



# COUNTERFEIT IDENTITIES

for  
CALL of CTHULHU  
MODERN ERA

FSLN  
2

A Support Document For Fear's Sharp Little Needles



**TOP SECRET**



## CREDITS

### Authors

Christopher Smith Adair, Glynn Owen Barrass, Simon Brake,  
Stuart Boon, Chad Bowser, Brian Courtemanche, Scott Dorward,  
Adam Gauntlett, Allan Goodall, Helen Gould, Tyler Hudak, Jo Kreil,  
Jeff Moeller, Andi Newton, Oscar Rios, Brian M. Sammons,  
Matthew Sanderson, Chitin Proctor.

### Layout

Stephanie McAlea

Call of Cthulhu Line Editor at Stygian Fox  
Jeffrey Moeller

### Artists

Dean Engelhardt, Reuben Dodd, Badger McInnes,  
George Cotronis, and Stephanie McAlea



File 377692-4a To Be Delivered to The Advocacy



Suitable for teens,  
young adults and older  
games with themes of mild terror, romance,  
or risk and with fantasy or cartoon violence.

*Call of Cthulhu* is a Trademark of Chaosium Inc. and is used with their permission.  
For more information please visit Chaosium's website: [www.chaosium.com](http://www.chaosium.com)



The Chaosium and *Call of Cthulhu* Logos are used under license.





# COUNTERFEIT --- IDENTITIES

A Support Document For Fear's Sharp Little Needles



STYGIAN FOX

for

**CALL of CTHULHU**  

---

**MODERN ERA**

# INTRODUCTION

*Fear's Sharp Little Needles* started out as an easy job. A collection of short scenarios á la *The Asylum & Other Tales* sounds amazing. However, it snowballed very early on with more and more authors being brought on and in the end it has grown to 26 scenarios, all but one being a one-nighter. I was starting to regret even mentioning the idea...

Thankfully, every single writer was great to work with, Reuben was on form in terms of art, and I was enjoying my temporary return to art direction duties. Despite some miscommunication, we progressed to the point where we managed to press the 'Go!' button on Badger McInnes' imagination and off he went, creating a gorgeous layout.

This book has been a learning curve more than any other that I have produced. A long time contractor left to concentrate on his daytime career and I had a lot of maps to produce. What you hold here is the culmination of all those cheers, tears, gnashing of teeth, and deep sighs after finishing a piece of art.

I hope you enjoy the book and this supporting document. Contained within are player-friendly maps that are unmarked so Keepers can annotate them in whatever language they prefer, there are the clues and play-aids, and a few other curios for your interest.

Stephanie Josephine McAlea, Tir Breuddwyd, 2018





# CONTENTS

## INTRODUCTION

## CONTENTS

### BUILDING PLANS

Map of the Agri-Farm in 'Separation Anxiety' (Player's version)	
Map of the Agri-Farm in 'Separation Anxiety' (Keeper's version)	
Map of Duxbury Point in 'Undertow' (Player's version)	
Map of Duxbury Point in 'Undertow' (Keeper's version)	
Plan of the retirement home in 'Walter's Last Wish' (Player's version)	
Plan of the retirement home in 'Walter's Last Wish' (Keeper's version)	
Map of Eagle Lake in 'Pulvis et Umbra Sumus' (Player's Version)	
Map of Eagle Lake in 'Pulvis et Umbra Sumus' (Player's Version)	
Plan of Paddington Basin from 'Whose Fuel is Men and Stones' (Player's version)	
Plan of Paddington Basin from 'Whose Fuel is Men and Stones' (Keeper's version)	
Plan of Vale Funeral Home from 'Bone Deep' (Player's Version)	
Plan of Vale Funeral Home from 'Bone Deep' (Keeper's Version)	
A plan of the New Life Fertility Center (Player's Version)	
A plan of the New Life Fertility Center (Keeper's Version)	
A plan of 'Unland (Player's version)	
A plan of 'Unland (Keeper's version)	
Alaska Tours Advertisement (Player's version)	
Alaska Tours Advertisement (Keeper's version)	
A map of N.E. Yorkshire (unlabelled)	
A map of N.E. Yorkshire (labelled)	
Winoka Point Region (Player's version)	
Winoka Point Region (Unlabelled)	
Winoka Island (Player's version)	
Winoka Island (Labelled)	
Winoka Point Research Centre (Unlabelled)	
Winoka Point Research Centre (Keeper's version)	
A plan of Quiklab (Player's version)	
A plan of Quiklab (Keeper's version)	
A plan of the Ferguson Clinic (Unlabelled)	
A plan of the Ferguson Clinic (Keeper's version)	

## DARK ARTS

The collection of illustrations by Reuben Dodd	38
------------------------------------------------	----

4	NPCs & PRE-GENERATED CHARACTERS	50
	Mx Kowalski, Student	50
5	Mx Briggs, Author	52
	Mx Potter, CDC Lab Technician	54
6	Mx Hart, Law Enforcement Officer	56
	Mx Totten, Paparazzo/Reporter	58
6	Mx Wyskowski, Paralegal	60
	Mx Morales, Paranormal Researcher	62
7	Mx Garrow, Social Worker	64
8	Mx Hillman, Trauma Surgeon	66
9	Mx Ordway, YouTube Influencer	68
10	EPHEMERA	70
	Handout: Sores #1	70
11	Handout: Sores #2	71
12	Handout: Poetry Night #1	72
13	Handout: Lights Out #1	73
14	Handout: Lights Out #2	74
	Handout: Lights Out #3	75
15	Handout: Phlebotomy #1	76
16	Handout: Phlebotomy #4	76
	Handout: Phlebotomy #2	77
17	Handout: Phlebotomy #6	78
18	Handout: Phlebotomy #7	79
19	Supplemental Handout: Tormiss-1	80
20	Request Form for a Copy of an Autopsy Report	81
21	Blank Autopsy Report Form	82
22	Blank Alternative Autopsy Report Form	85
23	Elderly Facility suspected crime report	90
24	A-380 Airbus Seating Plan.	92















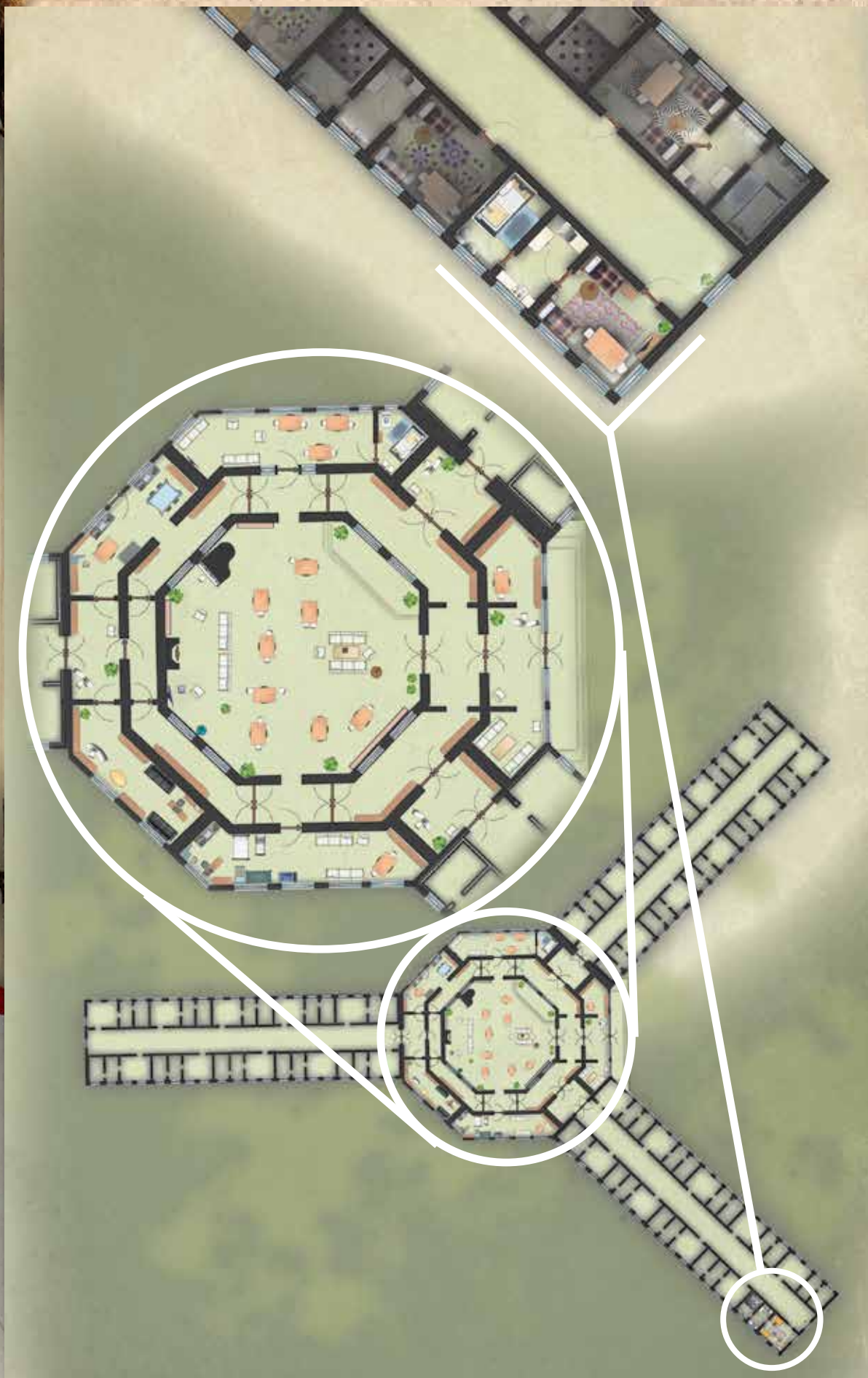


The Hayes House

The Pacific Ocean

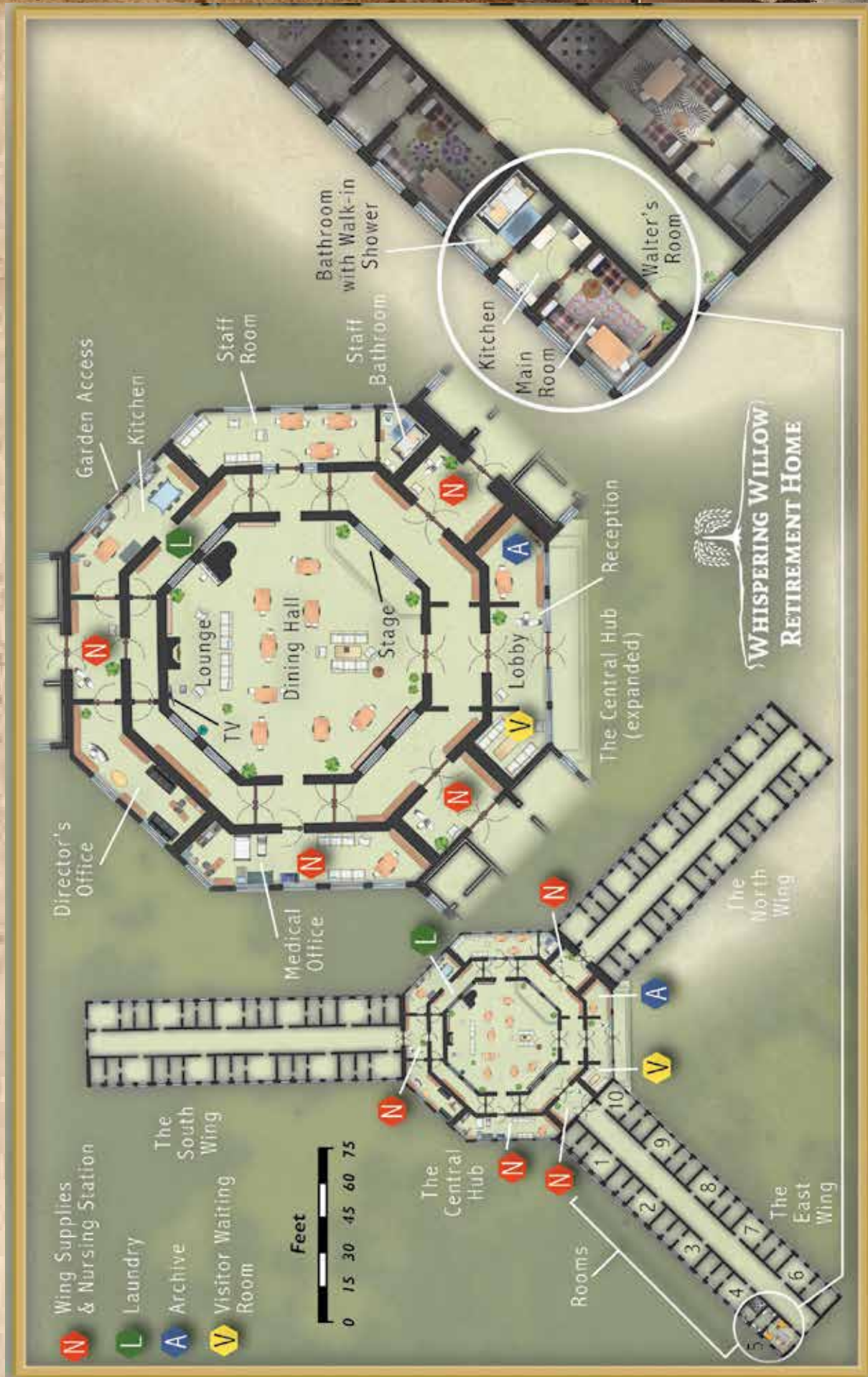
## Duxbury Point & its Environs





Player's Notes

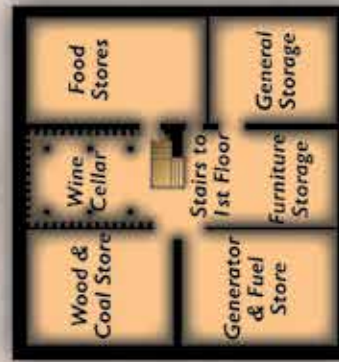
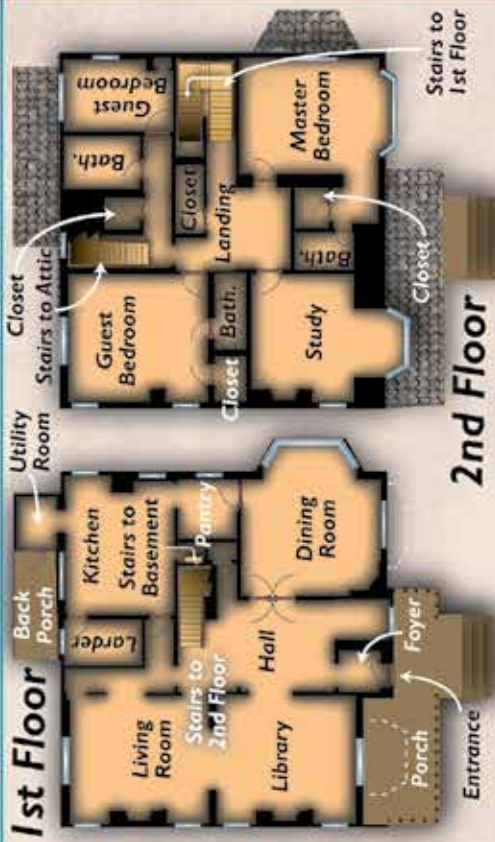








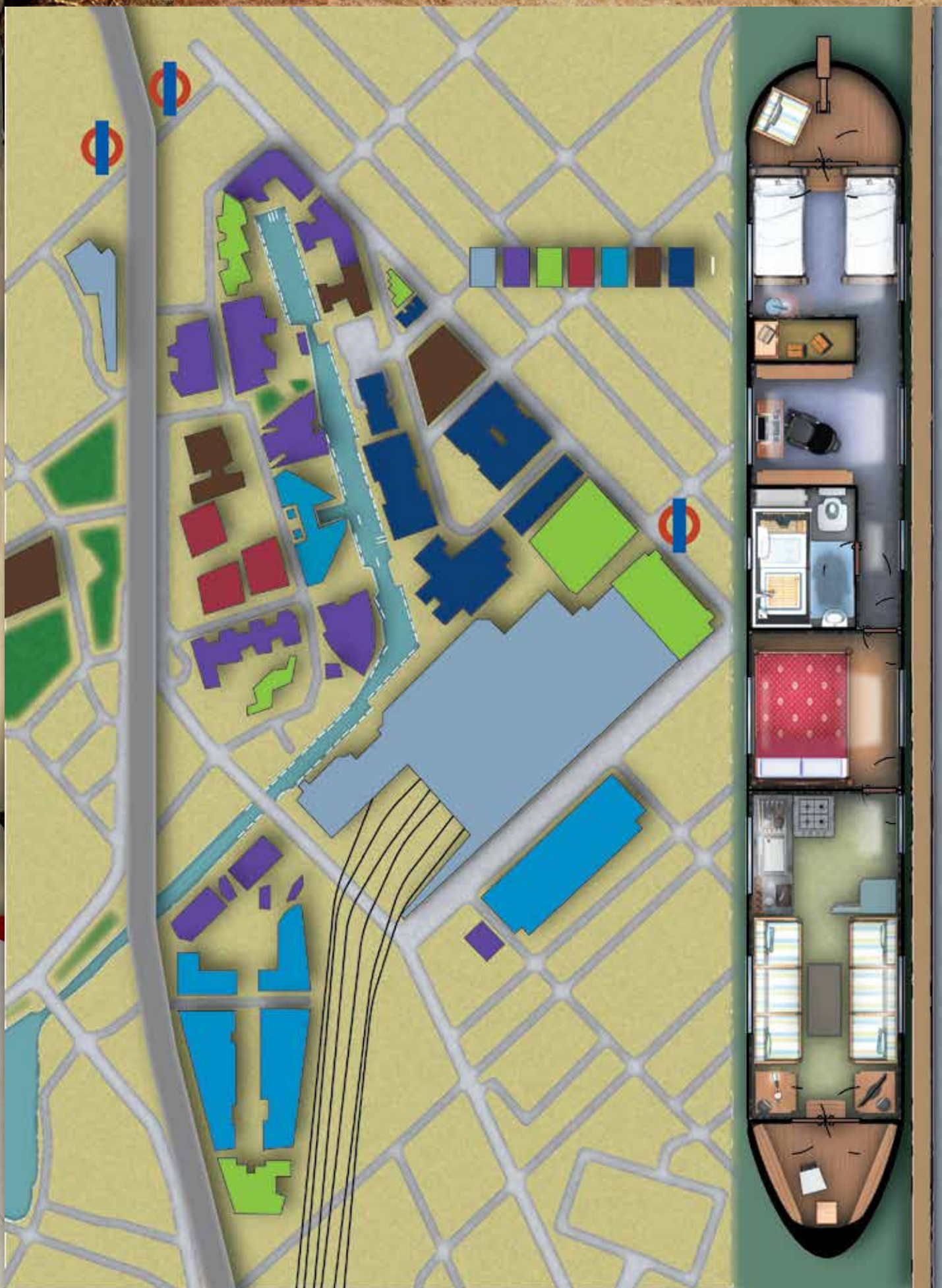




**Ophelia's House**  
near Eagle Lake







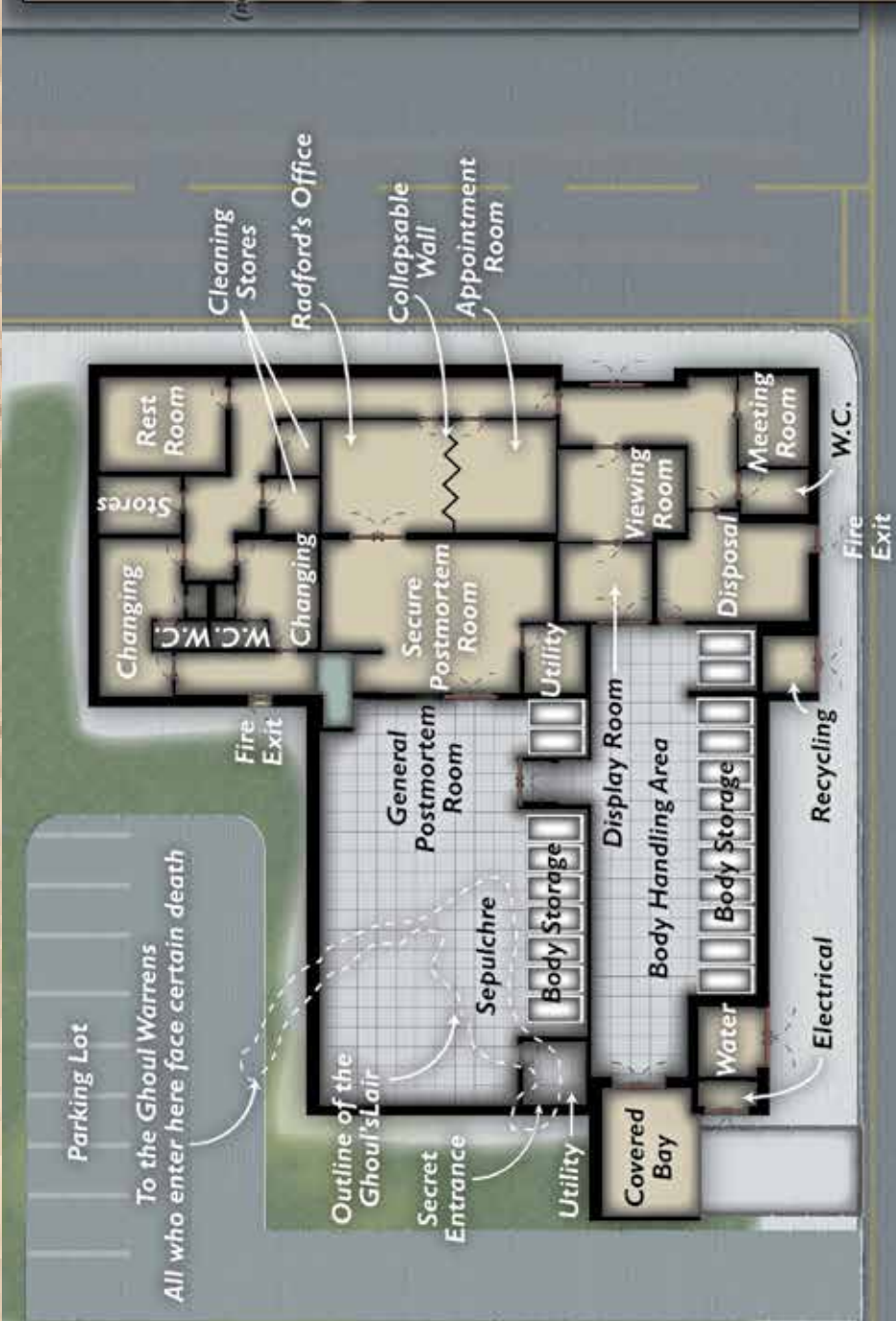












**Vale Funeral Home  
& The Dufferin House**







# New Life Fertility Center & Its Environs

- 1 Patient Rooms
- 2 Surgery
- 3 Laboratory
- 4 Nursery
- 5 Guard Station
- 6 Regora's Room
- 7 Living Quarters
- 8 Tunnel to the Ranch

## Underground Level

Elevator Panel

Trap Door

Concrete Tunnel

Tunnel from the Office to the Underground Bedroom

Privacy Curtain

Theater Elevator

First Floor Floor Plan

Underground Level Floor Plan

Theater Elevator

Tunnel Connecting Almunia's First Floor Office to the Underground Level Living Quarters.

Feet

0 10 20 30

Laboratory

Cryo-storage

Examination Room

Consultation Room

Nurse Station

Parking Lot

Surgical Prep.

Theater

Recovery

Donation Room

Office

Records

Fire Exit

Reception

Almunia's Office

W.C.

W.C.

Secretary

Break Room

Entrance

Trap Door



## First Floor













Explore the untouched splendor of the Alaskan Wilderness by air! Charter, air taxi, hunting & tourist flights arranged by appointment at only \$500 per flight hour!

Our expert pilot Joshua Passantino has over 2,600 flight hours under his belt, is ATP certified, and has a perfect safety record.

Call 1 (907) 314 5566 or email [josh@alaskatourscharter.com](mailto:josh@alaskatourscharter.com) to book today!

9323a Bonnett Way, Juneau, AK 99951, USA.





A detailed map of Alaska, United States, showing its geographical features and neighboring regions. The map includes labels for the Arctic Ocean, Beaufort Sea, Chukchi Sea, Bering Sea, Gulf of Alaska, and Pacific Ocean. It also shows the state boundaries of Canada to the north and Russia to the west. Major cities like Juneau, Anchorage, Fairbanks, and Sitka are marked. The map includes a scale bar in miles (0 to 300) and a north arrow. The Aleutian Islands are shown in the southwest, and the Bering Strait is labeled between Alaska and Russia.

**ALASKA**  
Tours

Explore the untouched splendor of the Alaskan Wilderness by air! Charter, air taxi, hunting & tourist flights arranged by appointment at only \$500 per flight hour!

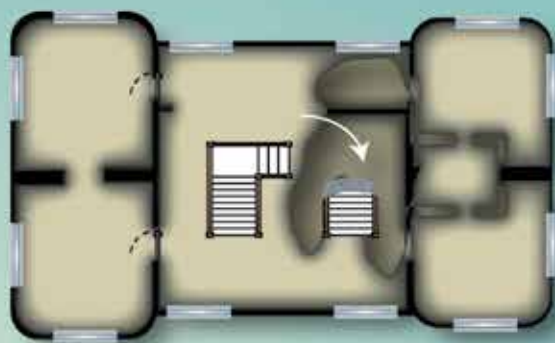
Our expert pilot Joshua Passantino has over 2,600 flight hours under his belt, is ATP certified, and has a perfect safety record.

Call 1 (907) 314 5566 or email [josh@alaskatour charter.com](mailto:josh@alaskatour charter.com) to book today!

9323a Bonnett Way, Juneau, AK 99951, USA.

**ALASKA**

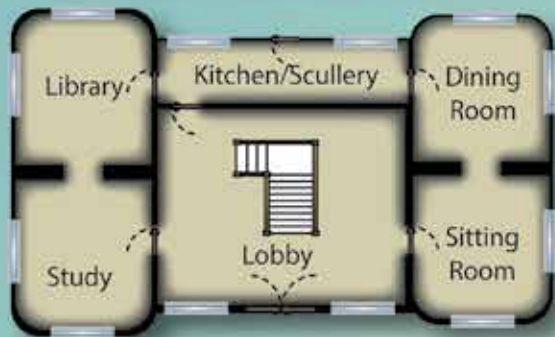




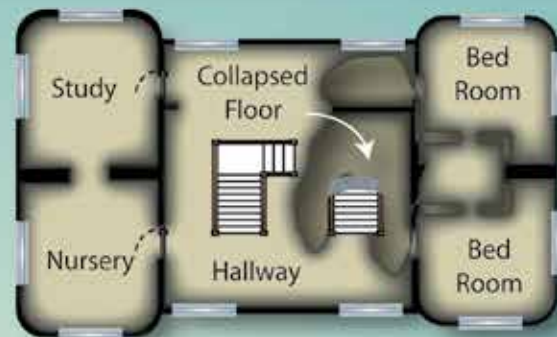


# RAVENSCAR

A FORGOTTEN CORNER OF THE ENGLISH NORTH-EAST



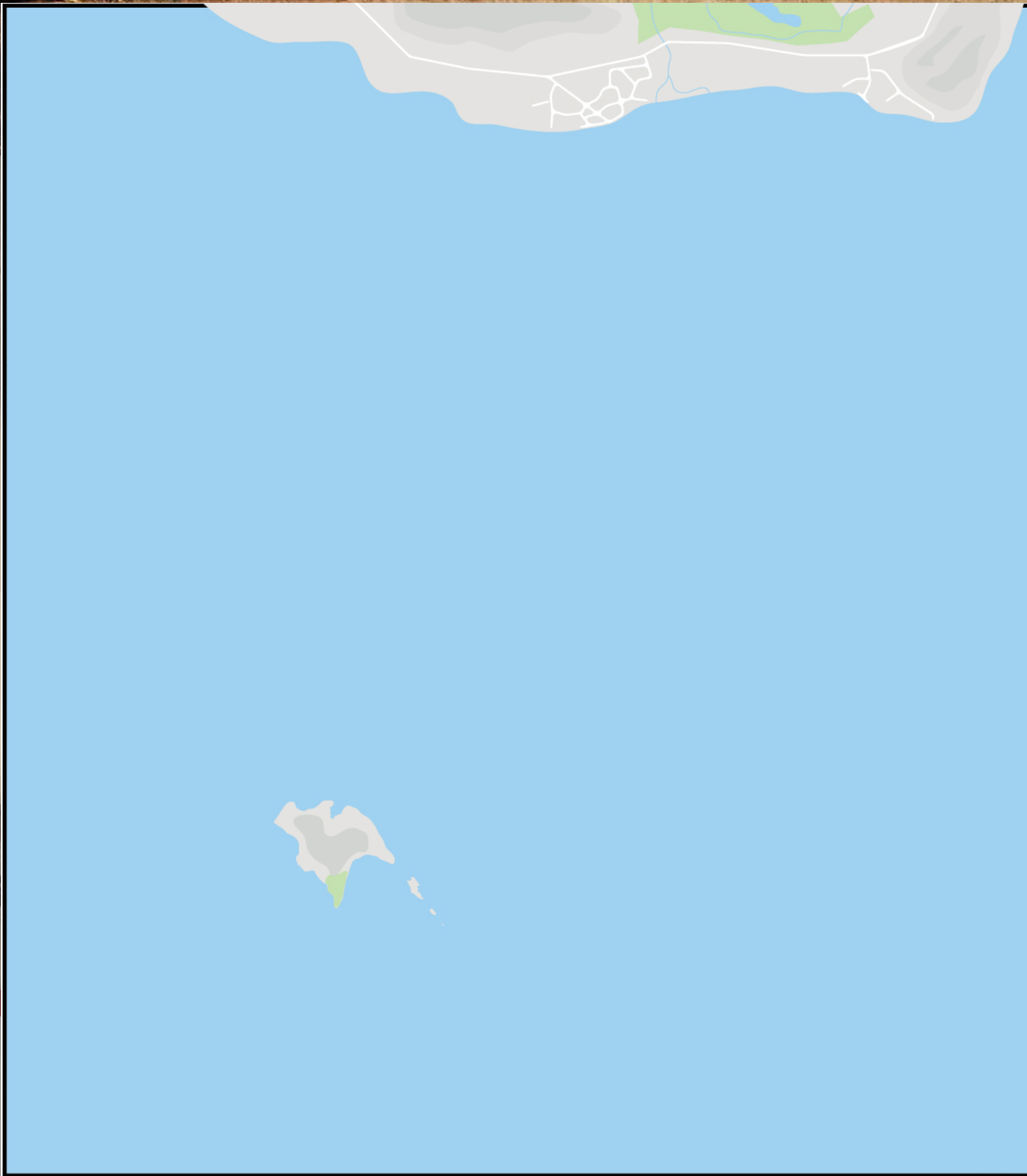
RAVEN HALL FIRST FLOOR



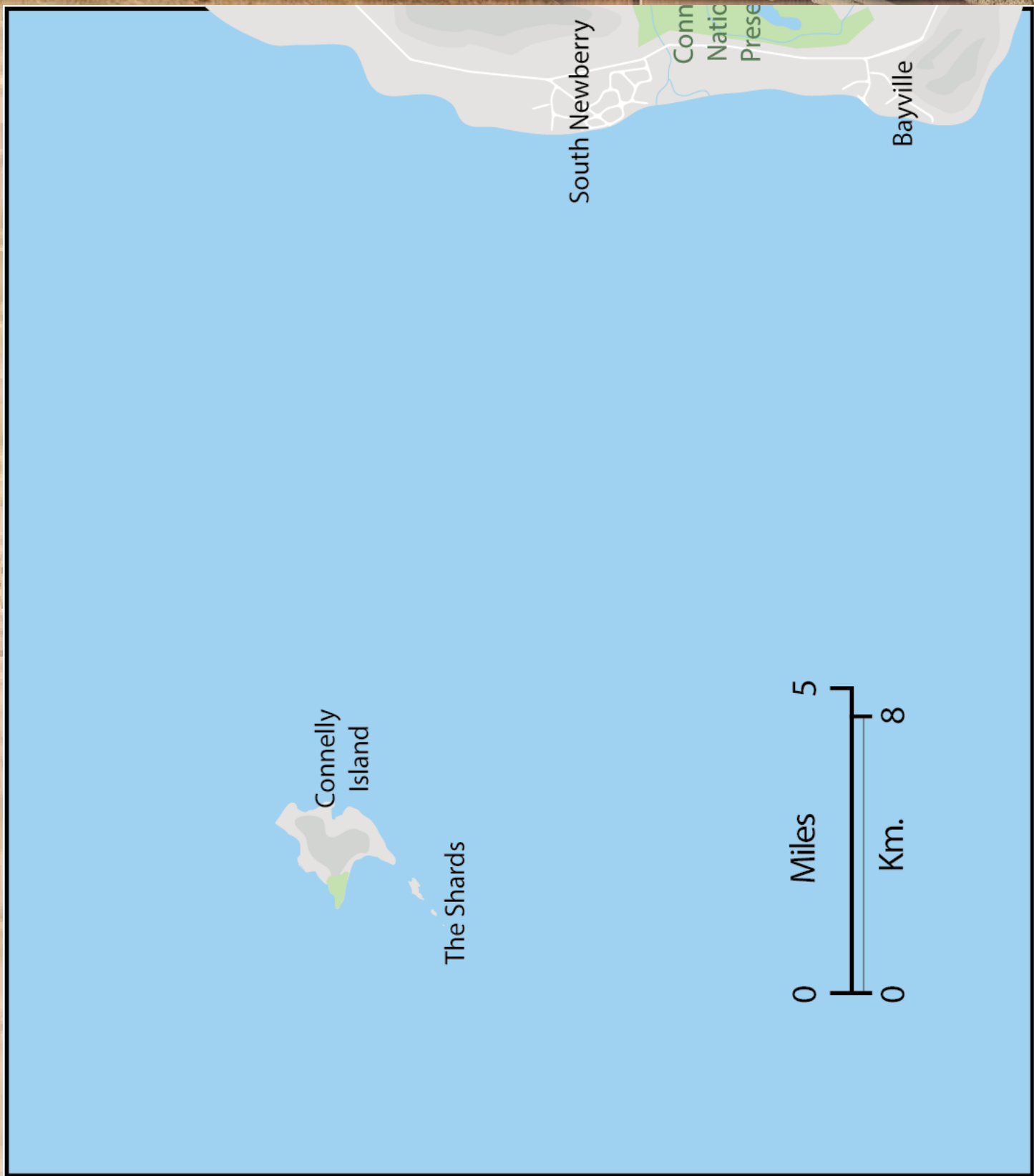
RAVEN HALL SECOND FLOOR



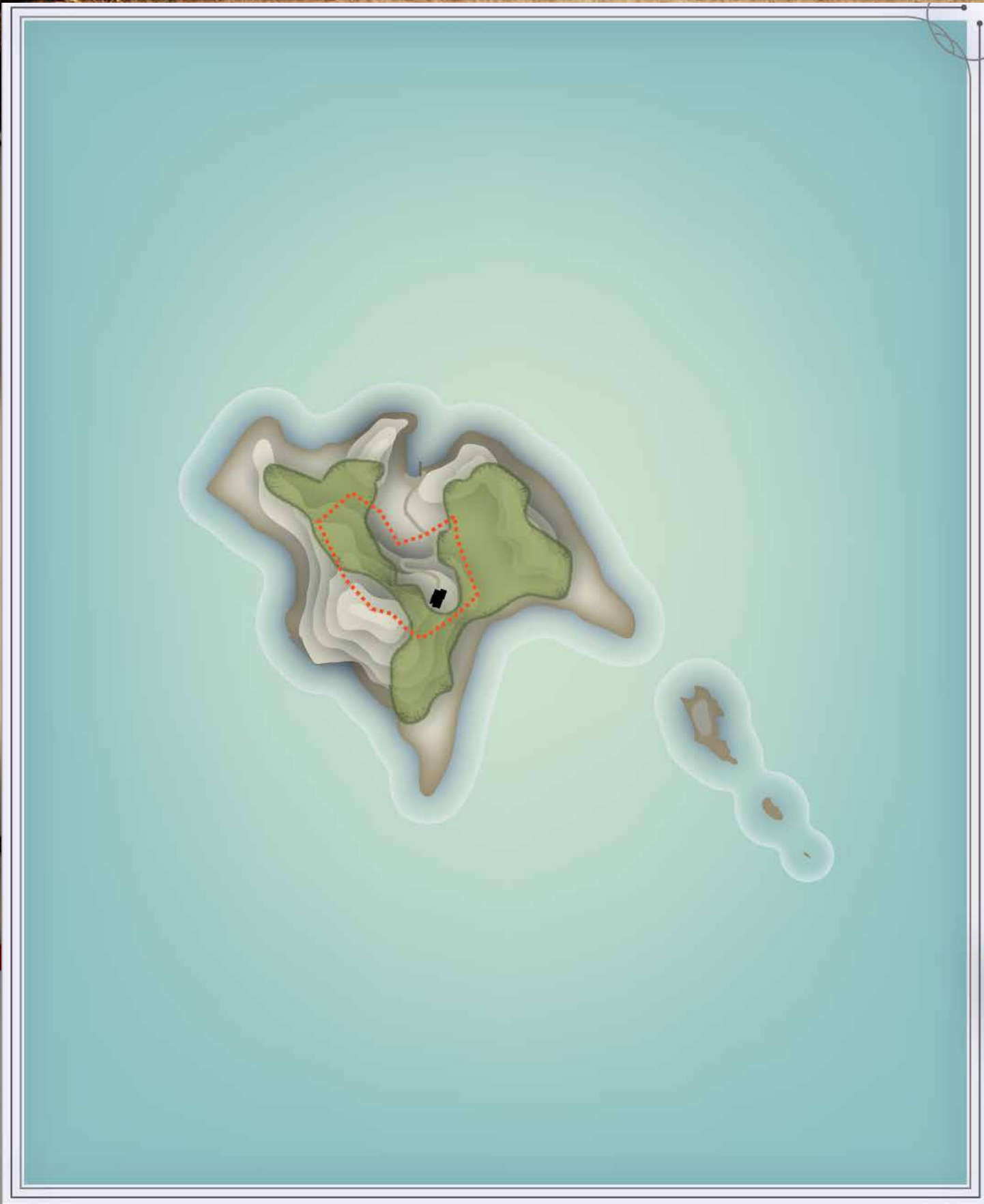














# Winoka Point

A COASTAL HAVEN

D.o.D. Training Base  
(off limits)

Waldron  
Nature Reserve

Jetty

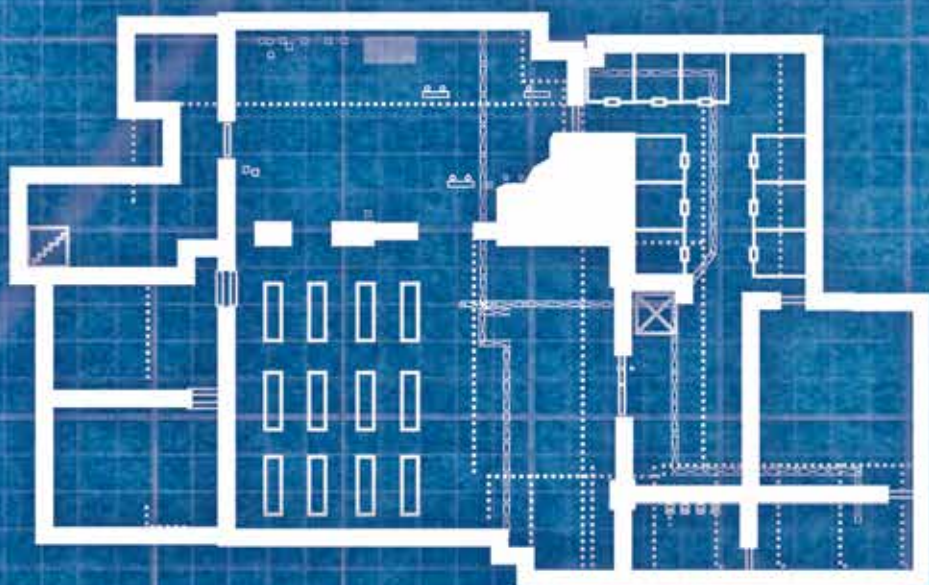
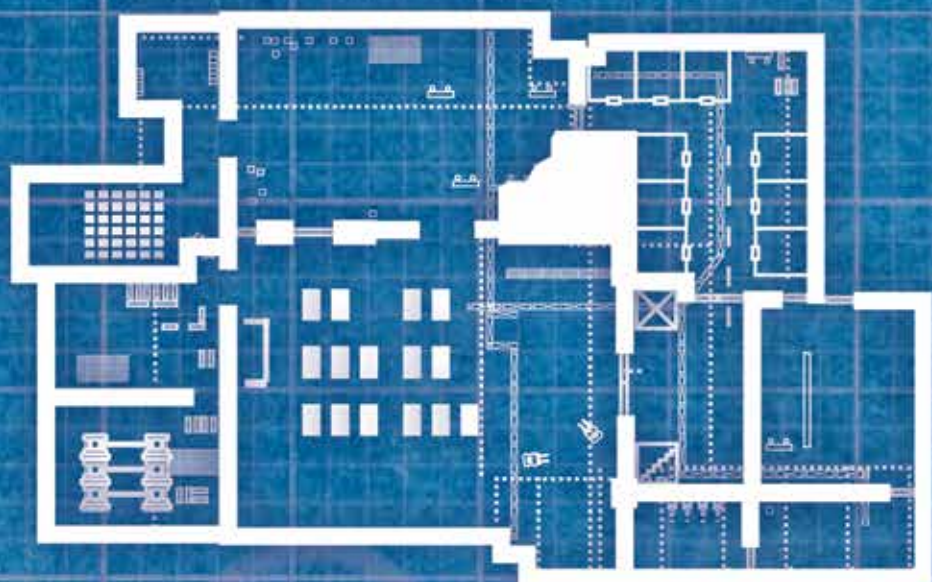
Visitor's Camping  
Area

Winoka Point

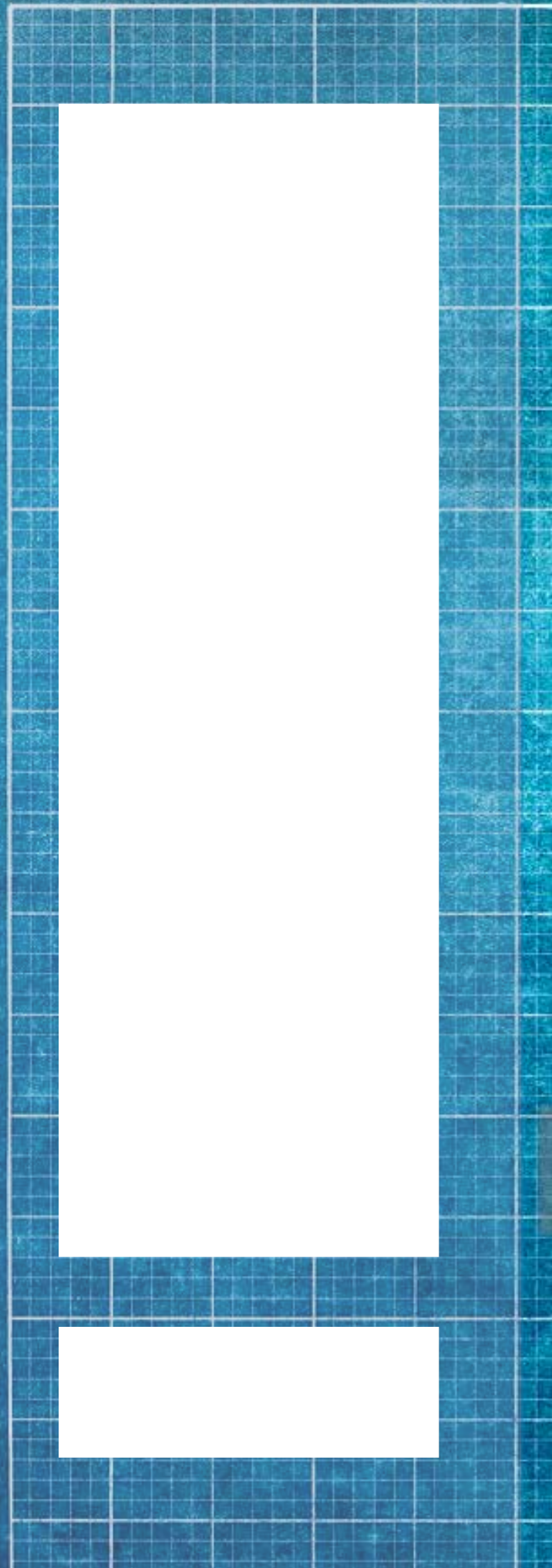
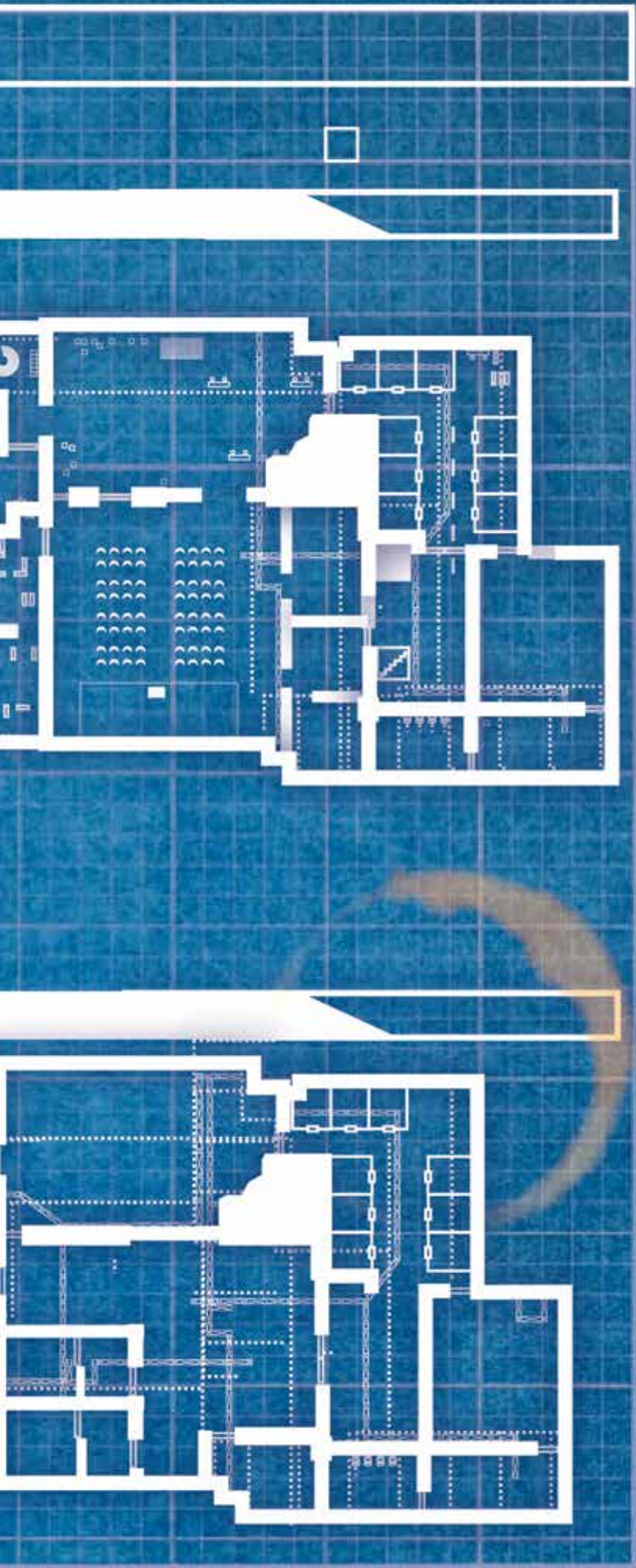
To  
South Newberry  
&  
Bayville

'The Shards'











# Nicolls/Moone R&D inc.

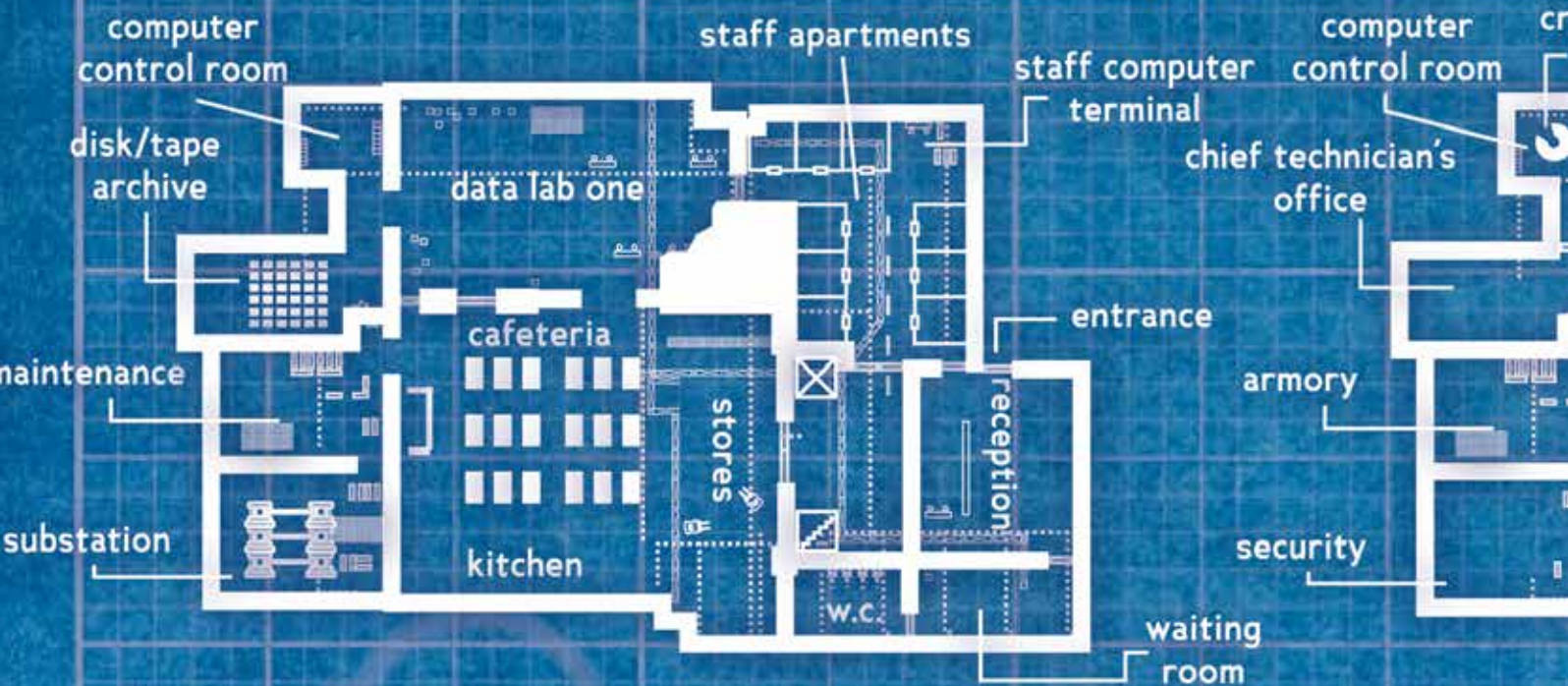
Tak

Proud to be a U.S. government contractor

## Winoka Point Research Center

### LEVEL ONE

## Winoka Point

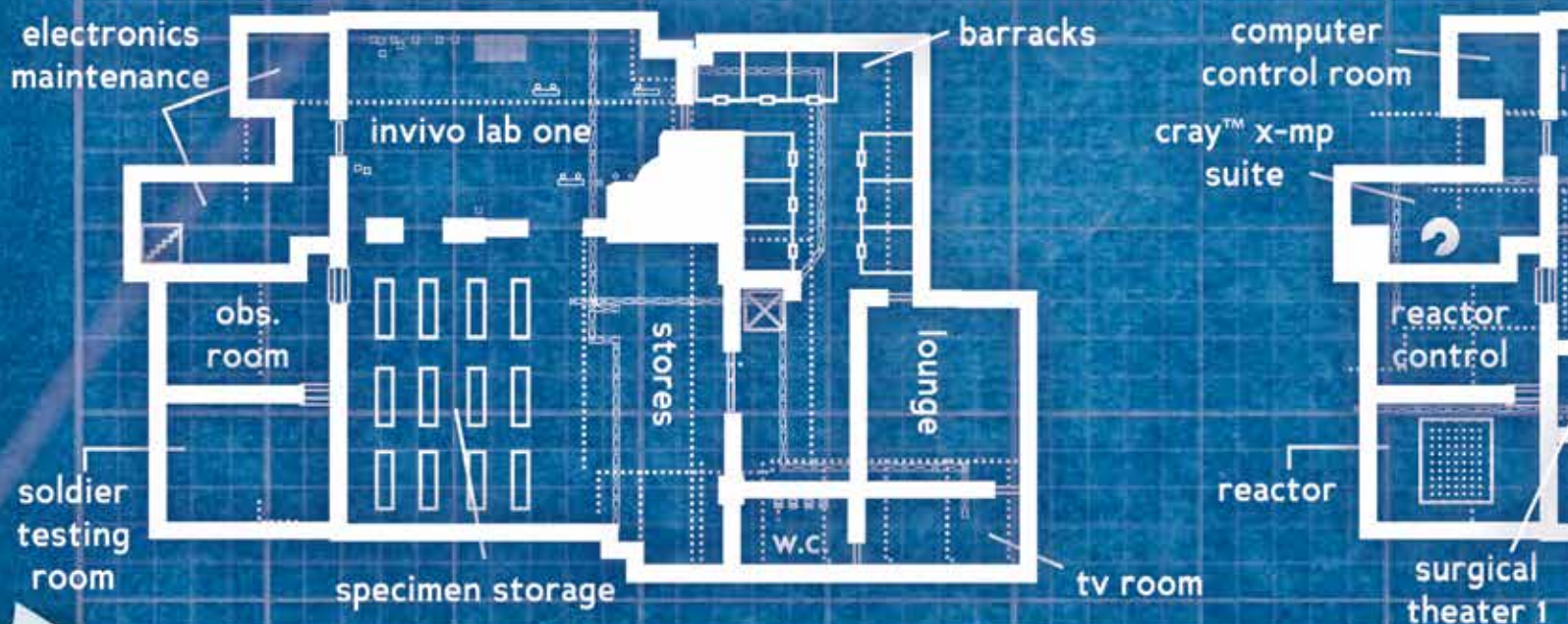


- Doors
- Electrical Network
- Heating Ducts
- Sub-floor Grid Maintenance Hatch
- Fork-lift Trucks
- Elevator
- Stairs

## Winoka Point Research Center

### SUB-LEVEL ONE

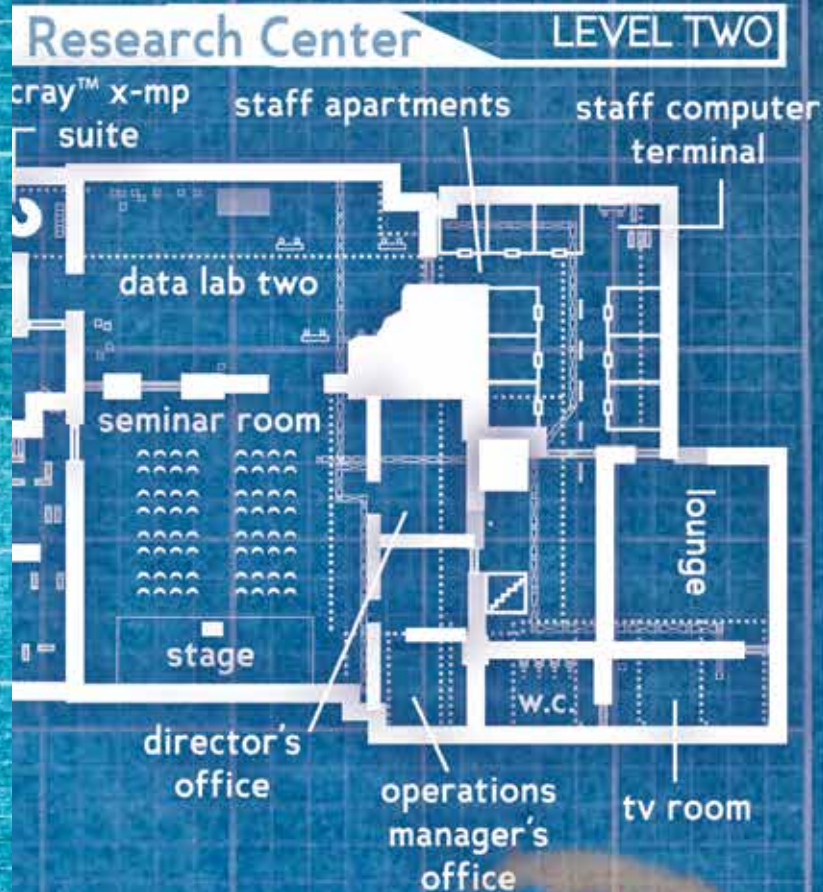
## Winoka Point





## Bringing Science Into The 1980s!

1 Square = 10ft



## Operational Notes

John,  
Have you seen Mike? There were some weird noises coming from below and I haven't seen him in a few hours. Page me when you see this.  
Bill

It has been...

three lonely days

since our last accident.















# The Ferguson Clinic

Care & Discretion Nestled in the Texan Countryside

- 1 Parking Lot
- 2 Foyer
- 3 Living Room
- 4 Admin. Office
- 5 Grand Hall/Common Room
- 6 Kitchen and Dining Area
- 7 Library and Group Meeting Area
- 8 Music Room
- 9 Dr. Ferguson's Surgery
- 10 Security Station
- 11 Garage (suitable for three vehicles)
- 12 Rear Deck/Porch
- 13 Stone Steps to External Gardens
- 14 Stairs to Grand Hall/Common Room
- 15 Accommodation Foyer
- 16 Bedroom #1
- 17 Bedroom #2
- 18 Bedroom #3
- 19 Bedroom #4
- 20 Private Sun Room



- 21 Bedroom #5
- 22 Bedroom #6
- 23 Laundry Room
- 24 Nurses' Common Room
- 25 Bedroom #7
- 26 Private Sitting Room
- 27 Areas Open to the Floor Below
- c Closet/Stores
- b Balcony
- wc Bathroom
- e Elevator



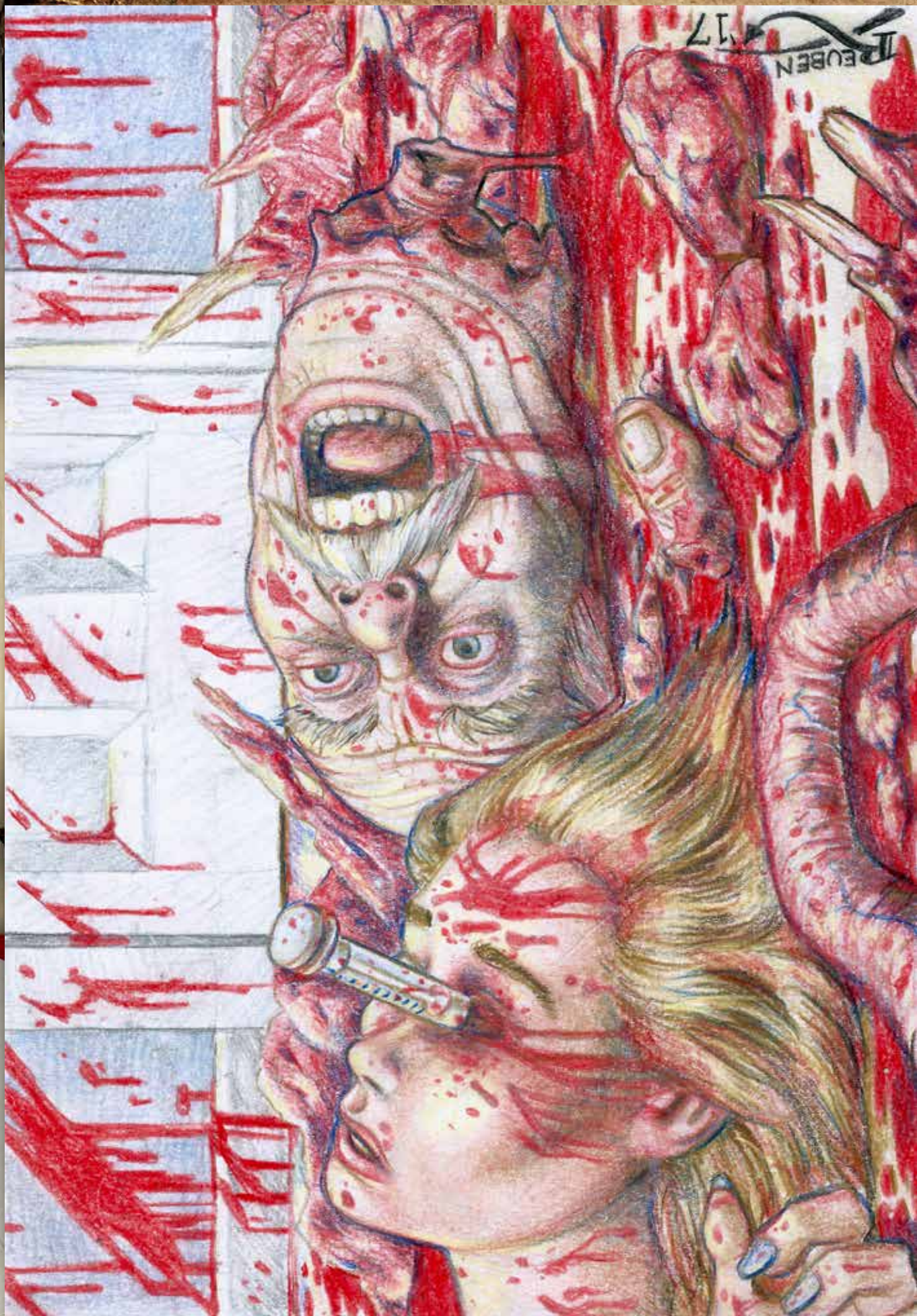






REUBEN  
17

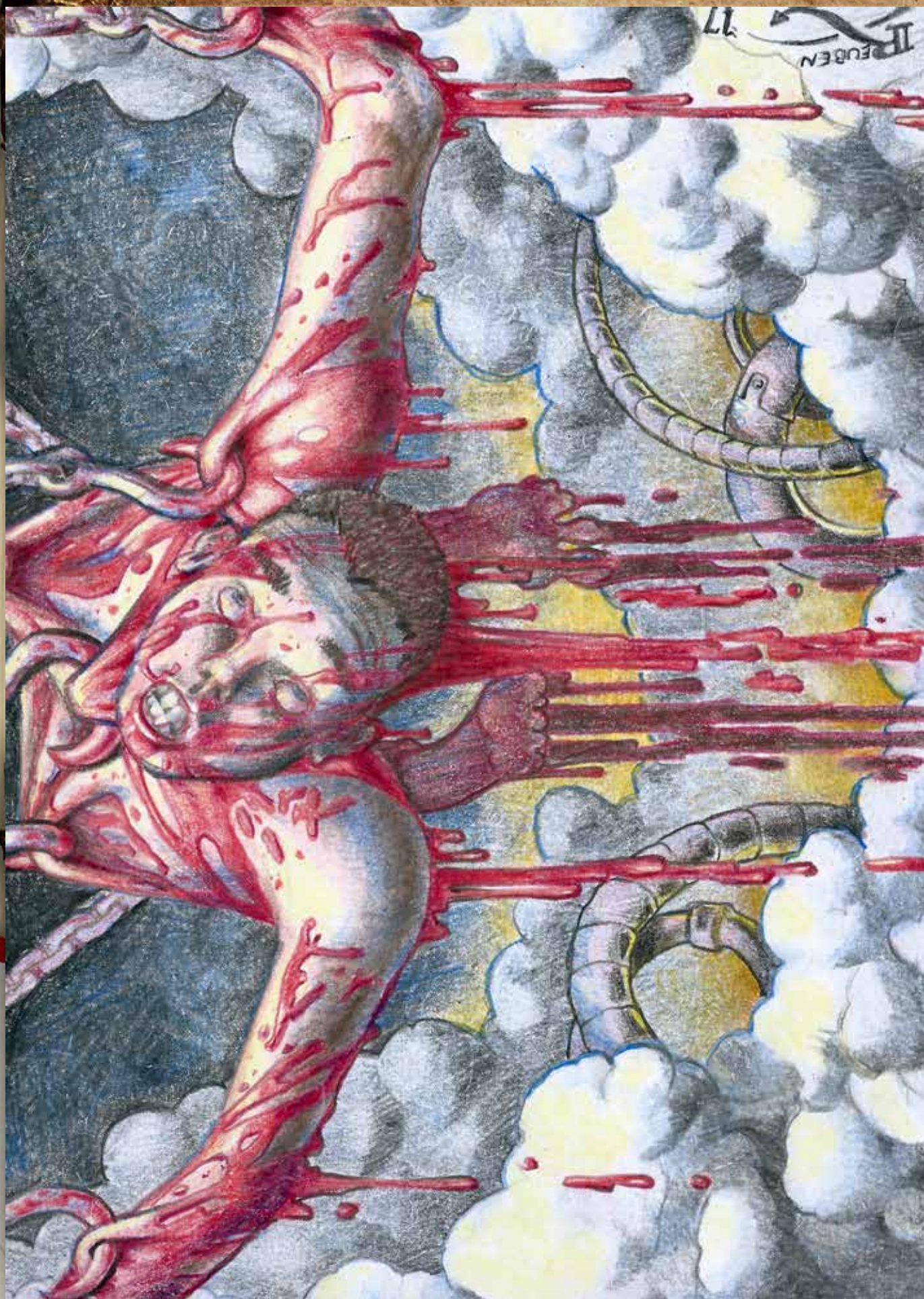




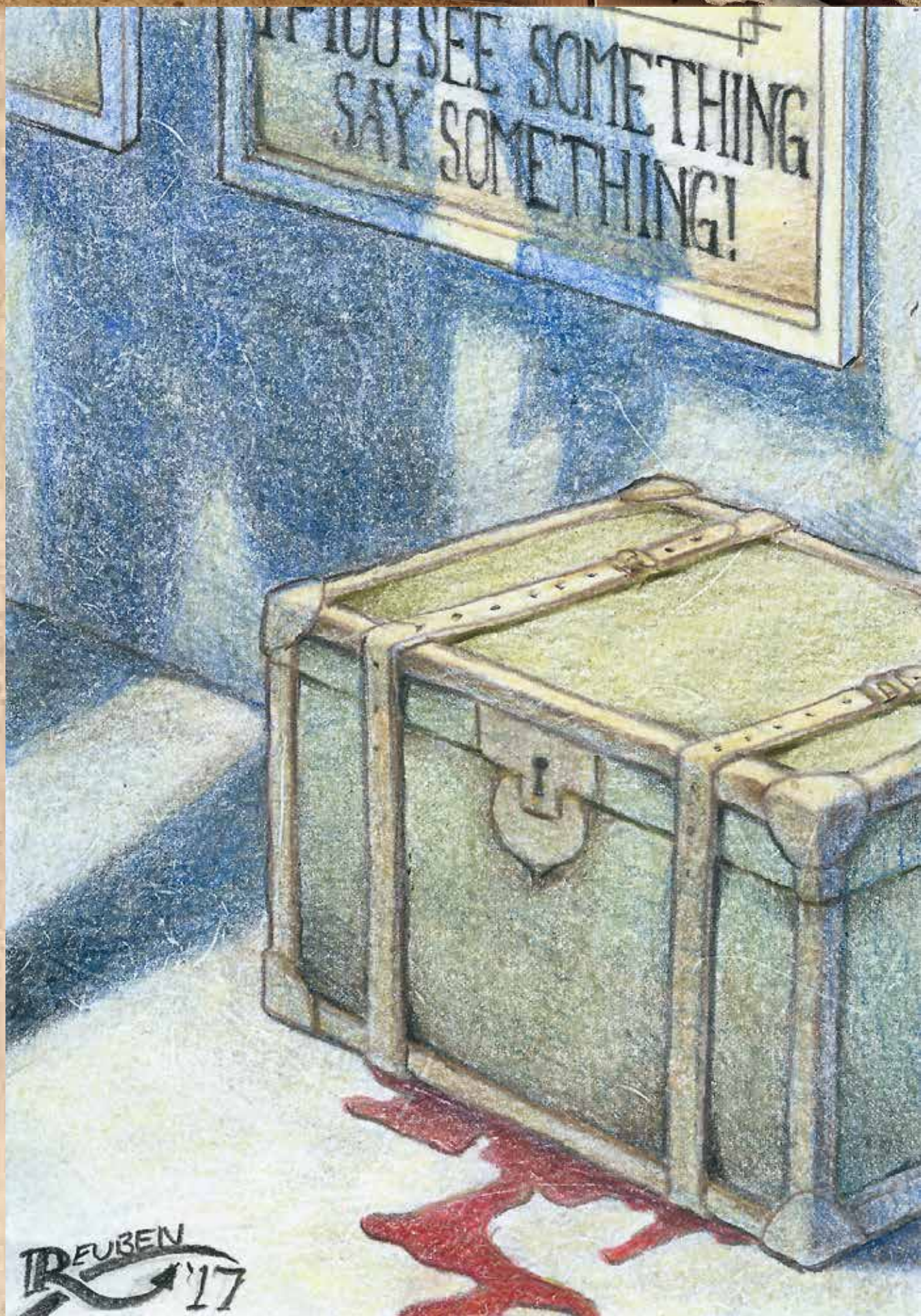
















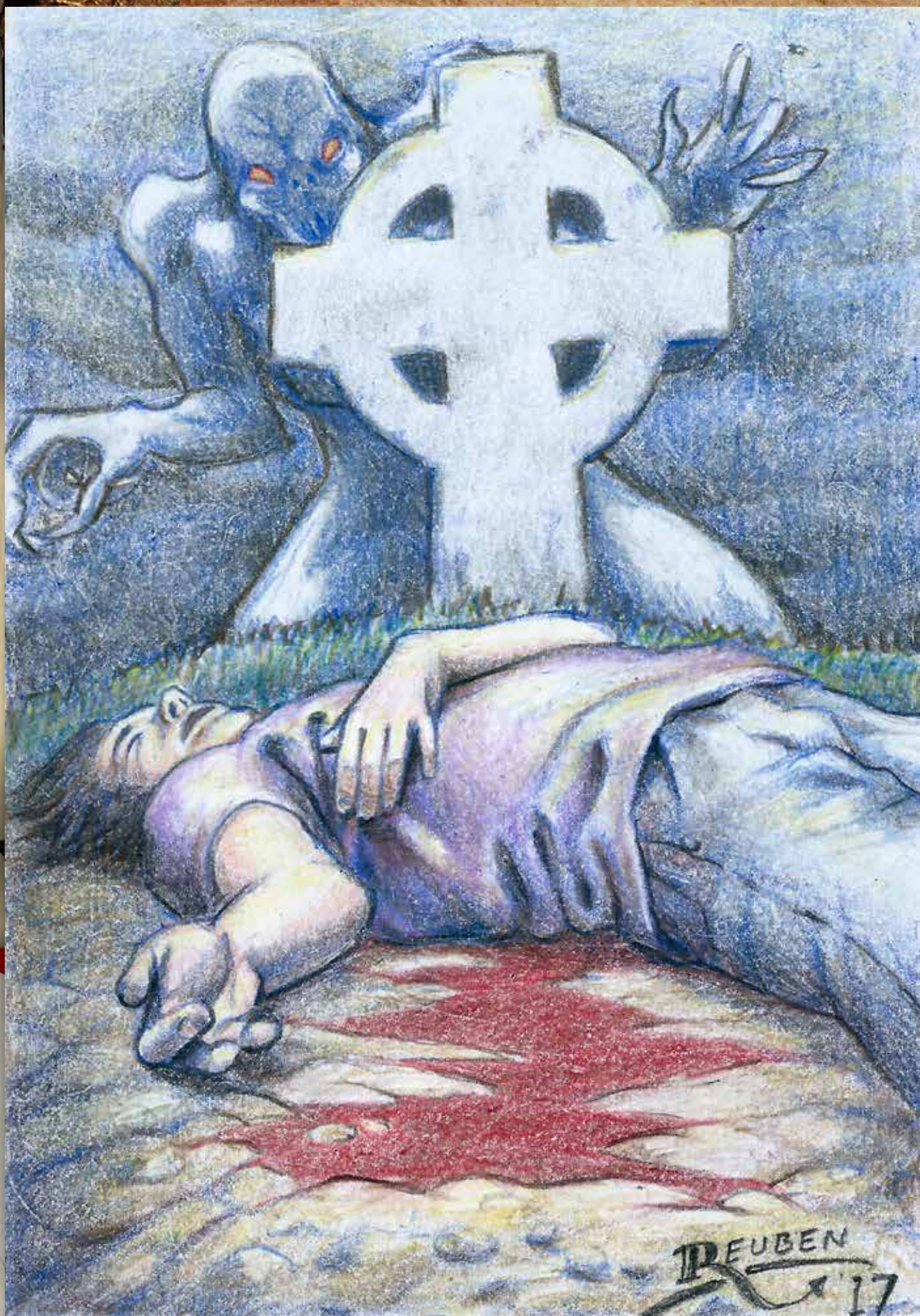
REUBEN 17





IR EUGEN  
17



















# Modern Era Investigator

Name Mateuse/Matisen "Mat/Mattie" Kowalski

Player \_\_\_\_\_

Occupation Student, High School

Age 18 Sex \_\_\_\_\_

Residence Muskegon, MI

Birthplace Muskegon, MI

# Characteristics

STR **65** <sup>32</sup>/<sub>13</sub> DEX **70** <sup>35</sup>/<sub>14</sub> INT **50** <sup>25</sup>/<sub>10</sub>  
CON **75** <sup>37</sup>/<sub>15</sub> APP **70** <sup>35</sup>/<sub>14</sub> POW **45** <sup>22</sup>/<sub>9</sub>  
SIZ **60** <sup>30</sup>/<sub>12</sub> EDU **40** <sup>20</sup>/<sub>8</sub> Move Rate **9**



Major Wound ☐ **13** IP

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

Temp. Insane ☐ Indef. Insane ☐ **45** **96**

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

# CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Sanity **9** MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

# Skills

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Electronics (01%)	<input type="checkbox"/> English	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Computer Use (05%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%)
Credit Rating (00%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>
Cthulhu Mythos (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Polish	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
.30-06 Semi-Auto Rifle	25	12	5	266 + 4	110	1	5	100

# Combat

Damage Bonus	<b>+1d4</b>
Build	<b>+1</b>
Dodge	<b>50</b> <sup>25</sup> / <sub>10</sub>





# Backstory



**Personal Description** Light brown hair, kept short, and a slim frame belie a muscular build, honed from years of sports, both in and out of school. Blue-eyed and lightly freckled from the sun, it is clear they spend a lot of time outside, playing sports.

**Ideology/Beliefs** Whatever higher power there may be definitely helps those who helps themselves.

**Significant People** Tessa Carr, Mat/Mattie's highschool girlfriend. She's does Track with them, but otherwise focuses on drama. They're taking a brief break because of a play that Tessa won't back out of, even though Mat/Mattie thinks its a bad idea.

**Meaningful Locations** Snug Harbor (Muskegon), MI - camping, hiking, the beach, Tessa...doesn't get better. In the water - any...swimming is their second love and way out of Muskegon.

**Treasured Possessions** A gold masonic ring (only thing they have of their father's - he walked out the door when they were a toddler).

**Traits** Loyal, Hardworking, and a bit of a dreamer at times (but those dreams are a little more haunted lately).

**Injuries & Scars** Appendicitis scar.

**Phobias & Manias** Mild scopophobia. Developed after "Carcosa, Book 2." Huge breakdown after winning the last swim meet caused parents to send away for treatment at The Ferguson Clinic in Texas. It helped some, and Mat/Mattie's been on a "road-trip" ever since, not wanting to go back to Muskegon quite yet.

**Arcane Tomes, Spells & Artifacts** "Carcosa, Book 1" - adapted to a play by Tessa and her theatre group (originally a non-Mythos web-comic).

**Encounters with Strange Entities** Read the unpublished web-comic "Carcosa, Book 2" - written by Tessa's older brother, Brian (see "Aspirations," The Lumber Barons' Ball for more information).

## Gear & Possessions


## Cash & Assets

Spending Level \$40

Cash \$100

**Assets** A beat-up soft-top 1998 Jeep Wrangler, assorted camping gear, a rifle (willed to them by their grandfather).

## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

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

Reach 0 HP without Major Wound = **Unconscious**

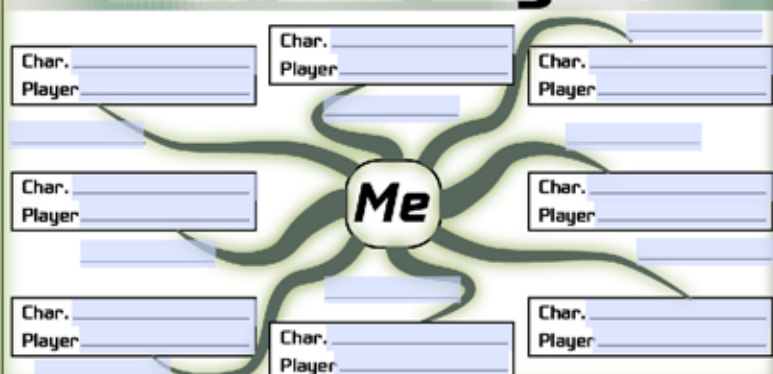
Reach 0 HP with Major Wound = **Dying**

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

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

**Natural Heal rate** (Major Wound): weekly healing roll

## Fellow Investigators





# Modern Era Investigator

Name Henry/Heather Briggs  
 Player \_\_\_\_\_  
 Occupation Author  
 Age 28 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace Arkham, MA.

# Characteristics

STR **70** <sup>35</sup>/<sub>14</sub> DEX **40** <sup>20</sup>/<sub>8</sub> INT **65** <sup>32</sup>/<sub>13</sub>  
 CON **40** <sup>20</sup>/<sub>8</sub> APP **60** <sup>30</sup>/<sub>12</sub> POW **45** <sup>22</sup>/<sub>9</sub>  
 SIZ **75** <sup>37</sup>/<sub>15</sub> EDU **55** <sup>27</sup>/<sub>11</sub> Move Rate **7**



Major Wound ☐ **11** HP

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

Temp. Insane ☐ Indef. Insane ☐ **45** Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

# CALL of CTHULHU

Out of Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

**9** MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

# Skills

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Electronics (01%)	<input type="checkbox"/> English	<input type="checkbox"/> Forensics
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Physics
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Literature	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Computer Use (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/>
<input type="checkbox"/> Credit Rating (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

# Combat

Damage Bonus	<b>+1d4</b>
Build	<b>+1</b>
Dodge	





# Backstory



**Personal Description** Somewhat ordinary in appearance, balancing a sedentary lifestyle with regular exercise.

**Ideology/Beliefs** Ghosts and the like...lots of people need to believe in them for some reason, but its best to let the past go.

**Significant People** "Dresden Files" author Jim Butcher. Henry/Heather is looking for something to inspire a similarly successful literary career.

**Meaningful Locations** The Westbrook Cafe - where the concept for and first chapter of that first freshmen novel were born, and where the local college set hangs out.

**Treasured Possessions** The secondhand electric typewriter used to write that first novel, "The Ghosts of Bosworth House" (see The Bosworth House in "The Arkham Gazette, Issue 1" by Sentinel Hill Press).

**Traits** Ambitious: Reclaiming the notice and acclaim of that first novel (it's been supernatural fluff ever since, to make a living).

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

## Gear & Possessions


## Cash & Assets

**Spending Level** \$200

**Cash** \$800

**Assets** \$20,000 - Rented two bedroom house, four-door sedan.

## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

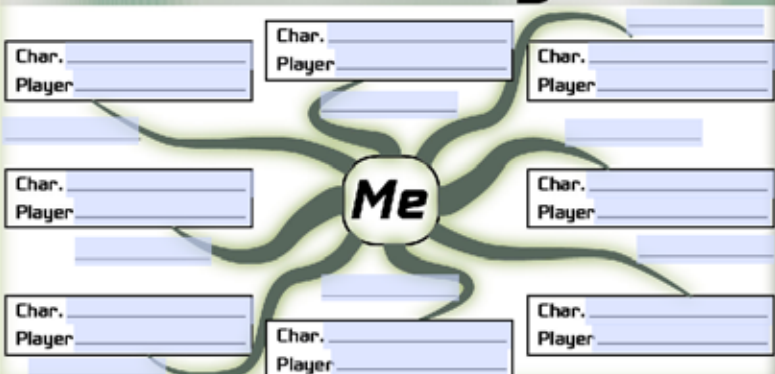
Reach 0 HP with Major Wound = **Dying**

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

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

**Natural Heal rate** (Major Wound): weekly healing roll

## Fellow Investigators





# Modern Era Investigator

Name Daniel/Danielle Potter  
 Player \_\_\_\_\_  
 Occupation CDC Lab Technician  
 Age 28 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace Essex, England

# Characteristics

STR **20** <sup>10</sup>/<sub>4</sub> DEX **40** <sup>20</sup>/<sub>8</sub> INT **65** <sup>32</sup>/<sub>13</sub>  
 CON **40** <sup>20</sup>/<sub>8</sub> APP **30** <sup>15</sup>/<sub>6</sub> POW **40** <sup>20</sup>/<sub>8</sub>  
 SIZ **40** <sup>20</sup>/<sub>8</sub> EDU **75** <sup>37</sup>/<sub>15</sub> Move Rate **8**



Major Wound ☐ **8**HP

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

Temp. Insane ☐ Indef. Insane ☐ **40** Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

# CALL of CTHULHU

Out of Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

**8**MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

# Skills

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU) English <b>75</b> <sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> Science (01%) Biology <b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Electronics (01%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Pharmacy <b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Library Use (20%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Pathology <b>80</b> <sup>40</sup> / <sub>16</sub>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> First Aid (30%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Medicine (01%) <b>75</b> <sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Computer Use (05%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Natural World (10%) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Swim (20%) <b>25</b> <sup>12</sup> / <sub>5</sub>
Credit Rating (00%) <b>35</b> <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Throw (20%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) Latin <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)	
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Drive Auto (20%) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/> Psychology (10%) <b>35</b> <sup>17</sup> / <sub>7</sub>	

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	30	15	6	1d3 + db	-	1	-	-

# Combat

Damage Bonus	<b>-2</b>
Build	<b>-2</b>
Dodge	





# Backstory



**Personal Description** Small & frail-looking, gives the impression that they should be studied, rather than do the studying.

**Traits** Loyal - Has only a few friends, but stands by them.

**Ideology/Beliefs** Science! Genetic & medical advances will solve all our problems some day.

**Injuries & Scars**

**Significant People** Admiration for & envy of their half-sister Joanne, for physical being all that Daniel/Danielle isn't (tall, healthy, beautiful, etc.).

**Phobias & Manias**

**Meaningful Locations** University of Edinburgh Medical School, where Daniel/Danielle met the first love of their life.

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** A silver ring with an obscure inscription, received from their first love.

**Encounters with Strange Entities**

## Gear & Possessions


## Cash & Assets

**Spending Level** \$200

**Cash** \$1,400

**Assets** \$35,000 - Rented apartment, Aging minivan.

## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

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

Reach 0 HP without Major Wound = **Unconscious**

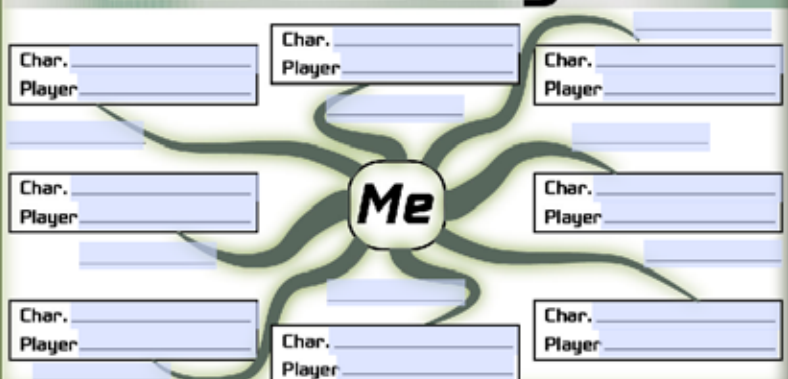
Reach 0 HP with Major Wound = **Dying**

*Dying*: First Aid = temp. stabilised; then require Medicine

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

**Natural Heal rate** (Major Wound): weekly healing roll

## Fellow Investigators





# Modern Era Investigator

Name Andrew/Amber Hart  
 Player \_\_\_\_\_  
 Occupation Law Enforcement Deputy  
 Age 32 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace Arcanum, OH

# Characteristics

STR **65** 32/13 DEX **55** 27/11 INT **65** 32/13  
 CON **80** 40/16 APP **45** 22/9 POW **70** 35/14  
 SIZ **80** 40/16 EDU **75** 37/15 Move Rate **7**



Major Wound 16 IP

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

Temp. Insane \_\_\_\_\_ Indef. Insane \_\_\_\_\_ **70** Max \_\_\_\_\_

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

# CALL of CTHULHU

Out of Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

**14** IP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

# Skills

<input type="checkbox"/> Accounting [05%]	<input type="checkbox"/> Elec Repair [10%]	<input type="checkbox"/> Language [Own] (EDU) <b>75</b> <u>37</u> / <u>15</u>	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%] <b>50</b> <u>25</u> / <u>10</u>	<input type="checkbox"/>
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%]	<input type="checkbox"/> Library Use [20%]	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting [Brawl] [25%] <b>55</b> <u>27</u> / <u>11</u>	<input type="checkbox"/> Listen [25%]	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/> Art / Craft [05%]	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Spot Hidden [25%] <b>45</b> <u>22</u> / <u>9</u>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%]	<input type="checkbox"/> Stealth [20%] <b>45</b> <u>22</u> / <u>9</u>
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Handgun] [20%] <b>50</b> <u>25</u> / <u>10</u>	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Survival [10%] Desert <b>75</b> <u>37</u> / <u>15</u>
<input type="checkbox"/> Charm [15%]	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%] <b>75</b> <u>37</u> / <u>15</u>	<input type="checkbox"/> Natural World [10%]	<input type="checkbox"/> Swim [20%]
<input type="checkbox"/> Climb [20%]	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%]	<input type="checkbox"/> Throw [20%]
<input type="checkbox"/> Computer Use [05%] <b>10</b> <u>5</u> / <u>2</u>	<input type="checkbox"/> First Aid [30%]	<input type="checkbox"/> Occult [05%]	<input type="checkbox"/> Track [10%]
Credit Rating [00%] <b>19</b> <u>9</u> / <u>3</u>	<input type="checkbox"/> History [05%]	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="checkbox"/>
Cthulhu Mythos [00%]	<input type="checkbox"/> Intimidate [15%] <b>55</b> <u>27</u> / <u>11</u>	<input type="checkbox"/> Persuade [10%]	<input type="checkbox"/>
<input type="checkbox"/> Disguise [05%]	<input type="checkbox"/> Jump [20%]	<input type="checkbox"/> Pilot [01%]	<input type="checkbox"/>
<input type="checkbox"/> Dodge [half DEX] <b>50</b> <u>25</u> / <u>10</u>	<input type="checkbox"/> Language [Other] [01%] <b>20</b> <u>10</u> / <u>4</u>	<input type="checkbox"/> Psychology [10%]	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto [20%] <b>50</b> <u>25</u> / <u>10</u>	<input type="checkbox"/> Farsi	<input type="checkbox"/> Psychoanalysis [01%]	<input type="checkbox"/>
	<input type="checkbox"/> Pashto <b>10</b> <u>5</u> / <u>2</u>		

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	55	27	11	1d3 + db	-	1	-	-

# Combat

Damage Bonus	<b>+1d4</b>
Build	<b>+1</b>
Dodge	<b>50</b> <u>25</u> / <u>10</u>





# Backstory



**Personal Description** Large-boned and with muscle starting to go towards fat, they're a big person. Ever-present aviator shades hide dark eyes, and a weather-beaten face gives the impression that they're outside a lot. They do have a bit of a limp when they walk.

**Ideology/Beliefs** Atheist

**Significant People** Ray/Rayshonna Hillman - "I never woulda made it out without them."

**Meaningful Locations** Fort Benning, Columbus GA (loved basic training, provided order and discipline); their Basement/Man Cave

**Treasured Possessions**

**Traits** Honest, plain spoken, with a no-nonsense manner that sometimes makes it hard to see the kindness that lurks under the uniform.

**Injuries & Scars** A state-of-the-art Prosthetic Right Leg (from just below the knee) manufactured by Tormiss Medical Group (TMG) - An IED ended their second tour in Afghanistan.

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

## Gear & Possessions


## Cash & Assets

**Spending Level** \$200

**Cash** \$795

**Assets**


## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

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

Reach 0 HP without Major Wound = **Unconscious**

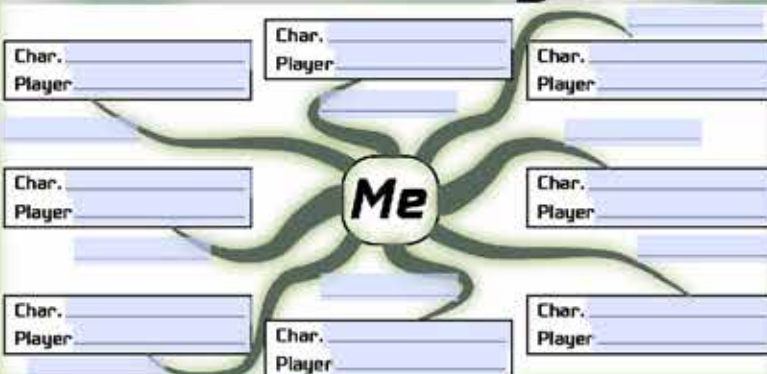
Reach 0 HP with Major Wound = **Dying**

**Dying:** First Aid = temp. stabilised; then require Medicine

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

**Natural Heal rate** (Major Wound): weekly healing roll

## Fellow Investigators





# Modern Era Investigator

Name Charles/Carisa Totten  
 Player                       
 Occupation Papparazzi/Reporter  
 Age 39 Sex             
 Residence Atlanta, GA  
 Birthplace New Orleans, LA

# Characteristics

STR **50** <sup>25</sup>/<sub>10</sub> DEX **60** <sup>30</sup>/<sub>12</sub> INT **55** <sup>27</sup>/<sub>11</sub>  
 CON **40** <sup>20</sup>/<sub>8</sub> APP **55** <sup>27</sup>/<sub>11</sub> POW **80** <sup>40</sup>/<sub>16</sub>  
 SIZ **50** <sup>25</sup>/<sub>10</sub> EDU **65** <sup>32</sup>/<sub>13</sub> Move Rate **8**



Major Wound            **9** HP

**HIT POINTS**

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

Temp. Insane            Indef. Insane            **80** *Max*

Insane 01 02 03 04 05 06 07

**SANITY**

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

# CALL of CTHULHU

**LUCK**

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

**MAGG POINTS**

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

# Skills

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Electronics (01%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> <u>                    </u>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> <u>                    </u>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> <u>                    </u>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Photography	<input type="checkbox"/> <u>                    </u>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> <u>                    </u>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> <u>                    </u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> <u>                    </u>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Computer Use (05%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> <u>                    </u>
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> <u>                    </u>
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/> <u>                    </u>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/> <u>                    </u>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> <u>                    </u>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/> <u>                    </u>
<input type="checkbox"/> Drive Auto (20%)			

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Glock 17	30	15	6	1d10	15	1 (3)	17	98

# Combat

Damage Bonus	<b>none</b>
Build	<b>0</b>
Dodge	<b>30</b> <sup>15</sup> / <sub>6</sub>





# Backstory



**Personal Description** Looks old for their age, but cigarettes, whiskey, lots of energy drinks, two divorces, and a chronic ulcer will do that. Brown hair just starting to grey, brown eyes, a usually dresses for comfort only.

**Ideology/Beliefs** There's a lot of rotten crap in this world, and while you may not be an innocent (who is, right?), you'll gladly shine the light on the bad where you find it. Or wherever you're being paid to shine that light....and if people won't pay, you'll just put the stories on your own blog.

**Significant People** Vince Carthon - an editor for Global News Service ("GNS") who sometimes hires you as a freelancer (Keeper's - see "We Have Been, We Are, We Will Be.")

**Meaningful Locations** Their home office (a room over their garage).

**Treasured Possessions**

**Traits** Ruthless when tracking down a story but with a surprising honest streak and a real sense of integrity. Always roots for the underdog. Almost always puts work before anything else in life.

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tones, Spells & Artifacts**

**Encounters with Strange Entities**

## Gear & Possessions


## Cash & Assets

Spending Level \$200

Cash \$1200

Assets


## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

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

Reach 0 HP without Major Wound = **Unconscious**

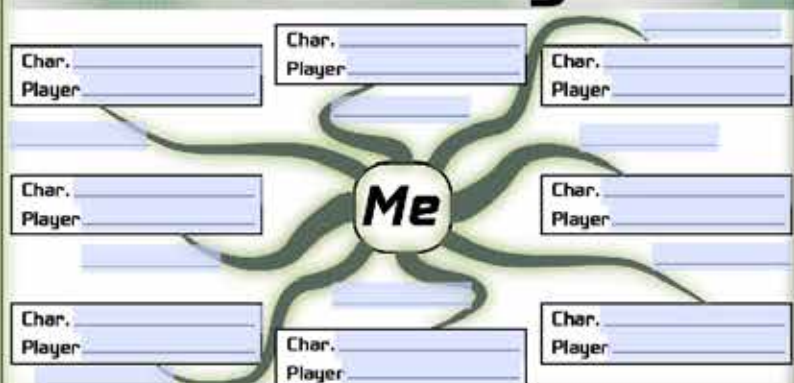
Reach 0 HP with Major Wound = **Dying**

*Dying*: First Aid = temp. stabilised; then require Medicine

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

**Natural Heal rate** (Major Wound): weekly healing roll

## Fellow Investigators





# Modern Era Investigator

Name Sheldon/Shelly Wyskowski  
 Player                       
 Occupation Paralegal  
 Age 39 Sex             
 Residence                       
 Birthplace Kent, England

# Characteristics

STR **65** <sup>32</sup>/<sub>13</sub> DEX **45** <sup>22</sup>/<sub>9</sub> INT **90** <sup>45</sup>/<sub>18</sub>  
 CON **60** <sup>30</sup>/<sub>12</sub> APP **60** <sup>30</sup>/<sub>12</sub> POW **40** <sup>20</sup>/<sub>8</sub>  
 SIZ **65** <sup>32</sup>/<sub>13</sub> EDU **85** <sup>42</sup>/<sub>17</sub> Move Rate **8**



Major Wound            **12 MP**

Oying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	<b>12</b>	13	14
16	17	18	19
20			

Temp. Insane            Indef. Insane            **40** *Max*

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	<b>40</b>	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

# CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

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

**8 MP**

00	01	02	03	04
05	06	07	<b>08</b>	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

# Skills

<input type="checkbox"/> Accounting (05%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Elec Repair (10%) <u>          </u>	<input type="checkbox"/> Language (Own) (EDU) <b>85</b> <sup>42</sup> / <sub>17</sub>	<input type="checkbox"/> Science (01%) <b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Anthropology (01%) <u>          </u>	<input type="checkbox"/> Electronics (01%) <u>          </u>	<input type="checkbox"/> English <u>          </u>	<input type="checkbox"/> Forensics <u>          </u>
<input type="checkbox"/> Appraise (05%) <u>          </u>	<input type="checkbox"/> Fast Talk (05%) <u>          </u>	<input type="checkbox"/> Law (05%) <b>75</b> <sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> <u>          </u>
<input type="checkbox"/> Archaeology (01%) <u>          </u>	<input type="checkbox"/> Fighting (Brawl) (25%) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Library Use (20%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> <u>          </u>
<input type="checkbox"/> Art / Craft (05%) <u>          </u>	<input type="checkbox"/> <u>          </u>	<input type="checkbox"/> Listen (25%) <u>          </u>	<input type="checkbox"/> Sleight of Hand (10%) <u>          </u>
<input type="checkbox"/> Photography <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> <u>          </u>	<input type="checkbox"/> Locksmith (01%) <b>36</b> <sup>18</sup> / <sub>7</sub>	<input type="checkbox"/> Spot Hidden (25%) <b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> <u>          </u>	<input type="checkbox"/> <u>          </u>	<input type="checkbox"/> Mech. Repair (10%) <u>          </u>	<input type="checkbox"/> Stealth (20%) <u>          </u>
<input type="checkbox"/> <u>          </u>	<input type="checkbox"/> Firearms (Handgun) (20%) <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Medicine (01%) <u>          </u>	<input type="checkbox"/> Survival (10%) <u>          </u>
<input type="checkbox"/> Charm (15%) <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <u>          </u>	<input type="checkbox"/> Natural World (10%) <u>          </u>	<input type="checkbox"/> Swim (20%) <u>          </u>
<input type="checkbox"/> Climb (20%) <u>          </u>	<input type="checkbox"/> <u>          </u>	<input type="checkbox"/> Navigate (10%) <u>          </u>	<input type="checkbox"/> Throw (20%) <u>          </u>
<input type="checkbox"/> Computer Use (05%) <b>29</b> <sup>14</sup> / <sub>5</sub>	<input type="checkbox"/> First Aid (30%) <u>          </u>	<input type="checkbox"/> Occult (05%) <u>          </u>	<input type="checkbox"/> Track (10%) <u>          </u>
<input type="checkbox"/> Credit Rating (00%) <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> History (05%) <u>          </u>	<input type="checkbox"/> Op. Hv. Machine (01%) <u>          </u>	<input type="checkbox"/> <u>          </u>
<input type="checkbox"/> Cthulhu Mythos (00%) <u>          </u>	<input type="checkbox"/> Intimidate (15%) <u>          </u>	<input type="checkbox"/> Persuade (10%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> <u>          </u>
<input type="checkbox"/> Disguise (05%) <u>          </u>	<input type="checkbox"/> Jump (20%) <u>          </u>	<input type="checkbox"/> Pilot (01%) <u>          </u>	<input type="checkbox"/> <u>          </u>
<input type="checkbox"/> Dodge (half DEX) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Language (Other) (01%) <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Psychology (10%) <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> <u>          </u>
<input type="checkbox"/> Drive Auto (20%) <u>          </u>	<input type="checkbox"/> Latin <u>          </u>	<input type="checkbox"/> Psychoanalysis (01%) <u>          </u>	<input type="checkbox"/> <u>          </u>

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	30	15	6	1d3 + db	-	1	-	-
.38 Revolver	40	20	8	1d10	15	1(3)	8	99

# Combat

Damage Bonus **+1d4**  
 Build **+1**  
 Dodge **30** <sup>15</sup>/<sub>6</sub>





# Backstory



**Personal Description** Attractive, though somehow always appearing to be a little untidy.

**Ideology/Beliefs** Secular humanist - Sheldon/Shelly has seen too many cases to believe something is watching over us.

**Significant People** (An NPC in the campaign, ask the Keeper for details.) Prove him/herself to this person by finally passing the bar exam. (They know it all, just doesn't do well on tests.)

**Meaningful Locations** Law library of local courthouse.

**Treasured Possessions** .38 "Police Special" inherited from an American relative. Comes in handy as most days, they feel more like a PI than a paralegal.

**Traits** Generous - Tends to be a heavy-tipper, having a knowing respect for those working 'in the trenches' of daily life.

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

## Gear & Possessions

.38 Revolver, Ammunition

## Cash & Assets

Spending Level \$200

Cash \$1,600

Assets \$40,000 - Owned apartment/small condo, two-door sedan.

## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

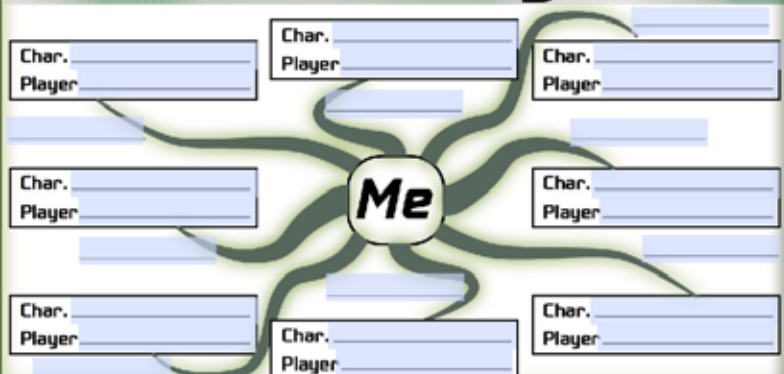
Reach 0 HP with Major Wound = **Dying**

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

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

**Natural Heal rate** (Major Wound): weekly healing roll

## Fellow Investigators





# Modern Era Investigator

Name Kamden/Cadence Morales

Player \_\_\_\_\_

Occupation Paranormal Researcher

Age 26 Sex \_\_\_\_\_

Residence \_\_\_\_\_

Birthplace Foxfield, MA

# Characteristics

STR **45** <sup>22</sup>/<sub>9</sub> DEX **65** <sup>32</sup>/<sub>13</sub> INT **80** <sup>40</sup>/<sub>16</sub>  
CON **65** <sup>32</sup>/<sub>13</sub> APP **40** <sup>20</sup>/<sub>8</sub> POW **60** <sup>30</sup>/<sub>12</sub>  
SIZ **55** <sup>27</sup>/<sub>11</sub> EDU **51** <sup>25</sup>/<sub>10</sub> Move Rate **8**



Major Wound ☐ **12** IP

Temp. Insane ☐ Indef. Insane ☐ **60** Max

Insane 01 02 03 04 05 06 07

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

# CALL of CTHULHU

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Out of Luck 01 02 03 04 05 06 07

**12** IP

MAGIC POINTS	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

# Skills

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Electronics (01%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Mathematics
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Fast Talk (05%) <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Library Use (20%) <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%) <b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Listen (25%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%) <b>41</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Photography <b>45</b> <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%) <b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%) <b>55</b> <sup>27</sup> / <sub>11</sub>
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/> Occult (05%) <b>65</b> <sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Computer Use (05%) <b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Credit Rating (00%) <b>9</b> <sup>4</sup> / <sub>1</sub>	<input type="checkbox"/> History (05%) <b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Psychology (10%) <b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) <b>47</b> <sup>23</sup> / <sub>9</sub>	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Latin		

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
2" Crowbar (left in truck)	25	12	5	1d6 + db	-	1	-	-

# Combat

Damage Bonus **none**

Build **0**

Dodge **47** <sup>23</sup>/<sub>9</sub>





# Backstory



**Personal Description** Stringy dishwater blonde hair, rheumy blue, and a smattering of oily skin that never clears up (blamed on working the fryer at Wyse Fries all the time), their clothes are often worn well past being serviceable, as any extra money goes into equipment and research trips.

**Ideology/Beliefs** Their friends may have given up, but they know there is other things out there, just at the fringes of our perceived world.

**Significant People** Sure, you've got some important people in your life...but you don't really talk to them. You just watch them from a distance. Well, sometimes you interact with their social media profiles or whatnot. But never in person.

**Meaningful Locations** Loves Kingsport. The Aylebury Pike was a favorite drive. Hates Wyse Fries (but will probably never leave).

**Treasured Possessions** All of their expensive ghost-hunting equipment.

**Traits** Wants to belong to a group, but usually at the outside edge of it. Dreamer. Will do anything for someone they think of as their friend.

**Injuries & Scars** Scar from corrective cleft palate surgery. Scars on arms, covered up by flannels, hoodies, or button-up shirts (usually left hanging open with a graphic t-shirt showing).

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

## Gear & Possessions


## Cash & Assets

Spending Level \$40  
Cash \$180  
Assets Rusty Pickup Truck with a Truck Camper

## Quick Reference Rules

### Skill & Characteristic Rolls

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard 1/2 skill	Extreme 1/3 skill	Critical 01
-------------------	-----------------	--------------------	-------------------	----------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

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

Reach 0 HP without Major Wound = **Unconscious**

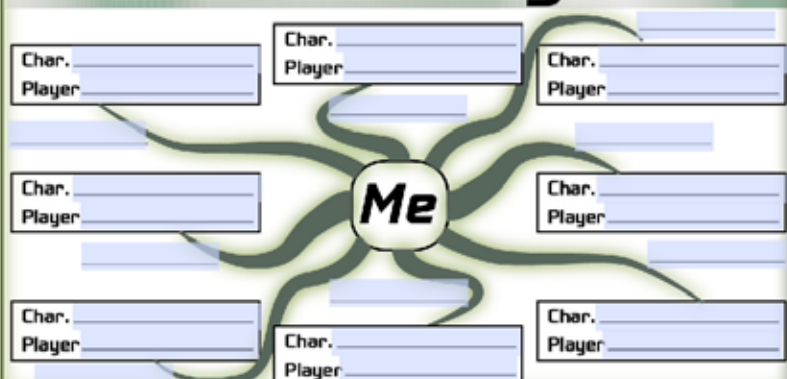
Reach 0 HP with Major Wound = **Dying**

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

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

**Natural Heal rate** (Major Wound): weekly healing roll

## Fellow Investigators





# Modern Era Investigator

Name Tom/Tammy Garrow  
 Player \_\_\_\_\_  
 Occupation Social Worker  
 Age 38 Sex \_\_\_\_\_  
 Residence Big City with People in Need  
 Birthplace Clio, MI

# Characteristics

STR **45** <sup>22</sup>/<sub>9</sub> DEX **60** <sup>30</sup>/<sub>12</sub> INT **60** <sup>30</sup>/<sub>12</sub>  
 CON **65** <sup>32</sup>/<sub>13</sub> APP **65** <sup>32</sup>/<sub>13</sub> POW **65** <sup>32</sup>/<sub>13</sub>  
 SIZ **65** <sup>32</sup>/<sub>13</sub> EDU **86** <sup>43</sup>/<sub>17</sub> Move Rate **7**



Major Wound ☐ **13** IP

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

Temp. Insane ☐ Indef. Insane ☐ **65** Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

# CALL of CTHULHU

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Out of Luck 01 02 03 04 05 06 07

**13** IP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

# Skills

<input type="checkbox"/> Accounting (05%) <b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU) <b>86</b> <sup>43</sup> / <sub>17</sub>	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%) <b>75</b> <sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> Electronics (01%)	<input type="checkbox"/> Law (05%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Library Use (20%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Listen (25%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%) <b>401</b> <sup>200</sup> / <sub>80</sub>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%) <b>35</b> <sup>17</sup> / <sub>7</sub>
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Computer Use (05%) <b>45</b> <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> First Aid (30%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%)
Credit Rating (00%) <b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>
Cthulhu Mythos (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (10%) <b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Psychology (10%) <b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-

# Combat

Damage Bonus	<b>none</b>
Build	<b>0</b>
Dodge	<b>50</b> <sup>25</sup> / <sub>10</sub>





# Backstory



**Personal Description** A life helping others have left them looking 10 years older than they are, with a lined-forehead, crow's feet around the eyes, and a downturned mouth. Usually dressed in layers and big water-proof boots (regardless of weather),

**Ideology/Beliefs** Drugs, racism, corrupt governments, violence...evil is very real and needs to be brought into the light so that it can be stopped.

**Significant People** Ex-boyfriend/girlfriend, an addict (in recovery). Tom/Tammy usually seems to fall for people that need "saving." They don't speak with their parents anymore (both of whom have struggled with addiction as well, and was why they got into this line of work).

**Meaningful Locations**

**Treasured Possessions**

**Traits** Driven to excel at everything. Always willing to help someone in need, be it a ride, a warm meal, or just a shoulder to lean on for a bit). A big champion of lost causes.

**Injuries & Scars** A scar on their chin, from where they were attacked on the street years ago trying to help people. It's what prompted them take Krav Maga classes.

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

## Gear & Possessions


## Cash & Assets

Spending Level \$40

Cash \$400

Assets


## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

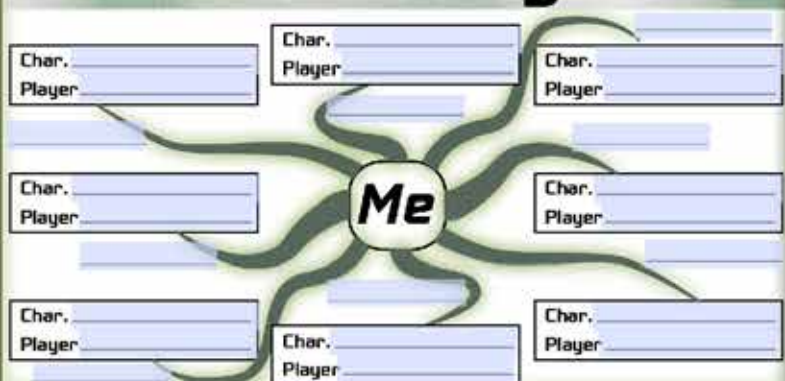
Reach 0 HP with Major Wound = **Dying**

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

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

**Natural Heal rate** (Major Wound): weekly healing roll

## Fellow Investigators





# Modern Era Investigator

Name Ray/Rayshonna Hillman  
 Player \_\_\_\_\_  
 Occupation Trauma Surgeon  
 Age 37 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace Shaker Heights, OH

## Characteristics

STR **55** <sup>27</sup>/<sub>11</sub> DEX **70** <sup>35</sup>/<sub>14</sub> INT **80** <sup>40</sup>/<sub>16</sub>  
 CON **65** <sup>32</sup>/<sub>13</sub> APP **65** <sup>32</sup>/<sub>13</sub> POW **70** <sup>35</sup>/<sub>14</sub>  
 SIZ **65** <sup>32</sup>/<sub>13</sub> EDU **90** <sup>45</sup>/<sub>18</sub> Move Rate **8**



Major Wound ☐ **13** MP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	<b>13</b>
	14	15	
	16	17	18
	19	20	

Temp. Insane ☐ Indef. Insane ☐ **70** Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	<b>70</b>	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

## CALL of CTHULHU

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	<b>80</b>	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

**14** MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	<b>14</b>
15	16	17	18	19
20	21	22	23	24

## Skills

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU) English <b>90</b> <sup>45</sup> / <sub>18</sub>	<input type="checkbox"/> Science (01%) Biology <b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Electronics (01%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Pharmacy <b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Library Use (20%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Spot Hidden (25%) <b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%) <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Survival (10%) Desert <b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> First Aid (30%) <b>80</b> <sup>40</sup> / <sub>16</sub>	<input type="checkbox"/> Medicine (01%) <b>85</b> <sup>42</sup> / <sub>17</sub>	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Computer Use (05%) <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Natural World (10%) <b>24</b> <sup>12</sup> / <sub>4</sub>	<input type="checkbox"/> Throw (20%)
Credit Rating (00%) <b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Occult (05%)	
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) Latin <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)	
<input type="checkbox"/> Dodge (half DEX) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Farsi <b>16</b> <sup>8</sup> / <sub>3</sub>	<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Pilot (01%)	
		<input type="checkbox"/> Psychology (10%) <b>55</b> <sup>27</sup> / <sub>11</sub>	
		<input type="checkbox"/> Psychoanalysis (01%)	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	30	15	6	1d3 + db	-	1	-	-
Beretta M9	40	20	8	1d10	15	1(3)	15	98

## Combat

Damage Bonus **none**  
 Build **0**  
 Dodge **50** <sup>25</sup>/<sub>10</sub>





# Backstory



**Personal Description** Elegantly bookish, like a librarian major character in a film.

**Traits** Good Cook - Can make field rations resemble real food.

**Ideology/Beliefs** Campaigner/Activist - The rights of the disabled can be improved!

**Injuries & Scars** Several scars from both bullets and shrapnel (all easily covered by clothes) from providing medical treatment and, in general, saving the life of their squad.

**Significant People** Fellow Investigator: Andrew/Amber Hart (war buddy).

**Phobias & Manias**

**Meaningful Locations** Hyde Park, London - a wonderful reminder that the world isn't just blood, fear, and misery.

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** Field medical kit, purple heart, medal of honor

**Encounters with Strange Entities**

## Gear & Possessions

Beretta M9, ammunition, spare magazines

## Cash & Assets

Spending Level \$1,000

Cash \$6,000

Assets \$600,000 - Owned condo, this year's leased luxury car.

## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

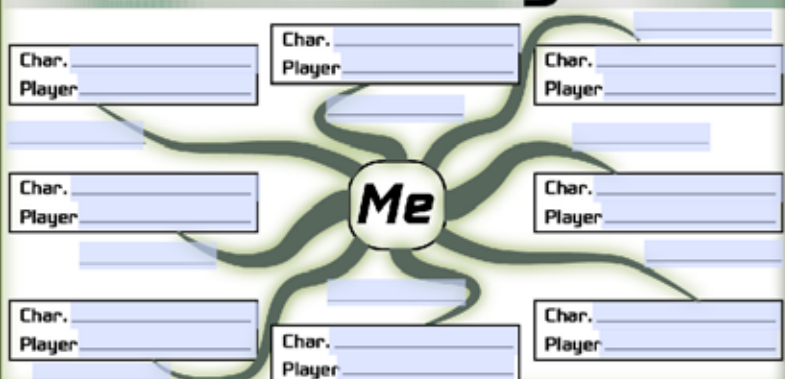
Reach 0 HP with Major Wound = **Dying**

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

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

**Natural Heal rate** (Major Wound): weekly healing roll

## Fellow Investigators





# Modern Era Investigator

Name Nick/Nichole "Nicky" Ordway  
 Player \_\_\_\_\_  
 Occupation Youtube Star  
 Age 26 Sex \_\_\_\_\_  
 Residence Las Vegas, NV  
 Birthplace Portland, OR

# Characteristics

STR **60** <sup>30</sup>/<sub>12</sub> DEX **70** <sup>35</sup>/<sub>14</sub> INT **70** <sup>35</sup>/<sub>14</sub>  
 CON **45** <sup>22</sup>/<sub>9</sub> APP **85** <sup>42</sup>/<sub>17</sub> POW **60** <sup>30</sup>/<sub>12</sub>  
 SIZ **40** <sup>20</sup>/<sub>8</sub> EDU **65** <sup>32</sup>/<sub>13</sub> Move Rate **9**



Major Wound ☐ **M8HP**

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

Temp. Insane ☐ Indef. Insane ☐ **60** *Max*

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

# CALL of CTHULHU

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	<b>80</b>	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Out of Luck 01 02 03 04 05 06 07

**M12IP**

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

# Skills

<input type="checkbox"/> Accounting [05%]	<input type="checkbox"/> Elec Repair [10%]	<input type="checkbox"/> Language (Own) [EDU] <b>65</b> <sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%] <b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%]	<input type="checkbox"/> Library Use [20%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%] <b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Fighting [Brawl] [25%] <b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Listen [25%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/> Art / Craft [05%] <b>45</b> <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%] <b>17</b> <sup>8</sup> / <sub>3</sub>	<input type="checkbox"/> Spot Hidden [25%] <b>35</b> <sup>17</sup> / <sub>7</sub>
<input type="checkbox"/> Acting	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%]	<input type="checkbox"/> Stealth [20%]
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Handgun] [20%]	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<input type="checkbox"/> Natural World [10%] <b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Swim [20%]
<input type="checkbox"/> Charm [15%] <b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%] <b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Throw [20%]
<input type="checkbox"/> Climb [20%]	<input type="checkbox"/> First Aid [30%]	<input type="checkbox"/> Occult [05%] <b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Track [10%]
<input type="checkbox"/> Computer Use [05%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> History [05%] <b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="checkbox"/>
Credit Rating [00%] <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Intimidate [15%]	<input type="checkbox"/> Persuade [10%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>
Cthulhu Mythos [00%]	<input type="checkbox"/> Jump [20%]	<input type="checkbox"/> Pilot [01%]	<input type="checkbox"/>
<input type="checkbox"/> Disguise [05%] <b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Language [Other] [01%] <b>21</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Psychology [10%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>
<input type="checkbox"/> Dodge [half DEX] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Italian	<input type="checkbox"/> Psychoanalysis [01%]	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto [20%] <b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>		

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

# Combat

Damage Bonus **none**  
 Build **0**  
 Dodge **40** <sup>20</sup>/<sub>8</sub>





# Backstory



**Personal Description** Attractive and bright, but why work hard when you can be popular and fun to get what you want

**Ideology/Beliefs** Whoever said genius was 99% perspiration worked way too hard. Being one of the attractive people and therefore, popular, is way easier.

**Significant People** Parents, who pay for everything cause they're the bestest! (Who, unbeknownst to the PC, are going broke because of it and some shady deals that have resulted in their accounts being frozen.)

**Meaningful Locations** Whichever get the most likes on their YouTube channel or Instagram. Usually one of the occult videos, versus their day-in-the-life filler videos.

**Treasured Possessions** Latest smart phone, Macbook, Chinese crested dog (with outfits that match a variety of purses/manpurses)

**Traits** Quick-witted; Always ready for the next big "scare," and sometimes, they narrate what they're doing (habit) without realizing it.

**Injuries & Scars** A barely noticeable scar through their left eyebrow.

**Phobias & Manias** None (unless you count worrying about not being famous).

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

## Gear & Possessions


## Cash & Assets

Spending Level \$1,000

Cash \$5,000

Assets


## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

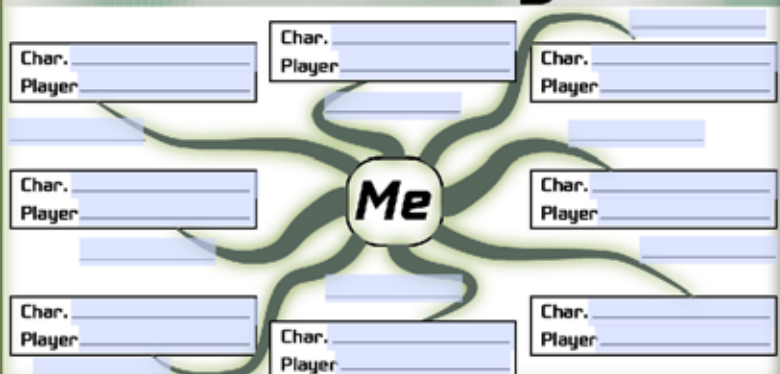
Reach 0 HP with Major Wound = **Dying**

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

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

**Natural Heal rate** (Major Wound): weekly healing roll

## Fellow Investigators





ZG ZIGLT KTQROFU ZIOL FGZT, O QLLXDT ZIQZ NGX  
QKT SGG AOFU OF ZITLT QKEIOCTL YGK ZIT LQDT KTQLGF  
O ROR. VIQZ TRDXFR LQOR QSS ZIGLT NTQKL QUG OL ZKXT:  
ZIT RQCOL' QKT FGZ UGFT NTZ, QFR FTOZITK OL ZITOK  
OFYSXTFET GCTK ZIOL ZGVF. O QD FGZ Q IOLZGKOQF  
YGK FGZIOFU: HQZZTKFL QSVQNL KTHTQZ, QFR O EQF  
LTT ZIQZ LGDTGFT OL ZKNOFU ZG KT-TFQEZ ZIQZ  
EQSQDOZGXL DQKEI VTTA. OZ OL LGDTZIOFU ZG RG VOZI  
ZIQZ IGKKOYOE LZQZXT; O FTCTK LQV OZ, WXZ ZIT  
VQN TRDXFR RTLEKOWTR OZ...ZIT WTQXZOYXS YQET,  
WXZ ZIT ZTFZQUESTL, ZIT IGKFL, ZIT HQHOFU DGXZIL GF  
ZIT WGRN...O RGXWZ OZ VQL RTLZKGNTR TFZOKTSN,  
LG OZ DXLZ WT IORRTF LGDTVITKT. VIGTCTK IGSRL ZIOL  
FGZT, RTLZKGN OZ QL LGGF QL NGX KTQR OZ. O QD  
KOLAOFU DN SOYT PXLZ WN IOROFU ZIOL FGZT ITKT. RG  
FGZ ZKXLZ QFNGFT. O IGHT ZIQZ ZITKT OL LZOSS ZODT  
ZG LQCT G XK EGDDXFOZN, ZIGXUI O AFGV OZ OL ZGG  
SQZT YGK DT. ZIT YGKXZI LGKT QHHTQKTR ZIOL  
DGKFOFU. UGGR SXEA. ZL.

Handout: Sores #1



r dinners and prayer meetings.

More and more people began to go, until half of the town was a member of their little cult.

TS: And then what?

ES: On 17th March 1994, I woke to find the streets empty and strange lights on the hillside. I immediately called the police, but the officer they sent nev

o bright that I could see that the statue was surrounded by many of my friends and neighbours, near death, covered in suppurating wounds. They were all smi

ndred people prostrated on the ground before a statue. None of us could agree later, but to me, it seemed to be throbbing with some sick light. It had a beautiful face, but the body looked like both a goat and an octopus at once, I couldn't bear t

down the side of the hill. It broke into pieces, which seemed to wake people up somehow. I don't know where all those little bits went. The ones who were closest to the statue though ... none of them fi



Join the King in the Dead City  
 Grant my lover and I a place beyond death  
 Whispering in my dreams  
 Through the Song the way is made ready,  
 The chant is the key; the Yellow Sign? is the door;  
 Through death the doorway is opened;  
 None shall remain to unmake the way,  
 who upon wall room for



# BREAKING STORY

## CHAPEL CONFLAGRATION CLAIMS TWELVE



Early this morning, a fire of 'Biblical proportions' ravaged through the derelict Chapel of St. Lawrence, killing twelve in what police are calling "an act of self-immolation."

At around 3 AM emergency services were called to the blazing building only to find it barricaded from within.





# BREAKING STORY

## CHAPEL CONFLAGRATION CLAIMS TWELVE

Despite commendable efforts by the brave firefighters, none of the twelve people trapped inside survived the inferno. Not much is currently known about the deceased, but officials currently believe that they were part of a suicide cult, known as "The Keepers of the Flame" and the fire was started intentionally.





# BREAKING STORY

## CHAPEL CONFLAGRATION CLAIMS TWELVE



We have not been able to confirm these reports, but what is certain, however, is that those who died in this tragic event will not be forgotten by the residents of this once quiet neighborhood.





Several of those whose belief was weak were seized and beheaded with a great axe, they died quickly and their blood seeped into the bonfire. As before, one of They That Hold Sway appeared, but the throng was startled when Epiphany struck it from behind with her ritual blade, slicing off its head as well. This seemed only to perturb it, as the thing's vague head and vague body rolled and twitched in the dirt for some time after. Epiphany looked at her throng with contempt as she disrobed and mounted the thing. "You are all farmers and shepherds," she said, "so I will explain it to you in simple terms you can understand. You must be patient. It's like improving a herd. It takes time. Not every calf or ear is perfect; you must keep at it. Someday, my ideal descendant will arrive, and then we will have the prosperity we wish for. And she will not need her head any more than her oh so great grandsire here does."

She named the son of that union James, and he led the cult after she vanished on his 21st birthday.

A more conventional tale of sacrifice was that of Amos Melling,

Handout: Phlebotomy #1

Handout: Phlebotomy #4

## MEMORANDUM

DATE: 08.  
PHONE: 55-0199.

FROM: Sgt. Tom Barclay,  
LAPD.

TO: Infectious Outbreak Desk,  
CDC.



We are requesting your assistance for analysis of the enclosed blood sample from an infectious disease or biohazard perspective. This sample was taken from the home of James Chang, age 17. Mr. Chang was found decapitated and torn to pieces in his bedroom, almost as though he was the victim of a bomb blast. However, no signs of explosives were found. He had been seen earlier in the day by his parents, Robert and Emily Chang, both respected local physicians. His girlfriend, London Sinclair, age 17, admitted in an interview that she had visited James in his bedroom, about an hour before he was discovered. However, she was ruled out as a suspect simply because no human agency could have forensically caused this crime scene. The splash patterns are suggestive of an explosion, but in addition, it seems as though the crime scene was tampered with, as fragments of the body seem to have been moved over an extended period of time. It makes no sense.

LAPD/CDC/08/112381-ER-TB





WIKIPEDIA  
The Free Encyclopedia

[Main Page](#)

[Contents](#)

[Featured content](#)

[Current Events](#)

[Random article](#)

[Donate to Wikipedia](#)

[Wikipedia store](#)

[Help](#)

[About Wikipedia](#)

[Community Portal](#)

**Contents** [hide]

- [1 Personal life](#)
- [2 Career](#)
- [3 Discography](#)
- [4 Filmography](#)
- [5 References](#)
- [6 External Links](#)

[Article](#) [Talk](#)

[Read](#) [Edit](#) [View history](#)



# London Sinclair

From Wikipedia, the free encyclopedia



This biographical article needs additional citations for verification. It includes attribution to IMDb, which may not be a reliable source for biographical information. Please help by adding additional, reliable sources for verification. Contentious material about living persons that is unsourced or poorly sourced must be removed immediately, especially if potentially libelous or harmful. (June 2011)

**London Sinclair** (born September 27, 1989) is an American actor, singer, model, and former track and field athlete. She is best known for her dance/club singing career; her short-lived reality television series in 2012, *London Falling*, which ended in tragedy; and her periodic public meltdowns and stints in rehabilitation.

## Personal Life [edit]

London was born in 1989 to unknown parents and was adopted at birth by James Sinclair, a television producer, and Rose Wyatt Sinclair, an actress. Both of her adoptive parents were tragically killed in a 2007 automobile accident when London was a senior in high school; London was in the back seat of the car but survived.

London has occasionally commented on who she believes to be her biological parents, describing them as "farmers from western Ohio." Her bodyguard and gatekeeper, *Jess Bell*, has been described in several interviews as "her biological cousin" whom she met "after getting in touch with her biological parents" after her adoptive parents died.

She has never been reliably linked to anyone romantically, although persistent rumors of romantic involvement with Jess (stemming from a full-on kiss at the 2015 *People's Choice Awards*) have circulated. She avows that she is heterosexual, but "simply can't find the right guy."

Ms. Sinclair has acknowledged having "a mild case" of *Farnsworth/Bell Syndrome*, a rare genetic condition causing brittle bones and distinctive physical characteristics including ectomorphy, slender digits, and dark pupils. "It hasn't made much of a difference in my life, honestly, and doesn't slow me down at all. In some ways, I'm grateful for it, since my distinctive appearance is what launched my modeling career."

London has acknowledged having a drug and alcohol problem, dating from the death of her adoptive parents. She has been candid about having been under "ongoing" psychiatric care, having been in rehab several times, and has an extensive criminal record for public intoxication and simple drug possession. She is well-known however, for refusing to drive anywhere since the automobile accident, and does not have a current, valid driver's license.

## Career [edit]

London was a child actress, with appearances in several youth-oriented television shows and commercials (see *Filmography*). As she matured, she shifted her attention to modelling haute couture. She attended a private Catholic high school, *St. Denis* in *Beverly Hills*, graduating in 2008.

While in high school, the athletic, long legged London shattered numerous California state high school records in middle distance track events, records which still stand today. She had received a full track scholarship to *U.C.L.A.* and had qualified for the *U.S. Olympic Team* at both 400 meters and 800 meters, but withdrew following her parents' fatal automobile accident. Instead of going to college, London focused on her modelling and acting career, but quickly developed a reputation for being unreliable. She was voted among *Maxim* magazine's "Hot 100" from 2008 through 2012, reaching number 5 in 2011. She was also fired from most of the films that she was hired on, and developed a reputation as difficult to work with. Occasional projects would get completed when she was clean and sober, including *The Girl with the Dark Secret*, for which she won a *People's Choice Award* as Best Young Actress. London has tried her hand at singing, including a duet with 1970s teen idol *Todd Christopher*, *It Had to Be Two* (2008), released shortly before Christopher's death in a *Las Vegas* casino fire, as well as a number of dance tracks and two solo albums (see *Discography*).

London produced and starred in a reality TV show, *London Falling*, which received both critical praise and generated controversy. Described by many as "genuine funny and touching," it displayed London as a caring young starlet overwhelmed with life and very dependent on her friend, confidante, and makeup artist, *Vilma Rodriguez*, a frumpy, middle-aged woman from *El Salvador* who was portrayed as a sort of surrogate mother. Critics noted that London progressed over the course of the first (and only) season from an out-of-work train wreck blowing through her life's savings to starting a significant film role in a serious drama, *Sheffield Lake* (which went on to win several independent film awards after Sinclair dropped out of it).

*London Falling* generated some controversy because of its over-exaggerated depiction of London's drug and alcohol abuse (the title itself refers to it). Advocates for drug and alcohol abuse treatment and prevention expressed concern that London's apparent substance abuse was exaggerated for effect and might inspire people to overdose. Nothing illegal was ever depicted on camera, but in one early episode London was shown downing, in one swig, what was claimed to be an entire fifth of scotch. Other episodes implied that she had ingested a very large amount of cocaine with few ill effects. Vilma's death of an off-camera heart attack resulted in the cancellation of the show, London's withdrawal from the production of *Sheffield Lake*, and a well-publicized public breakdown and six-month stay in rehab.

London has, since her late teens, been a very popular target of the *paparazzi*, resulting in criminal charges of assault and/or reckless endangerment against her and *Jess Bell*, while fending them off or fleeing through traffic; numerous restraining orders; and her occasional testimony in court against stalkers. In recent years, she has become fiercely private and maintains no permanent address to deter overaggressive photographers and admirers. A *sex tape* (clearly depicting London and an unknown, muscular male whose face goes un-shown, believed by many to be *Jess Bell*) was leaked in 2013 and has been the subject of vigorous takedown and legal action.

## Discography (main article)

## Filmography (main article)



This article needs additional citations for verification. Please help improve this article by adding reliable references. Unsourced material may be challenged and removed.

## References [edit]

## External Links [edit]

- [London Sinclair at the Internet Movie Database](#)
- [U.S. Olympic Trials Statistics Site](#)

Categories: American television actors | American female singers | American track and field athletes | Residents of Los Angeles, California | 1989 births | Living people

London Sinclair



London Sinclair at the 2017 Golden Globe Awards

### Background Information

<b>Birth Name</b>	London Rose Sinclair (adopted at birth)
<b>Born</b>	September 27, 1989
<b>Origin</b>	Hollywood, California United States
<b>Genres</b>	Pop, Dance
<b>Instruments</b>	Vocals, Piano
<b>Years Active</b>	1992-present



Certain eldritch beings/ fortunately not native to this Earth but confined to the realms of Dream/ are said to have the seat of their consciousness throughout their bodies/ and not in any one place. While they may have a head/ losing it is like losing a finger to you or I. One depraved cult/ calling itself The Key of St. Denis/ believed that St. Denis himself had his bloodline "blessed by dreams" and that this explained that martyr's walk to Spontmartre/ his head in his hands. His bloodline/ they claimed/ could "receive the blessing" of these blasphemies from nightmare/ and survive their decapitation/ if only for a while



## THERAPY NOTES: Patient 1792

Updated Diagnoses: V62.89 Victim of Crime;  
309.81 Post-Traumatic Stress Disorder;  
297.1 Delusional Psychosis;  
314.20 Cocaine Use Disorder (Severe);  
308.3 Acute Stress Disorder;  
303.9 Alcohol Use Disorder (Severe).  
Current Cell Phone: 213-555-1234.

**1/24/2007:** Patient has been self-actualizing well despite nightmares, discussed Olympic team potential in track; continues to get acting and modelling jobs/high achiever. Patient now in crisis with delusional psychosis; had initial sexual encounter with high school boyfriend who died later same day in widely-reported violent incident. Claims he "exploded" during sex upon bodily fluid exchange. Concerned about continued sexual content of nightmares. Needs in-patient referral, case manager to call The Ferguson Clinic.

Moeder onder

**3/14/2008:** Client returns in crisis; victim of crime (parents killed, brakes deliberately tampered with per L.A.P.D.). Needs in-patient referral, case manager to call The Ferguson Clinic.

**6/16/2012:** Patient returns for first time since 2010 improvement. Has been seeing other practitioners for maintenance/stress coping mechanisms but returns in crisis. Friend and confidante died in front her; but reports delusion that she bled on her (few drops) and friend/confidante exploded. Moon-related nightmares have returned. Impression: resumption of delusions, possibly mediated by increased drug and alcohol use. Referred to The Ferguson Clinic for detox and calm environment.

**11/2/1994:** First session with patient, well-cared for, precocious, 5-year-old Caucasian female. Parents concerned about recurrent nightmares. Patient cogently describes vivid nightmares (same, recurring) about monsters living on the far side of the moon. The monsters seem to like her but expect her to do bad things. Normal emotional affect. Child has genetic variation (Farnsworth/Bell) which may be pertinent.

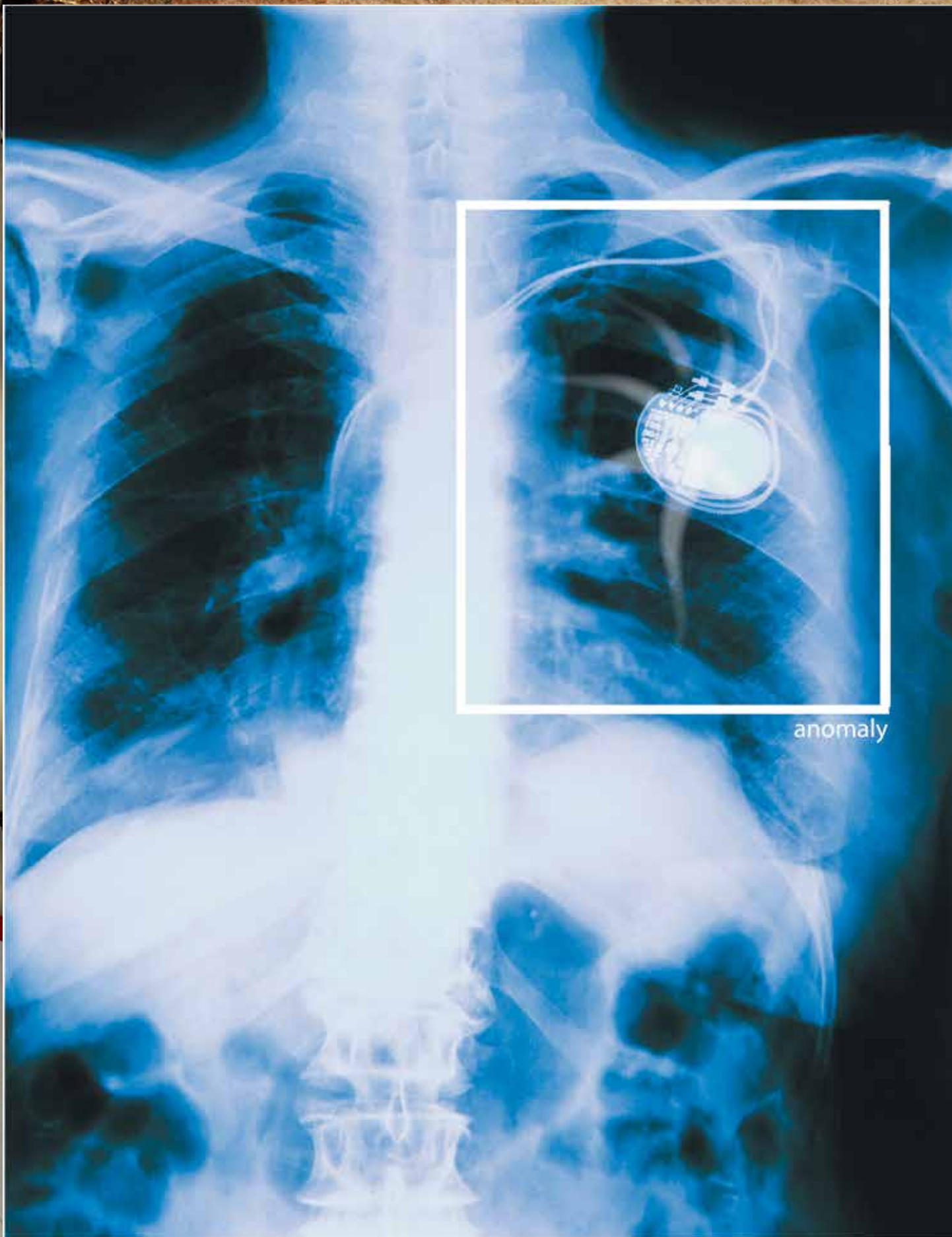
**11/12/1994:** Family physician advises against Rx due to genetic variation/likely to be ineffective.

**1/12/2003:** Patient to be maintained on weekly schedule for recurring nightmares; worse with onset of puberty. Rx ineffective due to genetic disorder. Patient admits to alcohol abuse as self-medication; delusional in persistent claims of volume consumed to self-medicate. Nightmares of moon creatures continue; she thinks they are her people and that she is meant to marry one. Frustrated by inefficacy of Rx.

**7/7/2010:** Patient seems happy and stable. Seems to have made considerable progress on PTSD from 2008 crime. Rx still ineffective. Has formed stable platonic relationship with surrogate mother, very beneficial. Career on rebound, does admit to some alcohol abuse ongoing but even that has improved

**11/12/2010:** Patient terrified, active delusions regarding blood dysphoria ("I'm a walking WMD"), being persecuted by media, moon-related nightmares recurring, substance abuse completely out of control. Agreed to check herself into The Ferguson Clinic; case manager to call TFC, only place that ever seems to do patient any real or lasting good.





anomaly



## **REQUEST FOR A COPY OF THE AUTOPSY REPORT**

**DATE:** \_\_\_\_\_ **UTOPSY REFERENCE:** \_\_\_\_\_

**NAME:** \_\_\_\_\_

**ADDRESS:** \_\_\_\_\_

\_\_\_\_\_

**CITY/STATE:** \_\_\_\_\_

**ZIP CODE:** \_\_\_\_\_ **TELEPHONE:** \_\_\_\_\_

**EMAIL:** \_\_\_\_\_

**I am requesting a copy of the autopsy report of:**

**NAME OF DECEASED:** \_\_\_\_\_

**DATE OF DEATH:** \_\_\_\_\_ **CORONER:** \_\_\_\_\_

**AT FACILITY:** \_\_\_\_\_

**MY RELATIONSHIP TO THE DECEASED IS:** \_\_\_\_\_

\_\_\_\_\_

**SIGNATURE:** \_\_\_\_\_

**SEND THIS REQUEST TO:**

**REGIONAL MEDICAL EXAMINER OFFICE ATTN: MEDICAL RECORDS**

**YOU WILL BE NOTIFIED WHEN THE REPORT IS AVAILABLE.**



# AUTOPSY REPORT

ME NO.:

CASE TITLE: AUTOPSY REPORT

DECEASED:

SEX:

AGE:

DATE AND HOUR OF DEATH:

DATE AND HOUR OF AUTOPSY:

PATHOLOGIST:

FINAL DIAGNOSES:

*One-line summary, such as '49-year-old man found dead in his locked apartment'*

Outline format, from most significant to least significant findings

- I.
- A.
- B.
- II.
- A.
- B.
- III.
- IV. Toxicology
  - A. Volatile screen (source):
  - B. Drug screen (source):

ADDITIONAL PERSONNEL PRESENT AT AUTOPSY: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

IDENTIFICATION: *(Generally comparison of antemortem and postmortem dental radiographs or fingerprints)*

EXTERNAL EXAMINATION:

*[DO NOT LIST INJURIES HERE UNLESS THEY ARE FEW, MINOR, AND HAVE NO RELATIONSHIP TO THE DEATH]*

The body is that of a *(well-developed, well-nourished, cachectic, malnourished, etc.)* appearing, \_\_\_\_ inch tall, \_\_\_\_ pound *(white, black, Native American, Hispanic, etc.)* *(man, woman, boy, girl)* whose appearance is consistent with the reported age of \_\_\_\_ *(years, months)*. [Lividity is \_\_\_\_\_. Rigor is \_\_\_\_\_. The temperature is \_\_\_\_.] The scalp is covered with *(closely shaved, short, long, average length, specific measurement, etc.)* *(color)* hair



(in a normal distribution, with bitemporal balding, with vertex balding, braided tightly into cornrows, etc.) The irides are (color)\_\_\_\_, and the pupils are round and equal in diameter. There are no bulbar or palpebral conjunctival petechiae. [The lobe of each ear has been remotely pierced (#) times)]. The ears are (otherwise) unremarkable. The nares are patent and the lips are atraumatic. The nose and maxillae are palpably stable. The teeth appear (native and in good/fair/poor repair, missing teeth, etc.).

The neck is straight, and the trachea is midline. The chest is symmetric. [The breasts are free of palpable masses.] [Chest scars here, if any.] The abdomen is (flat, protuberant, scaphoid, etc.) [Abdominal scars here, if any.] The genitalia are those of a normal (circumcised/uncircumcised, prepubertal/adult) [The testes are descended.] Pubic hair is present in a normal distribution. The back, buttocks, and anus are unremarkable.

The upper and lower extremities are symmetric and without clubbing or edema. The hands [and nails] are . . . [Extremity scars here, if any.]

*Don't forget tattoos and compositional changes on your external.*

#### CLOTHING [AND PERSONAL EFFECTS]:

The following clothing items [and personal effects] are (examined separately from the body, on the body) at the time of examination:

- MEDICAL INTERVENTION:
- RADIOGRAPHS:

Postmortem radiographs of the \_\_\_\_\_ demonstrate \_\_\_\_\_.

WEAPON:

LIGATURE:

EVIDENCE OF INJURY:

*[All external and internal injuries go here]*

Subtitle 1:

Subtitle 2:

INTERNAL EXAMINATION:

*[DO NOT LIST OR RE-DESCRIBE INJURIES HERE]*

HEAD: The subcutaneous scalp, galea and subgaleal soft tissues are free of injury. The calvarium is intact, as is the dura mater beneath it. Clear cerebrospinal fluid surrounds the \_\_\_\_\_ gm brain, which has unremarkable gyri and sulci. Coronal sections demonstrate sharp demarcation between white and grey matter, without hemorrhage or contusive injury. The ventricles are of normal size. The basal ganglia, brainstem, cerebellum, and arterial systems are free of injury or other abnormalities. There are no skull fractures. The atlanto-occipital joint is stable.



**NECK:** *The anterior strap muscles of the neck are homogenous and red-brown, without hemorrhage. The thyroid cartilage and hyoid are intact. The larynx is lined by intact white mucosa. The thyroid is symmetric and red-brown, without cystic or nodular change. The tongue is free of bite marks, hemorrhage, or other injuries. There is no soot staining of the larynx or trachea.*

**BODY CAVITIES:** *The ribs, sternum, and vertebral bodies are visibly and palpably intact. No excess fluid is in the pleural, pericardial, or peritoneal cavities. The organs occupy their usual anatomic positions.*

**RESPIRATORY SYSTEM:** *The right and left lungs weigh \_\_\_ and \_\_\_ gm, respectively. The external surfaces are [description.] The pulmonary parenchyma is [description.] No mass lesions or areas of consolidation are present. The pulmonary vascular tree is free of thromboemboli. The bronchi are [free of blood, vomitus, foreign material, foamy edema, etc.]*

**CARDIOVASCULAR SYSTEM:** *The \_\_\_ gm heart is contained in an unremarkable pericardial sac. The epicardial surface is smooth, with [quantitative estimate] fat investment. The coronary arteries are present in a normal distribution, with a \_\_\_-dominant pattern. Cross sections of the vessels show \_\_\_\_\_. The myocardium is (homogenous, red-brown, and firm; infarcts, etc.). The valve leaflets are thin and mobile. The walls of the left and right ventricles are \_\_\_ and \_\_\_-cm thick, respectively. The endocardium is smooth and glistening. The aorta gives rise to three intact and patent arch vessels. The renal and mesenteric vessels are unremarkable.*

**LIVER & BILIARY SYSTEM:** *The \_\_\_\_\_ gm liver has an intact, smooth capsule and a sharp anterior border. The parenchyma is tan-brown and congested, with the usual lobular architecture. No mass lesions or other abnormalities are seen. The gallbladder contains a [quantitative measurement or qualitative estimate] amount of green-black bile and no stones. The mucosal surface is green and velvety. The extrahepatic biliary tree is patent.*

**SPLEEN & HEMATOPOIETIC SYSTEM:** *The \_\_\_ gm spleen has a smooth, intact, red-purple capsule. The parenchyma is maroon and congested. No enlarged lymph nodes are identified. Bone marrow, where exposed by the autopsy procedure, is unremarkable.*

**PANCREAS:** *The pancreas is firm and yellow-tan, with the usual lobular architecture. No mass lesions or other abnormalities are seen.*

**ADRENALS:** *The right and left adrenal glands are symmetric, with bright yellow cortices and grey medullae. No masses or areas of hemorrhage are identified.*

**GENITOURINARY SYSTEM:** *The right and left kidneys weigh \_\_\_\_\_ and \_\_\_\_\_ gm, respectively. The external surfaces are [description]. The cut surfaces are red-tan and congested, with uniformly thick cortices and sharp corticomedullary junctions. The pelves are unremarkable and the ureters are normal in course and caliber. White bladder mucosa overlies an intact bladder wall. The bladder contains approximately [quantitative measurement] cc of [color] urine. [The prostate is normal in size, with spongy, yellow-tan parenchyma. The seminal vesicles are unremarkable. The testes are free of mass lesions, contusions, or other abnormalities]. [The uterus, fallopian tubes, ovaries, cervix, and vaginal vault are without injury or other abnormalities. There is no evidence of pregnancy].*

**GASTROINTESTINAL TRACT:** *The esophagus is intact and lined by smooth, grey-white mucosa. The stomach contains [quantitative measurement] cc of [description of gastric contents]. The gastric wall is*



*intact. The duodenum, loops of small bowel, and colon are unremarkable. The appendix is [present/absent].*

**ADDITIONAL PROCEDURES:**

- *Documentary photographs are taken.*
- *Specimens retained for toxicologic testing: [list – the standard specimens would be blood, vitreous, liver, urine, and gastric contents]*
- *The recovered projectile(s) is/are photographed and placed in a labeled, sealed evidence envelope(s)*
- *Fingernail clippings are placed in labeled, sealed envelopes*
- *Pulled head hairs are placed in labeled, sealed envelope*
- *Appropriate specimens for a sexual assault kit are placed in a labeled, sealed box*

COUNTY COAT OF ARMS  
OR COMPANY LOGO HERE



# AUTOPSY REPORT

ME NO.:

CASE TITLE: AUTOPSY REPORT

DECEASED:

SEX:

AGE:

DATE AND HOUR OF DEATH:

DATE AND HOUR OF AUTOPSY:

PATHOLOGIST:

FINAL DIAGNOSES:

I.

A.

B.

II.

A.

B.

III.

IV. Toxicology

A. Volatile screen (source):

B. Drug screen (source):

ADDITIONAL PERSONNEL PRESENT AT AUTOPSY: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

IDENTIFICATION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

EXTERNAL EXAMINATION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



CLOTHING [AND PERSONAL EFFECTS]: \_\_\_\_\_

MEDICAL INTERVENTION: \_\_\_\_\_

RADIOGRAPHS: \_\_\_\_\_

WEAPON: \_\_\_\_\_

LIGATURE: \_\_\_\_\_

EVIDENCE OF INJURY: \_\_\_\_\_

INTERNAL EXAMINATION: \_\_\_\_\_



HEAD: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

NECK: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

BODY CAVITIES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

RESPIRATORY SYSTEM: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CARDIOVASCULAR SYSTEM: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

LIVER & BILIARY SYSTEM: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



SPLEEN & HEMATOPOIETIC SYSTEM: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

PANCREAS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

ADRENALS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

GENITOURINARY SYSTEM: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

GASTROINTESTINAL TRACT: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

ADDITIONAL PROCEDURES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



## FACILITY SUSPECTED CRIME REPORT UNDER ELDER JUSTICE ACT

INSTRUCTIONS: Submit this completed form to local law enforcement and your state survey agency by fax or email within 2 hours (if there is serious bodily injury) or 24 hours (if there is not serious bodily injury) of forming a reasonable suspicion that a crime may have been committed against any individual who is a resident of, or is receiving care from:

[FACILITY NAME] \_\_\_\_\_

[FACILITY NAME] CONTACT \_\_\_\_\_

[ADMINISTRATOR] \_\_\_\_\_

[ADDRESS] \_\_\_\_\_

[PHONE] \_\_\_\_\_

[FAX] \_\_\_\_\_

[EMAIL] \_\_\_\_\_

Reported to State Survey Agency? Yes ☐ No ☐

Date Reported:    /    /    Time: \_\_\_\_\_

[STATE SURVEY AGENCY] CONTACT: \_\_\_\_\_

[ADDRESS] \_\_\_\_\_

[PHONE] \_\_\_\_\_ [FAX] \_\_\_\_\_

[EMAIL] \_\_\_\_\_

SUMMARY OF SUSPECTED CRIME INVOLVING [RESIDENT NAME] and [DATE OF BIRTH], as well as a brief description of the location of the incident and, if available, the names of any individuals involved in the suspected crime. (Attach additional sheets if necessary. No. of pages attached \_\_\_\_)

---

---

---

---

---

---

---

---

---

---



---

---

---

---

---

---

---

---

---

---

Was there serious bodily injury? No ☐ YES ☐ (must be reported within 2 hours)

INDIVIDUAL[S] REPORTING

THIS REPORT IS MADE BY THE FACILITY ON BEHALF OF ALL COVERED INDIVIDUALS LIST BELOW.

#	Name	Occupation/Role	Date/Time Individual Aware Of Suspected Crime
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			

NOTE: This report is required by law where a suspicion of crime has occurred and is in no way an admission by the person[s] submitting the report that a crime has actually occurred.



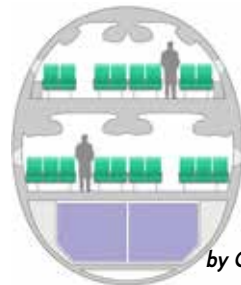
# A-380 Airbus Seating Plan.

For those times when you're sure you saw something on the wing.

by S. Solberg J.



Variant	A380-800
Cockpit crew	Two
Seating	575 Typical, 853 Max
Exit limit	868: 538 lower + 330 upper deck
Cargo	175.2 m <sup>3</sup> (6,190 cu ft)
Length	72.72 m (238 ft 7 in)
Wingspan	79.75 m (261 ft 8 in)
Height	24.09 m (79 ft 0 in)
Fuselage Width:	7.14 m (23 ft 5 in)
Height:	8.41 m (27 ft 7 in)
Cabin width	6.50 m (21 ft 4 in) main deck
	5.80 m (19 ft 0 in) upper deck
Cabin length	49.9 m (163 ft 9 in) main deck
	44.93 m (147 ft 5 in) upper deck
Wing	845 m <sup>2</sup> (9,100 sq ft)
Max. Take-Off Weight	575 t (1,268,000 lb)
Operating Empty Weight	277 t (611,000 lb)
Max. payload	84 t (185,000 lb)
Fuel capacity	253 983 kg / 559 937 lb
Engines (4 ×)	GP7200 / Trent 900
Thrust (4 ×)	332.44–356.81 kN (74,740–80,210 lbf)
Max. Speed	Mach 0.89 (945 km/h; 511 kn)
Cruise speed	Mach 0.85 (903 km/h; 488 kn)[163]
Landing speed	138 kn (256 km/h)
Takeoff Space	3,000 m (9,800 ft)
Range	14,800 km / 8,000 nmi
Service ceiling	13,100 m (43,000 ft)



by Clem Tillier

	Seating
	Service / Operations Area
	Staircase
	Cargo Space







SIX MODERN ADVENTURES INTO  
HORROR AND THE UNKNOWN  
FOR CALL OF CTHULHU

'THE THINGS WE LEAVE BEHIND'  
FROM STYGIAN FOX NOW  
AVAILABLE ON DRIVETHRURPG

**Detroit Free Press**  
On Guard for 134 Years  
**Murder In Clio**  
By PHIL BRESSLER  
Clio, MI—Yesterday, the small community of Clio in Genesee County was shocked to its core by the death of a 51-year-old farmer, war veteran and fireman, and man held responsible for the deaths of 1800 souls, murdered 43 years ago.

**Unidentified Body Found**  
**Mysterious Circumstances Abound**

JEFFREY MOELLER  
BRIAN M. SAMMONS  
SIMON BRAHE  
SCOTT DORWARD  
OSCAR RIOS  
DAVIDE COMO  
BADGER MCINNES  
STEPHANIE MCALEA  
DEAN ENGELHARDT

FOR MATURE GAMES

THE THINGS WE LEAVE BEHIND

SIX ADVENTURES INTO HORROR AND THE UNKNOWN

by CALL OF CTHULHU MODERN ERA





WE ARE THE ADVOCACY

WE PROTECT YOU

BY HIDING

IN THE DARK

WITH MONSTERS

