

DEAD LIGHT

& OTHER DARK TURNS

TWO UNSETTLING ENCOUNTERS ON THE ROAD

PLAYER HANDOUTS
AND PRE-GENERATED CHARACTERS

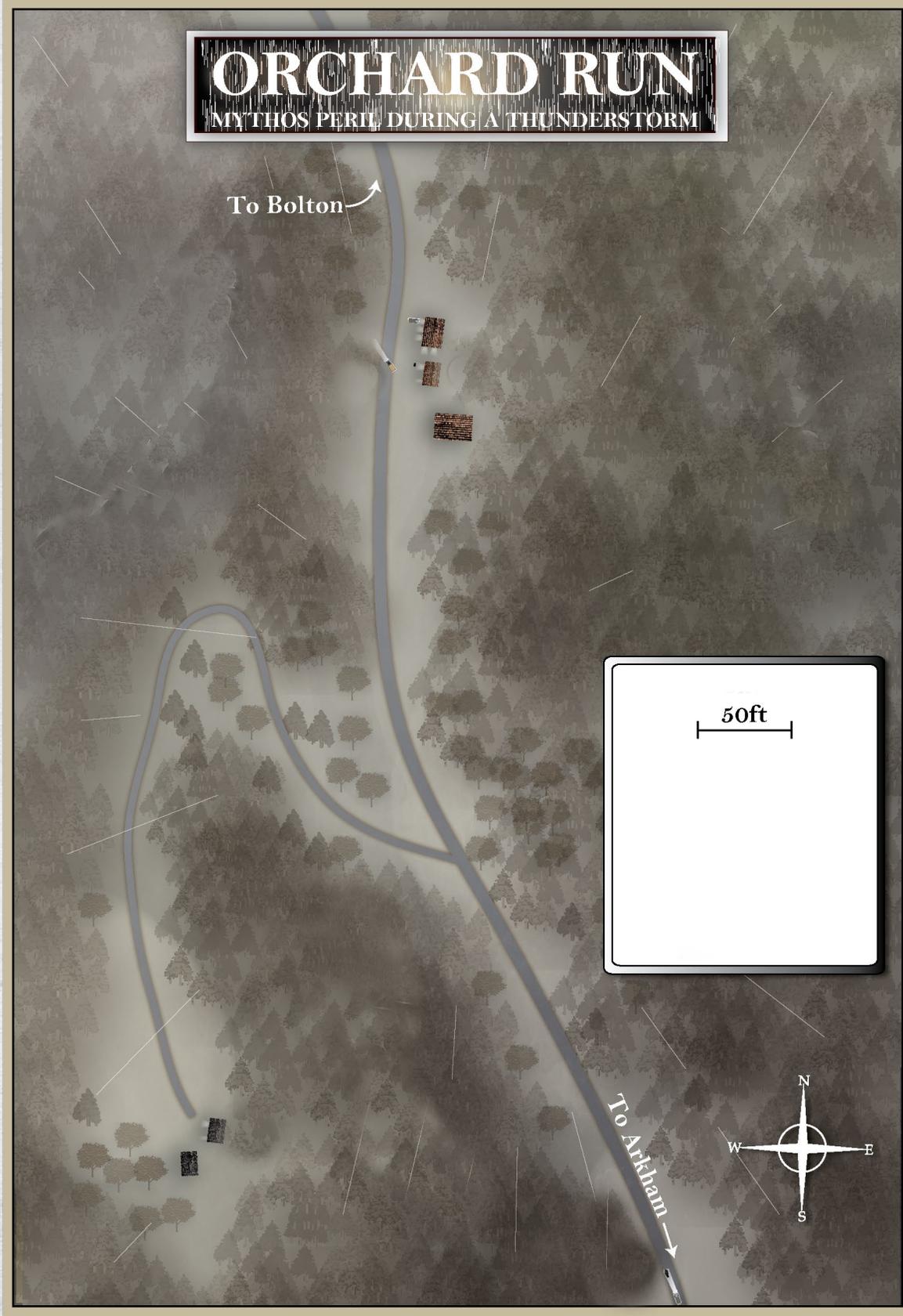


COLLECTED MAPS
AND HANDOUTS



ORCHARD RUN

MYTHOS PERIL DURING A THUNDERSTORM



Orchard Run Environs Player Map

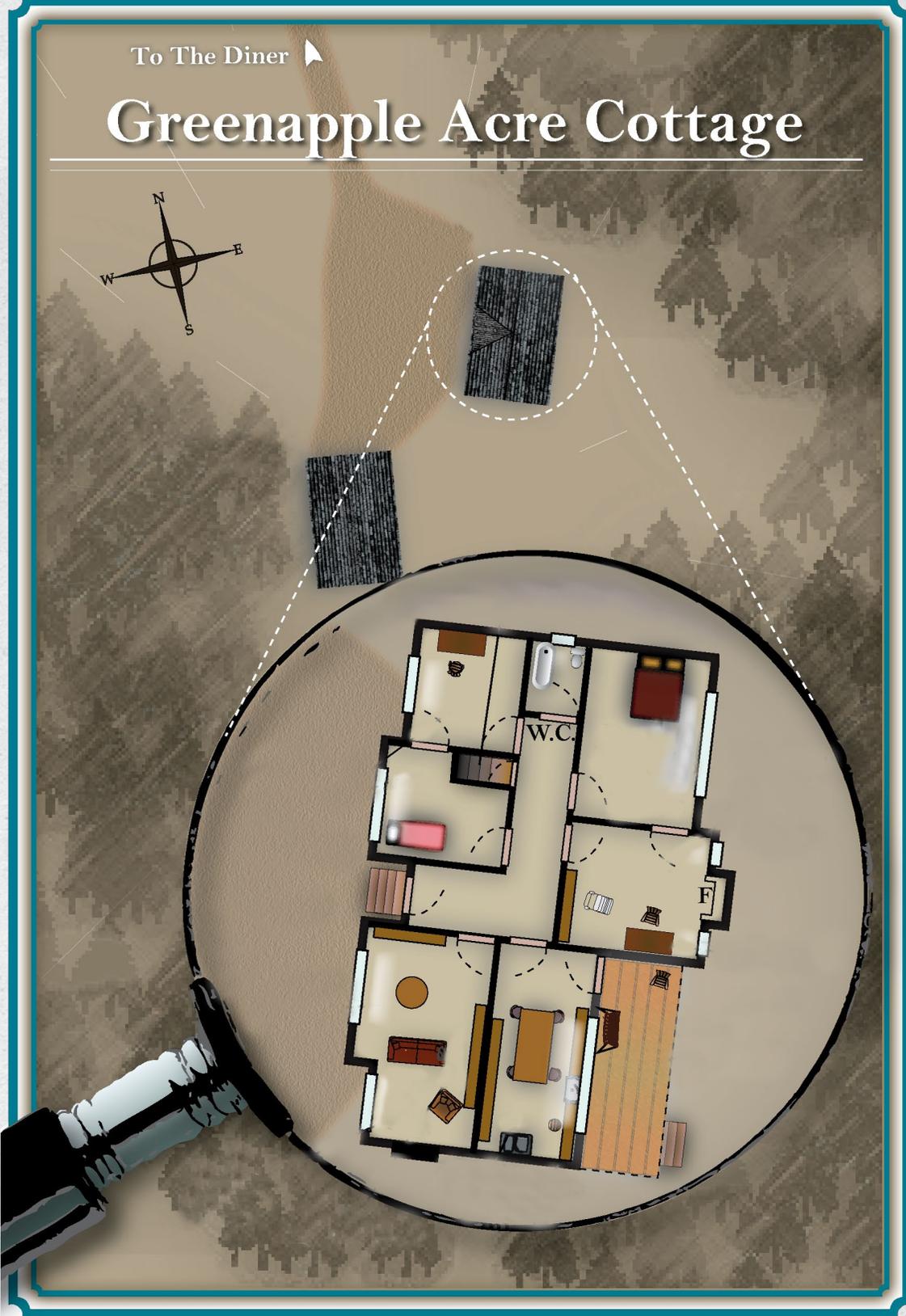
COLLECTED MAPS
AND HANDOUTS





To The Diner ▶

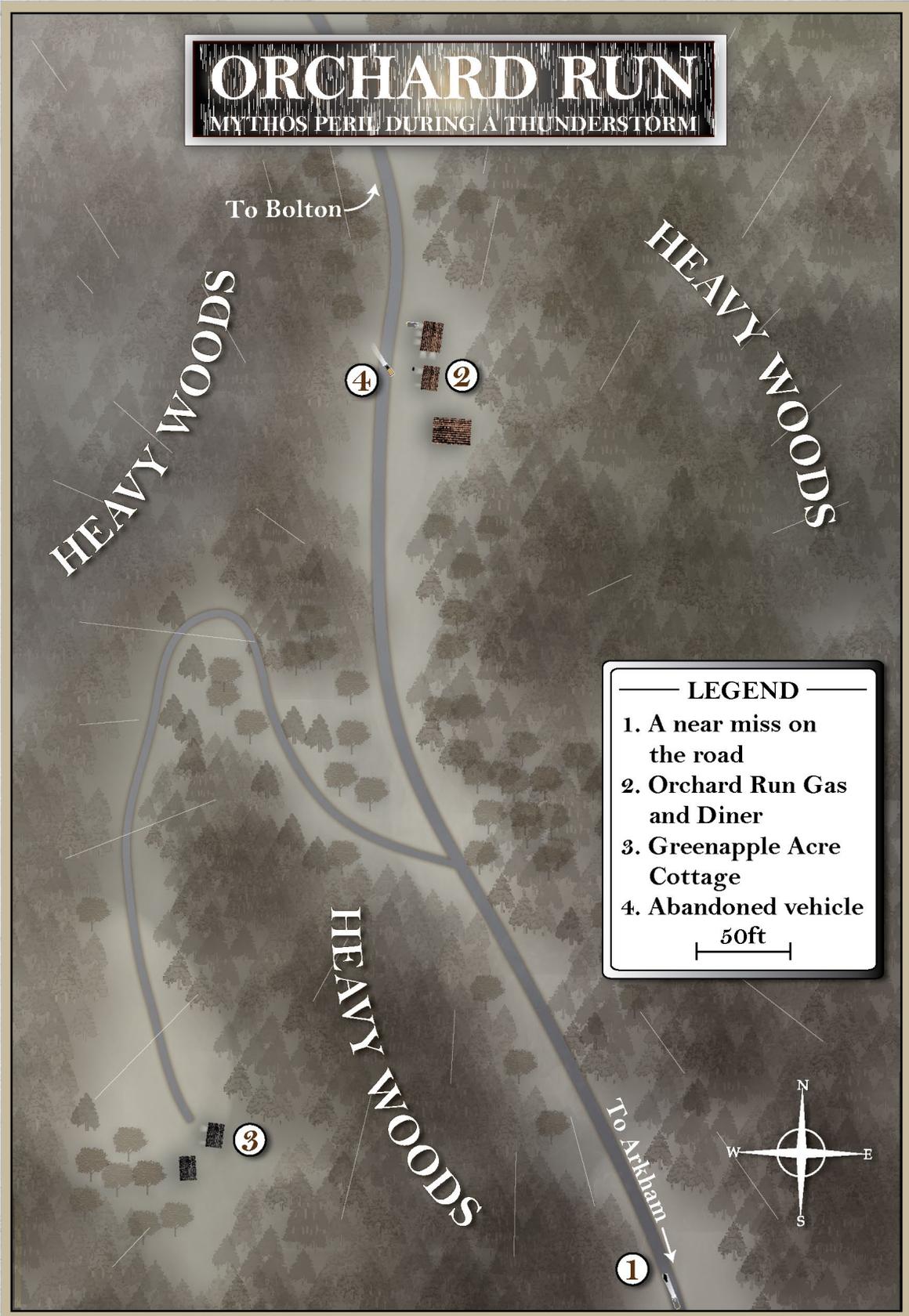
Greenapple Acre Cottage



Greenapple Acre Cottage Player Map

ORCHARD RUN

MYTHOS PERIL DURING A THUNDERSTORM

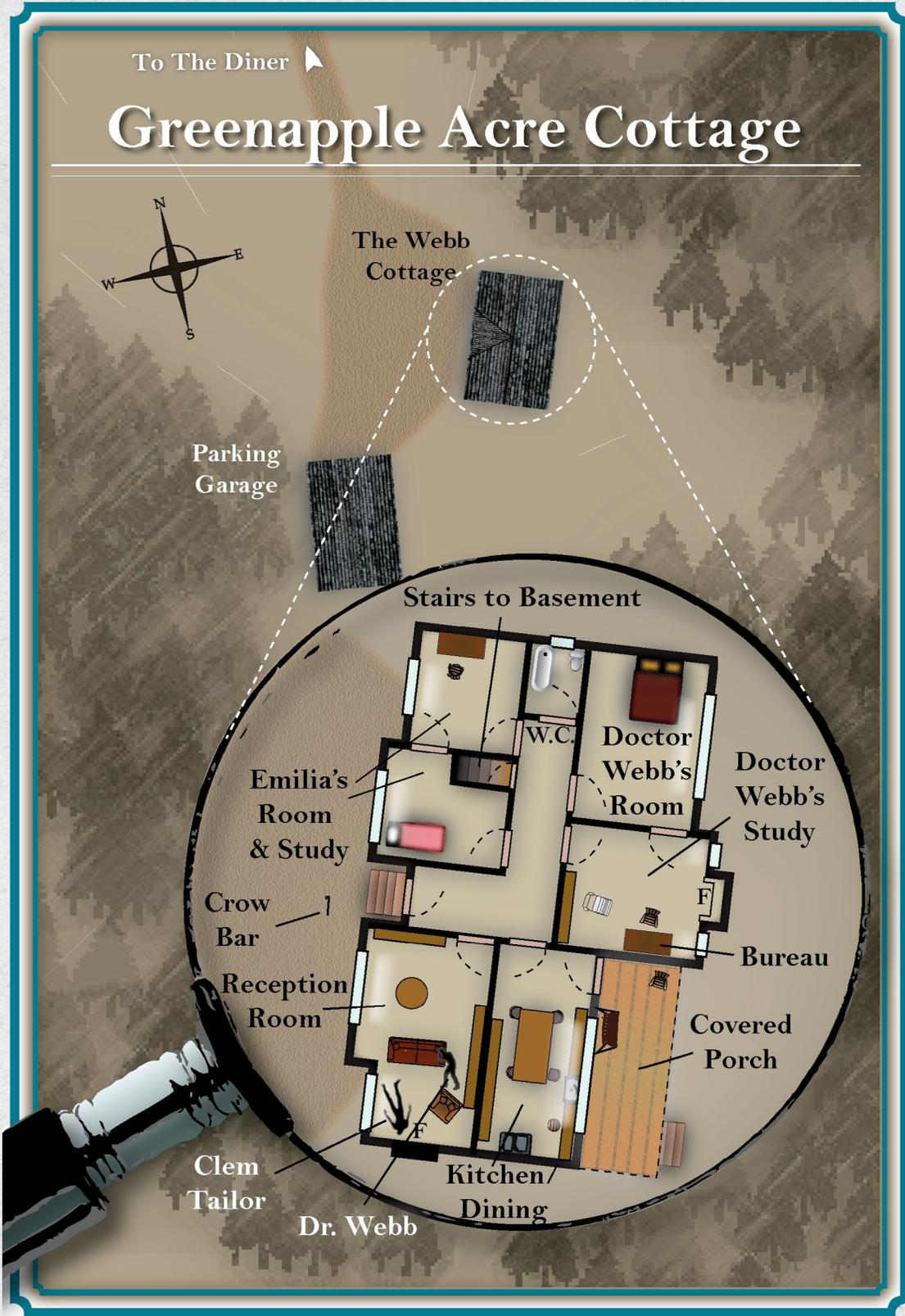


Orchard Run Environs Keeper Map



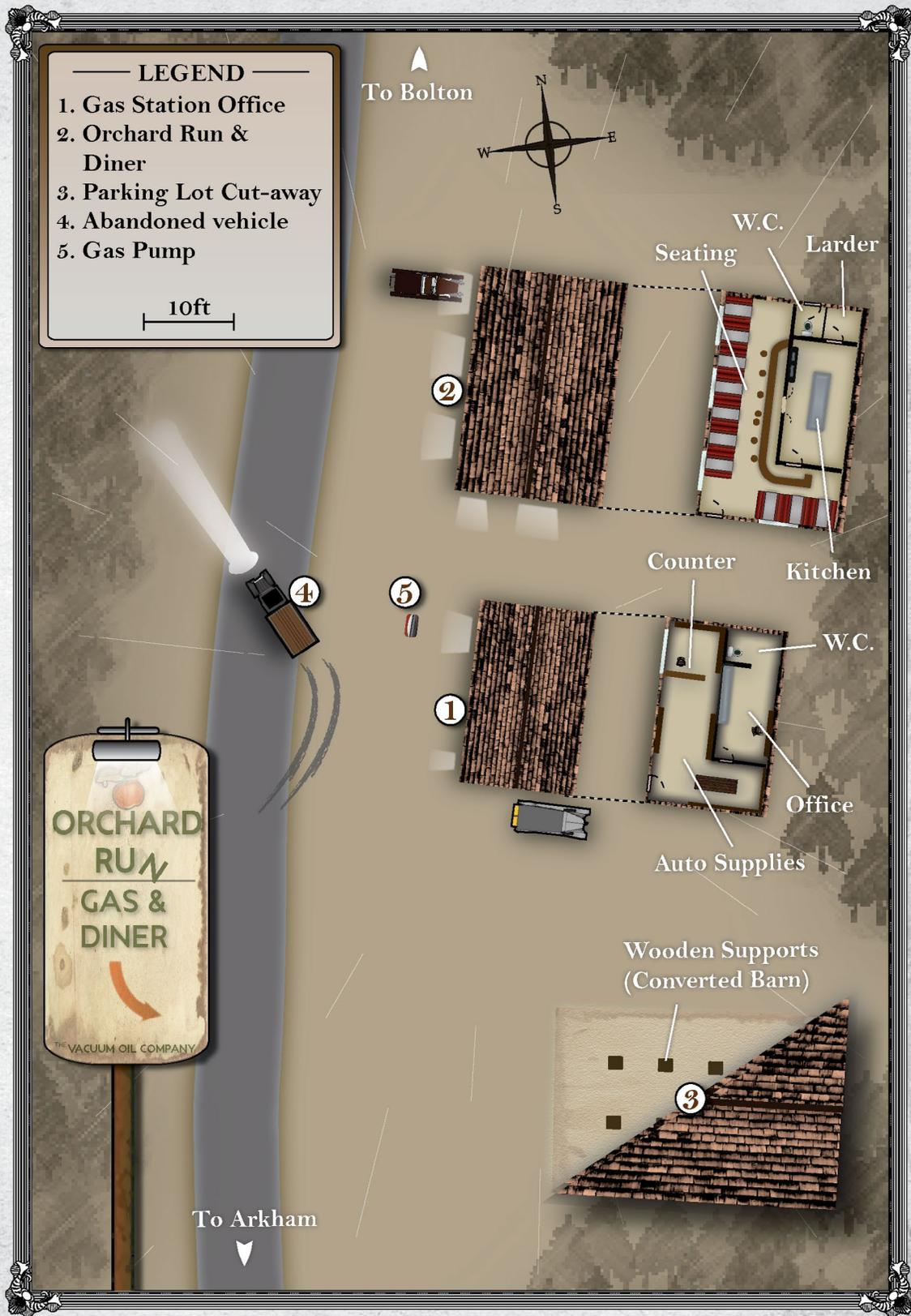
To The Diner

Greenapple Acre Cottage



Greenapple Acre Cottage Keeper Map

COLLECTED MAPS
AND HANDOUTS



Orchard Run Gas Station and Cafe Keeper Map

COLLECTED MAPS
AND HANDOUTS

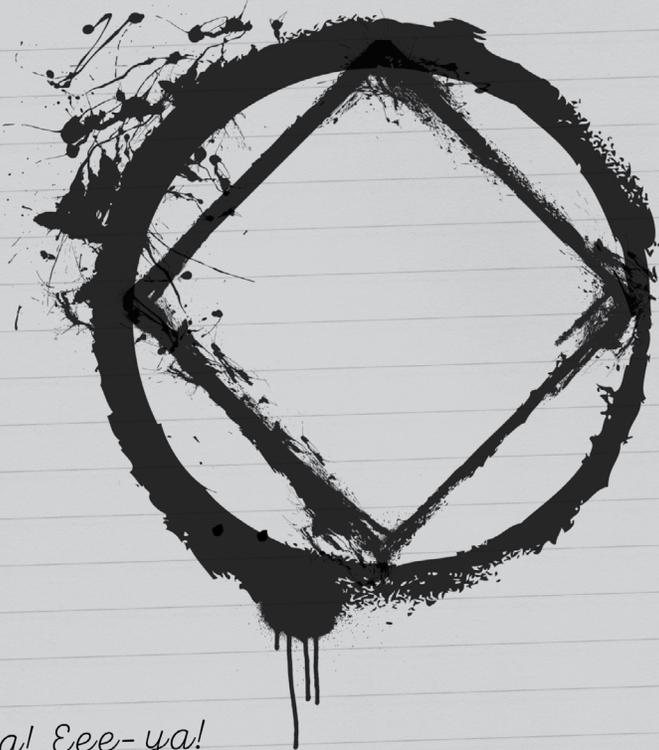
Handout: Dead 1a

The useful, if unorthodox, resident of the casket—our “sin-eater”—is, as far as I can ascertain, no creature currently known to science. Where it came from—and when—I do not know, nor did my predecessor from whom I inherited it, though it is undoubtedly many centuries old, if not more. Its uses have been many over the years, although it has predominantly been employed to rid certain local socially-conscious families of unwanted offspring, be they the result of centuries of inbreeding, unfortunate accidents, or other unwholesome activities. The legality of the creature’s use is debatable; its efficacy is not, even in such cases where death by other means proved intractable. My conscience in this matter—and that of those who came before me—is clear, for many of the “children” would never have survived regardless, given their deformities or other, less obvious, abnormalities. As for the rest, the Lord does not suffer such blasphemies to live.

As in all things: safety first. Should the sin-eater escape its confines, then the only way to recall it is to provide it with a suitably prepared "patient," such that it becomes satiated and lethargic and willingly returns to its coffer. Inscribe the spiral mark (shown) in blood (preferably the patient's, but not essential) on the patient's forehead. The patient does not need to be a child, but it must be human and, naturally, alive at the point of contact; experiments with animals and corpses carried out by my antecedents were, apparently, most unsatisfactory. If the patient is conscious, then they will need to be suitably restrained. Once all preparations are complete, perform the recitation as phonetically transcribed below and permit the sin-eater to perform its duties, after which, it will return to its casket. Once it is within, close the lid and seal it immediately with a liberal application of the aromatic wax ointment.

COLLECTED MAPS
AND HANDOUTS

Handout: Dead 1c



Eee-ya! Eee-ya!
Hej makesh menea.
Saak mizef kayissee wenizen.
Nakaan wetij nee sej naymma.

I was taught the sin eater can be summoned and directed to seek out a person at some distance, if the correct phraseology is used, this being subtly different to the procedure previously noted, requiring modification to the symbol pattern and phrasing. I detail this below but warn

COLLECTED MAPS
AND HANDOUTS

Handout: Dead 1d

K	10/21/1879	220
G	6/29/1881	335
D	1/2/1888	650
K	11/14/1889	430
N	10/10/1893	685
W	10/18/1895	840
J	4/8/1897	1,100
C	5/10/1897	1,650
J	2/21/1900	1,350
H	8/30/1904	2,050
G	7/17/1906	2,745
R	7/16/1908	2,760
F	5/23/1910	3,000
L	9/26/1915	4,100
L	7/5/1919	4,595
E	11/10/1919	1,500

Handout: Dead 2



May God
have mercy
upon the
physician.

COLLECTED MAPS
AND HANDOUTS

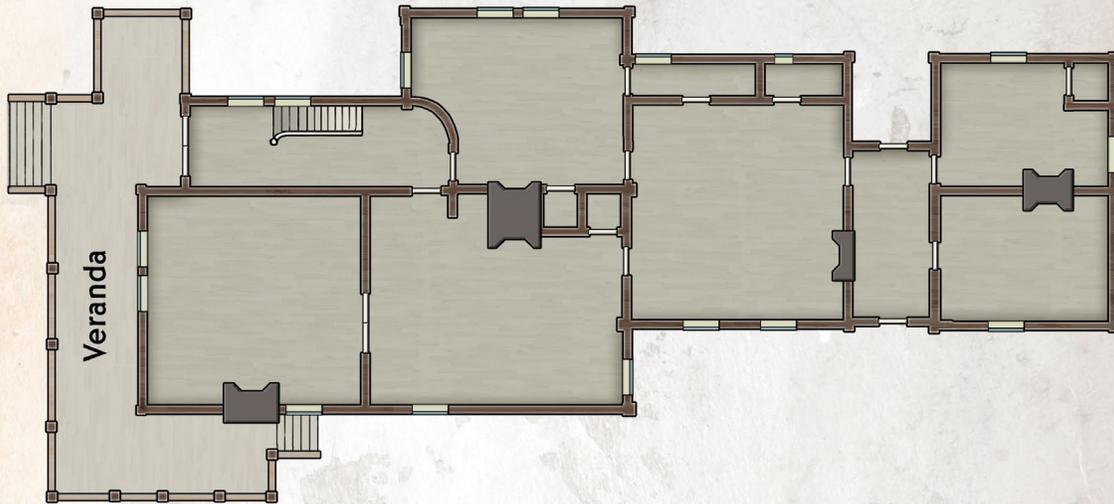
WEYLAND ESTATE



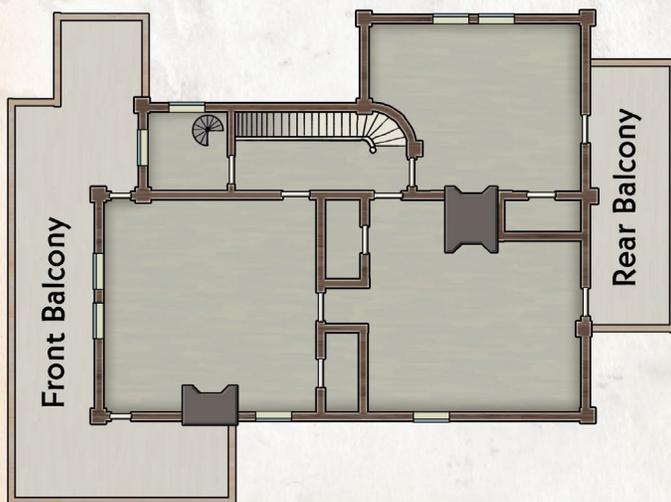
SCALE
0 10 20ft



WEYLAND HOUSE



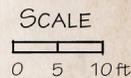
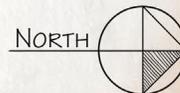
FIRST FLOOR PLAN



SECOND FLOOR PLAN



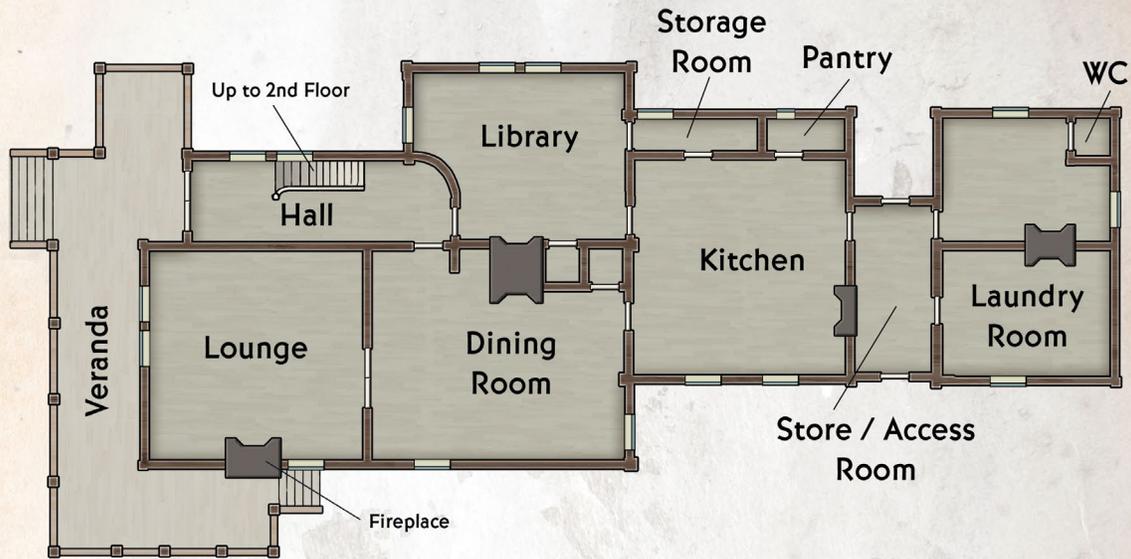
CUPOLA PLAN



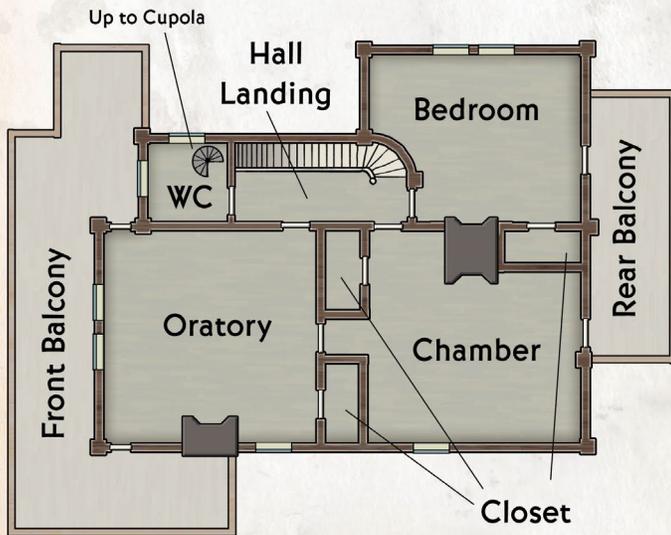
COLLECTED MAPS
AND HANDOUTS



WEYLAND HOUSE

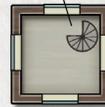


FIRST FLOOR PLAN

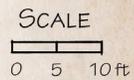
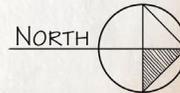


SECOND FLOOR PLAN

Down to 2nd Floor

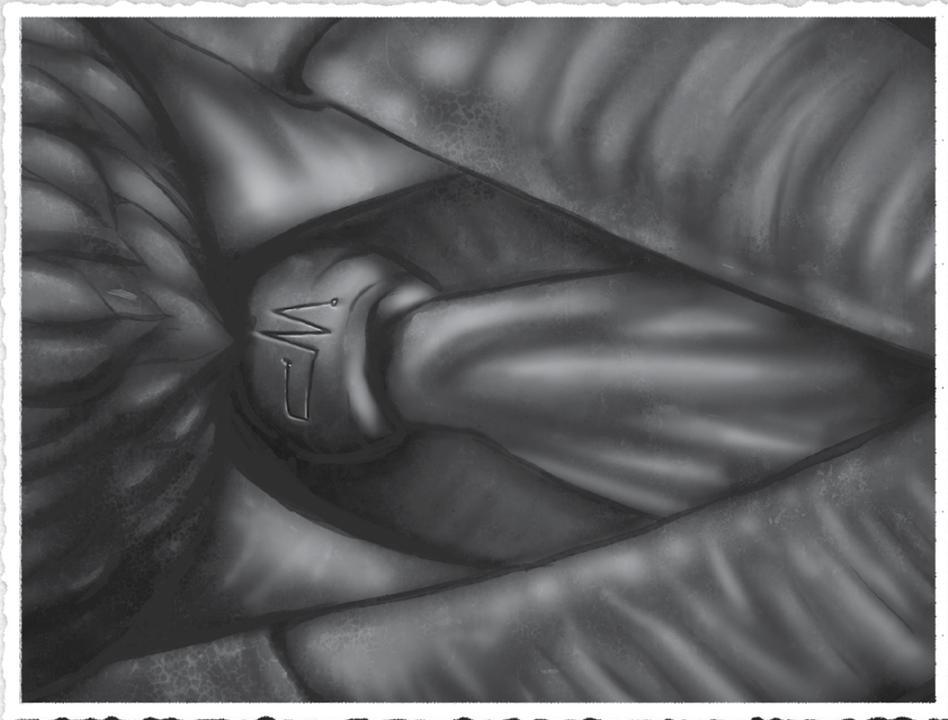


CUPOLA PLAN



COLLECTED MAPS
AND HANDOUTS

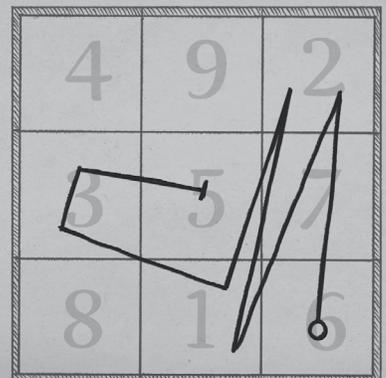
Handout: Saturnine 1a



Handout: Saturnine 1b

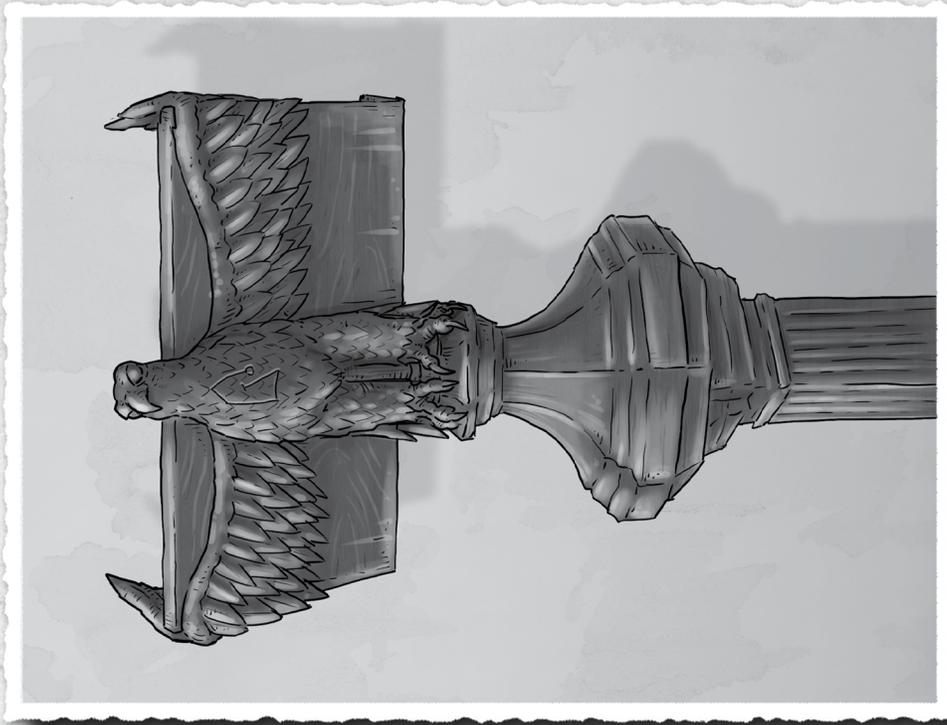
To solve the puzzle: the circle in each sigil represents the number at the start of the word. Lines then proceed in order to the next number (or to another part of the same box if it is the same number). The small perpendicular intersection marks the last number.

1	2	3	4	5	6	7	8	9
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	

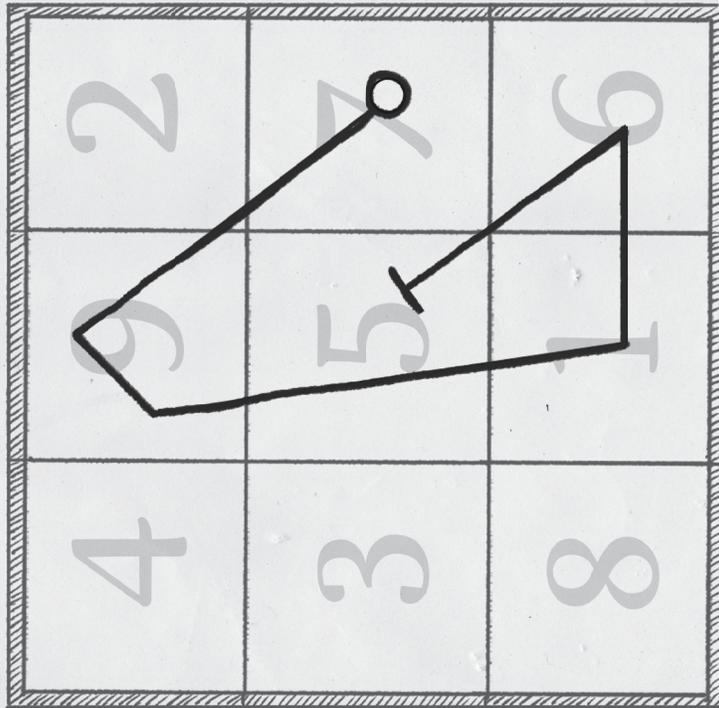


COLLECTED MAPS
AND HANDOUTS

Handout: Saturnine 2a



Handout: Saturnine 2b

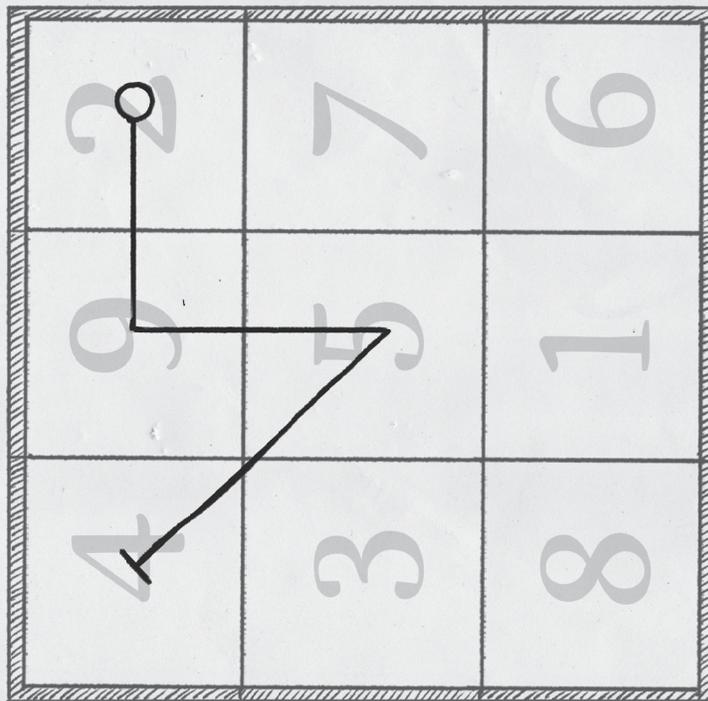


SATURNINE CHALICE

Handout: Saturnine 3a



Handout: Saturnine 3b

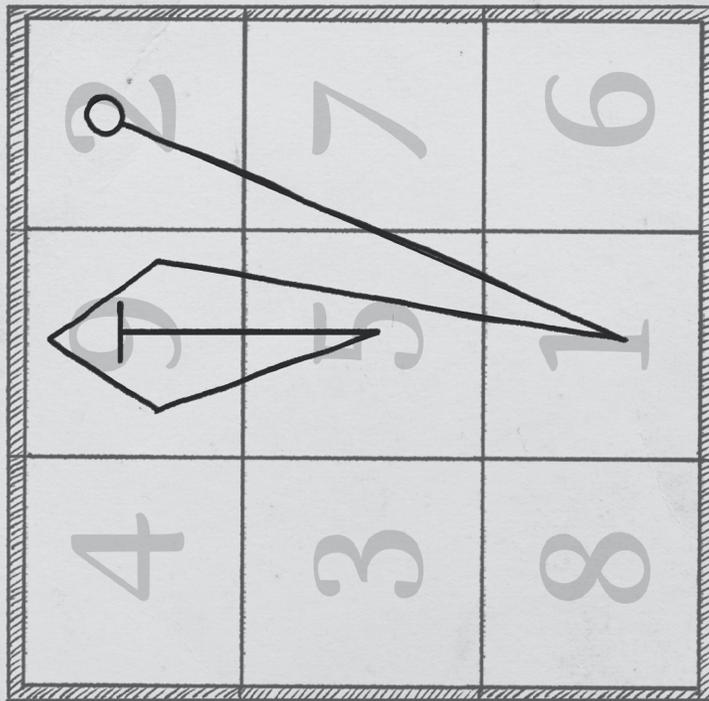


COLLECTED MAPS
AND HANDOUTS

Handout: Saturnine 4a



Handout: Saturnine 4b



Six months into the Operation:

It is amazing how the same concept can appear across different religions, albeit wearing a different face and bearing a different name.

The mal'akim are God's messengers, part of a heavenly hierarchy and have no physical form (although Maimonides proposed they are metaphorical representations of the laws of nature and universal principles).

The mala'ikah are messengers and agents of God's will, also part of a celestial hierarchy and their forms are incomprehensible (even in dreams they manifest in different forms).

The various branches of Christianity portray angels differently. Catholicism divides them into the nine choirs and describes them as being forever "incorporeal" (although the seraphim are also described as "six-winged"; the cherubim as "four-faced," having the faces of a lion, an ox, a human, and an eagle; the thrones as "burning wheels rimmed with eyes," etc.).

Protestantism describes them as genderless and invisible beings that are messengers and agents of God's will. If it is required to ensure that God's will is enacted, they can become corporeal.

I wonder exactly how I will describe the "unequaled beauty" of my Holy Guardian Angel when the time comes. I wonder this every day.

At midnight tonight, 18 months have elapsed in their entirety. Tomorrow, I begin the final stage before (if I am successful this time) my Holy Guardian Angel will appear. The next time I write here will confirm my success or my failure. I hope for the former.

I have said before I do not believe it was a heart attack. My father was murdered. I am certain of this, but I need proof.

All I have is the text he followed. That must be it. Letter

Goodman sold him the book and lamp. Who is he? Why did he want my father dead?

The only way to obtain proof is to follow in my father's footsteps and trap the being that did this to him once it

appears again. I am confident I can hold it here once it is

summoned. I know the arts by which I can interrogate it. If it withstands my questioning, at least I will have it imprisoned to show others. The authorities will have to believe me then.

I will draw upon the power of Saturn to construct a ward that will hold the spirit. Sigils created from its karma will mark

the four cardinal directions and turn the house into a prison it cannot escape. Should the need arise, these may be brought

together around the spirit to banish it, akin to tightening a noose around its neck until it has no direction left in which to

flee but back to the invisible world from whence it came.

Barrier. Bind. Obstacle. Prison. These words will hold the spirit in Saturn's leaden grip. May the faces of the angels

that guard the gates of the Garden of Eden guard this house and prevent any evil from leaving the confines of this house.

Midnight. 18 months have come to an end. If I fail tomorrow and I follow in all my father's footsteps, ultimately to my own grave, I hope that someone might one day read this and succeed in bringing the guilty to justice. May the fruit of any victory the spirit may attain prove to be a saturnine chalice indeed.

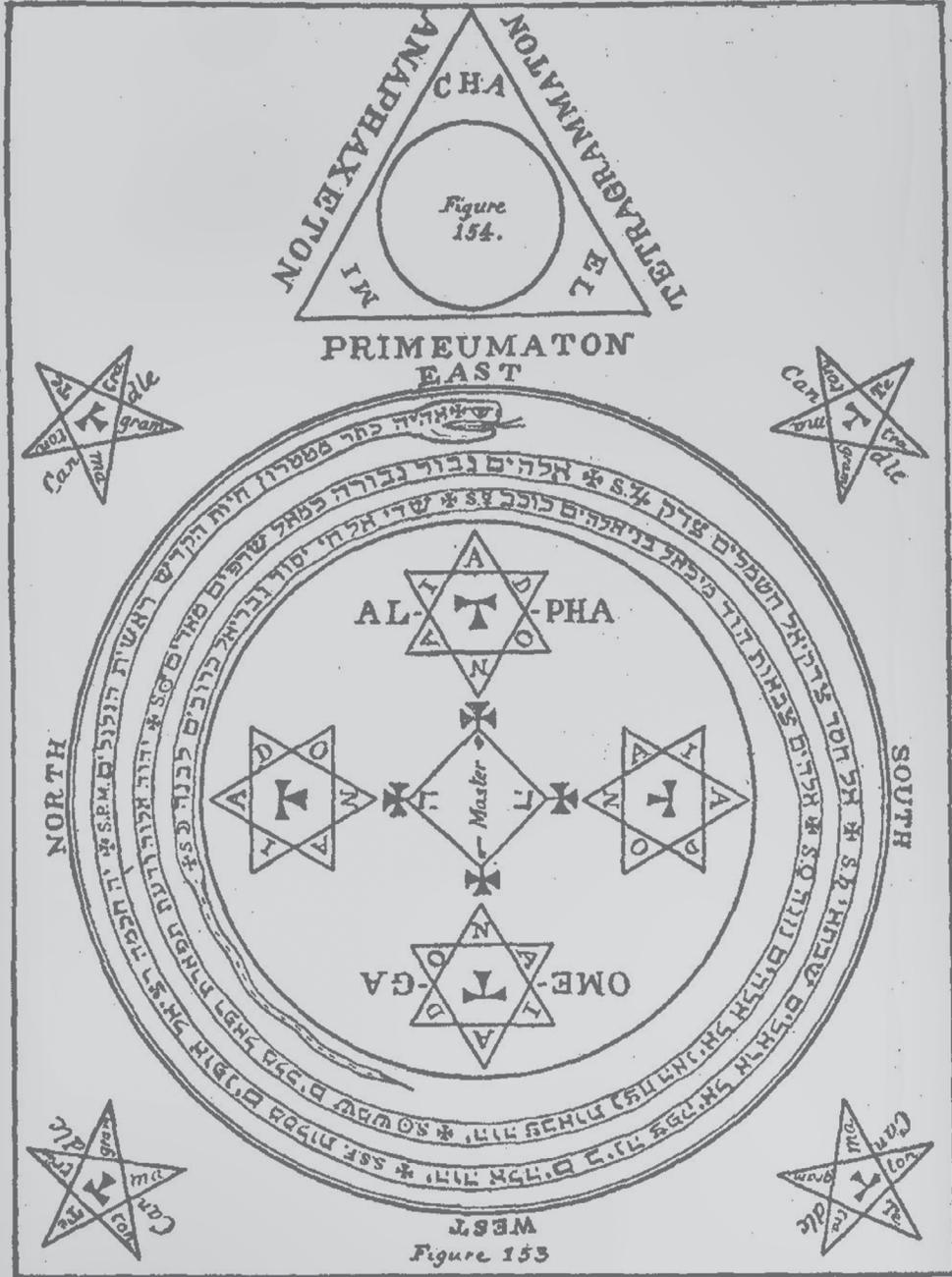
Handout: Saturnine 7

GENESIS CHAP III.

[22] *And the Lord God said, Behold, the man is become as one of us, to know good and evil: and now, lest he put forth his hand, and take also of the tree of life, and eat, and live forever:*

[23] *Therefore the Lord God sent him forth from the garden of Eden, to till the ground from whence he was taken.*

[24] *So he drove out the man; and he placed at the east of the garden of Eden Cherubim, and a flaming sword which turned every way, to keep the way of the tree of life.*



1920S ERA INVESTIGATOR

Name Edouard Mansour Diop
 Player _____
 Occupation Former Boxer
 Age 32 Sex M
 Residence New York City
 Birthplace Saint-Louis, Senegal

CHARACTERISTICS

STR **75** $\frac{37}{15}$ DEX **60** $\frac{30}{12}$ INT **55** $\frac{27}{11}$
 CON **75** $\frac{37}{15}$ APP **90** $\frac{45}{18}$ POW **70** $\frac{35}{14}$
 SIZ **70** $\frac{35}{14}$ EDU **60** $\frac{30}{12}$ Know Move Rate **8** $\frac{+1}{-1}$



Major Wound M14IP

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

Temp. Insane _____ Indef. Insane _____ **70** 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

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

M14IP

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

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%)	75 $\frac{37}{15}$	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 $\frac{10}{4}$	<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%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	50 $\frac{25}{10}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50 $\frac{25}{10}$	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	70 $\frac{35}{14}$	<input type="checkbox"/> First Aid (30%)	45 $\frac{22}{9}$	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
Credit Rating (00%)	50 $\frac{25}{10}$	<input type="checkbox"/> Intimidate (15%)	55 $\frac{27}{11}$	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	60 $\frac{30}{12}$	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) English	50 $\frac{25}{10}$	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	70 $\frac{35}{14}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	60 $\frac{30}{12}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	60 $\frac{30}{12}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) French	60 $\frac{30}{12}$	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	75	37	15	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **+1D4**

Build **+1**

Dodge **70** $\frac{35}{14}$

BACKSTORY



Personal Description Handsome and dapper, with a warm smile and kind eyes.

Traits Cheerful and friendly, unless crossed. Can really hold a grudge if he believes someone has wronged him.

Ideology/Beliefs Since settling in New York, Edouard has become heavily involved in the growing civil rights movement.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions His light-heavyweight boxing championship medals and belts, which he proudly displays on his apartment walls, along with framed newspaper articles about his victories.

Encounters with Strange Entities

GEAR & POSSESSIONS

Cadillac Type 59 automobile

CASH & ASSETS

Spending Level \$50

Cash \$250

Assets \$25,000

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 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**

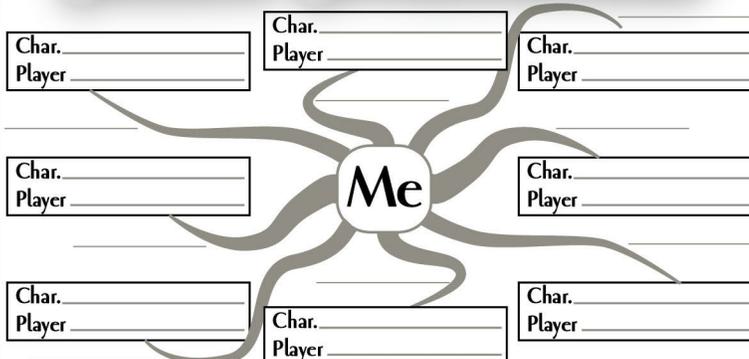
Reach 0 HP with Major Wound = **Dying**

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



Born in the then-capital of Senegal, Saint-Louis, Edouard was, on the whole, a kindly child, but one who would always stand up for the little guy against bullies and thugs. His family immigrated to France when he was just a teenager, where his father, an amateur boxer of some renown in Senegal, encouraged his son into the ring, much to his mother's dismay.

Edouard proved to be a talented fighter and soon began to make a name for himself. Only the outbreak of war prevented him from becoming a light-heavyweight champion at that time. During the war, Edouard served in the French military, where his bravery was recognized with the award of the Croix de Guerre.

After the war was over, Edouard returned to boxing and won several titles before his promoter encouraged him to make the move to America. Billed there as the "Parisian Pugilist," Edouard won several more title fights before retiring and settling down in Harlem to enjoy his winnings, and share them with others less fortunate than himself. He is currently the owner of Diop's Gym, where he and others train African American youngsters in the art of boxing.

1920S ERA INVESTIGATOR

Name Grace Riley
 Player _____
 Occupation Private Investigator
 Age 27 Sex F
 Residence _____
 Birthplace Toronto, Canada

CHARACTERISTICS

STR **55** $\frac{27}{11}$ DEX **60** $\frac{30}{12}$ INT **80** $\frac{40}{16}$
 CON **55** $\frac{27}{11}$ APP **60** $\frac{30}{12}$ POW **50** $\frac{25}{10}$
 SIZ **75** $\frac{37}{15}$ EDU **70** $\frac{35}{14}$ Know Move Rate **7** $\frac{+1}{-1}$



Major Wound **M13IP**

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 **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	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

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

M10IP

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

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	55 $\frac{27}{11}$	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%)	60 $\frac{30}{12}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	50 $\frac{25}{10}$	<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art/ Craft (05%) Photography	45 $\frac{22}{9}$	<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	65 $\frac{32}{13}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	65 $\frac{32}{13}$	<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
Credit Rating (00%)	30 $\frac{15}{6}$	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	45 $\frac{22}{9}$	<input type="checkbox"/> Language (Other) (01%) French	40 $\frac{20}{8}$	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	40 $\frac{20}{8}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	60 $\frac{30}{12}$	<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	70 $\frac{35}{14}$	<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 **+1D4**
 Build **+1**
 Dodge **40** $\frac{20}{8}$

BACKSTORY



Personal Description Quite tall and slightly built. Grace prefers to keep her hair long so she can change style whenever she feels like it (although she usually has it in one or two buns for convenience). Dark brown, slightly sad eyes.

Traits Intelligent, curious, and always keen to learn something new.

Ideology/Beliefs

Injuries & Scars

Significant People Her family. They might be many miles away, but knowing they're there is a source of great strength to Grace.

Phobias & Manias

Meaningful Locations The battlefields of France, which gave her freedom, maturity, and a true sense of the value of life.

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Set of lock picks _____
 Camera and spare film _____
 Private investigators license (Canadian) _____

CASH & ASSETS

Spending Level \$10 _____
 Cash \$60 _____
 Assets \$1,500 _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 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**

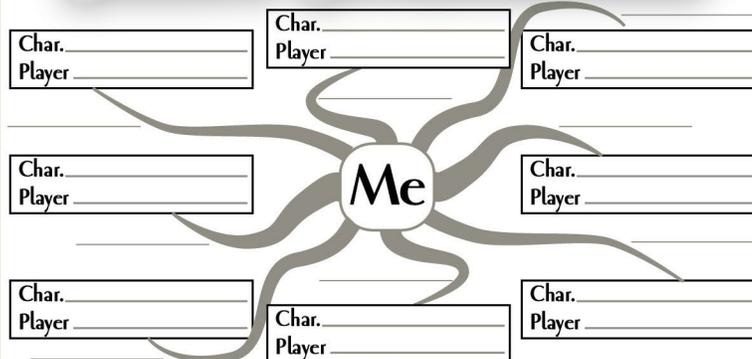
Reach 0 HP with Major Wound = **Dying**

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



1920S ERA INVESTIGATOR

Name Hector Bonilla
 Player _____
 Occupation Trainee Reporter
 Age 19 Sex M
 Residence New York City
 Birthplace Caguas, Puerto Rico

CHARACTERISTICS

STR **45** $\frac{22}{9}$ DEX **55** $\frac{27}{11}$ INT **70** $\frac{35}{14}$
 CON **65** $\frac{32}{13}$ APP **50** $\frac{25}{10}$ POW **70** $\frac{35}{14}$
 SIZ **50** $\frac{25}{10}$ EDU **65** $\frac{32}{13}$ Know Move Rate **8** $\frac{+1}{-1}$



Major Wound **M11IP**

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

Temp. Insane Indef. Insane **70** 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

LUCK

M14MP

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

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	65 $\frac{32}{13}$	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	55 $\frac{27}{11}$	<input type="checkbox"/> Library Use (20%)	50 $\frac{25}{10}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	60 $\frac{30}{12}$	<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%)		<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	65 $\frac{32}{13}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	55 $\frac{27}{11}$
<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%)	30 $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> History (05%)	45 $\frac{22}{9}$	<input type="checkbox"/> Occult (05%)	45 $\frac{22}{9}$	<input type="checkbox"/> Throw (20%)	40 $\frac{20}{8}$
Credit Rating (00%)	20 $\frac{10}{4}$	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) English	55 $\frac{27}{11}$	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	50 $\frac{25}{10}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	50 $\frac{25}{10}$	<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) Spanish	65 $\frac{32}{13}$	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **50** $\frac{25}{10}$

BACKSTORY



Personal Description Baby-faced, with short dark hair and the faintest of outlines of a mustache. His dark eyes have a wary look in them.

Traits Enthusiastic and hard working, although smart enough to know when he's being taken advantage of.

Ideology/Beliefs Raised as a devout Catholic by his parents, although he fears his abuela's tales of the supernatural may be all too true.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions His straw boater. He bought it himself with his first pay packet and doesn't care what anyone thinks about it. He loves it.

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, pencil, straw boater.

CASH & ASSETS

Spending Level \$10
Cash \$40
Assets \$1,000

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 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**

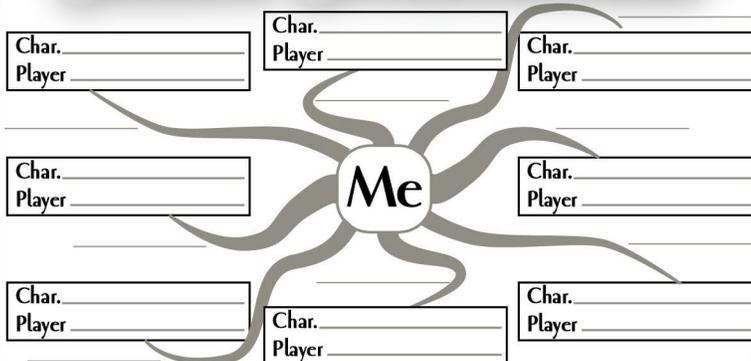
Reach 0 HP with Major Wound = **Dying**

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

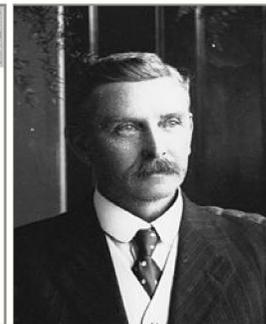


1920S ERA INVESTIGATOR

Name Jacob Carfax
 Player _____
 Occupation Businessman
 Age 44 Sex M
 Residence _____
 Birthplace Cromford, England

CHARACTERISTICS

STR **75** $\frac{37}{15}$ DEX **75** $\frac{37}{15}$ INT **70** $\frac{35}{14}$
 CON **55** $\frac{27}{11}$ APP **70** $\frac{35}{14}$ POW **75** $\frac{37}{15}$
 SIZ **70** $\frac{35}{14}$ EDU **70** $\frac{35}{14}$ Know Move Rate **8** $\frac{+1}{-1}$



Major Wound **M12IP**

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	

Temp. Insane Indef. Insane **75** 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

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

M15IP

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

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	55 $\frac{27}{11}$	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	45 $\frac{22}{9}$	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	45 $\frac{22}{9}$	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	45 $\frac{22}{9}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	50 $\frac{25}{10}$	<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%)		<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	50 $\frac{25}{10}$	<input type="checkbox"/> Spot Hidden (25%)	25 $\frac{12}{5}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	55 $\frac{27}{11}$	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	50 $\frac{25}{10}$	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
Credit Rating (00%)	70 $\frac{35}{14}$	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	60 $\frac{30}{12}$	<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)	45 $\frac{22}{9}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	60 $\frac{30}{12}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	40 $\frac{20}{8}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	70 $\frac{35}{14}$	<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	-	-

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **45** $\frac{22}{9}$

BACKSTORY



Personal Description Always smartly dressed in suits made with his family's textiles. His brown hair and mustache are neatly groomed; both now display the odd gray streak or two. His pale blue eyes often seem to be staring off into the middle distance.

Traits Competent, sensible, and mostly conscientious, but with a tendency to daydream.

Ideology/Beliefs

Injuries & Scars

Significant People His wife and children. He loathes having to leave them behind when he travels for business.

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions The gold fob on his watch chain, which contains a lock of hair from his wife, and each of his three children.

Encounters with Strange Entities

GEAR & POSSESSIONS

Gold pocket watch, chain and fob.

Cigar case (full) and a cigar cutter/lighter.

CASH & ASSETS

Spending Level \$50

Cash \$350

Assets \$35,000

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 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**

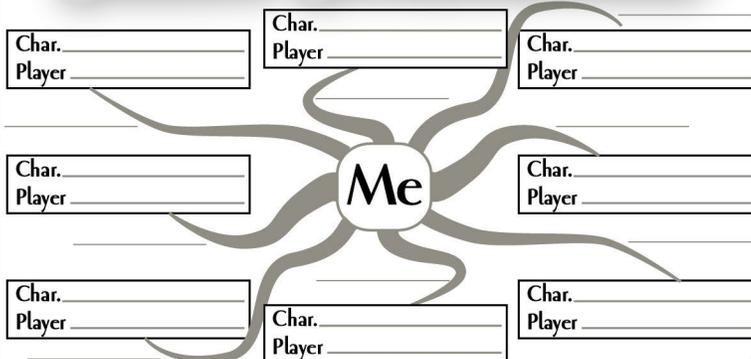
Reach 0 HP with Major Wound = **Dying**

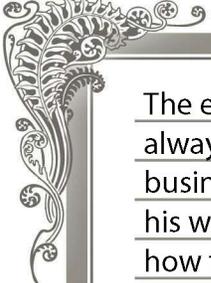
Dying: First Aid = temp. stabilized; then require Medicine

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

Natural Heal rate (Major Wound): weekly healing roll

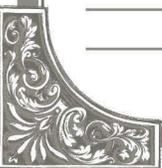
FELLOW INVESTIGATORS





The eldest son of a prosperous textile mill-owning family in the Peak District, England, Jacob was always destined to follow in his father's footsteps and take over the running of the family business when the time came. But his father, Josiah, insisted that he start at the bottom and work his way up, as was the family tradition - none of this walking into the big office without knowing how the rest of the company worked nonsense.

Having served his time in numerous areas of the company, Jacob is now off traveling the world in the Sales and Distribution department, something which takes him far from home for long periods of time. He doesn't particularly enjoy it, but he's a largely conscientious sort of chap who takes his responsibilities seriously, even if he would much rather be off doing something more exciting - you know, climbing a mountain, discovering a new species in the jungles of Africa, etc. As a result, Jacob has a tendency to become distracted from his work by opportunities for adventure and experience. Despite his usual level-headedness, he enjoys confounding people.



1920S ERA INVESTIGATOR

Name Lily Bergeron
 Player _____
 Occupation Private Investigator
 Age 26 Sex F
 Residence _____
 Birthplace Montreal, Canada

CHARACTERISTICS

STR **60** ³⁰/₁₂ DEX **60** ³⁰/₁₂ INT **70** ³⁵/₁₄
 CON **80** ⁴⁰/₁₆ APP **70** ³⁵/₁₄ POW **55** ²⁷/₁₁
 SIZ **55** ²⁷/₁₁ EDU **70** ³⁵/₁₄ Know Move Rate **9** ⁺¹/₋₁



Major Wound **M13IP**

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 **55** *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 **M11MP**

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

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

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	45 ²² / ₉	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	55 ²⁷ / ₁₁	<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%)		<input type="checkbox"/> Firearms (Handgun) (20%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	65 ³² / ₁₃
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	50 ²⁵ / ₁₀
<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%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	30 ¹⁵ / ₆	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Language (Other) (01%) English	60 ³⁰ / ₁₂	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	50 ²⁵ / ₁₀	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	60 ³⁰ / ₁₂	<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) French	70 ³⁵ / ₁₄	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
.32 Revolver	50	25	10	1d8	15 yds	1 (3)	6	100

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **50** ²⁵/₁₀

BACKSTORY



Personal Description Of average height and build, with hazel eyes and chestnut brown hair, styled in a no-fuss bob for ease of maintenance.

Traits Tough, determined, and no nonsense.

Ideology/Beliefs It's important to know, and face, the truth, however hard that might be.

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions A photograph of her family, taken just after Philippe signed up. It's the last photograph she has of her beloved brother.

Encounters with Strange Entities

GEAR & POSSESSIONS

.32 revolver and ammunition

Private investigators license (Canadian)

Family photograph

CASH & ASSETS

Spending Level \$10

Cash \$60

Assets \$1,500

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 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**

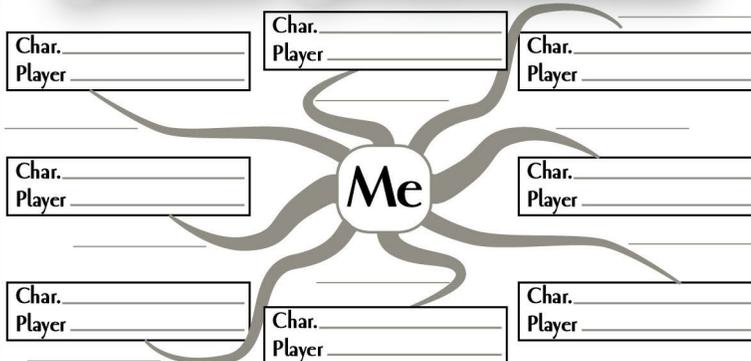
Reach 0 HP with Major Wound = **Dying**

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

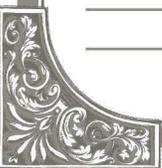




Lilian (Lily) Bergeron was born in Montreal, Canada. Her father, a well-known French Canadian industrialist, and her English mother, a writer of children's story books, encouraged both of their children to fully exercise their bodies and their minds in pursuit of their calling, whatever that might turn out to be.

Lily's childhood was a safe and secure one, although she and her older brother Philippe were always somewhat embarrassed at having been the stars of their mother's stories. That safety and security vanished with the Great War. Philippe was killed in action, and Lily ran away from home to nurse on the front. She couldn't bring her brother back, but she could help make sure other sisters didn't have to suffer her loss.

Always a voracious reader, Lily was particularly attracted to mystery and adventure stories. After the war, searching for something to do and not interested in making nursing her career, she decided to train as a private investigator. She joined forces with her best friend, Grace Riley, a former nursing colleague, originally from Toronto, and together they opened the Riley and Bergeron Detective Agency. They go wherever a case takes them in their search for the truth, with Lily often acting as the "muscle" to Grace's "brains."



1920S ERA INVESTIGATOR

Name Rose Preston
 Player _____
 Occupation Medical Student
 Age 21 Sex F
 Residence Boston, Massachusetts
 Birthplace Brockton, Massachusetts

CHARACTERISTICS

STR **55** $\frac{27}{11}$ DEX **75** $\frac{37}{15}$ INT **85** $\frac{42}{17}$
 CON **60** $\frac{30}{12}$ APP **70** $\frac{35}{14}$ POW **60** $\frac{30}{12}$
 SIZ **50** $\frac{25}{10}$ EDU **75** $\frac{37}{15}$ Know Move Rate **9** $\frac{+1}{-1}$



Major Wound **M11IP**

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

Temp. Insane Indef. Insane **60** 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

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

M12IP

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

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%) Biology	50	$\frac{25}{10}$			
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	25	$\frac{12}{5}$	<input type="checkbox"/> Library Use (20%)	60	$\frac{30}{12}$	<input type="checkbox"/> Pharmacy	50	$\frac{25}{10}$	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> _____		<input type="checkbox"/> Listen (20%)	60	$\frac{30}{12}$		<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%)		<input type="checkbox"/> Firearms (Handgun) (20%)	20	$\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)			<input type="checkbox"/> Spot Hidden (25%)	65	$\frac{32}{13}$	
<input type="checkbox"/> _____		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)			<input type="checkbox"/> Medicine (01%)	50	$\frac{25}{10}$	<input type="checkbox"/> Stealth (20%)	20	$\frac{10}{4}$	
<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%)	70	$\frac{35}{14}$	<input type="checkbox"/> Navigate (10%)			<input type="checkbox"/> Swim (20%)	20	$\frac{10}{4}$	
<input type="checkbox"/> Climb (20%)	20	$\frac{10}{4}$	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)			<input type="checkbox"/> Throw (20%)	20	$\frac{10}{4}$	
Credit Rating (00%)	35	$\frac{17}{7}$	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)			<input type="checkbox"/> Track (10%)			
Cthulhu Mythos (00%)			<input type="checkbox"/> Jump (20%)	20	$\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	60	$\frac{30}{12}$	<input type="checkbox"/> _____		
<input type="checkbox"/> Disguise (05%)			<input type="checkbox"/> Language (Other) (01%) Latin	50	$\frac{25}{10}$	<input type="checkbox"/> Pilot (01%)			<input type="checkbox"/> _____		
<input type="checkbox"/> Dodge (half DEX)	40	$\frac{20}{8}$	<input type="checkbox"/> _____			<input type="checkbox"/> Psychology (10%)	50	$\frac{25}{10}$	<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	75	$\frac{37}{15}$	<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 **40** $\frac{20}{8}$



Rose Preston is the apple of her doting father's eye. Her mother, on the other hand, much prefers Rose's younger brothers, and isn't entirely convinced that all this education isn't wasted on a girl. Rose and her father know better.

Always fascinated by how bodies work, Rose initially toyed with the idea of becoming a veterinarian, but her small size and dislike of large livestock (especially cows) soon put paid to that idea. She did wonder about becoming a nurse, something her mother approved of, but her father insisted she should aim high and apply for Boston University School of Medicine. Both she and her father were utterly thrilled when she was accepted.

Rose adores her studies and works hard to make her family, especially her father, proud. She knows she has a lot of responsibility resting on her shoulders as the first member of her family to go to university, and she is determined to become an exceptional doctor, serving her community in any way she can.

