

APOCHTHULHU

SCENARIO RESOURCE PACK

A YELLOW AND UNPLEASANT LAND

CREDITS

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All text is by **Jo Kreil**; graphics, character sheet designs, and cartography are by **Dean Engelhardt**.

Pre-Generated Character Additional Information

PRIVATE LANCE DE LAC (SIR LANCELOT), FORMER FRENCH SOLDIER

ABOUT HIS LEGENDARY NAMESAKE: *Sir Lancelot was originally a knight from France and King Arthur's right-hand man, virtually treated as a brother. Lancelot went on many quests proving himself a hero time and time again. However, this brotherhood soon dissolved when King Arthur's wife, Queen Guinevere, fell in love with Lancelot and him with her. Lancelot came to the rescue of Arthur in the end during the final battle with Mordred and while he was dying, Arthur forgave Lancelot.*

The Fog Lifts – Lance

You remember more about the circumstances which brought you to England. You were in France – still a soldier – when the news arrived about the coronation of a strange new British monarch, the so-called “King in Yellow.” His meteoric rise was something to do with the Yellow Art movement, whose works you found unsettling. You couldn’t place why: maybe it was the unwholesome imagery that churned your stomach. It wasn’t until months later, when the influence of the Yellow movement had taken hold in America too, that you realized that your sense of unease actually came from a sense of self-preservation. The Yellow Art Movement was in fact one of alien evil and corruption.

Sometime after that, the rule of England fell wholly into the hands of the King in Yellow. Around that time, you began having dreams of yourself in magnificent chainmail, wielding a gleaming sword and fighting back the hordes of the Libertine King. These strange dreams continued, slowly drawing you to travel to England. In the end the visions occupied your mind all around the clock, and you had little choice but to succumb. You paid someone to smuggle you over the English Channel at night, the borders of Britain now thoroughly closed to outsiders. The first moment that you set foot on British soil you felt a charge run through your body as well as a sense that there was some sort of destiny planned for you, even if it wasn’t clear what it was. All you knew was that England was in dire need of heroes.

As the days wore on, though, a kind of fog descended on your mind. Your earlier memories, your resolve, and even your sense of identity began to feel ... “fuzzy.” It was after all of those had departed that you took up a more mundane life working in London.

FATHER GEORGE WANE (SIR GAWAIN), PRIEST OF THE (FORMER) CHURCH OF ENGLAND

ABOUT HIS LEGENDARY NAMESAKE: *Sir Gawain was one of the bravest and most courteous of King Arthur's knights. Legends abound of him standing up for the common folk and the women of the kingdom. It was Sir Gawain who defeated the immortal Green Knight and freed him from his curse.*

The Fog Lifts – George

You remember much more about your life as a priest – as well as what the Christian faith was all about. You can’t believe that you had forgotten so much. Before the coming of the new King, the Christian God was worshiped in church every Sunday.

In the days leading up to the coming of the new King, you were sure that God was warning you – maybe giving you a mission. When the Libertine King overthrew Victoria, some three years back, you recognized him for what he was: a supernatural force for evil. Perhaps even The Devil himself. Every night after he took the throne, you were plagued with nightmares. Every night you saw yourself in dreams as a kind of crusader, fighting to overthrow the evil King. In every one of your dreams you carried a cup that you instinctively knew was The Holy Grail. In some dreams you were questing to search it out, once you even dreamed that you were holding the cup as it caught Jesus’ blood at the Crucifixion. You were sure that it was a sign, calling you to action.

But then the Libertine King dissolved the Church of England and made you into a lowly lacky maintaining one of his army barracks. For a short time the fire still burned in you, but soon afterwards the fog descended. Your earlier memories, your resolve, and even your sense of identity began to feel ... “fuzzy.” It was after all of those had departed that you resigned yourself to your more mundane place in the King’s Profligate Empire.

Pre-Generated Character Additional Information

ARTHUR DAGWOOD (SIR DAGONET), HISTORIAN AND LIBRARIAN

ABOUT HIS LEGENDARY NAMESAKE: *Sir Dagonet was King Arthur's jester, a cowardly knight who served as a source of mirth and jest for the Knights of the Round Table. Often Dagonet was known for playing tricks and jokes, not just on the Knights of the Round Table but their enemies as well.*

The Fog Lifts – Dagwood

You remember much more about your life before the coming of the King in Yellow. You used to work as a clerk in the Bank of England. It's funny, that institution no longer exists – in fact the notion of money, as it once existed, lost its meaning when the new King decreed that theft was no longer an offense. The scarcity of resources didn't go away, but the access that people had to items no longer had much to do with how many banknotes one had and a lot more to do with how strong your army of thugs and mercenaries was.

You remember being happy working for the bank; in those days your natural sense of humor had a natural outlet – at both the office and at home you were always cracking jokes, especially when you felt nervous. There isn't much joy in the Department of New Truth, even despite the mandated joy policy being enforced rigorously upon all workers.

Somewhere along the way this change of careers must have taken its toll on you. That must be the reason that the fog descended on your mind. The reason why your earlier memories, your resolve, and even your sense of identity began to feel ... “fuzzy.”

DR. TRISTAN SMITH (SIR TRISTAN), DOCTOR

ABOUT HIS LEGENDARY NAMESAKE: *Sir Tristan was one of Arthur's knights, sent on a quest to retrieve the Princess Isolde who was supposed to marry the king of Cornwall. Sir Tristan was to be her bodyguard, escorting her back to this local king, who was also Tristan's uncle. However, through the power of a love potion Tristan and Isolde fell in love. Sir Tristan broke his vows and ran away with his new-found love so they could be together.*

The Fog Lifts – Tristan

You remember much more about your life before the coming of the King in Yellow. You have been a doctor for decades, since well before the coming of the Libertine King in Yellow Raiment. You had your own practice on Bond Street before the events that brought about the fall of Queen Victoria. You cannot believe that you had forgotten all about the old Queen, who was cruelly deposed by the new King.

You also remember much more about Isabella; she was not just a friend from the time before. She was your wife. Sometime before the rise of the King, you met a young woman who came in the middle of the night to your practice with a bullet lodged in her sternum. You cared for her, not asking from whence her bullet injury had come. This woman was Isabella – at the time she was a local woman who made a living on the streets through thievery.

From that day forward, you and she were inseparable. In the crazy days just before Victoria's fall, the two of you chose to get married in a private ceremony – to make an ‘honest woman of her.’ Unfortunately, your legal status as man and wife was short-lived: almost immediately after the Libertine King ascended to the throne he issued the Ordinance of Hedonistic Freedom. That decree not only dissolved all marriages, but actually made it illegal to be wed.

Sometime in the months that followed, you began to feel the fog descend upon your mind. Even worse was seeing the same happen to Isabella – seeing her slowly forget every moment you had shared from the days of your courting. It wasn't long after that day when your earlier memories, your resolve, and even your sense of identity began to feel ... “fuzzy.” Somehow you still retained a vague sense of prior connection to Isabella, even as you retained a sense that somehow things were not completely right with the Empire and the World.

Pre-Generated Character Additional Information

ISABELLA ROSE-SMITH (ISOLDE), FORMER CRIMINAL

ABOUT HER LEGENDARY NAMESAKE: *The Princess Isolde was an Irish princess who drank a love potion with Sir Tristan. As a result, the two fell in love. Isolde was sentenced to be burned at the stake as punishment for running away with Sir Tristan. However, at the last second, she was saved by her lover. They ran off and lived a happy life together.*

The Fog Lifts – Isabella

You remember much more about your life before the coming of the King in Yellow. You were raised on the rough streets of London, doing whatever it took to make money. Thievery, breaking and entering and pick-pocketing were some of the various activities you got involved with in an effort to merely survive. Over time you perfected your skills in all those areas. Unfortunately, your entire world changed the night one of your fellow criminals turned on you and unloaded a vintage musket right at your chest. You thought that the musket-ball was going to kill you; certainly it lodged in your chest and hurt like hell.

In terrible pain, you somehow stumbled into a Bond Street clinic in the middle of the night. There you found not only the medical help you needed to survive, but also found your future husband in the form of Dr. Tristan Smith. The two of you seemed made for each other – you could be yourself around him, never keeping your past a secret but using his civilizing influence as a way to move on from the criminal past that had defined your life to that point.

In the crazy days just before the rise of the new King, the two of you chose to get married in a private ceremony – Tristan joked that he would make an ‘honest woman of you at long last.’ Unfortunately, your legal status as man and wife was short-lived: almost immediately after the Libertine King ascended to the throne he issued the Ordinance of Hedonistic Freedom. That decree not only dissolved all marriages, but actually made it illegal to be wed.

Sometime in the months that followed, you began to feel the fog descend upon your mind. It wasn’t long after that day when your earlier memories, your resolve, and even your sense of identity began to feel ... “fuzzy.” Somehow you still retained a vague sense of prior connection to Tristan, even as you retained a sense that somehow things were not completely right with the Empire and the World. Of course with the changes wrought by the new King, your original skills at thievery were suddenly very useful once again.

MORTIMER OSWIN (MORDRED), FORMER KNIGHT OF CARCOSA

ABOUT HIS LEGENDARY NAMESAKE: *Sir Mordred was King Arthur’s son, born of Arthur and the witch Morrigan Le Fay. Mordred appeared from out of the blue staking his claim to being Arthur’s blood. Arthur welcomed Mordred into the fold but eventually Sir Mordred betrayed him. While Arthur was away on a quest, fighting a war (some say it was in pursuit of Lancelot and Guinevere), Mordred usurped the kingdom and Arthur’s throne. When Arthur returned, the two men fought in a massive war. Mordred severely injured Arthur, who in turn killed Mordred with his dying breath.*

The Fog Lifts – Mortimer

You remember much more about your life before the King in Yellow became installed upon the throne of Britain, usurping the dowager Queen Victoria. The toppling of her long reign was something in which you played a part, though perhaps you’re not as proud of that fact as you once were.

You began your career as a simple sergeant in the London Metropolitan police, in the time well before the coming of the Libertine King. You worked on the Jack the Ripper case – that was only five years ago, but it may as well have been a lifetime. It was the Ripper case that turned you to thinking on the true nature of the Universe and the possibility that there are vast forces – gods – that exist in alien places. Forces poised to reward supplicants who knew how to contact them. The King in Yellow was one such force, and there were a few secretive groups in London who not only knew of Him but also worshiped Him. After suffering a mental breakdown on the Ripper case, you came to join a few of the groups that had begun spring up. With these groups, you conspired to bring forth the King in Yellow into this world, sick of the terrible corruption and violence that you had been exposed to in your life as a police officer.

The rituals and the dedications were long-winded, but eventually they were answered. The Libertine King came. Victoria was cast down, and overnight the world became almost as you see it now. For your loyalty you were granted a role in the King’s elite force, the Knights of Carcosa. The alien King brought with him an equally alien retinue, who serve side by side with the loyal human forces. But the very presence of the King and his alien beings causes the citizens of Britain to slowly forget the time before their coming. You yourself were not immune to that influence ... though now you think that it may have been a blessing. Had you served as a Knight knowing all that you now recall, it may just have pushed you over the brink.

Handout 1: London, The Great and Yellow City

You live in London, the greatest metropolis in the world. You know that it is the greatest city on the planet because it is the most permissive city to be found anywhere upon the face of the globe. The Libertine King — who some call the “Yellow King” on account of his luxuriant raiment — has his palace in London. It is from here that the great Empire is run. It is from here that the great Empire spreads out, borne on steamships, airships, and other mighty works of industry.

People in London are free. They are the most liberated people anywhere, even compared to the rest of the Profligate Empire of Free and Licentious Britain. Posters everywhere tell the King’s loyal subjects about how free their lives are under his carefree and wanton rule. Some proclaim, “Art for Arts’ Sake, By Mandated Appointment”. Others say, “Do What Thou Will, By Royal Decree.”

Yes, everyone is free in Free Britain. Free to love as they will. When, where, and with whom they will. Anyone who seeks to impose limits — moral or otherwise — upon any man, woman, or child, is subject to the most extreme sanctions. So too is anyone who dares say that there are pursuits to life more valid than the pursuit of beauty and pleasure. The King’s yellow-garbed knights are the enforcers of this freedom from puritanism and restriction. As too are the Royal Army, known informally also as the “Yellowcoats”. Then there are the strange pale-masked figures that are a common sight around London, silently gliding through crowds as though dancing to music only they can hear; according to rumour they too are agents of the King and sanction anyone overheard denouncing

His generous permissiveness. Sometimes these agents of the king even ride the skies on the backs of great flying beasts with leathery wings.

All around the world, the Free and Licentious Empire of Britain is envied. In the Americas, you have heard that governments have fallen to a pale imitation of the Libertine King’s benevolence, its own feeble King of America scraping to win over the Yellow King’s dissolute favour.

It is presently the 3rd Year of the New King (“3 N.K.”). Some unfashionable traditionalists still call it “1893”, but nobody remembers what that number means. Everybody remembers how free life has been since the new King chose Britain as the seat of his empire, although most find it hard to remember what life was like before that. You have a few slight memories of a time before, where life was a maze of propriety and rules of meaningless decorum. But really those bad old days are lost in a fog ... outshone by the pure yellow brilliance of the New Freedom!

Despite everyone around London seeming to embrace the Libertine King’s creed, you’ve had doubts from time-to-time about whether there is a negative side to this unprecedented level of freedom. It pays not to say anything like that out loud, even in jest, since the loyal subjects of the King are honour-bound to report such “prude speak” to the nearest authorities. You have heard stories about people disappearing after speaking out on such topics — nobody knows where such people go. So, it’s generally better to keep questions to yourself and just get on with enjoying the freedoms the King has provided.

Handout 4: The Inscription on the Spectral Arch



The Latin inscription translates as:

“Here lies Arthur Pendragon, King of all Britain. May he only rise again to new life when England needs him most.”

“With Excalibur in hand, bathed in water from the Holy Grail that caught the Son of God’s blood, only then can he return to save us all.”

Handout 2: À la recherche du temps perdu

A “I see a scene in an underground stone tomb. A radiant man adorned in a crown lies motionless on a bier. Is he dead? Next to him are an ornate gilded cup and a gleaming sword. A sad-faced crowd, many of them in old-fashioned armor, stand looking on. Many of their faces seem oddly ... familiar to me. Is my own face one of them?”

B “I see a dour woman in ornate raiment wearing a crown. She is a Queen; the Queen of England. Victoria is her name. She rules over the vast British Empire upon which it is said the sun never sets. Life under Victoria is a picture of conservative constraint. Decadent artists are treated as questionable, drunk, or immoral. The state of perfection is a well-ordered life of excellent manners and demeanor.

“I remember the first time that most people heard of the Yellow Art Movement. It came out of France, and it preached a philosophy of surrealism and nihilism. It preached that the only true happiness in life could be found in decadence and art, everything else (especially religion) was a lie. A lie created and maintained by the so-called ruling class, false monarchs and clergy who only existed to keep the artists and dreamers under control.”

C “I remember crowds flocking to see a play promoted by the Yellow Art Movement as the solution to British society’s unrest and inequalities. The play was called ‘The King in Yellow’ and different troupes in Paris, Berlin and London started performing it. At first on stages in tiny, grubby theatres but soon on some of the most prestigious. Each performance brought its own eccentricities to it, but they also brought their share of madness and violence. I remember hearing about one performance in London ended with the audience trying to tear itself to pieces, while another in Berlin had a prominent patron being taken out on a stretcher after a heart attack. Several countries attempted to ban performances of the play, but they were unsuccessful.”

D “I remember hearing about how the Play had spread to the New World, with performances in America mimicking those happening in many cities around Britain. Riots started to break out across North America. The riots broke out into an all-out war, another civil war. But this time it was the haves versus the have nots. Reports reaching England were confused but some described America now as a changed land — one ruled by a new ‘King of America.’ The newspapers said he had ambitions to create an empire for himself spanning the continents of North and South America. In the new American Empire, suicide booths had started to be erected for the quick and painless exit of those overcome with the futility of existence.”

E “The way I heard it told, Britain’s own fall was less bloody, but just as total. It began with a summons from Queen Victoria — she had heard much about The Play and, being a strong and commanding ruler, ordered against her adviser’s counsel that a Royal Command performance be held in Buckingham Palace itself. What happened inside the closed walls of the palace that day, nobody really can say. But I was standing outside that day, just beyond the railings and the Beefeaters and I can tell you that something unnatural occurred. At first there was a strange and sickly yellow light seen issuing from the building. Then I saw the whole palace bend and twist, changing form until it was left as a large and grand-spired castle. All over its every surface were now carved hideous gargoyles and lusty maidens. Mad staircases twisted and turned.”

F “I remember I was in the crowd that day, too. No sooner had the assembled masses finished gasping at the transformations to the Palace, they were driven into a frenzy by a clock chiming midnight — in the middle of the day. But the sky suddenly was like midnight. The gates to Buckingham Palace flew open then and out poured strange masked figures. The same creatures that were just here on the train. They did not move like normal people but glided, danced and swirled with endless energy that seemed inhuman.

“One by one they spread throughout London carrying a simple message — the Queen is Dead, Long Live The King. The King in Yellow. A few people challenged them but were quickly silenced as the strange figures pulled additional masks from their robes and clapped them onto the faces of dissenters. This silenced them immediately. I heard that these Masked creatures traveled the whole breadth of Britain similarly crushing anyone who refused to bow down to the new King.”

Handout 3: Excerpts from *Walking in King Arthur's Footsteps* by Theodore Franklin

Three of the more common legends of Arthurian lore are that of Excalibur, the quest for the Holy Grail and the location of Avalon where Arthur is said to live or lie in a dream like death-sleep. Each of the legends plays an important part in the lore, even more so than the Round Table, Guinevere and Mordred. Scholarly research and local legend have given us some likely real-world locations associated with each of these legends. Artifacts and clues sprinkled throughout history helps narrow this down as well.

Excalibur and the Dozmary Pool: In Cornwall lies a small lake, barely a mile across. It is in this body of water that the Lady of the Lake is said to live. It was from the Lady of the Lake that Arthur received the sword Excalibur. This sword was a fearsome weapon, able to cut through virtually everything. It was said, too, that merely drawing the blade caused one's enemies to be filled with fear. Legend has it that Arthur rowed out onto the lake where the Lady of the Lake made herself known to him, offering the sword to Arthur to bring peace to England.

Upon his death, Arthur asked that the sword be returned to the Lady of the Lake for it was hers and no mortal man could wield it for long. Arthur entrusted one of his knights, Griflet, to return the sword to the lake. Twice Griflet went to the lake but could not bring himself to discard such a magnificent weapon, coming instead back to his dying king falsely claiming that he had performed the deed. Each time Arthur saw through his deception and chastised the knight. On the third attempt, Griflet threw the sword back into the lake. It is said that the hand of a woman emerged from the lake, caught the sword and disappeared beneath the depths with the weapon.

Some say that the sword is still in the depths of the lake but whether anyone could retrieve it, or whether one would first need to be chosen by the Lady of the Lake is a matter for speculation.

Cadbury Castle, Camelot, and the Holy Grail: The remains of this ancient hillfort can be found in Somerset. There are two different Arthurian legends connected with this place. According to old stories, this hillfort was truly the location of King Arthur's fortress, known as Camelot. It was here, they say, that the fabulous Round Table was installed where all who sat at the table were considered as equals. The chosen knights were those who Arthur trusted with the affairs of his kingdom and who could help bring peace to his lands.

The stories of the deeds of the Round Table Knights are many but the most famous is their quest for the Holy Grail. In this, they sought the cup that once caught the blood of Christ when he hung on the cross and was pierced with a lance by a Roman legionnaire. Some say the Holy Grail has wondrous powers, able to heal people or even bring them back from the dead. The Grail was hidden away, only able to be found by those who were pure of heart and faith. Some stories state that the knights did indeed find the Holy Grail and brought it back to Camelot, where it still rests.

Other stories state that Arthur's knights themselves may still lay under the hill of Cadbury Castle in some sort of deathless sleep, a swoon similar that of Arthur himself. Like him, they are said to sleep until England needs them most.

Glastonbury Abbey, and the Legend of Avalon: Glastonbury Abbey is a set of ruins which were once a large abbey in Somerset, near the small town of Glastonbury. The abbey was destroyed by a fire in 1184; before that date, some who worked there claimed that King Arthur's sleeping body was put to rest beneath the Abbey. This has led some to believe that the Abbey is in fact the site of Avalon, as mentioned in the original legend.



Pre-Gen Character Sheets: The following pages contain flat (non-editable) character sheets for the six pre-generated Survivors. If you would prefer editable, autocalculated PDF versions, files are available on the [APOCTHULHU support page on the Cthulhu Reborn blog](#).

>> SURVIVOR'S STORY SO FAR

You are French. You also used to be a military man, although you gave all that up when you made the decision to come to England. You're not entirely clear on why you made the move, but you're sure it was for a very important reason.

You live in London now and work for the major newspaper of the day The Libertine Times. You have a thirst to find out more about what is happening in the city, although the articles that you write are so heavily edited before publication that you barely recognize them when they see print. You have an obsession about reporting on the popular Yellow Art Movement, but again you're not sure exactly why.

One thing that you are quite certain about is that there is something not-quite-right about not just London but the wider world as it exists in 1893. In your newspaper work you routinely see articles about the rise of the new Imperial American Government, and other nations declaring themselves Benevolent Anarchist Dictatorships – you have a strong sense that none of this is as it should be.

TERRIBLE TOMES & ARCANE RITUALS

>> GEAR

RECORD
PRISTINE/WORN/JUNK

>> WEAPONS

(db) = damage bonus
(ap) = armor piercing

| WEAPON | SKILL % | BASE RANGE | DAMAGE | (db) | (ap) | PRISTINE/WORN/JUNK | LETHALITY % | KILL RADIUS | AMMO |
|------------------|---------|------------|--------|------|------|---|-------------|-------------|------|
| Service Revolver | 60 | 10 yards | 1D10 | | | <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | - | - | 6 |
| Saber | 55 | - | 1D6 | +1 | | <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | - | - | - |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
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APOCTHULHU RULES CHEAT SHEET

Test Outcomes: Roll d100. If under test → **Success**,
if digits of dice match also (or roll 01) → **Critical**.
Roll over test → **Failure**;
if digits of dice match also (or roll 00) → **Fumble**.

Opposed Tests: both sides roll and compare results
Critical beats Success beats any failure. If both parties succeed or crit, whoever rolled **HIGHER** wins

Combat Options: Aim, Attack, Called Shot, Disarm, Dodge, Escape Pin, Fight Back, Move, Pin, Wait.

Resisting Insanity: Project SAN loss onto Bond, Use Bond to Repress Temp Insanity / episode of Disorder

POST-APOCALYPSE WORLD

FELLOW SURVIVORS

LOVECRAFTIAN APOCALYPSE SURVIVOR CHARACTER RECORD

NAME Father George Wane
SETTING Libertine King's Britain
ARCHETYPE Priest of the (former) C of E
AGE _____ **GENDER** Male
HOME London
BIRTHPLACE _____

>> STATISTICS

| STATISTIC | SCORE | x5 | DISTINGUISHING FEATURE |
|--------------------|-------|----|------------------------|
| Strength (STR) | 8 | 40 | |
| Constitution (CON) | 10 | 50 | |
| Dexterity (DEX) | 10 | 50 | |
| Intelligence (INT) | 14 | 70 | |
| Power (POW) | 17 | 85 | |
| Charisma (CHA) | 13 | 65 | |

OTHER ATTRIBUTES

Willpower Points

| | | | |
|-----|--------------------------|--------------------------|------------------|
| 17 | <input type="checkbox"/> | <input type="checkbox"/> | Exhausted (-20%) |
| MAX | CURRENT | | |

⊙ WP 2 or less = emotional breakdown (-20%), WP 0 = incapacitated

DAMAGE BONUS -1
BODY ARMOR _____

MAX/STARTING HP 9

| | | | | |
|-------------------|----------------|----|----|----|
| Current HP | STUNNED | 00 | 01 | 02 |
| | | 03 | 04 | 05 |
| | | 06 | 07 | 08 |
| | | 09 | 10 | |
| | | 11 | 12 | 13 |
| | 14 | 15 | 16 | 17 |
| | 18 | 19 | 20 | |

MAX SAN 99 **RECOVERY SAN** 85

| | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|--------------------|
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | Current SAN |
| 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 | |
| Insane 01 02 03 04 05 06 07 | | | | | | | | | | | | | | | | | | | | | | | |

INCIDENTS OF SAN LOSS WITHOUT INSANITY

Violence Helplessness

BREAKING POINT 68

PERMANENT INJURIES



⊙ Circle current SAN on meter. Black out numbers above MAX SAN. Draw box around Breaking Point

⊙ Third checkbox filled, character is adapted

⊙ >5 SAN lost in one roll, temporary insanity. If SAN reaches Breaking Point, acquire a Disorder and reset BP

⊙ HP 2 or less = unconscious AND roll for permanent injury. HP of 0 = dead

>> SKILLS

Base ratings shown in [square brackets]. All skills with fill-in spaces for specializations, except Survival, have a base rating of 0%.

| | | | |
|---|-------|---|-------|
| <input type="checkbox"/> ALERTNESS [20%] | 40 | <input type="checkbox"/> MILITARY SCIENCE [0%] | _____ |
| <input type="checkbox"/> ANTHROPOLOGY [0%] | 50 | <input type="checkbox"/> NAVIGATE [10%] | _____ |
| <input type="checkbox"/> APPRAISE [10%] | _____ | <input type="checkbox"/> OCCULT [10%] | 70 |
| <input type="checkbox"/> ARCHEOLOGY [0%] | 40 | <input type="checkbox"/> PERSUADE [20%] | 60 |
| <input type="checkbox"/> ART (_____) | _____ | <input type="checkbox"/> PHARMACY [0%] | _____ |
| <input type="checkbox"/> ART (_____) | _____ | <input type="checkbox"/> PILOT (_____) | _____ |
| <input type="checkbox"/> ARTILLERY [0%] | _____ | <input type="checkbox"/> PILOT (_____) | _____ |
| <input type="checkbox"/> ATHLETICS [30%] | _____ | <input type="checkbox"/> POST-APOC. LORE (Christianity) | 50 |
| <input type="checkbox"/> CRAFT (_____) | _____ | <input type="checkbox"/> POST-APOC. LORE (_____) | _____ |
| <input type="checkbox"/> CRAFT (_____) | _____ | <input type="checkbox"/> RANGED WEAPONS [20%] | _____ |
| <input type="checkbox"/> DEMOLITIONS [0%] | _____ | <input type="checkbox"/> REASSURE [10%] | 70 |
| <input type="checkbox"/> DISGUISE [10%] | _____ | <input type="checkbox"/> RESEARCH [10%] | _____ |
| <input type="checkbox"/> DODGE [30%] | _____ | <input type="checkbox"/> RIDE [10%] | 50 |
| <input type="checkbox"/> DRIVE [20%] | _____ | <input type="checkbox"/> SCAVENGE [10%] | _____ |
| <input type="checkbox"/> FIREARMS [20%] | _____ | <input type="checkbox"/> SCIENCE (_____) | _____ |
| <input type="checkbox"/> FIRST AID [10%] | 30 | <input type="checkbox"/> SCIENCE (_____) | _____ |
| <input type="checkbox"/> FOREIGN LANGUAGE (_____) | _____ | <input type="checkbox"/> SEARCH [20%] | 60 |
| <input type="checkbox"/> FOREIGN LANGUAGE (_____) | _____ | <input type="checkbox"/> STEALTH [10%] | 50 |
| <input type="checkbox"/> FORENSICS [0%] | _____ | <input type="checkbox"/> SURGERY [0%] | _____ |
| <input type="checkbox"/> HEAVY MACHINERY [10%] | _____ | <input type="checkbox"/> SURVIVAL (_____) [10%] | _____ |
| <input type="checkbox"/> HEAVY WEAPONS [0%] | _____ | <input type="checkbox"/> SURVIVAL (_____) [10%] | _____ |
| <input type="checkbox"/> HISTORY [10%] | 50 | <input type="checkbox"/> SWIM [20%] | _____ |
| <input type="checkbox"/> INSIGHT [10%] | 60 | <input type="checkbox"/> TECHNOLOGY USE [0%] | _____ |
| <input type="checkbox"/> LAW (Libertine King's Britain) | 40 | <input type="checkbox"/> UNARMED COMBAT [40%] | 50 |
| <input type="checkbox"/> LAW (_____) | _____ | <input type="checkbox"/> UNNATURAL [0%] | 0 |
| <input type="checkbox"/> MEDICINE [0%] | _____ | | |
| <input type="checkbox"/> MELEE WEAPONS [30%] | 40 | | |

>> BONDS

| INDIVIDUAL BOND | SCORE |
|----------------------------------|-------|
| Patricia | 13 |
| (former organist at church) | |
| Radcliff | 13 |
| (publican at local hotel) | |
| COMMUNITY BOND | SCORE |
| Former parishioners of St Mary's | 11 |
| Kings' Quartermasters | 1 |

MOTIVATION / MENTAL DISORDER

PERMANENT RESOURCES 8

RESOURCE CHECKS 1 2 3 ⊙ Black Out Unavailable Boxes

| | | |
|-------|-------|-----------|
| 6 | 2 | 0 |
| MAX 6 | MAX 6 | Unlimited |

AT HAND STOWED IN STORAGE

>> SURVIVOR'S STORY SO FAR

Until a year ago, you were a priest – although exactly what that job entailed now feels a bit fuzzy in your mind. You're quite certain that it involved looking after a grand old church building – yours was St Mary le Strand – to which people flocked from time-to-time to gather.

A year ago, in 1892, the new King decreed that the traditional purpose for churches had reached an end. The population unanimously agreed; common thought had moved on to the modern school of Yellowism. Overnight all the priests were out of a job, but in his benevolence the King retained everyone to sustain the grand old church halls – which now serve as barracks for his traditional and non-traditional military forces.

Now your job involves keeping stockpiles of Yellowcoat uniforms for the Army troops, cleaning the quarters of the silk-masked Knights, and arranging feed for the unsettling flying bat-winged "star-steeds" used for rapid deployment of troops. You're thankful that you don't need to do anything with those weird Pallid-Masked forces.

While your day-to-day job is easy enough, you have an unsettling and persistent feeling that things are not as they should be. At least part of that is fueled by the fogginess in your brain around how London, and the wider world, was before the new King came to the throne 3 years ago.

TERRIBLE TOMES & ARCANE RITUALS

>> GEAR

RECORD
PRISTINE/WORN/JUNK

>> WEAPONS

(db) = damage bonus
(ap) = armor piercing

| WEAPON | SKILL % | BASE RANGE | DAMAGE | (db) | (ap) | PRISTINE/WORN/JUNK | LETHALITY % | KILL RADIUS | AMMO |
|---------|---------|------------|--------|------|------|--|-------------|-------------|------|
| Unarmed | 50 | - | 1D3-1 | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | - | - | - |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |

APOCTHULHU RULES CHEAT SHEET

Test Outcomes: Roll d100. If under test → **Success**,
if digits of dice match also (or roll 01) → **Critical**.
Roll over test → **Failure**;
if digits of dice match also (or roll 00) → **Fumble**.

Opposed Tests: both sides roll and compare results
Critical beats Success beats any failure. If both parties succeed or crit, whoever rolled **HIGHER** wins

Combat Options: Aim, Attack, Called Shot, Disarm, Dodge, Escape Pin, Fight Back, Move, Pin, Wait.

Resisting Insanity: Project SAN loss onto Bond, Use Bond to Repress Temp Insanity / episode of Disorder

POST-APOCALYPSE WORLD

FELLOW SURVIVORS

LOVECRAFTIAN APOCALYPSE SURVIVOR CHARACTER RECORD

NAME Arthur Dagwood
SETTING Libertine King's Britain
ARCHETYPE Historian and Librarian
AGE _____ **GENDER** Male
HOME London
BIRTHPLACE _____

>> STATISTICS

| STATISTIC | SCORE | x5 | DISTINGUISHING FEATURE |
|--------------------|-------|----|------------------------|
| Strength (STR) | 10 | 50 | |
| Constitution (CON) | 8 | 40 | |
| Dexterity (DEX) | 14 | 70 | |
| Intelligence (INT) | 17 | 85 | |
| Power (POW) | 13 | 65 | |
| Charisma (CHA) | 10 | 50 | |

OTHER ATTRIBUTES

Willpower Points
13 [Ⓞ] Exhausted (-20%)
 MAX CURRENT
 Ⓞ WP 2 or less = emotional breakdown (-20%), WP 0 = incapacitated
DAMAGE BONUS 0
BODY ARMOR _____

MAX/STARTING HP 9

| | | | | |
|-------------------|----------------|----|----|----|
| Current HP | STUNNED | 00 | 01 | 02 |
| | | 03 | 04 | 05 |
| | | 06 | 07 | 08 |
| | | 09 | 10 | |
| | | 11 | 12 | 13 |
| | 14 | 15 | 16 | 17 |
| | 18 | 19 | 20 | |

MAX SAN 99 **RECOVERY SAN** 65

| | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|--------------------|
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | Current SAN |
| 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 | |
| Insane 01 02 03 04 05 06 07 | | | | | | | | | | | | | | | | | | | | | | | |

INCIDENTS OF SAN LOSS WITHOUT INSANITY
 Violence Helplessness **BREAKING POINT** 52

Ⓞ Circle current SAN on meter. Black out numbers above MAX SAN. Draw box around Breaking Point
 Ⓞ Third checkbox filled, character is adapted
 Ⓞ >5 SAN lost in one roll, temporary insanity. If SAN reaches Breaking Point, acquire a Disorder and reset BP
 Ⓞ HP 2 or less = unconscious AND roll for permanent injury. HP of 0 = dead

PERMANENT INJURIES



>> SKILLS

Base ratings shown in [square brackets]. All skills with fill-in spaces for specializations, except Survival, have a base rating of 0%.

| | | | |
|---|-------|--|-------|
| <input type="checkbox"/> ALERTNESS [20%] | _____ | <input type="checkbox"/> MILITARY SCIENCE [0%] | _____ |
| <input type="checkbox"/> ANTHROPOLOGY [0%] | 40 | <input type="checkbox"/> NAVIGATE [10%] | _____ |
| <input type="checkbox"/> APPRAISE [10%] | _____ | <input type="checkbox"/> OCCULT [10%] | 40 |
| <input type="checkbox"/> ARCHEOLOGY [0%] | 50 | <input type="checkbox"/> PERSUADE [20%] | 60 |
| <input type="checkbox"/> ART (_____) | _____ | <input type="checkbox"/> PHARMACY [0%] | _____ |
| <input type="checkbox"/> ART (_____) | _____ | <input type="checkbox"/> PILOT (_____) | _____ |
| <input type="checkbox"/> ARTILLERY [0%] | _____ | <input type="checkbox"/> PILOT (_____) | _____ |
| <input type="checkbox"/> ATHLETICS [30%] | _____ | <input type="checkbox"/> POST-APOC. LORE (_____) | _____ |
| <input type="checkbox"/> CRAFT (_____) | _____ | <input type="checkbox"/> POST-APOC. LORE (_____) | _____ |
| <input type="checkbox"/> CRAFT (_____) | _____ | <input type="checkbox"/> RANGED WEAPONS [20%] | _____ |
| <input type="checkbox"/> DEMOLITIONS [0%] | _____ | <input type="checkbox"/> REASSURE [10%] | _____ |
| <input type="checkbox"/> DISGUISE [10%] | _____ | <input type="checkbox"/> RESEARCH [10%] | 70 |
| <input type="checkbox"/> DODGE [30%] | 50 | <input type="checkbox"/> RIDE [10%] | _____ |
| <input type="checkbox"/> DRIVE [20%] | _____ | <input type="checkbox"/> SCAVENGE [10%] | 50 |
| <input type="checkbox"/> FIREARMS [20%] | _____ | <input type="checkbox"/> SCIENCE (_____) | _____ |
| <input type="checkbox"/> FIRST AID [10%] | _____ | <input type="checkbox"/> SCIENCE (_____) | _____ |
| <input type="checkbox"/> FOREIGN LANGUAGE (French) | 40 | <input type="checkbox"/> SEARCH [20%] | 60 |
| <input type="checkbox"/> FOREIGN LANGUAGE (Latin) | 50 | <input type="checkbox"/> STEALTH [10%] | _____ |
| <input type="checkbox"/> FORENSICS [0%] | _____ | <input type="checkbox"/> SURGERY [0%] | _____ |
| <input type="checkbox"/> HEAVY MACHINERY [10%] | _____ | <input type="checkbox"/> SURVIVAL (_____) [10%] | _____ |
| <input type="checkbox"/> HEAVY WEAPONS [0%] | _____ | <input type="checkbox"/> SURVIVAL (_____) [10%] | _____ |
| <input type="checkbox"/> HISTORY [10%] | 50 | <input type="checkbox"/> SWIM [20%] | _____ |
| <input type="checkbox"/> INSIGHT [10%] | 50 | <input type="checkbox"/> TECHNOLOGY USE [0%] | 60 |
| <input type="checkbox"/> LAW (Libertine King's Britain) | 40 | <input type="checkbox"/> UNARMED COMBAT [40%] | 40 |
| <input type="checkbox"/> LAW (_____) | _____ | <input type="checkbox"/> UNNATURAL [0%] | 0 |
| <input type="checkbox"/> MEDICINE [0%] | _____ | | |
| <input type="checkbox"/> MELEE WEAPONS [30%] | _____ | | |

>> BONDS

| INDIVIDUAL BOND | SCORE |
|------------------------------------|-------|
| Winston (co-worker) | 10 |
| Locke (ex-stockbroker friend) | 10 |
| Molly (music-hall comedienne) | 10 |
| COMMUNITY BOND | SCORE |
| Department of New Truth | 12 |
| Post-Truthers (Journalists') Guild | 12 |

MOTIVATION / MENTAL DISORDER

PERMANENT RESOURCES 13

RESOURCE CHECKS [Ⓞ] Black Out Unavailable Boxes

| | | |
|------------|------------|----------------|
| 6 MAX 6 | 6 MAX 6 | 1 Unlimited |
| AT HAND | STOWED | IN STORAGE |

>> SURVIVOR'S STORY SO FAR

You are an unassuming bookish little man who works as a paper-pusher in the Department of New Truth in the King's New Model Civil Service. You've worked there ever since the new service came into effect upon the King's assumption of the throne three years ago in 1890. You have vague memories of working somewhere else before that – somewhere with leather top desks and funny little lamps – but it's truly a faint memory.

In your job at the Department of New Truth you are the head of a branch called Post-Truth Proliferation. In short you and your team of typewriter-bound 'post-trutheers' are responsible for writing articles, statements, posters, decrees, depositions, all designed to highlight all that is great about the Profligate Empire of Free and Licentious Britain. When you took the position, you thought that writing the truth about what is transpiring would involve gathering facts and soliciting input, but the King's new methods circumvent the necessity of either. You wonder frequently whether the documents you create are used for purposes that you would personally find objectionable. But your optimistic outlook on life prevents you from dwelling on that suspicion for too long.

Not even an optimistic perspective can, however, thoroughly rid you of the nagging suspicion that there is something not right about London and the Empire. The fact that your memory of the time before the King's rise to power is so vague is also disconcerting. If you think about any of these matters for too long, your cheery personality slips – so you try not to.

TERRIBLE TOMES & ARCANE RITUALS

>> GEAR

RECORD
PRISTINE/WORN/JUNK

>> WEAPONS

(db) = damage bonus
(ap) = armor piercing

| WEAPON | SKILL % | BASE RANGE | DAMAGE | (db) | (ap) | PRISTINE/WORN/JUNK | LETHALITY % | KILL RADIUS | AMMO |
|---------|---------|------------|--------|------|------|--|-------------|-------------|------|
| Unarmed | 40 | - | 1D3-1 | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | - | - | - |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |

APOCTHULHU RULES CHEAT SHEET

Test Outcomes: Roll d100. If under test → **Success**,
if digits of dice match also (or roll 01) → **Critical**.
Roll over test → **Failure**;
if digits of dice match also (or roll 00) → **Fumble**.

Opposed Tests: both sides roll and compare results
Critical beats Success beats any failure. If both parties succeed or crit, whoever rolled **HIGHER** wins

Combat Options: Aim, Attack, Called Shot, Disarm, Dodge, Escape Pin, Fight Back, Move, Pin, Wait.

Resisting Insanity: Project SAN loss onto Bond, Use Bond to Repress Temp Insanity / episode of Disorder

POST-APOCALYPSE WORLD

FELLOW SURVIVORS

LOVECRAFTIAN APOCALYPSE SURVIVOR CHARACTER RECORD

NAME Dr. Tristan Smith
SETTING Libertine King's Britain
ARCHETYPE Doctor
AGE _____ **GENDER** Male
HOME London
BIRTHPLACE _____

>> STATISTICS

| STATISTIC | SCORE | x5 | DISTINGUISHING FEATURE |
|--------------------|-------|----|------------------------|
| Strength (STR) | 11 | 55 | |
| Constitution (CON) | 12 | 60 | |
| Dexterity (DEX) | 11 | 55 | |
| Intelligence (INT) | 13 | 65 | |
| Power (POW) | 12 | 60 | |
| Charisma (CHA) | 13 | 65 | |

OTHER ATTRIBUTES

Willpower Points
12 [Ⓢ] Exhausted (-20%)
 MAX CURRENT
 Ⓢ WP 2 or less = emotional breakdown (-20%), WP 0 = incapacitated
DAMAGE BONUS 0
BODY ARMOR _____

MAX/STARTING HP 12
Current HP

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

MAX SAN 99 **RECOVERY SAN** 60
 Insane 01 02 03 04 05 06 07

| | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 |
| 54 | 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 |

Current SAN

INCIDENTS OF SAN LOSS WITHOUT INSANITY
 Violence Helplessness
BREAKING POINT 48

Ⓢ Circle current SAN on meter. Black out numbers above MAX SAN. Draw box around Breaking Point
 Ⓢ Third checkbox filled, character is adapted
 Ⓢ >5 SAN lost in one roll, temporary insanity. If SAN reaches Breaking Point, acquire a Disorder and reset BP
 Ⓢ HP 2 or less = unconscious AND roll for permanent injury. HP of 0 = dead

PERMANENT INJURIES

APOCTHULHU

>> SKILLS

- Base ratings shown in [square brackets]. All skills with fill-in spaces for specializations, except Survival, have a base rating of 0%.
- ALERTNESS** [20%] 40
 - ANTHROPOLOGY** [0%] _____
 - APPRAISE** [10%] _____
 - ARCHEOLOGY** [0%] _____
 - ART** (_____) _____
 - ART** (_____) _____
 - ARTILLERY** [0%] _____
 - ATHLETICS** [30%] _____
 - CRAFT** (_____) _____
 - CRAFT** (_____) _____
 - DEMOLITIONS** [0%] _____
 - DISGUISE** [10%] _____
 - DODGE** [30%] _____
 - DRIVE** [20%] _____
 - FIREARMS** [20%] _____
 - FIRST AID** [10%] 60
 - FOREIGN LANGUAGE** (_____) _____
 - FOREIGN LANGUAGE** (_____) _____
 - FORENSICS** [0%] 40
 - HEAVY MACHINERY** [10%] _____
 - HEAVY WEAPONS** [0%] _____
 - HISTORY** [10%] _____
 - INSIGHT** [10%] _____
 - LAW** (Libertine King's Britain) 30
 - LAW** (_____) _____
 - MEDICINE** [0%] 60
 - MELEE WEAPONS** [30%] _____
 - MILITARY SCIENCE** [0%] _____
 - NAVIGATE** [10%] _____
 - OCCULT** [10%] _____
 - PERSUADE** [20%] 60
 - PHARMACY** [0%] 50
 - PILOT** (_____) _____
 - PILOT** (_____) _____
 - POST-APOC. LORE** (_____) _____
 - POST-APOC. LORE** (_____) _____
 - RANGED WEAPONS** [20%] _____
 - REASSURE** [10%] 50
 - RESEARCH** [10%] 50
 - RIDE** [10%] _____
 - SCAVENGE** [10%] _____
 - SCIENCE** (Biology) 60
 - SCIENCE** (_____) _____
 - SEARCH** [20%] 50
 - STEALTH** [10%] _____
 - SURGERY** [0%] 50
 - SURVIVAL** (Land) [10%] 30
 - SURVIVAL** (_____) [10%] _____
 - SWIM** [20%] 40
 - TECHNOLOGY USE** [0%] 30
 - UNARMED COMBAT** [40%] _____
 - UNNATURAL** [0%] 0

>> BONDS

- INDIVIDUAL BOND SCORE**
 Isabella Rose-Smith 13
 (friend)

COMMUNITY BOND SCORE
 King's Medical Association 5

 The Lancet Club 5
 (medical gentlemen's club)

MOTIVATION / MENTAL DISORDER

PERMANENT RESOURCES 10
RESOURCE CHECKS Ⓢ Black Out Unavailable Boxes

| | | |
|-------|-------|-----------|
| 6 | 4 | |
| MAX 6 | MAX 6 | Unlimited |

AT HAND **STOWED** **IN STORAGE**

>> SURVIVOR'S STORY SO FAR

You have been a doctor for as long as you remember ... which would be more impressive if you could remember more than just the last three years. You are fairly certain that you have been a physician for a long time – certainly you have the skills – but no matter how hard you try to remember any details of life before the new King took the throne in 1890, you simply cannot. As a medical man this causes you no small consternation.

You share a comfortable home in a nice street. There is a woman named Isabella two doors down who seems very familiar, almost as if you and she were close colleagues or something in a forgotten time. You've asked her how you know her, only to learn that she not only shares your vague impression but also your lack of any concrete memory. It's a shame, she seems nice – sometimes you go places together, as friends, since both of you assume that's what you must be.

You have done some small amount of digging around the London hospitals where you work, trying to find any documented evidence that might cast light upon the mental fogginess surrounding older memories. Save for learning that many people report similar symptoms, your researches have not yielded much. Several hospital workers did warn you, however, that other curious people had previously come asking about records of similar medical phenomena – and all of them disappeared before getting any answers. And not just disappeared from the hospital, but disappeared fully ... as in, their families and friends could no longer locate them. Your hospital friends said you should stop asking questions; they like you too much to wish to hear of anything sinister happening to you.

TERRIBLE TOMES & ARCANE RITUALS

>> GEAR

RECORD
PRISTINE/WORN/JUNK

>> WEAPONS

(db) = damage bonus
(ap) = armor piercing

| WEAPON | SKILL % | BASE RANGE | DAMAGE | (db) | (ap) | PRISTINE/WORN/JUNK | LETHALITY % | KILL RADIUS | AMMO |
|---------|---------|------------|--------|------|------|---|-------------|-------------|------|
| Scalpel | 30 | - | 1D4 | | | <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | - | - | - |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |

APOCTHULHU RULES CHEAT SHEET

Test Outcomes: Roll d100. If under test → **Success**,
if digits of dice match also (or roll 01) → **Critical**.
Roll over test → **Failure**;
if digits of dice match also (or roll 00) → **Fumble**.

Opposed Tests: both sides roll and compare results
Critical beats Success beats any failure. If both parties succeed or crit, whoever rolled **HIGHER** wins

Combat Options: Aim, Attack, Called Shot, Disarm,
Dodge, Escape Pin, Fight Back, Move, Pin, Wait.

Resisting Insanity: Project SAN loss onto Bond, Use
Bond to Repress Temp Insanity / episode of Disorder

POST-APOCALYPSE WORLD

FELLOW SURVIVORS

**LOVECRAFTIAN APOCALYPSE
SURVIVOR CHARACTER RECORD**

NAME Isabella Rose-Smith
SETTING Libertine King's Britain
ARCHETYPE Former Criminal
AGE _____ **GENDER** Female
HOME London
BIRTHPLACE _____

>> STATISTICS

| STATISTIC | SCORE | x5 | DISTINGUISHING FEATURE |
|--------------------|-------|----|------------------------|
| Strength (STR) | 12 | 60 | |
| Constitution (CON) | 11 | 55 | |
| Dexterity (DEX) | 15 | 75 | |
| Intelligence (INT) | 10 | 50 | |
| Power (POW) | 10 | 50 | |
| Charisma (CHA) | 14 | 70 | |

OTHER ATTRIBUTES

Willpower Points

| | | |
|-----|--------------------------|--------------------------|
| 10 | <input type="checkbox"/> | <input type="checkbox"/> |
| MAX | CURRENT | Exhausted (-20%) |

⊙ WP 2 or less = emotional breakdown (-20%), WP 0 = incapacitated
DAMAGE BONUS 0
BODY ARMOR _____

MAX/STARTING HP 12
Current HP

| | | | |
|---------|--|----|----|
| STUNNED | 00 | 01 | 02 |
| | 03 | 04 | 05 |
| 06 | 07 | 08 | 09 |
| 11 | <input checked="" type="checkbox"/> 12 | 13 | 14 |
| 16 | 17 | 18 | 20 |

MAX SAN 99 **RECOVERY SAN** 50
Insane 01 02 03 04 05 06 07

| | | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|--|----|----|----|----|----|----|--|----|----|----|----|----|--------------------|----|
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | <input checked="" type="checkbox"/> 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 | <input checked="" type="checkbox"/> 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 | Current SAN | |

INCIDENTS OF SAN LOSS WITHOUT INSANITY
Violence Helplessness
BREAKING POINT

| |
|----|
| 40 |
|----|

- ⊙ Circle current SAN on meter. Black out numbers above MAX SAN. Draw box around Breaking Point
- ⊙ Third checkbox filled, character is adapted
- ⊙ >5 SAN lost in one roll, temporary insanity. If SAN reaches Breaking Point, acquire a Disorder and reset BP
- ⊙ HP 2 or less = unconscious AND roll for permanent injury. HP of 0 = dead

PERMANENT INJURIES

APOCTHULHU

>> SKILLS

>> BONDS

Base ratings shown in [square brackets]. All skills with fill-in spaces for specializations, except Survival, have a base rating of 0%.

- ALERTNESS [20%] 60
- ANTHROPOLOGY [0%] _____
- APPRAISE [10%] 40
- ARCHEOLOGY [0%] _____
- ART (_____) _____
- ART (_____) _____
- ARTILLERY [0%] _____
- ATHLETICS [30%] _____
- CRAFT (Locksmith) 60
- CRAFT (_____) _____
- DEMOLITIONS [0%] _____
- DISGUISE [10%] 30
- DODGE [30%] 70
- DRIVE [20%] _____
- FIREARMS [20%] _____
- FIRST AID [10%] 30
- FOREIGN LANGUAGE (_____) _____
- FOREIGN LANGUAGE (_____) _____
- FORENSICS [0%] _____
- HEAVY MACHINERY [10%] _____
- HEAVY WEAPONS [0%] _____
- HISTORY [10%] _____
- INSIGHT [10%] 50
- LAW (Libertine King's Britain) 30
- LAW (_____) _____
- MEDICINE [0%] _____
- MELEE WEAPONS [30%] 50
- MILITARY SCIENCE [0%] _____
- NAVIGATE [10%] _____
- OCCULT [10%] _____
- PERSUADE [20%] 60
- PHARMACY [0%] _____
- PILOT (_____) _____
- PILOT (_____) _____
- POST-APOC. LORE (_____) _____
- POST-APOC. LORE (_____) _____
- RANGED WEAPONS [20%] _____
- REASSURE [10%] _____
- RESEARCH [10%] _____
- RIDE [10%] _____
- SCAVENGE [10%] _____
- SCIENCE (_____) _____
- SCIENCE (_____) _____
- SEARCH [20%] 60
- STEALTH [10%] 70
- SURGERY [0%] _____
- SURVIVAL (_____) [10%] _____
- SURVIVAL (_____) [10%] _____
- SWIM [20%] 40
- TECHNOLOGY USE [0%] _____
- UNARMED COMBAT [40%] 60
- UNNATURAL [0%] 0

INDIVIDUAL BOND SCORE

- Dr Tristan Smith (friend) 14
- Black Norbert (fence) 14
- Julianne Francis 14
(president of Marigold club)

COMMUNITY BOND SCORE

- Marigold Club 8
(society ladies' club)

MOTIVATION / MENTAL DISORDER

PERMANENT RESOURCES 6

RESOURCE CHECKS 1 2 3 Black Out Unavailable Boxes

| | | |
|---------|--------|------------|
| 6 | 0 | 0 |
| MAX 6 | MAX 6 | Unlimited |
| AT HAND | STOWED | IN STORAGE |

>> SURVIVOR'S STORY SO FAR

To the outside world, you lead a boring shut-in kind of life. You reside in a comfortable house on a nice London street, just a few doors down from Tristan Smith, a doctor and a close friend. You assume that the two of you have been friends from way back ... "assume" because neither of you can remember any memory older than about 3 years ago. You've tried and tried, but there's really no memory there before the time that the new King rose to the throne in 1890. You seldom leave your nice home during daylight hours – occasionally venturing out with Tristan to some destination or other.

Without a memory for specific facts from your earlier life, there isn't too much learning with which you can support yourself. But you do have some rather specialist skills that have proven helpful in sustaining your lifestyle – thievery skills, to be exact. In a city where there is no property except what one can obtain for oneself, skills at pilfering and stealthy burgling are valuable. Even if you don't remember how you honed those skills, they are things you are especially good at. This has led you to a successful career as a night-time sneak-thief. You have been careful to avoid this becoming known to your society friends, including the good doctor, not because you are ashamed of how you make a living ... but to ensure their guard is down should you ever need to supplement your income with some of their precious belongings.

TERRIBLE TOMES & ARCANE RITUALS

>> GEAR

RECORD
PRISTINE/WORN/JUNK

>> WEAPONS

(db) = damage bonus
(ap) = armor piercing

| WEAPON | SKILL % | BASE RANGE | DAMAGE | (db) | (ap) | PRISTINE/WORN/JUNK | LETHALITY % | KILL RADIUS | AMMO |
|---------|---------|------------|--------|------|------|---|-------------|-------------|------|
| Hat Pin | 60 | - | 1D4 | | | <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | - | - | - |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |

APOCTHULHU RULES CHEAT SHEET

Test Outcomes: Roll d100. If under test → **Success**,
if digits of dice match also (or roll 01) → **Critical**.
Roll over test → **Failure**;
if digits of dice match also (or roll 00) → **Fumble**.

Opposed Tests: both sides roll and compare results
Critical beats Success beats any failure. If both parties succeed or crit, whoever rolled **HIGHER** wins

Combat Options: Aim, Attack, Called Shot, Disarm, Dodge, Escape Pin, Fight Back, Move, Pin, Wait.

Resisting Insanity: Project SAN loss onto Bond, Use Bond to Repress Temp Insanity / episode of Disorder

POST-APOCALYPSE WORLD

FELLOW SURVIVORS

LOVECRAFTIAN APOCALYPSE SURVIVOR CHARACTER RECORD

NAME Mortimer Oswin
SETTING Libertine King's Britain
ARCHETYPE Former Knight of Carcosa
AGE _____ **GENDER** Male
HOME London
BIRTHPLACE _____

>> STATISTICS

| STATISTIC | SCORE | x5 | DISTINGUISHING FEATURE |
|--------------------|-------|----|------------------------|
| Strength (STR) | 15 | 75 | |
| Constitution (CON) | 11 | 55 | |
| Dexterity (DEX) | 12 | 60 | |
| Intelligence (INT) | 10 | 50 | |
| Power (POW) | 14 | 70 | |
| Charisma (CHA) | 10 | 50 | |

OTHER ATTRIBUTES

Willpower Points

| | | |
|-----------|--------------------------|------------------|
| 14 | <input type="checkbox"/> | Exhausted (-20%) |
| MAX | CURRENT | |

⊙ WP 2 or less = emotional breakdown (-20%), WP 0 = incapacitated

DAMAGE BONUS +1
BODY ARMOR _____

MAX/STARTING HP 13

| Current HP | STUNNED | 00 | 01 | 02 |
|------------|----------------|----|----|----|
| | | 03 | 04 | 05 |
| | | 06 | 07 | 08 |
| | | 11 | 12 | 13 |
| | | 16 | 17 | 18 |

PERMANENT INJURIES

MAX SAN 59 **RECOVERY SAN** 70

| | | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-------------|
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | Current SAN |
| 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 | |

INCIDENTS OF SAN LOSS WITHOUT INSANITY

Violence Helplessness

BREAKING POINT 56

⊙ Circle current SAN on meter. Black out numbers above MAX SAN. Draw box around Breaking Point

⊙ Third checkbox filled, character is adapted

⊙ >5 SAN lost in one roll, temporary insanity. If SAN reaches Breaking Point, acquire a Disorder and reset BP

⊙ HP 2 or less = unconscious AND roll for permanent injury. HP of 0 = dead

APOCTHULHU

>> SKILLS

Base ratings shown in [square brackets]. All skills with fill-in spaces for specializations, except Survival, have a base rating of 0%.

| | | | |
|--|-------|---|-------|
| <input type="checkbox"/> ALERTNESS [20%] | 50 | <input type="checkbox"/> MILITARY SCIENCE [0%] | _____ |
| <input type="checkbox"/> ANTHROPOLOGY [0%] | _____ | <input type="checkbox"/> NAVIGATE [10%] | _____ |
| <input type="checkbox"/> APPRAISE [10%] | _____ | <input type="checkbox"/> OCCULT [10%] | 50 |
| <input type="checkbox"/> ARCHEOLOGY [0%] | _____ | <input type="checkbox"/> PERSUADE [20%] | 50 |
| <input type="checkbox"/> ART (Painting) | 20 | <input type="checkbox"/> PHARMACY [0%] | _____ |
| <input type="checkbox"/> ART (_____) | _____ | <input type="checkbox"/> PILOT (_____) | _____ |
| <input type="checkbox"/> ARTILLERY [0%] | _____ | <input type="checkbox"/> PILOT (_____) | _____ |
| <input type="checkbox"/> ATHLETICS [30%] | 60 | <input type="checkbox"/> POST-APOC. LORE (_____) | _____ |
| <input type="checkbox"/> CRAFT (_____) | _____ | <input type="checkbox"/> POST-APOC. LORE (_____) | _____ |
| <input type="checkbox"/> CRAFT (_____) | _____ | <input type="checkbox"/> RANGED WEAPONS [20%] | _____ |
| <input type="checkbox"/> DEMOLITIONS [0%] | _____ | <input type="checkbox"/> REASSURE [10%] | _____ |
| <input type="checkbox"/> DISGUISE [10%] | _____ | <input type="checkbox"/> RESEARCH [10%] | _____ |
| <input type="checkbox"/> DODGE [30%] | 50 | <input type="checkbox"/> RIDE [10%] | 50 |
| <input type="checkbox"/> DRIVE [20%] | _____ | <input type="checkbox"/> SCAVENGE [10%] | _____ |
| <input type="checkbox"/> FIREARMS [20%] | 60 | <input type="checkbox"/> SCIENCE (_____) | _____ |
| <input type="checkbox"/> FIRST AID [10%] | 50 | <input type="checkbox"/> SCIENCE (_____) | _____ |
| <input type="checkbox"/> FOREIGN LANGUAGE (Latin) | 60 | <input type="checkbox"/> SEARCH [20%] | 60 |
| <input type="checkbox"/> FOREIGN LANGUAGE (_____) | _____ | <input type="checkbox"/> STEALTH [10%] | 50 |
| <input type="checkbox"/> FORENSICS [0%] | _____ | <input type="checkbox"/> SURGERY [0%] | _____ |
| <input type="checkbox"/> HEAVY MACHINERY [10%] | _____ | <input type="checkbox"/> SURVIVAL (_____) [10%] | _____ |
| <input type="checkbox"/> HEAVY WEAPONS [0%] | _____ | <input type="checkbox"/> SURVIVAL (_____) [10%] | _____ |
| <input type="checkbox"/> HISTORY [10%] | _____ | <input type="checkbox"/> SWIM [20%] | _____ |
| <input type="checkbox"/> INSIGHT [10%] | 50 | <input type="checkbox"/> TECHNOLOGY USE [0%] | _____ |
| <input type="checkbox"/> LAW (Libertine King's Britain) | 40 | <input type="checkbox"/> UNARMED COMBAT [40%] | 80 |
| <input type="checkbox"/> LAW (_____) | _____ | <input type="checkbox"/> UNNATURAL [0%] | 40 |
| <input type="checkbox"/> MEDICINE [0%] | _____ | | _____ |
| <input type="checkbox"/> MELEE WEAPONS [30%] | 60 | <input type="checkbox"/> Ride = Star Steed Riding | _____ |

>> BONDS

INDIVIDUAL BOND SCORE

Molly 10
 (music-hall comedienne and sometime lover)

COMMUNITY BOND SCORE

Turncoats Railway 10
 (former knights helping others to escape London)

Knights of Carcosa 1

MOTIVATION / MENTAL DISORDER

PERMANENT RESOURCES 9

RESOURCE CHECKS 1 2 3 ⊙ Black Out Unavailable Boxes

| | | |
|-------------------|-------------------|-----------------------|
| 6 MAX 6 | 3 MAX 6 | 0 Unlimited |
| AT HAND | STOWED | IN STORAGE |

