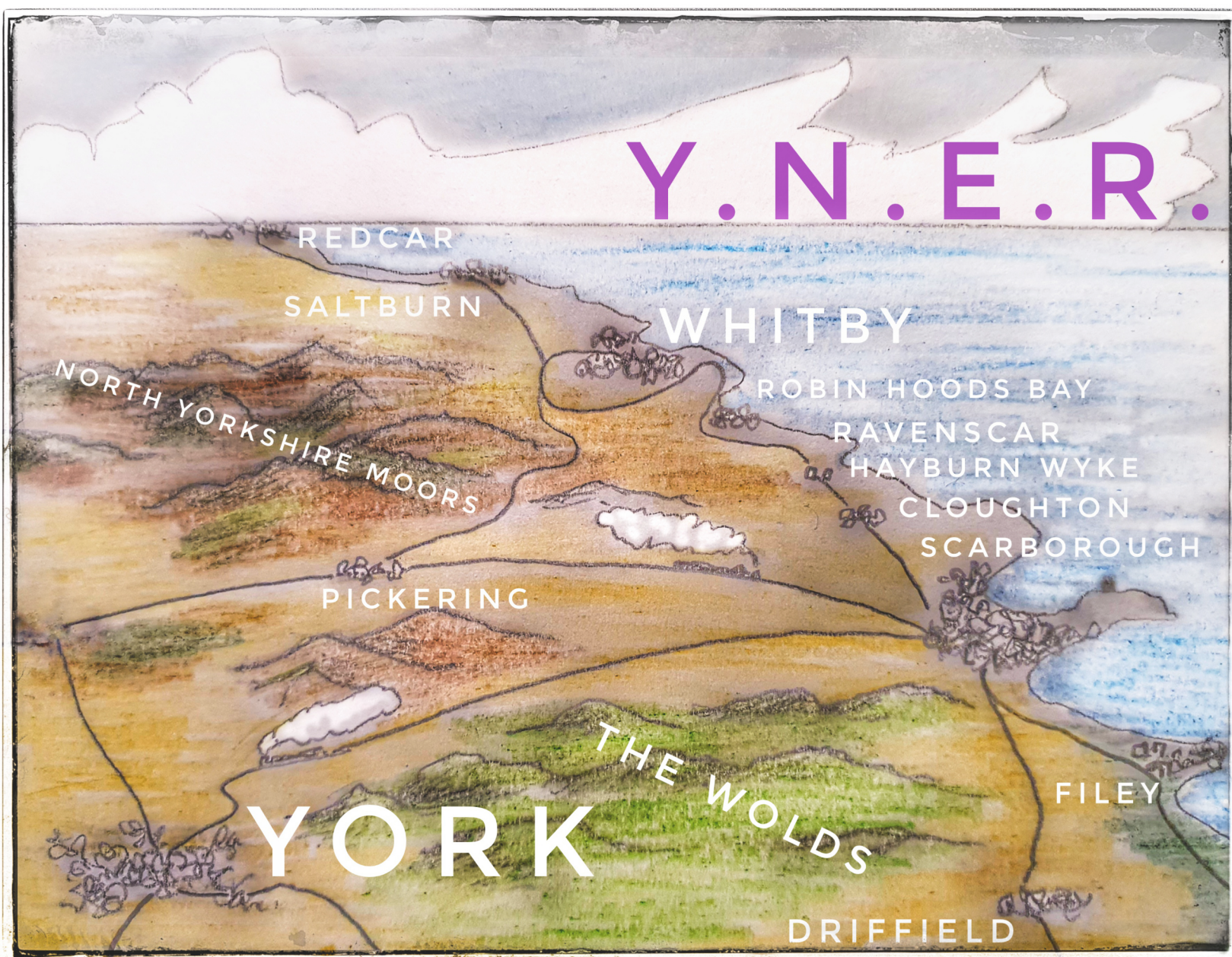
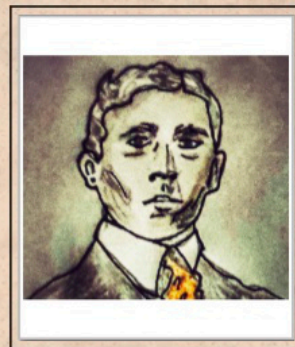


Alone Against Nyarlathotep
HANDOUTS FILE 1
Includes 8 PRE GEN investigators
LOG BOOK & TIMESHEETS



1920s ERA INVESTIGATOR

Name Lieutenant Hudson Hustle Birthplace Taunton Pronoun he/him
Occupation Equine Vet Residence Somerset Age 29



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

STR	Reg 75	Half 37	Fifth 15	SIZ	Reg 55	Half 27	Fifth 11	Hit Points	12	Maximum	Current
CON	Reg 65	Half 32	Fifth 13	POW	Reg 45	Half 22	Fifth 9	Magic Points	9	Maximum	Current
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 55	Half 27	Fifth 11	Luck	55	Starting	Current
INT	Reg 50	Half 25	Fifth 10	EDU	Reg 70	Half 35	Fifth 14	Sanity	45	Starting	Current
IDEA				KNOW						Insane	9

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg 70	Half 35	Fifth 14	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)	50	25	10	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)	15	7	3	<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)	50	25	10
<input type="checkbox"/> Animal Handling	65	32	13	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Pharmacy (01%)	40	20	8
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Latin (01%)	35	17	7	<input type="checkbox"/> Physics (Science)	25	12	5
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Sleight of Hand (10%)			
Credit Rating (00%)	65	32	13	<input type="checkbox"/> Language (Own) (EDU)				<input type="checkbox"/> Spot Hidden (25%)	70	35	14
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)	35	17	7	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	55	27	11	<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Auto (20%)	35	17	7	<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)	30	15	6
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)	40	20	8	<input type="checkbox"/> Fighting			
<input type="checkbox"/> Fighting (Brawl) (25%)	30	15	6	<input type="checkbox"/> Natural World (10%)	15	7	3	<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Firearms (Handgun) (20%)	65	32	13	<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> Dodge	55	27	11

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	30 15 6	1D3 + DB	1	-	-	-	9
Webley Revolver	65 32 13	1D10+2			6		Build 1
Lee Enfield Rifle	70 35 14	2d6+4	1		10		Dodge
							Damage Bonus +1D4

My Story

The Lieutenant always wanted to join the military as a youngster, coming from a proud military family background. However, once he joined the Household Cavalry, the Great War broke out. He soon found himself stationed in the Balkans, where he briefly met Edward Lombard, as he arranged his safe passage through his sector. The bloody war took a toll on the young officer & he suffers with PTSD

now & again. Demobilised after doing his duty, he decided to become an equine vet. Managing to hide his inner turmoil, he's well-liked & successful in the industry. Always striving to do what's best rather than what's easy, he's dependable, selfless & brave. He's a newly joined member of the Masons. He could use more funds to finally have his own practice in Wales & the solitor's invite smells of cash.

BACKSTORY

Personal Description

A young man with a thousand yard stare. He seems always on edge yet distant. He is dashing but a little rough around the edges.

Ideology & Beliefs

He no longer believes in God. The war changed him.

Significant People

His aging father, who lives in Somerset.

Meaningful Locations

The family home. His mother's grave.

Treasured Possessions

A photograph of his parents

Traits

He is nervous and overthinks. The war has had an impact on every aspect of Hudson. He struggles to relax. Yet he is friendly and a good team player.

Injuries & Scars

He has a bullet scar in his right shoulder that passed right through. Luckily this is only cosmetic and he doesn't suffer any pain.

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Webley Revolver with

reload of bullets

Hip flask

Binoculars

WEALTH

Spending Level

Cash

Assets

FELLOW INVESTIGATORS

Char.

Player

Char.

Player

Char.

Player

Char.

Player

Char.

Player

Char.

Player



QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

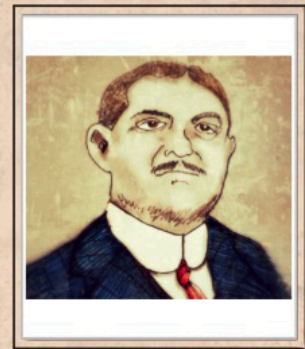
Dying: First Aid = temp. stabilized; then require Medicine

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

Natural Heal rate (Major Wound): weekly healing roll

1920s ERA INVESTIGATOR

Name Dr. Marcus Sykes Birthplace Edinburgh Pronoun he/him
Occupation General Practitioner Residence Edinburgh Age 61



CHARACTERISTICS

STR	Reg 45	Half 22	Fifth 9	SIZ	Reg 50	Half 25	Fifth 10	Hit Points	Maximum 10	Current
CON	Reg 55	Half 27	Fifth 11	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current
DEX	Reg 47	Half 23	Fifth 9	APP	Reg 41	Half 20	Fifth 8	Luck	Starting 55	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 88	Half 44	Fifth 17	Sanity	Starting 50	Current 10

IDEA KNOW

CALL OF CTHULHU
40th Anniversary
1981 - 2021

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg Half Fifth	<input type="checkbox"/> Persuade (10%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms	40 20 8	<input type="checkbox"/> Pilot (01%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> First Aid (30%)	70 35 14	<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Archaeology (01%)	25 12 5	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Psychology (10%)	40 20 8
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Pharmacy (01%)	30 15 6
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Latin (01%)	55 27 11	<input type="checkbox"/> Forensics	35 17 7
Credit Rating (00%)	75 37 15	<input type="checkbox"/> Language (Other)		<input type="checkbox"/> Sleight of Hand (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Spot Hidden (25%)	50 25 10
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Library Use (20%)	55 27 11	<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Dodge (half DEX)	40 20 8	<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Medicine (01%)	80 40 16	<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	25 12 5	<input type="checkbox"/> Natural World (10%)	35 17 7		
<input type="checkbox"/> Sword Cane	55 27 11	<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Fighting		<input type="checkbox"/> Occult (05%)	45 22 9		
<input type="checkbox"/> Firearms (Handgun) (20%)					

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	4
Shotgun 12G	40 20 8	4D6/2D6/1D6	1/2		2		Build 0
Sword Cane	55 27 11	1D6+DB	1				Dodge 40 20 8
							Damage Bonus 0

My Story

Dr Sykes is an ageing General Practitioner & approaching retirement. He is a competent G.P. with good reputation. No one would suspect his darker past in the final year of the Golden Dawn. He believes in the occult & is open minded to parapsychology. Nor do any suspect his own addiction to his medicine cabinet. The doctor is alert & logical. While his paranoia is borderline & makes him less

trusting of most. He is an active member of the Masonic Order & achieved the 15th level of the Order. He proudly wears a Masonic ring. Marcus knew Edward from his time in 1914 working for the Royal Navy Intelligence, assisting designing capital ship camouflage patterns. He worked with Edward on tests involving his cutting edge optics & the paint schemes designed to fool the eye.

BACKSTORY

Personal Description

He looks paled and has bloodshot eyes. He often seems distant and deep in thought. Yet he takes everything in.

Ideology & Beliefs

Marcus believes in the paranormal rather than a traditional God world view.

Significant People

His nephew is his prodigy and he tries his best to further his career

Meaningful Locations

Arthur's Seat in Edinburgh

Treasured Possessions

His medicine cabinet is his most precious possession.

Traits

Untrusting and paranoid. He is suspicious of everything and everyone.

Injuries & Scars

His hip gets sore from osteoporosis and he walks with a limp. Hence his need for a Cane.

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Sword Cane

Masonic Ring

Medical Bag

WEALTH

Spending Level

Cash

Assets

FELLOW INVESTIGATORS

Char.

Player

Char.

Player

Char.

Player



Char.

Player

Char.

Player

Char.

Player

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

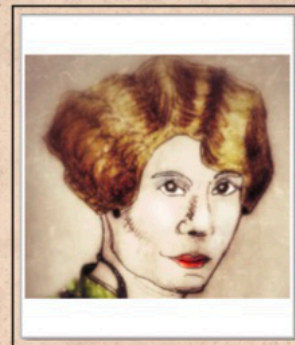
Dying: First Aid = temp. stabilized; then require Medicine

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

Natural Heal rate (Major Wound): weekly healing roll

1920s ERA INVESTIGATOR

Name Miss Emily French Birthplace Plymouth Pronoun she/her
 Occupation Dilettante Residence London Age 25



CALL OF CTHULHU
 40th Anniversary
 1981 - 2021

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	55	27	11	SIZ	50	25	10	Hit Points	10	
CON	50	25	10	POW	60	30	12	Magic Points	12	
DEX	60	30	12	APP	60	30	12	Luck	55	
INT	65	32	13	EDU	85	42	17	Sanity	60	12

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> <i>Firearms</i>				<input type="checkbox"/> <i>Pilot</i> (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)	40	20	8	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)	65	32	13	<input type="checkbox"/> History (05%)	40	20	8	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> <i>Art / Craft</i> (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Jump (20%)	35	17	7	<input type="checkbox"/> <i>Science</i> (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> <i>Hieroglyphs</i> (01%)	45	22	9	<input type="checkbox"/>			
Credit Rating (00%)	85	42	17	<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/>			
Cthulhu Mythos (00%)				<input type="checkbox"/>				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <i>Language (Own)</i> (EDU)				<input type="checkbox"/> Spot Hidden (25%)	35	17	7
<input type="checkbox"/> Dodge (half DEX)	45	22	9	<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)	50	25	10
<input type="checkbox"/> Drive Auto (20%)	55	27	11	<input type="checkbox"/> Library Use (20%)	75	37	15	<input type="checkbox"/> <i>Survival</i> (10%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fighting (Brawl) (25%)	40	20	8	<input type="checkbox"/> Mech. Repair (10%)	35	17	7	<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Medicine (01%)	20	10	4	<input type="checkbox"/> Photography	50	25	10
<input type="checkbox"/>				<input type="checkbox"/> Natural World (10%)	65	32	13	<input type="checkbox"/>			
<input type="checkbox"/>				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/>			
<input type="checkbox"/> Firearms (Handgun) (20%)	45	22	9	<input type="checkbox"/> Occult (05%)				<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	40 20 8	1D3 + DB	1	-	-	-	9
Colt .45	45 22 9	1D10+2			7		0

Dodge 45 22 9
 Damage Bonus 0

MY STORY

Miss French is a Dilettante. A very rich woman, who was orphaned when her parents both perished in the Titanic disaster. Well educated & a strong feminist, she doesn't need a man to support her. She has travelled extensively & has a passion for archaeology & photography. Spent a couple of recent years in Cairo, documenting digs. Before touring Kenya, on safari, with her plate cameras for

National Geographic. She had met Edward Lombard when she wanted to buy his very best lenses. Now she's returned to the family home in London, just in time to receive the solicitor's letter. She's been in a few scrapes but is street wise enough to get herself out. At least so far. As a wealthy aristocrat, her decision to accept the invite to Lombard House was about being intrigued rather than gain

BACKSTORY

Personal Description

An attractive young woman with natural beauty and an exciting wardrobe of practical clothing. Her hair is nicely styled and she has magnetism.

Traits

Confident and curious. She doesn't like chauvinism

Ideology & Beliefs

She still prays for her parents souls every night. She believes they will be together in the afterlife.

Injuries & Scars

A broken heart

Significant People

Her late parents are still her world.

Phobias & Manias

Meaningful Locations

Parents grave

Arcane Tomes & Spells

Treasured Possessions

Mothers locket.

Encounters with Strange Entities

GEAR & POSSESSIONS

Colt 1911 Pistol with spare

magazine

Camera

Umbrella

WEALTH

Spending Level

Cash

Assets

FELLOW INVESTIGATORS

Char.

Player

Char.

Player

Char.

Player



Char.

Player

Char.

Player

Char.

Player

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

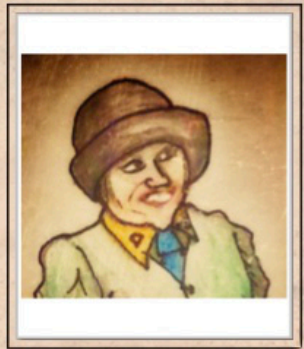
Dying: First Aid = temp. stabilized; then require Medicine

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

Natural Heal rate (Major Wound): weekly healing roll

1920s ERA INVESTIGATOR

Name Miss Cynthia Balshaw Birthplace Chester Pronoun she/her
 Occupation Dilettante Residence Cumbria Age 35



CALL OF CTHULHU
 40th Anniversary
 1981 - 2021

CHARACTERISTICS

STR	Reg 65	Half 32	Fifth 13	SIZ	Reg 65	Half 32	Fifth 13	Hit Points	Maximum 12	Current
CON	Reg 60	Half 30	Fifth 12	POW	Reg 75	Half 37	Fifth 15	Magic Points	Maximum 15	Current
DEX	Reg 55	Half 27	Fifth 11	APP	Reg 50	Half 25	Fifth 10	Luck	Starting 85	Current
INT	Reg 45	Half 22	Fifth 9	EDU	Reg 75	Half 37	Fifth 15	Sanity	Starting 75	Current 15

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg Half Fifth	<input type="checkbox"/> Persuade (10%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms	70 35 14	<input type="checkbox"/> Pilot	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> First Aid (30%)	35 17 7	<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Psychology (10%)	
<input type="checkbox"/> Art / Craft		<input type="checkbox"/> Intimidate (15%)	60 30 12	<input type="checkbox"/> Ride (05%)	70 35 14
<input type="checkbox"/> Animal Handling	70 35 14	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Botany (01%)	20 10 4
<input type="checkbox"/> Charm (15%)	50 25 10	<input type="checkbox"/> German (01%)	25 12 5	<input type="checkbox"/> Science	
<input type="checkbox"/> Climb (20%)	30 15 6	<input type="checkbox"/> Language (Other)		<input type="checkbox"/> Zoology	30 15 6
Credit Rating (00%)	70 35 14	<input type="checkbox"/> Law (05%)	25 12 5	<input type="checkbox"/> Sleight of Hand (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Language (Own) (EDU)		<input type="checkbox"/> Spot Hidden (25%)	70 35 14
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/> Stealth (20%)	45 22 9
<input type="checkbox"/> Dodge (half DEX)	35 17 7	<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Survival	
<input type="checkbox"/> Drive Auto (20%)	40 20 8	<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Track (10%)	65 32 13
<input type="checkbox"/> Fighting (Brawl) (25%)	55 27 11	<input type="checkbox"/> Natural World (10%)	30 15 6	<input type="checkbox"/>	
<input type="checkbox"/> Fighting		<input type="checkbox"/> Navigate (10%)	20 10 4	<input type="checkbox"/>	
<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/>	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	55 27 11	1D3 + DB	1	-	-	-	8
12 Shotgun	70 35 14	4D6/2D6/1D6					Build 1
							Dodge 35 17 7
							Damage Bonus +1D4

MY STORY

Daughter of wealthy bankers, she never really needed to work & didn't engage with academic studies. Instead she preferred to bunk off & ride horses. Indeed her life is all about horses & animals, preferring them to the complexity of people. She once met Edward Lombard at a polo match & they got along well. However now her brother has inherited running the business, her life has got harder.

He controls her finances & forces her to actually help in the running of the estate. Perhaps this chance to gain from the Lombard's Legacy will give her back her independence. She loves a good adventure & is always keen to get stuck into a challenge. She's a proud member of the Woman's Masonic Order. She loves the independence & defiance spearheaded by the Suffragettes.

BACKSTORY

Personal Description

A very plain and practical woman. She wears no make up and wears thick glasses when reading.

Traits

Brash, opinionated and lacking tact, Cynthia just says what she feels. She finds life is easier to just put all your cards on the table, from the start.

Ideology & Beliefs

Cynthia is a Christian and comes from a traditional English background of the upper class. She has very rigid religious views and likes to

Injuries & Scars

She has many old injuries from falling off horses.

Significant People

Cynthia's brother is the only person she feels close to. Despite their friction over running the estate, she loves her brother deeply.

Phobias & Manias

Meaningful Locations

The ancestral home and countryside around the estate has been most of her world.

Arcane Tomes & Spells

Treasured Possessions

Her late mother's watch by Cartier-Bresson

Encounters with Strange Entities

GEAR & POSSESSIONS

Watch

Pocket telescope

Masonic Ring

WEALTH

Spending Level

Cash

Assets

FELLOW INVESTIGATORS

Char. Player

Char. Player

Char. Player

Char. Player

Char. Player

Char. Player



QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

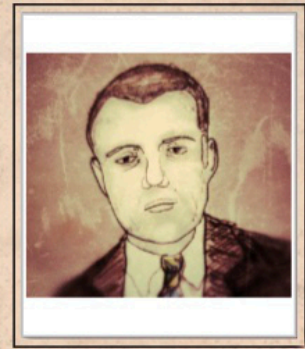
Dying: First Aid = temp, stabilized; then require Medicine

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

Natural Heal rate (Major Wound): weekly healing roll

1920s ERA INVESTIGATOR

Name Mr Damon Southcott Birthplace Norwich Pronoun he/him
Occupation Merchant Residence Cambridge Age 39



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS	STR	CON	DEX	INT	Reg	Half	Fifth	SIZ	POW	APP	EDU	Reg	Half	Fifth	Hit Points	Maximum	Current	Magic Points	Starting	Current	Insane	Sanity
		50	55	45	65	25	27	22	32	10	11	60	84	42	16	11			11	65	55	

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS	Accounting (05%)	Anthropology (01%)	Appraise (05%)	Archaeology (01%)	Fine Art (05%)	Charm (15%)	Climb (20%)	Credit Rating (00%)	Cthulhu Mythos (00%)	Disguise (05%)	Dodge (half DEX)	Drive Auto (20%)	Elec. Repair (10%)	Fast Talk (05%)	Fighting (Brawl) (25%)	Firearms (Handgun) (20%)	Firearms (Rifle/Shotgun) (25%)	First Aid (30%)	History (05%)	Intimidate (15%)	Jump (20%)	Language (Other) (01%)	Persuade (10%)	Psychoanalysis (01%)	Psychology (10%)	Ride (05%)	Sleight of Hand (10%)	Spot Hidden (25%)	Stealth (20%)	Survival (10%)	Swim (20%)	Throw (20%)	Track (10%)	Forgery	Mathematics	
		30		70		35	40		90			35	45			40		80	35					45		20				50						

COMBAT	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	Build	Dodge	Damage Bonus
	Brawl	40 20 8	1D3 + DB	1	-	-	-	7	0	35 17 7	0
	Shotgun 12G	80 40 16	4D6/2D6/1D6	1/2		2					

MY STORY

Mr Southcott came from a wealthy family of merchants, who taught him well. He has an eye for a deal & great at bargaining. Buying & selling is his game & he's good at it. From fine art, antiques, to archaeological artefacts Damon is a dealer of them all. However his real passion is Grouse shooting, or any fowl for that matter. He finds the shooting butts a far more interesting place to do business than a

golf course. In fact, that's where Damon met Edward Lombard, who sold him a book claimed to be from the court of Camelot. Damon was sure it was a forgery, but he couldn't find any evidence of recent fakery. He loves money & wealth, so this invite for a chance of both & potential game on the North Yorkshire Moors, caught his attention. He's brought his new side-by-side to try out for pheasant.

BACKSTORY

Personal Description

A clean shaven, well turned out gentleman.

Wearing a fancy suit with a club tie he is obviously wealthy. He looks like friendly man.

Ideology & Beliefs

Damon has been a mason for decades. His belief is in hard currency.

Significant People

His dog called Jester, is Damon's best friend. He doesn't get on with his siblings. He lives alone despite having many acquaintances, he doesn't

Meaningful Locations

His family home in Cambridge, "Southcott Manor"

Treasured Possessions

Portraits of Damon's late parents.

Traits

Decisive and quick to gain the advantage. He acts fast, yet in a calculated manner. He is shrewd and tries to remain calm.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Double barrel 12G Shotgun
with 20 cartridges

Hip flask

Masonic Ring

WEALTH

Spending Level

Cash

Assets

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

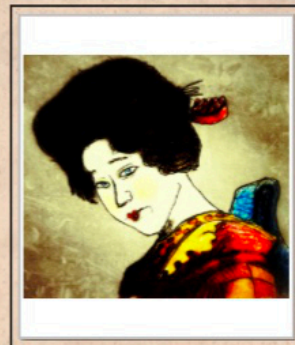
Dying: First Aid = temp. stabilized; then require Medicine

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

Natural Heal rate (Major Wound): weekly healing roll

1920s ERA INVESTIGATOR

Name Miss Keko Fong Birthplace Tokyo Pronoun she/her
Occupation Noble Residence Tokyo Age 27



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

STR	Reg 40	Half 20	Fifth 8	SIZ	Reg 45	Half 22	Fifth 9	Hit Points	Maximum 9	Current
CON	Reg 45	Half 22	Fifth 9	POW	Reg 65	Half 32	Fifth 13	Magic Points	Maximum 13	Current
DEX	Reg 80	Half 40	Fifth 16	APP	Reg 65	Half 32	Fifth 13	Luck	Starting 70	Current
INT	Reg 60	Half 30	Fifth 12	EDU	Reg 70	Half 35	Fifth 14	Sanity	Starting 65	Current 13

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg 45	Half 22	Fifth 9
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Appraise (05%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> First Aid (30%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Sleight of Hand (10%)	Reg 35	Half 17	Fifth 7
Credit Rating (00%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Language (Own) (EDU)				<input type="checkbox"/> Spot Hidden (25%)	Reg 60	Half 30	Fifth 12
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)	Reg 80	Half 40	Fifth 16
<input type="checkbox"/> Disguise (05%)	Reg 15	Half 7	Fifth 3	<input type="checkbox"/> Library Use (20%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	Reg 55	Half 27	Fifth 11	<input type="checkbox"/> Listen (20%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Locksmith (01%)	Reg 75	Half 37	Fifth 15	<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)	Reg 15	Half 7	Fifth 3	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/>			
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/>			
<input type="checkbox"/> Wakazashi (short sword) Fighting	Reg 55	Half 27	Fifth 11	<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/>			
<input type="checkbox"/> Judo	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Occult (05%)				<input type="checkbox"/>			
<input type="checkbox"/> Firearms (Handgun) (20%)	Reg 30	Half 15	Fifth 6					<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 30	Half 15	Fifth 6	1D3 + DB	1	-	8
Wakazashi	Reg 55	Half 27	Fifth 11	1D6	1	-	Build 0
Revolver	Reg 30	Half 15	Fifth 6	1D6+1	6	-	Dodge Reg 55
Judo	Reg 60	Half 30	Fifth 12	1D4	1	-	Half 27
							Fifth 11
							Damage Bonus 0

My Story

Keko appears to be a wealthy Japanese Noblewoman, who is touring Europe. She speaks in only broken English. Dressed in traditional juunihitoe 12 layered robe, no one suspects she carries a hidden blade, tools and lock picks. Really she is an international jewel thief from a poor background. Her successful career has so far provided a high standard of living and without suspicion.

Other than one time in Budapest, when a passing Englishman gave her an alibi. Thinking about it, his name was Edward. She has no problem stealing, from the super rich. She is brave and cunning but pretends to be a coward and weakling. However, funds are looking low, so this invite to inherit is exactly what Miss Fong needs. Maybe she can even claim more than her share?

BACKSTORY

Personal Description

Keko is a petit lady who is well presented in immaculate silk garb. Her makeup is traditional and intriguing. She appears harmless.

Traits

She remains quiet and unassuming in the background whenever possible. She pretends to be simple and a weakling.

Ideology & Beliefs

Keko is an atheist and believes in survival of the fittest. She doesn't trust anyone.

Injuries & Scars

Scars on her back from being flogged. A punishment for being caught committing theft in Japan.

Significant People

Nobody.

Phobias & Manias

Meaningful Locations

Tokyo

Arcane Tomes & Spells

Treasured Possessions

Her father's sword.

Encounters with Strange Entities

GEAR & POSSESSIONS

Lock pick set
Hidden Wakazashi (short sword)
Revolver

WEALTH

Spending Level
Cash
Assets

FELLOW INVESTIGATORS



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll

1920s ERA INVESTIGATOR

Name Captain Ron Mahoney Birthplace Liverpool Pronoun he/him
Occupation Ships Captain Residence At Sea Age 63



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

STR	Reg 60	Half 30	Fifth 12	SIZ	Reg 70	Half 35	Fifth 14	Hit Points	Maximum 15	Current
CON	Reg 80	Half 40	Fifth 16	POW	Reg 55	Half 27	Fifth 11	Magic Points	Maximum 11	Current
DEX	Reg 40	Half 20	Fifth 8	APP	Reg 38	Half 19	Fifth 7	Luck	Starting 70	Current
INT	Reg 50	Half 25	Fifth 10	EDU	Reg 66	Half 33	Fifth 13	Sanity	Starting 55	Current 11

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg Half Fifth	<input type="checkbox"/> Persuade (10%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms	55 27 11	<input type="checkbox"/> Pilot Ship (01%)	65 32 13
<input type="checkbox"/> Appraise (05%)	30 15 6	<input type="checkbox"/> First Aid (30%)	40 20 8	<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Psychology (10%)	30 15 6
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Intimidate (15%)	45 22 9	<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> Jump (20%)	40 20 8	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Climb (20%)	35 17 7	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
Credit Rating (00%)	40 20 8	<input type="checkbox"/> Language (Own) (EDU)		<input type="checkbox"/> Spot Hidden (25%)	55 27 11
Cthulhu Mythos (00%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Stealth (20%)	40 20 8
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Library Use (20%)	35 17 7	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Dodge (half DEX)	40 20 8	<input type="checkbox"/> Listen (20%)	40 20 8	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Locksmith (01%)	30 15 6	<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Sea Lore	65 32 13
<input type="checkbox"/> Fighting (Brawl) (25%)	50 25 10	<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Fighting		<input type="checkbox"/> Navigate (10%)	75 37 15	<input type="checkbox"/>	
<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/>	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	50 25 10	1D3 + DB	1	-	-	-	4
Sawn Off 12G	55 27 11	4D6/2D6/1D6	1/2		2		Build 1
Armour +1							Dodge 40 20 8
							Damage Bonus +1D4

My Story

Ronald was at sea from a young age, working as cabin boy on steamers. He loved the life & spent most of it on the water. He made his way up to first mate in his 20s & with his mastery of navigation eventually proved himself a worthy candidate for captain. He has captained trawlers, luggers, steamers & even a cruiser over his long career. He once captained the Bark-Lombard for the late Edward.

A charter to France, to bring back some form of relic in a crate. It paid well & all went to plan. He saved enough pay to buy his own vessel, The Siren, HU 852. No longer does he have to deal with unreasonable directors or owners. He gets to choose his jobs & make his own choices. However, that also means he has to pick up all the bills. Inheriting from Lombard could solve a lot of recent money problems.

BACKSTORY

Personal Description

A salty old sea dog, Captain Mahoney looks weathered and experienced. His skin is looking old from the sea air and his beard is wild and

Traits

Always puffing on his pipe, he is reserved and let's others talk. Unless it involves him then he comes forward and puts others in their places. He is

Ideology & Beliefs

He believes in fate

Injuries & Scars

Too many to mention. From Thresher shark lacerations to bull shark bites. His hands have been blistered many times and are now like

Significant People

First Mate Angus McQueen

Phobias & Manias

Meaningful Locations

At Sea

Arcane Tomes & Spells

Treasured Possessions

His ship, the Siren

Encounters with Strange Entities

Once saw a distant meteor fly out of the sea and into the nights sky.

GEAR & POSSESSIONS

Sawn off shotgun and

10 shells

Hip Flask

Leather Jacket (+1

Armour)

WEALTH

Spending Level

Cash

Assets

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 103 HP

Major Wounds = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

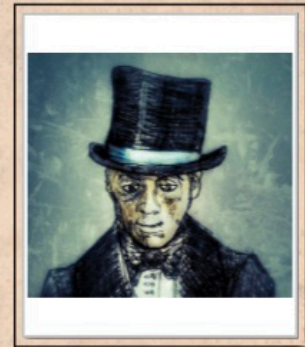
Dying: First Aid = temp. stabilized; then require Medicine

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

Natural Heal rate (Major Wound): weekly healing roll

1920s ERA INVESTIGATOR

Name Mr William Boltwood Birthplace Lincoln Pronoun he/him
Occupation Accountant Residence London Age 27



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS	STR	CON	DEX	INT	Reg	Half	Fifth	SIZ	POW	APP	EDU	Reg	Half	Fifth	Hit Points	Maximum	Current	Magic Points	Starting	Current	Insane	Sanity	Starting	Current	Insane
		40	55	45	70	20	27	22	35	80	60	88	13	16	55	80	16	16							

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS	Accounting (05%)	Reg	Half	Fifth	Firearms (Rifle/Shotgun) (25%)	Reg	Half	Fifth	Persuade (10%)	Reg	Half	Fifth
		70	35	14	30	15	6	45	22	9		
Anthropology (01%)				Firearms				Pilot				
Appraise (05%)				First Aid (30%)	35	17	7	Psychoanalysis (01%)				
Archaeology (01%)	35	17	7	History (05%)				Psychology (10%)				
Art / Craft				Intimidate (15%)				Ride (05%)				
Charm (15%)				Jump (20%)				Science				
Climb (20%)				Hieroglyphs (01%)	30	15	6					
Credit Rating (00%)	40	20	8	Latin	25	12	5					
Cthulhu Mythos (00%)				Language (Other)				Sleight of Hand (10%)				
Disguise (05%)				Language (Own)				Spot Hidden (25%)	40	20	8	
Dodge (half DEX)	30	15	6	Law (05%)	40	20	8	Stealth (20%)				
Drive Auto (20%)	55	27	11	Library Use (20%)	30	15	6	Survival				
Elec. Repair (10%)				Listen (20%)				Swim (20%)				
Fast Talk (05%)				Locksmith (01%)				Throw (20%)	55	27	11	
Fighting (Brawl) (25%)	35	17	7	Mech. Repair (10%)				Track (10%)				
Fighting				Medicine (01%)	25	12	5	Demolitions	35	17	7	
Firearms (Handgun) (20%)				Natural World (10%)	35	17	7					
				Navigate (10%)								
				Occult (05%)								

COMBAT	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
	Brawl	35 17 7	1D3 + DB	1	-	-	-	7
	Shotgun 12G	30 15 6	4D6/2D6/1D6	1/2		2		Build 0
	Cricket Bat	60 30 12	1D3+1	1				Dodge 30 15 6
								Damage Bonus 0

MY STORY

Bill is a friendly & professional young man. Meticulous & careful in all aspects of his life. With a natural affinity to numbers he found himself suited to a career in Accounting. Quickly advancing in the firm, he accepted a posting to Egypt, with promise of full partnership on his return. While there for 3 years, he toiled over ledgers, costing the archaeological digs of Lord Carnarvon, including the King

Tutankhamen discovery. He was even a little hands on & learnt how to blast rocks with a site visitor, Mr Edward Lombard. Upon his return to England, he never received the promised partnership that he'd hoped would bring financial security. However, after getting by, he hopes this invite as a beneficiary can alleviate all his woes & maybe enough to ask his girls hand in marriage.

BACKSTORY

Personal Description

Mr Boltwood is a smart professional looking man. A little overweight, he makes a big impression. Especially with his top hat.

Ideology & Beliefs

William is Christian. He attends church regularly with his betrothed. He is a new member of the Masonic Lodge.

Significant People

His fiancé, Emily Branwick, is the love of his life.

Meaningful Locations

The Oval

Treasured Possessions

His beloved cricket bat

Traits

William is a little nervous round people he doesn't know. He is indecisive at the best of times unless playing cricket.

Injuries & Scars

He has a small scar where his younger brother shot him in the leg, with an air rifle, as a child.

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Masonic Ring

H.G. Wells Novel

Hip flask

Cricket bat and ball

WEALTH

Spending Level

Cash

Assets

FELLOW INVESTIGATORS

Char.
Player

Char.
Player

Char.
Player



Char.
Player

Char.
Player

Char.
Player

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

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

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

Natural Heal rate (Major Wound): weekly healing roll

5.30pm	6pm		7pm	7.30pm Evening Meal Go to 10	8pm		9pm		3rd November
10pm		11pm		Midnight Reading The Will Go to 49		1am Tired Go to 120		2am Sleep Go to 144	
9am Breakfast Go to 123		10am		11am		Midday		1pm Lunch Go to 968	
	2pm		3pm		4pm		5pm		4th November
6pm		7pm	7.30pm Evening Meal Go to 606	8pm		9pm		10pm	
	11pm		Midnight		1am Tired Go to 602		2am Sleep Go to 677		
9am Breakfast Go to 976		10am		11am Go to 910		Midday		1pm Lunch Go to 918	5th November
	2pm		3pm Go to 1137		4pm		5pm		
6pm	6.30pm Evening Meal Go to 993	7pm		8pm Go to 973		9pm		10pm	
	11pm		Midnight		1am Tired Go to 605		2am Sleep Go to 687		6th November
9am Breakfast Go to 870		10am		11am		Midday		1pm Lunch Go to 944	
	2pm		3pm		4pm		5pm		

6pm		7pm Evening Meal Go to 695		8pm		9pm		10pm	6th November
	11pm		Midnight		1am Tired Go to 872		2am Sleep Go to 965		
9am Breakfast Go to 987		10am		11am		Midday		1pm Lunch Go to 983	7th November
	2pm		3pm		4pm		5pm		
6pm		7pm Evening Meal Go to 967		8pm		9pm		10pm Go to 1090	8th November
	11pm		Midnight		1am Tired Go to 908		2am Sleep Go to 931		
8am Breakfast Go to 959		9am		10am		11am		Midday Lunch Go to 1004	
	1pm		2pm		3pm		4pm Go to 7	END	

LOG BOOK

PARTY MEMBERS

LUGGAGE Inventory

ALLIES

ELDRITCH POINTS

TITLES

DIRECT ACCESS LIST