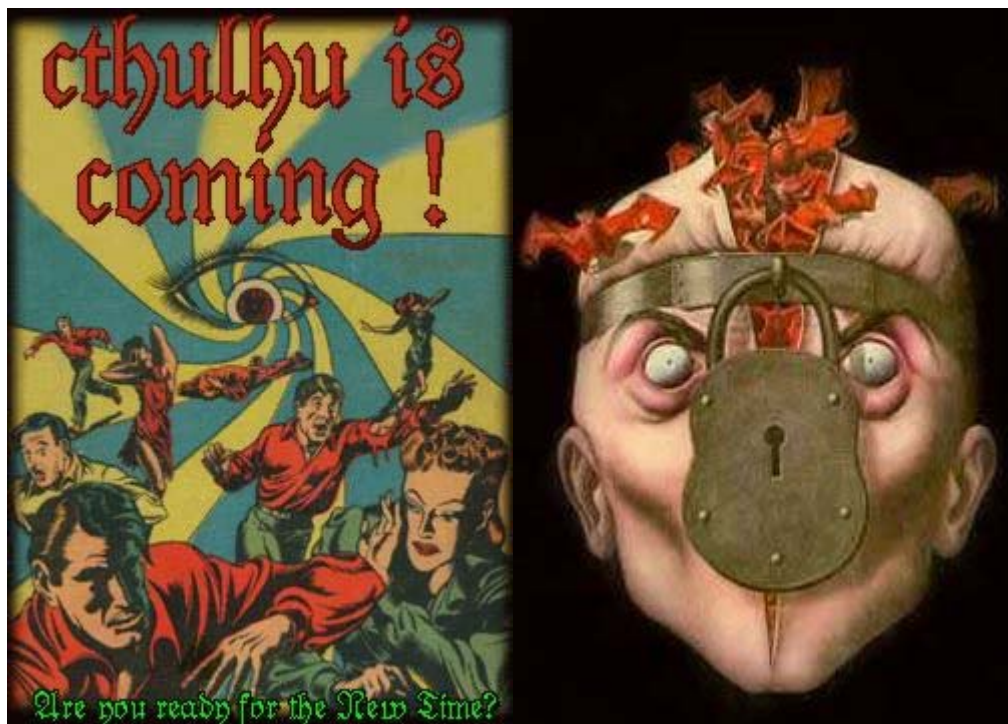


CAMPUS CRUSADE FOR CTHULHU



Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn



I. The Meeting

Keith announces finding out about existence of new book, which contains the ritual for a new ritual he wants to perform. The following information is revealed:

- The ritual must take place only at certain times. One of these times is one week hence. The next possible time will be in 260 years.
- The ritual requires at least four willing participants, but the more there are the better the chance of it working.
- It will take four hours to do the ritual.
- One person will have a central roll: They will get eaten by Cthulhu when He arrives. This person must be bound on the alter when the ritual is performed. The more powerful a magician this person is, the better.
- The details of the ritual are in a book (The Necronomicon) which can be found in the Rare Book room of the Miskatonic University.

The cultists meet, talk, discuss plans. Let them talk for a while. After a while, they hear a noise downstairs (allow a listen roll, with 8 people, at least one of them will make it.) They get downstairs to find Russell Gabriel escaping out the window. If they don't catch them, they discover the glass doors of the bookcase hanging open. None of the valuable books are taken, but a copy of Magick in Theory and Practice that was sitting out for some reason is missing. If they manage to capture him before he escapes (or, once outside, in the courtyard), he will be silent at first, but if they threaten him at all (even if the threat is completely implausible) he will cave in and reveal that he was spying on them – he heard everything, and vows to stop them.

II. The Return

Russell comes back, with Joshua, who is a wanna-be detective. He plays the typical detective games, trying to catch the cultists in lies, and fishes for something he can use to shut down the group, or at least kick them off campus. He will ask about everything that Russell tells him. He takes his position on the Student Activities Commission seriously, and acts as if he alone has the power to kick them off campus. (He has a voice, but the decision is not his alone.) He takes Russell's stories of human sacrifice and Great Old Ones seriously, having a cousin who is a Satanic Abuse Survivor. Religious freedom, to him, does not extend to performing Satanic rituals on Government property. "You're trying to violate my first amendment rights by forcing me to accept your religion." If it's pointed out to him that Miskatonic is a private university, he will answer that it accepts government money, therefore they can't practice religious rituals there.

III. The Student Activities Committee!

Tiffany knows about Russell's visit to the Order. If he doesn't return, she comes by to visit the next day, bringing Stan with her. They will interview the cultists as much as they are allowed, not seeming to suspect them at first, but thinking that Russell might have told them something about where he was going next. If they think the cultists have actually done something, or if they're hiding something, they will try to sneak in the basement window and spy on them. If events warrant, Tiffany will go get her wireless web cam and try to plant it in the bookshelf downstairs, then watch on her laptop from across the street. (Spot hidden to see it or her)

IV. The library

At some point, they have to go get the book. If Russell is at large and was threatened, he will go to the library and steal the book, so they will have to get it from him. If Russell was not threatened, he will call the library staff anonymously to warn them that someone is planning on stealing the book. If they show up and act suspicious, the librarian will call the police. Likewise if they break in to the library. (Use the same police as from encounter VI.)

V. Professor Peterson

Dr. Peterson, professor of Archaeology, is the Order's current faculty sponsor (all groups on campus need a faculty sponsor). He is not, however, a member of the Order, and only has a vague idea of what it is. Will sign necessary paperwork to get them into the rare book room, but will be very pissed off if they steal it. Will want to know what they're up to. Will pay a visit in person and demand its return. If they can show him what they are using it for, and prove that they have the power to do it, he will help them. He also has his contacts in student government (including the Student Activities Committee), and is not suspected by them of anything, therefore they will tell him all they know. He may pass some of this information along to the cultists if he thinks it can help them. Also, he can arrange bail within 24 hours for any student who is jailed and thinks to call him. If they don't call him, he will find out within 48 hours and arrange bail then.

VI. A visit from the police.

If the book has been stolen after the cultists visit, the police will come by, as Russell has warned the librarian that they were going to steal it. Officer Mel Brady will visit. He claims that an eyewitness saw them take the book, and asks permission to come in and search. If permission is denied, he will claim that if they don't let him in that proves they have something to hide, and thus gives him sufficient cause to enter. If they still do not invite him, he tells them that he can get a search warrant in about five minutes, which will cause a lot of trouble, and things will go easier for them if they cooperate. The book is very valuable, and holding it would be a felony (grand theft or accessory) for everyone in the house. If they return it now, they can still avoid jail. Otherwise, a team of officers are going to come in here and tear the place apart, and they're all in really big trouble. The only way to avoid that is to return the book now. If they convince him that they don't have it, he will depart. If they bluster, he will come back with two other cops and a search warrant the next morning and tear the place apart. Note that if they are fired on, or threatened, the police will shoot to kill, then arrest any survivors. They will have to get themselves out of jail somehow, then get their book, and the ritual implements, and do the ritual. Boy, it'll be hard, now. Better hope they're not that stupid.

VII. Phil Returns.

He's heard of the trouble (unless there wasn't any). He will say only that he has been on stranger journeys than anything they can comprehend. He is arrogant, annoying, and probably pisses everyone off. Now, he has come to join the ritual with them (or lead it, if Keith is dead or gone by now) and intends to make sure it is done right. He has a special dagger that he recommends they use, as well as the further knowledge that the "Feast of Cthulhu" should be slain with it during the ritual, to appease him. (Anyone making a Cthulhu Mythos roll at this point will realize that Cthulhu doesn't like his food served dead...)

VIII. The FBI

If the cultists have kidnapped Russell, or if they have shot at anybody and are now holed up in the place, the FBI raids the place, arresting or, if necessary, shooting, anyone who gets in their way. After that, they will block the place off, and keep at least two guards on it at all times (Spot Hidden to see them in their van), so the cultists will have to get past them to get into the place to get the stuff to do the ritual. At a minimum, they need the Book of Dzyan, which has the other half of the ritual. Also, if they had the Necronomicon at the time of the FBI raid, it will be taken to the FBI headquarters in Boston, so they will have to go down there to get it back.

IX. Chasing the Necronomicon

If Russell got it before them, or if it has been stolen from them since then, Dr. Peterson will come by the Order's house. As the Order's faculty sponsor, he has gotten some reports of recent activities. After learning from Russell, or the dread Student Activities Committee, he does a bit of investigating, and they determine that Russell has stolen the book, and given it to Janet to hide until after the time has passed for the ritual. Just as they approach her apartment (she lives in the same

complex as Karen), her car peels out of the driveway, and starts heading down the road towards Boston. If they chase, a car chase ensues. They may try to tail Janet, or just chase her down. If they chase her, witnesses on the highway will call the police, who will show up within 10 minutes, and join the chase. Janet will then try to avoid both the cultists and the police, but will surrender to the police if her car crashes and she survives. If her car crashes, she may be injured or killed, but the Necronomicon will be OK. If she makes it all the way to Boston, she will go to her parent's house (they are out of town for the weekend, but they have two dogs), and put it in their safe. The cultists will have to get it out of the safe somehow.

X. Robbing the FBI.

If the FBI has the Necronomicon, or the Book of Dzyan, it will be at the local police station, awaiting transport to the FBI Headquarters in Boston. The cultists can try impersonating FBI agents, infiltrating the place, break in with guns blazing, or come up with their own scheme. The best one I can think of is, after scooping the place out the find out exactly where the evidence room is (it's in the basement, there is a small window leading to the hall in front of it, that a small person could squeeze through if it weren't for the iron bars), summon some kind of dread horror from Beyond to go get it for them. After all, what good is being a Cthulhu Cultist if you don't summon the occasional dread horror from Beyond?

XI. The investigators attack!

Once the cultists have the Necronomicon safely in their possession, and are about to start the ritual, so they're all gathered together in one place, the investigators will attack. The mode of their attack will depend on events up to this point. If they have seen firearms among the cultists, they are armed themselves. If they suspect much resistance, they will get shotguns and pistols and at least one sniper rifle so they can start the ambush from outside. (They will use Tiffany's wireless web cam if it's there at the time). If they do not suspect much danger, they will come lightly armed. At any rate, they will have at least two pistols among them. Note that there is indeed a poker by the fireplace in the front room. The ritual space is in the basement.

XII. Phil Revealed.

When the investigators attack, Phil will take the Necronomicon, run downstairs "for safe keeping" and try to sneak out the window with it. If he's caught, he will come clean. In his recent travels, he's learned that summoning the Great Old Ones might be bad. He will do anything, even sacrifice his own life, to prevent the ritual from taking place. There may be a great foot chase or, depending on how far he gets before they find him, a car chase. He will take the book to Boston, then to the airport. He will be there for six hours before catching the plane to Néma, Mauritania. So there may be a chase through the airport. (Remember the metal detectors, airport police, and crowds. Lots of crowds.) Or, they may get to Néma, and do the ritual there. Or even on the plane. It doesn't matter where it happens.

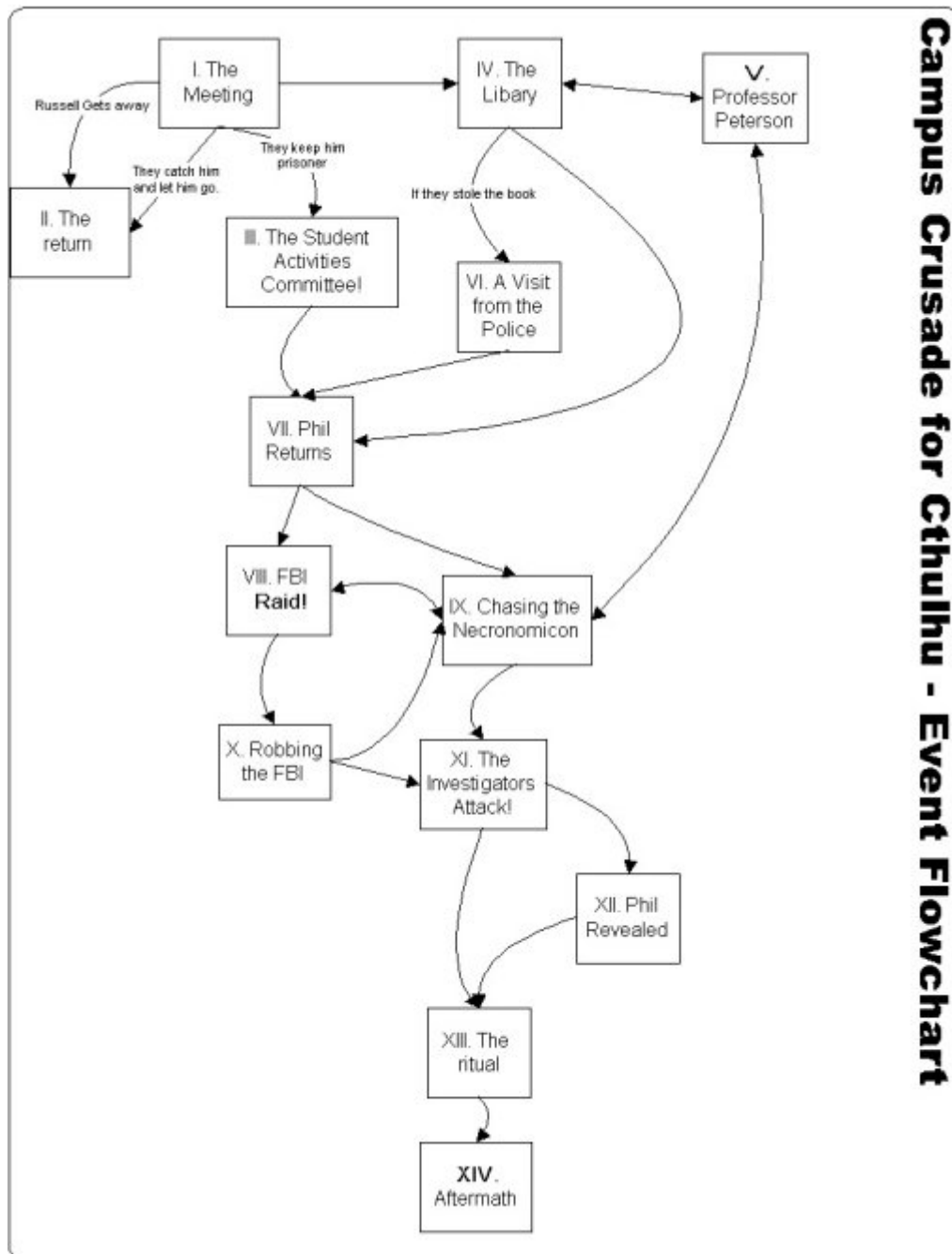
XIII. The Ritual.

One person in the middle. May be bound or unbound. Conscious or not. Must be alive. Cthulhu doesn't like dead food. At least four cultists must be alive. Spill three drops of blood from Aleph. Dancing, chanting, running around in circles, etc. If 40 or more magic points are spent total (including completely draining Aleph), Cthulhu will indeed be summoned. Make sanity checks for everyone. If any survive, they can then try to cast the binding part of the ritual. It doesn't work. You can't bind Cthulhu. What were you thinking? If anyone remains sane enough, and stupid enough to try to shoot him, and lucky enough to do enough damage to "kill" him, he reforms. Everyone make another san check. Like that'll ever happen. Seriously, he comes forth, they gibber and flee and curl up into little catatonic fetal balls, as he grabs them with his tentacles and devours them.

XIV. Aftermath.

Describe what happens to each adventurer. Some die, some are eventually released from the Sanitariums. Some are found wandering the streets years later. One might be sane enough to, decades later, be a consultant to some other set of investigators.

Event Flowchart



vast power, they will be eaten.

5. Keith reveals that the group needs a book describing the ritual they will do. He reveals that the library itself does indeed have a copy of it. It is not available for check-out, however, so the cultists must steal it from the library. This is easy to accomplish, possibly as simple as sticking the book into someone's backpack when nobody is looking, and walking out. Note that they must get special permission to enter the Archives, though. This can be done by getting permission from a professor, after explaining they are writing a thesis on ancient lore, but only 1-2 may enter this way.

6. Characters

Keith. You are the undisputed leader of the group. You got the ritual from your friends in the same Order who are out of college now. You're a Senior, you've been into the occult since Jr. High, and joined the Order your freshman year. You have seen stuff that would drive lesser people insane. You have little patience with those (like Marcus) who doubt, or don't take the forces you deal with seriously. Major: Communications

Marcus. You joined the Order last year as a sophomore. You used to think there might be something to all this mumbo-jumbo, but now you're mostly here because this is where all your friends are. Plus, you were never particularly suave, and really don't want to pass up all the opportunities to get laid that the Order has afforded you. Major: Computer Science.

Mary – Pre-med major. You take your studies seriously. The Order is mostly your hobby, definitely taking second place to academia. As everything must if you're to graduate next year with good enough grades to get a scholarship to Stanford Medical University. Although you don't neglect it, as it is your only social life. The upcoming ritual promises to be very interesting, at the very least.

Kristin – Communications major. While in high school, you had an actual run-in with a strange creature. Your best friend, Bethany, is still in an asylum because of it, and you feel a little guilty about having denied seeing the thing, but you know that you couldn't do her any good if you described it. You'd just be tossed in there with her, since, as you realize, there is no way such a thing could possibly exist. Your researches led you to the Order as a possible source of the power you seek to overcome these things and free your friend. You came to Arkham specifically to find and join the Order, and gain power. All else is secondary.

Karen – Although you don't really believe in magick, as a devoted anarchist, you do approve of the Order's motto "Do As Thou Whilst." You enjoy the philosophical discussions among the members of the Order, and the uninhibited exploration of new ideas. And, speaking of uninhibited, the Order throws the best parties around – far more interesting than the frat parties you've been to, which tend to just be drunken drooling jocks (not that they don't have their place on occasion, but they grow boring quickly). Major: Physics.

Tracy – History and Archaeology. You are fascinated with all kinds of history, both recent and ancient, with an eye towards unraveling the vague hints left behind by those who lived it, and trying to figure out what "really happened". You have developed an abiding interest in secret societies and hidden plots because of this. You are familiar with the Masonic influence behind the founding of the United States, the Golden Dawn influence of the sexual revolution (which really started in the 20's, spurred by the women's rights movements which were spurred by women working in factories during WWI, by the way). You can list a host of government conspiracies from the Tuskegee syphilis cases to Watergate, to the CIA Vietnam heroin smuggling operations, not to mention far-out (unproven) conspiracies from the Kennedy assassination to the Face on Mars. Not sure how much of those latter ones you believe, but they are fascinating nonetheless. Your

Campus Crusade for Cthulhu Original Notes

8 characters. All college students, experienced occultists. (Varying levels of experience). Members of an occult Order, intending to summon Cthulhu. Others are trying to stop them. They have a traitor in their midst?

Plot:

1. They are meeting in a building on Campus. They discuss the upcoming ritual. It has to wait “until the stars are right.” – which will be in one week.
2. They have to hold off the investigators for one week, so that they can complete their ritual and summon Cthulhu.
3. They can practice by summoning Mi-Go or something to stop the investigators.
4. The investigators launch various methods to try to stop them, some scenes include:
 - a. Someone hears a noise downstairs, they investigate and find one of the investigators trying to steal a book. He is unarmed, and flees. If they catch him, he is very scared of them. If they try to threaten him with anything weird (even if they completely make it up) he caves in and tells them everything. He is just a flunky – his friends convinced him to steal the book. Turns out the book he’s stealing isn’t really the real one anyway. If he gets away, one of the cultists realizes that his copy of Aleister Crowley’s *Magick in Theory and Practice* is missing.
 - b. Representatives from the Student Activities Commission (appointed by the Student Body President Himself!) tell them they have to cease – they are not allowed to summon Great Old Ones on campus.
 - i. They tell them to fuck off à They get a court injunction, then come back later.
 - ii. They pretend they will stop, but then meet in secret à One of the investigators spies on them, discovers they are still meeting. Proceeds with court injunction, delivered by two lawyers. They are also barred from their meeting halls, where the FBI is called in to go through the occult paraphernalia.
 - iii. They actually stop meeting à The game ends happily, but they never do summon the Great Old Ones. All characters go on to live happily ever after. They won’t do this, though J
 - c. Full-on assault. If the time for the ritual rolls around, and they have not been able to stop them by any other means, the investigators will get some guns, and attack, trying to prevent the summoning of Cthulhu, even at the cost of their own lives. The less time the investigators have to prepare, the fewer guns, or less powerful, or fewer investigators (if there’s some doubt about where the ritual will be taking place, they will split up to all the various places they might be.)
 - d. Questioned by the police. One of the investigators with police connections might try to plant a small baggie of cocaine on one of the members – preferably one who’s been seen to engage in strange or unruly behavior recently – and get him busted by the police. Downtown, he will be allowed to talk with the suspect alone, and tells him/her that he can make the charges go away if they cooperate. By cooperate, of course, he means telling them all the details about the ritual, how it will be done, and where and when. Whether they get this information or not, they will let the cultist go before dawn, but with dire warnings “not to leave town.” They will also try to tell him or her at this point of the danger they’re in by trying to summon a Great Old One. They will not have

researches led to conversations with Phil, who was the head of the Order until he mysteriously vanished last year, just days before graduating. A year before that, however, when you were a sophomore, he invited you to join the Order, and you have been active in it since then.

Michael – Philosophy. Your interests are far too varied to be confined to a single major, but it looks like you might actually graduate this year anyway. You've changed majors a dozen times, but settled on Philosophy since it fit most of the classes you've already taken. You're here on an Air Force ROTC scholarship, and not really looking forward to three years in the Air Force when you graduate, but at least it's better than being in debt for the rest of your life. You joined the Order halfway through your freshman year, was somewhat active your sophomore year, though you were pretty much out of communication throughout most of your Junior year. The power available through the teachings of the Order are obviously real, based on what you've seen in the past, but they seem to require more discipline and dedication than you really want to put into it. Lately, you've been hanging out with the old crowd again (though most of the people you originally hung with have graduated), and are actually interested in this upcoming ritual.

Millicent – Drama major. Senior. Interested in history of The Order – frequently wonder how many other people are really members. Convinced Tony Blair and Jon Stewart both are. Member of the order in England before moving to the U.S. because a creature from Beyond told you to. You think the upcoming ritual is probably the reason why. Generally, you downplay your knowledge of both the occult and of Cthulhu, not wanting to provoke too much argument with the chauvinists Phil, and later Keith.

Frank – Music major on a football scholarship. Disappointed that Keith doesn't want you to provide music in this ritual as you have in others in the past. Graduating this year, you still are torn between playing guitar in a rock and roll band, or playing oboe in an orchestra. However, since several NFL recruiters have been calling, it looks like you might be going that route instead. You really love the music, but the NFL could really be too good of an opportunity to pass up...

George – Soldier of Fortune wanna-be. Political Science Major. "It doesn't matter what the political system is, what's important is knowing how to work it. Any system will have opportunity in it for a smart person to take advantage of. In ancient Rome, even a slave could become emperor. And occasionally did." "Why do people say that violence never solves anything? Violence solves everything. Every major new step in the history of humanity was taken through violence. What do you think the American Revolution was? Or the civil war?"

Phil – One of the older members, he recruited some of the others. Leader during his senior year, he vanished three days before graduation, that was a year ago.

The Investigators

Abbi Grant – Student Body President. Junior. Poli Sci Major

Joshua Crescent – Sophomore. Student Activities Committee. Physics Major.

Russell Gabriel – Christian Apologetics major.

Tiffany Marshall – Computer Science. Into the occult.

Stan Tweed – Survivor of alien abduction many years ago. Astronomy major.

Janet Crue – Biotechnology major. Opposed to violence. Unsure about the existence of the supernatural. Interested in secret societies. Tried to join The Order as a freshman but was turned down by Phil.

James – Pre-Law major. Always willing to discuss the legal implications of any act, as well as favoring in-depth discussions on ethics and morals and the differences between them, and their relationship with the law. A steadfast atheist, you nonetheless believe that there are powers out there that we don't know how to use yet. You believe theoretically that magick can actually work, though you don't believe it's anything supernatural. Merely a "useful metaphor" for what's really going on. You don't understand how someone can read another person's mind, or how a mind could exist without a body, but then again you don't understand how a large gravitational force can bend time itself, either.. You put magick, chaos theory, and quantum mechanics all in the same category. Your favorite book on magick is Frank Herbert's Dune.

What you know about The Order

While supposedly it has a name that the higher initiates know, you just know it as "The Order". Which always makes it seem silly when you talk about it to outsiders, which is perhaps the point. According to the official history you were taught during your initiation, The Order is the world's oldest secret society. The Mystery Cults of ancient Greece were based on half-understood secrets carried away by those who spied on it. Other groups based on shadowy reflections of the secrets it carries intact include the Templars, the Masons, the Assassins, The Golden Dawn, Scientology, the Mormon Church, Wicca, and the TV series Babylon 5.

Its motto is Do As Thou Whilst, which many members insist does not mean "Do whatever you want."

1st degree secret: No, it doesn't. Humans are born with innate freedoms which should never be taken away, so if what you want includes limiting someone else's freedom, you shouldn't do it.

2nd degree secret: Yes it does. You can't do anything but what you want to do. It doesn't mean that your actions won't have consequences, however, so you still have to limit your actions to what consequences you want.

3rd degree secret: No, it really doesn't. "Whilst" doesn't just mean "Will" or "Want". In its original meaning, it was understood to mean a special kind of "Will", involving becoming one with the universe. It is a future tense verb pointing out that when one is truly enlightened, they won't desire anything but that which should be.

4th degree secret: Actually, it really does. As one of the enlightened few, you are not bound by societal regulations, and can do whatever you want. With enough power, you can avoid any undesired consequences of your actions.

5th degree secret: No, it doesn't. It is an indicator that the course of your life was chosen by you before you were born.

It is quasi-religious, but with no real orthodox dogma. Members worship different gods, each seeming to choose their own pantheon. Mostly they come from among Greek, Egyptian, and Hindu deities, but some delve into Maya deities, or Vodoun, or even made-up pantheons such as the gods of Lankhmar (figuring that since at some level all gods are made up, intentionally fictional ones are just as good as old Greek deities that nobody really worships anymore).

1st degree secret: All these are actually imperfect memories of the ancient gods, whose names cannot be known by men. (Or women).

2nd degree secret: Each god currently worshipped is an analog to one of the Great Old Ones, beings who existed before mankind, were worshipped as gods by our ancestors, but really have no interest in us at all.

3rd degree secret: The early 20th century writer H.P. Lovecraft saw more clearly than most. He got all the names wrong, but his writings did contain much truth. Madness was the price he paid for his clear glimpses into the unknown.

4th degree secret: Actually, H.P. Lovecraft got it right, those really are the correct names, including Nyarlathotep, Hastur, and Cthulhu.

5th degree secret: Chief among these is Cthulhu, who will grant nearly perfect knowledge and power if properly summoned and controlled.

Other Notable NPCs

FBI Special Agent Johnson- HP 15, Dodge 45, Handgun: 65, Law: 55, Bluster: 80

Police Officer

Librarian

Player Handout 1 - About The Order

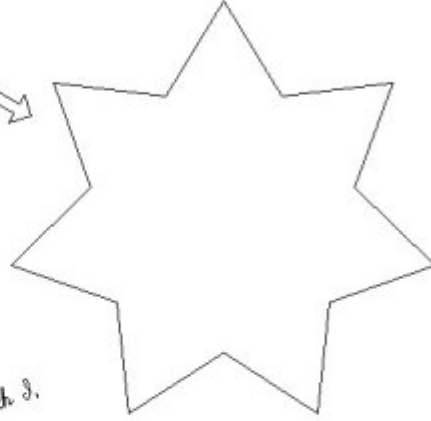
While supposedly it has a name that the higher initiates know, you just know it as “The Order”. Which always makes it seem silly when you talk about it to outsiders. Which is, perhaps, the point. According to the official history you were taught during your initiation, The Order is the world’s oldest secret society. The Mystery Cults of ancient Greece were based on half-understood secrets carried away by those who spied on it. Others who carry shadowy reflections of the secrets which The Order carries intact include the Templars, the Masons, the Assassins, The Golden Dawn, Scientology, the Mormon Church, Wicca, and the TV series Babylon 5.

Its motto is *Do As Thou Whilst*, which many members insist does *not* mean “Do whatever you want.” What exactly it *does* mean, then, is a topic of frequent debate among initiates.

It is quasi-religious, but with no real orthodox dogma. Members worship different gods, each seeming to choose their own pantheon. Mostly they choose from among Greek, Egyptian, and Hindu deities, but some delve into Maya deities, or Vodoun, or even made-up pantheons such as the gods of Lankhmar, figuring that since at some level all gods are made up, intentionally fictional ones are just as good, if not better, as old Greek deities that nobody really worships anymore. Some say that all these gods are just shadowy reflections of powerful beings to whom all of human history is just an inconsequential blip...

To Bind the Mighty Cthulhu

*She is principal woman. Alph holds the
Tied of Cthulhu, and others each with their
candle. (No practice, some candles may be
some magus - but not too many or spell will
fail, results could be bad.)*



*This is the part missing from other versions! Which I,
alone, have translated. From the Shi
Shin: (In grand sweep): Apo Pantos Kabalaimonos!
(Then gnostic cross): Soy! O, Phalhu! Is-choros!
Is-Charistos!*

*Then all present, (save, of course, Alph) join in: Pro
Mo Yungas. Oppiso Mui Teletarchai. Epidexia Synoches.
Eparistana Laimonos! Then, with whirlwind vessel,
repeatedly, until He shall manifest himself:*

*Ph'nglui mglw'nafh Cthulhu
R'lyeh wgah'nagl fhtagn*

جرم برون جي

يووي هو
هم فرّي
يووي را

Player Character Background

Frank

You're here on a football scholarship, and you are majoring in music. Sometimes you enjoy the puzzlement it creates when you tell people that. Proficient in electric guitar, drums, and oboe (though you can play half a dozen other instruments, too.) You're not sure how you feel about the order or the supernatural in general. Sometimes you see something in a ritual or something that makes you believe there's definitely something going on, but other times you wonder if you're just fooling yourself.

You are graduating this year, and feel you need to make up your mind soon about whether to try to see if your speed metal band can go anywhere, or whether to accept the Boston Symphony's offer to play oboe for them. Although playing football was really just your way of paying for college and you had no plans to go pro, the NFL is now recruiting you, and, while you'd prefer to make music professionally, the money could be a lot better in the NFL, possibly too good to pass up, so you'll probably do that. At least the folks'll be happy.

George

Political Science Major. While you've studied politics, you aren't a devotee to any particular form of government. It doesn't matter what the political system is, what's important is knowing how to work it. Any system will have opportunity in it for a smart person to take advantage of. In ancient Rome, even a slave could become emperor. And occasionally did. It's just a matter of seizing opportunities when they present themselves. Whatever happens, you plan to be ready. Between your extensive gun collection, your knowledge of explosives and demolition, not to mention small-unit tactics, and your subscription to *Soldier of Fortune* magazine, you're pretty much prepared for WWII or any other major disaster.

“Why do people say that violence never solves anything? Violence solves everything. Why do you think the police carry guns? Every major new step in the history of humanity was taken through violence. What do you think the American Revolution was? Or the civil war?”

What you know of the others:

Keith: The others in the Order spend all their time arguing about metaphysics, only Keith seems interested in actually *doing* anything. If there is such a thing as the supernatural, *this* is the way to explore it, not sitting around burning incense and humming and convincing yourself you're really astral traveling!

Millicent: Space cadet. She moved here from England a couple years ago because her “Spirit Guide” told her to? How messed up is *that*?

Tracy: She can be an interesting person sometimes. Cute. But believes too much of the books she's read. Knows every famous philosopher's opinions on everything, but doesn't have the *experience* necessary to make it useful.

Michael: What's his major this week? Here's a guy who'll never get anywhere. Can't make up his mind about anything. Not someone you'd want to have to count on when push comes to shove.

Mary: Thinks much too highly of her intellect. Pity she neglects the physical ‘cuz she could be really cute. Sometimes her droning on against religion and other forms of superstition gets really annoying. She must have grown up catholic and is now in rebellion or something.

Marcus: Can you say “geek”? He studies computer science. He plays Dungeons and Dragons on weekends. What more needs to be said?

Kristin: Obviously intelligent, and very driven. She’s very private, and has some kind of dark secret in her background. There’s a nut that’d be fun to crack.

Karen: She talks big about the importance of anarchy, but wouldn’t be willing to do what needs to be done to make it happen.

Frank: He’s a football player that plays electric guitar. OK, the guitar part’s cool. Of all the members of the order, he’s the only one you’d want at your back in a fight.

Phil: The former head of the order. He left last year, and Keith took over.

Karen

Although you don’t really believe in magic, as a devoted anarchist, you do approve of the Order’s motto “Do As Thou Whilst.” You enjoy the philosophical discussions among the members of the Order, and the uninhibited exploration of new ideas. And, speaking of uninhibited, the Order throws the best parties around – far more interesting than the frat parties you’ve been to, which tend to just be drunken drooling jocks (not that they don’t have their place on occasion, but they grow boring quickly). Major: Physics.

Keith

You are the undisputed leader of the group. You’re a Senior, you’ve been into the occult since Jr. High, and joined the Order your freshman year. You have seen stuff that would drive lesser people insane. You have little patience with those (like Marcus) who doubt, or don’t take the forces you deal with seriously. Major: Communications.

A couple of years ago, you came across a ritual for summoning Cthulhu in an ancient Tome. You still have that book, and have been studying it for the last couple of years. In addition to the spells that you have learned from it, and others, in your studies you have learned that there is also a binding spell to go with it. One who could summon and bind Cthulhu would have nearly unlimited power. You intend to be that person. You recently were contacted by a mysterious stranger, who gave you another ancient manuscript that had one third of the binding spell in it. Another third is in the Book of Dzyan, which is in the Order’s library which you, as head of the local chapter of The Order, have complete access to and control over.

The third part is in an even more ancient book, of which there are three copies extant. One copy, fortunately enough, is right here in Arkham, in the Miskatonic University library. The book is known as *The Necronomicon*.

As the leader, and the one who knows about the ritual to summon and bind Cthulhu, you have a special part to play, especially in the introduction. In the opening scene, you should reveal some or

all of the following information to the rest of the players:

- You have discovered a ritual that can give the members of The Order nearly unimaginable power.
- The ritual must take place only at certain times. One of these times is one week hence. (There is a 70-hour window during which the ritual can take place.) The next possible time will be in 260 years.
- The ritual requires at least four willing participants, but the more there are the better the chance of it working.
- It will take four hours to do the ritual.
- One person will have a central roll: They will join with Cthulhu when He arrives. This person must be on the alter when the ritual is performed. The more powerful a magician this person is, the better. For the ritual to work, they do not have to be a magician, nor do they even have to be willing...
- The details of the ritual are in a book (The Necronomicon) which can be found in the Rare Book room of the Miskatonic University.

What you know of the others:

Millicent: She moved here from England. Like you, she's been in touch with powers from Beyond the Veil. She doesn't like to talk about it much, but to one who's been similarly touched, the signs are obvious.

Kristin: She also was drawn here by dark powers. Devoted to learning. The Order needs more like her.

Tracy: All her talk of the mysteries of the past, and the secrets of lost civilizations. She has no idea.

Michael: Dilettante. Can see the benefits of the elder powers, but lacks the courage to make a commitment.

Mary: How anyone can see what she's seen and still not believe it is beyond you. She'll either learn or snap. You suspect the latter is more likely.

Marcus: Doesn't take any of this seriously, thinks it's all a game. He'll find out differently soon enough. He'd be a good candidate to push into the middle, or even talk into doing it willingly, since he doesn't believe in the existence of the Great Cthulhu.

Karen: Pseudo-intellectual. Thinks she's impressing people. If Marcus doesn't take the middle position in the ritual, she'll fit.

George: Scary guy. Soldier of Fortune wanna-be. Paranoid about governments and corporations? He has no idea what there *really* is to be scared of. Still, could be useful in dealing with anything of the mundane world that tries to stop you.

Frank: Can't make up his mind about anything. He loves his music, and has been of great benefit to

past rituals. He's going to go play football instead though because it'll make more money. Money?! Is that the limit of his imagination? After next week, he'll be able to have anything he wants. We all will. What's money got to do with it?

Phil: The former leader of the Order. You suffered under his tutelage for three years before he left, and unexpectedly handed it all to you. Doesn't know what kinds of powers are out there, but, given his mysterious disappearance last year, perhaps he finally found out.

Kristin

Communications major. While in high school, you had an actual run-in with a strange creature. Your best friend, Bethany, is still in an asylum because of it, and you feel a little guilty about having denied seeing the thing, but you know that you couldn't do her any good if you described it. You'd just be tossed in there with her, since, as you realize, there is no way such a thing could possibly exist. For the next few years, you have sought out hidden information about how such things could be, and what can be done about them. Your researches led you to the Order as a possible source of the power you seek to overcome these things and free your friend. You came to Arkham specifically to find and join the Order, and gain power. All else is secondary. You met Phil through the internet while a senior in high school, and he invited you to join when you got to college. You did so, although Phil apparently disappeared sometime last year.

What you know of the others:

Keith: Not only is he obviously tuned in to secrets that most people aren't, he's willing to share them, albeit sparingly. This upcoming ritual may be exactly what you were looking for when you moved to Massachusetts in the first place.

Millicent: She move here from England. She's got something in her past as well that she doesn't talk about. Guess we've all got our secrets.

Tracy: All her talk of the mysteries of the past, and the secrets of lost civilizations. She has no idea.

Michael: Here's a fun guy. Unfortunately, there's not much more to him than that. You would have been crazy for him in high school. You're not in high school anymore.

Mary: How anyone can see what she's seen and still not believe it is beyond you. She'll either learn or snap. You suspect the latter is more likely.

Marcus: Completely clueless, poor guy. In another life, he could have been Bill Gates. In this one, he'd make a good sacrifice to the Great Old Ones. Wouldn't be too hard to push onto the alter if it became necessary.

Karen: Pseudo-intellectual. Thinks she's impressing people.

George: Scary guy. Soldier of Fortune wanna-be. Paranoid about governments and corporations? He has no idea what there *really* is to be scared of.

Frank: There's a guy who's got his head together. Definite golden child, he has endless opportunities open to him. Hope his soul doesn't get sucked down into some dark void next week.

Phil: You've only met him through email. Nobody knows what happened to him, and nobody seems to want to talk about it.

Marcus

You joined the Order last year as a sophomore. You used to think there might be something to all this mumbo-jumbo, but now you're mostly here because this is where all your friends are. Your freshman year, you got way into the Order, and convinced yourself you had actually summoned up some Dread Horror From Beyond. It was all nonsense. It may be nonsense, but it's a fun way to pass the time. (Plus, you were never particularly suave, and really don't want to pass up all the opportunities to get laid that the Order has afforded you.) Major: Computer Science.

What you know of the others:

Keith: Isn't quite the leader Phil was. Takes all this occult stuff way too seriously.

Millicent: She moved here from England. She's got something in her past as well that she doesn't talk about.

Kristin: Another one cloaked in Dark Secrets. Like Keith, she's way to intense. Believes everything he says.

Michael: Here's an interesting guy. Seems to know just a little about just about everything.

Mary: Devoted rationalist. Sometimes a little *too* devoted. Still, more sensible than most of the others.

Tracy: Has a way of tying everything together. Can draw connections from the Dogon to the Olmec, and back it all up with cited facts. Endlessly fascinating.

Karen: Fun to talk to, she's the kind of person you joined The Order to be around. Some interesting theories on the relations of government and society.

George: Scary guy. Soldier of Fortune wanna-be. Paranoid about The Big Evil Government. Everyone thinks he's a freak.

Frank: There's a guy who's got his head together. Definite golden child, he has endless opportunities open to him, if he can just get off his melancholy ass and see that.

Phil: Used to work in the computer lab when you were working there all night. He's the one who talked you into joining the order in the first place. Disappeared last year shortly before graduation.

Mary

Pre-med major. You take your studies seriously. The Order is mostly your hobby, definitely taking second place to academia. As everything must if you're to graduate next year with good enough grades to get a scholarship to Stanford Medical University. Although you don't neglect it entirely, as it is your only social life. You've seen some things that most would consider supernatural, but still there's no scientific evidence, you are still undecided on what really happened. Regardless of whether the phenomena is supernatural or not, the upcoming ritual promises to be very interesting, at the very least.

What you know of the others:

Keith: Isn't quite the leader Phil was. Takes all this occult stuff way too seriously.

Millicent: She moved here from England. She's got something in her past as well that she doesn't talk about.

Kristin: Another one cloaked in Dark Secrets. Like Keith, she's way too intense.

Michael: Here's a fun guy. Unfortunately, there's not much more to him than that.

Tracy: Intelligent person. The only other member of the group with a scientific mind at all.

Marcus: When he's not talking about computers, he can actually be an interesting guy.

Karen: Fun to talk to, she's the kind of person you joined The Order to be around. Some interesting theories on the relations of government and society.

George: Scary guy. Soldier of Fortune wanna-be. Paranoid about governments and corporations? He has no idea what there *really* is to be scared of.

Frank: There's a guy who's got his head together. Definite golden child, he has endless opportunities open to him, if he can just get off his melancholy ass and see that.

Phil: Four years of college and then he skips out on graduation? He probably took a job somewhere and never told anyone where he went to try to preserve his mystique. From the way others talk about him in hushed whispers, I guess it worked.

Michael

Philosophy. Your interests are far too varied to be confined to a single major, but it looks like you might actually graduate this year anyway. You've changed majors a dozen times, but settled on Philosophy since most of the classes you've already taken count towards it. You're here on an Air Force ROTC scholarship, and not really looking forward to four years in the Air Force when you graduate, but at least it's better than being in debt for the rest of your life. You joined the Order halfway through your freshman year, was somewhat active your sophomore year, though you were pretty much out of communication throughout most of your Junior year. The power available through the teachings of the Order are obviously real, based on what you've seen in the past, but they seem to require more discipline and dedication than you really want to put into it. Lately, you've been hanging out with the old crowd again (though most of the people you originally hung with have graduated), and are actually interested in this upcoming ritual.

What you know of the others:

Keith: Isn't quite the leader Phil was. Wholly devoted to power. But what good is power if you can't use it to enjoy life?

Millicent: She moved here from England. She's got something in her past that she doesn't talk about.

Kristin: Another one cloaked in Dark Secrets. Maybe you can get her to tell you what. Maybe it would be worth it. Then again, maybe not.

Tracy: There's an interesting person. Knows no end of fascinating tidbits about history and secret societies and magic through the ages. Like you, though, she never seems to get around to putting it to use.

Mary: Devoted rationalist. *Too* devoted, really. Still, more sensible than most of the others.

Marcus: He puts on this persona as just another computer geek, talks ecstatically about megahertz and rambits, or whatever, but it's almost like there's an entirely different person lurking just beneath the surface. Sometimes it slips out, just a bit. Especially when he's drinking.

Karen: Fun to talk to, she's the kind of person you joined The Order to be around. Some interesting theories on the relations of government and society.

George: Scary guy. Soldier of Fortune wanna-be. Paranoid about governments and corporations. He does have a point, but still, "lighten up, Travis".

Frank: There's a guy who's got his head together. Definite golden child, he has endless opportunities open to him, if he can just get off his melancholy ass and see that.

Phil: He's the guy that talked you into joining The Order in the first place. Disappeared mysteriously last year. Wonder if he found something that was just too much for him to handle and got sucked into some unimaginable nether void.

Millicent

Drama major. Senior. Interested in history of The Order – frequently wonder how many other people are really members. Convinced Tony Blair and Jon Stewart both are. You were a member of the order in England before moving to the U.S. because a creature from Beyond told you to. You think the upcoming ritual may be why. Generally, you downplay your knowledge of both the occult and of Cthulhu, not wanting to provoke too much argument with the chauvinists Phil, and later Keith. When the time comes, they'll understand. And if they don't, who really cares what they think?

What you know of the others:

Keith: Takes himself and his knowledge of What Lies Beyond far more seriously than his limited knowledge would allow. Arrogant, and like most American men, completely chauvinist as well.

Kristin: She's got something in her past as well that she doesn't talk about. Guess we've all got our secrets.

Tracy: All her talk of the mysteries of the past, and the secrets of lost civilizations. She has no idea.

Michael: Thinks very highly of himself. You've seen nightmare creatures from Beyond the Veil. Dilettantes from Boston don't impress you.

Mary: How anyone can see what she's seen and still not believe it is beyond you. She'll either learn or snap. You suspect the latter is more likely.

Marcus: He knows something, though he hides it well.

Karen: Pseudo-intellectual. Thinks she's impressing people.

George: Scary guy. Soldier of Fortune wanna-be. Paranoid about governments and corporations? He has no idea what there *really* is to be scared of.

Frank: There's a guy who's got his head together. Definite golden child, he has endless opportunities open to him. Hope his soul doesn't get sucked down into some dark void next week.

Phil: You never really got along with him that well. He wasn't real big into taking other people seriously. Especially women. Bit of a pig. Typical blustering American man.

Tracy

Double-major: History and Archaeology. You are fascinated with all kinds of history, both recent and ancient, with an eye towards unraveling the vague hints left behind by those who lived it, and trying to figure out what "really happened". You have developed an abiding interest in secret societies and hidden plots because of this. You are familiar with the Masonic influence behind the founding of the United States, the Golden Dawn influence of the sexual revolution (which really started in the 20's, spurred by the women's rights movements which were spurred by women working in factories during WWI, by the way). You can list a host of government conspiracies from the Tuskegee syphilis experiments to Watergate, to the CIA Vietnam heroin smuggling operations, not to mention far-out (unproven) conspiracies from the Kennedy assassination to the Face on Mars. Not sure how much of those latter ones you believe, but they are fascinating nonetheless. Your researches led to conversations with Phil, who invited you to join the Order two years ago. He was the head of it up until last year, when he left and Keith took over. Three days before graduation, he mentioned that he was going to travel down to Central America to "check on something." He promised to tell you more when he got back. You haven't seen him since, and he did not show up at his graduation ceremony.

What you know of the others:

Keith: Isn't quite the leader Phil was. Takes all this occult stuff way too seriously.

Millicent: She move here from England. She's got something in her past as well that she doesn't talk about.

Kristin: Another one cloaked in Dark Secrets. Like Keith, she's way to intense.

Michael: Here's a fun guy. Unfortunately, there's not much more to him than that.

Mary: Devoted rationalist. Sometimes a little *too* devoted. Still, more sensible than most of the others.

Marcus: When he's not talking about computers, he can actually be an interesting guy.

Karen: Fun to talk to, she's the kind of person you joined The Order to be around. Some interesting theories on the relations of government and society.

George: Scary guy. Soldier of Fortune wanna-be. Paranoid about governments and corporations? He has no idea what there *really* is to be scared of.

Frank: There's a guy who's got his head together. Definite golden child, he has endless opportunities open to him, if he can just get off his melancholy ass and see that.

Phil: He's the main reason you joined the order. For two years you were good friends, sharing an interest in ancient history and conspiracies. You used to laugh together about the pseudo-history you were taught during your initiation. Then he took off three days before he would have graduated, and you haven't seen him since.



Millicent Grady

Senior
Drama



Tracy Hickman

Senior
Archaeology



Michael Johnston

Senior
Philosophy



Mary Pearce

Junior
Pre-Med



Marcus Tellis

Junior
Computer Science



Kristin Adley

Freshman
Anthropology



Keith Amberson

Senior
Communications



Karen Preston

Sophomore
Physics



James Hartford

Sophomore
Pre-Law



George Coven

Freshman
Political Science



Frank DiCarr

Senior
Music



The Cultists (i.e., the Player Characters)

Frank DiCarr: A music major on a football scholarship

George Coven: A political science major with a subscription to Soldier of Fortune magazine

James Hartford: A Pre-law major:

Karen Preston: A Physics Major and an anarchist

Keith Amberson: The leader of the group

Kristin Adley: An anthropology major with a dark secret

Marcus Tellis: A computer science major who knows more than he's letting on.

Mary Pearce: Pre-Med major and devoted rationalist.

Michael Johnston: About to graduate with his fifth major. (First degree)

Millicent Grady: a transfer student from Oxford with her own dark secrets

Tracy Hickman: Dual major History & Archaeology.

Investigator Name	James Hartford	
Occupation	Student: Pre-law major	
Colleges, Degrees	Miskatonic University:	
Birthplace	Quaw Paw, Oklahoma	
Mental Disorders	None yet	
Sex	Male	Age 20

Characteristics & Rolls							
STR	14	DEX	16	INT	16	Idea	80
CON	12	APP	17	POW	8	Luck	40
SIZ	11	SAN	40	EDU	13	Know	65
99-Cthulhu Mythos		99	Damage Bonus		+1d4		

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

Hit Points: 12					
Dead	-2	-1	00		
2	3	4	5	6	
8	9	10	11	12	
14	15	16	17	18	
20	21	22	23	24	
26	27	28	29	30	
32	33	34	35	36	

Investigator Skills

Accounting	10	38
Anthropology	1	1
Archaeology	1	1
Art	5	5
	5	5
	5	5
Astronomy	1	1
Bargain	5	5
Biology	1	1
Chemistry	1	1
Climb	40	40
Computer Use	1	37
Conceal	15	15
Craft	5	5
	5	5
	5	5
Credit Rating	15	55
Cthulhu Mythos	0	0
Disguise	1	1
Dodge	32	32
Drive Auto	20	20
Electrical Repair	10	10
Electronics	1	1
Fast Talk	5	53
First Aid	30	30
Geology	1	1
Hide	10	10

History	20	41
Jump	25	25
Law	5	51
Library Use	25	71
Listen	25	25
Locksmith	1	18
Martial Arts	1	1
Mech. Repair	20	20
Medicine	5	5
Natural Hist	10	10
Navigate	10	10
Occult	5	5
Opr. Hvy. Mch.	1	1
French	1	16
Language	1	1
Language	1	1
Language	1	1
English	65	77
Persuade	15	42
Pharmacy	1	1
Photography	10	10
Physics	1	1
Pilot	1	1
		0
		0
Psychoanalysis	1	1
Psychology	5	49



Total Points Spent: 420		
Ride	5	5
Sneak	10	10
Spot Hidden	25	25
Swim	25	25
Throw	25	25
Track	10	10
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Firearms		0
Handgun	20	30
Machine Gun	15	15
Rifle	25	55
Shotgun	30	30
SMG	15	15

Weapons							
<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>rng</i>	<i>#att</i>	<i>hp</i>	
Fist							
Grapple							
Head							
Kick							
<i>firearm</i>	%	<i>damage</i>	<i>malf</i>	<i>rng</i>	<i>#att</i>	<i>shots</i>	<i>hp</i>
.30-06 Bolt Action		55 2d6+4		0 110 Yards	2-Jan	5	12

Investigator Name	Kristin Adley		
Occupation	Student: Anthropology Major		
Colleges, Degrees	Miskatonic: Freshman		
Birthplace	Boston, Massachusetts		
Mental Disorders	Guilt complex, Self absorbed		
Sex	Female	Age	18

Characteristics & Rolls							
STR	10	DEX	16	INT	12	Idea	60
CON	9	APP	16	POW	11	Luck	55
SIZ		SAN	55	EDU	13	Know	65
99-Cthulhu Mythos		69	Damage Bonus				

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

Hit Points						
Dead	-2	-1	00			
2	3	4	5	6		
8	9	10	11	12		
14	15	16	17	18		
20	21	22	23	24		
26	27	28	29	30		
32	33	34	35	36		

Investigator Skills

Accounting	10	10
Anthropology	1	45
Archaeology	1	40
Art	5	5
	5	5
	5	5
Astronomy	1	37
Bargain	5	5
Biology	1	1
Chemistry	1	1
Climb	40	40
Computer Use	1	40
Conceal	15	21
Craft	5	5
	5	5
	5	5
Credit Rating	15	15
Cthulhu Mythos	0	30
Disguise	1	1
Dodge	32	32
Drive Auto	20	20
Electrical Repair	10	10
Electronics	1	1
Fast Talk	5	5
First Aid	30	30
Geology	1	22
Hide	10	10

History	20	40
Jump	25	25
Law	5	5
Library Use	25	70
Listen	25	50
Locksmith	1	1
Martial Arts	1	1
Mech. Repair	20	20
Medicine	5	5
Natural Hist	10	15
Navigate	10	10
Occult	5	55
Opr. Hvy. Mch.	1	1
Language	1	1
Language	1	1
Language	1	1
Language	1	1
English	65	65
Persuade	15	15
Pharmacy	1	1
Photography	10	10
Physics	1	1
Pilot	1	1
		0
		0
Psychoanalysis	1	1
Psychology	5	5

--	--	--

Total Points Spent:	380	
Ride	5	5
Sneak	10	45
Spot Hidden	25	40
Swim	25	25
Throw	25	25
Track	10	10
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Firearms		0
Handgun	20	20
Machine Gun	15	15
Rifle	25	25
Shotgun	30	30
SMG	15	15

Weapons

melee	%	damage	hnd	rng	#att	hp	
Fist							
Grapple							
Head							
Kick							
firearm	%	damage	malf	rng	#att	shots	hp

Investigator Name	Marcus Tellis	
Occupation	Student: Computer Science Maj	
Colleges, Degrees	Miskatonic University: Junior	
Birthplace	Hillsboro, Oregon	
Mental Disorders	Tinge of Paranoia.	
Sex	Male	Age 21

Characteristics & Rolls							
STR	9	DEX	12	INT	17	Idea	85
CON	8	APP	10	POW	16	Luck	80
SIZ	13	SAN	80	EDU	17	Know	85
99-Cthulhu Mythos		78	Damage Bonus		0		

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

Hit Points: 11				
Dead	-2	-1	0	0
2	3	4	5	6
8	9	10	11	12
14	15	16	17	18
20	21	22	23	24
26	27	28	29	30
32	33	34	35	36

Investigator Skills

Accounting	10	10
Anthropology	1	1
Archaeology	1	15
Art:	5	5
Art:	5	5
Art:	5	5
Astronomy	1	58
Bargain	5	5
Biology	1	45
Chemistry	1	1
Climb	40	40
Computer Use	1	89
Conceal	15	15
Craft	5	5
	5	5
	5	5
Credit Rating	15	15
Cthulhu Mythos	0	21
Disguise	1	1
Dodge	24	24
Drive Auto	20	20
Electrical Repair	10	34
Electronics	1	41
Fast Talk	5	5
First Aid	30	30
Geology	1	1
Hide	10	47

History	20	20
Jump	25	25
Law	5	5
Library Use	25	63
Listen	25	25
Locksmith	1	1
Martial Arts	1	1
Mech. Repair	20	29
Medicine	5	5
Natural Hist	10	10
Navigate	10	10
Occult	5	42
Opr. Hvy. Mch.	1	1
French	1	40
Spanish	1	15
Language	1	1
Language	1	1
English	85	85
Persuade	15	15
Pharmacy	1	1
Photography	10	10
Physics	1	33
Pilot	1	1
		0
		0
Psychoanalysis	1	1
Psychology	5	5



Total Points Spent: 510		
Ride	5	5
Sneak	10	10
Spot Hidden	25	26
Swim	25	25
Throw	25	25
Track	10	10
Fencing	1	37
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Firearms		0
Handgun	20	20
Machine Gun	15	15
Rifle	25	25
Shotgun	30	30
SMG	15	15

Weapons						
<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>rng</i>	<i>#att</i>	<i>hp</i>
Fist						
Grapple						
Head						
Kick						
Sword		37 1d8+1		touch	1	20
<i>firearm</i>	%	<i>damage</i>	<i>malf</i>	<i>rng</i>	<i>#att</i>	<i>shots hp</i>

Investigator Name	Mary Pearce		
Occupation	Student: Pre-Med Major		
Colleges, Degrees	Miskatonic University: Junior		
Birthplace	Los Angeles, California		
Mental Disorders	Devoted Rationalist		
Sex	Female	Age	21

Characteristics & Rolls							
STR	11	DEX	15	INT	17	Idea	85
CON	14	APP	12	POW	13	Luck	65
SIZ	8	SAN	65	EDU	16	Know	80
99-Cthulhu Mythos		99	Damage Bonus		+1d4		

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

Hit Points				
Dead	-2	-1	00	
2	3	4	5	6
8	9	10	11	12
14	15	16	17	18
20	21	22	23	24
26	27	28	29	30
32	33	34	35	36

Investigator Skills

Accounting	10	10
Anthropology	1	1
Archaeology	1	1
Art	5	5
	5	5
	5	5
Astronomy	1	40
Bargain	5	5
Biology	1	75
Chemistry	1	35
Climb	40	40
Computer Use	1	45
Conceal	15	15
Craft	5	5
	5	5
	5	5
Credit Rating	15	15
Cthulhu Mythos	0	0
Disguise	1	1
Dodge	30	30
Drive Auto	20	20
Electrical Repair	10	10
Electronics	1	1
Fast Talk	5	5
First Aid	30	65
Geology	1	1
Hide	10	10

History	20	20
Jump	25	25
Law	5	5
Library Use	25	60
Listen	25	25
Locksmith	1	1
Martial Arts	1	43
Mech. Repair	20	20
Medicine	5	65
Natural Hist	10	10
Navigate	10	10
Occult	5	60
Opr. Hvy. Mch.	1	1
Latin	1	35
Language	1	1
Language	1	1
Language	1	1
Own language	80	80
Persuade	15	15
Pharmacy	1	20
Photography	10	10
Physics	1	1
Pilot	1	1
		0
		0
Psychoanalysis	1	20
Psychology	5	5

Total Points Spent:		490
---------------------	--	-----

Ride	5	5
Sneak	10	10
Spot Hidden	25	25
Swim	25	25
Throw	25	25
Track	10	10
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Firearms		0
Handgun	20	20
Machine Gun	15	15
Rifle	25	25
Shotgun	30	30
SMG	15	15

Weapons							
melee	%	damage	hnd	rng	#att	hp	
Fist							
Grapple							
Head							
Kick							
firearm	%	damage	malf	rng	#att	shots	hp

Investigator Name	Tracy Hickman		
Occupation	Student: History/Archaeology		
Colleges, Degrees	Miskatonic University: Senior		
Birthplace	New Orleans		
Mental Disorders	Conspiracy Buff		
Sex	Female	Age	22

Characteristics & Rolls							
STR	9	DEX	14	INT	16	Idea	80
CON	11	APP	13	POW	16	Luck	80
SIZ	9	SAN	80	EDU	17	Know	85
99-Cthulhu Mythos			99	Damage Bonus		+0	

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

Hit Points: 10					
Dead	-2	-1	00		
2	3	4	5	6	
8	9	10	11	12	
14	15	16	17	18	
20	21	22	23	24	
26	27	28	29	30	
32	33	34	35	36	

Investigator Skills

Accounting	10	10
Anthropology	1	60
Archaeology	1	41
Art	5	5
	5	5
	5	5
Astronomy	1	17
Bargain	5	5
Biology	1	1
Chemistry	1	1
Climb	40	72
Computer Use	1	68
Conceal	15	15
Craft	5	5
	5	5
	5	5
Credit Rating	15	15
Cthulhu Mythos	0	0
Disguise	1	1
Dodge	28	28
Drive Auto	20	20
Electrical Repair	10	10
Electronics	1	1
Fast Talk	5	5
First Aid	30	30
Geology	1	1
Hide	10	10

History	20	65
Jump	25	25
Law	5	5
Library Use	25	74
Listen	25	25
Locksmith	1	1
Martial Arts	1	1
Mech. Repair	20	20
Medicine	5	5
Natural Hist	10	15
Navigate	10	10
Occult	5	64
Opr. Hvy. Mch.	1	1
Arabic	1	57
Language	1	1
Language	1	1
Language	1	1
English	85	85
Persuade	15	15
Pharmacy	1	1
Photography	10	10
Physics	1	1
Pilot	1	1
		0
		0
Psychoanalysis	1	28
Psychology	5	5

Total Points Spent:		500
---------------------	--	-----

Ride	5	5
Sneak	10	12
Spot Hidden	25	25
Swim	25	25
Throw	25	25
Track	10	10
Conspiracy T		43
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Firearms		0
Handgun	20	20
Machine Gun	15	15
Rifle	25	25
Shotgun	30	30
SMG	15	15

Weapons							
<i>melee</i>							
	%	damage	hnd	rng	#att	hp	
Fist							
Grapple							
Head							
Kick							
<i>firearm</i>							
	%	damage	malf	rng	#att	shots	hp

Investigator Name	George Coven		
Occupation	Student: Political Science Major		
Colleges, Degrees	Miskatonic University: Freshman		
Birthplace	Colorado Springs, Colorado		
Mental Disorders	Psycho		
Sex	Male	Age	19

Characteristics & Rolls							
STR	12	DEX	14	INT	14	Idea	70
CON	12	APP	10	POW	16	Luck	80
SIZ	13	SAN	80	EDU	12	Know	60
99-Cthulhu Mythos		87	Damage Bonus		+1d4		

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

Hit Points: 13				
Dead	-2	-1	00	
2	3	4	5	6
8	9	10	11	12
14	15	16	17	18
20	21	22	23	24
26	27	28	29	30
32	33	34	35	36

Investigator Skills

Accounting	10	10
Anthropology	1	12
Archaeology	1	1
Art	5	5
	5	5
	5	5
Astronomy	1	1
Bargain	5	5
Biology	1	1
Chemistry	1	43
Climb	40	56
Computer Use	1	16
Conceal	15	15
Craft	5	5
	5	5
	5	5
Credit Rating	15	15
Cthulhu Mythos	0	12
Disguise	1	1
Dodge	28	28
Drive Auto	20	20
Electrical Repair	10	10
Electronics	1	1
Fast Talk	5	5
First Aid	30	30
Geology	1	1
Hide	10	10

History	20	47
Jump	25	25
Law	5	50
Library Use	25	68
Listen	25	25
Locksmith	1	1
Martial Arts	1	40
Mech. Repair	20	20
Medicine	5	5
Natural Hist	10	10
Navigate	10	10
Occult	5	5
Opr. Hvy. Mch.	1	1
Language	1	1
Language	1	1
Language	1	1
Language	1	1
Own language	60	60
Persuade	15	15
Pharmacy	1	1
Photography	10	10
Physics	1	1
Pilot	1	1
		0
		0
Psychoanalysis	1	1
Psychology	5	62



Total Points Spent: 380		
Ride	5	5
Sneak	10	60
Spot Hidden	25	25
Swim	25	25
Throw	25	25
Track	10	10
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Firearms		0
Handgun	20	55
Machine Gun	15	15
Rifle	25	25
Shotgun	30	30
SMG	15	15

Weapons						
<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>rng</i>	<i>#att</i>	<i>hp</i>
Fist						
Grapple						
Head						
Kick						
<i>firearm</i>	%	<i>damage</i>	<i>malf</i>	<i>rng</i>	<i>#att</i>	<i>shots hp</i>

The Investigators (i.e., the Non-Player Characters)

Abbi Grant: The student body president

Janet Crue: Biotech major. Rationalist

Joshua Crescent: Physics Major. Proud to be on the Student Activities Committee

Russell Gabriel: Christian Apologetics Major from Quapa, Oklahoma

Stan Tweed: As a child, aliens abducted him from his trailer and took him to a giant bug in space.

Tiffany Marshall: Someone's out to get her...

Investigator Name	Janet Crue		
Occupation	Student: Biotechnology Major		
Colleges, Degrees	Miskatonic University: Junior		
Birthplace	Los Angeles, California		
Mental Disorders	Devoted Rationalist		
Sex	Female	Age	21

Characteristics & Rolls							
STR	11	DEX	15	INT	17	Idea	85
CON	14	APP	12	POW	13	Luck	65
SIZ	8	SAN	65	EDU	16	Know	80
99-Cthulhu Mythos		99	Damage Bonus		+1d4		

Sanity Points: 65														
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				
4	5	6	7	8	9	10	1
12	13	14	15	16	17	18	2
20	21	22	23	24	25	26	2
28	29	30	31	32	33	34	3
36	37	38	39	40	41	42	4

Hit Points: 11				
Dead	-2	-1	00	
2	3	4	5	6
8	9	10	11	12
14	15	16	17	18
20	21	22	23	24
26	27	28	29	30
32	33	34	35	36

Investigator Skills

Accounting	10	10
Anthropology	1	1
Archaeology	1	1
Art	5	5
	5	5
	5	5
Astronomy	1	40
Bargain	5	5
Biology	1	75
Chemistry	1	35
Climb	40	40
Computer Use	1	45
Conceal	15	15
Craft	5	5
	5	5
	5	5
Credit Rating	15	15
Cthulhu Mythos	0	0
Disguise	1	1
Dodge	30	30
Drive Auto	20	20
Electrical Repair	10	10
Electronics	1	1
Fast Talk	5	5
First Aid	30	65
Geology	1	1
Hide	10	10

History	20	20
Jump	25	25
Law	5	5
Library Use	25	60
Listen	25	25
Locksmith	1	1
Martial Arts	1	43
Mech. Repair	20	20
Medicine	5	65
Natural Hist	10	10
Navigate	10	10
Occult	5	60
Opr. Hvy. Mch.	1	1
Latin	1	35
Language	1	1
Language	1	1
Language	1	1
Own language	80	80
Persuade	15	15
Pharmacy	1	20
Photography	10	10
Physics	1	1
Pilot	1	1
		0
		0
Psychoanalysis	1	20
Psychology	5	5

Total Points Spent: 490

Ride	5	5
Sneak	10	10
Spot Hidden	25	25
Swim	25	25
Throw	25	25
Track	10	10
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Firearms		0
Handgun	20	20
Machine Gun	15	15
Rifle	25	25
Shotgun	30	30
SMG	15	15

Weapons

<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>mg</i>	<i>#att</i>	<i>hp</i>	
Fist							
Grapple							
Head							
Kick							
<i>firearm</i>	%	<i>damage</i>	<i>mal</i>	<i>mg</i>	<i>#att</i>	<i>shots</i>	<i>hp</i>

Investigator Name	Joshua Crescent		
Occupation	Student: Physics Major		
Colleges, Degrees	Miskatonic University:		
Birthplace	Arkham, Massachussetts		
Mental Disorders	Involved in Student Activities Co		
Sex	Male	Age	20

Characteristics & Rolls							
STR	9	DEX	15	INT	14	Idea	70
CON	8	APP	10	POW	12	Luck	60
SIZ	10	SAN	60	EDU	14	Know	70
99-Cthulhu Mythos		99	Damage Bonus		+0		

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

Hit Points: 9							
Dead	-2	-1	00				
2	3	4	5	6			
8	9	10	11	12			
14	15	16	17	18			
20	21	22	23	24			
26	27	28	29	30			
32	33	34	35	36			

Investigator Skills

Accounting	10	10
Anthropology	1	1
Archaeology	1	1
Art	5	5
	5	5
	5	5
Astronomy	1	52
Bargain	5	5
Biology	1	1
Chemistry	1	34
Climb	40	40
Computer Use	1	1
Conceal	15	15
Craft	5	5
	5	5
	5	5
Credit Rating	15	15
Cthulhu Mythos	0	0
Disguise	1	1
Dodge	30	55
Drive Auto	20	20
Electrical Repair	10	42
Electronics	1	57
Fast Talk	5	5
First Aid	30	30
Geology	1	1
Hide	10	10

History	20	20
Jump	25	25
Law	5	5
Library Use	25	72
Listen	25	25
Locksmith	1	1
Martial Arts	1	1
Mech. Repair	20	20
Medicine	5	5
Natural Hist	10	10
Navigate	10	10
Occult	5	40
Opr. Hvy. Mch.	1	1
Language	1	1
Language	1	1
Language	1	1
Language	1	1
Own language	70	70
Persuade	15	15
Pharmacy	1	1
Photography	10	10
Physics	1	62
Pilot	1	1
		0
		0
Psychoanalysis	1	1
Psychology	5	5

Total Points Spent: 420		
-------------------------	--	--

Ride	5	5
Sneak	10	27
Spot Hidden	25	46
Swim	25	25
Throw	25	25
Track	10	10
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Firearms		0
Handgun	20	62
Machine Gun	15	15
Rifle	25	25
Shotgun	30	30
SMG	15	15

Weapons						
<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>rng</i>	<i>#att</i>	<i>hp</i>
Fist						
Grapple						
Head						
Kick						
<i>firearm</i>	%	<i>damage</i>	<i>malf</i>	<i>rng</i>	<i>#att</i>	<i>shots hp</i>
Derringer .25, 2B		62 1d6		03 yards	1 or 2	2 5
Glock 17 (9mm)		62 1d10	98-00	20 yards	3	17 8

Investigator Name	Russell Gabriel	
Occupation	Student: Christian Apologetics	
Colleges, Degrees	Miskatonic University:	
Birthplace	Quapa, Oklahoma	
Mental Disorders	None yet	
Sex	Male	Age 20

Characteristics & Rolls							
STR	13	DEX	16	INT	16	Idea	80
CON	12	APP	17	POW	8	Luck	40
SIZ	11	SAN	40	EDU	13	Know	65
99-Cthulhu Mythos		99	Damage Bonus		+0		

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

Hit Points: 12							
Dead	-2	-1	00				
2	3	4	5	6			
8	9	10	11	12			
14	15	16	17	18			
20	21	22	23	24			
26	27	28	29	30			
32	33	34	35	36			

Investigator Skills

Accounting	10	38
Anthropology	1	1
Archaeology	1	1
Art	5	5
	5	5
	5	5
Astronomy	1	1
Bargain	5	5
Biology	1	1
Chemistry	1	1
Climb	40	40
Computer Use	1	37
Conceal	15	15
Craft	5	5
	5	5
	5	5
Credit Rating	15	55
Cthulhu Mythos	0	0
Disguise	1	1
Dodge	32	32
Drive Auto	20	20
Electrical Repair	10	10
Electronics	1	1
Fast Talk	5	53
First Aid	30	30
Geology	1	1
Hide	10	10

History	20	41
Jump	25	25
Law	5	51
Library Use	25	71
Listen	25	25
Locksmith	1	18
Martial Arts	1	1
Mech. Repair	20	20
Medicine	5	5
Natural Hist	10	10
Navigate	10	10
Occult	5	5
Opr. Hvy. Mch.	1	1
French	1	16
Language	1	1
Language	1	1
Language	1	1
English	65	77
Persuade	15	42
Pharmacy	1	1
Photography	10	10
Physics	1	1
Pilot	1	1
		0
		0
Psychoanalysis	1	1
Psychology	5	49

Total Points Spent: 420		
Ride	5	5
Sneak	10	10
Spot Hidden	25	25
Swim	25	25
Throw	25	25
Track	10	10
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Firearms		0
Handgun	20	30
Machine Gun	15	15
Rifle	25	55
Shotgun	30	30
SMG	15	15

Weapons

melee	%	damage	hnd	rng	#att	hp	
Fist							
Grapple							
Head							
Kick							
firearm	%	damage	malf	rng	#att	shots	hp
.30-06 Bolt Action		552d6+4		0110 Yards	2-Jan	5	12

Investigator Name	Stan Tweed		
Occupation	Student: Astronomy Major		
Colleges, Degrees	Miskatonic University:		
Birthplace	Georgia, Alabama		
Mental Disorders	Alien Abductee		
Sex	Male	Age	20

Characteristics & Rolls							
STR	11	DEX	16	INT	15	Idea	75
CON	15	APP	11	POW	12	Luck	60
SIZ	11	SAN	60	EDU	15	Know	75
99-Cthulhu Mythos			99	Damage Bonus		+0	

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

Hit Points: 13							
Dead	-2	-1	00				
2	3	4	5	6			
8	9	10	11	12			
14	15	16	17	18			
20	21	22	23	24			
26	27	28	29	30			
32	33	34	35	36			

Investigator Skills

Accounting	10	10
Anthropology	1	1
Archaeology	1	1
Art	5	5
	5	5
	5	5
Astronomy	1	69
Bargain	5	5
Biology	1	1
Chemistry	1	39
Climb	40	40
Computer Use	1	56
Conceal	15	15
Craft	5	5
	5	5
	5	5
Credit Rating	15	15
Cthulhu Mythos	0	0
Disguise	1	1
Dodge	32	32
Drive Auto	20	20
Electrical Repair	10	10
Electronics	1	52
Fast Talk	5	5
First Aid	30	30
Geology	1	1
Hide	10	10

History	20	55
Jump	25	25
Law	5	5
Library Use	25	63
Listen	25	25
Locksmith	1	1
Martial Arts	1	1
Mech. Repair	20	20
Medicine	5	5
Natural Hist	10	10
Navigate	10	10
Occult	5	48
Opr. Hvy. Mch.	1	1
Language	1	1
Language	1	1
Language	1	1
Language	1	1
Own language	75	75
Persuade	15	15
Pharmacy	1	1
Photography	10	10
Physics	1	51
Pilot	1	1
Demolition		40
		0
Psychoanalysis	1	1
Psychology	5	5



Total Points Spent: 450		
Ride	5	5
Sneak	10	42
Spot Hidden	25	25
Swim	25	25
Throw	25	25
Track	10	10
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Firearms		0
Handgun	20	20
Machine Gun	15	15
Rifle	25	25
Shotgun	30	30
SMG	15	15

Weapons							
melee	%	damage	hnd	rng	#att	hp	
Fist							
Grapple							
Head							
Kick							
firearm	%	damage	malf	rng	#att	shots	hp

Investigator Name	Tiffany Marshall		
Occupation	Student: Computer Science Major		
Colleges, Degrees	Miskatonic University: Junior		
Birthplace	Hillsboro, Oregon		
Mental Disorders	Paranoid		
Sex	Female	Age	21

Characteristics & Rolls							
STR	9	DEX	12	INT	17	Idea	85
CON	8	APP	10	POW	16	Luck	80
SIZ	13	SAN	80	EDU	17	Know	85
99-Cthulhu Mythos		99	Damage Bonus		0		

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

Hit Points: 11							
Dead	-2	-1	00				
2	3	4	5	6			
8	9	10	11	12			
14	15	16	17	18			
20	21	22	23	24			
26	27	28	29	30			
32	33	34	35	36			

Investigator Skills

Accounting	10	10
Anthropology	1	1
Archaeology	1	15
Art:	5	5
Art:	5	5
Art:	5	5
Astronomy	1	58
Bargain	5	5
Biology	1	45
Chemistry	1	1
Climb	40	40
Computer Use	1	89
Conceal	15	15
Craft	5	5
	5	5
	5	5
Credit Rating	15	15
Cthulhu Mythos	0	0
Disguise	1	1
Dodge	24	24
Drive Auto	20	20
Electrical Repair	10	34
Electronics	1	41
Fast Talk	5	5
First Aid	30	30
Geology	1	1
Hide	10	47

History	20	20
Jump	25	25
Law	5	5
Library Use	25	63
Listen	25	25
Locksmith	1	1
Martial Arts	1	1
Mech. Repair	20	29
Medicine	5	5
Natural Hist	10	10
Navigate	10	10
Occult	5	42
Opr. Hvy. Mch.	1	1
French	1	40
Spanish	1	15
Language	1	1
Language	1	1
English	85	85
Persuade	15	15
Pharmacy	1	1
Photography	10	10
Physics	1	33
Pilot	1	1
		0
		0
Psychoanalysis	1	1
Psychology	5	5

--	--	--

Total Points Spent: 510		
Ride	5	5
Sneak	10	10
Spot Hidden	25	26
Swim	25	25
Throw	25	25
Track	10	10
Fencing	1	37
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Firearms		0
Handgun	20	20
Machine Gun	15	15
Rifle	25	25
Shotgun	30	30
SMG	15	15

Weapons

melee	%	damage	hnd	rng	#att	hp
Fist						
Grapple						
Head						
Kick						
Sword		37 1d8+1		touch	1	20

firearm	%	damage	malf	rng	#att	shots	hp

Investigator Name	Abbi Grant		
Occupation	Student: Political Science Major		
Colleges, Degrees	Miskatonic University: Junior		
Birthplace	Albany, New York		
Mental Disorders	Control Freak		
Sex	Female	Age	21

Characteristics & Rolls							
STR	9	DEX	14	INT	12	Idea	60
CON	12	APP	14	POW	16	Luck	80
SIZ	10	SAN	80	EDU	15	Know	75
99-Cthulhu Mythos				99	Damage Bonus		+0

Sanity Points: 80														
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: 16							
Unconscious	0	1	2				
4	5	6	7	8	9	10	1
12	13	14	15	16	17	18	2
20	21	22	23	24	25	26	2
28	29	30	31	32	33	34	3
36	37	38	39	40	41	42	4

Hit Points: 11					
Dead	-2	-1	00		
2	3	4	5	6	
8	9	10	11	12	
14	15	16	17	18	
20	21	22	23	24	
26	27	28	29	30	
32	33	34	35	36	

Investigator Skills

Accounting	10	50
Anthropology	1	55
Archaeology	1	1
Art	5	5
	5	5
	5	5
Astronomy	1	1
Bargain	5	5
Biology	1	1
Chemistry	1	1
Climb	40	40
Computer Use	1	22
Conceal	15	15
Craft	5	5
	5	5
	5	5
Credit Rating	15	15
Cthulhu Mythos	0	0
Disguise	1	1
Dodge	28	28
Drive Auto	20	20
Electrical Repair	10	10
Electronics	1	1
Fast Talk	5	5
First Aid	30	30
Geology	1	1
Hide	10	10

History	20	38
Jump	25	25
Law	5	40
Library Use	25	66
Listen	25	25
Locksmith	1	1
Martial Arts	1	1
Mech. Repair	20	20
Medicine	5	5
Natural Hist	10	10
Navigate	10	10
Occult	5	5
Opr. Hvy. Mch.	1	1
French	1	1
Language	1	1
Language	1	1
Language	1	1
English	75	75
Persuade	15	75
Pharmacy	1	26
Photography	10	10
Physics	1	1
Pilot	1	1
		0
		0
Psychoanalysis	1	1
Psychology	5	36

Total Points Spent:		420
Ride	5	5
Sneak	10	10
Spot Hidden	25	70
Swim	25	25
Throw	25	25
Track	10	60
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Other		0
Firearms		0
Handgun	20	20
Machine Gun	15	15
Rifle	25	25
Shotgun	30	30
SMG	15	15

Weapons

<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>rng</i>	<i>#att</i>	<i>hp</i>	
Fist							
Grapple							
Head							
Kick							
<i>firearm</i>	%	<i>damage</i>	<i>mal</i>	<i>rng</i>	<i>#att</i>	<i>shots</i>	<i>hp</i>