

CALL of CTHULHU[®]

FLOT'SAM AND JET'SAM

ORGANIZED PLAY CAMPAIGN



INTRODUCTION



FLOTSAM AND JETSAM

A FOUR—PART SERIALIZED
CALL OF CTHULHU CAMPAIGN
FOR THE CULT OF CHAOS

CREDITS

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CLEAR CREDIT

The Star Brothers by Brian Courtemanche, *Inheritance* by Matthew Dawkins, *Insanitarium* by Anthony Lee-Dudley, *On the Banks of the Ohio* by Glyn White, with Introduction and general overviews by Scott Dorward. Elements derived from the *Call of Cthulhu Investigator Handbook* originally written by Mike Mason. Lovecraft Country map by Stephanie McAlea, other maps by Matt Ryan and Tom Kalichak. Best used with the *Call of Cthulhu* (7th Edition) Roleplaying Game, available separately.

This is a work of fiction. The names of personalities, places, and events may be referred to, but any resemblance of scenario and game related characters to persons living or dead is strictly coincidental. All material is fictionalized and described through the lens of the Cthulhu Mythos, and no offense to persons living or dead is intended.

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FLOTSAM AND JETSAM

INTRODUCTION

Strange But True! is a weekly newspaper publishing “true” accounts of the bizarre, the weird, and the frankly unbelievable. Elijah Cleaver, the chief editor and publisher, may have a taste for the outlandish, but he knows that the world is filled with darker secrets than most of his readers could care to imagine. When he can, he uses the resources of his newspaper and its loose network of investigators to uncover the truth and present it to an incredulous readership. Whether or not such investigations result in a publishable story, Cleaver hopes to, at least, make the world a safer place.

Starting with a story that seems to have more to do with the stars than the sea, the investigators, working for Cleaver, find themselves drawn into the strange world of the deep ones, encountering half-human hybrids, visiting Innsmouth, and seeing how their tainted bloodline even reaches far inland.

Not all deep one hybrids know what they are. It is quite possible for someone to go through their early life without realizing that they are anything other than human. This may lead to horror, confusion, or deep sorrow as the hybrid learns of their true nature. Each of the scenarios presented in this serialized campaign centers on deep one hybrids, or their families, who are unaware of the alien blood that courses through their veins. How the investigators react to these (sometimes) tragic figures is up to the players, and the Keeper should be prepared for the games to take a turn for the poignant, absurd, or harrowing.

ABOUT THIS CAMPAIGN

Flotsam and Jetsam is presented as four separate and loosely linked scenarios, each released on a monthly basis to the Keepers of the Cult of Chaos, Chaosium’s volunteer network of gamemasters.

Each scenario is, essentially, standalone, and does not require the same players to take part, although returning players will, of course, enjoy a deeper level of fun by the fact they are engaging with a wider story. A set of pre-generated investigators is provided with the first scenario, and these may be reused in the follow-up scenarios; however, there is nothing to stop Keepers creating their own set of investigators, or for players to bring their own investigators to the game. Ultimately, the decision is yours as the Keeper of the campaign.

Flotsam and Jetsam uses the investigator organization called *Strange But True!* (as detailed in the *Investigator Handbook*) as the glue holding the campaign together. For those without access to the *Investigator Handbook*, particulars about the organization are included in this overview.

Each scenario offers one or more sessions of play. Keepers are advised to restructure, cut, expand, and do what they will, to meet the timeframes of their particular situation.

GLOSSARY OF TERMS

There are some common terms used in the campaign's scenarios that may require further explanation for newer Keepers.

Deep Ones

The deep ones are an amphibious race that primarily serves Cthulhu and two beings known as Father Dagon and Mother Hydra. Locked in the timeless depths of the sea, their alien, arrogant lives are coldly beautiful, unbelievably cruel, and effectively immortal. They come together to mate or to worship Great Cthulhu, but do not crave touching or being touched as humans do. They have many cities, all submerged beneath the ocean waves. One—Y'ha-nthlei—is off the coast of Massachusetts, near Insmouth, while other sites are rumored to lie off the British Isles and elsewhere.

Deep ones may be worshiped by humans, with whom they regularly interbreed—for deep ones are immortal unless slain (and so are any hybrid offspring).

See page 288 of the Call of Cthulhu Rulebook for more details.

Esoteric Order of Dagon

A religious order, based in Insmouth, devoted to the worship of Father Dagon and Mother Hydra (see following). The Order was founded by Captain Obed Marsh and grew to prominence in the 1840s, driving competing churches out of Insmouth. Its current congregation is made up of deep ones and hybrids, although there have been human members in the past.

Father Dagon and Mother Hydra

Father Dagon and Mother Hydra are deep ones who have grown enormously in size and age, each over 20-feet tall and perhaps millions of years old. They rule the deep ones and lead them in their worship of Great Cthulhu. The pair are active and mobile, unlike Cthulhu and his other minions, but are rarely met. Dagon and Hydra's characteristics are identical. It is possible that more than two deep ones have grown to the enormous size and strength comparable to that described in Lovecraft's story "Dagon."

See page 286 of the Call of Cthulhu Rulebook for more details.

Hybrid, or Deep One Hybrid

A creature of mixed deep one and human parentage. The hybrid may have no idea that they are anything other than human, especially if they have been raised outside of deep one society. They appear to be human at birth, although

they have certain defining characteristics that become more pronounced as they age (see **The Insmouth Look**, The, following). At some stage, usually in late adulthood, the hybrid begins to change into a full deep one and is drawn to the sea where others of their kind wait to accept them.

See page 289 of the Call of Cthulhu Rulebook for more details.

Insmouth

An old, decaying town on the Massachusetts North Shore. In 1846, Captain Obed Marsh led the deep ones to take over the town, killing almost half the population and keeping the rest as breeding stock. Since then, the population of Insmouth has been almost entirely comprised of deep ones and hybrids. They are suspicious of outsiders, and the people of the surrounding towns tend to avoid the area. The town's buildings are slimy and salt-rimed from the sea, while the air has a persistent odor of decaying fish. Most of the town's income comes from the Marsh gold refinery, although fishing is also a major concern.

Insmouth comes to the attention of the authorities in the winter of 1927–28, leading to a raid by the Federal government and military. The surviving population either escapes or is imprisoned in concentration camps.

The Insmouth Look

A set of congenital deformations that mark someone as a deep one hybrid. They can be subtle in early life, allowing the hybrid to appear perfectly human, but become more marked as the hybrid ages. Signs of the Insmouth Look include protuberant eyes, an unblinking stare, pallid skin, a rolling gait, heavy build, hair loss leading to total baldness, and a lingering odor of rotting fish. Eventually, the hybrid develops gill slits, fang-like teeth, claws, and mottled, scaly skin, making it impossible for them to pass as human without heavy disguise.

Further Reading

Keepers wishing to learn more about deep ones may find much inspiration in the Chaosium fiction anthologies *The Insmouth Cycle* and *Tales Out of Insmouth*. The former contains Lovecraft's classic tale, "The Shadow Over Insmouth," which introduced deep ones to the Cthulhu Mythos.

THE SCENARIOS

The four scenarios presented may be run in isolation, although thematic connections and the shared hook of *Strange But True!* newspaper are designed to allow the Keeper to run them as a short campaign.

The scenarios may, in theory, be played in any order, although the Keeper would need to adjust some dates. All four take place before the fall of Innsmouth, and there are no other specific events that demand any scenario be set in a particular year. That said, the scenarios are presented in a particular order that allows some of the themes and events to build as the investigators learn more about deep ones, Innsmouth, and, in some cases, themselves. If you wish to take advantage of this developing set of revelations, we recommend playing the scenarios in the order presented.

SCENARIO ONE: *THE STAR BROTHERS* BY BRIAN COURTEMANCHE

Strange But True! receives some strange reports coming out of the Massachusetts North Shore. A local man—one Otis Frye—claims that he is originally from the planet Neptune and that his “space brothers” will soon come to retrieve him. Elijah Cleaver wants the investigators to find the truth of what is going on. This truth is that Otis Frye is a deep one hybrid unaware of his heritage.

SCENARIO TWO: *INHERITANCE* BY MATTHEW DAWKINS

We head to Innsmouth to attend the reading of a will following the death of one of the investigator’s distant relatives (someone they didn’t know). This would be a mundane affair, but Elijah Cleaver believes all of the investigators should attend as the deceased was a person of interest. The visit leads to unwelcome revelations about the nature of Innsmouth and family heritage.

SCENARIO THREE: *INSANITARIUM* BY ANTHONY LEE-DUDLEY

Elijah Cleaver receives a tip from a contact in the Public Health Department in Traverse City, on the shores of Lake Michigan. The contact reveals that there has been an outbreak of so-called “virgin births” in the area. Is this related to the Lake Brethren, a local religious order; the newly opened Mud Lake Sanitarium; or something altogether older and less human?

SCENARIO FOUR: *ON THE BANKS OF THE OHIO* BY GLYN WHITE

At the request of Elijah Cleaver, the investigators head to southern Illinois to investigate a reliable sighting of a grotesque fish-like man in a tributary of the Ohio River. This leads them into the middle of a secret war between rival bootleggers and the dark truths behind one of the area’s more sinister legends.

SUITABLE INVESTIGATORS

While most of its staff are journalists, editors, photographers, printers, and the like, *Strange But True!* employs people from all walks of life to research its stories. Elijah Cleaver knows a great many experts, adventurers, and eccentrics, calling upon whoever is best suited for a particular investigation. This is especially true when a story has a whiff of the eldritch to it, as he knows from experience that a lone reporter may face grave dangers when following such leads.

Suggested investigator professions include journalist, photographer, author, parapsychologist, private investigator, professor, or traveling salesperson. However, imaginative players should be able to come up with a good reason why almost any investigator type might be drawn in.

The first two scenarios and the offices of *Strange But True!* are located in the northeastern USA. While investigators may come from anywhere in the world, it would make it easier to involve them in the campaign if they were located in this area at the start of play and spoke at least passable English.

While none of these scenarios are notably deadly, there is always a risk of serious injury, madness, or death. *Strange But True!* can readily arrange for replacement investigators to join an ongoing investigation and to provide assistance to those requiring medical help.

STRANGE BUT TRUE! NEWSPAPER

Expanded from the entry in the *Investigator Handbook*.

“*We print only the truth!*” So claims the masthead on the weekly newspaper, *Strange But True!* Each edition brings a plethora of unusual news concerning ghosts, monsters, aliens, and mysterious events. A small, but dedicated team of editors works tirelessly to root out

print-worthy stories to satisfy the interests of their readership. Occasionally, one or more of the full-time editorial staff gets their hands dirty with fieldwork; however, the majority of real investigation is conducted by the newspaper's army of ad-hoc journalists. Comprised of both amateurs and professionals, this cadre of investigators works solo or in small teams to uncover grisly murders, nefarious plots, and generally spooky stuff.

Those in the more mainstream media tend to regard the stories printed in *Strange But True!* as nothing more than idle gossip and downright lies. In most cases this view is not unfair; however, to those in the know, the paper does occasionally reveal some dark truth hidden among the outlandish features and articles.

While the headquarters of *Strange But True!* are based in New York City, there are smaller offices dotted around the United States. In addition, investigators may find other stringers out in the field, even in small towns. If an area is a hotbed of Mythos activity, there may be other stories to be investigated nearby.

DRAMATIS PERSONAE

ELIJAH CLEAVER. *53*. EDITOR IN CHIEF OF *STRANGE BUT TRUE!*

Chief editor and publisher, Elijah Cleaver, cheerfully accepts the fact that most readers see his newspaper as harmless nonsense, as it gives him the freedom to publish dangerous truths. From his years of publishing news of the weird and wonderful, he has begun to see patterns. Cleaver knows that the world is not as it appears to be and wants to warn his readership that humanity isn't the only intelligent species on the planet (or in the galaxy!). However, he also knows that truth comes at a price.

Some years ago, he ran a story concerning the Church of Starry Wisdom that landed him in hot water when the newspaper's office was firebombed and his life and those of his team were threatened. Since then, he has played it cool but harbors a desire to find out just what is going on in these strange cults that seem to be popping up all over the country. To this end, he works from a distance, employing freelance investigative teams and supplementing them with his own staff to conduct field research into dark dealings and unnatural events. While real, tangible truth is elusive, the teams return with enough bizarre stories to keep the newspaper columns filled and the readership happy.

- **Description:** a ruddy-faced man with thinning gray hair and a walrus mustache. His naturally loud, overbearing manner is tempered with good humor, and while he is direct and brooks no nonsense, he rarely berates or hectors his employees. He wears slightly threadbare suits that fitted him well when he was a size smaller, and is rarely seen without a pungent cigar.
- **Traits:** Cleaver's affability disguises a keen mind, and he is quick to make connections that may elude other people. He peppers his conversation with eclectic and esoteric references and anecdotes, and is always happy to expand upon them if asked.
- **Roleplaying Hooks:** Cleaver appreciates the danger in which he sometimes places his investigators and is quick to offer any support he can. This may involve wiring money, arranging for medical help, or hiring specialists to take the place of investigators who find themselves taken out of action. He is also happy to act as a sounding board for ideas, if investigators in the field are able to contact him by telephone or telegram. Cleaver is a tool for the Keeper: a voice on the telephone (or telegram) to help steer wayward investigators onto the right path, and a source of replacement investigators. The campaign does not anticipate the physical appearance of Cleaver in any of the scenarios (thus, no statistics are provided). However, Keepers should feel free to have him pop up when they think appropriate but are advised to keep him directly out of the action or mystery as, otherwise, he could act as a *deus ex machina* and take the limelight away from the players, who should be the ones taking center stage.

PRE-GENERATED INVESTIGATORS

A selection of ready-to-play investigators are provided at the end of this introduction. Note that a Luck value should be rolled for each character (3D6 multiplied by 5). The authors recommend using the optional Luck Spending rule (*Call of Cthulhu Rulebook*, page 99). Some Keepers may want to limit Luck recovery to reflect the downward spiral of the investigators' journey, with either no Luck being recovered until the end of the full campaign (4 scenarios) or limited recovery (halving the 1D10 recovery roll). Each group will vary in terms of Luck use, so these are purely options for consideration—if you prefer to ignore and not use the Luck Spending rule, that's fine too.



FLOTSAM AND JETSAM

1920s Name Agatha Blair
 Player _____
 Occupation Novelist
 Age 30 Sex Female
 Residence Philadelphia, PA
 Birthplace Carbondale, IL



CHARACTERISTICS

STR	50	$\frac{25}{10}$	DEX	40	$\frac{20}{8}$	INT	80	$\frac{40}{16}$
CON	60	$\frac{30}{12}$	APP	60	$\frac{30}{12}$	POW	70	$\frac{35}{14}$
SIZ	50	$\frac{25}{10}$	EDU	60	$\frac{30}{12}$	Move Rate	8	$\frac{+1}{-1}$

HIT POINTS **Current HP** **M11HP** Major Wound Temp. Insane Indef. Insane **70** **99x**

LUCK **Luck Total** **Current Sanity** **SANITY**

Magic Points **Current MP** **M14P**

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INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	60	$\frac{30}{12}$	<input type="checkbox"/> Law (05%)	40	$\frac{20}{8}$	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)	26	$\frac{13}{5}$	<input type="checkbox"/> Fighting (Brawl) (25%)	25	$\frac{12}{5}$	<input type="checkbox"/> Library Use (20%)	50	$\frac{25}{10}$	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	25	$\frac{12}{5}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)			<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)			<input type="checkbox"/> Firearms (Handgun) (20%)	40	$\frac{20}{8}$	<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%) Writing	70	$\frac{35}{14}$	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)			<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	
<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/> Natural World (10%)	30	$\frac{15}{6}$	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	60	$\frac{30}{12}$	<input type="checkbox"/> First Aid (30%)			<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)			<input type="checkbox"/> History (05%)	40	$\frac{20}{8}$	<input type="checkbox"/> Occult (05%)	40	$\frac{20}{8}$	<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	30	$\frac{15}{6}$	<input type="checkbox"/> Intimidate (15%)	40	$\frac{20}{8}$	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)			<input type="checkbox"/> Jump (20%)			<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)			<input type="checkbox"/> Language (Other) (01%) Spanish	40	$\frac{20}{8}$	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	20	$\frac{10}{4}$	<input type="checkbox"/>			<input type="checkbox"/> Psychology (10%)	50	$\frac{25}{10}$	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	50	$\frac{25}{10}$	<input type="checkbox"/>			<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)			<input type="checkbox"/> Language (Own) (EDU) English	60	$\frac{30}{12}$	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
.22 pistol	40	20	8	1d6	10 yds	1 (3)	6	100

COMBAT

Damage Bonus **none**

Build **0**

Dodge **20** $\frac{10}{4}$

BACKSTORY



Personal Description Mousy and conservatively dressed. Agatha's clothes are well maintained and carefully mended. Her red hair always escapes whatever style she attempts to put it in

Traits Imaginative, loyal, but nervous, especially around strangers

Ideology/Beliefs A strong believer in Fate

Injuries & Scars

Significant People Her son, all that she has left to remind her of her late husband. Young Thomas (named for his father) often stays with his paternal grandparents

Phobias & Manias

Meaningful Locations Her hometown, Carbondale, where she met and fell in love with her late husband

Arcane Tomes, Spells & Artifacts

Treasured Possessions A locket containing pictures of Thomas Senior and Junior, along with a lock of hair from each of them

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	>skill	≤ skill	½ skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

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

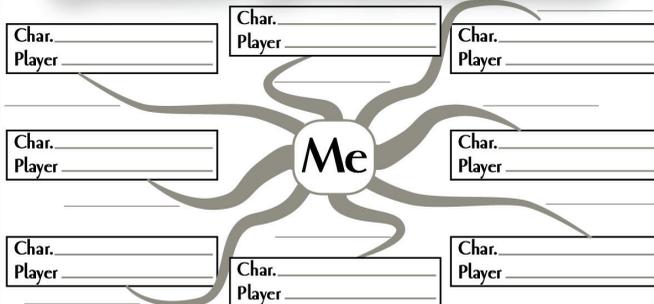
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



FLOTSAM AND JETSAM

Already an established author when she met and fell in love with her late husband, Thomas, Agatha had given up on finding someone to share her life with. Her parents disapproved of the match and cut all ties with her, but Thomas' family welcomed her with open arms. Thomas encouraged her to keep on with her writing, and she took to married life and motherhood like a duck to water.

Needless to say, Agatha was devastated at Thomas' death, and struggled to write again. As a result, her last novel was a commercial disappointment, and was barely acknowledged by the critics, who damned it with faint praise. Adding insult to injury, her publisher cut her loose, causing Agatha to become quite panicky - how could she raise her young son without decent sales of her novels and short stories?

Thank goodness for the *Strange But True!* newspaper! Her article submissions to the occult-oriented periodical - written under the pen name "Diedre Lancaster" so as not to ruin her reputation as a serious writer any further - may lack the literary merit of her novels, but the editor pays well, meaning food on the table and the rent paid on time.

Until now, Agatha has always worked from home, but knows that, should the call ever come, little Tommy will be more than welcome to stay with his adoring paternal grandparents while she takes care of business. Perhaps an outing would even do her good, giving a much needed spark to her currently floundering creative juices.

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1920s Name Archie Farrier
 Player _____
 Occupation Private Investigator
 Age 38 Sex Male
 Residence Harlem, NYC
 Birthplace Harlem, NYC



CHARACTERISTICS

STR	60	30/12	DEX	60	30/12	INT	50	25/10
CON	50	25/10	APP	50	25/10	POW	50	25/10
SIZ	70	35/14	EDU	50	25/10	Move Rate	7	+1/-1

HIT POINTS Current HP **M12IP** Major Wound Temp. Insane Indef. Insane **50** **99x** **Current Sanity** **SANITY**

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LUCK Luck Total **Current MP** **MAGIC POINTS**

M10IP

INVESTIGATOR SKILLS

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

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Brass knuckles	45	22	9	1d3+1+db				
.38 revolver	70	35	14	1d10	15 yds	1(3)	6	100

COMBAT

Damage Bonus +1D4

Build +1

Dodge 30 15/6

BACKSTORY



Personal Description Tall, solidly built man in early middle age. Dresses in the finest suits he can afford, but they're often shiny with wear and have visible repairs. Still has the bearing and ingrained authority of a beat cop

Traits More than anything, Farrier desires the respect he had when he was on the force. He treats others graciously and expects the same in return

Ideology/Beliefs People place too much emphasis on religion. The only things we can count on to save us in times of trouble are ourselves and the decency of others

Injuries & Scars

Significant People Sgt. Bill Malone, who showed Farrier the ropes when he joined the NYPD. He was the first to turn his back when things went wrong, and Farrier wants to prove to Malone how wrong he was to do so

Phobias & Manias

Meaningful Locations Big Joe's, the Harlem diner where Farrier gets most of his meals. He's spent so much time there that the staff almost feel like family

Arcane Tomes, Spells & Artifacts

Treasured Possessions Set of brass knuckles Malone gave Farrier to celebrate his first year on the job. They've saved Farrier from a number of sticky situations over the years

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	>skill	≤ skill	½ skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

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

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

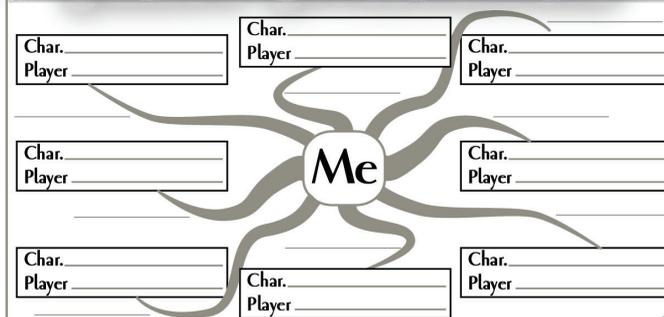
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



FLOTSAM AND JETSAM

14

Archie Farrier was one of the first black officers to join the New York Police Department, back in 1914. He struggled initially to gain acceptance from his colleagues, but eventually won their respect through competence and hard work. While his progress through the ranks was slow, and he wondered whether he was always destined to be a beat cop, his job provided him with a sense of pride.

Then, in 1921, everything changed. One night, while patrolling the docks on the southern shore of Manhattan, Farrier found a body. The man stank as if he'd been dead for some time, and had a misshapen head that made Farrier think he'd been beaten to death. While Farrier searched the area, he heard a splash. When he turned around, the body was gone and he saw a dark, man-sized shape moving swiftly through the water. It disappeared below the surface, leaving no trace. Farrier reported the incident exactly as it happened and quickly became a laughing stock. He steeled himself against the mockery, but felt he was being undermined, even by his superior officers. He could not help the feeling that a white officer would have been treated better.

Eventually, Farrier decided his position was untenable and resigned from the force, becoming a private investigator instead. Work is sporadic, and Farrier often finds it difficult to make ends meet. He has had a recent upswing, however, with the occasional contract for a disreputable newspaper called *Strange But True!* Farrier sometimes worries that the publisher, Elijah Cleaver, only hires him because of his unusual experience, but he is in no position to turn down a paycheck.

1920s Name Concetta Mugnai
 Player _____
 Occupation Former Nun
 Age 25 Sex Female
 Residence Staten Island, NYC
 Birthplace Staten Island, NYC



CHARACTERISTICS

STR	40	20/8	DEX	50	25/10	INT	70	35/14
CON	60	30/12	APP	50	25/10	POW	80	40/16
SIZ	50	25/10	EDU	60	30/12	Move Rate	8	+1/-1

HIT POINTS **Current HP** M11IP Major Wound Temp. Insane Indef. Insane **80** **99x** **Current Sanity** SANITY

LUCK **Luck Total** **Current MP** MAGIC POINTS

CALL of CTHULHU
Horror Roleplaying in the Worlds of H.P. Lovecraft

M16IP

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	25	12/5	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)	21	10/4	<input type="checkbox"/> Fighting (Brawl) (25%)	25	12/5	<input type="checkbox"/> Library Use (20%)	60	30/12
<input type="checkbox"/> Appraise (05%)						<input type="checkbox"/> Listen (20%)	50	25/10
<input type="checkbox"/> Archaeology (01%)						<input type="checkbox"/> Locksmith (01%)		
<input type="checkbox"/> Art / Craft (05%) Singing	50	25/10	<input type="checkbox"/> Firearms (Handgun) (20%)			<input type="checkbox"/> Mech. Repair (10%)		
<input type="checkbox"/>			<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)			<input type="checkbox"/> Medicine (01%)		
<input type="checkbox"/>						<input type="checkbox"/> Natural World (10%)	30	15/6
<input type="checkbox"/> Charm (15%)			<input type="checkbox"/> First Aid (30%)	60	30/12	<input type="checkbox"/> Navigate (10%)		
<input type="checkbox"/> Climb (20%)			<input type="checkbox"/> History (05%)	50	25/10	<input type="checkbox"/> Occult (05%)	25	12/5
<input type="checkbox"/> Credit Rating (00%)	10	5/2	<input type="checkbox"/> Intimidate (15%)			<input type="checkbox"/> Op. Hv. Machine (01%)		
<input type="checkbox"/> Cthulhu Myths (00%)			<input type="checkbox"/> Jump (20%)			<input type="checkbox"/> Persuade (10%)	60	30/12
<input type="checkbox"/> Disguise (05%)			<input type="checkbox"/> Language (Other) (01%) Latin	50	25/10	<input type="checkbox"/> Pilot (01%)		
<input type="checkbox"/> Dodge (half DEX)	25	12/5				<input type="checkbox"/> Psychology (10%)	70	35/14
<input type="checkbox"/> Drive Auto (20%)						<input type="checkbox"/> Psychoanalysis (01%)		
<input type="checkbox"/> Elec Repair (10%)			<input type="checkbox"/> Language (Own) (EDU) English	60	30/12	<input type="checkbox"/> Ride (05%)		

WEAPONS

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

COMBAT

Damage Bonus **none**

Build **0**

Dodge **25** 12/5

BACKSTORY



Personal Description A slender woman with a _____ Mediterranean complexion, whose drawn, nervous, features make her look older than she is. She dresses soberly, favoring modest dresses in shades of gray, and wears her dark hair in a bun

Traits Always looks for the best in people.

Ideology/Beliefs No one is beyond salvation. However, her faith in God has been shaken, and she is looking for some sign of his plan for her

Injuries & Scars

Significant People Her sister, Sofia, who is helping _____ Concetta readjust to the everyday world after so many years in the convent

Phobias & Manias

Meaningful Locations The Rose Main Reading Room at the New York Public Library, where Mugnai spends many contented hours conducting research

Arcane Tomes, Spells & Artifacts

Treasured Possessions Pierrot, the little white stray cat who has adopted Mugnai. She shares most of her meals with him

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____
 Cash _____
 Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

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

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

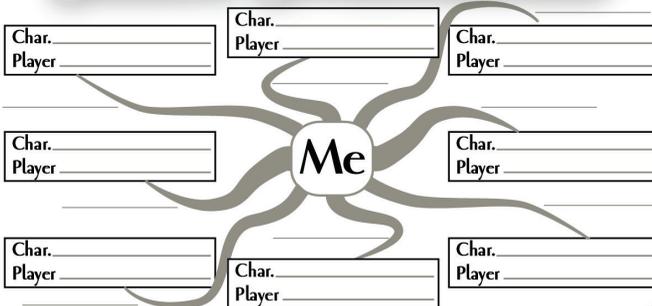
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920s



Name Cornelius Samuels
 Player _____
 Occupation Professor
 Age 54 Sex Male
 Residence New Haven, CT
 Birthplace Boston, MA

CHARACTERISTICS

STR **50** $\frac{25}{10}$ DEX **40** $\frac{20}{8}$ INT **70** $\frac{35}{14}$
 CON **50** $\frac{25}{10}$ APP **50** $\frac{25}{10}$ POW **60** $\frac{30}{12}$
 SIZ **60** $\frac{30}{12}$ EDU **80** $\frac{40}{16}$ Move Rate **5** $\frac{+1}{-1}$

HIT POINTS

Current HP

M11HP

Major Wound Temp. Insane Indef. Insane

60 **99**^x

Current Sanity SANITY

LUCK

Luck Total

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

M12P

Current MP MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%) Astronomy	21 $\frac{10}{4}$
<input type="checkbox"/> Anthropology (01%) 21 $\frac{10}{4}$	<input type="checkbox"/> fighting (Brawl) (25%) 25 $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%) 50 $\frac{25}{10}$	<input type="checkbox"/> Biology	70 $\frac{35}{14}$
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Chemistry	50 $\frac{25}{10}$
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%) 60 $\frac{30}{12}$	
<input type="checkbox"/>	<input type="checkbox"/> firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%) 60 $\frac{30}{12}$	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> first Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%) 25 $\frac{12}{5}$	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)	
Credit Rating (00%) 50 $\frac{25}{10}$	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Track (10%)	
Cthulhu Myths (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> language (Other) (01%) Greek 40 $\frac{20}{8}$	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX) 20 $\frac{10}{4}$	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%) 40 $\frac{20}{8}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%) 30 $\frac{15}{6}$	<input type="checkbox"/> language (Own) (EDU) English 80 $\frac{40}{16}$	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	

WEAPONS

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

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **20** $\frac{10}{4}$

BACKSTORY



Personal Description Portly and balding, with an impressive beard. His tailored suits are finely made, but desperately need to be let out following some recent weight gain

Traits Treats everyone like students, often correcting minor mistakes and lecturing them on things they already know

Ideology/Beliefs A passionate supporter of the Temperance Movement, having seen the damage alcohol can do to the body. As far as he's concerned, Prohibition is a welcome move towards sanity

Injuries & Scars

Significant People His wife, Gertrude, who keeps his feet on the ground. The professor is not overly-romantic, but his love for his wife runs deep

Phobias & Manias

Meaningful Locations His home town of Boston, Massachusetts. While he's lived away from there for most of his life, Boston still feels like home

Arcane Tomes, Spells & Artifacts

Treasured Possessions The skull of a strange specimen found in a curio shop. It almost looks human, but it is too bulbous, with overly large eye sockets and sharp teeth. Despite its oddness, it appears to be genuine, and the professor is obsessed with learning more about it

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	>skill	≤ skill	½ skill	1/5 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

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

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

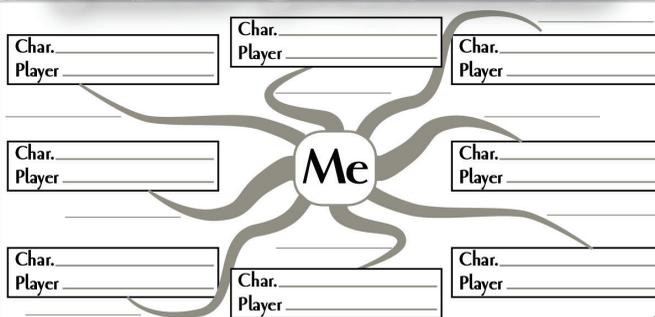
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Professor Samuels is a man with a secret. He has been a subscriber to *Strange But True!* since its inception, never missing an issue. While a man of science such as himself should eschew such nonsense, he finds the stories of strange creatures and unexplained events compelling and thrilling. He has often felt that his own discipline of biology is too quick to dismiss the extraordinary. *Strange But True!* opens up possibilities that more sober journals would consider ridiculous.

Last year, the professor did something rash. He contacted Elijah Cleaver, editor of *Strange But True!*, and offered his services. While the contents of the newspaper are undeniably sensationalist, Professor Samuels can see that many of them are meticulously researched, showing a greater degree of rigor and intellectual erudition than most readers would notice.

Since then, Professor Samuels has worked part-time as a researcher for Cleaver, fact-checking articles and suggesting possible avenues of exploration. He does so under a pseudonym: Professor Challenger, after one of his favorite fictional characters. If word of this sideline got out to his colleagues, his academic career could be ruined. Cleaver has recently suggested that the professor may be of use in the field, which excites him greatly. Samuels will have to be careful to cover his tracks, possibly taking short sabbaticals for "family reasons." The professor would never forgive himself if he let such an opportunity pass.

1920s Name Melissa Olson
 Player _____
 Occupation Photographer
 Age 30 Sex Female
 Residence New York City
 Birthplace Menomonie, WI



CHARACTERISTICS

STR	40	20/8	DEX	70	35/14	INT	65	32/13
CON	50	25/10	APP	65	32/13	POW	80	40/16
SIZ	50	25/10	EDU	60	30/12	Move Rate	8	+1/-1

HIT POINTS Current HP **M10 IP** Major Wound Temp. Insane Indef. Insane **80 99x**

LUCK Luck Total **M16 IP**

SANITY Current Sanity

MAGIC POINTS Current MP

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

INVESTIGATOR SKILLS

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

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
.22 short automatic	40	20	8	1d6	10 yds	1 (3)	6	100

COMBAT

Damage Bonus **none**

Build **0**

Dodge **55** 27/11

BACKSTORY



Personal Description Melissa is a regular flapper, wearing all the latest fashions, no matter how daring.

With her hair cut in a shingled bob and a devil-may-care smile, Melissa cuts a dash wherever she goes

Ideology/Beliefs Life is for the living, and Melissa is going to live it to the fullest

Significant People Idolizes suffrage leader Carrie Chapman Cutt (although she's never met her personally)

Meaningful Locations Her twin sister's grave

Treasured Possessions A blurry photograph of her late sister in their hometown. Only problem - Melissa didn't take it until years after her sister's death

Traits Professional, charming, and with an eye for a good photo opportunity

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

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

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

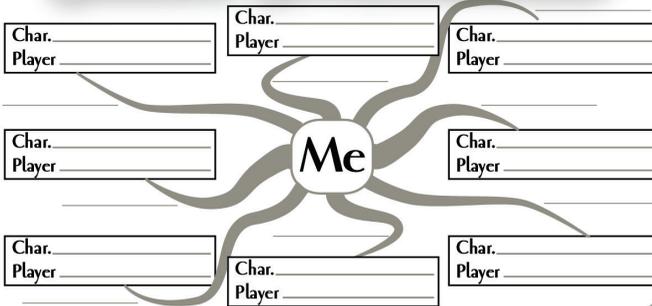
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Putting in countless hours behind her camera lens and in the developing room, first as a struggling freelance photographer and now for *Strange But True!*, Miss Olson has honed her craft to a professional degree. Snapping so many pictures of dramatic human events, as well as her twin sister's death during the Spanish influenza outbreak, has made Melissa keenly aware that life is rather short and full of ups and downs, so you've got to find or make your joy when, where, and while you can.

While serious about her profession, Melissa is something of a good-time gal with a soft spot for a good cocktail (but she makes do with a shot of bathtub gin if there's nothing better on offer). She has recently fallen in love with smoking from a Turkish hookah (water pipe), but, for convenience when working, still smokes regular cigarettes, which she wields most gracefully in an ebony cigarette holder.

Working for Elijah Cleaver has been a good gig; he may be wound a bit tight, but the pay's good, he respects her work, and there's plenty of personal freedom.

1920s Name Minnie McArthur
 Player _____
 Occupation Burglar/Thief
 Age 24 Sex Female
 Residence Wherever she can find
 Birthplace Brooklyn, NYC



CHARACTERISTICS

STR	60	30/12	DEX	80	40/16	INT	60	30/12
CON	70	35/14	APP	60	30/12	POW	50	25/10
SIZ	50	25/10	EDU	40	20/8	Move Rate	9	+1/-1

CALL of CTHULHU
Horror Roleplaying in the Worlds of H.P. Lovecraft

Major Wound Temp. Insane Indef. Insane **50** **99x**

Current HP **Current Sanity**

Luck Total **Current MP**

M12IP M10P

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	25	12/5	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)		
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> fighting (Brawl) (25%)	45	22/9	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	40				<input type="checkbox"/> Listen (20%)	50	25/10	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>			<input type="checkbox"/> Locksmith (01%)	60	30/12	<input type="checkbox"/> Sleight of Hand (10%)	50
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> firearms (Handgun) (20%)			<input type="checkbox"/> Mech. Repair (10%)	50	25/10	<input type="checkbox"/> Spot Hidden (25%)	60
<input type="checkbox"/>		<input type="checkbox"/> firearms (Rifle/Shotgun) (25%)			<input type="checkbox"/> Medicine (01%)			<input type="checkbox"/> Stealth (20%)	70
<input type="checkbox"/>		<input type="checkbox"/>			<input type="checkbox"/> Natural World (10%)			<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> first Aid (30%)			<input type="checkbox"/> Navigate (10%)			<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	60	<input type="checkbox"/> History (05%)			<input type="checkbox"/> Occult (05%)			<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Credit Rating (00%)	20	<input type="checkbox"/> Intimidate (15%)			<input type="checkbox"/> Op. Hv. Machine (01%)			<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	40	20/8	<input type="checkbox"/> Persuade (10%)			<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> language (Other) (01%)			<input type="checkbox"/> Pilot (01%)			<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	60	<input type="checkbox"/>			<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"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> language (Own) (EDU) English	40	20/8	<input type="checkbox"/> Ride (05%)			<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Blackjack	45	22	9	1d8+db				

COMBAT

Damage Bonus **none**

Build **0**

Dodge **60** **30/12**

BACKSTORY



Personal Description An athletic young multi-ethnic woman with short dark hair and dark eyes. She tends to dress practically, often raising eyebrows with her preference for wearing men's pants and sweaters rather than more traditional feminine garb

Traits Enjoys taking risks, especially unnecessary ones

Ideology/Beliefs You've got to look out for number one, because no one else will (although she is trying to become less self-centred)

Injuries & Scars _____

Significant People Elijah Cleaver, who sees something in her no one else does. She tries not to disappoint him, although this can be hard sometimes

Phobias & Manias _____

Meaningful Locations Under the tree in Central Park where Minnie stole her first kiss from Susan van Sciver. Susan eventually married a dentist from Connecticut and moved away, but that kiss still lingers

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions A gold necklace McArthur stole from a tourist's hotel room. It's not the kind of thing she would wear, but the strange filigree design is like nothing else she's seen. It appeals to her for reasons she cannot articulate

Encounters with Strange Entities _____

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	>skill	≤ skill	½ skill	1/5 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

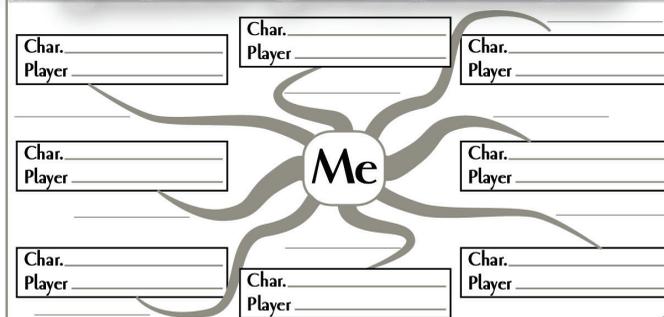
Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = 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 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920s Name Walter Drucker
 Player _____
 Occupation Dilettante/Journalist
 Age 22 Sex Male
 Residence Manhattan, NYC
 Birthplace Boston, MA



CHARACTERISTICS

STR	70 35/14	DEX	60 30/12	INT Idea	50 25/10
CON	50 25/10	APP	80 40/16	POW	40 20/8
SIZ	60 30/12	EDU	60 30/12	Move Rate	8 +1/-1

HIT POINTS

Current HP

CALL of CTHULHU

*Horror Roleplaying in the Worlds
of H.P. Lovecraft*

Ma **8**MP

SANITY

Current Sanity

LUCK

Luck Total

MAGIC POINTS

Current MP

INVESTIGATOR SKILLS

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

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Hunting rifle	45	22	9	2d6+4	110 yds	1	5	100

COMBAT

Damage Bonus **+1D4**

Build **+1**

Dodge **30**
15/6

BACKSTORY



Personal Description Tall, handsome, and fit white man with flyaway blonde hair, usually tamed with oil. While his clothers are expensive and well-made, he avoids anything too ostentatious and fashionable

Traits After a lifetime of people treating him with respect he hasn't earned, Drucker is desperate to prove himself on his own merits. Reflexively good mannered, but can be tone-deaf in his interactions with others

Ideology/Beliefs Deeply politically conservative (which pains him greatly as it means he agrees with his father). The revolution in Russia has spooked him, and he is afraid that if Bolshevism ever comes to America, people like him will be first against the wall

Injuries & Scars

Significant People His father, Herman Drucker, who wants to mold Walter in his image. Walter's (usually unsuccessful) attempts to become his own man are a source of constant friction between them

Phobias & Manias

Meaningful Locations Out on the open water, fishing, where Walter can clear his mind and forget about the world

Arcane Tomes, Spells & Artifacts

Treasured Possessions Walter's collection of boxing memorabilia. (He tried boxing himself, but decided he was only mediocre at it. Still, the posters, magazines, and other ephemera help him feel connected to something thrilling)

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

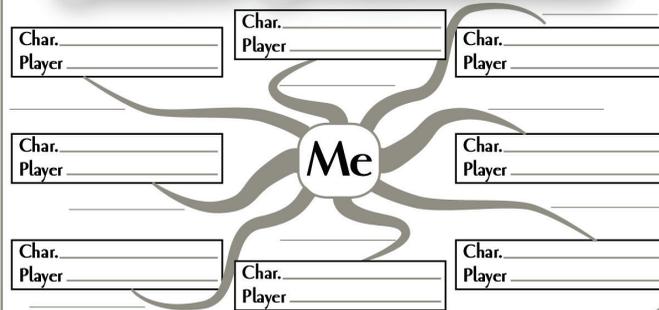
Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = 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 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



BACKSTORY



Personal Description Small and lithe, Wing is always smartly dressed in a Western-style suit and tie. His thick black hair is neatly trimmed and slicked back

Traits Warm, friendly, and deeply curious. His American accent often surprises people, which amuses him

Ideology/Beliefs Member of the Eastern Order of Occultists, headquartered in San Francisco's Chinatown

Injuries & Scars

Significant People His grandparents

Phobias & Manias

Meaningful Locations His grandmother's kitchen, where she entertained him as a child with folk tales from her homeland

Arcane Tomes, Spells & Artifacts

Treasured Possessions His library of occult books. While most of them remain in San Francisco, Wing has a small travelling collection that goes with him whenever he travels

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

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

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

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First Aid heals 1HP; Medicine heals +1d3 HP

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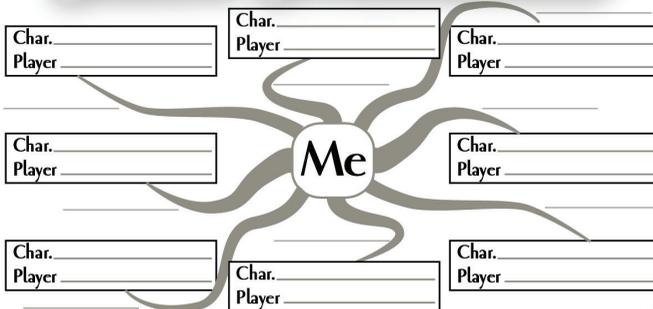
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Dying: First Aid = temp. stabilized; then require Medicine

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Hailing from San Francisco's Chinatown, and descended from some of the first Chinese citizens to make their home in California, Wing Han has always had one eye on the invisible world, much to his parents' dismay. His grandparents, on the other hand, always encouraged his curiosity, and eventually convinced Wing's parents that it was the boy's duty to use his talents to help those less fortunate than himself and bring honor to the family in his own way.

Happy in the knowledge that his younger brother was more than capable of looking after the family import/export business, Wing Han now travels the country delving into occult mysteries and lending aid to those he deems worthy of his unique expertise. During the course of his travels, Mr. Wing came across Elijah Cleaver and *Strange But True!* Cleaver appealed to Wing for his assistance on a particularly esoteric case and, intrigued, Wing was happy to comply. Now, the newspaper regularly seeks Wing's perspective on all things mystical, especially if there happens to be an Eastern element to the story.

Although he doesn't get home as often as he would like, Wing is a devoted family man, and likes to send picture postcards back to his grandparents from every town and city he visits. While he may not tell them everything he sees, he knows they look forward to tales of his adventures. And while one day he would like to settle down and raise a family of his own, for now he knows there are still mysteries out there for him to solve.