

“PULP Fiction”

A "CALL OF CTHULHU" SCENARIO

BY

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This story of madness and confusion, courtesy of our old friends the Old Ones, is set in the present day. The characters play an investigative team, trying to track down a -bizarre serial killer in Manchester, England. They don't know each other too well, and may need some time to adjust to this.

The theatrical Keeper is advised that this story draws heavily on the standards of the pulp comics of the fifties, notably the original "Shadow" comics, but also the "Doc Savage" or "Green Hornet" titles. In keeping with these, at times the action should seem almost farcical. Some of the support characters are a little too dedicated to their causes, and their comical attitudes and mannerisms should counterpoint the horror implicit in the last few scenes.

The Plot

Welcome to the rather estranged world of Benjamin Kirby: Comics dealer and well-known lunatic in his spare time. Kirby has, since his childhood, been a fan of the 'Shadow' line of comics, meticulously collecting them, as many collectors do, but also reading and re-reading them, invoking in himself a sense of adventure that today's mundane world no longer holds (*See Benjamin Kirby in the Characters Section for more information.*)

Five years ago, Kirby discovered a musty old occult book labelled 'Des Tenebres Puissants.' ('Powerful Shadows') As an ex-student of language, Kirby translated it, and found more knowledge than he could imagine. The book was a grimoire of Mythos knowledge, detailing many spells, rituals and practices. Being essentially a good man, Kirby decided then and there to use the knowledge he had found for the benefit of the human race. 'With great power,' he reasoned to himself "comes great responsibility." Sadly, in using the sorcery he had unearthed, he opened. a door to dimensions best left alone. Ben Kirby took the first shaky steps on the road that leads to madness and despair... Kirby also came to the attention of Cthulhu himself. Cthulhu has sent a Deep One to insinuate himself into society nearby and watch Kirby. This creature has taken the identity of Constable Casper Cassidy, and is disgusted by Kirby's chivalrous attitude.

Recently, local Manchester press has reported the deaths of a number of prominent crime figures. The leaders of the two most prominent gangs in the city (the gangs based in the suburbs of Moss Side and Cheetham Hill respectively) have been brutally shot in the head. Unsurprisingly, this is the work of 'The New Dr. Darkness' (Kirby) who will stop at nothing to stamp out crime in his home town. Kirby has modelled himself on his childhood hero 'Dr. Darkness' (who, in turn, is modelled on The Shadow from real life) The characters are called in to investigate the deaths of the two gang leaders, named Damien Newman and Robert Gentle.

Scene One - "The Yard"

All of the characters are part of a special CID (Criminal Investigation Department) task force; cobbled together from various parts of England and beyond. You should be able to sandwich whatever characters you like in here, provided they have some possible connection to the police force.

You are shown to the office reserved for visiting officers by a balding Constable in uniform. The room has an air of disuse about it, but is well stocked. Paper and pens lie in boxes still wrapped in plastic on five desks, and light shines into the room from a window with venesian blinds;. A fat folder lies on the table beside these. Phones are present on all desks, with cards showing the extensions of an the other departments of Manchester North CID.

The party (for want of a better word) haven't introduced themselves to each other then this is a good time. If they want to talk to the uniformed Constable (*See Constable Cassidy in the Characters Section*) then he has little to say other than - "Eh - It were a turrible affair. Them's were criminals, but none deserve to get shot in the 'ead lahk that."

Assumedly the first order of the day is to look through the case folder and begin to get some concrete facts on the case. The facts are as follows. Some of them are true, others aren't.

- 1 Damien Newman was killed on the 14th of September, at an approximate time of 8pm. Death was caused by a bullet to the head, fired at point-blank range. Forensics claim the gun was a .38 Special, made in the UK, and easily obtainable on the streets(All true.)
- 2 Robert Gentle was killed on the same night, at approximately the same time. Death was caused in the same way: a bullet to the brain. Forensics claim a ninety percent certainty that the bullet came from the same gun. (All true.)
- 3 The distance from Newman's house in Moss Side, and Gentle's house in Cheetham Hill is 12 miles, and cannot be travelled by a person with or without a car in less than half an hour at that time of night.
- 4 Darren Claremont, a known murderer, has been released from Strangeways jail 4 weeks ago. His Modus Operandi (criminal pattern) involves a bullet to the head (True, but this has no bearing on the case. He's innocent.)
- 5 The killer was seen by one witness: Barry Bateman, who claimed the killer was tall, and wore A wide-brimmed hat, with a scarf covering the lower half of his face (this is true.) No statement has been taken from him yet as he has claimed guilty to twelve counts of armed robbery in fear. These are taking priority.
- 6 The killer came into both residences by kicking in the front door. One of the doors was steel reinforced (drug dealers take no chances) (True.)
- 7 An old lady across the street from Newman (May Koonce) saw a group of youths walk into the house at the time of the murder. (False, she has the time wrong.)

There's a number of ways that the characters can go from here, so the next couple of scenes can be taken in any order. Let them work through as many of them as you feel you have time for before skipping to Scene Six. Without Further Ado...

Scene Two - "Barry Bateman"

Bateman is being kept on his own in a cell in the Station (*See Barry Bateman in the Characters Section*) He was in Gentle's house when Gentle was killed. Whilst upstairs, he heard the door shatter, and saw the killer enter the house dressed in a wide-brimmed hat and cloak, with the lower half of his face covered by a scarf. Afraid that he is next, he has pleaded guilty to a number of other offences in the hope he will be locked away.

Barry Bateman's cell is a standard issue Manchester Police cell. It is small, boxy, and painted antiseptic green. There is an area raised from the floor to provide a bed space. Bateman sits in the middle of it. His hair is close cropped and brown. He has a small, neatly trimmed moustache and soulful brown eyes. Fashionable 'Fled Bloggs' label clothes cover a lean frame. He must be all of 20 years old.

Bateman has no entry in the 'Characters' section of the scenario. He is a thoroughly obnoxious creep, though, with a habit of jerking his head forward to make a point. He has now cottoned on to the fact that if he is a witness, the police (who he refers to, somewhat old-fashionedly as 'Pigs') Will have to protect him. Barry will repeat the important information he has to the players, adding one thing - The perpetrator shouted "Justice Is Served" before he shot Gentle. A Know Roll at a -1 5% penalty will reveal the fact that this is the trademark quote of 'Dr. Darkness' - a comic character from the 1950s. If pressed too hard for information (and this could mean anything really - Bateman hasn't a high tolerance for stress) Barry will shut up and refuse to say anything else unless his lawyer is present.

Scene Three - "Darren Claremont"

Claremont - The murderer who was released from Strangeways about a month ago, is currently living in a council flat in Hulme. Hulme is a run-down area, and if you feel theatrical, feel free to describe the urban decay (tower blocks being knocked down for newer, but just as small 'maisonette blocks' Its also worth noting that the houses that have been evacuated pending demolition have boards on all the windows which have the legend 'All valuable materials removed' painted roughly on them) Claremont's flat is on the fifteenth floor of a high-rise block.

As you climb the stairs of the tower block, the smell of both human and animal urine lingers in your nostrils. The stairs are damp and treacherous - in the half-light you can occasionally glimpse some graffiti or the back of a fleeing child. The balcony on which Claremont's flat is situated is at the top of the tower. Three of the five doors have metal reinforcements badly covering signs of breaking and entry.

Claremont (*See Darren Claremont in the Characters Section*) answers the

door, and after seeing some sort of ID (he won't speak to anybody and will be rude and pushy without seeing it) will grudgingly let the party inside.

Inside the flat smells strongly of sweat. A television shows cartoon images, and the heat is strong. The walls are papered haphazardly, and the kitchen cupboards appear to be merely put in place rather than nailed down. The sinks in the kitchen are covered with dirty dishes. Claremont collapses into an armchair. 'What do you want?' he asks.

Darren will be willing to give the investigators all the information they require, with two notable exceptions: He will grow visibly uncomfortable when asked if owns a firearm. Secondly, he is unable to provide a good alibi for the night in question. He will claim he was asleep all night, and that nobody saw him. He claims to be an early sleeper... In truth, Darren feels insecure in his tower block, due in part to the very real dodgy dealings that occur there, and due in part to his own fear of people and situations. He went out on the night in question to purchase a firearm: A .38 special, to be exact. There's probably not much more the investigators can learn from him. He is too frightened to say much else. They can arrest him if they feel it necessary. If a search is ordered (Note : You'll need a warrant for this, but don't make it too hard on the players. See the note on police procedure, below) a successful Spot Hidden roll will allow a character to discover the gun sellotaped to the cistern lid in the bathroom.

Scene Four - "Visiting with Aunt May"

May Koonce (*See May Koonce in the Characters Section*) lives directly opposite the house that Robert Newman was murdered in. The houses are terraced and small, though the street is free of the litter that Manchester is infamous for. May will welcome any police into her home, after a ritual with door chains and ID is gone through (you get the idea - this lady is tough.) Guests are welcomed into the living room, which is stereotypically grandmotherly.

The living room is festooned with keepsakes and trinkets. A number of photo-cubes on the mantelpiece show pictures of a happy family. The room is comfortably warm, and relaxing. May Koonce sits in an armchair she is obviously used to, with a happy expression on her face. It is obvious that she enjoys company.

May knows little to aid the case, but will rabbit on about any of her favourite subjects. These include her family (grandsons and daughters, and how well they are doing at school, and aren't young people rude these days etc.) her long dead husband (and would you like to see these pictures of him?) and the weather (ooh - Its getting so nippy now. The winter's not long off. Still, we had a good summer, eh?) What she claims to know is that she saw a number of youths enter Newman's house at around eight o'clock. If this information is investigated in any way (check with other neighbours, ask about ambient light at the time etc.), it will quickly become obvious that the group entered the house closer to six. May will flush and apologise at this discovery if she is present when it happens.

On the other side of the street, Newman's house is locked. If the investigators have had the thought to bring a key, they will find the house is quiet. Police tape is liberally fastened around it, and a tape shape on the ground shows the resting place of Robert Newman himself. There are a few things in the house that the police have missed, though, which can be revealed by a successful Spot Hidden roll in the relevant location: In the Kitchen, some drugs (cocaine, estimated 400 pounds worth, street value) are stored in the U-Bend of the kitchen sink, which doesn't drain properly as a result. In one of the two bedrooms, there is a gun (its a Glock 17, so no panic here) hidden under a bed. Lastly, and this isn't really hidden, Kirby has placed a 'Dr. Darkness' comic in the living room after the crime had been committed. It's issue number 67, and a successful Know roll will show its pristine condition (as it happens, number 67 is rare, and this will be pointed out if the investigators ask one of the comic shop owners about it. Worth maybe 35 pounds...)

Scene Five - "Comics, comics everywhere"

If the investigators wish to check out the 'Dr. Darkness' comic book connection then they will find a plethora of comic book shops in Manchester. There's a choice between the 'Odyssey 7' and '4th Dimension' shops, both of which are in the city centre, hidden behind office blocks, trying to look obscure. The shops are much of a sameness, so only one shop description is given. If the team decide to go into more than one shop, maybe give them one fact they haven't specifically asked about...

The entrance to the comic shop is down a short flight of stairs. The shop itself has row upon row of boxes of comics, with ersatz names such as 'Captain Marvel,' 'Laser Lad' or 'Wonder Woman.' Behind a dingy counter sits a young man, perhaps in his mid 20s. He sports long, dark hair and a heavy-metal T-Shirt. In front of him are a few boxes of trading cards.

The shop assistant (Ron) is able to give the characters any of the information they require, but is difficult to interrogate. He is a little too enthusiastic about his work, and tends to babble on about issue numbers, values, and ways of keeping comic books in the best possible condition for sale.

Facts available about "Dr. Darkness":

- 8 He always dressed in a wide-brimmed hat, cape and scarf around his face.
- 9 His trademark phrase was "Justice is served!"
- 10 He had the power to become invisible, and had great strength.
- 11 Toward the end of the comic, Darkness often to spoke to himself.
- 12 Darkness gained the powers he had from Tibet.
- 13 He always used two .38 specials.
- 14 Finally, if you really want to find out more about Dr. Darkness (and this should be conveyed with a sense of admiration - Kirby is admired in his field) go and see Ben Kirby. He's the expert.

Scene Six - "Another murder"

This scene is engineered to pin the blame quite thoroughly on Kirby rather than Claremont. The characters will probably rush to arrest Kirby after this. If

they're not picking up on things, have them rung again and told that Kirby's business card was found at Copeland's house, under the carpet (Cassidy's doing.)

Suddenly, your <choose one of the phone-carrying characters> cell-phone rings. On the other end is Constable Cassidy. "Ah think you'd all bettah come back down t'station" he says, "summat else's come up." Then he hangs up.

Once the characters have returned to the station they'll find that there has been another murder, again in Moss Side. Without getting to the crime scene, they can ascertain that the victim had no connection to gangs of any kind, but the murder has a familiar M.O. The killer was seen by ten witnesses, and had the same costume as the original killer. Constable Cassidy is at the crime scene; it is up to the players whether or not they go to the crime scene. However, if they do...

The house is situated in another row of terraced houses. There are three police cars outside, and police tape covers the entrance. Inside, forensics people dust the house for fingerprints, while others take photos of the crime scene. A group of teenagers is being interviewed in the kitchen. Constable Cassidy looks a little paler than usual as he walks up to you, looking helpful if a little obsequious.

So what happened here? The kids were having a party last night, and a number of them stayed over at the house. If the players wish to interview them, they are frightened and shook up. At nine o'clock, they had woken up (many with hangovers) and heard a cry from upstairs. The host of the party was in bed with his girlfriend (Manchester kids, dontcha know?) The first up the stairs saw the whole thing. A figure swept down from the ceiling, dressed as Dr. Darkness (Note: none of the kids know who Dr. Darkness is) and shot the host in the forehead, shouting "Justice is served." He then ran into the ensuite bathroom and jumped out of the window. The girlfriend has been taken to hospital for treatment. She was near catatonic with shock when she was taken away. The other kids corroborate this story, although none of them saw all of it. There is no hole in the ceiling or sign of the murderer other than the bloodstains. The bathroom window is locked, and won't open.

Forensics will need a day to cough up any relevant matter, so the players are left with the details they have at hand. Just as they are completely stumped by this case, a uniformed constable finds a bloodstained wallet in the living room. It has Ben Kirby's Social Security card, drivers licence and 20 pounds in it. His address is on the card. Yes, it is odd that the wallet is found in the living room. Let the players puzzle it out...

What actually happened here can be summed up in one word: Cassidy. The Deep One has grown tired of the fact that Kirby is using his power for good, so has decided to liven things up himself. He has used his teleportation power to arrive in the house, shot someone (his choice was random) and while everyone rushed upstairs, teleported from the bathroom to the living room, dropped the wallet and left.

Scene Seven - "Kirby's house."

This bit forms the showdown of the scenario. Things have started getting a bit weird, but without any trace of Cthulhu Mythos activity. The players should now be edgy, and we, the GamesMasters are about to pull the rug out from under them. They are now headed to Kirby's house. Cassidy should ask to accompany them. They will probably refuse, so Cassidy will take a police car, and follow at a discreet distance. If caught, he is just going to 'provide backup.' In reality, he just wants the characters off his tail.

Kirby lives in Altrincham (pronounced 'Altringam') to the South of Manchester. The car journey is uneventful, but it may be interesting to remark to your players that as one gets further into Altrincham, the houses grow more and more gothic. Huge, towered mansions with the occasional extra wing built on looking out of place (as a matter of interest, this is true in real-life too. Altrincham is a much more affluent area of the city, and it shows.) The roads are overhung by old trees, and are windy.

Kirby's house is large, but not Gothic like its neighbours. It looks like it was built in the sixties. The drive is covered with gravel, which scrunches as the car pulls up. Blinds and curtains on the house are mostly drawn, with the exception of one downstairs window. As you get out of the car, a fat man, looking to be in his late twenties opens the front door. "Can I help you?" he asks in a soft voice.

This is Kirby. He will object to the characters' presence, and will not allow them into the house. If they have not brought a search warrant this time, they will require a successful Persuade roll to gain entrance.

Once inside, they will be hit with the smell of old paper. Kirby's house is filled with all sorts of books and comics. Many of the comics are kept in two downstairs rooms devoted entirely to comic space. All of these are kept in Mylar envelopes. Kirby will probably be interrogated in the living room, which is sparsely decorated. An electric bar-heater provides the heat, and some of the light in the room (Kirby just like it dark - Oh, and it preserves the ink in the comics, y'know?) He is genuinely afraid, and will stutter over his words. He repeats "why are you asking me these questions?" over and over. It doesn't really take much to tell he is guilty of something. Once on the subject of the murders, Kirby gets edgier and edgier. He asks to go and make a cup of coffee. If allowed to do this on his own, he will teleport upstairs and don his Dr. Darkness outfit. If someone accompanies him, he will still teleport (preferably when his companion isn't looking, but 1/1D6 SAN loss for seeing him do the trick) but Will still have time to don the outfit.

After Kirby's disappearance, the party will probably run round the house looking for him. There are five rooms on ground level: Kitchen, Living room, Comic Storage Room 1 & 2, and the study. 'Des Tenebres Puissants' is in the study, on a shelf of books. Even if a character looks right at the books, he still requires a successful Spot Hidden roll to see it. The tome protects itself. Upstairs are the bathroom (rarely used, it seems) two bedrooms and a

landing. Kirby changes in one of the bedrooms, in which his costume and guns are hanging in a wardrobe. He will confront the first investigator to enter the second bedroom, and shoot at him. A successful Dodge roll allows the victim to get out of the way.

What follows is a hair-raising hunt through the house for the investigators, firing at Dr. Darkness and then waiting for him to re-appear after he teleports. The 1/1D6 SAN loss is for the first person seeing him teleport. After that, there's a 0/1D2 loss each time someone sees him. How long this goes on for is entirely at the GMs discretion, but eventually, he Will either be dead, or unable to teleport any more. At this point he should be killed (bad choice, but who said these investigators were nice guys?) or arrested. As he slumps to the ground, he will claim "I only wanted to help..." During the fight, anyone listening for Kirby should be allowed to make an extra Listen roll to hear Cassidy's car pull up outside. Its not over yet...

After Kirby has been subdued Constable Cassidy enters the building, calling for the investigators. He will remain the same Cassidy we all know and loathe until he sees Kirby's prostrate form. Then he abandons the pretence, and casts his one spell 'Dagon's touch' on Kirby (*see new spell - Dagon's Touch*) the effect of which is to incapacitate Kirby.

Cassidy enters through the door, and looks at the scene - Kirby bring on the ground covered by his cloak, now bleeding. His face shows shock for one small second - then changes. Slowly, a gleeful smile creeps across his features, making him look less than human. He opens his mouth to speak, but a cry of hatred rings out. He points at Kirby. From the ground, three tentacles or pseudopods erupt, and wrap tightly around Kirby. Then, Cassidy turns his attention toward you.

Before anything else, the party lose a good 1/1D8 SAN for seeing those icky tentacles. Then it's time for some classical villain stuff. Kirby looks horrified, but, obviously recognising Cassidy, begins to plead for his life. Cassidy explains how Kirby wasn't a very good minion, and this is why he has to die. Cassidy will be the new Dr. Darkness. Now - the players could be sat back here enjoying the scenery. It's likely that they will just blindly open fire on poor old Constable Cassidy. This individual uses the same teleporting trick as Kirby, appearing behind the players. A pitched gunfight will then ensue (it may be wise to just forget all about ammunition and reloading here. If, however, you choose to be really pissy...) However - Eventually, Cassidy will die, and the tentacles will melt into a vile-smelling goop. Its Game Over Boys. If you wish to wrap things up a little better than that, Kirby explains about the book and how he wanted to be just like his childlike hero. He shows the characters to the study, only to find that the book has vanished. Like all things Cthuloid, it looks after itself.

A Note on police procedure.

Okay, this is picky, but if you want to add that touch of realism, you can include some or all of the following. In two cases in this scenario, search warrants may be required. In order to get one of these, about an hour must be spent at the station filling out forms. These require a reason to search the

property in question (good reasons required. The wishes of an officer don't count here) and a rough approximation of the object(s) to be located. Alternatively, if a suspect has been arrested, the arresting officer(s) are allowed to make a cursory search of the property. Of course, **unofficially** an officer may threaten to arrest someone, and if they agree to let him search a location not do so...

Dagon's Fingers -A new spell.

This potentially powerful spell can be found in *Des Tenebres Puissants*. The caster spends 3 POW, and points at a victim. Immediately, 1D4 tentacles erupt from the ground and bind the victim. This spell may only be used in a twenty mile radius of sea water (Manchester has a sea water river running through it.) The caster must be carrying a small piece of seaweed on his person in order to use the spell.

Benjamin Kirby, Age 36 -'The New Dr. Darkness'

STR	11	CON	09	SIZ	13	INT	15	POW	15
DEX	10	APP	12	EDU	14	SAN	30	HP	14

Skills Appraise Comic 70%, Credit Rating 30%, Drive Auto 45%, French 75%, Latin 55%, Library Use 65%, Sneak 60%, Spot Hidden 30%

Weapons .38 Special Revolver. 55%, 1D10

Kirby's life story could well be titled "Portrait of a Loser." Rejected from his Languages degree after the first two years, Kirby went from dead end job to dead end job. He had talent, but was too engrossed in his own pursuits to finish his work. As a student during the seventies, Kirby was one of the hard-core collectors that have produced the multi-million dollar industry that comics production and collection is today. This pursuit required little time, and so was a perfect way of living for Kirby. He has made a considerable amount of money from it, in real terms, and is comfortable monetarily. However, he is neither rich nor influential.

Like many of his ilk, Ben Kirby also has a passing interest in the Occult. This was more of a hobby before he found the 'Des Tenebres Puissants' tome. Now he is obsessed by it. If he survives the events of this story, he will probably find something new to obsess over. Kirby has gained one ability from the book, that of teleporting. By spending 3 POW, Kirby can hurl himself to a place in space where he wishes to go. Kirby is replaced by a shadow which remains where he was for about 5 seconds, fading slowly.

Ben Kirby is a pale man in his mid-thirties. He is flabby, and obviously out of shape. He affects a small goatee beard which he thinks makes him look sinister (it doesn't) and generally wears ill-fitting blue jeans and a black sweatshirt. He has a small case of Body Odour, and is generally a few days unshaven. His voice is low, but somehow ineffectual.

Darren Claremont Age 64 - 'The Ex-Murderer'

STR	15	CON	14	SIZ	12	INT	10	POW	10
DEX	09	APP	08	EDU	06	SAN	25	HP	20

Skills Conceal 40%, Dodge 30% Drive Auto 45%, Fist/Punch 65%
Make Wicker Basket 55%, Sneak 50%

Weapons .38 Special Revolver. 65%, 1D10

Claremont was arrested and tried for two counts of murder in 1960, both of young men, and committed with a pistol shot to the head. He was given a life sentence, but was recently let out of Strangeways prison for good behaviour subject to psychiatric counselling. Prison was not good to Darren, and has changed the big man into a more childlike figure. He has not seen much of the world of the 90s, and to be frank, it scares him. He wants little more than to be let alone in his apartment for the rest of his life. He knows nothing of Dr. Darkness, Ben Kirby or the Cthulhu Mythos. His slight agoraphobia, coupled with his inability to come up with an alibi make him an excellent suspect.

Claremont is a big man, bald and strong. He wears dark clothes with an old-fashioned cut, and has a stutter, due to his prison traumas. He is genuinely frightened of the party, because he is afraid they will find some excuse to send him back inside.

Constable Casper Cassidy, Age 40 - 'The annoying stooge.'

STR	14	CON	11	SIZ	15	INT	15	POW	10
DEX	10	APP	06	EDU	14	SAN	N/A	HP	14

Skills Cthuihu Mythos 35%, Disguise 60%, Drive Auto 45%,
Fist/Punch 40%,
Library Use 30%, Listen 45%, Sneak 60%, Spot Hidden
30%

Weapons Glock 17. 50%, 1D10

The model of the police constable - That's what Cassidy wants to be. Unfortunately, he is just an irritating, officious fool. He has been assigned to aid the party in any of their investigations, and will be the one to do any of their gopher work for them - If he doesn't think it too demeaning.

Cassidy is portly, red-faced and balding. He obviously scrapes maximum weight for the police force, and probably has a high blood pressure problem to boot. He breathes heavily and noisily. His voice is loud, and carries. This would not be so bad except that his accent is painfully Northern. Think of any non-welsh English miner you have heard, or cobble something together from Monty Python's 'Aye, you think you 'ad it bad' sketch. Either way, make it loud and irritating.

In truth, Cassidy is an as-yet untransformed Deep One sent to hinder the

investigation and deal with Kirby. He plans to take over from Kirby as Dr. Darkness, since Kirby is not causing the chaos he was expected to. He possesses a few arcane abilities.

May Koonce, Age 72 - 'The doddery old lady'

STR	04	CON	05	SIZ	06	INT	13	POW	08
DEX	11	APP	13	EDU	12	SAN	56	HP	06

Skills Cook 85%, Fast Talk 70%, Knit 60%

May is in her early seventies. She dresses primly, and her steel grey hair is worn in a bun at the back of her head. She is quite plump, and looks like she should be baby-sitting a few kids. Having said that, living where she does, and seeing what she does outside her front door, she is as hard as nails. Her small house is cosy, warm, and adorned with many trinkets.

May is an immigrant from Poland, and she has seen some things that she would rather not have seen. She knows the cruelty that the human race can inflict upon itself, and she shows everyone that she thinks deserves all the human kindness she can muster. Therefore, nobody can enter her house without having a cup of tea (with compulsory biscuits.) She will refer to any and all as 'dear' and knits during anything she considers stressful (an interrogation or search would be a good example of this.)

Footnote: The Shadow

I guess it's possible that some people are not aware of The Shadow. The character appeared in early wartime comics as a force for good. He always dressed in a wide-brimmed hat and trenchcoat, with a scarf covering the lower half of his face. He was a vigilante of sorts, and many of his earlier adventures involved some sort of overt or veiled Nazi threat. Originally he had no claim to superhuman or supernatural powers, but, in later issues gained the ability to 'cloud men's minds' which translated as an ability to become invisible at Will. This knowledge was of an occult nature, with some tenuous connection to mystic teachings from Tibet. Many people are now familiar with the character after the 1994 movie (which is largely seen by "Shadow" fans as a load of monkeys', but there you go.)

Another Footnote: Author's Dedications and credits

This scenario is dedicated to all of the writers and creators of all of the comic book heroes. It's not easy to escape the World of Mundanity, but these people make it bearable. In no way should it be construed that this scenario is dedicated in any fashion whatsoever to that Tarantino fellow.

Thanks to the other Fresian Games types for giving me a reason to write this scenario.

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