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CTHULHU MASTERS

TOURNAMENT • 05



Three Call of Cthulhu Adventures From Gentler Times



CTHULHU MYTHOS TOURNAMENT 2005

(CMT 2005)

Three Call of Cthulhu adventures from gentler times.

Round One: Lord and Beast
by Joseph Donaghue

Round Two: Electric Buckeyes
by Joseph P. Connolly and Brandon J. Clark

Round Three: Hobo Quest
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Lord and Beast

CMT 2005 Round One

A Call of Cthulhu Adventure
By Joseph Donaghue



Acknowledgments

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Background

Set in early WWII (June 1942) in the South Pacific this adventure uses the setup from William Golding's *Lord of the Flies*, beginning when the adult rescuers arrive to save the British boys who were stranded by a plane crash on a desert isle without any adults to watch over them.

The Mythos back-story involves the uprising of the Shoggoth against the Elder Things. Millennia ago during the first Shoggoth uprising an Elder thing managed to escape the wrath of his rebellious slaves by setting off a trap to slaughter them while it waited out the effects inside a stasis chamber. Unfortunately for its plan a single Shoggoth managed to gain entrance into the stasis chamber and while most of the things plan went fine the stasis equipment was damaged enough that the scheduled thawing never happened, and the stasis only lifted once the equipment was damaged by time and some errant explosions from the Battle of Coral Sea (May 1942).

Released from their stasis the Elder Thing and Shoggoth began battling against each other below the waves. On the Elder things side was its superior technology (though reduced by time), but the Shoggoth had hate and an immense physical advantage. Both combatants were nearly killed in the battle, the Shoggoth withdrew to heal (it regenerates) and the Elder Thing, terribly injured, retreated onto a small isle with its remaining equipment.

The Shoggoth made a single all out assault on the Elder Thing and its base and it was very nearly was slain in the process. During this assault a stray bolt of energy downed the British aircraft that was evacuating over forty young schoolboys (ages six to thirteen) to Australia and (relative) safety. The plane crashed on the isle and the boys were set loose unattended on the isle to begin their ascent into savagery (pretty much, but not exactly, as Golding laid out).

Both the Shoggoth and Elder Thing decided to recruit the boys to aid in their own cause. The Elder Thing, terribly wounded and with damaged equipment wants to use the boys to help repair its equipment and defend himself, as well as convince them to hunt for it so it could be assured of a constant food source. The Shoggoth wants to use the boys to probe the Elder Things defenses and do enough damage to it and its defenses insure that the next attack would end in the Elder Thing's death. The Shoggoth does not realize how injured the Elder Thing is, it only knows that this Elder Thing is very clever and has three times nearly killed the Shoggoth.

The gatherers are the boys led by Ralph (and Piggy) and are on the "side" of the Shoggoth and use the conch shell's call to summon it. The hunters, led by Jack, have "sided" with the Elder Thing. Over the course of the few weeks prior to the start of the adventure the hunters have used the mystique of hunting and supply of fresh meat to lure most of the boys onto their side.

The adventure begins with a carelessly set fire sweeping the isle, and the hunters having finally mustered the courage (madness) to attack the boys that are unwilling to join their side. There is not true animosity or hate (as adults would see it) on either side, but the veneer of civilization has been stripped away by circumstances and madness to the point that the two groups are essentially rival tribes following different gods.

Notes

While the round is inspired by Golding's book I have taken liberty with the timing a bit. I think the book takes place in very late WWII (there is a reference to the Atomic Bomb), but for various reasons I am moving this to early WWII. I am also fudging a bit on some bits in the book, mostly because of the introduction of mythos elements.

I am not a 100% convinced that the two Mythos NPCs would draft the children to their side, but when viewed from the lens of two creatures very much a part of a master/slave culture it makes more sense. It is natural for both these creatures to view any living thing as a potential tool in its war. It also makes for fun symbolism with humanity (children) as pawns between powerful uncaring Mythos forces.

Playing the children as NPCs in the scenario presents a bit of a problem, simply due to the numbers of children present. This can be alleviated by the fact the groups have relatively few spokesmen, assistant GMs can be used, and/or the number of children who survive to the beginning of the adventure can be adjusted as needed.

Finally it is critical to note that the various children present on the island are not evil. They have had the veneer of civilization stripped from them, been exposed to sanity destroying forces, and so on but they are fundamentally good kids. For maximum horror and dilemma they should be perceived as victims who may have done terrible things and not seen as little monsters deserving to die.

Characters

The characters are all drawn from the nearby allied transport, the USS Henderson. A spotter plane sighted the boys and the captain of the transport gathers a small group and sends them out on a launch to rescue the children, while the transport continues on with its top secret mission.

Player Characters

- Lt. Fred Conaway (O3). Has overall command of the rescue mission. Green as grass in combat, but reasonably politically savvy and his heart is in the right place. He is smart enough to listen to those beneath them who know more than he.
- Lcdr. Edward Ackerman, MD (O4). Ship's doctor. A good man but filled with cowardice. He hates the war and what it does to people (including himself). He is the philosopher in the group.
- Lt. Madeline Lussay, NC (Nurse Corps), USN. Navy Nurse being convoyed back to Hawaii (eventually) by the task force. Lost her child and is/should be very empathetic towards the boys. Grew up in Hawaii and is tropical savvy. She is very superstitious.
- Chief Petty Officer (E7) Al Piatkowski. Hard-bitten older sailor, he was once shipwrecked and trapped alone on an island. He is a very practical sort and very pessimistic. He has some alcohol issues.
- Seaman Francis B. Flaherty (E3). Young seaman on his first voyage, he misses his family dearly especially all his younger brothers. He is a rookie to the Chief's old salt. He is a photographer or photojournalist for the Navy.
- Mr. Ian Bennion. British diplomatic attaché. He is on the Cruiser by coincidence and as the only Brit is included in the mission (as the boys as known to be British). Very hawkish on the war and a believer in the ends justify the means. He is very bitter than medical reasons prevented him from joining the armed forces.

Non Player Characters

- Captain Jack Hannigan – Captain of the Transport USS Henderson
- Lt. Bill Anderson – Pilot of the Sea Plane Catalina. A conscientious midwestern farm boy turned Navy pilot.
- Seaman Johnny “Sparks” Dewey (E3), radioman sent along on the mission. NPC fodder, injured and then probably killed in the round as needed. He is a good old southern boy, happy go lucky even injured and terrified. If a seventh player is needed, he is the choice.
- Seaman Paul C. Engren (E2). Sailor (NPC). Generic cannon fodder.
- Corporal Herb Stein (E4); PFC Baker, PFC Taylor, PFC Adams (E2) – Marines.
- Ralph – Leader of the Gatherer tribe. Charismatic but very shortsighted, does not consider the past or future, only the present. Very friendly and likable.
- Jack – Leader of the Hunters. He is clever, but a bit cold. He respects authority, but does not care for weakness in anyone (including adults).
- Piggy – Smart and a member of the Gatherer tribe – now dead. He made the agreement with the Shoggoth and came up with using the Conch to signal the beast.
- The Beast: A Shoggoth. It was once a slave creature part of the revolt against the Elder Things (long delayed by a stay in stasis). It is a renegade genius (for a Shoggoth) and it is locked in struggle with the Lord. It knows much of the Elder Things technology is biological, and fears if it delays too long the Elder Thing will grow in power and become undefeatable. It hates the Elder Thing with a passion and will do whatever it takes (including self sacrifice) to kill it. It does not care one way or another about humanity, except as a means to an end.
- The Lord: An Elder Thing. Once one of the masters of Earth, in the rebellion it triggered a stasis to escape the revolt. It is locked in struggle with the Beast. It is currently very fatalistic, it knows its injuries will kill it and it has used a scrying spell to determine what happened to its civilization during the stasis, but it wants to make sure it brings down the rebellious Shoggoth with it. It does not care one way or another about humanity, except as a means to an end.

The Kids

Ralph and Jack are the leaders of their two groups (Gatherers and Hunters) and should be the spokesmen. The young ones do not have a specific spokesman, and the rest of the kids also do not have a leader and are basically window dressing. It should quickly become apparent to the players that they will get best results keeping the groups separate during questioning. If they do not much bickering and mutating of stories will occur.

Before the plane crashed there were 42 boys. 37 survived the crash, and there are 28 still alive when the party touches the beach. There are 9 young ones, 8 hunters, 4 gatherers, and the remaining 7 were with the hunters but are not really part of them.

Common Knowledge, Common Story

Pretty much every kid will tell the tale about everyone being gathered together and sent to safety in the airplane. Details about the plane crash are very fuzzy, especially since it happened very early in the morning and most everyone was sleeping.

The pig roast that the hunters held the night before the party arrives is a big deal to all of the children, and it is very much in their mind. Young ones were not allowed to partake and are annoyed by it, the

Gatherers are bitter because it is the cause of the split (in their mind it is), and the others took place and had a wonderful time.

The kids won't talk about the dead or death, as an example "Where are the adults/pilots?" will be answered with "they aren't here," and NOT "they are dead." Similarly no one will have any current count on kids, everyone has purposefully not kept careful count on the numbers of kids, because they know many have died and continued to die after the crash but they do not want to face it.

The kids are very traumatized and currently have a very tenuous grasp on sanity. They are most strongly manifesting their issues through denial (ignoring issues) and acting out (savagery). If thoroughly and strongly confronted with the reality of the deaths and such they will tend to break down crying or freak out in hysteria.

Young Ones

Physically the young ones are somewhat malnourished and suffering from intestinal distress based on their diet which is almost entirely fruit based with occasional shellfish. They range in age from six to nine and there are nine of them currently alive.

They are the innocents. They are not trafficking with either power and are basically doing their best to survive. They tend to "herd" together, always seeking comfort and safety in groups. They have been feeding themselves on various berries and other such easily gathered food.

They are very much in denial on what has been happening to them (being hunted for food) and since their verbal skills are not extremely strong (due to their age and recent experiences) they will not be much help, but they will be very eager to please any adult and pathetically grateful. They are very unwilling to venture into the jungle and it will be challenging to herd them there (young ones who go into the Jungle tend to die at the hands of the hunters)

Gatherers

Physically they are in better shape than the young ones, primarily because their diet has been better. They range in age from nine to thirteen. Currently there are only four of them alive, including Ralph but not including Piggy (he is dead).

On the surface they are the civilized group. Under Ralph's leadership they built some simple shelters and tried to keep a fire lit to attract rescue. They defer quickly and easily to the adults and go out of their way to agree with them and say what they think the adults want to hear.

They feel paternalistic towards the young ones and they will not be angry or hate the hunters, instead expressing incomprehension and hurt that they broke off, lured everyone away and then attacked them trying to gain control of the conch.

They have fallen under the spell (influence) of the Beast. The conch is their link to it and they do it's bidding (what they can understand of it) in exchange for protection and a supply of seafood. They both fear and worship the beast, almost as a very harsh and incomprehensible parent. The Gatherers have been taught the Cause/Cure Blindness spell by the Shoggoth, which they can use over the course of the adventure if the opportunity arises.

When the adults arrive much of those feelings will transfer to the adults for as long as they are in control. They fear and loathe the Lord of the Isle (The Elder Thing). In their mind it represents savagery and the attacks against them by the hunters. They blame it, but are afraid to even talk about it.



Hunters

Physically they are in very good shape, but by and large appear the most savage as they have discarded all tokens of civilization (primarily their clothes) and most have their faces painted in bizarre patterns and (initially) brandish crude spears and such. There are currently eight hunters; those that were part of the choir Jack led before the crash and who follow him now.

They think of themselves as fierce and independent hunters who have made the best of their situation and are providing for themselves by hunting, with an occasional tithe to their god (The Elder Thing). The Hunters have been taught the Wrack spell by the Elder Thing, which they can use over the course of the adventure if the opportunity arises.

They scorn the Gatherers because they have not hunted, but feel friendly and paternalistic towards the young ones. In their minds they are hunting wild pigs, and so despite hunting young ones who wander alone into the jungle, they like the young ones and look after those they see outside of the Jungle.

Others

The seven remaining boys recently joined up with the hunters from the gatherers, lured to them by the prospect of the pig feast and the excitement of the hunt. In appearance and physical condition they range between the gatherers and the hunters. Essentially they will follow anyone who appears strong and will not make a great deal of trouble.

Adventure

Section Overview

Each section is critical to the story and happens in the order portrayed (with the possible exception that some events in Sections 2 and 3 may be in parallel).

Total Adventure time: 3 hrs and 15 Minutes to 3 Hrs 45 minutes (195 to 225 Minutes). All times are rough guesses, but the play test was reasonably close to the times listed.

Section 1 – The Set Up

Begin: T plus 0 Minutes

The players are introduced to their characters, mission, the isle, the children, and the Shoggoth. This section is linear and takes 60 to 90 minutes.

Section 2 – Exploring the Isle

Begin: T plus 60 minutes

The party explores the island, tries to maintain control of the children, and gets an idea of what is happening there. This section is open matrix and very flexible in terms of amount of time it can take. If the adventure is running fast optional encounters can be added here.

The one critical piece of this section is that the party has to be moved in the direction of finding and encouraged into entering the Lair of the Elder Thing.

Section 3 – The Lair of the Elder Thing

Begin: T plus 120 minutes

The party finds and enters the Lair of the Elder Thing. There they make an agreement with it, fight it, or flee/hide from it. This section is linear, but the decisions made here determine which finale is followed.

Section 4 – Finale

Begin: T plus 165 minutes

The climactic finale is where the group (maybe) escapes from the isle, perhaps even rescuing some children along the way. The finale should take 30 to 60 minutes.

Section 1 – The Set Up

Begin: T plus 0 Minutes

The players are introduced to their characters, mission, the isle, the children, and the Shoggoth. This section is linear and takes 60 to 90 minutes.

Scene 0: Character handout (15 to 30 minutes)

The players are met in the hallway, given a random character chit, and welcomed aboard the Transport USS Henderson and told to take their seats. The players are then given ample time to read over their sheets and ask questions.

This should take 15 minutes from the beginning of the round (with a possible 15 minute delay waiting for player arrival).

Scene 1: Briefing on the Cruiser (10 minutes)

Captain Jack Hannigan of the transport USS Henderson summons the characters just before dawn on June 3rd, 1942. The group is a motley collection including the PCs and a couple additional Sailors.

Captain Hannigan has the group sit down and asks them to listen to Lt. Anderson's report and then he will brief them. Lt. Anderson then describes returning from a scouting mission and fifty miles out from The USS Henderson noticing smoke coming from a small island. On a brief over flight he spotted signs of wreckage and just before his fuel level demanded he continue on he thinks he spotted a small group (five or so) of white skinned boys on a beach.

The Captain then continues with his part of the briefing. He tells the group that on May 9th an RAF B-24 'Liberator' with passengers and crew was lost over the Coral Sea. On board were 42 young boys, British citizens, ages six to thirteen, being evacuated to Australia for the duration of the war, and a Pilot and Co-pilot, both members of the RAF. It was assumed that the plane was shot down during Battle of Coral Sea that had just ended, but the Brits notified allied forces anyway and forces in the area did routine searches but found nothing, until now.

Because of his mission he cannot allow the USS Henderson to deviate from its course, but he would like to dispatch a rescue mission. He then goes through the characters present and explains why they were chosen and will suggest they volunteer.

The mission is simple: rescue the children. Once you are on the island set up a base, camouflaging everything as well as you can, and then gather up the children, and protect, feed and care for them until the USS Henderson can arrive at the isle, probably in 24 to 72 hours.

Japanese forces are not thought to be in the area, but if encountered they are to be avoided if possible and engaged only as a last resort. Lt. Anderson and his Catalina will provide air support when possible, with as many over flights of the island as possible around his other scouting duties. Minimize radio traffic, so that the Japanese will not be attracted, but radio if you need to. Under no circumstances can the USS Henderson or other area allied forces reply, however, under the current mission orders.

The party can ask questions, but the Captain is unwilling to talk about the mission that prevents him from sticking around, and he knows next to nothing about the situation other than what he has told them.

After the meeting the party is taken to the launches. You get onto a landing craft by climbing down a cargo net/ canvas webbing from the ship and into the craft from the top. Their gear is gathered there as is the supplies the group will need, especially food, medical, and such. See Appendix A for a complete list of supplies on the launches.

The personnel (twelve total) on the mission are as follows:

- Lt. Fred Conaway (O3). Command.
- Lcdr. Edward Ackerman, MD (O4). Ship's doctor.
- Lt. Madeline Lussay, NC (Nurse Corps), USN.
- Chief Petty Officer (E7) Al Piatkowski. Launch pilot.
- Seaman Francis B. Flaherty (E3). Photographer.
- Seaman Johnny "Sparks" Dewey (E3). Radioman (NPC).
- Seaman Paul C. Engren (E2). Sailor (NPC).
- Corporal Herb Stein (E4); PFC Baker, PFC Taylor, PFC Adams (E2) – Marines (NPC)
- Mr. Ian Bennion. British diplomatic attaché.

Scene 3: Arrival on the Beach (10 minutes)

The trip to the isle takes less than an hour of smooth sailing. It is a fine morning. As the party approaches the outer barrier reef whoever is piloting the launch (Lt. Conaway's choice) must make a pilot roll. Getting through the barrier reef in tact is tricky as the way is narrow and the surf is high. A failed roll causes some crunching against the reef and a bit of leaking.

A critically failed roll causes the launch to run up on the reef and begin to take on bunches of water – a successful pilot roll can save the situation. Else the launch will capsize and the group must struggle to shore (swim and luck rolls to start with). This should not materially affect what happens in the adventure later, but is good color. The launch will either sink totally or make it to shore – it will not end up partially submerged. Once they make it through the reef and look toward the beach they will see the following:

“The small island is obviously volcanic in nature, with a small peak in the center, surrounded by dense jungle and ringed by beaches. As the island grows closer you can see a great deal of activity. There seems to be a small crowd (ten or so) of very young boys gathered on a rise at the north end of the beach. At the south end from within the jungle smoke rises from one or more fires. Along the beach and into the jungle there is a great deal of activity, with a larger group (a dozen or so) of young men chasing a much smaller group (5 or six) of young men.

“As your launch approaches and then beaches itself, the activity grinds to a halt as the boys spot you. They are a very motley bunch, especially the large group of chasers, most of who are nude and have fashioned crude spears and several of which are wearing face paint in various bizarre designs. By the time you are off the launch and on the beach the whole area is silent and still, with all of the boys intently watching you.”

Give the players a couple actions to get a hold on things and then Jack will burst out of the bushes chasing Ralph. Jack's spear is tipped with blood as he has just slain Piggy. He will stab once at Ralph (slight injury to his left arm) before noticing the adults and halting.

Obviously much depends on how the players deal with the situation, but generally the players will gather the boys together for counting and initial questioning. Four of the Hunters (spot hidden to notice) will fade into the jungle; if the group reacts badly (with gunfire and such) then all of the hunters will fade, even Jack if he gets the chance despite being front and center. The other two groups will stick around, almost no matter what.

Scene 4: Gathering the boys, Setting up camp (10 minutes)

At this point the group will probably begin to question the kids, gather those that have scattered, set up a temporary camp, and otherwise set up. The best location for a temporary camp is the rise on the north end of the beach (where the young ones were gathered). It is close to where the launch was beached, somewhat sheltered by trees, and there is a stream for water exiting from the Jungle just north of the rise. The group can begin to set up elsewhere if they desire.

The launch cannot be pulled out of the water (it is too large), but after it is unloaded it could be put under netting to make it harder to spot from the air.

If questioned Ralph (and the other Gatherers) will be very concerned about the conch shell and want to go get it. Ralph knows where it is and can lead the party to it (See Where Piggy was Killed). The pig roast that went on last night WILL be mentioned; how it is mentioned depends on the child asked. Gatherers will blame the roast on luring the others away, while the young ones will complain because they missed it.

Some of them may head into the jungle after the Hunters. They should either run into “Where Piggy was killed” or “Village of the Hunters” but they will not find the Hunters or have time to thoroughly search either location. They should be in earshot when the Shoggoth attacks.

This time allows the party to scatter a bit and feel in control of the situation. They also begin to start to get an idea (from a young insane perspective) of what is happening on the island.

Scene 5: The Beast from the Sea (20 minutes)

The Shoggoth will answer if the conch is used to try to summon the scattered kids, otherwise, it will arrive at an opportune time. It will arrive from the sea. The best times are those with most of the party away from the launch, before the launch has been unloaded and the camp set up.

The Shoggoth will realize that the newcomers are related to its followers and that its plan has been derailed. Observing the scene on the beach it will assume that the adults are the original masters of the children and that they have returned to retake control of them. It responds by destroying the launch the group used to arrive on the isle and kills most of the NPC adults brought along from the main ship. Seaman Johnny “Sparks” Dewey survives the attack, but his leg is severely broken. He will survive and can move slowly about with help, but is useless for exploring the isle.

The attack should be thoroughly terrifying. It is an amorphous evil creature essentially immune to gunfire and ripping apart people and a metal launch like tissue, all in a matter of minutes. The attack should result in the players and whatever kids they gather retreating into the jungle and the rest of the kids scattering. The Shoggoth will not follow into the jungle (still too dangerous for it) and will go out of its way to not hurt the children/potential slaves.

If some of the party chooses to fight/attack the Shoggoth it should quickly become obvious it is hopeless. Characters who do not get the hint can be thrown into the jungle to take damage and with a failed luck roll suffer the rest of the game with a broken random limb. After driving the survivors into the jungle the Shoggoth will return to the sea to consider its next step in its war against the Elder Thing.

The Shoggoth

STR 63 CON 42 SIZ 84 INT 12
POW 12 DEX 4 Move 10/10 HP 63

Damage Bonus: +4d6; Crush 70%

Armor: None, but (1) fire and electrical do only half damage; (2) physical weapons such as firearms do only 1 point of damage, impaling or not; (3) a Shoggoth regenerates 2 hit points of damage per round.

Spells: Cause/Cure Blindness

Sanity Loss: 1d6/1d20 Sanity to see a Shoggoth.

Scene 6: Chaos, Retreat, and Gathering the Kids (10 Minutes)

From this point on the adventure becomes much more open ended with the party running away, exploring their situation, learning about the Elder Thing and what the kids have been up to, and trying to figure out how to escape from the isle.

Gathering the Kids – an opportunity to learn more and specifically get the hunter perspective on things – “The Lord or the Isle” promised to protect us from the beast from the sea in exchange for food and help.

Unless the party acts in an extraordinary fashion the remaining Hunters will disappear in the aftermath of the Shoggoth attack. The Gatherers and young ones will stick around. During this time a young one should attach to a character and bond with them.

If the party wishes they can try to scavenge for additional supplies or equipment, the little that survives the attack of the Shoggoth. Allow luck rolls, spot hidden, and other rolls and keep the threat of the Shoggoth overhead at all times. Items that should be found can include: a shovel, a packet of wet bandages, a flashlight, an empty handgun, and/or a flare gun.

Section 2 – Exploring the Isle

Begin: T plus 60 minutes

This section is for the party to get their bearing and get the lay of the land. They may even figure out much of what is going on.

There are a couple of different paths the party might follow. They might be active and explore the island and try to deal with their situation, or they might be defensive and “hunker down”.

If they are active the encounters below work very well, but if they hunker down then the children, Japanese, and/or Shoggoth must be used to get them back on track. If they split forces (some stay with/guard the children while the rest explore) then use a combination.

Most of the Island

The island is not that big and there is not much of interest other than the places listed below. The jungle is thick and crawling with insects. There are plenty of birds and very small mammals, but nothing larger than a small house cat.

Damage to the jungle can be seen. This damage is of three types: The battle between the Shoggoth and Elder Thing, the airplane crash, and fires set by the kids. None of it contains much in the ways of clues except as listed below.

If they search for a place to hole up away from the sea, there are several possible spots to choose from: The small cave, the tree shelter, and the B-24 wreckage (all detailed below) are the most likely. The cave will be found with a successful luck or geology roll. The tree shelter can be found with a luck or natural history roll.

The rest of the locations should be introduced to the characters as they search the isle, depending on how they choose to search.

Where Piggy Was Killed

A bit in the jungle from the beach where the landing takes place any exploration will find where Jack found and killed Piggy (stabbed him multiple times with his spear), before Piggy (who suffered from Asthma) could use the conch to summon the Beast. The conch will be found here.

Village of the Gatherers

Where Ralph and the others built some crude shelters that were used by the young ones and the Gatherers. The Hunters recently knocked down the shelters. There are the remains of a signal fire, long since burnt out, and also a large collection of deadwood gathered in several piles.

Village of the Hunters

This is where the hunters gathered last night and had their feast. There is the remains of the cooking fire in the center of the rough clearing, and some crude piles of leaves and the remains of clothing that almost appear to be nests, and are where the hunters slept.

There are numerous bones thrown outside of the clearing that can be spotted with a careful search or a spot hidden roll. A successful knowledge roll gives an examining character the idea that the bones are not pig bones and any sort of medical examination (successful medicine or first aid roll, both with a 25% bonus) reveals the bones are human in nature.



B-24 Crash Site

This is where the B-24 crashed. Several bolts of energy struck the B-24 and caused the pilots to bring the airplane down for an attempted soft crash landing. Before they were completely ready a wing was struck and disintegrated by a large bolt of energy. The rest of the ship belly flopped through the jungle. Several of the children were killed in the crash, but most survived relatively unharmed. The adults were killed.

The Elder Thing has thoroughly scavenged through the wreckage removing bulk material and other usable matter (including the corpses), all of which it has used to augment its supplies (See Lair of the Elder Thing). Successful Mechanical Repair roll to determine that everything was removed with obvious and even unbelievable skill and precision.

Scene of the Fight

This is where the Shoggoth and Elder Thing had a brief brutal battle and so it is a spot in the Jungle that is pretty torn up. This spot should be reasonably near the sea.

An idea roll on the torn up jungle results in realizing that several trees are ripped down and thrown about, obviously by something with enormous strength (The Shoggoth). A spot hidden in the general area reveals several places where a perfectly straight section of jungle out from this spot is destroyed (Elder Thing disintegration weapon). If the spot hidden roll was made by 30% or more then spots of alien blood or ichors can be found in the vegetation. The blood-like substance is a dark purple green with a very pungent odor (if sniffed). The blood is untouched by flies or other jungle denizens.

The Small Cave

This is a narrow cave, 6' wide and 12' long, near the base of the volcano. There is nothing living in the cave, but there is an odd smell present, primarily coming from the fissures and cracks found in the back of the cave.

A successful Intelligence x4 roll will connect the smell with that of the blood (if discovered) at the scene of the fight. They are similar (though not identical smells). A successful listen roll will reveal a slight humming sound coming from the cracks. Both the smell and sound emanate from the Lair of the Elder Thing, which is connected to the cave by the fissures. Overland the two entrances are about one hundred feet apart.

The Tree Shelter

Several trees and large bushes have grown in such a way as to create an empty hollow space surrounded on all sides by vegetation. This is a convenient hiding place roughly midway between sea and mountain, a couple hundred yards from the B-24 crash site.

Outside the Lair of the Elder Thing

The Elder Thing has laired in a cave complex halfway up the side of the volcano. The Elder Thing has set out a fair number of its devices near the entrance both for detection and defense. Also the Hunters have set up a primitive altar of sorts where they leave their sacrifices.

As the group approaches the lair they should make a spot hidden roll. Success indicates clear indications that the boys (or someone) have beaten a path through the jungle up the volcano. There are traces of blood along the path that came from the sacrifices the boys gave the Elder Thing.

Moving closer the group can make a listen and a spot hidden. A successful listen detects an odd humming coming through the jungle from up the twisty path. A successful spot hidden will notice a dark gray semi-metallic tripod device set about ten yards off the path.

The device is seven feet tall, with the legs of the tripod joining the main body of the device four feet above the ground. Each leg is an inch or so in diameter and is crooked, with a small knob or joint at each bend, and between three and five bends in each leg. Where the legs meet the jungle floor a mass of tendrils or roots spread out into the side of the volcano and burrow into neighboring plants, anchoring the leg.

The main body of the device is a stack of six rough spheres ranging from five to seven inches in diameter, each of the spheres covered in nodules, a lighter gray than the rest of the device. The top sphere appears to have almost exploded, and from which is a mass of waving black cilia ten to twelve inches long. Below the device several of the small light gray nodules have fallen to the ground and appear to have taken root.

If the party approaches they will hear a soft humming from the device. As they approach the humming will grow louder and the cilia will begin to wave. If touched the device will generate an electric shock (d6 damage) and will emit a loud piercing wail if damaged. It will take 20 points of damage to destroy the device, as it is much tougher than it appears.

The device is a scanner, alert to the approach of the Shoggoth and other dangers. If the party circles around the volcano and/or the area around the Elder Things cave they will find at least a dozen more of the sensor devices set up.

Continuing up the volcano the path opens up into a small but heavily used clearing. There are three different paths up the volcano that lead to the clearing, and the opposite side of the clearing is a cave mouth, flanked by two of the tripod devices. In the middle of the clearing several rocks and branches have been gathered and formed into a crude table or perhaps altar, which has copious dark (blood) stains on it. The altar is covered in insects; most noticeable are the hundreds of flies. A moderately loud but erratic humming is coming from the mouth of the cave.

If the group approaches the entrance they will notice a shimmering curtain of energy covering the entrance. It is difficult to see much past the energy screen but it is obvious the cave winds its way down into the volcano widening as it goes and that there is a fair amount of odd machinery inside the cave.

Note on the possible kidnapping

As described below it is possible that the Hunters will have kidnapped a PC or NPC. If they have done so there should be signs of a struggle in the clearing in front of the cave entrance and if the players need encouragement to enter the cave they can hear a shout of other human noise coming from within.

If they still do not enter then the Hunters will be seen leaving the cave (without their captive) and if questioned they will readily admit to having taken whoever in to see the Lord of the island.

Kids will be kids (Events)

The two active groups of children are one of the forces that motivate the action and when left alone they will tend to revert to the control of the Mythos beasts. If they are put under guard (the party separates) the kids can cast a ritual, capture the adult, and do other things to keep things moving for those who are stuck with them.

Essentially the children are a plot mechanism to keep the adventure from running too short or too long. As such the actions listed below need to be malleable depending on the needs of the specific run.

Hunters

After the Shoggoth attack on the beach, the Hunters retreat into the island, regroup and decide to go to the Elder Thing to seek advice (because obviously the adults are not powerful enough to halt the beast from the sea).



The Elder Thing advises them to avoid the Gatherers and the beach/sea and to seek out the adults. Once they find them they are to bring them to the Elder Thing. The Hunters have interpreted this to mean they are to kidnap at least one adult and bring them to the Elder Thing.

If the party is moving too slowly then the Hunters will snatch one (or possibly two) adult(s) separate from the rest and take them to the Lair. If no one else is available to kidnap they will take Johnny Dewey, broken leg and all. Remember the Wrack spell the Hunters were taught, as that should make abducting an adult much simpler. They will be reasonably easily followed so that the remaining adults can “rescue” the kidnapped adult, but probably only after they are taken into the cave.

If the party is moving too quickly to the Elder Thing Lair then the kids will launch their kidnapping effort and the party approaching the Lair will hear gunshots coming from the remainder of the group.

Gatherers

The Gatherers wait until the adults ignore them or lose credibility and control (in the eyes of the Gatherers). They will then escape from the adults (trying to take the Conch with them) and go to the beach where they can summon the Shoggoth and seek its aid and advice. Remember the spell Cause/Cure Blindness the gatherers have at their disposal.

The Shoggoth, very much afraid its revenge on the Elder Thing is slipping away with the arrival of the adults, will council the children to prepare the way for a last ditch attack by the Shoggoth. It tells them to take all of the dead wood they have at their village and any other wood they can gather. They are to take the wood and place it around the island, and then light the fires just before the Shoggoth is to launch its final attack against the Elder Thing. After they light the fires they are to attack the Lair of the Elder Thing. The Shoggoth hopes the fires and attack will distract the Elder Thing enough to make a difference in its attack.

Optional Event - Japanese Involvement

This is an optional encounter to help motivate the party and to remind them there is a war going on. There can either be a Japanese plane that does a strafing attack or a small Japanese expeditionary force land on the isle.

This encounter is ideal for filling some time and adding excitement, but if time is running short it should be deleted.

Japanese Ships in the Area

Characters will see a small task force of three Japanese ships approaching the island, running from west to east, just north of the isle.

Japanese Plane Attack

A Japanese plane will fly overhead and then swing back and do a strafing run with its machine guns. This should be played up with listen rolls and spot hidden rolls, and the initial assumption that it is the seaplane returning.

Japanese Shelling

If the party goes to ground the Japanese ships can shell the isle before launching a landing party.

Japanese Landing Party

The party witnesses a landing party of Japanese. The landing party will hit the beach and begin to fan out, when the Shoggoth attacks. Most of the Japanese will be killed, but a small group of Japanese soldiers will make their way into the jungle for the group to worry about. The party will be warned of this by copious gunfire and shouts.

Section 3 – The Lair of the Elder Thing

Begin: T plus 120 minutes

Lair of the Elder Thing – Where the party meets the Elder Thing, and hopefully realizes how near death it is. The Elder Thing tries to enlist the humans aid in destroying the Shoggoth. The Elder Thing has rigged a dead man switch, and so the isle will go boom if the humans kill it (which they will be able to do if sufficiently determined).

Meeting the Elder Thing

The outside of the cave of the elder thing is described above. The entrance to the cave is flanked by two of the tripod sensor devices and a curtain of shimmering energy covers the entrance.

Walking through it breaches the energy curtain. The first time it is passed through make a Sanity check, for 0/1 loss of sanity, along with a rush and brief sense of disorientation.

“The other side of the curtain is warmer, more humid, and the oxygen content is higher. The combination will make any humans uncomfortable, but not so much as to affect them meaningfully. The tunnel is eleven feet high and eight feet wide, and appears to be a lava tube of some sort.

“All along the walls, floor, and ceiling of the tunnel there is a web of dark red cables shot through with silver, all of which are between an inch and three inches in diameter. The cables are seemingly made of a ceramic material and are growing into all the other alien growths/machinery in the tunnel, including both the bulbous pulsating black sphere (eight inches in diameter) which is growing from the ceiling a foot from the energy curtain and the series of dark gray metallic starfish each six inches across spread through out the walls of the tunnel.

“The tunnel continues twenty feet or so, growing darker as the entrance retreats behind, and then widens up into a cavern fifty feet long, forty feet across, and twenty feet high. The web of dark red cables continues into this chamber that is filled with a dizzying array of bizarre and unnatural growths and machinery and it lit by a sickening grayish-green. It is the huge device in the center of the cavern, however, that immediately captures your attention.

“You notice instantly that there are human bodies incorporated within the lattice/device in the center of the room. After a moment the horrid realization sets in: two adults and at least five children were somehow used as components within the device. Surrounding them are pulsing bright red cables (perhaps related to the dark red cables everywhere else), and also embedded in the cables are metallic starfish spider things, which occasionally pull themselves out of the matrix of cables they are in and scuttle to a new location, before settling in again.” (Sanity Check, 2/2d6)

“To the right of the and joined to the mass if cables, spiders, and human parts is a twelve foot high pillar of dark gray, seemingly a variegated tube of some sort, partially open, with another device or creature nestled inside it.” (This is the Elder Thing)

Note: If the party is here to rescue someone taken into the cave or is following one or more Hunters then whatever humans are present will be noticed.

After a few seconds the Elder Thing will begin to talk to the party. To do so it uses the voices of the pilots and children embedded within its device array all at once, and so the voice will come from seven different locations at once and will have a party human partly alien quality more horrible than a purely alien voice could ever be. (Sanity Check, 0/1d6)

The elder thing has used the brains/bodies of the pilots and equipment from the B-24 to augment its machinery and as much as possible try to understand humanity. Since the brains were dead and started to decompose a bit, and were alien to the Elder Thing, the attempt had mixed success. It has also tried to



learn from the children, but its current understanding of humanity is very weak, mostly enough to communicate and try to make itself understood.

Conversation with the Elder Thing

The Elder Thing knows it is dying and that its race is nearly extinct and it blames all Shoggoth, and specifically the Shoggoth here. Thus it desperately wants to get the group's help to kill the Shoggoth.

The elder thing will try to get the party to go and directly battle the creature. It will offer numerous devices of destruction and warning, but the group must come up with their own tactics.

It will agree to anything to get their aid, but has basically no intention of honoring any agreement and would love to lure the group to their doom in the explosion it has rigged to go off when it dies, assuming this is after the Shoggoth is dead.

To this end the Elder Thing will insist the group return all of its devices after the battle, so that it can continue to prepare to "go home." As soon as they get back, if they do, it plans to trigger its self-destruct device.

If they fight the Elder Thing

The elder thing can still physically defend itself even in its current state. Doing so will cause it to rip free of its tube, after which it has the hit points shown below. It will bleed for one point of damage for each round it is outside of its tube. Regardless of whether it is in the tube it can act and also simultaneously direct various machines within the cave to attack the group.

The machines may attack one to three times per round (roll each round), so long as the elder thing is alive, each with a 50% chance to hit and each doing 1d20 damage. The attacks should be described as various devices and effects attacking the group, such as a swarm of the starfish spiders attack, several red cables whip out at the group, an energy blast occurs from a nondescript device on a wall, or whatever strikes the GMs fancy.

Elder Thing

STR 38 CON 22 SIZ 28 INT 18
POW 10 DEX 14 Move 8/10 fly HP 14 (in tube), 10 (out of tube)

Damage Bonus: +3d6

Weapons: Tentacle 40% (Only 3 Tentacles remain), damage ½ db in constriction

Armor: 7 – point skin.

Spells: Wrack; Cause Disease; Create Scrying Window.

Sanity Loss: 0/1d6 Sanity to see an elder thing.

If the Elder Thing Dies

If the Elder Thing dies the buzzing that normally fills the area triples in volume (making it painful) and a high pitched shrieking starts softly and begins building. The devices around the room begin moving wildly and sparks and smoke fills the air. Ten minutes later a majority of the isle is leveled in a giant explosion.

Once the self-destruct has been triggered there is nothing the party can do to halt the explosion, they can only flee and hope for the best.

The rest of the cave

Once the initial shock of the contents of the cave has worn off other things can be noticed about what is present with the appropriate rolls.

(Spot hidden) The creature within the tube seems to be a true living thing and not a semi-mechanical device. It also appears to be horribly injured.

(Mechanical repair, or other appropriate) Equipment from the B-24 has been scavenged and incorporated into the devices in the cave.

(Spot hidden) There is a small window embedded into the tube behind the creature within it, this window seems to be showing pictures from somewhere other than the cave.

Weapons

If the elder thing and the party arrive at an understanding it will provide the group with the following devices and instructions on how to use them. The Elder Thing will do its best to give the group just enough information to use the devices and no more. It has no reason to want them to understand the weapons to well; it is well versed in slave revolts and wants to keep the group as ignorant as it possibly can while achieving its goals.

Three hand held disrupter devices. They are roughly three-foot long cylinders, very awkward for a human to hold and use and requiring both hands. Base % is 10 + Dexterity + Size. Range is 30 meters and damage is 3d6; the Shoggoth is not resistant to the damage.

One semi-portable disrupter cannon. A five-foot long extremely heavy cylindrical device requiring two people to carry (22 strength total). If used while moving Base % is 15% or half the characters combined heavy weapons skill (whichever is lower). If used from a “fixed” position a single person can fire it using their Heavy Weapons skill. Range is 100 meters and damage is 5d6 (and the Shoggoth is not resistant to it).

A portable Shoggoth detector. This is a miniature tripod device (See outside the Lair of the Elder Thing for a full description), eight inches tall. The device can be carried or set on a shoulder or such and will warn of a Shoggoth approach. It will dig into the shoulder, almost painfully. It will begin to try to grow into whoever carries it, which could be good for a Sanity Check (1/d6). Once it has attached to a person it will do no damage (over the short term) unless attempted to be removed. Such an attempt will cause 1d6 damage, 1d3 with a successful medicine roll.

Section 4 – Finale

Begin: T plus 165 minutes

The finale is the freeform ending to the adventure. Several possible scenarios are written below, and if they are not sufficient any optional events (Such as the Japanese Attack) can be added into the mix.

Which subsection below (Seaplane Escape, Battle the Shoggoth, Attack of the Shoggoth, or Hide and Wait) is used depends entirely on party actions prior to this, especially what they did after meeting the Elder Thing. It is possible that they will do multiple or combinations of the various finales. The final should last 30 to 60 minutes.

If they defeat the Shoggoth and return the Elder Things devices, the Elder Thing will announce it is going home and then will dramatically die. See “If the Elder Thing dies” within Section 3 for details on what happens next.

Seaplane Escape

If the party chooses to flee the isle or perhaps send away as many children as possible to safety they can try to use the Seaplane to escape their fate.

The seaplane returns and the party signals it down and makes a mad dash to it (maybe even succeeding with a good plan to somehow distract the Shoggoth). Of course the seaplane will only hold the characters (barely) and that means leaving all the children behind to their fate; or sending as many children as can fit on the seaplane (ten to twelve) and staying behind to meet their fate.

Note: If the party does not travel on the Seaplane (perhaps not signaling it, or sending the children away on it), then a Japanese Zero can show up and shoot down the plane as it flies away, adding a bit of hopelessness to the mix.

Battle the Shoggoth

Battle the Shoggoth as Allies of the Elder Thing

The group makes a deal with the Elder Thing and they manage to confront (maybe even defeat) the Shoggoth. The Elder Thing will die at some point (in battle, of wounds, character betrayal) and the dead man explosion will go off (think Predator). They may be able to scrape something together so that they and kids can survive at sea long enough to be seen and rescued.

Battle the Shoggoth as Victors over the Elder Thing

The group uses Elder Thing devices (either spoils from their victory against it or stolen from it) to battle the Shoggoth. Trying to use the devices without the aid of the Elder Thing is a recipe for disaster, especially considering the self-destruct.

Attack of the Shoggoth

The Shoggoth has decided that the adults (and maybe children) might be powerful enough to make a difference and decides to drive them into the island interior to force them to confront the Elder Thing. It plans on using the distraction of the Gatherers and their fires (see Kids will be kids), and everything else to make the difference in its attack.

The Shoggoth should be terrifying, but should also obviously be under attack by strange forces (Elder Things devices). Without character intervention the Shoggoth attack will be a success, the Elder Thing will die and the failsafe will destroy most of the isle and the Shoggoth.

Hide and Wait

The party decides to hide and wait it out as best they can. This is not very successful as it is a small island and the two sides are pretty darn powerful. In any event even if the Shoggoth does not attack, the Elder Thing will die and the isle will go boom. They may be able to scrape something together so that they and kids can survive at sea long enough to be seen and rescued.

Handouts

What Life is Like, June 3rd 1942

A World at War

For the United States the world changed on December 7, 1941, with the attack on Pearl Harbor. The rest of the world though had been embroiled in war since September of 1939. By mid 1942 Germany had conquered most of Western Europe and had attacked the USSR. Japan had begun expanding in the Pacific, with only a single setback, recently in the Coral Sea.

The mood of the allies is grim but determined. The UK, USSR, and US are the major powers left against the Axis. The forces of evil had been defeated before in the Great War, but thus far, in this Second World War they have yet to suffer a major defeat, while the allies have suffered many.

Recently on board the USS Henderson

Since leaving Pearl Harbor three months ago the USS Henderson has been busy, almost to the point of frantic. She has been through training drills for her new crewmembers (many of whom are new navy personnel since the attack on Pearl Harbor), fought in the Battle at Coral Sea (which was a strategic success for the US forces in that it prevented a Japanese invasion), and is now rushing towards a rendezvous with a task force before heading out on another mission.

Recent News Headlines

May 26 - Tank battle at Bir Hakeim: African corps vs. British army
May 26 - Anglo-Soviet Treaty signed in London
May 27 - Hitler orders 10,000 Czechoslovakians murdered
May 27 - Dorie Miller, awarded Navy Cross for deeds at Pearl Harbor
May 27 - Italian army begins siege of French western Fort Bir Hachim
May 30 - 1,047 bombers bomb Cologne in RAF raid
May 30 - US aircraft carrier Yorktown leaves Pearl Harbor
May 30 - Satchel Paige pitches 5 innings to defeat Dizzy Dean All-Stars 8-1
May 31 - Luftwaffe bombs Canterbury
May 31 - 25th PGA Championship: Sam Snead at Seaview CC Atlantic City NJ

A Selection of Top Songs for 1941& 1942

You and I; Chattanooga Choo Choo; Moonlight Cocktail; Kalamazoo by Glenn Miller
Maria Elena; Green Eyes; Amapola; Tangerine by Jimmy Dorsey
There'll Be Some Changes Made; Jersey Bounce by Benny Goodman
White Christmas by Bing Crosby
I Don't Want to Set the World On Fire by Hoarce Heidt
Daddy by Sammy Kaye
Piano Concerto in B Flat by Freddy Martin

Mission Handout

Background

On May 9th, 1942 an RAF B-24 'Liberator' with passengers and crew was lost over the Coral Sea. On board were 42 British citizens, young boys ages six to thirteen, being evacuated to Australia for the duration of the war, and a Pilot and Co-pilot, both members of the RAF. It was assumed that the plane was shot down during Battle of Coral Sea that had just ended. The British notified allied forces and forces in the area did routine searches but found nothing.

Mission Orders

The mission is simple: rescue the children. Once you are on the island set up a base, camouflaging everything as well as you can, and then gather up the children, and protect, feed and care for them until the USS Henderson can arrive at the isle, probably in 24 to 72 hours.

Japanese forces are not thought to be in the area, but if encountered they are to be avoided if possible and engaged only as a last resort. Lt. Anderson and his Catalina will provide air support when possible, with as many over flights of the island as possible around his other scouting duties. Minimize radio traffic, so that the Japanese will not be attracted, but radio if you need to. Under no circumstances can the USS Henderson or other area allied forces reply, however, under the current mission orders.

Personnel

The personnel (twelve total) on the mission are as follows:

- Lt. Fred Conaway (O3). Command.
- Lcdr. Edward Ackerman, MD (O4). Ship's doctor.
- Lt. Madeline Lussay, NC (Nurse Corps), USN.
- Chief Petty Officer (E7) Al Piatkowski. Launch pilot (Coxswain).
- Seaman Francis B. Flaherty (E3). Photographer.
- Seaman Johnny "Sparks" Dewey (E3). Radioman (Engineer).
- Seaman Paul C. Engren (E2). Sailor (Crewman).
- Corporal Herb Stein (E4); PFC Baker, PFC Taylor, PFC Adams (E2) – Marines.
- Mr. Ian Bennion. British diplomatic attaché.

Launch (Higgins Industries 36-foot LCVP)

The launch is a Higgins industries 36-foot LCVP marine landing craft. It has two 30-caliber machine guns. There is room for the equipment and personnel, with additional room for any and all survivors.

The launch's standard on board equipment includes ammunition for the machineguns, navigation gear, a radio, medical supplies in the first aid kit, rope, camouflage netting for the launch, rations, and other standard supplies.

Construction Material: Wood (oak, pine and mahogany)

Displacement: 15,000 Pounds (light)

Length: 36-Feet, 3-Inches

Beam: 10-Feet, 10-Inches

Draft: 3-Feet Aft and 2-Feet, 2-Inches Forward

Speed: 12 Knots

Armament: Two .30-Caliber Machine Guns

Crew: Three - Coxswain, Engineer and Crewman

Capacity: 36 Troops with gear and equipment, or 6,000-Pound vehicle, or 8,100-Pounds of Cargo

Power Plant: Gray 225-HP Diesel Engine

Additional Mission Supplies

Equipment added to the launch for this mission includes food, water, a radio, medical supplies (quinine, morphine, antibiotics, sutures, and so on), supplies for setting up a simple shelter (tarp, poles, camouflage netting), tools (shovels, hammer, hatchet, machete, nails, wrenches, and so on), clothes, blankets, flashlights, compass, rope, gasoline, a small generator, flare guns, and weapons (a 50 caliber machine gun, a box of twenty grenades, six rifles, four hand guns, and ammunition for all of the guns).

Characters

Lt. Fred Conaway (O3)

Growing up you dreamed of following in your father's footsteps, a naval career followed by a political one. It is a tradition in your family to serve the nation, and you are proud to do so. It is also much harder to do that you thought. You understand politics and how to work with people, but dealing with the rest of it, the combat and the leadership has taken some getting used to.

The Navy was what you thought it would be, but after Pearl Harbor everything changed. War is not simple, valiant, or predictable. The Battle of Coral Sea was incomprehensible and horrific. In the middle of the battle you panicked, but Chief Petty Officer Piatkowski saved your career and possibly the ship. He brought you to your senses and because of him when the Japanese planes reached your ships you were at your station. The men under you shot down two of the attacking planes and detonated a torpedo before it struck the ship. Captain Hannigan himself commented on your success – if only he knew.

Since that fateful day you have redoubled your efforts at becoming a good officer, and when you heard rumor of a risky mission you spoke up immediately. The Captain met with you in private a few minutes ago and informed you that you were to command a small mission to rescue a planeload of boys from a small island.

Your orders were simple, first get to the island, then set up a base camp as well concealed from the air as possible, then find and collect all the boys there, and keep them well until the follow-up mission could take you and them off the isle. There is not thought to be a Japanese presence on the isle. Any Japanese force encountered should be resisted if possible, but surrendered to if the boys are in danger of being slaughtered. Beyond that you are to use your best judgment, knowing this mission could be a much needed public relations boost for the allies.

Lcdr. Edward Ackerman, MD (O4) – Ship's doctor. He seems like a good man and is an excellent physician, but his hatred of war is unfathomable to you. Surely even he can see that a war such as this one in defense of freedom and against tyrants is just.

Lt. Madeline Lussay, NC (Nurse Corps), USN. She is a nurse under the command of Dr. Ackerman. You have seen her about and spoken to her several times and have found her intelligent, charming, attractive, and single. You would like to get to know her better.

Chief Petty Officer Al Piatkowski (E7). He will pilot the launch, and is an old salt that has seen a bit of everything. A good officer listens to those below him, plus he saved your career and life.

Seaman Francis B. Flaherty (E3) – Photographer. He is a young seaman included to take pictures of the rescue. A successful mission with plenty of pictures (of you) could easily cement your political career and catapult you to the highest offices after the war.

Seaman Johnny “Sparks” Dewey (E3) – Radioman (NPC). A southerner and good at his job.

Seaman Paul C. Engren (E2) – Sailor (NPC). He seems like a fine sailor.

Corporal Herb Stein (E4); PFC Baker, PFC Taylor, PFC Adams (E2) – Marines (NPC). They are a small detachment of marines under your command. Corporal Stein is experienced and his men are well spoken off, but obviously it is a very small group if there is trouble.

Mr. Ian Bennion – British diplomatic attaché. You have met him and while you respect his role and his authority where the boys are concerned you find the man odious in the extreme. His snide comments, British airs, and condescending attitude grate on you, especially from a civilian.



1920s



Name: Lt. Fred Conaway (O3)
 Sex: Male, Age: 25
 Occupation: Military Officer
 Colleges, Degrees: Annapolis
 Birthplace: Lowell MA
 Mental Disorders: None.

Characteristics & Rolls

STR 9 DEX 12 INT 15 Idea 75
CON 9 APP 12 POW 14 Luck 70
SIZ 9 SAN 70 EDU 16 Know 80
 99-Cthulhu Mythos: 99 Damage Bonus: none

Sanity Points: 70

Insane 0 1 2 3 4 5 6 7 8 9 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

Magic Points: 14

Unconscious 0 1 2 3
 4 5 6 7 8 9 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

Hit Points: 9

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 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

1920s Investigator's Sheet

Player's Name:



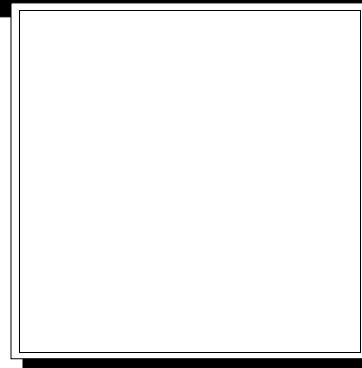
CALL OF CTHULHU

Horror Role-Playing



Investigator Skills

<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Library Use (25%)	50%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Listen (25%)	25%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Listen (25%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Locksmith (01%)	1%
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<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Bargain (05%)	20%	<input type="checkbox"/> Natural History (10%)	10%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Natural History (10%)	10%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Navigate (10%)	45%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Climb (40%)	40%	<input type="checkbox"/> Operate Heavy Machine (01%)	10%
<input type="checkbox"/> Climb (40%)	40%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Own Language (EDU×5%)	80%
<input type="checkbox"/> Craft (05%)	5%	<input type="checkbox"/> Persuade (15%)	55%
<input type="checkbox"/> Craft (05%)	5%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Credit Rating (15%)	30%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Boat (01%)	35%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	20%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> First Aid (30%)	40%	<input type="checkbox"/> Psychoanalysis (01%)	5%
<input type="checkbox"/> French (01%)	25%	<input type="checkbox"/> Psychology (05%)	35%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Psychology (05%)	55%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Hide (10%)	35%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> History (20%)	30%	<input type="checkbox"/> Sneak (10%)	20%
<input type="checkbox"/> Jump (25%)	30%	<input type="checkbox"/> Spot Hidden (25%)	45%
<input type="checkbox"/> Law (05%)	35%	<input type="checkbox"/> Swim (25%)	25%



Combat Skills

<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Dodge (DEX×2%)	24%
<input type="checkbox"/> Dodge (DEX×2%)	24%
<input type="checkbox"/> Fist/Punch (50%)	55%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Grapple (25%)	35%
<input type="checkbox"/> Handgun (20%)	55%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Heavy Weapons (01%)	15%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Knife (25%)	25%
<input type="checkbox"/> Knife (25%)	25%
<input type="checkbox"/> Machine Gun (15%)	15%
<input type="checkbox"/> Machine Gun (15%)	15%

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist	55	1D3	1	touch	1	n/a	<input type="checkbox"/> .32 Revolver	55	1D8	00	15 yds	3	6	10
<input type="checkbox"/> Grapple	35	special	2	touch	1	n/a								
<input type="checkbox"/> Head	10	1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6	0	touch	1	n/a								

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Lcdr. Edward Ackerman, MD (O4)

You hate war. The waste, stupidity, and inefficiency of it all appall you. Here we are again, little more than a score of years after “the war to end all wars,” and we are fighting again. You consider yourself a classicist (Socrates, Plato, Aristotle, and so on) and in your heart you are both philosopher and physician, for what good is saving the body if the spirit is empty?

Despite your hatred of war you do not regret the choices you made that resulted in your being in the Navy. It is here you can do the most good, save the most lives, and here you can try to understand the corruptive siren call that war seems to send out.

You dread the chance that you will be corrupted into believing the ends justify the means (or whatever other lies these otherwise good people tell themselves to let them sleep better at night), but you know that the Allies will win the war, and afterwards there have to be people like you who understand the truth and who can win the peace and truly make this the war to end all wars.

You love medicine, helping people, grappling with disease and other maladies, and emerging victorious. You also love wrestling with logical conundrums and intricate dilemmas.

Lt. Fred Conaway (O3) – He is a good man, but very young and very callow. His is the innocence that is already being lost to the horror of war, and he does not even know it.

Lt. Madeline Lussay, NC (Nurse Corps), USN. She is an excellent young woman and other than a bit of silly superstition is a credit to her gender. You think of her as the daughter you never had.

Chief Petty Officer Al Piatkowski (E7). If you are a thinker and idealist, Mr. Piatkowski is the ultimate realist and practical man. He never has the time or inclination for thought, but still he is a good man and very knowledgeable in his trade.

Seaman Francis B. Flaherty (E3) – Francis is a truly kind and gentle soul who’s hallmark around the ship is the camera he carries with him every where he goes. You treated him recently for venereal disease, so you know he is not a total innocent.

Seaman Johnny “Sparks” Dewey (E3) – Radioman (NPC). He is ignorant and lazy, and those are his good qualities.

Seaman Paul C. Engren (E2) – Sailor (NPC). You don’t know him at all.

Corporal Herb Stein (E4); PFC Baker, PFC Tailor, PFC Adams (E2) – Marines (NPC). You know it is a bias, but you prefer not to deal with the professional soldiers on board unless in the course of your duties. Thus far you have not had to treat any of them.

Mr. Ian Bennion – He is a British diplomatic attaché, and he shows a thoughtless hawkish nature that you have occasionally run into in civilians who let the military do the dieing for them. He is a very intelligent and well-educated man, and you like him despite finding many of his ideas and belief’s deplorable.



1920s



Name: Lcdr. Edward Ackerman, MD (O4)
 Sex: Male, Age: 51
 Occupation: Doctor of Medicine
 Colleges, Degrees: NYU, Medical School. MD.
 Birthplace: New York, NY
 Mental Disorders: None.

Characteristics & Rolls

STR 12 DEX 11 INT 14 Idea 70
CON 10 APP 15 POW 11 Luck 55
SIZ 12 SAN 55 EDU 22 Know 99
 99-Cthulhu Mythos: 99 Damage Bonus: none

Sanity Points: 55

Insane 0 1 2 3 4 5 6 7 8 9 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

Magic Points: 11

Unconscious 0 1 2 3
 4 5 6 7 8 9 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

Hit Points: 11

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 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

1920s Investigator's Sheet

Player's Name:



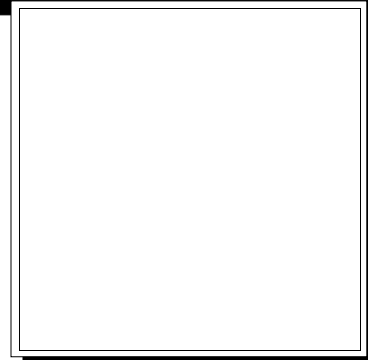
CALL OF CTHULHU

Horror Role-Playing



Investigator Skills

<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Law (05%)	5%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Library Use (25%)	65%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Listen (25%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Listen (25%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Mechanical Repair (20%)	20%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Mechanical Repair (20%)	20%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Medicine (05%)	80%
<input type="checkbox"/> Bargain (05%)	5%	<input type="checkbox"/> Natural History (10%)	35%
<input type="checkbox"/> Bargain (05%)	5%	<input type="checkbox"/> Navigate (10%)	15%
<input type="checkbox"/> Biology (01%)	55%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Climb (40%)	40%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Climb (40%)	40%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Own Language (EDU×5%)	110%
<input type="checkbox"/> Craft (05%)	5%	<input type="checkbox"/> Own Language (EDU×5%)	110%
<input type="checkbox"/> Craft (05%)	5%	<input type="checkbox"/> Persuade (15%)	15%
<input type="checkbox"/> Credit Rating (15%)	25%	<input type="checkbox"/> Persuade (15%)	15%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pharmacy (01%)	65%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Philosophy (01%)	45%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Pilot Boat (01%)	10%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> First Aid (30%)	85%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Geology (01%)	45%	<input type="checkbox"/> Psychoanalysis (01%)	15%
<input type="checkbox"/> Hide (10%)	15%	<input type="checkbox"/> Psychology (05%)	45%
<input type="checkbox"/> History (20%)	65%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Jump (25%)	33%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Latin (01%)	1%	<input type="checkbox"/> Sneak (10%)	15%
<input type="checkbox"/> Law (05%)	5%	<input type="checkbox"/> Spot Hidden (25%)	45%



Combat Skills

<input type="checkbox"/> Axe (20%)	20%	<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Axe (20%)	20%	<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Blackjack (40%)	40%	<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Club (25%)	25%	<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Club (25%)	25%	<input type="checkbox"/> Dodge (DEX×2%)	22%
<input type="checkbox"/> Dodge (DEX×2%)	22%	<input type="checkbox"/> Dodge (DEX×2%)	22%
<input type="checkbox"/> Fist/Punch (50%)	50%	<input type="checkbox"/> Fist/Punch (50%)	50%
<input type="checkbox"/> Fist/Punch (50%)	50%	<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Flamethrower (05%)	5%	<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Garrote (35%)	35%	<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Garrote (35%)	35%	<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Grapple (25%)	25%	<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Handgun (20%)	20%	<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Handgun (20%)	20%	<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Head Butt (10%)	10%	<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Heavy Weapons (01%)	1%	<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Heavy Weapons (01%)	1%	<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%	<input type="checkbox"/> Kick (25%)	25%

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist	50	1D3	1	touch	1	n/a								
<input type="checkbox"/> Grapple	25	special	2	touch	1	n/a								
<input type="checkbox"/> Head	10	1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6	0	touch	1	n/a								

Lt. Madeline Lussay, NC (Nurse Corps), USN

Two horrible days have marked your life forever; they are a burden you will carry to your grave with you. On April 13, 1939 you and your husband had a fight, and later that day he got in an accident in his car and both he and your two little boys – Anthony and Adam – died. It would never have happened if you hadn't fought.

By the evening of December 6, 1941 you were despondent. To escape your pain you had joined the Nurse Corps and requested a transfer back home to Hawaii. Nothing helped though, and that evening you decided to commit suicide. You spent the whole night preparing and then at dawn with a whole bottle of barbiturate sleeping pills in your hand, the attacking planes flew overhead.

In the midst of the tragedy and horror of the Japanese sneak attack on Pearl Harbor, you found a new lease on life. The pain of missing your husband and especially your boys was not any less, but the strength everyone around you showed buoyed you up. Your experience has shown you the depths of grief anyone can sink to, and that the grief can be overcome.

You have also realized that the universe is not a cold, sterile, or mechanistic place; instead it is filled with connections, life, mystery, spirits, and even magic. Some say you are superstitious or gullible, but you have seen that there is more to the world than anyone can ever know.

Lt. Fred Conaway (O3) – Lt. Conaway is a handsome, young and ambitious man who displayed great bravery during the Battle of Coral Sea. He is also very much of a gentleman and you have enjoyed the little time you have spent with him.

Lcdr. Edward Ackerman, MD (O4) – The Ship's doctor, Dr. Ackerman is a fine man who, though you would never tell him, you think of almost as a surrogate father. He is a very talented physician, but he has very odd ideas and a strange dislike of war for one who serves in the Navy.

Chief Petty Officer Al Piatkowski (E7). He is a gruff, nasty, and greasy man. He swears like, well, a sailor and has the manners of a junkyard dog. The other sailors respect him, so you suppose he knows his trade, but he is not fit company for anyone the least bit impressionable.

Seaman Francis B. Flaherty (E3) – Mr. Flaherty is a fine young man, the sort you hope your boys would have grown into. He almost reminds you of a puppy dog sometimes, especially when he is running about taking pictures of everything with his camera. He must have a hundred pictures of you by now.

Seaman Johnny "Sparks" Dewey (E3) – Radioman (NPC). Mr. Dewey is a southerner, which in your experience means he is polite but ignorant and more than a little lazy.

Seaman Paul C. Engren (E2) – Sailor (NPC). Mr. Engren is a shy and quiet young man, obviously very scared of dieing. He often talks to you about his fiancée Martha back in Peoria.

Corporal Herb Stein (E4); PFC Baker, PFC Tailor, PFC Adams (E2) – Marines (NPC). You have not met many of the marines since they have their own medics on board, but those you have met have all been very polite and well mannered.

Mr. Ian Bennion – British diplomatic attaché. Mr. Bennion is a well-bred and well-mannered gentleman. He is much too cold and cynical in his viewpoints, but he is very intelligent and is a very witty conversationalist.



1920s



Name: Lt. Madeline Lussay, NC (Nurse Corps), USN
 Sex: Female, Age: 24
 Occupation: Nurse
 Colleges, Degrees: University of Hawaii, Nursing Degree
 Birthplace: Honolulu, HI
 Mental Disorders: None

Characteristics & Rolls

STR 8 DEX 13 INT 15 Idea 75
CON 13 APP 15 POW 13 Luck 65
SIZ 9 SAN 45 EDU 14 Know 70
 99-Cthulhu Mythos: 99 Damage Bonus: none

Sanity Points: 45

Insane 0 1 2 3 4 5 6 7 8 9 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

Magic Points: 13

Unconscious 0 1 2 3
 4 5 6 7 8 9 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

Hit Points: 11

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 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

1920s Investigator's Sheet

Player's Name:



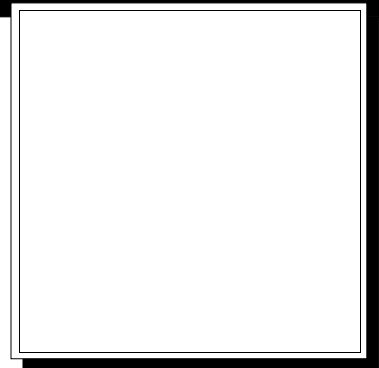
CALL OF CTHULHU

Horror Role-Playing



Investigator Skills

<input type="checkbox"/> Accounting (10%) 10%	<input type="checkbox"/> Latin (01%) 1%
<input type="checkbox"/> Accounting (10%) 10%	<input type="checkbox"/> Law (05%) 5%
<input type="checkbox"/> Anthropology (01%) 1%	<input type="checkbox"/> Law (05%) 5%
<input type="checkbox"/> Anthropology (01%) 1%	<input type="checkbox"/> Library Use (25%) 25%
<input type="checkbox"/> Archaeology (01%) 1%	<input type="checkbox"/> Library Use (25%) 25%
<input type="checkbox"/> Archaeology (01%) 1%	<input type="checkbox"/> Listen (25%) 25%
<input type="checkbox"/> Art (05%) 5%	<input type="checkbox"/> Listen (25%) 25%
<input type="checkbox"/> Art (05%) 5%	<input type="checkbox"/> Locksmith (01%) 1%
<input type="checkbox"/> Astronomy (01%) 1%	<input type="checkbox"/> Locksmith (01%) 1%
<input type="checkbox"/> Astronomy (01%) 1%	<input type="checkbox"/> Mechanical Repair (20%) 20%
<input type="checkbox"/> Bargain (05%) 5%	<input type="checkbox"/> Mechanical Repair (20%) 20%
<input type="checkbox"/> Bargain (05%) 5%	<input type="checkbox"/> Medicine (05%) 40%
<input type="checkbox"/> Biology (01%) 25%	<input type="checkbox"/> Natural History (10%) 61%
<input type="checkbox"/> Chemistry (01%) 21%	<input type="checkbox"/> Navigate (10%) 10%
<input type="checkbox"/> Climb (40%) 40%	<input type="checkbox"/> Navigate (10%) 10%
<input type="checkbox"/> Climb (40%) 40%	<input type="checkbox"/> Occult (05%) 20%
<input type="checkbox"/> Conceal (15%) 25%	<input type="checkbox"/> Operate Heavy Machine (01%) 1%
<input type="checkbox"/> Craft (05%) 5%	<input type="checkbox"/> Operate Heavy Machine (01%) 1%
<input type="checkbox"/> Craft (05%) 5%	<input type="checkbox"/> Other Language (01%) 1%
<input type="checkbox"/> Credit Rating (15%) 20%	<input type="checkbox"/> Other Language (01%) 1%
Cthulhu Mythos (00%) 0%	<input type="checkbox"/> Own Language (EDU×5%) 70%
Cthulhu Mythos (00%) 0%	<input type="checkbox"/> Own Language (EDU×5%) 70%
<input type="checkbox"/> Disguise (01%) 1%	<input type="checkbox"/> Persuade (15%) 33%
<input type="checkbox"/> Disguise (01%) 1%	<input type="checkbox"/> Pharmacy (01%) 40%
<input type="checkbox"/> Drive Auto (20%) 20%	<input type="checkbox"/> Photography (10%) 10%
<input type="checkbox"/> Drive Auto (20%) 20%	<input type="checkbox"/> Photography (10%) 10%
<input type="checkbox"/> Drive Horses (20%) 20%	<input type="checkbox"/> Physics (01%) 1%
<input type="checkbox"/> Drive Horses (20%) 20%	<input type="checkbox"/> Physics (01%) 1%
<input type="checkbox"/> Electrical Repair (10%) 10%	<input type="checkbox"/> Pilot Aircraft (01%) 1%
<input type="checkbox"/> Electrical Repair (10%) 10%	<input type="checkbox"/> Pilot Aircraft (01%) 1%
<input type="checkbox"/> Fast Talk (05%) 5%	<input type="checkbox"/> Pilot Balloon (01%) 1%
<input type="checkbox"/> Fast Talk (05%) 5%	<input type="checkbox"/> Pilot Balloon (01%) 1%
<input type="checkbox"/> First Aid (30%) 80%	<input type="checkbox"/> Pilot Boat (01%) 1%
<input type="checkbox"/> Geology (01%) 1%	<input type="checkbox"/> Pilot Boat (01%) 1%
<input type="checkbox"/> Geology (01%) 1%	<input type="checkbox"/> Pilot Dirigible (01%) 1%
<input type="checkbox"/> Hide (10%) 21%	<input type="checkbox"/> Pilot Dirigible (01%) 1%
<input type="checkbox"/> History (20%) 20%	<input type="checkbox"/> Psychoanalysis (01%) 5%
<input type="checkbox"/> History (20%) 20%	<input type="checkbox"/> Psychology (05%) 50%
<input type="checkbox"/> Jump (25%) 25%	<input type="checkbox"/> Ride (05%) 5%
<input type="checkbox"/> Jump (25%) 25%	<input type="checkbox"/> Ride (05%) 5%



Combat Skills

<input type="checkbox"/> Axe (20%) 20%	<input type="checkbox"/> Axe (20%) 20%
<input type="checkbox"/> Blackjack (40%) 40%	<input type="checkbox"/> Blackjack (40%) 40%
<input type="checkbox"/> Club (25%) 25%	<input type="checkbox"/> Club (25%) 25%
<input type="checkbox"/> Dodge (DEX×2%) 51%	<input type="checkbox"/> Dodge (DEX×2%) 51%
<input type="checkbox"/> Fist/Punch (50%) 50%	<input type="checkbox"/> Fist/Punch (50%) 50%
<input type="checkbox"/> Flamethrower (05%) 5%	<input type="checkbox"/> Flamethrower (05%) 5%
<input type="checkbox"/> Flamethrower (05%) 5%	<input type="checkbox"/> Garrote (35%) 35%
<input type="checkbox"/> Garrote (35%) 35%	<input type="checkbox"/> Grapple (25%) 25%
<input type="checkbox"/> Grapple (25%) 25%	<input type="checkbox"/> Grapple (25%) 25%
<input type="checkbox"/> Handgun (20%) 20%	<input type="checkbox"/> Handgun (20%) 20%
<input type="checkbox"/> Head Butt (10%) 10%	<input type="checkbox"/> Head Butt (10%) 10%
<input type="checkbox"/> Head Butt (10%) 10%	<input type="checkbox"/> Heavy Weapons (01%) 1%
<input type="checkbox"/> Heavy Weapons (01%) 1%	<input type="checkbox"/> Heavy Weapons (01%) 1%
<input type="checkbox"/> Kick (25%) 25%	<input type="checkbox"/> Kick (25%) 25%
<input type="checkbox"/> Kick (25%) 25%	<input type="checkbox"/> Knife (25%) 25%
<input type="checkbox"/> Knife (25%) 25%	

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist	50	1D3	1	touch	1	n/a								
<input type="checkbox"/> Grapple	25	special	2	touch	1	n/a								
<input type="checkbox"/> Head	10	1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6	0	touch	1	n/a								

Chief Petty Officer Al Piatkowski (E7)

Life is a kick in the ass. Sometimes you are kickin' and sometimes you are gettin' kicked. You learned that your first year in the navy, and that was going on forty years ago. Since you joined up in 1904 you have seen a bit of everything.

Hell, you have lived through wars and even having your ship sunk out from under you and being wrecked on a desert island for near a year. You still have nightmares about it, and plain truth is never sleep well on dry land anyway, sits too still. The fact is you were a bit glad when them damn Japs attacked, because it meant no retirement for you, not until you and Uncle Sam got a bit of your own back – that's for goddamn sure!

Since this war started the old man (Captain Hannigan) has had you being a nurse maid for all the snot nosed brats that pass as officers in this man's navy these days. Last month during Coral Sea you had to slap Lt. Conaway silly, because the fool was so scared in the middle of battle he was pissing his pants. Did a good job after you snapped him out of it though, and that's what counts.

The grapevine says you and bunch of other saps are going to be volunteered to go rescue some limey brats stranded on an island and spotted by a seaplane. You hear you'll be babysittin' Conaway again, when you're not piloting the launch and making sure everything else goes well, but you reckon someone has to get the tykes; no one deserves being stuck on an island. The loneliness and fear can drive a man crazy. You just wish it wasn't on land is all.

Lt. Fred Conaway (O3) – Just out of diapers and now he is going to be in command of his very own mission. As long as he listens to you, everything should go OK.

Lcdr. Edward Ackerman, MD (O4) – Ship's doctor. Dr. Ackerman is an egghead and ivory tower idealist without the common sense God gave a turnip. Hell of a doc though, but you just wish the man would shut up and do something without talking about it all day long.

Lt. Madeline Lussay, NC (Nurse Corps), USN. She's a good girl and a real sweetheart. You can tell your language and manners bother her, and you try to act all gentlemanly around her, but damn it, you are too old a leopard to be changing spots now.

Seaman Francis B. Flaherty (E3) – He is a good boy, and if just put down the goddamn camera and got his hands dirty you could make a sailor out of him. Of course the old man and the navy love him taking pictures and stuff for the papers and you suppose it is good for morale.

Seaman Johnny "Sparks" Dewey (E3) – Radioman (NPC). He's a good old boy with a streak of lazy and a wicked dry sense of humor. He's also damn clever with the radio and a whiz at cards and dice.

Seaman Paul C. Engren (E2) – Sailor (NPC). He's the quiet, steady type. Brave as a lion under fire though, he did a damn good job at Coral Sea.

Corporal Herb Stein (E4); PFC Baker, PFC Taylor, PFC Adams (E2) – Marines (NPC). A bunch of typical jar heads without the sense to come out of the rain or join the real man's military, the Navy.

Mr. Ian Bennion – British diplomatic attaché. Big deal, he comes from a family with money and a title, speaks with a cutesy accent, and mommy and daddy sent him to a fancy school somewhere. The world is full of parasites like him, and the best you can do is stay out of their way, or they suck the life out of you, make your life hell, or sometimes both.



1920s



Name: Chief Petty Officer Al Piatkowski (E7)
 Sex: Male, Age: 54
 Occupation: Engineer
 Colleges, Degrees: None.
 Birthplace: San Diego, CA
 Mental Disorders: Dislike of dry land, trouble sleeping.

Characteristics & Rolls

STR 15 DEX 9 INT 12 Idea 60
 CON 10 APP 8 POW 9 Luck 45
 SIZ 13 SAN 45 EDU 17 Know 85
 99-Cthulhu Mythos: 99 Damage Bonus: +1D4

Sanity Points: 45

Insane	0	1	2	3	4	5	6	7	8	9	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

Magic Points: 9

Unconscious	0	1	2	3				
	4	5	6	7	8	9	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

Hit Points: 12

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	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

1920s Investigator's Sheet

Player's Name:



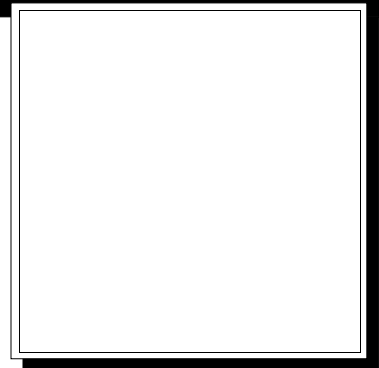
CALL OF CTHULHU

Horror Role-Playing



Investigator Skills

<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Law (05%)	5%
<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Law (05%)	5%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Library Use (25%)	25%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Listen (25%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Listen (25%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Mechanical Repair (20%)	60%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Bargain (05%)	5%	<input type="checkbox"/> Natural History (10%)	20%
<input type="checkbox"/> Bargain (05%)	5%	<input type="checkbox"/> Navigate (10%)	60%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Operate Heavy Machine (01%)	65%
<input type="checkbox"/> Climb (40%)	60%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Own Language (EDU×5%)	85%
<input type="checkbox"/> Craft (05%)	35%	<input type="checkbox"/> Own Language (EDU×5%)	85%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Persuade (15%)	15%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Persuade (15%)	15%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Physics (01%)	3%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	55%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Pilot Boat (01%)	66%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> First Aid (30%)	38%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Geology (01%)	3%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Hide (10%)	10%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Hide (10%)	10%	<input type="checkbox"/> Psychology (05%)	5%
<input type="checkbox"/> History (20%)	20%	<input type="checkbox"/> Psychology (05%)	5%
<input type="checkbox"/> History (20%)	20%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Jump (25%)	25%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Jump (25%)	25%	<input type="checkbox"/> Sneak (10%)	10%



Combat Skills

<input type="checkbox"/> Axe (20%)	20%	<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Axe (20%)	20%	<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Blackjack (40%)	40%	<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Club (25%)	25%	<input type="checkbox"/> Dodge (DEX×2%)	18%
<input type="checkbox"/> Dodge (DEX×2%)	18%	<input type="checkbox"/> Dodge (DEX×2%)	18%
<input type="checkbox"/> Fist/Punch (50%)	70%	<input type="checkbox"/> Fist/Punch (50%)	70%
<input type="checkbox"/> Flamethrower (05%)	5%	<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Flamethrower (05%)	5%	<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Garrote (35%)	35%	<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Garrote (35%)	35%	<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Grapple (25%)	25%	<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Grapple (25%)	25%	<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Handgun (20%)	20%	<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Handgun (20%)	20%	<input type="checkbox"/> Head Butt (10%)	30%
<input type="checkbox"/> Head Butt (10%)	30%	<input type="checkbox"/> Heavy Weapons (01%)	45%
<input type="checkbox"/> Heavy Weapons (01%)	45%	<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%	<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%	<input type="checkbox"/> Knife (25%)	60%
<input type="checkbox"/> Knife (25%)	60%	<input type="checkbox"/> Machine Gun (15%)	15%
<input type="checkbox"/> Machine Gun (15%)	15%	<input type="checkbox"/> Machine Gun (15%)	15%
<input type="checkbox"/> Machine Gun (15%)	15%	<input type="checkbox"/> Martial Arts (01%)	1%
<input type="checkbox"/> Martial Arts (01%)	1%	<input type="checkbox"/> Martial Arts (01%)	1%

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	mal	rng	#att	shots	hp
<input type="checkbox"/> Fist	70	1D3+1D4	1	touch	1	n/a								
<input type="checkbox"/> Grapple	25	special	2	touch	1	n/a								
<input type="checkbox"/> Head	30	1D4+1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6+1D4	0	touch	1	n/a								
<input type="checkbox"/> Fighting Knife	60	1D4+2+1D4	1	touch	1	15								
<input type="checkbox"/> Blackjack	40	1D8+1D4	1	touch	1	4								

Seaman Francis B. Flaherty (E3)

All your life you have loved photography and photojournalism, but when the Japanese staged their cowardly attack on Pearl Harbor you knew you had to put your dreams aside for a bit to defend your country.

You joined the Navy as soon as you could get to a recruitment office and it made your heart proud to see all the other proud Americans standing in line with you, all willing to put their lives on the line to protect justice and freedom throughout the world.

The last few months have been hard work and sometimes real frightening, but gosh you have learned a whole bunch about the Navy and being on ships and seen more of the world than you ever could have imagined back home.

The best part is you get to keep taking pictures! When Captain Hannigan found out you were a shutterbug and studying to be a photojournalist he gave you permission to carry your camera and use it to take official Navy public relations pictures for sending stateside. You still have your normal duties, but gosh the extra work is worth it, you have even been published in the New York Times! It was a picture from the Battle of Coral Sea, the first but not the last time you plan on helping give the Japanese some of their just deserts.

Lt. Fred Conaway (O3) – He’s a real brave officer who did a great job during Coral Sea. He seems like a real nice guy to, no airs or anything like some of those officers have.

Lcdr. Edward Ackerman, MD (O4) – Ship’s doctor. He’s great, like some real smart professor at college or something he seems to know about, well, everything. He helped fix you up when you caught that disease from your last shore leave and promised not to tell your mom or anyone.

Lt. Madeline Lussay, NC (Nurse Corps), USN. Gosh she’s pretty and real nice too. You and she have talked some and you found out that before the war her husband and kids died in an accident and that she is real sad about it, but she doesn’t let that get her down.

Chief Petty Officer Al Piatkowski (E7). Chief is great. He knows more about the Navy and being a sailor than anyone (even Captain Hannigan). He talks a bit rough sometimes, swearing and everything, but you know he means well and is as nice as can be.

Seaman Johnny “Sparks” Dewey (E3) – Radioman (NPC). He is a fun guy with great stories and a real knack for telling jokes.

Seaman Paul C. Engren (E2) – Sailor (NPC). He is real quiet, but man can he fight. He and Carl the boiler man got in a fight and Paul whipped him good.

Corporal Herb Stein (E4); PFC Baker, PFC Tailor, PFC Adams (E2) – Marines (NPC). You don’t know them, but the Marines you have met are swell guys, even if one does still owe you \$5 from a card game a while back.

Mr. Ian Bennion – British diplomatic attaché. Some people think he is kind of stuck up, but you have talked with him a couple of times and he is much nicer than it looks. You think the accent fools people or something. After talking with him you found out he wanted to be in the military, but they wouldn’t let him on account of his health. You think that makes him a bit defensive about the military and stuff.

1920s



Name: Seaman Francis B. Flaherty (E3)
 Sex: Male, Age: 19
 Occupation: Sailor on the USS Henderson
 Colleges, Degrees: None
 Birthplace: Des Moines, IL
 Mental Disorders: None.

Characteristics & Rolls

STR 11 DEX 14 INT 12 Idea 60
CON 9 APP 12 POW 10 Luck 50
SIZ 11 SAN 50 EDU 12 Know 60
 99-Cthulhu Mythos: 99 Damage Bonus: none

Sanity Points: 50

Insane 0 1 2 3 4 5 6 7 8 9 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

Magic Points: 10

Unconscious 0 1 2 3
 4 5 6 7 8 9 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

Hit Points: 10

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 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

1920s Investigator's Sheet

Player's Name:



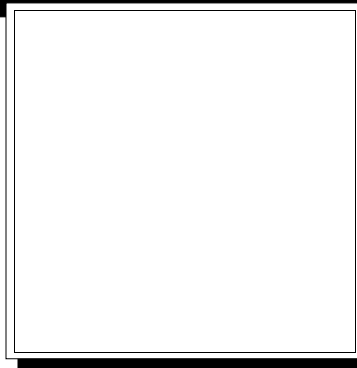
CALL OF CTHULHU

Horror Role-Playing



Investigator Skills

<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Jump (25%)	25%
<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Jump (25%)	25%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Law (05%)	5%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Library Use (25%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Library Use (25%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Listen (25%)	25%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Listen (25%)	25%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Mechanical Repair (20%)	30%
<input type="checkbox"/> Bargain (05%)	5%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Bargain (05%)	5%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Natural History (10%)	20%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Navigate (10%)	25%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Climb (40%)	55%	<input type="checkbox"/> Operate Heavy Machine (01%)	35%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Craft (05%)	5%	<input type="checkbox"/> Own Language (EDU×5%)	60%
<input type="checkbox"/> Craft (05%)	5%	<input type="checkbox"/> Own Language (EDU×5%)	60%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Persuade (15%)	15%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Persuade (15%)	15%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Photography (10%)	75%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	25%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Pilot Boat (01%)	40%
<input type="checkbox"/> First Aid (30%)	30%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Hide (10%)	10%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Hide (10%)	10%	<input type="checkbox"/> Psychology (05%)	5%
<input type="checkbox"/> History (20%)	20%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> History (20%)	20%	<input type="checkbox"/> Ride (05%)	5%



Combat Skills

<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Dodge (DEX×2%)	51%
<input type="checkbox"/> Fist/Punch (50%)	65%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Heavy Weapons (01%)	40%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Knife (25%)	25%
<input type="checkbox"/> Knife (25%)	25%
<input type="checkbox"/> Machine Gun (15%)	25%
<input type="checkbox"/> Martial Arts (01%)	1%

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist	65	1D3	1	touch	1	n/a								
<input type="checkbox"/> Grapple	25	special	2	touch	1	n/a								
<input type="checkbox"/> Head	10	1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6	0	touch	1	n/a								

Mr. Ian Bennion

Life is a funny thing. As early as 1932 you were warning your countrymen of the danger presented by Adolph Hitler, but very few listened. You ruined your business prospects and lost many friends, and then when war came and you tried to join the military you were rejected on health reasons – your ears, lungs, and feet all betrayed you.

You had to serve England somehow though, and so you pulled some strings and got assigned to the diplomatic corps. Then in a final cruel twist you were sent by home office to the far end of the globe. It would be the South Pacific for you, coordinating with the Americans and others regarding British assets in the region. It was as far from Germany as you could get.

Your upper class heritage and education has served you surprisingly well among the barbarous Yanks. The upper class (including a number of lovely ladies) appreciate what you have to offer, and even some of the lower classes respect both you and more importantly the British Empire.

Since the attack on Pearl Harbor the Americans understand much better what kind of war this is, and you think they are starting to realize to what depths the enemy will sink, and that anything that leads to their defeat is worth doing. In this case the ends do justify the means, and if they call you a cold cynical bastard, then so be it – but you plan on being a cold and cynical bastard on the winning side and that is what truly matters.

Early this morning the captain came to you with news that a planeload of lost British boys were perhaps found on a nearby isle. Honestly you could care less about the boys, but this is an opportunity to further cement relations between the US and UK, the folks back home could use some good public relations, and this is a chance for you to get noticed and transferred back home. Thus the boys are your responsibility and their safety is close to your heart.

Lt. Fred Conaway (O3) – Command of the rescue mission. He is a young but reasonably competent young officer, though you heard some rumors about possible cowardice in battle.

Lcdr. Edward Ackerman, MD (O4) – Ship’s doctor. Dr. Ackerman is a gem. He is a quality gentleman and very intelligent and well educated. He shows deplorable judgment towards war, but is otherwise a fabulous comrade.

Lt. Madeline Lussay, NC (Nurse Corps), USN. Madeline is a lovely young woman who has gone through some hard times. It seems her husband and children both died a few years ago, leaving the poor woman adrift.

Chief Petty Officer Al Piatkowski (E7). He is what you thought all Americans would be, before you met the better sort. So long as he does his job, you could not care less about him.

Seaman Francis B. Flaherty (E3) – Photographer. He is a simple and eager puppy dog in a man’s body. Flattering pictures of you could not hurt your career and he is nice enough so you talk with the lad, but you are very glad he seems to know his place.

Seaman Johnny “Sparks” Dewey (E3) – Radioman (NPC). He is a lazy and shiftless fellow, with the conscience of a thief. He is a man with connections, and you have used his help to get numerous luxury items not normally available on a war ship.

Seaman Paul C. Engren (E2) – Sailor (NPC). A very quiet lad.

Corporal Herb Stein (E4); PFC Baker, PFC Taylor, PFC Adams (E2) – Marines (NPC). They are a formidable group, you trust they will be able to handle any fighting on the rescue mission.

1920s



Name: Mr. Ian Bennion
 Sex: Male, Age: 37
 Occupation: Diplomat
 Colleges, Degrees: Business Degree from Oxford.
 Birthplace: London
 Mental Disorders: None.

Characteristics & Rolls

STR 9 DEX 10 INT 17 Idea 85
CON 13 APP 15 POW 15 Luck 75
SIZ 10 SAN 75 EDU 20 Know 99
 99-Cthulhu Mythos: 99 Damage Bonus: none

Sanity Points: 75

Insane 0 1 2 3 4 5 6 7 8 9 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

Magic Points: 15

Unconscious 0 1 2 3
 4 5 6 7 8 9 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

Hit Points: 12

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 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

1920s Investigator's Sheet

Player's Name:



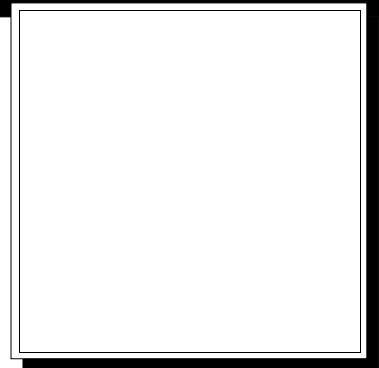
CALL OF CTHULHU

Horror Role-Playing



Investigator Skills

<input type="checkbox"/> Accounting (10%)	25%	<input type="checkbox"/> Law (05%)	5%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Law (05%)	5%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Library Use (25%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Library Use (25%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Listen (25%)	60%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Mechanical Repair (20%)	20%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Mechanical Repair (20%)	20%
<input type="checkbox"/> Bargain (05%)	65%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Natural History (10%)	10%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Natural History (10%)	10%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Navigate (10%)	10%
<input type="checkbox"/> Climb (40%)	40%	<input type="checkbox"/> Navigate (10%)	10%
<input type="checkbox"/> Climb (40%)	40%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Craft (05%)	5%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Craft (05%)	5%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Credit Rating (15%)	30%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Own Language (EDU×5%)	100%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Own Language (EDU×5%)	100%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Persuade (15%)	60%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Photography (10%)	15%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	55%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> First Aid (30%)	35%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> French (01%)	35%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> Hide (10%)	45%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> German (01%)	40%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> History (20%)	55%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Jump (25%)	25%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Jump (25%)	25%	<input type="checkbox"/> Psychology (05%)	40%



Combat Skills

<input type="checkbox"/> Axe (20%)	20%	<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Axe (20%)	20%	<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Blackjack (40%)	40%	<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Club (25%)	25%	<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Club (25%)	25%	<input type="checkbox"/> Dodge (DEX×2%)	35%
<input type="checkbox"/> Dodge (DEX×2%)	35%	<input type="checkbox"/> Fist/Punch (50%)	50%
<input type="checkbox"/> Fist/Punch (50%)	50%	<input type="checkbox"/> Fist/Punch (50%)	50%
<input type="checkbox"/> Flamethrower (05%)	5%	<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Flamethrower (05%)	5%	<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Garrote (35%)	35%	<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Grapple (25%)	25%	<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Grapple (25%)	25%	<input type="checkbox"/> Handgun (20%)	45%
<input type="checkbox"/> Handgun (20%)	45%	<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Head Butt (10%)	10%	<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Heavy Weapons (01%)	1%	<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Heavy Weapons (01%)	1%	<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%	<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%	<input type="checkbox"/> Knife (25%)	25%
<input type="checkbox"/> Knife (25%)	25%	<input type="checkbox"/> Knife (25%)	25%

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist	50	1D3	1	touch	1	n/a	<input type="checkbox"/> .25 Derringer (1B)	45	1D6	00	3 yds	1	1	5
<input type="checkbox"/> Grapple	25	special	2	touch	1	n/a								
<input type="checkbox"/> Head	10	1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6	0	touch	1	n/a								

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Seaman Johnny “Sparks” Dewey (E3)

You were born and raised in Mobile Alabama and you carry the south with you. You talk slow, move slow and some think you think slow, but that ain't so. You just ain't in the hurry they are. Some folks call you lazy, but you think of yourself as being plane smart. You do what is needed, but never saw the need to do much more just to go looking good – you look plenty good to start with!

You love the Navy. You love ships and travel and the camaraderie, and more than them all you love your country and are more than willing to die defending it, though you'd rather the Japanese, Italians, and Germans did most of the dieing. You just never saw how defending the US of A needed spit shined boots, swabbed decks and all that other crap, but heck fire it makes the uptight officers happy and off your neck so you do it, just at you own pace.

The one thing that gets you in trouble, even more than how fast you go, is your sense of humor. You see the humor in the dark side of things and love taking people down a peg with a dry caustic remark, all said in your slow southern drawl.

Lt. Fred Conaway (O3) – A typical baby officer, just out of diapers and uptight as all hell. You do your best to keep a low profile around his sort, if he doesn't see you he won't remember you are around and can't order more work for you.

Lcdr. Edward Ackerman, MD (O4) – Ship's doctor. Nice enough fellow for a Yankee egghead.

Lt. Madeline Lussay, NC (Nurse Corps), USN. She's one good-looking nurse. She acts all uptight all of the time, you figure she needs a good old boy to show her a good time and she'll relax.

Chief Petty Officer Al Piatkowski (E7). Chief is great. He is a hard ass, but he is a lifer who knows what is what and is tough as nails to boot.

Seaman Francis B. Flaherty (E3) – You like Francis a bunch, like a brother in fact. He is so earnest and eager it almost hurts sometimes. He is a good sort who never complains and he laughs at your jokes.

Seaman Paul C. Engren (E2) – Sailor (NPC). He's the quiet, steady type. Brave as a lion under fire though, he did a damn good job at Coral Sea.

Corporal Herb Stein (E4); PFC Baker, PFC Tailor, PFC Adams (E2) – Marines (NPC). A bunch of typical jar heads without the sense to come out of the rain or join the real man's military, the Navy.

Mr. Ian Bennion – British diplomatic attaché. He is a smart man and rich from what you hear.



1920s



Name: Seaman Johnny "Sparks" Dewey (E3)
 Sex: Male, Age: 19
 Occupation: Sailor
 Colleges, Degrees: None
 Birthplace: Mobile AL
 Mental Disorders: None

Characteristics & Rolls

STR 10 DEX 9 INT 15 Idea 75
CON 16 APP 13 POW 11 Luck 55
SIZ 9 SAN 55 EDU 13 Know 65
 99-Cthulhu Mythos: 99 Damage Bonus: none

Sanity Points: 55

Insane	0	1	2	3	4	5	6	7	8	9	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

Magic Points: 11

Unconscious	0	1	2	3				
	4	5	6	7	8	9	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

Hit Points: 13

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	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

1920s Investigator's Sheet

Player's Name:



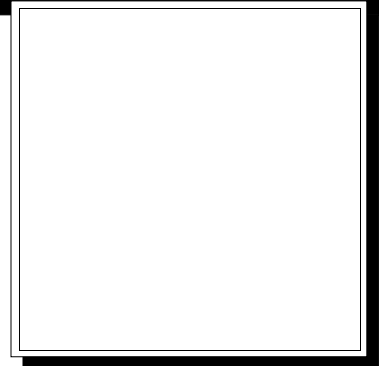
CALL OF CTHULHU

Horror Role-Playing



Investigator Skills

<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Library Use (25%)	25%
<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Listen (25%)	45%
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<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Locksmith (01%)	1%
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<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Natural History (10%)	10%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Natural History (10%)	10%
<input type="checkbox"/> Bargain (05%)	35%	<input type="checkbox"/> Navigate (10%)	36%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Operate Heavy Machine (01%)	11%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Climb (40%)	55%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Own Language (EDU×5%)	65%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Own Language (EDU×5%)	65%
<input type="checkbox"/> Craft (05%)	25%	<input type="checkbox"/> Persuade (15%)	30%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	55%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	45%	<input type="checkbox"/> Pilot Boat (01%)	33%
<input type="checkbox"/> First Aid (30%)	35%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Hide (10%)	10%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Hide (10%)	10%	<input type="checkbox"/> Psychology (05%)	15%
<input type="checkbox"/> History (20%)	20%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> History (20%)	20%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Jump (25%)	25%	<input type="checkbox"/> Sneak (10%)	45%
<input type="checkbox"/> Jump (25%)	25%	<input type="checkbox"/> Spot Hidden (25%)	45%
<input type="checkbox"/> Law (05%)	5%	<input type="checkbox"/> Swim (25%)	45%



Combat Skills

<input type="checkbox"/> Axe (20%)	20%	<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Axe (20%)	20%	<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Blackjack (40%)	40%	<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Club (25%)	25%	<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Club (25%)	25%	<input type="checkbox"/> Dodge (DEX×2%)	18%
<input type="checkbox"/> Dodge (DEX×2%)	18%	<input type="checkbox"/> Dodge (DEX×2%)	18%
<input type="checkbox"/> Fist/Punch (50%)	50%	<input type="checkbox"/> Fist/Punch (50%)	50%
<input type="checkbox"/> Fist/Punch (50%)	50%	<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Flamethrower (05%)	5%	<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Garrote (35%)	35%	<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Garrote (35%)	35%	<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Grapple (25%)	25%	<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Handgun (20%)	35%	<input type="checkbox"/> Handgun (20%)	35%
<input type="checkbox"/> Head Butt (10%)	10%	<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Head Butt (10%)	10%	<input type="checkbox"/> Heavy Weapons (01%)	35%
<input type="checkbox"/> Heavy Weapons (01%)	35%	<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%	<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%	<input type="checkbox"/> Knife (25%)	25%
<input type="checkbox"/> Knife (25%)	25%	<input type="checkbox"/> Knife (25%)	25%

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist	50	1D3	1	touch	1	n/a								
<input type="checkbox"/> Grapple	25	special	2	touch	1	n/a								
<input type="checkbox"/> Head	10	1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6	0	touch	1	n/a								

Electric Buckeyes

CMT 2005 Round Two

Inspired by H.P. Lovecraft's short story "Herbert West: Reanimator" and the Ohio Penitentiary fire of 1930.

By

Joseph P. Connolly and Brandon J. Clark



Introduction

The idea for Electric Buckeyes occurred when Brandon stumbled upon the story of the Ohio State Prison Fire of 1930. A few factors made this an interesting and challenging event on which to base a CMT round. There is some mystery surrounding the actual cause of the fire. The Ohio State Penitentiary has a dark and mysterious history. The controlled environment of a prison allows for some very good “role-playing” opportunities.

We discussed several different versions of the round until Joe found a great Lovecraft story to incorporate into the setting. “Herbert West – Reanimator” tells the story of Doctor Herbert West, and his obsession with the reanimation of dead tissue. West is the basis for our own Douglass White, the centerpiece of Electric Buckeyes.

An interesting fact about our round is that, while we have reanimated zombie-like creatures and a demented Doctor, there is no underlying Mythos involvement at the heart of the story. Our goal here was to instead explore the darkest corners of humanity itself, and the lengths a man will go to in order to gain immortality.

This is a very challenging round to run, and requires at least 2 competent and experienced Keepers. Because the end of the round is so important to the story itself, the players must be kept on pace to “finish” the round correctly, but without the impression that they are not free to make their own choices. In short, it’s important to control the events of the story while giving the players the illusion that they are in control. We feel the scenario works nicely, and deserves its recognition as a 2005 CMT round.

Enjoy,

Joe and Brando

I. Background

From its inception in October, 1834 the Ohio Penitentiary's cold walls have hid atrocities and been witness to countless examples of man's inhumanity to man. There is something special, possibly sinister, about the penitentiary as too many events go unexplained. Take, for example, prisoner 30664 known by his fellow inmates as William Sidney Porter. He served his time in the penitentiary from 1898 to 1901 and while in prison was gifted with the ability to put pen to paper in extraordinary fashion. A number of national magazines accepted his submitted work for publication during his brief tenure in Ohio. After his release in 1901 William changed his name to O. Henry and is most well known for his stories "The Gift of the Magi" and "The Furnished Room." Unfortunately, William's last days were mired in despair and alcoholism. He was never able to duplicate the literary feats he accomplished in prison and died a few years later.

Our story today follows another strange occurrence from the prison's past. On April 21st, 1930 a mysterious fire destroyed much of the West Cellblock and 322 prisoners perished in their cells. It was the worst fire in the history of the American prison system. According to legend the fire was started as a diversion to cover an escape attempt. A candle, set in the midst of some oily rags, was meant to start the fire around 4:30pm. Dinner in the dining hall, always full at 4:30, continued normally and it wasn't until 5:30 that the long smoldering rags finally caught. Lockdown at 5:30 and a shift change in the guard doomed the prisoners to a fiery death caused by one of their own. It's doubtful if any of the prisoners, in their last minutes of life, wondered if the strange electrical occurrences they'd witnessed over the years or the fact that the West Cellblock had been built over the old prison cemetery had anything to do with the fire. But, they are inextricably associated. For you see, our story begins with one of these electrical phenomena, ends with the cemetery and fire... and begins again.

Harold West, the penitentiary Doctor, has the perfect job to pursue his scientific passion. Harold, in the prison infirmary located beneath the West Cellblock, has the time, resources, and skill to explore what it means to be alive. For a number of years Harold has been experimenting with dead and nearly dead using electricity. Harold acquires his specimens with the assistance of his orderly and assistant Clifton Pinkowski. Clifton has become adept at keeping the good doctor supplied with a steady stream of corpses and critically injured. Many are from the prison population where brawls and incidents with the guards are common. Others are dropped off at the prison due to an arrangement with the City of Columbus. Dr. West performs overflow autopsies and the prison cemetery is the final internment for many of the city's unknown drifters. West's study is interrupted in late April of 1930 when the PCs, in a blundered escape attempt, accidentally break into his lab followed by a large number of West's experiments. In the ensuing chaos West manages to escape and is thought to be dead. West, now known as Douglass White, starts a new life but is unable to contain his twisted desire to control and understand life itself and is arrested and convicted of a series of murders. It's April 18th, 1960 and today is the day of his execution.

"Ten thousand pages of History of the Ohio Penitentiary would not give one idea of the inward wretchedness of its 1,900 inmates. The unwritten history of the Ohio Penitentiary is known only by God himself."

- Dan J. Morgan, Prison Superintendent



II. Execution gone bad

Keeper info: After giving the PCs plenty of time to absorb the character information it will be import to make sure the penitentiary PCs know their Job. Gordon is responsible for escorting the prisoner into the execution chamber, placing the hood on his head and for throwing the switch for the electric chair. O'Malley does not have any specific responsibilities in the actual execution, but a good player will probably have O'Malley comforting the other PC's and the condemned. Leland is responsible for checking for signs of life after the first surge of electricity.

Players enter the round as witnesses to and performers of the execution of Douglass White. As the players enter the execution room and are seated or put into position, a keeper should read the following.

You shift uneasily as the prisoner, his head downcast, is brought into the room. A chill climbs up your spine, and your heartbeat quickens as he is strapped in to the chair. Just before the hood is pulled over his face, Douglass White finally raises his head and looks you in the eye. A horrified expression of realization comes over his face, and he begins screaming.

Keeper playing the role of White will say this:

"It's Them! It's THEM!! They're the ones that ended it all! The ones who stopped me! They can't be here!"

His voice is promptly muffled by the bag placed over his head. The players are seated in chairs facing the Douglass White and have a few moments before the conviction and punishment is read. A keeper, assuming the role of prison superintendent, steps forward and reads the following:

"Douglass White, You have been convicted of the Murder of Ruth Walker and the state of Ohio has sentenced you to death by electrocution. May God have mercy on your soul."

The switch is thrown and Douglass thrashes suitably while the lights in the room flash. After about 30 seconds of this the switch is turned off and Douglass is checked for signs of life. San Checks are called for. (Success: 0 lost, Failure:1 lost) Leland checks for pulse and should be told that White is still alive. The second time the switch is thrown the electrical sounds are louder, Douglass is making more noise, the fog machine is enabled, and the strobe light is also enabled. The guards start to look uneasy and the superintendent yells that something is wrong.

Read by keeper:

"Douglass White is screaming and convulsing in the electric chair. In between labored gasps for air, he is still talking. Still muttering something, over and over. The thick putrid stench of burning flesh begins to fill the room, and you quickly become nauseous. White's body lurches forward within the chair, and from his mouth comes the most appalling scream you have ever heard. Suddenly, the electric current bursts from the chair and strikes you in the chest. You feel the dreadful surge climb through your body, paralyzing you. That last thing that goes through your mind is the dreadful irony that you came to see this criminal put to death for his crimes against humanity, and now you will share the same fate as him."

The lights go out and the players awake in prison cells. The PC's see that they are in the penitentiary but it's too dark to see much. They think they are on the 3rd floor of West Cellblock. Although they do not know yet, the PC's have been transported to the past by the electrical anomaly they've just witnessed. It's now April 18th, 1930 and the PC's don't know what has happened to them.

Keeper info: A Keeper controlled guard that was present during the execution has been caught along with the PCs. After the PCs awake in the cells the NPC proceeds to yell for the guards. A light comes on down the hall and some guards arrive at the player cells. He complains loudly, demands to be let out. After being told to quiet down a number of times by the guards the NPC is unceremoniously yanked from his cell and is horribly beaten by the guards and dragged off. Lights go back out and it's night time. Allow player to whisper among themselves.

The next morning (April 19th 1930) the PCs are led to breakfast and are allowed to interact but guard will respond appropriately to any unwelcome behavior. During breakfast a guard will inform the PCs that their friend didn't make it through the night and they are lucky to get a reprieve from their normal labor to bury him tomorrow.

Keeper info: During play we found that it works best to have at least two rooms available for the scenario. Use one room for the cellblock area and another for the other scenes. Provide chairs for the players to sit in while in their cells and only allow whispered communication to the adjacent prisoners. During transitions from one room to another the players should be flanked by a couple of guards.

Props:

Suitably eerie music, Electric sound effects, Black Hood, Fog machine, Strobe light

NPCs:

Douglass/Harold, Guard, Superintendent

III. The Plot Thickens

Keeper info: If at some point Gordon is convinced that they are now in 1930 he will remember the events of the fire. Provide Gordon with Handout #1. When the PC's come to the realization that it is 1930 they will need to make a SAN roll. (Success: 1 lost, Failure: 1d3 lost). When the PCs encounter Dr. West they will have to make a SAN roll when they recognize him. (Success: 1 lost, Failure: 1d3 lost) During the encounter with Dr West the PC will be examined and treated as necessary. If the PC confronts Dr West in such a way that it's obvious that the PC knows about Dr West's activities, Dr West will have Clifton subdue the PC later during the round. It's important to keep as many of the players in the game until near the end. When the player is taken back to Dr West, the PC will awake to find himself strapped to Dr West's table. This is a great opportunity for the keeper to be creative. Some personal attention from the Dr and a cameo appearance by the player at the end of the round will leave an impact on the PC and the other players.

Also, to make the connection that there is something odd about the penitentiary it will be important for the keepers to describe some strange electrical anomalies. Lights dimming and/or sparking a few times throughout the round should work out fine.

Lunch. PCs are told that they've spent the rest of the morning in their cells until lunch time. During lunch Clifton Pinkowski shoves one of the PCs and attempts to push some buttons. Clifton asks "what are you doing with my lunch" in an attempt to size up the PC. If the PC cowers and gives in Clifton will ramp up the abuse and put the PC on the list as a possible patient for the Doctor. If a fight breaks out an injured pc may need to go see Doctor West. It's important that a PC visits Dr. West at this time and if one of the players does not intentionally injure himself, Clifton or one of the guards will have to take care of that. Clifton respects strength and will continue in a dialogue with the PCs to let them know that he can get things for them if they need something. Clifton has a number of privileges that other prisoners do not enjoy due to his work with Dr. Howard West. He is able to move about the prison due to his duties as an orderly. Many of the guards will look the other way as he is able to supply them with narcotics.

After Lunch the PCs will have cleaning duty. This is primarily a period of role playing. The PCs will have mops and buckets and will use those to clean several corridors. The PCs are of course under guard. After cleaning the keepers should inform the PCs that they had an uneventful supper and they've been escorted to their cells for the night.

Digging a Grave. After breakfast on the morning of April 20th the PCs are chained and walk behind a horse drawn cart that contains digging implements and what the PCs believe to be the body of the guard. Allow time for the PCs to role play while they dig. They will also be provided a sack lunch during break time. The body in the bag is not the guard that was beat nearly to death two nights ago. Dr. West is

currently experimenting with him and has not completed his work by the time of the burial. While handling the body the loose wrappings fall off of the moldering body and the fact that this is not the correct body is revealed to the PCs. (Success: 1 lost, Failure: 1d3 lost) If this is pointed out to the guards they will appear nonplussed and tell the PCs to get back to work. If Clifton is approached with this information later, he will look uncomfortable and reveal to the players that there are some things they shouldn't worry about. Furthermore, if they remain his friends they have nothing to worry about.

As the players continue digging they will discover a tunnel that appears to lead back to the prison (specifically leads to the old cemetery under West Cellblock) and possibly to a dry creek bed not far from here. Gordon will be able to confirm that there is a creek nearby and that drainage from the prison used to drain there. If the players decide to make a break for it while under guard, they will not be able to exit to the dry creek bed as it is blocked by an iron grate and they lack the necessary tools to break through. If they decide to explore back to the prison, they will find it is too dark for them to see.

At this point Gordon remembers more information about the escape attempt and should be given hand out #2. The PCs will be able to talk with Clifton at some point during the day if they need think to have him pull some strings to have their work location changed.

The Yard. The PCs arrive back at the penitentiary in time for some free time in the yard. This will allow them to wander about the yard and role play. The PCs will witness Clifton and his cronies beating down a fellow prisoner while some guards look the other way. Shortly afterwards he approaches the PCs and demands cigarettes and offers the PCs narcotics in an attempt to recruit any of them into his group.

Dinner. The PCs will have a typical Dinner and Clifton, if asked previously, will be able to let them know he was able to change their work schedule. After dinner the PCs are locked down for the night.

Props:

Toy shotguns, Music

NPCs:

Guards, Clifton, Prisoners, Doctor West

IV. Looking for the Escape Tunnel

The escape attempt should take place today, April 21st. As the players know that the escape starts in the laundry room the players should have taken care of a few things with prodding from the keepers of needed. With Clifton's help the PCs will be able to have their work duty changed to laundry for the next day. They will also be able to acquire tools and candles needed for light. Clifton can also arrange for a distraction to pull the guards away from their area while they attempt to leave. Exact escape time can be flexible as the players can use Breakfast, Lunch, and Yard time to plan.

If there is time during the round an NPC prison guard will enter the laundry room while the PCs are making their escape. The PC's will have to subdue the guard or abandon their escape attempt. The laundry room drainage system is old and has a clean out door that allows obstructions to be cleared. With the proper tools this opening can be enlarged and the PCs will be able to make their escape.

Props:

Candles, Tools

NPCs:

Guards, Prisoners, Clifton

V. The Good Doctor's Experiments

The PCs break into the drainage system and after shimmying through the tight pipe soon find themselves not in an underground tunnel as expected but in an area that they find oddly familiar. The doctor's experiments with the dead and nearly dead have been focused on an attempt to bring the dead back to life and to determine if life can exist without specific physical components. All remains of his experiments have been buried in the prison cemetery and unknown to the doctor many of them have continued to exist in a horrific undead state caused by his electrical and chemical experimentation. One of the side effects of this state of being is that the undead (use stats for Ghouls in Call of Cthulhu Rule book) do not have life memories but only images of their last moments of life. So, over the years these creatures, mockeries of their former selves, have clawed into the earth and joined together and created a mirror of their former lives as prisoners. They have carved out of the earth an area that looks very much like the cell blocks they remember. They feast on those that are buried and do not join them in unlife. When the PCs enter this area they will need to make a SAN roll as they recognize the halls of the prison carved out of the earth (Success: 0 lost, Failure: 1 lost). Allow the players to walk around and marvel at then nearly identical underground prison. The players should start hearing some odd whispering after being in the underground prison for awhile. A slouching, slobbering creature with long dirt encrusted fingernails and dimly glowing eyes comes into view. If at this point one of the players has been abducted by Dr West the players will recognize, even through the shambling gait and deformed visage, the face of the guard that was beat nearly to death on their first night in the prison. SAN Roll (Success: 1 lost, Failure: 1-5 lost) The whispering they heard before is getting louder and has coalesced in to a discernable sound. The PC's notice that they have been nearly surrounded by a very large number of these horrific, shambling creatures. The creatures make mostly raspy noises but an occasional moan can be made out to sound like "West, Howard West"

The PCs will have an opportunity to fight with a few of these creatures before it becomes obvious that they need to run for their lives. They become hopelessly lost and find themselves at a dead end with the creatures following them. The dead end corridor appears to be made of ancient, crumbling brick. If they turn to fight the creatures they will be killed and consumed. If they start prying at the brick wall with any tools they happen to still have with them they break into the prison infirmary and are horrified by the following. SAN Rolls. (Success: 1 lost, Failure: 1-5 lost)

The back room of the infirmary is green tiled and has various tables filled with beakers and various scientific equipment. There is some large equipment with dials, knobs and wires. The PC's will immediately notice Dr West, in his blood spattered gown, standing next to a table that contains a headless body. The neck of this body has been sewn shut. This body is connected to the large electrical apparatus with a number of wires. About 5 feet away on another table is the head of the either the guard that was beat nearly to death on their first night or one of the PCs that was captured and tortured by Dr. West. His eyes are open and his mouth is moving soundlessly. It seems to be mouthing the word "west" over and over again.

Keeper Info: It's important that the players are not allowed to attack or kill Dr. West at this point. This is accomplished by having the creatures, who now have amazing energy due to the proximity of their creator, piling into the room and upturning the electrical equipment on Dr. West's table. The electrical cables and resulting fire make an excellent barrier and allow Dr. West to escape. Much of this section the round is cinematic in that the keepers are describing what is going on. The Keeper should still ask for actions from the PCs as there will be plenty to do as there electrical cables to dodge and creatures to fend off.

The PCs are momentarily stunned after entering the infirmary and the creatures start piling into the room before the PCs can act. West, in obvious recognition of his own work, is shocked and attempts to flee. Upon seeing West, many of the creatures attempt to claw through the PCs in an attempt to get to him. In the confusion one of the creatures pulls some electrical cables loose and a fire breaks out and electrical



cables start arcing and flailing wildly about the room. The Dr. manages to escape and any PCs attempting to tail him are pulled down by creatures. Near the end of the players lives the apparatus is knocked over and those not killed by the West's experiments or fire are electrocuted. The final scene is read to the players.

VI. Execution Gone Bad

As the electricity surges through your body, you close your eyes and pray for a quick end. Slowly, the pain from the unliving creatures tearing away the flesh and muscle from your body, the screams and cries for pain, and the sight of the entire horrific event, fade into nothingness. For the briefest of moments, suspended in time, you are consciously relieved to find that the memories of this event are also disappearing from your mind. "The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents." (HP Lovecraft – "The Call of Cthulhu")

Darkness...

You shift uneasily as the prisoner is brought into the room. A chill climbs up your spine, and your heartbeat quickens as he is strapped in to the chair. Just before the hood is pulled over his face, Douglass White looks you in the eye. A horrified expression of realization comes over his face, and he begins screaming.

"It's Them! It's THEM!! They're the ones that ended it all! The ones who stopped me! They can't be here!"

The guard throws the switch. It begins...again.

Props:

Gown/Blood, Electric sounds, Black Hood, Music

End Round

Characters

Gordon Roper

Age: 27

Occupation: Guard

Marital Status: Single



Bio: You grew up with the desire to follow in your father's footsteps and become a soldier in the army. Unfortunately, a childhood accident left you with a permanent disability. The closest you could come to storming the beach and fighting back the Germans was to take a job as a prison guard at the Ohio State Prison. Forced to use a cane when you walk, and endure chronic pain in your right leg, you have learned over the years that the best way to escape the pain is through the bottle. Your habit has taken priority over items such as rent and food.

In a moment of desperation, you did the unthinkable this week. You volunteered for execution duty of the prisoner Douglass White. White is a mass murderer, who has been awaiting execution here at the prison for 18 months. Nobody ever volunteers for duty; it is always assigned by the warden. You volunteered purely for the 75 dollars of overtime pay. You know that this is going to get around to the boys, and your name will be mud by next week. Presently, you are sitting in the holding area, preparing to escort the prisoner into the execution room. In order to make this ordeal a little easier, you had a few swigs just before you briefed the witnesses to the execution. Not enough to effect your thinking, but plenty enough to numb your nerves.

You have only worked one other execution detail (that time by assignment), and it was one too many. The prisoner in that case was a 15 year old boy. He grabbed your hand as you were strapping him into the chair, and you had to pry his fingers from you. The fear in his eyes as you pulled the brown cloth down over his face has haunted your dreams even since that night. He left you a small trinket just before you took him to the chair, a small tin soldier. Something he used to hold and gaze at in his cell during those nights when you sat on the other side of the bars and told him battle stories you father had once told you. You keep that tin soldier in your pocket at all times. You aren't sure why, but it seems to find its way into your palm whenever you wake up from a night of heavy drinking.



Gordon Roper: Knowledge of other players:

Jacob O'Malley has been discussing faith with you more regularly. He is the priest working here at the prison. You have confided a lot in him, and he has gained your trust. You think that over time and with some encouragement, he might be able to help you overcome your drinking problem.

Leland Morris is the doctor at the prison. He seems to be a little cocky for his age, but that probably comes with being a doctor. You are aware this is his first execution, and you are interested to see how he reacts to it.

You just met following individuals during your execution briefing in the visitor area a few minutes ago.

Edwin Jacobson is a witness to the execution. One of his family members was killed by White. He appears to be courteous and polite, if not a little anxious to see this process carried out.

Marion Jenkins is a younger fellow, probably close to your age. There is a lot of pain in his eyes, most likely memories of whoever was slaughtered by the man you will execute shortly. He looks like a man who was once full of life, but is now simply struggling to live.

Nathaniel Schwartz has been brought in with the red carpet treatment by order of the warden. You have been ordered to make his time here as comfortable as possible. You don't follow the news much, but as you understand it, he is some type of political figure in the New England area.

1920s



Investigator Name Gordon Roper
 Occupation Prison Guard Sex M Age 27
 Colleges, Degrees None
 Birthplace Columbus, OH
 Mental Disorders _____

Characteristics & Rolls

STR 12 DEX 8 INT 12 Idea 60
 CON 11 APP 11 POW 10 Luck 50
 SIZ 13 SAN 50 EDU 12 Know 60
 99 - Cthulhu Mythos 99 Damage Bonus +1D4

Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 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

Magic Points

Unconscious 0 1 2
 3 4 5 6 7 8 9
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

Hit Points

Dead -2 -1 0 1 2
 3 4 5 6 7 8 9
 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

Investigator Skills

- | | |
|--|--|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> Law (05%) <u>40</u> |
| <input type="checkbox"/> Anthropology (01%) _____ | <input type="checkbox"/> Library Use (25%) _____ |
| <input type="checkbox"/> Archaeology (01%) _____ | <input type="checkbox"/> Listen (25%) <u>50</u> |
| Art (05%): | <input type="checkbox"/> Locksmith (01%) <u>16</u> |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Martial Arts (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Mechanical Repair (20%) <u>35</u> |
| <input type="checkbox"/> Astronomy (01%) _____ | <input type="checkbox"/> Medicine (05%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Natural History (10%) _____ |
| <input type="checkbox"/> Biology (01%) _____ | <input type="checkbox"/> Navigate (10%) _____ |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Operate Hvy. Machine (01%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | Other Language (01%): |
| Craft (01%): | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Credit Rating (15%) _____ | Own Language (EDUx5): |
| Cthulhu Mythos (00%) _____ | <input type="checkbox"/> _____ <u>60</u> |
| <input type="checkbox"/> Disguise (01%) _____ | <input type="checkbox"/> Persuade (15%) <u>25</u> |
| <input type="checkbox"/> Dodge (DEXx2) <u>16</u> | <input type="checkbox"/> Pharmacy (01%) _____ |
| <input type="checkbox"/> Drive Auto (20%) <u>45</u> | <input type="checkbox"/> Photography (10%) _____ |
| <input type="checkbox"/> Electrical Repair (10%) <u>25</u> | <input type="checkbox"/> Physics (01%) _____ |
| <input type="checkbox"/> Fast Talk (05%) <u>30</u> | Pilot (01%): |
| <input type="checkbox"/> First Aid (30%) <u>40</u> | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> History (20%) _____ | <input type="checkbox"/> Psychoanalysis (01%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Psychology (05%) _____ |



- | |
|--|
| <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Spot Hidden (25%) <u>45</u> |
| <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| Firearms |
| <input type="checkbox"/> Handgun (20%) <u>65</u> |
| <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Submachine Gun (15%) _____ |

Weapons

melee	%	damage	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist/Punch (50%)	<u>65</u>	<u>1D3+db</u>	<u>1</u>	-	<input type="checkbox"/> <u>12-gauge Shot...</u>	<u>45</u>	<u>4D6/2D6/1D6</u>	<u>00</u>	<u>10/2...</u>	<u>1</u>	<u>5</u>	<u>10</u>
<input type="checkbox"/> Head Butt (10%)		<u>1D4+db</u>	<u>1</u>	-	<input type="checkbox"/>							
<input type="checkbox"/> Kick (25%)		<u>1D6+db</u>	<u>1</u>	-	<input type="checkbox"/>							
<input type="checkbox"/> Grapple (25%)	<u>35</u>	<u>special</u>	<u>1</u>	-	<input type="checkbox"/>							
<input type="checkbox"/> <u>Nightstick</u>	<u>65</u>	<u>1D6+db</u>	<u>1</u>	<u>15</u>	<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"/>							

Edwin Jacobson

Age: 35

Occupation: Accountant

Marital Status: Married



Bio: You have lived in Kettering, Ohio all your life. At 23, you graduated from the University of Ohio with a degree in Accounting. Shortly after, you took a job as an accountant with an insurance company in your hometown. This is where you met Grace, the woman you would marry 3 years later. You have an eight year old son, Thomas, and another child on the way. Anyone looking in from the outside would say that you have a great life, and they would be right, if not for one horribly tragedy that happened 13 years ago.

Your sister was walking home one night from her job at a diner when she was abducted by an evil, sadistic man. Douglass White. A manhunt was launched, but after several weeks of searching, was called off. Over the next several months, your father took to the bottle. Unfortunately, not even large amounts of cheap liquor could ease his pain, and he gave up the fight and stepped in front of a train on the first anniversary of his daughter's abduction. Your mother seemed to escape into denial, regularly doing your sisters wash, or leaving a plate out for her after dinner. To this day, she is not stable enough to leave alone for more than a few hours.

It wasn't until five years later that her remains were finally discovered in a shallow grave located in a forest fifty miles south of Kettering. White had finally been caught, and had told the police where he buried several of his victims, including your sister. He was some sort of twisted scientist, who was using the bodies of his victims as "experiments." You try not to think about what your sisters final moments on this world might have been like, but you know she was alone and terrified. You have traveled to Columbus, Ohio today to see this vile creature pay for his actions. Once this is done, you plan on returning home to visit your sister's grave, and then putting this behind you once and for all.

Edwin Jacobson: Knowledge of other players:

Gordon Roper: He is the guard who will be supervising the execution here. You only just met him a few moments ago when he came in to brief you on the proceedings tonight. He was professional and courteous enough, but it is obvious to you that he does not want to be here.

Leland Morris: The doctor of the prison. He was in the room with Mr. Roper during his briefing. He didn't say much. He is very young, especially for a doctor. You have never been very fond of doctors, as they usually seem to be arrogant and full of themselves.

Jacob O'Malley: Father O'Malley will be overseeing the execution after administering last rights to White. O'Malley has a calm and warm demeanor, and has offered his condolences to you for your loss. He also stated he would be glad to talk with you once the execution was over, should you require it. Although you appreciate his offer, tonight is between you and White, and you don't wish to involve God in it anymore than is necessary.

Marion Jenkins: You talked for a few minutes with him before you were briefed about the execution. His young wife was killed by White several years after your sister was abducted. You instantly bonded with Marion, probably because you share the pain of losing a loved one in such horrible circumstances. Under other circumstances, you probably would have been close friends with someone like him, but you know that talking to him in the future will only serve as a reminder of your sister. And that is simply something you cannot overcome.

Nathaniel Schwartz: As soon as he walked into the waiting area, you recognized him. He is some type of political figure in Boston, and you have seen his picture in the Globe before (you regularly read most of the major papers at the office). You have no idea why he is here, but you're assuming he must have a pretty good reason. Prominent politicians don't normally attend executions for entertainment.



1920s



Investigator Name Edwin Jacobson
 Occupation Accountant Sex M Age 35
 Colleges, Degrees University of Ohio, BA
 Birthplace Kettering, Ohio
 Mental Disorders _____

Characteristics & Rolls

STR 11 DEX 10 INT 16 Idea 80
 CON 13 APP 12 POW 11 Luck 55
 SIZ 12 SAN 55 EDU 16 Know 80
 99 - Cthulhu Mythos 99 Damage Bonus none

1920s Investigator's Sheet

Player's Name



CALL OF CTHULHU

Horror Role-Playing



Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 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

Magic Points

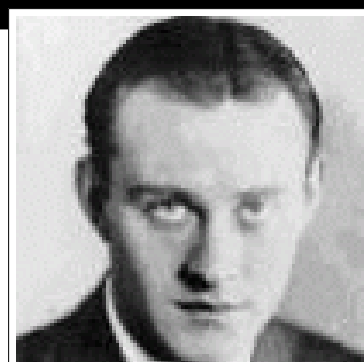
Unconscious 0 1 2
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
 17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31 32 33 34 35 36 37

Hit Points

Dead -2 -1 0 1 2
 3 4 5 6 7 8 9
 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

Investigator Skills

- | | |
|--|---|
| <input type="checkbox"/> Accounting (10%) <u>85</u> | <input type="checkbox"/> Law (05%) <u>60</u> |
| <input type="checkbox"/> Anthropology (01%) _____ | <input type="checkbox"/> Library Use (25%) <u>75</u> |
| <input type="checkbox"/> Archaeology (01%) _____ | <input type="checkbox"/> Listen (25%) <u>35</u> |
| Art (05%): _____ | <input type="checkbox"/> Locksmith (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Martial Arts (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Mechanical Repair (20%) _____ |
| <input type="checkbox"/> Astronomy (01%) <u>16</u> | <input type="checkbox"/> Medicine (05%) _____ |
| <input type="checkbox"/> Bargain (05%) <u>75</u> | <input type="checkbox"/> Natural History (10%) _____ |
| <input type="checkbox"/> Biology (01%) <u>21</u> | <input type="checkbox"/> Navigate (10%) _____ |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Operate Hvy. Machine (01%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | Other Language (01%): _____ |
| Craft (01%): _____ | <input type="checkbox"/> <u>French</u> <u>36</u> |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Credit Rating (15%) <u>60</u> | Own Language (EDUx5): _____ |
| Cthulhu Mythos (00%) _____ | <input type="checkbox"/> _____ <u>80</u> |
| <input type="checkbox"/> Disguise (01%) _____ | <input type="checkbox"/> Persuade (15%) <u>35</u> |
| <input type="checkbox"/> Dodge (DEXx2) <u>20</u> | <input type="checkbox"/> Pharmacy (01%) _____ |
| <input type="checkbox"/> Drive Auto (20%) <u>50</u> | <input type="checkbox"/> Photography (10%) _____ |
| <input type="checkbox"/> Electrical Repair (10%) _____ | <input type="checkbox"/> Physics (01%) _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | Pilot (01%): _____ |
| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> History (20%) _____ | <input type="checkbox"/> Psychoanalysis (01%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Psychology (05%) _____ |



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| <input type="checkbox"/> Ride (05%) <u>30</u> |
| <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Spot Hidden (25%) <u>40</u> |
| <input type="checkbox"/> Swim (25%) <u>40</u> |
| <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| Firearms |
| <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Submachine Gun (15%) _____ |

Weapons

melee				firearm			
	%	damage	#att hp		%	damage	malf rng #att shots hp
<input type="checkbox"/> Fist/Punch (50%)		<u>1D3+db</u>	<u>1 -</u>	<input type="checkbox"/>			
<input type="checkbox"/> Head Butt (10%)		<u>1D4+db</u>	<u>1 -</u>	<input type="checkbox"/>			
<input type="checkbox"/> Kick (25%)		<u>1D6+db</u>	<u>1 -</u>	<input type="checkbox"/>			
<input type="checkbox"/> Grapple (25%)		<u>special</u>	<u>1 -</u>	<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"/>			

Marion Jenkins

Age: 25

Occupation: Auto Mechanic

Marital Status: Widower



Bio: You were born in Pittsburgh, but have lived most of your life in Dayton, Ohio. Your father was an Air Force officer and was transferred to Wright-Patterson AFB when you were a young child. You grew up around the base, and decided early on that you wanted nothing to do with the military. You did, however, discover a love of automobiles while watching some of the drag races on the closed landing strips at the base. From the time you were 12, you've spent most of your life under the hood of a car.

At 16, you decided school was a waste of time and dropped out. You opened up your own small garage (the old barn on your parents land) at 17, and now run one of the more popular shops in the Dayton area. When you were 18, you were driving home one night and stopped to help a stranded motorist on the shoulder of the road. Two years later, you married her. Her name was Sandra, and until you met her, you weren't aware of just how much you could love someone. That love turned to rage when she disappeared one night while you were working late at the shop. At first you wondered if she had left you, as there were no signs of foul play at your home. But three months later a man was arrested for murder in Kettering, and his statement led to the discovery of your wife. She was found in a shallow grave in a wooded area, north of Kettering. Her skull cap had been removed, exposing most of her brain. Other than this disgusting detail, there were no other signs of trauma to the body. The coroner's report indicated, to your horror, that Sandra was most likely still alive during the removal of her skull cap. You don't know what kind of sick, demented freak would be capable of doing such a thing, but you can't wait to see him fry for his crimes.

You have tried to move on in your life, reopening your shop, and even going on a few friendly dates this past year. It has been the hardest thing you have ever gone through by far, but your family has been there for you through it all. Unfortunately, you couldn't bare the pain of it all on your own, and began inhaling chemicals at the garage in order to escape reality for a brief time. This has grown into a heavy addiction, and you have made contacts with some of the least reputable "doctors" in the city to support your habit. Ether is your drug of choice now. It has been easy to obtain, and you can explain having a small amount in the garage to help with starting cars in the harshest winter months.

Today is the day of his execution. You have been counting the days to this moment for almost 2 years now. You are nervous, and almost excited, to see justice carried out at midnight. Even though you know that the memory of your wife will be with you forever, your hope is that watching him die will bring closure to this event, and maybe take away some of the pain that has forced you into a life of drug addiction.



Marion Jenkins: Knowledge of other players:

Gordon Roper: The guard here at the prison. He came in a short time ago to brief you on how things are going to happen tonight. As he walked by you, you thought you smelled alcohol on his breath. You are scared to say anything, but you hope that if he has been drinking, it won't affect his ability to do his job tonight.

Father O'Malley: The priest here at the prison. He came in with Gordon during the briefing. He mentioned to you and the others here tonight that he would be available if you need to discuss anything after the execution. You are pondering confiding in him about your drug habit. He is a stranger to you, and he lives in another city, this might make it easier to discuss the problem with him, rather than someone who would know you back home.

Dr. Morris: You always get a little nervous around doctors. Probably a paranoid feeling that they can tell you have a minor drug problem simply by looking at you. Dr. Morris also attended the briefing, he works at the prison. He seems quite young for a doctor, and not at all too thrilled to be here. He is not the type of person you would normally see to get your fix. The doctors you go to have offices in dark little alleys, not prisons.

Edwin Jacobson is also witnessing the execution. You have been talking with him, and learned that his sister was murdered by Douglass White. You told him about your wife. You have never really discussed that horrible night with anyone before, but Edwin is one of the few people who can relate to what you have gone through. You would like to correspond with him in the future, as you have somewhat alienated most of your former friends and family since the murder.

Nathaniel Schwartz: You attempted to introduce yourself to Nathaniel during your conversation with Edwin. You could tell right away that he wanted nothing to do with you. If he also had a relative that was murdered by White, he obviously doesn't want to discuss it with you. The suit and watch he have on are probably worth more than your annual salary. He strikes you as a typical, arrogant, rich, jerk.

1920s



Investigator Name Marion Jenkins
Occupation Auto Mechanic Sex M Age 29
Colleges, Degrees None
Birthplace Pittsburgh
Mental Disorders _____

Characteristics & Rolls

STR 14 DEX 13 INT 16 Idea 80
CON 14 APP 12 POW 9 Luck 45
SIZ 12 SAN 45 EDU 12 Know 60
99 - Cthulhu Mythos 99 Damage Bonus +1D4

Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 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

Magic Points

Unconscious 0 1 2
3 4 5 6 7 8 9
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

Hit Points

Dead -2 -1 0 1 2
3 4 5 6 7 8 9
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

1920s Investigator's Sheet

Player's Name



CALL OF CTHULHU

Horror Role-Playing



Investigator Skills

- Accounting (10%) 45
- Anthropology (01%) _____
- Archaeology (01%) _____
- Art (05%):
 Painting 45
- _____
- Astronomy (01%) _____
- Bargain (05%) _____
- Biology (01%) _____
- Chemistry (01%) _____
- Climb (40%) _____
- Conceal (15%) _____
- Craft (01%):
 Custom Hot Rod 46
- _____
- Credit Rating (15%) 40
- Cthulhu Mythos (00%) _____
- Disguise (01%) _____
- Dodge (DEXx2) 26
- Drive Auto (20%) 75
- Electrical Repair (10%) 70
- Fast Talk (05%) _____
- First Aid (30%) _____
- Geology (01%) _____
- Hide (10%) _____
- History (20%) _____
- Jump (25%) _____
- Law (05%) _____
- Library Use (25%) _____
- Listen (25%) _____
- Locksmith (01%) _____
- Martial Arts (01%) _____
- Mechanical Repair (20%) 85
- Medicine (05%) _____
- Natural History (10%) _____
- Navigate (10%) _____
- Occult (05%) _____
- Operate Hvy. Machine (01%) 56
- Other Language (01%):

- _____
- _____
- Own Language (EDUx5):
 _____ 60
- Persuade (15%) _____
- Pharmacy (01%) _____
- Photography (10%) _____
- Physics (01%) _____
- Pilot (01%):
 Aircraft 11
- _____
- _____
- Psychoanalysis (01%) _____
- Psychology (05%) _____



- Ride (05%) _____
- Sneak (10%) _____
- Spot Hidden (25%) 35
- Swim (25%) _____
- Throw (25%) _____
- Track (10%) _____
- _____
- _____
- _____
- _____
- Firearms**
- Handgun (20%) _____
- Machine Gun (15%) _____
- Rifle (25%) _____
- Shotgun (30%) _____
- Submachine Gun (15%) _____

Weapons

melee	%	damage	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist/Punch (50%)	_____	<u>1D3+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Head Butt (10%)	_____	<u>1D4+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	_____	<u>1D6+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	_____	<u>special</u>	<u>1</u>	<u>-</u>	<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"/>	_____	_____	_____	_____	_____	_____	_____

Nathaniel Schwartz

Age: 44

Occupation: Politician

Marital Status: Married



Bio: You got started in politics in 1940, at the age of 24. Over the years, through persuasion, networking, and a few deals, you have worked your way into the top tier of society in Boston. You are currently the chairman of the Financial Advisory Board for the city, and you plan to run for Mayor of Boston in two years. For that to happen, several debts must be paid, a few promises need to be kept, and some skeletons might need to be removed from the closet.

As luck would have it, most of your problems might be taken care of by the death of your Step Father, Douglass White. Your real father, a well known lawyer in Boston, was actually an abusive alcoholic who ended up dying in a bar fight in 1930, at the hands of one of his former clients. Douglass married your mother in the spring of 1932. You were 16 at the time, and didn't care one way or the other about him. Douglass convinced your mother to send you to a private school shortly after they were married, and you rarely saw him or your mother after you were enrolled. In 1939, he left your mother without warning, and took every dime out of their accounts. Considering you real father's insurance policies and earnings, that was a considerable amount of money.

You decided then that nobody in this world could be trusted, and it is always better to get them before they get you. You spent the next twenty years rising to the top, and removing anyone who stood in your way by whatever means necessary. Your mother died in '49, which was just as well, so she didn't have witness the horror of discovering her ex lover was guilty of mass murder in Ohio. On the bright side, White had no other family, so you were able to pull some strings and discover that he was still sitting on most of the family fortune. All of the legalities have been worked out; all you need to do is witness his execution in Columbus, allow the state to turn the body over to you, and then collect most of the money from his estate. After this is done, one more favor from the courts should bury the relationship between you and White so deep that even the cleverest of reporters won't be able to dig it up.

You have traveled to Ohio and left your lovely wife and two children back in Boston. Your mistress accompanied you on the trip, but refused to go to the execution. There are others in the waiting area with you; they appear to be relatives of your step-fathers victims. Hopefully, you can get in and out of here without anyone finding out you relationship with White, collect the money, and put the entire thing behind you.

Nathaniel Schwartz: Knowledge of other players:

Gordon Roper: This is the guard working at the prison. The warden has instructed him to give your needs priority over the others here. When he walked in earlier, you could tell he had been drinking. That isn't such a big deal, as you had a few glasses of scotch yourself back at the hotel. The again, you aren't preparing to electrocute someone. If any of this causes you grief, you'll make sure to let the warden know once you are back in Boston. Gordon won't like the outcome of that.

Leland Morris: A doctor who is here to oversee the execution. He looks young, ambitious, brash, maybe a little rude, your kind of guy. Not that you would normally associate with anyone from this type of environment, but if you had to, he would be your first pick.

Jacob O'Malley: This is the last person you wanted to see tonight. You don't get shocked easy, but when he walked in this room and met your eyes, you couldn't fully suppress a gasp of air. Before he worked here, he was a priest at St. Joan of Arc Catholic Church back in Boston. You spent a lot of time in the confessional there, and you know that he was listening on the other side on plenty of occasions. You know that he is required to keep silent about your confessions, but it bothers you to feel so exposed to someone else. You have decided to confess your sins directly to God from now on, and cut out the middle man.

Edwin Jacobson: He is the family member of one of your stepfather's victims. You pretended to read a prison history pamphlet while listening to the conversation he had with one of the other witnesses. He seems to be fairly at peace with the situation. Obviously, you feel bad for him, but not nearly enough to strike up a conversation and accidentally share information you would rather keep to yourself.

Marion Jenkins: The other witness who was talking with Edwin. He is a little younger and is carrying around a little more baggage than Edwin. His fingernails are filthy, which means he probably has a manual labor job in a factory or some mechanic shop. He didn't take the hint that you were perfectly happy to sit without talking, and introduced himself to you. You shook his hand politely, then quickly wiped the dirt off your hands with your handkerchief. Hopefully he wont bother you again.



1920s



Investigator Name Nathaniel Schwartz
 Occupation Politician Sex M Age 44
 Colleges, Degrees Boston University, BA
 Birthplace Boston, MA
 Mental Disorders _____

Characteristics & Rolls

STR 14 DEX 11 INT 16 Idea 80
 CON 15 APP 15 POW 13 Luck 65
 SIZ 15 SAN 65 EDU 21 Know 105
 99 - Cthulhu Mythos 99 Damage Bonus +1D4

Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 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

Magic Points

Unconscious 0 1 2
 3 4 5 6 7 8 9
 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

Hit Points

Dead -2 -1 0 1 2
 3 4 5 6 7 8 9
 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

1920s Investigator's Sheet

Player's Name



CALL OF CTHULHU

Horror Role-Playing



Investigator Skills

- | | |
|--|---|
| <input type="checkbox"/> Accounting (10%) <u>55</u> | <input type="checkbox"/> Law (05%) <u>30</u> |
| <input type="checkbox"/> Anthropology (01%) _____ | <input type="checkbox"/> Library Use (25%) <u>35</u> |
| <input type="checkbox"/> Archaeology (01%) _____ | <input type="checkbox"/> Listen (25%) <u>35</u> |
| Art (05%): _____ | <input type="checkbox"/> Locksmith (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Martial Arts (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Mechanical Repair (20%) _____ |
| <input type="checkbox"/> Astronomy (01%) _____ | <input type="checkbox"/> Medicine (05%) _____ |
| <input type="checkbox"/> Bargain (05%) <u>60</u> | <input type="checkbox"/> Natural History (10%) _____ |
| <input type="checkbox"/> Biology (01%) _____ | <input type="checkbox"/> Navigate (10%) _____ |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Operate Hvy. Machine (01%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | Other Language (01%): _____ |
| Craft (01%): _____ | _____ |
| <input type="checkbox"/> _____ | _____ |
| <input type="checkbox"/> _____ | _____ |
| <input type="checkbox"/> Credit Rating (15%) <u>75</u> | Own Language (EDUx5): _____ |
| Cthulhu Mythos (00%) _____ | _____ <u>105</u> |
| <input type="checkbox"/> Disguise (01%) _____ | <input type="checkbox"/> Persuade (15%) <u>80</u> |
| <input type="checkbox"/> Dodge (DEXx2) <u>30</u> | <input type="checkbox"/> Pharmacy (01%) _____ |
| <input type="checkbox"/> Drive Auto (20%) <u>45</u> | <input type="checkbox"/> Photography (10%) _____ |
| <input type="checkbox"/> Electrical Repair (10%) _____ | <input type="checkbox"/> Physics (01%) _____ |
| <input type="checkbox"/> Fast Talk (05%) <u>70</u> | Pilot (01%): _____ |
| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> History (20%) <u>40</u> | <input type="checkbox"/> Psychoanalysis (01%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Psychology (05%) <u>40</u> |



- | |
|--|
| <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Spot Hidden (25%) <u>35</u> |
| <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| Firearms |
| <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Submachine Gun (15%) _____ |

Weapons

melee	%	damage	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist/Punch (50%)		<u>1D3+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Head Butt (10%)		<u>1D4+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Kick (25%)		<u>1D6+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Grapple (25%)		<u>special</u>	<u>1</u>	<u>-</u>	<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"/>							

Leland Morris

Age: 30

Occupation: Doctor

Marital Status: Single



Bio: Ever since you were old enough to think, all you have wanted to be was a doctor. While many of your childhood friends were playing cops and robbers and listening to the Yankees on the radio, you were performing mock surgeries on your sister's stuffed toys. Your parents encouraged this passion, knowing that doctors typically did well financially. After High School, you attended Ohio State University to study medicine. You have completed your course requirements, and decided to work a 12-month internship at the Ohio State Prison before you open your own practice. The prison is located in Columbus, just a short bus ride from your apartment on campus. The University has given you free housing during the internship, as well as several credit hours for the work.

The work here has been fairly easy. You mainly treat prisoners for injuries occurring during hard labor or in minor scuffles. One thing you did discover when cleaning out some old cabinets last month has heightened your curiosity. It appears that a doctor who once worked here had some amazingly frightening thoughts on dead tissue. The notes you found are old and somewhat illegible, but it looks like he was attempting to keep organs and tissue in the human body alive, even after the human has expired. It is possible his thoughts were to use this for some type of organ transplant, or possibly to help victims of degenerative disease. No matter what his end goal was, the ideas are revolutionary, especially considering their age. You have stored the notes and plan on further studying them in the medical library at the University when you have time.

You have been working at the prison for 4 months now, and tonight you are scheduled to witness your first execution. During your studies, you have seen plenty of cadavers, but you are wary of actually witnessing someone being executed in the electric chair. The prison warden has indicated to you that the job is relatively simple, especially for a doctor. You are to wait until the guard signals you, check for breathing, a pulse, and heartbeat, and then pronounce the man dead. In the event there are still signs of life, the guards will administer more electricity to the chair, and repeat the process.

It's certainly not your idea of a pleasurable experience, but you have decided that you will see many people die during your career, having the first one be a murderer might not be so bad.



Leland Morris: Knowledge of other players:

Gordon Roper is a security guard who is administering this execution. You have met him before but not had many conversations with him. He seems a little withdrawn, probably normal for people who do his type of work. From the rumors you have heard around the place, he is an alcoholic. You imagine that's not uncommon for someone who has to execute people for a living.

Jacob O'Malley is the priest at the prison. He believes in a lot of things that you don't, including the afterlife and a soul. Your studies have clued you in to the fact that medicine should be the true religion of man. Having said that, he seems like a decent person, and his words, while empty to you, seem to comfort those around him.

Nathaniel Schwartz is a politician in New England and, from what you have been told, is related to White in some obscure manner. He flew in for this execution, and you were told to make sure he is treated with courtesy and respect while he is here. He is obviously successful, judging by his suit, and he must be in close with the mayor, or someone with power in Ohio.

Edwin Jacobson is a witness to the execution. One of his family members was killed by Douglass White. He has a very calm demeanor, and appears to be prepared for this night.

Marion Jenkins is the other witness that will view tonight's execution. As you understand it, his wife was brutally murdered by White. He doesn't appear as calm as Edwin, and you assume if anyone will require some sedation this evening, it will be him. You can't really blame him though, he is young, and you can't imagine anyone going through that.

Jacob O'Malley

Age: 45

Occupation: Priest

Marital Status: Single



Bio: You are a man of devout faith and high moral values. You grew up in the Catholic Church, and decided to devote your life to the cloth at age 18. You spent 15 years at Saint Joan of Arc Catholic Church in Boston before moving to Ohio. Saint Joan of Arc was located in a more prominent area in Boston, and you spent much of your time listening to the confessions of successful businessmen, politicians, and lawyers. Over time, it dawned on you that the sins of these men were greater than those of many who were currently serving time in prison. The unfortunate reality was that money and power seemed to keep their crimes from being punished on earth. You began to feel trapped in this church. Every night, you prayed for God to give you a new calling, something that would allow you to make a real difference in the world. Then one night as you slept, your prayers were answered. You felt God telling you that the individuals here in Boston were beyond saving, but that He had work for you to do in another area of the country. It would not be easy, and there would be great sacrifice on your part, but it would bring glory to Him if you would accept the call. The next morning, you packed your things and left for Columbus, Ohio. Here, you began work at the Ohio State Prison. You have seen your share of sin and evil within these walls; however, every once in a while God uses you to save another lost soul.

The least favorite part of this work is your duty to serve during executions. This is especially difficult when the prisoner being executed has refused to confess his sins to you, thereby taking those sins with him into the afterlife. One such prisoner is scheduled for execution tonight. Douglass White was convicted of committing several gruesome murders in Kettering, Ohio several years ago, and has been awaiting execution here ever since. You were forced to converse with White through the steel door that keeps him locked in his solitary cell. The guards claim he is too dangerous to allow anyone unarmed in to see him, so you have made due through the small hole in the door where his food trays are passed in and out. Although he seems to enjoy talking with you, he refuses to listen to a word of your “religious rubbish” and regularly refers to you as “the deceiver”. Instead, you spend most of your time refuting his own opinions on “life after death” and “man’s ability to gain true immortality”. On your final meeting with White, he made the following statement to you, “Enough of this discussion, Jacob. I’ve grown tired of listening to your talk of invisible creators and magical creatures. You aren’t worthy to even converse with a person of my intelligence. There is no God in this universe, you ignorant fool. I am the closest thing to God you will ever see”. At this point, you became infuriated and left his door. Tonight you returned, but only to administer his Last Rights. You did this quickly and without emotion, and then made your way to the execution chamber, where you will pray during the electrocution that God has mercy on his soul.

Jacob O'Malley: Knowledge of other players:

Gordon Roper is a guard here. He has a lot of personal problems, along with a physical disability that forces him to walk with a cane. You have been helping him try to work through them. From your discussions with him, you have gathered that he is envious of the life of his father, and feels that he is a failure in comparison to him. You hope to bring him to a stronger faith in his Heavenly Father through more counseling.

Leland Morris is the doctor at the prison. Other than the fact he puts much more faith in medicine than in God, you have nothing against him personally.

You just met the following individuals during Gordon's execution briefing a few minutes ago.

Edwin Jacobson: A well composed man, quiet man. He appears to you like he is about to conduct a business meeting and not witness an execution. As you understand it his sister was killed by White. You plan on talking with him after the execution to ensure that he is of sound mind.

Marion Jenkins: A younger man, he appears to be caught between feelings of guilt, relief, and the desire to move on. It's not uncommon for someone to have those types of feelings when losing a loved one. You will also make yourself available to him once the execution is over, in case he requires assistance in moving past this tragedy.

Nathaniel Schwartz: You were personally informed by the Warden to leave this guy alone while he is here. That might be harder said than done, because you know him all too well. He is a member of Posh Society, and a powerful politician, in Boston. For several years you listened to his sinful admissions within the confessional. He is morally no better than many of the prisoners you talk to now. He is here because of some obscure relationship with the man who will soon be executed. Most likely, money is a factor in him being here. You are struggling with a human desire to confront him about his past sins, and your orders from the warden to stay quiet. When you walked in to the briefing and saw him, you could tell that he was shocked to see you. It will take a lot of help from God to hold your tongue until he is gone from this place.



1920s



Investigator Name Jacob Cohen
 Occupation Priest Sex M Age 45
 Colleges, Degrees Boston University, MA
 Birthplace Bolton, MA
 Mental Disorders _____

Characteristics & Rolls

STR 10 DEX 12 INT 18 Idea 90
 CON 11 APP 13 POW 16 Luck 80
 SIZ 13 SAN 80 EDU 21 Know 105
 99 - Cthulhu Mythos 99 Damage Bonus none

Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 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

Magic Points

Unconscious 0 1 2
 3 4 5 6 7 8 9
 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

Hit Points

Dead -2 -1 0 1 2
 3 4 5 6 7 8 9
 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

1920s Investigator's Sheet

Player's Name



CALL OF CTHULHU

Horror Role-Playing



Investigator Skills

- | | |
|--|---|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> Law (05%) _____ |
| <input type="checkbox"/> Anthropology (01%) _____ | <input type="checkbox"/> Library Use (25%) <u>60</u> |
| <input type="checkbox"/> Archaeology (01%) <u>31</u> | <input type="checkbox"/> Listen (25%) <u>50</u> |
| Art (05%): | <input type="checkbox"/> Locksmith (01%) _____ |
| <input type="checkbox"/> Music <u>25</u> | <input type="checkbox"/> Martial Arts (01%) _____ |
| <input type="checkbox"/> Singing <u>30</u> | <input type="checkbox"/> Mechanical Repair (20%) _____ |
| <input type="checkbox"/> Astronomy (01%) <u>21</u> | <input type="checkbox"/> Medicine (05%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Natural History (10%) _____ |
| <input type="checkbox"/> Biology (01%) <u>21</u> | <input type="checkbox"/> Navigate (10%) _____ |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Occult (05%) <u>25</u> |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Operate Hvy. Machine (01%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | Other Language (01%): |
| Craft (01%): | <input type="checkbox"/> Arabic <u>66</u> |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Greek <u>86</u> |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Latin <u>81</u> |
| <input type="checkbox"/> Credit Rating (15%) _____ | Own Language (EDUx5): |
| Cthulhu Mythos (00%) _____ | <input type="checkbox"/> _____ <u>105</u> |
| <input type="checkbox"/> Disguise (01%) _____ | <input type="checkbox"/> Persuade (15%) <u>60</u> |
| <input type="checkbox"/> Dodge (DEXx2) <u>24</u> | <input type="checkbox"/> Pharmacy (01%) _____ |
| <input type="checkbox"/> Drive Auto (20%) <u>40</u> | <input type="checkbox"/> Photography (10%) _____ |
| <input type="checkbox"/> Electrical Repair (10%) _____ | <input type="checkbox"/> Physics (01%) _____ |
| <input type="checkbox"/> Fast Talk (05%) <u>20</u> | Pilot (01%): |
| <input type="checkbox"/> First Aid (30%) <u>35</u> | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> History (20%) <u>55</u> | <input type="checkbox"/> Psychoanalysis (01%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Psychology (05%) <u>50</u> |



- | |
|---|
| <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Swim (25%) <u>35</u> |
| <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| Firearms |
| <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Submachine Gun (15%) _____ |

Weapons

melee					firearm							
	%	damage	#att	hp		%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist/Punch (50%)		<u>1D3+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Head Butt (10%)		<u>1D4+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Kick (25%)		<u>1D6+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Grapple (25%)		<u>special</u>	<u>1</u>	<u>-</u>	<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"/>							

Handouts

Gordon Roper Handout #1

On April 21st, 1930 a mysterious fire destroyed much of the West Cellblock and 322 prisoners perished in their cells. It was the worst fire in the history of the American prison system. According to legend the fire was started as a diversion to cover an escape attempt. You can't remember specifics of the escape attempt but perhaps you'll think of it later.

Gordon Roper Handout #2

After discovering the tunnel leading back to the prison you remember more information about the escape attempt. You wish you could remember more, but you do remember that the escape attempt started in the laundry room. There must be a drainage pipe or access tunnel to the drainage system. Too bad you're not working in the laundry because you don't want to be in your cell when that fire starts.



Hobo Quest

CMT 2005 Round Three

A Call of Cthulhu Adventure

By Joseph Donaghue

Acknowledgments

As always a work like this would not be possible without the aid of too many people to list. Specifically I would like to thank my wife, Andrés Moralés, all the folks at Chaosium, my fellow CMT GMs and all my play testers – Jon Cazaras, Tou Voraveth, Dave Ehren, Woody, Don Prust, and Nate Nolan.



Background

During the WWI a colony of Shan, Insects from Shaggai, in the Argonne Forest was disturbed and largely destroyed. The protective technology around the nest was disrupted by a major battle in 1918 just before the end of the war. As a result many of the Shan were killed and others fled for their lives. Others gave up their lives in an attempt to minimize the damage done and discovery by the invading humans.

Eventually the nest was repaired and most of the damage was fixed. There was a great deal of effort to prevent the world from realizing what had happened. Since very few humans had actually penetrated the nest or ever understood even a fraction of what happened this was not as difficult as it might have been.

Unfortunately for the Shan some of the humans that had penetrated the nest escaped from it with several critical life support components that were needed for their long-term survival. Several teams (swarms) of Shan were sent out into the world to recover the items, and one such swarm has made its way to America and is currently on the trail of the last two stolen components.

The American swarm has infested six different humans and using their powers of memory alteration and limited mind control have suborned these humans into thinking they are searching out the people who hold Shan artifacts for their own reasons – mostly they believe they have done something horrific and/or has the secret to immortality. Humans do not react well to long-term Shan control, and thus the current hosts are cracking under the pressure. Typically humans are “ridden” until they break and a new target is then infested.

The Shan are operating under additional pressure as their long time away from their nest (main swarm) has had bad effects on their mental health and the measures they need to take to insure their own happiness and well-being has attracted unwanted attention from American authorities.

Play begins in Pittsburgh Pennsylvania in November of 1921. The next human target (believed to have one of the components) is Arthur Cort, a former US Army soldier and currently a pharmacist in Mount Ayre Indiana.

Plot Summary

The six characters journey across the US as Hoboes riding the rails. The characters did not start out as Hoboes, but were led into it as that lifestyle allowed the Shan to keep the characters cut off from their normal family and contacts, and still allow them to travel the US as a group, reasonably freely and without the suspicion that would otherwise come from their increasingly erratic behavior.

During their journey the Rail Killer stalks them. The Rail Killer is actually the Shan when directly controlling their human hosts. The bodies they discover are ritual victims by the Shan. The players will be confronted with hostile authorities, loved ones from their former life trying to figure out what is happening, visions implanted by the Shan, and the challenges inherent in the Hobo life.

Additionally the characters are suffering under the stress of being controlled and during the day will get hallucinations (which are true memories surfacing during the daylight period of lesser Shan control). At night they will suffer the Shan's increasingly desperate measures to keep the humans under control and on track.

They get clues about the truth of their situation, and are driven to committing increasingly desperate and horrible acts in order to sate their "inner demons." The adventure culminates in the meeting with Arthur Cort where there will be strong clues that he is not the person their memories led them to believe, but at that point they may be so frenzied they attack or kill him anyway. They might also conceivably end up fighting directly with the Shan if things go that way.

In any event it is likely the Shan will get possession of the item and will then continue on to their next target. The adventure ends with the players being "reset" by the Shan, except now the name and minor details are changed. They are now hunting Glenn Thomlinson from Burlington Wisconsin. Locals from Mount Ayre replace any characters rendered unusable in play (completely insane or dead). The replacements should be NPCs they met before the climatic scene, especially Arthur's maid, wife, or himself.

Notes on Trains, Hobos, and Train Hopping

The maximum speed for freight trains in this era is about 35 miles per hour and the average speed over the long haul is between 15 and 20 miles per hour. Hobos in 1921 have not reached their peak population (that happens during the great depression), but there are many hobos riding the rails even so.

Train hopping is a dangerous business. Rail yard police are often hostile and extremely brutal, and the physical activity of hopping onto and off of trains is dangerous.

Hobos think of themselves as free wanderers and honest men and women, far better than the common tramps and bums. Tramps are lost souls looking for a job and bums are worthless drunks unable to get a job. Hobos, on the other hand, choose their life and work when they want to and need to.

Hobos inhabit "jungles" which are camps near rail yards. The camps are semi-organized and the hobos within work together. Hobos have a definite code of conduct especially with each other. Hobos never inflict themselves on others in a jungle or on a train. If a hobo is already there other hoboes will ask them permission before joining them on board a train or at a campfire.

Once they have been accepted the hobo is expected to chip in and help the other hobos on the train or around the fire however they can, with material good or trade in information.

New Skill – Hobo Lore

Hobo lore is basically knowledge about trains, schedules, where to "jungle up," what rail yards have brutal bulls, and so on. It does not cover the physical act of hopping on and off trains – that is the Jump skill.



Characters

Player Characters

In order of when possessed:

- **Scott Wolf:** Former US Infantry Soldier who was in the Argonne Forest and was in the same unit as Arthur Cort. An original Shan host, he is an outgoing charismatic type who works very hard to avoid work and has become obsessed with Arthur, believing he stole an item of great power from him.
- **Gustav Vandendorp:** Austrian Occult Scholar who was in the Battle in the Argonne Forest (German side) and stumbled onto some of what was happening. During his investigation he was possessed. He now believes the battle unleashed evil into the world which possessed Arthur Cort. He has some Occult and Mythos knowledge.
- **Michael Fitzgerald:** Former US Infantry Soldier who also was in the Argonne Forest. He was a good friend of Arthur Cort during the war. He is a quiet imposing sort, with many physical skills and a knack for the Hobo life. He believes Arthur has become possessed by a power of evil and as his friend will do anything to save him.
- **Abigail Hennessy:** Wife of a former US Infantry Soldier, her husband was the first US target of the swarm. She watched the horrific torture and murder of her husband while tied up, at the hands (she believes) of Arthur Cort. She is the mom of the group, watching out over everyone and making sure the little things get done.
- **Kurt O'Neal:** A Pinkerton who started investigating the rail murders and was led to the murder above. During his investigation he was possessed and now the Shan are twisting his drive to discover the murderer into an obsession. He is an excellent investigator.
- **Mary Lee Luttrell:** Daughter of the most recent victim. She believes Arthur Cort is her father and that he killed her mother and fled. She still loves him and knows he loves her, but she does not understand. She is a social busy body, always putting her nose in things and fixing everyone around her.

Non-Player Characters

- **The Shan.** All of who are alien, but motivated by an understandable desire to survive and for their nest to survive. They are completely uncaring about humanity, seeing us (and all other beings) as tools to use for their own well-being.
- **Arthur Cort.** He is innocent of any real wrongdoing; he was in the wrong place at the wrong time and took the wrong trophy home after the war.
- **Railroad Bull (Police).** A violent sadistic thug who enjoys his job because it allows him to push around those “beneath” him without fear of reprisal.
- **Peter Wick.** Pinkerton and partner to Kurt O'Neal. He is a good man, a bit rough and ready and not very complex, but solid and loyal.
- **Alexander Freen.** Fiancée of Mary Lee Luttrell. He is a wishy-washy, vaguely whiny (but basically good) young man.

Character Insanity

One of the reasons Shan infestation leads to insanity is that on some level the infested person is aware of being infested and controlled by a creature within them. This causes a great stress in the psyche of the victim and eventually contributes to their total breakdown. Because of this awareness the episodes of temporary insanity leading up to the total breakdown can provide clues of the infestation.

Possible Insanities for characters in Hobo Quest

- The character becomes convinced that angels are watching over and guiding him/her. They begin speaking with the angels and hearing them directly.
- The character becomes deathly afraid of insects of all sorts and keeps seeing them everywhere and feeling them crawl all over them.
- The character becomes convinced THEY are watching and controlling everyone around them. They are using magic and mind control and have an evil plot that only the character can stop.
- The character becomes afraid of the dark and nighttime, because that is when THEY walk the world working their evil upon humanity.
- The character becomes afraid of sleep and dreams. Sleep is when you are weak and they control you through your dreams. No one should sleep and then they will leave you alone and control someone else.
- Death is the gateway to truth and the character realizes that they have been killing people (Railway murders) in order to reach the truth. They are almost to the truth.

Scene Order

- Character handout
- The Good Life, Fishing and Train Hopping
- Boxcar Chatting from Pittsburgh to Columbus
- Run-in with a Bull
- Hobo Camping in Columbus
- Lest Old Acquaintance Be Forgot
- Travel Day from Columbus to (Near) Cincinnati
- Arthur Cort Attacks
- Cincinnati
- Dreams of Home
- On the Run from the Law
- Showdown with Arthur Cort



Scene Detail

Character handout

Hand out to the players their characteristics sheet, personality and background, and the Hobo Code handout.

The Good Life: Fishing and Train Hopping

Pittsburgh - Thursday, November 10, 1921; Early Morning

The group is fishing and hanging out when the train arrives and there is a rush to get on it, they hop on board a boxcar with some hobos already on it. A newspaper from that day would be good, especially with a Railroad Killer story.

Boxcar Chatting from Pittsburgh to Columbus

Traveling – Thursday, morning through early evening (~150 miles)

Characters and one or two NPCs to chat and get to know each other in the context of being a hobo, in a boxcar while traveling, and then arrival at a rail yard. They hear about the railway killer, the black bottle, and nasty bulls in Columbus.

After traveling for a bit (when conversation dies down), tell them they think back about the terrible event a few days ago and give them the Monday November 7th, 1921 handout. Later they will get a newspaper article about the attack. The entire trip takes about nine hours.

Run-in with a Bull

Columbus - Thursday; Early evening

They exit the train they are on with the other Hobos, and immediately after they hit the ground there are whistles and shouts from local Railroad Bulls. At least one bull will get close enough to accost Mary Lee and make lewd comments. He will gladly use his nightstick or gun, and has numerous backups just a whistle or shout away.

The group is forced to flee the rail yard and end up in a nearby ravine popular with other hoboos, a local hobo jungle.

This encounter gives acquaintances (Fiancé, Pinkerton) a chance to find out where the players are, when the railroad bull sees the notice put out about Mary Lee Luttrell (See Reward Handout, that the players will find in the next scene).

Hobo Camping in Columbus

Columbus - Thursday evening to Friday Morning

The group spends the night nearby the rail yard and hangs out with hoboos, learns a bit, and is exposed to the handbill about the missing Mary Lee Luttrell (See Reward Handout); a helpful Hobo looking out for them will give it to them. The night passes uneventfully.

In the morning the first player up and moving around the area will stumble across a horrifying scene in the wooded gully between the Hobo Jungle and the Rail yard. Slightly off the trail (Spot Hidden +30 to notice) a middle-aged hobo once dressed in an old and neat black suit will be found. His hands and feet have been staked out, his mouth stuffed with newspaper, and his insides sliced open and distributed about the area in a deliberate and disturbing way. (Sanity check 2/1d10).

Any sort of forensic check of the area (with applicable skill check) reveals the deed was done last night. The tools used were rusty metal pieces crudely shaped into knives, and these are still embedded in various organs and fleshy bits scattered about. A medicine roll will reveal a startling lack of blood. The area is heavily traveled and it is impossible to get any sort of tracks of who or what might have done this.

Shortly after the first party member discovers the scene other hobos will find it. The other hoboos will panic and scatter. No matter how the group reacts they will run into scene below.

Note: It was the characters (under control of the Shan) that did the killing, as part of the insects' efforts to handle being away from the hive for so long.

Lest Old Acquaintance Be Forgot

Columbus - Friday, November 11, 1921; Morning

Morning (just after discovery of the corpse above) Alexander Freen, the fiancé of Mary Lee, shows up with Peter Wick, Kurt's Pinkerton partner. They have both been trying to find their respective friend and joined forces. Together they found the Hobos through a general flyer that the railroad bull (from the pervious night) saw. The bull contacted the pair and then escorted them here this morning. He will be seen with them.

Alexander Freen has been searching for Mary Lee and now that he has found her he tries to convince her to come home. He does not understand what is happening at all, but he obviously loves and cares for her, and is nearly frantic.

Peter Wick, the Pinkerton also tries to talk sense to our heroes. He thinks that Kurt is troubled or even insane and might even be the killer himself. He will get threatening and physical fast and will need to be put down.

If any players give in and goes with the acquaintances then that evening their Shan will leave them and get the others. The creatures will then return and they will deal with the situation. In the morning the characters will wake up (after half a night of pleasant dreams of the past, and half a night of horrific dreams) to dead bodies and vague memory of Arthur Cort killing him and taunting her (this is played as a very brief scene, during which the character is helpless to do anything – Sanity Check 2/1d6).

The encounter ends midday or the next day in the morning (Start day +1 or +2). The disparity is taken up by missing time (see below) later in the adventure.

Travel Day from Columbus to (Near) Cincinnati

Traveling – Friday (or Saturday), midday through late afternoon (~100 miles)

This scene begins at midday. This is when the train arrives. It will either happen just after the above scene, or after the aftermath is sorted out and a bit of fast-forward time. The group is easily able to get on board a coal freight train on a curve in the track and ride alone in a nasty coal car in the cold wind and drizzling rain for hours. As the train nears Cincinnati the scene below takes place.

Arthur Cort Attacks

Traveling on board train (Coal Car), late afternoon near Cincinnati

Note: What happens now is that the group does something that gets them off track and endangers the mission. Perhaps there is a psychotic episode from one of the less stable characters or another hobo is killed and a remorseful character wants to surrender to the authorities. In any event the Shan cover over the memory of the unfortunate series of events after the fact (that night when the Shan wake up) with the



following vision/sequence that covers the old memory and hopefully re-energizes the humans to continue on the quest for the Shan.

They lose a day or two in this attack so that their perception of time passage (what they truly experienced) and what the rest of the world experience is out of synch. The rest of the adventure is lined up no matter what happened with Old Acquaintance encounter.

Inserted Memory Sequence: The group is sitting in the coal car trying to ignore the nasty weather and waiting until their arrival in Cincinnati. One of the characters (best spot hidden roll) notices a small piece of coal halfway down the car twitch oddly. After a few minutes a few more pieces of coal in the car will begin to twitch as well. The coal pieces slowly sprout legs, like obscene and horrible spider creatures and begin moving about. Slowly more and more pieces of coal begin to become insect like and begin to bump into each other, merging into larger and larger insect/coal creatures. (Sanity Check 1/1d6)

At some point the characters will freak out and either try to escape or will attack the creatures. The insects will fight back, biting and with their touch seemingly able to sap the energy out of whatever is touched. When the players try to escape the coal car they will hear an echoing and almost alien voice, which is strangely recognizable as that of Arthur Cort, say, “So you thought it would be easy. You could just sneak up on my. I have friends and allies of my own and it will not be easy. Oh no, not easy for you at all.” (Sanity Check 0/1)

After the voice stops something will grab one of the characters and pull them under the coal, far deeper than is possible in the coal car. They can be rescued or fight their way out after a bit of terror. (Sanity Check for grabbed character, 0/1d3)

The rest of the sequence should play out fairly quickly with creatures and a wildly shuddering train, but none of the characters in actual danger (obviously). The memory sequence ends when the train passes through a short tunnel plunging the train car into darkness. When the light returns everything (except the damage done to the players – it is real damage done by other causes during their missing time) is back to normal. And then the characters notice there is no tunnel on the tracks behind them. Don’t let them think too long after this event, move things along to the next scene.

Cincinnati

Cincinnati – Dusk on Sunday, November 13, 1921 to morning of Monday, November 14th

Surviving the attack by Arthur, at dusk they arrive at Cincinnati Sunday in the evening, missing either one or two days. Not much happens except they get a Sunday newspaper handout that will tell them the day (if they are paying attention). They should have a minor run in with a hobo they can role-play with (perhaps a hobo who hits on Mary Lee).

In the morning they can easily catch a train for Indianapolis. If they desire they can catch a night train – it is more dangerous to hop a train at night but they may be rushing due to fear.

Dreams of Home

Planet of Shaggai, hundreds of years ago; just before the evacuation of that planet

On the train to Indianapolis (almost at the end of their journey) they are safe. They find a comfortable boxcar with open doors and the weather clear, with sunny (though not exactly warm) weather. Everyone is very tired, since they have had a very busy time and all have had trouble sleeping.

After a while on the train they will have a daytime Shan dream sequence caused by the Shan dreaming which sucks in the awake but drowsy characters. It is a vision of the Shan home world just before the destruction and exodus and should drain sanity away – at least one character should get a temporary

insanity here – see Character Insanity above. This scene should segue quickly into the next scene, again not giving them time to think too much.

On Shaggai: “You look around taking in the vista for one last time. Below and to the north the city is frantic with activity. The scattered giant metallic buildings are covered in swarms of insect creatures tiny in the distance. The smaller ceramic buildings, the majority of the city, are empty of movement, already acquiring the look of abandonment.

“Above the sky is orange with streaks of a pale pink. The poisonous yellow clouds, death to touch or breath, are few. Their growing threat having temporarily receded, but enough of them remain to make a flight of any length dangerous. The temptation was too strong though, and so the six of you risked everything for one last look at home.” (Sanity Check 2/2d6)

The six can see each other effortlessly flying about. Give them a few minutes to look around and explore. Then a booming claxon from the nearest metallic structure begins. Somehow they know it is the final warning before departure. After a few moments of reaction they will be pulled back to reality ...

On the Run from the Law

On a train west of Indianapolis, at the border with Illinois; Afternoon on Monday

The characters have during their dream traveled through Indianapolis and are on the border, when the authorities looking for the rail yard killer stop the freight train.

There is an NPC Hobo (new since Indianapolis) in the boxcar with them tries to alert the players and then bails out just as they start to snap out of it and the train stops. The group has to make a daring escape by leaping off a trestle into the river (that marks the border between Illinois and Indiana). The river is freezing cold and they will have to fight their way to the bank. They will see numerous police (especially toward the front of the train where it was stopped) and even some gunshots (if they need encouragement.

Give them little or no time to think about the dream. This is the final leg of the journey, cross-country journey to avoid authorities hot on the trail of the group, perhaps including hitchhiking or walking. They are very close to their destination at this point.

From here until they arrive in Mount Ayre there should be few barriers other than their own paranoia about the authorities and Arthur Cort. If they work smart (and hitch hike or steal a car) they can arrive in Mount Ayre in just a few hours.

Showdown with Arthur Cort

Mount Ayre Indiana; time of day depends on the actions of the group

The meeting with Arthur Cort can go one of two ways depending on if it is during the day or night. During the day the encounter will go as the players want. During the night the Shan will monitor the characters and intercede if they feel the characters are not behaving properly. The default is they will arrive at the town midmorning so it is likely they will meet him during the day, though they might wait.

With minimal work the group discovers that Arthur spends his days at the Pharmacy working and his evenings quietly at home. Arthur is the owner of the Pharmacy and is fairly well to do. He has a housekeeper and lives in a nice quiet neighborhood. He is well liked by all in the town, such a nice quiet and well-mannered man.

During the day the Shan are asleep and there exists the chance that the characters will speak with Arthur and it might end well (until that evening of course). Arthur will also feel a bit less threatened being approached by a bunch of ragtag hoboes during the day that he would at night.



At night the Shan will take over at the slightest sign of difficulty and do anything needed to get the artifact (which Arthur keeps in the attic in an old army chest). In any event it is extremely likely that the characters will slaughter Arthur Cort and the contents of the army chest will be gathered. Inside the chest is a strange metallic doodad, obviously artificial and part of some larger mechanism.

After Arthur is killed the group must decide what to do until nightfall. Whatever it is, the time will pass quickly. Once nightfall happens read the paragraphs below.

“The sun slips over the horizon and slowly but surely the creatures living inside your brains, the Insects from Shaggai, begin to stir. They read what you have done and joyfully but silently chitter among themselves.

“Only one more piece to go, they think to themselves and begin the labor some work of adjusting old memories, inserting new ones, in their slave creatures. During this process they evaluate the slave creatures. Those no longer fit are discarded and new slaves captured, the conditioning on them begun.

“In the morning as the Shan slide into sleep their creatures wake up. Their slaves now focused on a new target. Glenn Thomlinson from Burlington Wisconsin is the center of the evil. He has killed and tormented innocents long enough. They know they must travel there, must kill him, in order to stop the evil once and for all.”

The End

Handouts

Hobo Code

As inscribed in the Annual Convention Congress of the Hoboes of America held on August 8, 1894 at the Hotel Alden, 917 Market St., Chicago Illinois

1. Decide your own life, don't let another person run or rule you.
2. When in town, always respect the local law and officials, and try to be a gentleman at all times.
3. Don't take advantage of someone who is in a vulnerable situation, locals or other hobos.
4. Always try to find work, even if temporary, and always seek out jobs nobody wants. By doing so you not only help a business along, but insure employment should you return to that town again.
5. When no employment is available, make your own work by using your added talents at crafts.
6. Do not allow yourself to become a stupid drunk and set a bad example for locals treatment of other hobos.
7. When jungling in town, respect handouts, do not wear them out, another hobo will be coming along who will need them as bad, if not worse than you.
8. Always respect nature, do not leave garbage where you are jungling.
9. If in a community jungle, always pitch in and help.
10. Try to stay clean, and boil up wherever possible.
11. When traveling, ride your train respectfully, take no personal chances, cause no problems with the operating crew or host railroad, act like an extra crew member.
12. Do not cause problems in a train yard, Another hobo will be coming along who will need passage thru that yard.
13. Do not allow other hobos to molest children, expose to authorities all molesters, they are the worst garbage to infest any society.
14. Help all runaway children, and try to induce them to return home.
15. Help your fellow hobos whenever and wherever needed, you may need their help someday.
16. If present at a hobo court and you have testimony, give it, whether for or against the accused, your voice counts!



Saturday, November 5th 1921

“I remember my feelings as I approached the house and saw the broken window, the despair that rose up in my heart – too late again, dear lord not again. I rushed forward, we all did. We burst through the door to do battle, to see if we could save anyone from the evil.” - Gustav Vandendorp

White shutters and white flower boxes hung on a simple brownstone home with a small yard and laundry hung in the back. The last ray of red sunlight caresses the rooster weathervane. Humanoid shapes approach the house stealthily, and then comes the sharp sound of glass breaking.

“Tony died there, died in the living room at the hands of the monsters. At first glance they almost looked human, at a second look they filled one with horror at their insect eyes, alien movements, and the unearthly sheen to their skin. They fought like hell, but we drove them off.” - Michael Fitzgerald

They moved through the house subduing all they find within. Beating them, tying them up; ruthlessly attacking them and then rendering them helpless.

“I think they found what they wanted. Clothing was everywhere, cushions cut open, cabinets tipped over, and an old trunk drug down from the attic and dumped at the foot of the stairs.” - Kurt O’Neal

Daylight died and with it hope. Sensing the house was secure the evil revealed itself and began its terrible task.

“I will try to forget what I saw in the kitchen for the remainder of my days. Blood and ... parts of something that was once human, it was all spread everywhere. And poor Mary Lee tied up and abused by those monsters. It must be stopped.” - Abigail Hennessy

Grasping the alien device a sense of triumph rose in it. Salvation was one step closer. For a moment the sound of its terrible exultation filled the house. And then it left, abandoning its servants for the moment; they had done their job.

“Arthur Cort. His minions did this, but he remains in Indiana. He must be stopped. Mount Ayre Indiana - that is where he is. That is where this ends.” - Scott Wolf.

REWARD!

Have you seen this woman?



She has been missing since November 5th and is thought to be in the presence of a group of hobos wanted for assault and murder.

Contact the Philadelphia Police or any Pinkerton Detective Agency Representative.

Characters

Scott Wolf

They don't understand. They are trying their best, but none of them understand. I have seen the evil; I fought it in Europe and I fight it everyday here in America. Their eyes are closed, but slowly they are learning. I am their leader and it is my responsibility to tell them what they need to know, but to shelter them from knowledge that would destroy their minds, rendering them useless in the fight against the evil.

The attack on the impregnable German fortifications within the Argonne forest began on September 26th. By early November a small group of us were separated from our command and we were lost in the forest. There was barbed wire and German machine gun nests everywhere, and hope was lost. Then there was an explosion, artillery I think, and a way opened up. A path that I swear was not there one moment, and then it was there the next.

Since taking that path I have spent every waking moment trying to forget what I saw. I have blotted out as many of the details from my mind as I have been able and nothing could compel me to speak of the horrible creatures and practices I witnessed. Suffice it to say some of us escaped and we brought with us trophies, artifacts of great power.

It was then that Arthur Cort first began his descent into evil, for he stole the most puissant of the artifacts for himself, exclaiming with it he could live forever and exercise great power. He stole it from me and has since used the power for evil.

I had been injured in the Argonne and was sent to hospital. By the time I was recovered enough to be discharged Arthur and others had fled. While trying to track him and the others down I did find Lieutenant Snow, or rather his body. He was the first victim of Arthur, killed the night before I found him. While asking around I discovered an ally in Gustav and the two of us began this quest.

Back then there were others. When I close my eyes I see their faces, but their names have mercifully been lost to me. They died or were driven insane. The evil I fight knows no bounds or compassion. Fortunately while some have left we have found others to join the quest. None of them understand though, I don't think they can, but I will lead them and we will succeed. I will get back what was mine and the evil will be destroyed.

Gustav – Gustav is an Austrian and was an enemy during the war. Now he is an ally, but one that I fear is growing unstable over time. I suspect the insanity is growing in him, and soon he will be lost.

Michael – A comrade from the war, through chance he was not with us when we discovered the evil in the forest.

Abigail – The wife of Harold Hennessy, a slain comrade from the forest. He survived the creatures, only to be killed by Arthur and his schemes. She is a fine woman and is the groups "quartermaster."

Kurt – An investigator who stumbled into the web of death and insanity. He is very smart and tough, and is a good addition to the group.

Mary Lee – She is a hurt and gentle girl that deserves better than what fate has given her. I look out for her and also marvel at her strength in the face of evil.

1920s



Name: Scott Wolf
 Sex: Male, Age: 31
 Occupation: Soldier/Hobo
 Colleges, Degrees: na
 Birthplace: Montgomery AL
 Mental Disorders: Mild phobia of insects and arachnids

Characteristics & Rolls

STR 11 DEX 9 INT 12 Idea 60
CON 11 APP 11 POW 12 Luck 60
SIZ 14 SAN 32 EDU 17 Know 85
 99-Cthulhu Mythos: 99 Damage Bonus: +1D4

Sanity Points: 32

Insane 0 1 2 3 4 5 6 7 8 9 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

Magic Points: 12

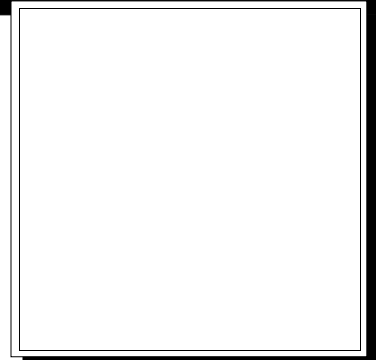
Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

Hit Points: 13

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 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

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Law (05%)	5%
<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Law (05%)	5%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Library Use (25%)	25%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Library Use (25%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Listen (25%)	55%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Locksmith (01%)	15%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Mechanical Repair (20%)	25%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Natural History (10%)	33%
<input type="checkbox"/> Bargain (05%)	45%	<input type="checkbox"/> Navigate (10%)	20%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Climb (40%)	55%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Own Language (EDU×5%)	85%
<input type="checkbox"/> Craft (05%)	25%	<input type="checkbox"/> Own Language (EDU×5%)	85%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Persuade (15%)	35%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Persuade (15%)	26%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Drive Auto (20%)	25%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	45%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> First Aid (30%)	45%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> French (01%)	15%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Hide (10%)	36%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> History (20%)	20%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> History (20%)	20%	<input type="checkbox"/> Psychology (05%)	5%
<input type="checkbox"/> Hobo Lore (01%)	40%	<input type="checkbox"/> Psychology (05%)	5%
<input type="checkbox"/> Jump (25%)	56%	<input type="checkbox"/> Psychology (05%)	5%
		<input type="checkbox"/> Ride (05%)	5%



Combat Skills

<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Dodge (DEX×2%)	31%
<input type="checkbox"/> Fist/Punch (50%)	55%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Grapple (25%)	33%
<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Knife (25%)	25%
<input type="checkbox"/> Knife (25%)	25%
<input type="checkbox"/> Machine Gun (15%)	15%

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist	55	1D3+1D4	1	touch	1	n/a								
<input type="checkbox"/> Grapple	33	special	2	touch	1	n/a								
<input type="checkbox"/> Head	10	1D4+1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6+1D4	0	touch	1	n/a								

1920s Investigator's Sheet

Player's Name:



CALL OF CTHULHU

Horror Role-Playing



Gustav Vandendorp

I was drafted into the Kaiser's army to fight a war that destroyed everything it touched. Before the war I was a simple scholar of European history, a scholar who dabbled in the occult, thinking it a hobby or parlor game.

Somehow I survived the war. I survived the trenches and mustard gas and endless artillery shelling. I thought I had seen everything. I surrendered after the battle of Meuse-Argonne and while technically a POW I stumbled across an odd device that a rather stupid American Lieutenant had. The device was inscribed with odd script I had seen before in an ancient occult book.

I asked him about it and offered to buy it or trade for it, but to no avail. He gave me a fantastic story about alien creatures living in the forest, the Argonne Forest, hidden by their powers and preying upon he and his soldiers. He claimed his unit barely survived their expedition into these creatures lair, after the lair had been struck by artillery. Claimed that he and the others had found some devices and made off with them. He could not even describe the creatures, claiming he saw them but could not put into words what they were like.

I laughed. I remember laughing, thinking what a wonderful way to drive up the price. I planned to come back the next morning and offer more. That morning the Lieutenant was found horribly dissected, tortured, with no one in the camp having heard it.

The camp had been friendly, almost collegial even between those occasionally thought of as prisoners and those who occasionally thought to guard us. The war was over and joy was everywhere, but after he died it was as if the war returned. I was beaten because I had been seen talking to him.

After several days Scott Wolf, a member of the Lieutenant's unit, liberated me. He understood about the evil. He understood that somehow something had escaped either in a device or in one of the men. Something evil and it was among humanity.

Since then I have stalked the evil. Searching out the other members of that unfortunate Lieutenant's unit. At every stop the evil has been there first. I remember, even in the beginning, Scott mentioning it was probably within Arthur, and since then he has boasted and left signs enough to make it sure. He must be stopped, the evil destroyed.

Scott – He fancies himself the leader of our merry band, and I humor him. I have seen signs of instability within him, not surprising given the pressure we are all under.

Michael – A good man and friend of Arthur before he was lost to the evil. I feel bad for his tortured soul and hope at the end of this quest he can have found peace.

Abigail – She is a wonderful woman, I wish I could have met her under better circumstances. She was born to be a wife and mother.

Kurt – He should have been a scholar. He is not well educated, but he is brilliant. His thinking is typically American and one-dimensional, easily put into a rut and unable to get itself free.

Mary Lee – She is a hurt and gentle girl that deserves better than what fate has given her. I look out for her and also marvel at her strength in the face of evil.

1920s



Name: Gustav Vandendorp
 Sex: Male, Age: 38
 Occupation: Professor/Hobo
 Colleges, Degrees:
 Birthplace: Vienna, Austria
 Mental Disorders: Mild darkness

Characteristics & Rolls

STR 10 DEX 11 INT 17 Idea 85
CON 10 APP 10 POW 12 Luck 60
SIZ 11 SAN 35 EDU 21 Know 99
 99-Cthulhu Mythos: 92 Damage Bonus: none

Sanity Points: 35

Insane 0 1 2 3 4 5 6 7 8 9 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

Magic Points: 12

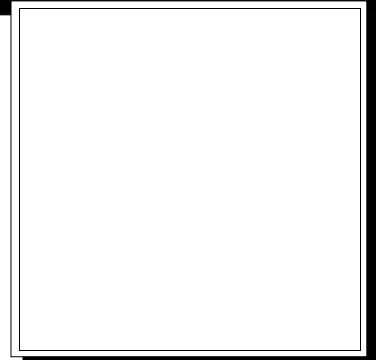
Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

Hit Points: 11

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 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

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Listen (25%)	33%
<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Anthropology (01%)	25%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Archaeology (01%)	50%	<input type="checkbox"/> Mechanical Repair (20%)	20%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Mechanical Repair (20%)	20%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Astronomy (01%)	10%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Bargain (05%)	5%	<input type="checkbox"/> Natural History (10%)	33%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Navigate (10%)	10%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Navigate (10%)	10%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Occult (05%)	55%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Climb (40%)	55%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Conceal (15%)	20%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Craft (05%)	40%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Own Language (EDU×5%)	105%
<input type="checkbox"/> Cthulhu Mythos (00%)	7%	<input type="checkbox"/> Own Language (EDU×5%)	105%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Persuade (15%)	15%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Photography (10%)	10%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> English (01%)	55%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> First Aid (30%)	40%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> French (01%)	33%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Hide (10%)	10%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Hide (10%)	10%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> History (20%)	80%	<input type="checkbox"/> Psychology (05%)	25%
<input type="checkbox"/> Hobo Lore (01%)	18%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Jump (25%)	53%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Law (05%)	5%	<input type="checkbox"/> Sneak (10%)	33%
<input type="checkbox"/> Law (05%)	5%	<input type="checkbox"/> Spot Hidden (25%)	33%
<input type="checkbox"/> Library Use (25%)	80%	<input type="checkbox"/> Swim (25%)	29%



Combat Skills

<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Dodge (DEX×2%)	44%
<input type="checkbox"/> Fist/Punch (50%)	50%
<input type="checkbox"/> Fist/Punch (50%)	50%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Knife (25%)	25%

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist	50	1D3	1	touch	1	n/a								
<input type="checkbox"/> Grapple	25	special	2	touch	1	n/a								
<input type="checkbox"/> Head	10	1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6	0	touch	1	n/a								

1920s Investigator's Sheet

Player's Name:



CALL OF CTHULHU

Horror Role-Playing



A CHAOSIUM PUBLICATION WWW.CHAOSIUM.COM

Michael Fitzgerald

I remember the war, the Great War some call it. I lived through the hell of the trenches, the horror of the battle of Meuse-Argonne. My best friend during the war was Arthur Cort, he was a quiet guy, but funny in a wry sensitive way – he was a real swell guy.

We got separated in that last battle, pulled apart by the fortunes of war and an idiot Lieutenant. Afterwards, we talked. I told him about the hand to hand and killing that one damn kraut with the whiskey-breath with my bare hands. I told him about that first night in Paris, losing control and ... dear god I tried to stop myself I swear. I can still hear her screams. Doc said it was the shell shock and that she turned out OK. The CO hushed it up, but I have never forgiven myself. That's why I have to try to save Arthur from the evil.

After I told him what had happened to me, he told me crazy stories about what he saw in forest during the battle. I guess he, that Lieutenant, and some of the others got split up and found something hidden in the forest. Hidden somehow in plain sight. It didn't make much sense and he kept talking about flying things and machines and lights. I wish I had listened closer because I think that is what caused him to go bad, but I didn't I was too wrapped up in what was eating me.

He found some things there in the forest. He even gave me one of them, a small silver compass-looking device, but he kept the rest for himself. I think somehow in that forest he unleashed evil, became tainted by it, maybe because he carried those devices around, I don't know. I just know I got rid of that damn thing he gave me.

I know he has done bad things, evil things, but I also know Arthur and I know it is being caused by whatever it is he found in that damn forest, whatever evil he unleashed. It has to be stopped, but my friend also has to be saved if possible. I hope that if I save him, somehow that will save me.

Scott – He was a member of the unit, a friend to both Arthur and I. He was with Arthur when they went through whatever happened, and now he is determined to finish the matter.

Gustav – An Austrian soldier, Gustav is a good man. Before the war he was a gentle scholar of history. He is surprisingly tough though to survive all he has gone through.

Abigail – She is a mean and judgmental woman, who means well but can't help but try to run everyone's life. I am determined to go against the fires of hell if need be, so Abigail is annoying but harmless, and an ally against evil.

Kurt – He joined the group recently. He is a detective who stumbled into the evil through an investigation of his own. I don't like or trust him, because he is always prying. I think somehow he knows about what I did in France and hates me for it.

Mary Lee – Every time I look at her I see that poor girl in France. I try to be nice to her, to make it up to her, but the guilt still sits in my chest like a stone.

1920s



Name: Michael Fitzgerald
 Sex: Male, Age: 22
 Occupation: Soldier/Hobo
 Colleges, Degrees:
 Birthplace: Boston MA
 Mental Disorders:

Characteristics & Rolls

STR 13 DEX 13 INT 14 Idea 70
CON 4 APP 9 POW 11 Luck 55
SIZ 13 SAN 36 EDU 16 Know 80
 99-Cthulhu Mythos: 99 Damage Bonus: +1D4

Sanity Points: 36

Insane 0 1 2 3 4 5 6 7 8 9 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

Magic Points: 11

Unconscious 0 1 2 3
 4 5 6 7 8 9 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

Hit Points: 9

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 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

1920s Investigator's Sheet

Player's Name:



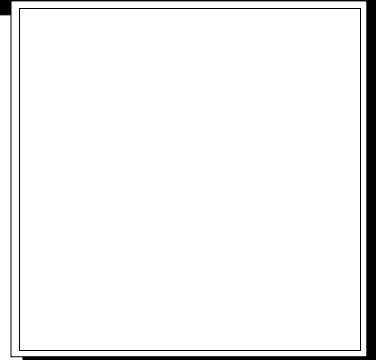
CALL OF CTHULHU

Horror Role-Playing



Investigator Skills

<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Jump (25%)	45%
<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Law (05%)	5%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Law (05%)	5%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Library Use (25%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Library Use (25%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Listen (25%)	41%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Locksmith (01%)	35%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Mechanical Repair (20%)	35%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Medicine (05%)	14%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Natural History (10%)	10%
<input type="checkbox"/> Bargain (05%)	5%	<input type="checkbox"/> Natural History (10%)	10%
<input type="checkbox"/> Bargain (05%)	5%	<input type="checkbox"/> Navigate (10%)	45%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Climb (40%)	40%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Climb (40%)	40%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Conceal (15%)	28%	<input type="checkbox"/> Own Language (EDU×5%)	80%
<input type="checkbox"/> Craft (05%)	33%	<input type="checkbox"/> Own Language (EDU×5%)	80%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Persuade (15%)	15%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Persuade (15%)	15%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Photography (10%)	15%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Physics (01%)	15%
<input type="checkbox"/> Drive Auto (20%)	55%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	25%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> First Aid (30%)	35%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> First Aid (30%)	40%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Hide (10%)	40%	<input type="checkbox"/> Psychology (05%)	5%
<input type="checkbox"/> History (20%)	20%	<input type="checkbox"/> Psychology (05%)	5%
<input type="checkbox"/> History (20%)	20%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Hobo Lore (01%)	15%	<input type="checkbox"/> Ride (05%)	5%



Combat Skills

<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Dodge (DEX×2%)	33%
<input type="checkbox"/> Fist/Punch (50%)	66%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Knife (25%)	37%
<input type="checkbox"/> Machine Gun (15%)	15%

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist	66	1D3+1D4	1	touch	1	n/a								
<input type="checkbox"/> Grapple	25	special	2	touch	1	n/a								
<input type="checkbox"/> Head	10	1D4+1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6+1D4	0	touch	1	n/a								

Abigail Hennessy

Before all this happened I was a simple housewife. I survived when my boys died of smallpox, I survived when Harold went off to the war in Europe, and I survived the Influenza epidemic that killed my little girl Alice. I will survive this, and I will help the others survive as well. I am a mother and first and foremost I look out for those I care about, and that now includes the others searching for the source of the evil that tortured and killed Harold while I watched, helpless and tied up.

The evil we are hunting has powers I don't understand. It has minions, controls them, makes them do horrible things to innocent people – it must be stopped. I look at the small group of us struggling against the evil, united against it and I fear for our lives, our sanity. But if I do not stand up and fight the evil, I who have seen it first hand and been made to believe what I could not comprehend, if I do not fight it then who will.

So I do what I can. Many of the others seem so focused on what we are all doing that they neglect themselves. I take pleasure in making sure everyone gets fed (even if it is just from a can), has warm enough clothes, and otherwise is OK. Small things matter, people matter, and to do what we need to do, we need to be fed and warm.

Even here, waiting for a train, I remember from before. Harold was so happy when he came back from the war. He lived through the battles across France and Belgium and came home with trophies from the war. He found a job as a truck driver for a local furniture manufacturer. Even after Alice died and we only had each other, we were happy.

Then the monsters came. They tied me up, and tortured Harold asking him questions again and again as he screamed the answers, growing more and more hoarse. Eventually they learned what they needed, found what they were looking for, one of Harold's keepsakes, and I thought they were going to kill me.

When I awoke Michael, Scott, and Gustav were freeing me. They told me that they were tracking the evil. They explained the next victim was north in Philadelphia, and suspected the source of the evil was a man named Arthur Cort in Indiana. Of course I joined them, riding the rails and hiding from the world in hopes the evil would not sense us, hoping we would have a chance to stop the evil. I was too late to save poor Mary Lee, but nothing will stop us from finding Arthur and putting an end to the evil.

Scott – He fought with Harold's unit in the war and wants to avenge Harold's death.

Gustav – He is a funny foreign man (German?) who served on the other side in the war, but is really very handsome, nice and gentlemanly.

Michael – He is contemptible. How he treated Mary Lee is horrible, but at least he feels guilt over his thoughts and lewd actions. Still he is fighting with all of us against the evil – if only good could be truly good, both light and pure.

Kurt – He joined the group recently. He is a detective who stumbled into the evil through an investigation of his own. He is a good man and a welcome addition.

Mary Lee – She is slowly recovering from the shock I understand all too well. She watched her parents die, and I will do what I can to protect her from more suffering.

1920s



Name: Abigail Hennessy
 Sex: Female, Age: 36
 Occupation: House Wife
 Colleges, Degrees:
 Birthplace: Fours Corners MD
 Mental Disorders:

Characteristics & Rolls

STR 10 DEX 12 INT 15 Idea 75
CON 10 APP 10 POW 15 Luck 75
SIZ 12 SAN 49 EDU 12 Know 60
 99-Cthulhu Mythos: 99 Damage Bonus: none

Sanity Points: 49

Insane 0 1 2 3 4 5 6 7 8 9 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

Magic Points: 15

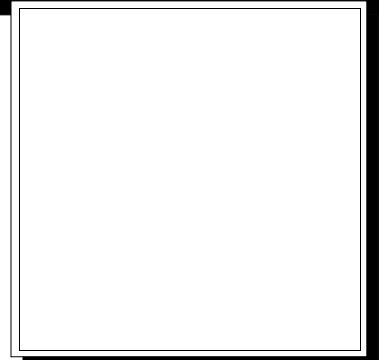
Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

Hit Points: 11

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 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

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Library Use (25%)	25%
<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Listen (25%)	60%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Mechanical Repair (20%)	25%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Natural History (10%)	25%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Navigate (10%)	10%
<input type="checkbox"/> Bargain (05%)	33%	<input type="checkbox"/> Navigate (10%)	10%
<input type="checkbox"/> Biology (01%)	20%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Chemistry (01%)	20%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Climb (40%)	51%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Conceal (15%)	40%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Craft (05%)	65%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Own Language (EDU×5%)	60%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Own Language (EDU×5%)	60%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Persuade (15%)	48%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Photography (10%)	20%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> First Aid (30%)	55%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> French (01%)	15%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Hide (10%)	18%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> History (20%)	20%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> History (20%)	20%	<input type="checkbox"/> Psychology (05%)	21%
<input type="checkbox"/> Jump (25%)	48%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Hobo Lore (01%)	10%	<input type="checkbox"/> Sneak (10%)	10%
<input type="checkbox"/> Law (05%)	5%	<input type="checkbox"/> Sneak (10%)	10%
<input type="checkbox"/> Law (05%)	5%	<input type="checkbox"/> Spot Hidden (25%)	60%
<input type="checkbox"/> Library Use (25%)	25%	<input type="checkbox"/> Swim (25%)	25%



Combat Skills

<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Dodge (DEX×2%)	24%
<input type="checkbox"/> Dodge (DEX×2%)	24%
<input type="checkbox"/> Fist/Punch (50%)	50%
<input type="checkbox"/> Fist/Punch (50%)	50%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist	50	1D3	1	touch	1	n/a								
<input type="checkbox"/> Grapple	25	special	2	touch	1	n/a								
<input type="checkbox"/> Head	10	1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6	0	touch	1	n/a								

1920s Investigator's Sheet

Player's Name:



CALL OF CTHULHU

Horror Role-Playing



Kurt O'Neal

I will understand. I will solve the murders. I will bring the killer to justice. Nothing will stand in my way, not the laws of man, not the laws of god. Something is hunting and killing people after torturing them. It must be stopped – this is my quest.

My quest is the reason I sit here eating cold beans from a can, pretending to be a hobo and waiting for the train to arrive so I can jump aboard and head west. My quest is why I quit the job I love. The others believe that he is responsible, they have seen what he has done and so have I, but a great investigator must be sure.

I was born in 1895 of respectable church going parents in Baltimore Maryland. I have always been independent and stubborn, to a fault my brother would say. From an early age I was fascinated by puzzles and ever since reading the wondrous Sherlock Holmes stories I knew that I would become a detective.

I joined Pinkerton when I was old enough. I infiltrated striking coal miners, helped destroy illegal unions, and uncovered a counterfeiting ring operating out of a church in Virginia. It was then, nearly five months ago, that I saw first hand the killer's work. A drunk who had given me clues to the counterfeiters turned up dead – tied up and cut apart by knives. Until then I had never seen real evil before. I started on the trail of the killer.

At first the bosses at Pinkerton were OK with the investigation, but over time they became firmly against it, stating it was the business of the police. I was stubborn as a child and I am stubborn now – and so I kept on, uncovering several other killings, each similar. After a few weeks they fired me, but by that time I was on the trail of a band of hoboes that were behind the killings. I was racing against the cops and newspapers that discovered the killer and dubbed the evil “the Railway Killer,” for all the tramps, hoboes, and others riding the rails who had been killed.

I caught up to the hoboes at the home of Jacob Luttrell. I have joined the hoboes and we travel west to hunt the truth about evil and about Arthur Cort.

Scott – He is the De Facto leader of the group of us, but I feel he is becoming unstable due to the pressure he is under and perhaps due to his experiences during the war. Still he is an honorable man and deserves my help.

Gustav – He is a typical scholar, intelligent but with his head in the clouds. An Austrian who served involuntarily in the Kaiser's army he serves now with the rest of us.

Michael – He is a troubled man, but a good one. He means well, and obviously feels very guilty about his friendship with Arthur Cort and probably not stopping the evil before this. It is hard to blame him, because who could believe it until they saw it, and then it was too late.

Abigail – Abigail is the mother of the group, looking after everyone and making sure we have what we need.

Mary Lee – She was there during the horror and it obviously unbalanced her. She is a strong kid though and is coming to grips with what happened to her and her family.

Peter Wick – He was my partner, but he agreed with the boss that I needed to drop the case. He doesn't understand the nature of the evil I am fighting, but he is a good man.

1920s



Name: Kurt O'Neal
 Sex: Male, Age: 23
 Occupation: Private Investigator
 Colleges, Degrees:
 Birthplace: Baltimore MD
 Mental Disorders:

Characteristics & Rolls

STR 14 DEX 9 INT 16 Idea 80
CON 11 APP 10 POW 15 Luck 75
SIZ 13 SAN 44 EDU 13 Know 65
 99-Cthulhu Mythos: 99 Damage Bonus: +1D4

Sanity Points: 44

Insane 0 1 2 3 4 5 6 7 8 9 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

Magic Points: 15

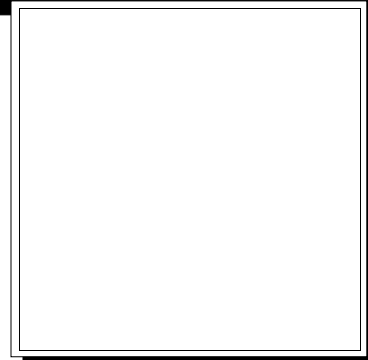
Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

Hit Points: 12

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 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

Investigator Skills

<input type="checkbox"/> .38 Revolver (20%)	0%	<input type="checkbox"/> Law (05%)	40%
<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Library Use (25%)	35%
<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Listen (25%)	25%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Listen (25%)	25%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Locksmith (01%)	50%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Mechanical Repair (20%)	20%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Mechanical Repair (20%)	20%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Art (05%)	5%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Natural History (10%)	15%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Navigate (10%)	40%
<input type="checkbox"/> Bargain (05%)	5%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Climb (40%)	52%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Own Language (EDU×5%)	65%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Own Language (EDU×5%)	65%
<input type="checkbox"/> Craft (05%)	33%	<input type="checkbox"/> Persuade (15%)	15%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Persuade (15%)	15%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Photography (10%)	25%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Disguise (01%)	1%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	35%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	20%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	25%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> First Aid (30%)	30%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> First Aid (30%)	30%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Hide (10%)	22%	<input type="checkbox"/> Psychology (05%)	20%
<input type="checkbox"/> History (20%)	35%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Hobo Lore (01%)	20%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Jump (25%)	55%	<input type="checkbox"/> Sneak (10%)	10%



Combat Skills

<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Dodge (DEX×2%)	18%
<input type="checkbox"/> Dodge (DEX×2%)	18%
<input type="checkbox"/> Fist/Punch (50%)	64%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Grapple (25%)	45%
<input type="checkbox"/> Handgun (20%)	45%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Knife (25%)	25%
<input type="checkbox"/> Knife (25%)	25%
<input type="checkbox"/> Machine Gun (15%)	15%

Weapons

<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>rng</i>	<i>#att</i>	<i>hp</i>	<i>firearm</i>	%	<i>damage</i>	<i>malf</i>	<i>rng</i>	<i>#att</i>	<i>shots</i>	<i>hp</i>
<input type="checkbox"/> Fist	64	1D3+1D4	1	touch	1	n/a	<input type="checkbox"/> .38 Revolver	45	1D10	00	15 yds	2	6	10
<input type="checkbox"/> Grapple	45	special	2	touch	1	n/a								
<input type="checkbox"/> Head	10	1D4+1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6+1D4	0	touch	1	n/a								

1920s Investigator's Sheet

Player's Name:



CALL OF CTHULHU

Horror Role-Playing



A CHAOSIUM PUBLICATION WWW.CHAOSIUM.COM

Mary Lee Luttrell

I don't understand it, I am happier than I have ever been, even with all this horror surrounding me, in me. I am a normal, well-educated and emancipated young woman, and up until a few days ago I thought I was content to live an empty life. But now through the evil I have seen, the evil that has been done to me and to those I care about, I have a purpose. For the first time in my life I have an overwhelming, driving purpose. Somehow that makes me happy. There is a simple joy in purpose.

My purpose is why I sit here in a hobo jungle, eating cold beans from a can, and wait for the train to arrive. The train will take us, my new friends and I, to a small town in Indiana. I have known them only a few days and already they are as important to me as my family, my friends from ... before.

I was born on January 2nd 1901, father always joked I was a due on the new century day, but since I am late for everything, well I was late for that as well. During the week father supervised the clerks at the bank until late in the evening and would often miss the family dinner. I would stay up late, past my bedtime, and sneak down to talk with him while he ate his warmed dinner, hiding under the table whenever mother stepped out from the kitchen where she cleaned up.

I missed him terribly when he went away to war. Mother and I wrote, nearly every day, and he wrote back when he could, but it was not the same as our late dinner chats had been. When he returned from France, after the war, he wasn't the same. He was smaller and much sadder, the war had broken something in him, something I could not see or touch, but I could tell would never be the same.

But now everything has changed and I don't know what to think about father. I want to talk to him, once more, and ask him why. Why did he kill her, why did he ... assault me, why did he become evil? That is why I am riding the rails with my friends, all of us on a quest. I have to talk to him. Talk to him one last time before my new friends try to kill him. I hate him and I love him so much. It eats inside of me, but still, somehow, I am happy. I don't understand it.

Scott – He is a good man, driven to destroy the evil and avenge what has been done.

Gustav – He is the most kind and gentle of us all, and his accent is funny in a nice way.

Michael – Somehow, something about him makes my skin crawl. He tries to be nice and say all the right things, but I wish he would just leave me alone.

Abigail – She means well, but sometimes she reminds me so much of mother I just cry. She doesn't understand how strong I am and that I need to do whatever it takes to fulfill my purpose.

Kurt – He is a good man, obsessed with discovering the truth.

Alexander Freen – He is from before, from another time and place. I was engaged to marry him, I guess I loved him, but it is hard to remember my feelings from before. Maybe when this is all over I can go back and it will be like before – maybe.

1920s



Name: Mary Lee Luttrell
 Sex: Female, Age: 21
 Occupation:
 Colleges, Degrees:
 Birthplace: Philadelphia
 Mental Disorders:

Characteristics & Rolls

STR	8	DEX	10	INT	15	Idea	75
CON	10	APP	16	POW	9	Luck	45
SIZ	10	SAN	41	EDU	15	Know	75
99-Cthulhu Mythos: 99				Damage Bonus: none			

Sanity Points: 41

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97
	98	99													

Magic Points: 9

Unconscious	0	1	2	3
	4	5	6	7
	8	9	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

Hit Points: 10

Dead	-2	-1	0	1	2	3
	4	5	6	7	8	9
	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		

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Listen (25%)	60%
<input type="checkbox"/> Accounting (10%)	10%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Locksmith (01%)	1%
<input type="checkbox"/> Anthropology (01%)	1%	<input type="checkbox"/> Mechanical Repair (20%)	20%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Mechanical Repair (20%)	20%
<input type="checkbox"/> Archaeology (01%)	1%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Art (05%)	33%	<input type="checkbox"/> Medicine (05%)	5%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Natural History (10%)	25%
<input type="checkbox"/> Astronomy (01%)	1%	<input type="checkbox"/> Navigate (10%)	25%
<input type="checkbox"/> Bargain (05%)	25%	<input type="checkbox"/> Occult (05%)	5%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Biology (01%)	1%	<input type="checkbox"/> Operate Heavy Machine (01%)	1%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Other Language (01%)	1%
<input type="checkbox"/> Chemistry (01%)	1%	<input type="checkbox"/> Own Language (EDU×5%)	75%
<input type="checkbox"/> Climb (40%)	65%	<input type="checkbox"/> Persuade (15%)	33%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Conceal (15%)	15%	<input type="checkbox"/> Pharmacy (01%)	1%
<input type="checkbox"/> Craft (05%)	40%	<input type="checkbox"/> Photography (10%)	20%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Credit Rating (15%)	15%	<input type="checkbox"/> Physics (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Cthulhu Mythos (00%)	0%	<input type="checkbox"/> Pilot Aircraft (01%)	1%
<input type="checkbox"/> Disguise (01%)	15%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Pilot Balloon (01%)	1%
<input type="checkbox"/> Drive Auto (20%)	20%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> Drive Horses (20%)	33%	<input type="checkbox"/> Pilot Boat (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Electrical Repair (10%)	10%	<input type="checkbox"/> Pilot Dirigible (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> Fast Talk (05%)	5%	<input type="checkbox"/> Psychoanalysis (01%)	1%
<input type="checkbox"/> First Aid (30%)	35%	<input type="checkbox"/> Psychology (05%)	45%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Geology (01%)	1%	<input type="checkbox"/> Ride (05%)	5%
<input type="checkbox"/> Hide (10%)	45%	<input type="checkbox"/> Sneak (10%)	10%
<input type="checkbox"/> History (20%)	25%	<input type="checkbox"/> Sneak (10%)	10%
<input type="checkbox"/> Jump (25%)	55%	<input type="checkbox"/> Spot Hidden (25%)	60%
<input type="checkbox"/> Hobo Lore (01%)	3%	<input type="checkbox"/> Swim (25%)	60%
<input type="checkbox"/> Law (05%)	5%	<input type="checkbox"/> Throw (25%)	25%
<input type="checkbox"/> Law (05%)	5%	<input type="checkbox"/> Throw (25%)	25%
<input type="checkbox"/> Library Use (25%)	35%	<input type="checkbox"/> Track (10%)	10%

Combat Skills

<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Axe (20%)	20%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Blackjack (40%)	40%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Club (25%)	25%
<input type="checkbox"/> Dodge (DEX×2%)	45%
<input type="checkbox"/> Fist/Punch (50%)	50%
<input type="checkbox"/> Fist/Punch (50%)	50%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Flamethrower (05%)	5%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Garrote (35%)	35%
<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Grapple (25%)	25%
<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Handgun (20%)	20%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Head Butt (10%)	10%
<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Heavy Weapons (01%)	1%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Kick (25%)	25%
<input type="checkbox"/> Knife (25%)	25%

Weapons

<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>rng</i>	<i>#att</i>	<i>hp</i>	<i>firearm</i>	%	<i>damage</i>	<i>malf</i>	<i>rng</i>	<i>#att</i>	<i>shots</i>	<i>hp</i>
<input type="checkbox"/> Fist	50	1D3	1	touch	1	n/a								
<input type="checkbox"/> Grapple	25	special	2	touch	1	n/a								
<input type="checkbox"/> Head	10	1D4	0	touch	1	n/a								
<input type="checkbox"/> Kick	25	1D6	0	touch	1	n/a								

1920s Investigator's Sheet

Player's Name:



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