Presuming someone answers or does ring the bell, Harold Fishburn appears to book them into their cabins—remember to use the handouts describing the investigators' first impressions of Harold.

Once checked in, Harold points the investigators in the direction of their cabins and wishes them a pleasant sleep.

## THE FIRST NIGHT

Encourage the players to unpack and enjoy a good night's rest after their long drive. Tomorrow will bring a fine day with plenty of time to explore the camp. Of course, players being players, they will ignore your sound advice and probably want to go exploring the dark. This is fine, let them see the dancing people in the Club Room (refer to **The Club Room in the Evening**, page 11), possibly meet one of the camp's other guests (page 9), and so on. Use the following overviews of the camp's locations as a guide and elaborate as you see fit.

From here, the scenario is essentially a sand box for the investigators to explore and engage with. Don't forget to encourage the players to make use of their characters' backstories and relationship issues (give a little prod here and there if needed).

Below are sections describing the camp's locations and the other guests currently on site. These are followed by a section of advice and guidance on running the scenario and possible events that could take place.

## LOCATIONS

The Camp, in general, is very run down: overgrown grass, untended paths and hedges, and bits of litter lie strewn about. There are lights—old sodium lights, which give a dull glow and strangely colored shadows especially when the autumn mists roll in from the lake—illuminating the camp's pathways but only about half of these actually

work. The cabins and buildings have all seen better days. Paintwork is peeling, windows are dirty, and woodwork is in need of repair.

## RECEPTION

(See **Opening Scene**, nearby.)

Despite the sign stating reception is open from 7 a.m., neither Harold nor Janice actually appears until 7.45 a.m., to the inconvenience of any guest needing them.

The mirror in the wall behind the counter is actually a primitive one-way window, allowing Harold and Janice to see into Reception from the Back Office. If viewed from the Reception side, a successful **Spot Hidden** roll allows the investigator to find the correct angle and see into the Back Office.

## BACK OFFICE

The room beyond the reception desk is an office, dominated by two large, aged wooden desks, littered with papers. All of the documents concerning the running of the camp are here; if an investigator takes the time to collate and make sense of these, it soon becomes apparent that the number of guests has declined steeply over the past ten years. The accounts mirror the decline; it appears the resort is hardly breaking even.

One desk drawer contains a number of newspaper clippings about disappearances in the area. A successful **INT** roll reveals that the same reporter's name is mentioned in each story: Peter Reynolds (first as the reporter, then Assistant Editor, and later still the Editor) of the *South Lakes Tribune*. Likewise, the officer mentioned in the various stories is the same person: Deputy, later Sergeant, and more recently Sheriff M. Smithee.

A picture, dated 1986, hangs on the wall and shows a large man smiling and handing over keys to two people, who are clearly Harold and Janice (they look exactly the same as they do now).

If it has not become apparent already, point out that there are no computers in the office. There is a phone on one of the desks. To the students' eyes the phone might have retro-appeal; it is corded, with an actual dial. The only exits are the door to the Reception and door at the rear (usually locked) leading outside.

## INVESTIGATOR CABINS

All of the cabins are much the same: three bedrooms and a bathroom off of a lounge room. An entrance door leads into the lounge, while a set of sliding doors opens from the lounge to a rear, lake view, clearing.

The cabin is reasonably clean and dry. All of the lights work—except in one of the bedrooms. There's enough firewood for a fire on the night of arrival; thereafter, more

will need to be found. There are lots of (harmless) spiders lurking in the cabin.

**Note:** if electing to set the scenario in England, the cabin has an electricity meter (requiring tokens to feed it to keep the electricity on). The meter will run out at around two-thirty in the morning (unless someone thinks to check it in advance). Tokens are available to purchase (one pound each) from reception (when open).

- **Event:** In the early morning, the investigators may be disturbed by a curious shuffling-tapping noise from the direction of the front door. Those looking out see nothing at first but, on closer inspection, see a group of hungry ducks that have gathered at the door and wait there until some bread has been given to them. This encounter is quite mundane but, if the investigators are already on edge, may serve as a false scare.

## SWIMMING POOL

Filled with murky water, the swimming pool has not been in use since the end of last September. The pump and filter are currently disassembled and lie on the side on the pool.

- Those who succeed with a **Spot Hidden** roll (or if someone specifies their investigator is inspecting the pump), notice the pump has never been used and the filter is pristine.

At the bottom of the swimming pool is a drain, which feeds the pump and filter. An overflow pipe leads from the pool to another drain, which then leads out to the lake.

- Billy uses the overflow pipe for access to and from the swimming pool. Billy departs the pool mainly at night but occasionally heads to the beach to expel matter he cannot digest (such as splintered human bones or like when he had to expel a strange ring worn by the private investigator, which was giving him indigestion).

Billy is, most likely, resting in the swimming pool during the day but won't make his presence know unless an investigator decides to take a dip in the pool

## CLUB ROOM

The entry to the Club Room is through a lobby area in which assorted machines for removing money from holidaymakers sit (a couple of old Space Invader type games from the 1980s, a pinball machine, and a few slot machines). A public telephone, in a head-height plastic cubicle hangs from a wall in the lobby, near to a pair of toilet doors (the insides of which smell badly). Frosted glass doors from the lobby lead into the Club Room.

Inside, near the entrance doors is a bar, underneath which is a cellar. The rest of the room is comprised of a sunken dance floor surrounded by tables and chairs. The sunken area has small grates fitted at its corners, allowing the floor to be cleaned and the water drained away. Note that Billy uses these access points to enter the Club Room to do his "party trick."

A (unlocked) door behind opens to reveal steps leading down to the cellar, where the beers, wines, and other club consumables are kept. It is currently well stocked, although a **Spot Hidden** notices many of the sell by dates have expired.

## BEACH

There is no access to this short stretch of sandy beach from outside of the camp. Looking from the shore-line, one can see a boathouse, set back from the beach in the trees. Nearby, is an inverted red bucket, half buried in the sand (a forgotten remnant of a happy family vacation perhaps). Picking up (or kicking) the bucket reveals a severed human hand. It looks like its been here a few days.

- The hand is identical to the one that can be seen in the window of the Club Room (see **The Club Room in the Evening**), except that the ring on the ring finger is present. Call for a **Sanity** roll (0/1D4 loss).
- If examined, the ring has a strange design, like a stylized oak leaf.
- A successful **First Aid** or **Medicine** roll suggests the hand shows five days' worth of decomposition.

If an investigator takes the ring and wears it, he or she does not feel any beneficial effect but they do (unconsciously) gain a bonus die for most interactions with Billy (such as dodging or attacking). The oak leaf is a form of the Elder Sign, a symbol of protection against Mythos entities.



## BOATHOUSE

A weathered boathouse stands near the beach, almost hidden by trees. The doors are locked with an old padlock—the key is lost somewhere in the Back Office. A successful **STR** roll or **Locksmith** can get the lock open. Inside are some old canoes and two wind surfing boards, all in a poor state of repair.

- The Fishburns sometimes come down here at night to sit quietly looking out to the lake. Longing to take to the water to join the rest of their kin.

## FISHBURNS' COTTAGE

A single-story stone building, far older than the rest of the camp, its porch is decorated with driftwood and other objects deposited from the lake. The door is kept locked. Each of the Fishburns has a heavy iron key. Breaking in requires either a successful **Locksmith** roll, or a Hard **STR** or **SIZ** roll.

Inside, the cottage is untidy and ramshackle. The walls are adorned with all manner of dusty memorabilia (paintings, shells, fishing ropes). A fish tank stands against one wall, a thick layer of green algae obscuring the poor collection of goldfish within.

There are three rooms: a front sitting room and two bedrooms. Each of the bedrooms is a ramshackle heap of dirty sheets, old pillows, and clothes strewn on the floors. The building lacks a damp course and the bedrooms have green and black mold growing on the walls.

With a successful Spot Hidden roll, a journal can be found beside Janice's bed. It belonged to a guest who came to Camp Sunny last week, investigating the disappearances.

- If read, the journal warns that the local police are in league with the Fishburns. The author, seemingly a private detective, writes he is looking into the disappearances of a number of holidaymakers. He is sure something strange is going on in Camp Sunny. The detective mentions in a protective ring he wears, given to him by his grandmother, which bears an ancient symbol of protection.
- If and when the investigators find this journal, the Keeper may wish to reveal additional information about Camp Sunny and what the author of the journal had already discovered. Obviously, the journal does mention the author's demise or that his body is now magically simulated by Billy in the club.

## TRAILER HOMES

A few old trailer homes stand among long grass. The trailers do not look to have been used for some years and are in a very poor state of repair. Grime and dirt obscure most of the windows. All are locked but a successful **STR** or **SIZ** roll breaks a door open.

- At the Keeper's discretion, one or two part-used canisters of propane gas might interest the investigators. If sufficiently heated the canisters can explode, inflict 6D6/3D6/1D6 damage per 3/6/9 yards.

## PLAYGROUND

An uncared for collection of playground apparatus, including a set of swings, slide, roundabout, and filthy sand pit; some grass and weeds grow up the sides but it is generally good order.

- While there is nothing here of particular interest, a chase sequence through the playground provides plenty of interesting hazards and obstacles.

## OTHER CHARACTERS

It may be the off-season but the camp does have a few guests who, like the students, have been drawn to the peace and quiet of the area. Introduce the other residents as and when seems appropriate. Consider the other residents as devices with which to draw the investigators deeper into trouble. Perhaps a cantankerous guest, annoyed by the noise made by the students calls the Fishburns to complain, or demands something be done when they see the investigators are up to no good.

- Statistics are not provided for each of these NPCs—a single profile is given for illustration—if any rolls are needed, improvise using average values for most of their characteristics and skills.

CORINNE HATTON.  
AGE 56. CAMP CLEANER

Corinne is a pleasant, older woman who works at the camp as a cleaner and general staff member. She has worked at the camp for nearly 20 years and is totally enthralled by the Fishburns; she will not hear a bad word said against them. She is unable to have children and so the Fishburns simply exploit her as a servant.

Corinne can be played as a sympathetic character. The investigators may seek to help her but this is likely

to lead to trouble when as she betrays them to the Fishburns. For her part, Corinne will seek to befriend the investigators and get to know them, engaging them in small talk whenever possible.

- **Description:** thin and slight, she smokes like a chimney, and wears a tabard.
- **Traits:** has a habit of winking when talking to a person.

## DEREK WARES. AGE 45. CAMP GUEST

Derek is a disheveled, middle-aged man with thinning hair. He wanders the camp looking for his wife, asking anyone he comes across if they have seen her. He had been staying at the camp for two weeks and then went insane when he saw Billy's true form.

It is up to the Keeper whether his wife, Doreen, is held captive by the Fishburns, has been eaten by Billy, or is perhaps simply a figment of Derek's deranged imagination. He may seize upon the students and appeal to them to aid him in some crazy scheme that he has cooked up—perhaps he believes the Fishburns have kidnapped his wife when, in fact, they have not. In rare lucid moments, he may whisper about the “thing on the beach.”

- **Description:** thinning hair, tall, with deep-set eyes. Often forgets to wear his coat.
- **Traits:** when talking, he stares through people. Talks to imaginary people.

## SIMONDS AND FAMILY

Bob (46) and Shina (42) are a middle-aged couple with two children, Raj (12) and Nerissa (9), who arrive looking for a place to stay during the time the students are at the camp. They are on a road trip and have stumbled upon Camp Sunny. Bob is a belligerent fellow who refuses to have anything to do with a bunch of students, while Shina is friendly. On the first night of their stay, the Fishburns seek to disable the Simonds' SUV to prevent them from leaving.

Bob and Shina can be used to provoke a confrontation with the students, or as an example of the fate that awaits residents of Camp Sunny. Bob may request help from the investigators with fixing his car, should the situation arise. If you want the game to become darker in tone, the brothers might do away with the parents and capture the children, concealing the family car and claiming that the family left the camp. In this situation, the Fishburns hope to raise the children as their own.

- **Description:** Bob has not been to gym in a long time, Shina is petite, Raj recently had a growth spurt, and Nerissa is a typical precocious 9 year old.
- **Traits:** Bob tends to be hostile, Shina a peacemaker, Raj likes climbing and wandering off, Nerissa just says outright whatever is on her mind.

## SHERIFF SMITHEE. AGE 58. LOCAL LAWMAN

Sheriff Smithee only appears if called by the students (see **We Call The Police**, page 11).

He is tough uncompromising lawman who has seen it all. A bunch of students and their concerns matter little to him. He is likely to be seriously pissed by what he considers time wasters.

On arriving at Camp Sunny, Smithee first heads to the Reception to be speak to the owners. On seeing Janice, he immediately falls under her spell and believes whatever nonsense she tells him about the students. Thereafter, he does anything she commands.

Investigators realizing the sheriff is enamored by Janice can attempt to bring him to his senses if they can cause him pain; a minimum of 4 damage to the sheriff is required to clear his head. Of course, he'll be somewhat angry with those who have just attacked him and liable to draw his gun on them unless an **Ex-treme Persuade** or **Fast Talk** roll can be made to explain the situation. Pushing such a roll is likely to get people shot.

## RUNNING THE GAME

Following the framing of the opening scene, the players are free to act however they wish. There are a number of events that are likely to be common to most groups and these are explored in the following section. The Keeper should go with the players' direction but be prepared to throw obstacles or dilemmas in their path, inventing events appropriate to the direction of play.

With strange things happening, the players may start to think something ghostly is the cause; if so, play on this and use misdirection to confound and confuse. If the Fishburns become the focus of the students' interest, have the other guests appear with their own problems, which could include strange sightings (Billy at night), Derek Wares looking for this wife, and the arrival of the Simonds family.

The students probably spend their first night and day relaxing and checking out the camp. While the camp does need a good clean and some maintenance (it is off-season) and is a little untidy, it is not a wasteland by any means.

## POSSIBLE EVENTS

## EVENING: THE CLUB ROOM

At some point during an evening, possibly on the evening of their arrival, the investigators spot what appears to be a party happening in the Club Room.

Those passing by the windows of the Club Room see light from between heavy curtains, through which they may see indistinct couples dancing together. A couple is kissing in one of the windows (investigators close by can get a good look at the people, who seem oblivious to the nosy onlookers)—the man's hand is well manicured, he wears rings on the middle and little fingers. A successful **Spot Hidden** notices that his ring finger has the imprint of a ring in the skin (but no actual ring). The man's hand strokes the woman's red hair gently as they kiss.

Should anyone enter the Club Room, as soon they pass through the lobby area containing the slot machines the crowd of people suddenly disappears and the music turns off just before they enter through the frosted glass doors. On entering, they find a dark and silent empty room. Call for a **Sanity** roll (1/1D4 loss) to witness this ghostly spectacle. If anyone is peering through the window from outside as this happens, they see nothing, as everything inside is plunged into sudden darkness. It should be immediately apparent that something is not right at Camp Sunny.

## THE FIRST NIGHT

While the students sleep, the Fishburns disable their SUV. Those specifically stating they are staying up and too wary to sleep should make a **CON** roll to avoid dropping off (the Keeper may increase the difficulty to Hard, later in the night).

Unless the students say they are starting up the SUV, there's no way for them to realize the car's engine has been damaged. It will be very difficult to get a vehicle working, requiring a Hard **Mechanical Repair** roll. Such attempts are likely to rouse the interest (and intervention) of Harold or Janice, who attempt to distract them at first and then, acting surprised with reference to the car's damage, say they will call out a first rate mechanic they know to fix the car. Of course, a mechanic never arrives.

Should the students managed to contact a mechanic themselves via one of the camp's telephones, the mechanic arrives some 6 hours later. On the way in, he calls at Reception for directions to the student's cabin. The Fishburns probably capture him and tie him up in the Back Office until they can move him to the cellar beneath the Club Room.

## DAYTIME THE BEACH

Making mention of a sign pointing the way to the beach is probably enough to prompt at least one student to make the journey. Looking around, they may spot or disturb the upturned red bucket. Failing that, have a crab scuttle out from under it, upturning the bucket in the process and revealing its ghastly contents.

## COMPLAIN TO THE FISHBURNS

If the students seek out either of the Fishburns to complain (about anything), the camp's owners attempt to defuse the situation with mock concern and reassurances that they will deal with any problems. They use the fact that it is out of season as an excuse, which is why the guests are not being charged the regular full rate.

The Fishburns mock concern is easily seen through with a successful **Psychology** roll but determining whether they are they simply being indifferent or if something more malign is in their minds is hard to tell. If the situation gets heated, the Fishburns offer to bring round a crate of beer in way of apology, which may cool the situation enough for them to disappear.

## WE CALL THE POLICE

The students may attempt to contact the police. There is no cell phone signal and the only working tele-phones are in the Back Office and the Club Room lobby.

If they do get through to the police, they are told that a patrol car will be sent to the camp. Arriving in the car is Sheriff Smithee, who goes directly to Reception to see the Fishburns. After sharing a glass of whiskey with the Fishburns, Smithee returns to the police station with the information that it was a hoax call by a bunch of students.

Sheriff Smithee, on meeting Janice, falls under her spell of Janice and becomes enchanted by her. He does anything she commands, which is mainly giving a warning to the students and then leaving, although she may call him to help catch students trying to escape. If all fails with the young, attractive students, Janice may command Sheriff Smithee to be her mate.

Investigators attempting to stop and talk to Sheriff Smithee are given short thrift; he has no time for student antics. If pressed, he proceeds to check everyone's ID to make sure they are not drinking illegally and may, if annoyed, demand to search their SUV and cabins for drugs.

## FLEEING CAMP SUNNY

The camp is situated at least twenty-miles to the nearest piece of civilization. The surrounding land is sparsely populated and there are scant signs of any farming or other activity. The roads are in a poor condition.

If the students do succeed in leaving the camp, a sudden storm makes driving difficult; the driver can hardly see the road for the heavy rain. Call for a **Hard Driving** roll: if failed, the car veers off the road and into a ditch. If the roll is passed, a few moments later lightning strikes a tree, causing it to fall across the road ahead. The way out is blocked.

Whether they leave by vehicle or on foot, the investigators are hunted by the Fishburns, who deploy Billy in to help. The shoggoth has the ability to engulf humans within its bulk and then transport and eject them elsewhere. Call for **Sanity** rolls as necessary.

Alternatively, the Fishburns call Sheriff Smithee to round up the escapees. Smithee uses some pretense, such as the students are attempting to leave without paying their bill at the camp, before dragging them back to the camp and into the arms of the Fishburns.

## CONCLUSION THE FINAL SHOWDOWN

Try to build and then ramp up the tension, driving the situation towards a climactic resolution. Possible end sequences include a confrontation (or discover of Billy) in the Club Room, an attempted escape by the investigators, or an outright conflict with the Fishburns. Each game will find its own path and it's the Keeper's job to craft a climax given the consideration of a limited 3 to 4 hour time slot.

The outcome is likely to include one of more of the following:

- One or more of the investigators (perhaps insane) willingly becoming a mate for the Fishburns.
- One of the investigators being dragged off to a fate worse than death, to be held against his or her will to become breeding stock.
- The form of one or more investigators dancing in the club, having been consumed and imitated by Billy.

- One of the Fishburns mourning the death of his/her sibling and swearing revenge on those meddling students.
- A chase scene through the camp as investigators attempt to flee from Billy.

## CHARACTERS AND MONSTERS

### AVERAGE CAMP GUEST [MODIFY AS NEEDED]

**STR** 45   **CON** 60   **SIZ** 55   **DEX** 60   **INT** 65  
**APP** 65   **POW** 45   **EDU** 70   **SAN** 50   **HP** 11  
**DB:** 0   **Build:** 0   **Move:** 8   **MP:** 9

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

**Skills:** Climb 30%, Fast Talk 45%, Intimidate 40%, Natural World 30%, Persuade 30%, Psychology 35%, Stealth 35%, Throw 30%.

### SHERIFF SMITHEE, THE LAWMAN

**STR** 70   **CON** 60   **SIZ** 75   **DEX** 60   **INT** 70  
**APP** 40   **POW** 50   **EDU** 60   **SAN** 43   **HP** 13  
**DB:** 0   **Build:** 0   **Move:** 5   **MP:** 9

Brawl                      50% (25/10), damage 1D3  
                                 or nightstick 1D6  
.38 auto pistol           60% (30/12), damage 1D10  
.30-06 semi-auto rifle 40% (20/8), damage 2D6+4  
Dodge                      30% (15/6)

**Skills:** Climb 25%, Drive Auto 60%, Fast Talk 60%, Intimidate 70%, Law 45%, Navigate 60%, Psychology 65%, Stealth 55%, Throw 40%, Track 70%.

### HAROLD AND JANICE, DEEP ONE HYBRIDS

**STR** 70   **CON** 75   **SIZ** 65   **DEX** 65   **INT** 60  
**APP** 35/85\***POW** 60   **EDU** 50   **SAN** 00   **HP** 14  
**DB:** +1D4 **Build:** 1   **Move:** 8   **MP:** 12

*\*Increased APP to opposite sex.*



**Attacks per round: 1**

Brawl	60% (30/12), damage 1D3+1D4 or knife† 1D4+1D4
Dodge	50% (25/10)

†May use any available tool or weapon.

**Skills:** Accounting 25%, Charm 30%, Drive Auto 45%, Intimidate 75%, Jump 80%, Mechanical Repair 40%, Persuade 50%, Stealth 45%, Swim 90%, Track 40%, Throw 50%.

**BILLY, PET SHOGGOTH**

**STR** 300 **CON** 210 **SIZ** 420 **DEX** 20 **INT** 45  
**APP** — **POW** 40 **EDU** — **SAN** — **HP** 63  
**DB:** +8D6 **Build:** 9 **Move:** 9\* **MP:** 8

\*Billy moves more slowly than most shoggoths. His movement is also reduced by one point for each person he engulfs. The reduction in speed lasts until the victim is sucked apart or ejected.

**Attacks per round: 2**

**Fighting attacks:** in combat, Billy covers an area 5 yards square and can produce any manner of human-like appendages (based upon those that he has previously consumed) with which to attack. Manicured ladies' hands with red fingernails, tattooed truckers' arms, the legs of a traveling salesman, the biting mouths of missing youths, etc.

**Engulf:** Billy may choose to engulf a target; to do this he must make a successful Fighting attack. Normally a shoggoth kills those it engulfs. In Billy's case, he stores them in his bulk and later either absorbs them or ejects them. Those that are consumed are studied so that he may add their form to his repertoire. Those held within the Billy's bulk can strike back only on rounds in which they successfully make a STR roll. A shoggoth can engulf any number of enemies; however, it may not exceed a total SIZ greater than its own SIZ.

Should Billy wish to kill those he has engulfed, he must attack each person separately. Each victim must make an opposed STR roll versus Billy's STR or be sucked apart. If attacking more than one engulfed victim in the same round, Billy must divide his STR among all of the targets.

Fighting	70% (35/14), damage 8D6 or can choose to engulf (no damage—see above).
Dodge	10% (5/2)

**Armor:** none, but (1) fire and electrical attacks inflict only half damage; (2) physical weapons, such as fire-arms and knives, inflict only 1 point of damage per hit; (3) a shoggoth regenerates 2 hit points per round.

**Sanity loss:** 1D6/1D20 Sanity points to see Billy in full shoggoth form.

## PRE—GENERATED INVESTIGATORS

Each student investigator is supplied with a backstory. The Keeper should ensure their players take note of what's written. Note that Luck values have not been given on the investigator sheets—ask each player to roll 3D6 multiplied by 5 to generate their Luck score at the start of the game. Using the Optional Luck Spending rule (Call of Cthulhu Rulebook, page 99) is recommended for this scenario.

Backgrounds and relationships are presented for up to six student investigators. Each makes some mention of the other five. If you have less than six players, simply delete or ask the players to ignore the information that is not relevant—for whatever reason, those lucky individuals did not come on this trip.

**Male Students:**

- **Phil Paynter:** art major; in a relationship with Jo-Jo, and best friends with Nate.
- **Reidel Gray:** physics major; in a relationship with Ally.
- **Nate Upton:** languages major; best friends with Phil.

**Female Students:**

- **Charlie Harrigan:** history major; unattached but attracted to Ally.
- **Jo-Jo Johnson:** anthropology and archaeology majors; in a relationship with Phil, and best friends with Ally.
- **Ally Bechel:** medical major; in a relationship with Reidel, and best friends with Jo-Jo.

*Male Investigator*

**Your first impressions of Harold:** Harold's unblinking stare is a little unsettling. He has a wide smile and wa-tery eyes. His neck is broad and physique is best described as stumpy. He wears a checked shirt and jeans; the sort of clothes that one might acquire at an agricultural supply store. There's also an uncanny smell about him, something primal and unpleasant.

**First impressions of Janice:** Janice has a glowing smile. Her deep blue eyes sparkle with the joy of life. Her long blonde hair is rich and well styled. She wears a lovely yellow dress, simple yet elegant, which compli-ments her figure. Her perfume is enticing, difficult to place, and highly attractive and appealing.

*Male Investigator*

**Your first impressions of Harold:** Harold's unblinking stare is a little unsettling. He has a wide smile and wa-tery eyes. His neck is broad and physique is best described as stumpy. He wears a checked shirt and jeans; the sort of clothes that one might acquire at an agricultural supply store. There's also an uncanny smell about him, something primal and unpleasant.

**First impressions of Janice:** Janice has a glowing smile. Her deep blue eyes sparkle with the joy of life. Her long blonde hair is rich and well styled. She wears a lovely yellow dress, simple yet elegant, which compli-ments her figure. Her perfume is enticing, difficult to place, and highly attractive and appealing.

*Male Investigator*

**Your first impressions of Harold:** Harold's unblinking stare is a little unsettling. He has a wide smile and wa-tery eyes. His neck is broad and physique is best described as stumpy. He wears a checked shirt and jeans; the sort of clothes that one might acquire at an agricultural supply store. There's also an uncanny smell about him, something primal and unpleasant.

**First impressions of Janice:** Janice has a glowing smile. Her deep blue eyes sparkle with the joy of life. Her long blonde hair is rich and well styled. She wears a lovely yellow dress, simple yet elegant, which compli-ments her figure. Her perfume is enticing, difficult to place, and highly attractive and appealing.

*Female Investigator*

**Your first impressions of Harold:** Harold has a smile that lights up his face. His eyes are like deep pools, inviting those that look upon them to dive within. He dresses casually, in a simple check shirt and jeans that speak of rustic charm and earthiness. His scent is enticing, difficult to place, and highly attractive and appealing.

**First impressions of Janice:** Janice's unblinking stare is quite unsettling. She has a wide smile and watery eyes. Her broad neck, partially hidden by what is obviously a tatty and old blonde wig, makes her appear "dumpy." She wears an old yellow dress that clearly needs a wash. There's also an uncanny smell about her, something primal and unpleasant.

*Female Investigator*

**Your first impressions of Harold:** Harold has a smile that lights up his face. His eyes are like deep pools, inviting those that look upon them to dive within. He dresses casually, in a simple check shirt and jeans that speak of rustic charm and earthiness. His scent is enticing, difficult to place, and highly attractive and appealing.

**First impressions of Janice:** Janice's unblinking stare is quite unsettling. She has a wide smile and watery eyes. Her broad neck, partially hidden by what is obviously a tatty and old blonde wig, makes her appear "dumpy." She wears an old yellow dress that clearly needs a wash. There's also an uncanny smell about her, something primal and unpleasant.

*Female Investigator*

**Your first impressions of Harold:** Harold has a smile that lights up his face. His eyes are like deep pools, inviting those that look upon them to dive within. He dresses casually, in a simple check shirt and jeans that speak of rustic charm and earthiness. His scent is enticing, difficult to place, and highly attractive and appealing.

**First impressions of Janice:** Janice's unblinking stare is quite unsettling. She has a wide smile and watery eyes. Her broad neck, partially hidden by what is obviously a tatty and old blonde wig, makes her appear "dumpy." She wears an old yellow dress that clearly needs a wash. There's also an uncanny smell about her, something primal and unpleasant.

## Modern Era Investigator

Name Phil Paynter  
 Player \_\_\_\_\_  
 Occupation Art Student  
 Age 21 Sex Male  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

## Characteristics

STR **75** <sup>37</sup>/<sub>15</sub> DEX **45** <sup>22</sup>/<sub>9</sub> INT **70** <sup>35</sup>/<sub>14</sub>  
 CON **85** <sup>42</sup>/<sub>17</sub> APP **80** <sup>40</sup>/<sub>16</sub> POW **60** <sup>30</sup>/<sub>12</sub>  
 SIZ **75** <sup>37</sup>/<sub>15</sub> EDU **75** <sup>37</sup>/<sub>15</sub> Move Rate **8** <sup>+1</sup>/<sub>-1</sub>



Major Wound ☐ **16** <sup>MP</sup>

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane ☐ Indef. Insane ☐ **60** <sup>Max</sup>

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

## CALL of CTHULHU

Out of Luck **12** <sup>MP</sup>

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

## Skills

<input type="checkbox"/> Accounting [05%]		<input type="checkbox"/> Elec Repair [10%]		<input type="checkbox"/> Language [Own] (EDU)		<input type="checkbox"/> Science [01%]	
<input type="checkbox"/> Anthropology [01%]		<input type="checkbox"/> Electronics [01%]		<input type="checkbox"/> Law [05%]		<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]		<input type="checkbox"/> Fast Talk [05%]		<input type="checkbox"/> Library Use [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]		<input type="checkbox"/> Fighting [Brawl] [25%]	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Listen [25%]	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Sleight of Hand [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Art / Craft [05%] Fine Art	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]		<input type="checkbox"/> Spot Hidden [25%]	<b>60</b> <sup>30</sup> / <sub>12</sub>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Stealth [20%]	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/>		<input type="checkbox"/> Firearms [Handgun] [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Medicine [01%]		<input type="checkbox"/> Survival [10%]	
<input type="checkbox"/> Charm [15%]	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Natural World [10%]	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Swim [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb [20%]	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Throw [20%]	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Computer Use [05%]		<input type="checkbox"/> First Aid [30%]	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Occult [05%]		<input type="checkbox"/> Track [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
Credit Rating [00%]	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> History [05%]		<input type="checkbox"/> Op. Hv. Machine [01%]		<input type="checkbox"/>	
Cthulhu Mythos [00%]		<input type="checkbox"/> Intimidate [15%]	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Persuade [10%]	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]		<input type="checkbox"/> Jump [20%]	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Pilot [01%]		<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Language [Other] [01%]		<input type="checkbox"/> Psychology [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]		<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	60	30	12	1d3 + db	-	1	-	-

## Combat

Damage Bonus	<b>+1d4</b>
Build	<b>+1</b>
Dodge	<b>40</b> <sup>20</sup> / <sub>8</sub>



### Phil Paynter Backstory

You are studying art at college. You and your friends have decided to skip a few days of college to enjoy an impromptu break away from studying and hectic academic life.

You are a guy's guy and spend most of your time in bars with your best buddy Nate. In truth, you are putting on a brave face about your on-again-off-again love life. You have been going out with Jo-Jo for three months now and she complains that the relationship is going nowhere; that you won't commit fully to it. The two of you have talked it over and have agreed to give things one more try.

#### About your friends:

- **Jo-Jo Johnson:** your girlfriend for 3 months, she's been complaining that you aren't attentive enough and threatened to break-up with you. You promised you would change and she said she'd give you another chance. She is best friends with Ally Bechel.
- **Ally Bechel:** Jo-Jo's best friend and is in a relationship with Reidel Gray; however, you think the pair are poisoning Jo-Jo's mind against you.
- **Reidel Gray:** in a relationship with Ally Bechel (Jo-Jo's best friend). Reidel used to be a fun guy to hang with but since he started seeing Ally, he's hardly around and seems distant to you.
- **Nate Upton:** your best friend and currently unattached. He has your back and you have his.
- **Charlie Harrigan:** she recently broke up with her girlfriend. Jo-Jo suggested bringing Charlie along to help her get over the breakup.



# Modern Era Investigator

Name Jo-Jo Johson  
 Player \_\_\_\_\_  
 Occupation Anthropology Student  
 Age 21 Sex Female  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **50** <sup>25</sup>/<sub>10</sub> DEX **70** <sup>35</sup>/<sub>14</sub> INT **80** <sup>40</sup>/<sub>16</sub>  
 CON **60** <sup>30</sup>/<sub>12</sub> APP **80** <sup>40</sup>/<sub>16</sub> POW **65** <sup>32</sup>/<sub>13</sub>  
 SIZ **55** <sup>27</sup>/<sub>11</sub> EDU **75** <sup>37</sup>/<sub>15</sub> Move Rate **8** <sup>+1</sup>/<sub>-1</sub>



Major Wound ☐ **11** MP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane ☐ Indef. Insane ☐ **65** Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

# CALL of CTHULHU

Out of Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

**13** MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

# Skills

<input type="checkbox"/> Accounting [05%]	<input type="checkbox"/> Elec Repair [10%]	<input type="checkbox"/> Language [Own] (EDU)	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%] <b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/>
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%] <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Library Use [20%] <b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%] <b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Fighting [Brawl] [25%] <b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Listen [25%] <b>45</b> <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/> Art / Craft [05%]	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Spot Hidden [25%] <b>25</b> <sup>12</sup> / <sub>5</sub>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%] <b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Stealth [20%] <b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Handgun] [20%] <b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/> Charm [15%] <b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%] <b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Natural World [10%] <b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim [20%] <b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb [20%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%] <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Throw [20%] <b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Computer Use [05%]	<input type="checkbox"/> First Aid [30%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Occult [05%] <b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Track [10%] <b>10</b> <sup>5</sup> / <sub>2</sub>
Credit Rating [00%] <b>48</b> <sup>24</sup> / <sub>9</sub>	<input type="checkbox"/> History [05%] <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="checkbox"/>
Cthulhu Mythos [00%]	<input type="checkbox"/> Intimidate [15%] <b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Persuade [10%] <b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>
<input type="checkbox"/> Disguise [05%]	<input type="checkbox"/> Jump [20%] <b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Pilot [01%]	<input type="checkbox"/>
<input type="checkbox"/> Dodge [half DEX] <b>35</b> <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Language [Other] [01%]	<input type="checkbox"/> Psychology [10%] <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto [20%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis [01%]	<input type="checkbox"/>

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

# Combat

Damage Bonus	<b>none</b>
Build	<b>0</b>
Dodge	<b>35</b> <sup>17</sup> / <sub>7</sub>



### Jo-anna (Jo-Jo) Johnson Backstory

You are studying anthropology and archaeology at college. You and your friends have decided to skip a few days of college to enjoy an impromptu break away from studying and hectic academic life.

You were in a relationship with Phil but you've talked it over with him and came to an understanding—the two of you are now just good friends. Best that it stays that way, since Phil is seemingly incapable of commitment and would rather spend time with his best mate Nate, drinking in bars than sharing a romantic meal with you. You still have a soft spot for Phil and may change your mind about him if he proves himself worthy.

#### About your friends:

- **Phil Paynter:** your ex-boyfriend. You blame his indulgent partying for your break-up with him.
- **Ally Bechel:** your best friend and currently a relationship with Reidel Gray. She talked sense into you, helping you to see just what a waste of time Phil was, and to encourage you to break-up with him. Ally says you can do better.
- **Reidel Gray:** in a relationship with Ally Bechel. Reidel can be a bit creepy and lecherous, although he's been really sweet since you broke up with Phil.
- **Nate Upton:** Phil's best buddy and a bad influence. If it wasn't for him, Phil wouldn't be up late and partying all hours. You wish Phil hadn't invited him to come.
- **Charlie Harrigan:** she recently broke up with her girlfriend. You asked her to come so she could get some space and get over the breakup.

## Modern Era Investigator

Name Ally Bechtel  
 Player \_\_\_\_\_  
 Occupation Medical Student  
 Age 21 Sex Female  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

## Characteristics

STR **60** <sup>30</sup>/<sub>12</sub> DEX **65** <sup>32</sup>/<sub>13</sub> INT **80** <sup>40</sup>/<sub>16</sub>  
 CON **55** <sup>27</sup>/<sub>11</sub> APP **65** <sup>32</sup>/<sub>13</sub> POW **70** <sup>35</sup>/<sub>14</sub>  
 SIZ **45** <sup>22</sup>/<sub>9</sub> EDU **80** <sup>40</sup>/<sub>16</sub> Move Rate **9** <sup>+1</sup>/<sub>-1</sub>



Major Wound ☐ **10MP**

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane ☐ Indef. Insane ☐ **70** *Max*

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

SANITY

## CALL of CTHULHU

Out of Luck **14MP**

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

## Skills

<input type="checkbox"/> Accounting [05%]		<input type="checkbox"/> Elec Repair [10%]		<input type="checkbox"/> Language [Own] [EDU]		<input type="checkbox"/> Science [01%]	
<input type="checkbox"/> Anthropology [01%]		<input type="checkbox"/> Electronics [01%]		<input type="checkbox"/> Law [05%]		<input type="checkbox"/> Biology	<b>70</b> <sup>35</sup> / <sub>14</sub>
<input type="checkbox"/> Appraise [05%]		<input type="checkbox"/> Fast Talk [05%]		<input type="checkbox"/> Library Use [20%]	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Pharmacy	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Archaeology [01%]		<input type="checkbox"/> Fighting [Brawl] [25%]	<b>45</b> <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Listen [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Art / Craft [05%]		<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]		<input type="checkbox"/> Sleight of Hand [10%]	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Spot Hidden [25%]	
<input type="checkbox"/>		<input type="checkbox"/> Firearms [Handgun] [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Medicine [01%]	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Stealth [20%]	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Charm [15%]	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Natural World [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival [10%]	
<input type="checkbox"/> Climb [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim [20%]	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Computer Use [05%]	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> First Aid [30%]	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Occult [05%]		<input type="checkbox"/> Throw [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>
Credit Rating [00%]	<b>56</b> <sup>28</sup> / <sub>11</sub>	<input type="checkbox"/> History [05%]	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Op. Hv. Machine [01%]		<input type="checkbox"/> Track [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
Cthulhu Mythos [00%]		<input type="checkbox"/> Intimidate [15%]	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Persuade [10%]	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]		<input type="checkbox"/> Jump [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Pilot [01%]		<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	<b>35</b> <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Language [Other] [01%]		<input type="checkbox"/> Psychology [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]		<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-

## Combat

Damage Bonus	<b>none</b>
Build	<b>0</b>
Dodge	<b>35</b> <sup>17</sup> / <sub>7</sub>





### Ally Bechtel Backstory

You are studying medicine at college. You and your friends have decided to skip a few days of college to enjoy an impromptu break away from studying and hectic academic life.

You are going out with Reidel. You view the relationship as a stopgap. For one thing, it's apparent to every-one that Reidel is enamored of Jo-Jo (your best friend), though no one will say it. As soon as you find some-one better, you'll drop Reidel like a bad habit.

#### About your friends:

- **Reidel Gray:** your stopgap boyfriend. You've seen his wandering eye whenever an attractive wom-an is about and you'll be happy to break-up with him, but on your terms.
- **Jo-Jo Johnson:** your best friend. You persuaded her to drop that loser Phil. She can do so much bet-ter. It's a shame that he had to come on this trip, as the longer Jo-Jo is away from him the better. Best keep your eye on the pair of them and make sure Jo-Jo doesn't slip and get back with him.
- **Phil Paynter:** Jo-Jo's ex-boyfriend and complete loser. He's an alcoholic and probably does drugs. Him and Nate are best buddies and who knows what they get up to when they go out together.
- **Nate Upton:** Phil's best buddy and a bad influence. A complete waste of space. You wish Phil hadn't invited him to come.
- **Charlie Harrigan:** she recently broke up with her girlfriend. You find her aloof and unfriendly. She's also a bit plain and could do with looking after herself better.

## Modern Era Investigator

Name Reidel Gray  
 Player \_\_\_\_\_  
 Occupation Physics Student  
 Age 22 Sex Male  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

## Characteristics

STR **65** <sup>32</sup>/<sub>13</sub> DEX **55** <sup>27</sup>/<sub>11</sub> INT **90** <sup>45</sup>/<sub>18</sub>  
 CON **50** <sup>25</sup>/<sub>10</sub> APP **70** <sup>35</sup>/<sub>14</sub> POW **50** <sup>25</sup>/<sub>10</sub>  
 SIZ **70** <sup>35</sup>/<sub>14</sub> EDU **75** <sup>37</sup>/<sub>15</sub> Move Rate **7** <sup>+1</sup>/<sub>-1</sub>



Major Wound ☐ **12**MP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	<b>12</b>	13	14
16	17	18	20

Temp. Insane ☐ Indef. Insane ☐ **50** Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	<b>50</b>	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

## CALL of CTHULHU

Out of Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

**10**MP

00	01	02	03	04
05	06	07	08	09
<b>10</b>	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

## Skills

<input type="checkbox"/> Accounting [05%]	<input type="checkbox"/> Elec Repair [10%]	<input type="checkbox"/> Language [Own] (EDU)	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/> Physics
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%]	<input type="checkbox"/> Library Use [20%]	<input type="checkbox"/> Mathematics
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting [Brawl] [25%]	<input type="checkbox"/> Listen [25%]	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/> Art / Craft [05%]	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Spot Hidden [25%]
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%]	<input type="checkbox"/> Stealth [20%]
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Handgun] [20%]	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/> Charm [15%]	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<input type="checkbox"/> Natural World [10%]	<input type="checkbox"/> Swim [20%]
<input type="checkbox"/> Climb [20%]	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%]	<input type="checkbox"/> Throw [20%]
<input type="checkbox"/> Computer Use [05%]	<input type="checkbox"/> First Aid [30%]	<input type="checkbox"/> Occult [05%]	<input type="checkbox"/> Track [10%]
Credit Rating [00%]	<input type="checkbox"/> History [05%]	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="checkbox"/>
Cthulhu Mythos [00%]	<input type="checkbox"/> Intimidate [15%]	<input type="checkbox"/> Persuade [10%]	<input type="checkbox"/>
<input type="checkbox"/> Disguise [05%]	<input type="checkbox"/> Jump [20%]	<input type="checkbox"/> Pilot [01%]	<input type="checkbox"/>
<input type="checkbox"/> Dodge [half DEX]	<input type="checkbox"/> Language [Other] [01%]	<input type="checkbox"/> Psychology [10%]	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto [20%]	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis [01%]	<input type="checkbox"/>

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-

## Combat

Damage Bonus	<b>+1d4</b>
Build	<b>+1</b>
Dodge	<b>30</b> <sup>15</sup> / <sub>6</sub>



### Reidel Gray Backstory

You are studying physics at college. You and your friends have decided to skip a few days of college to enjoy an impromptu break away from studying and hectic academic life.

You are in a relationship with Ally, not because you are in love with her but because she is best friends with Jo-Jo. Wonderful Jo-Jo. Sadly Jo-Jo is going out with that fool Phil but, when that comes to an end, you'll be able to make your move and pronounce your love. Of course, you will have to wait for the right moment—it's not something that you can rush into. You often find yourself daydreaming of Phil coming to a bad end.

#### About your friends:

- **Ally Bechel:** your girlfriend. You are only seeing her because it allows you to get closer to your true love, Jo-Jo. Ally is such a pain, always wanting to talk about emotions; you play along and bide your time for the right moment to confess your love to Jo-Jo.
- **Jo-Jo Johnson:** you secretly love her. You helped Ally persuade her to drop Phil; one less barrier in your way. Now all you need is the right moment to tell her you love her.
- **Phil Paynter:** Jo-Jo's ex-boyfriend. You dislike him and wish he'd go away. Your anger towards him grew when you found out he was coming on this trip; now you can't stand to be around him.
- **Nate Upton:** Phil's best buddy. He's okay when he's not around Phil. If Phil kicks up a stink when you sweep Jo-Jo off her feet, then Nate will side with him. Watch your back when Nate's around.
- **Charlie Harrigan:** she recently broke up with her girlfriend. You don't really know her. She seems quiet.

## Modern Era Investigator

Name Nath Upton

Player \_\_\_\_\_

Occupation Languages Student

Age 21 Sex Male

Residence \_\_\_\_\_

Birthplace \_\_\_\_\_

## Characteristics

STR **35** <sup>17</sup>/<sub>7</sub> DEX **70** <sup>35</sup>/<sub>14</sub> INT **80** <sup>40</sup>/<sub>16</sub>  
CON **60** <sup>30</sup>/<sub>12</sub> APP **75** <sup>37</sup>/<sub>15</sub> POW **55** <sup>27</sup>/<sub>11</sub>  
SIZ **55** <sup>27</sup>/<sub>11</sub> EDU **75** <sup>37</sup>/<sub>15</sub> Move Rate **8** <sup>+1</sup>/<sub>-1</sub>



Major Wound ☐

**11** MP

Temp. Insane ☐

Indef. Insane ☐

**55**

Max

Insane 01 02 03 04 05 06 07

SANITY

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

## CALL of CTHULHU

**11** MP

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Out of Luck 01 02 03 04 05 06 07

MAGIC POINTS	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

## Skills

<input type="checkbox"/> Accounting [05%]		<input type="checkbox"/> Elec Repair [10%]		<input type="checkbox"/> Language [Own] (EDU)		<input type="checkbox"/> Science [01%]	
<input type="checkbox"/> Anthropology [01%]		<input type="checkbox"/> Electronics [01%]		<input type="checkbox"/> Law [05%]		<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]		<input type="checkbox"/> Fast Talk [05%]	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Library Use [20%]	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]		<input type="checkbox"/> Fighting [Brawl] [25%]	<b>45</b> <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Listen [25%]	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Sleight of Hand [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Art / Craft [05%]		<input type="checkbox"/> Sword (Foil)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Locksmith [01%]		<input type="checkbox"/> Spot Hidden [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Stealth [20%]	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/>		<input type="checkbox"/> Firearms [Handgun] [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Medicine [01%]		<input type="checkbox"/> Survival [10%]	
<input type="checkbox"/> Charm [15%]	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Natural World [10%]	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]		<input type="checkbox"/> Throw [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Computer Use [05%]		<input type="checkbox"/> First Aid [30%]	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Occult [05%]		<input type="checkbox"/> Track [10%]	<b>40</b> <sup>20</sup> / <sub>8</sub>
Credit Rating [00%]	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> History [05%]		<input type="checkbox"/> Op. Hv. Machine [01%]		<input type="checkbox"/>	
Cthulhu Mythos [00%]		<input type="checkbox"/> Intimidate [15%]	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Persuade [10%]	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]		<input type="checkbox"/> Jump [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Pilot [01%]		<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	<b>55</b> <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Language [Other] [01%]	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Psychology [10%]	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Arabic	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Psychoanalysis [01%]		<input type="checkbox"/>	
		<input type="checkbox"/> Hebrew	<b>50</b> <sup>25</sup> / <sub>10</sub>			<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Sword (Fencing Foil)	60	30	12	1D6	-	1	-	-

## Combat

Damage Bonus **none**

Build **0**

Dodge **55** <sup>27</sup>/<sub>11</sub>





### Nate Upton Backstory

You are studying languages at college. You and your friends have decided to skip a few days of college to enjoy an impromptu break away from studying and hectic academic life.

You have been best friends with Phil for years. The two of you like to party and spend most evenings in bars. Recently, Phil has been going out with Jo-Jo, which has interfered with valuable drinking time, but the situation seems to have eased off of late. He told you that she's giving him one last chance and he has to quit drinking, which seems like a complete downer. You have decided to give Phil moral support and aim to convince him to break-up with Jo-Jo.

#### About your friends:

- **Ally Bechel:** Reidel's girlfriend. She's best friends with Jo-Jo. She will try to stop you breaking up Phil and Jo-Jo, so you need to sour her relationship with Jo-Jo, if you can. Ally always seems to be up in everyone else's business.
- **Jo-Jo Johnson:** Phil's girlfriend. She has taken Phil away from you and you despise her for it. Your mission is to break them up.
- **Phil Paynter:** your best buddy, who you have know for years. The best nights are spent out on the town with Phil. You have his back and he has yours.
- **Reidel Gray:** Ally's boyfriend, apparently. All you see is him making eyes at Jo-Jo; it's plain that he has the hots for her, so why is he with Ally? Otherwise, he seems as boring as hell.
- **Charlie Harrigan:** You don't really know her; she's one of Jo-Jo's friends. Over the course of the drive up here, you have become somewhat enamored by her. Perhaps you can convince to take a moonlight walk with you?

## Modern Era Investigator

Name Charlie Harrigan  
 Player \_\_\_\_\_  
 Occupation History Student  
 Age 22 Sex Female  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

## Characteristics

STR **60** <sup>30</sup>/<sub>12</sub> DEX **55** <sup>27</sup>/<sub>11</sub> INT **70** <sup>35</sup>/<sub>14</sub>  
 CON **80** <sup>40</sup>/<sub>16</sub> APP **60** <sup>30</sup>/<sub>12</sub> POW **55** <sup>27</sup>/<sub>11</sub>  
 SIZ **65** <sup>32</sup>/<sub>13</sub> EDU **80** <sup>40</sup>/<sub>16</sub> Move Rate **7** <sup>+1</sup>/<sub>-1</sub>



Major Wound ☐ **14 MP**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	<b>14</b>
	15	16	17
	18	19	20

Temp. Insane ☐ Indef. Insane ☐ **55** *Max* Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	<b>55</b>	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

## CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

LUCK

**11 MP**

00	01	02	03	04
05	06	07	08	09
10	<b>11</b>	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

## Skills

<input type="checkbox"/> Accounting [05%] <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Elec Repair [10%] <b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Language [Own] (EDU)	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/>
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%] <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Library Use [20%] <b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting [Brawl] [25%] <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Listen [25%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Sleight of Hand [10%] <b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Art / Craft [05%]	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Spot Hidden [25%] <b>25</b> <sup>12</sup> / <sub>5</sub>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%] <b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Stealth [20%] <b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Handgun] [20%] <b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/> Charm [15%] <b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%] <b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Natural World [10%] <b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim [20%] <b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb [20%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%] <b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Throw [20%] <b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Computer Use [05%]	<input type="checkbox"/> First Aid [30%] <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Occult [05%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Track [10%] <b>10</b> <sup>5</sup> / <sub>2</sub>
Credit Rating [00%] <b>55</b> <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> History [05%] <b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="checkbox"/>
Cthulhu Mythos [00%]	<input type="checkbox"/> Intimidate [15%] <b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Persuade [10%] <b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>
<input type="checkbox"/> Disguise [05%]	<input type="checkbox"/> Jump [20%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Pilot [01%]	<input type="checkbox"/>
<input type="checkbox"/> Dodge [half DEX] <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Language [Other] [01%]	<input type="checkbox"/> Psychology [10%] <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto [20%] <b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis [01%]	<input type="checkbox"/>

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-

## Combat

Damage Bonus	<b>+1d4</b>
Build	<b>+1</b>
Dodge	<b>30</b> <sup>15</sup> / <sub>6</sub>



### Charlie Harrigan Backstory

You are studying history at college. You have decided to skip a few days of college to enjoy an impromptu break away from studying and hectic academic life.

You've just broken up with your longtime girlfriend, Barbara. Jo-Jo suggested you join her and her friends for a short vacation to get away from it all for a while and recover from the breakup. You don't really know the others so well but have seen them around and heard stories about some of them.

#### About your friends:

- **Jo-Jo Johnson:** a friend from one of your classes. She's been seeing Phil but recently said that she'd broken it off with him, so you're surprised he's here. If he starts any trouble, you are at least on hand to support Jo-Jo.
- **Ally Bechel:** she's seems to be best friends with Jo-Jo. From what you know of her, she always seems to be up in everyone else's business. You hate that. If she starts to tell you what to do you will be happy to put her in her place.
- **Phil Paynter:** he was going out with Jo-Jo and, from you've heard, is a complete loser and beer monster. Perhaps Jo-Jo painted him in a bad light, at least now you'll get a chance to see if she was right.
- **Reidel Gray:** he seems to be Ally's boyfriend but, in your opinion, he seems moonstruck by Jo-Jo. What's going on there? Some sort of love triangle?
- **Nate Upton:** he seems to be good buddies with Phil. You remember Jo-Jo talking about him in less than good terms. You heard him say he has brought plenty of beer—good! At least you can get drunk if this is a total washout.

