

RHYME WITH DARK REASON WHO WHAT WHERE WHEN WHY

You...

...work for Robert Elliott, CEO and founder of Elliott Publishing Inc, a very powerful communications corporation.

Each of you is invaluable to him in your own way...

The Job...

...he has set you tonight, is to acquire for him a book.

A so-called *Book of Shadows*.

Elliott has made it clear to you that he wants this book very badly. You would not think it wise to return without it...

The Seller...

...is one Corky Withers, a collector of books, a writer on the occult, and a slippery eel.

He is eager to sell, as far as word can be believed, but claims he has other interested parties; a claim Elliott believes is meant to speed up the sale and elevate the price.

He is not to be trusted...

The Meeting...

...will be atop the exclusive Zanuck Building, a luxurious apartment block in LA, the uppermost penthouse of which belongs to Withers. It is his hermitage by all accounts, and few have been invited to visit.

Withers has requested that the visit be brief...

The Time...

...is 8pm, Sunday October 31st, 1998.

Halloween.

Figures...

The Place...

...is Elliott's office, 26th Floor of the Elliott Towers building. A meeting with your employer. You sip cognac, he sips tea.

Many of his other employees would call it supping with Satan himself.

It occurs to you that this had better be one hell of a good book...



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Abigail Cullen

Age: 23

Drugged out Party Chick. IT girl and New Age Witch

You met Robert Elliott six months ago at a fashionable club in LA. Having dropped out of the college place Daddy bought you, you took to your new persona as the “X-rated Sabrina the teenage witch” with glee. Your antics got you celebrity friends and the IT girl lifestyle. Everybody’s favourite confidant and cosmic weather vane...easy ride. You had always been interested in the “alternative” lifestyle, but it was mostly for kicks and posturing. Not since Elliott. He was charming and gorgeous and fabulously wealthy, and he poured cocaine over you like spring rains. And then when he had you well and truly hooked...he made things clear. He told you of the real potential you had for what he called the Craft. He marvelled at your immense psychic potential. You were flattered, and intrigued, and off your face, and accepted the books he gave you to read. He told you of his desire to harness the powers that lie beyond man’s understanding. He made no bones of his intent to seek all the power he could in this world.

In the dark tomes you found new definition of horror, new ideas of what the world is truly like. He said he expected it to break you, but you actually found it reasonable to believe, you have found your willpower more than up to the challenge of accepting the darkness beyond, although you can now never face darkness directly again...

You’ve learned quickly, found a means of shirking your blonde bimbo image, at least to Robert, with your new found abilities. You have your magic to protect you, and you serve Robert now, finding the many doors to other worlds, his chief bloodhound in his chase to catch the bogeyman. You don't fully understand what drives Robert so to seek the demons and Old Powers out there, and you fear what may become of him, but for love of him and need of him to protect you and get you your drugs, you follow and hope that you might yet prove his salvation.

You are here to help authenticate the book that Withers is offering, to tell if it is a real Book of Shadows or not, and to get some sense of the lore within. You are not to meddle with the dealings of the sale, leave that to Ramon and Emily. You have a feeling though that it is Vincent who will make the final deal, and are sure that Robert has sent him to kill Withers for the book rather than to protect you as he claims. The prospect that you are here to have a hand in murder terrifies you, and you don't know if you can allow it to happen, and are armed appropriately.

Carrying

- .32 Automatic.
- Elder sign necklace.
- 1 bag cocaine.
- \$500 cash in \$100 bills.
- Taser (contact).
- Mace.
- Make-up and cigarettes.

Spells

Find Gate - 1MP

Elder Sign - 1MP to power sign, 10 mins to make

Psychic Barrier (physical) - 1MP/round, POW resisted

Emily Savage

Age: 29 *Lawyer and Situation Cleaner. Hard Ass Bitch.*

Robert Elliott is a very rich man. Head of his own publishing corporation and certainly as well photographed as any of the other Hollywood celebrities that appear in his papers. And like any rich man he has a taste for the finer things in life. But Robert Elliott does not *prefer* the finer things in life, pleasant as they are. No. Robert Elliott *prefers* the less fine trappings of a man with a great deal of money.

Robert Elliott likes power, but not any kind of power; the kind of power that scares other people. Robert Elliott is seeking that which man was warned most stringently to avoid. Robert Elliott has an ambition for evil. Make no mistake, Robert Elliott is a bastard of the highest order, but there are countless bastards to match him.

Robert aspires to demon-hood. Without qualms, without fear or delusion, he is seeking the devil. Not for any pact or favour. Just to join. Robert Elliott wants this dream very badly. He is a very bad man.

You work for a very bad man.

And he wants you to realise his dream for him tonight.

As one of Robert's lawyers it's not strange for you to oversee an acquisition for him. As Robert's favourite and most corrupt lawyer it's also usual for those acquisitions to be attuned to his darker desires. Buying his drugs, his whores, his small militias, arranging his arms deals. His more interesting businesses are your portfolio. It is also, nowadays, quite usual for you to have to clean up after some of his deals have reached their end. This you do very well.

You are a very bad woman, who works for a very bad man.

You have little interest in Robert's darkest dealings. You don't doubt his belief in his voodoo and mumbo jumbo, and in the course of mopping up behind him you've seen some whacked out shit, but you stay as ignorant as you can and just do your job.

Tonight you'll pay off the security, double check the cleaning arrangements, you'll deal with Withers, and should Vincent have to whack him you'll clean it up. And if the green about the gills Vincent can't whack him then you'll kill Withers. And later, you'll kill Vincent. Simple. Should the bookworm or the bimbo moan, a smack will put them in place. You know the little witch can be tricky though so you keep her softly on side most of the time. She's not as dim as she looks or acts.

Carrying:

- Large briefcase with documentation, chequebook, large plastic sheeting, duct tape, foam spray stain cleaner, small hack saw.
- \$2000 cash.
- .38 Automatic - silenced.
- 1 spare clip.
- Knife in boot.
- Cigarettes and lighter.
- Cellphone.

Ramon Lopez

Age: 40 *Expert Bibliophile and Bibliopole. Greediest bastard on the planet.*

As a child in Cuba you loved books, but never knew why. As an adolescent in Havana you grew to adore old books, to be passionate about old books, but never knew what lay at the core of this love. It was only when you became a man, in America, that you realised the heart of this devotion to the fine leather volumes. They are worth a good god and Santa Maria in heaven shit pile of money. All your life you loved money. Doesn't take a nuclear physicist to see why...

You do appreciate the importance of books. You respect their wisdom and understand the reflection of humanity they constitute. You admire the devoted attention of the binders and artisans of the past who brought these gems to the people. But selling a first edition for twice its real price gives you the kind of boner that an 18 year old jock couldn't get on viagra. And it is this love that make you a real expert. Keeps you informed of what the market seeks and where those precious volumes are. Keeps you sought after world-wide. Keeps you very highly paid.

Tonight you advise on yet another acquisition for Robert Elliott. A supposed Book of Shadows, the likes of which you have seen a number of times in New England. Test the paper, the inking, any publishing marks, distinctions of language or script forms. Advise on a price. Elliott buys a lot of this hocus pocus voodoo rubbish, stuff on the fringe of the occult market: a pisser to authenticate, and therefore mucho lucrative. So you turn the blind eye to his way of doing business, to his strong arming, to his bully boys intimidating the buyer or seller with their hulking presence.

And with Vincent tonight, you'll do the same. he's obviously going for full effect, as he has seen fit to give you a .32 automatic as well. A bit showy, but you'll play along; you've certainly learned how to handle one of these over the years when simple persuasion hasn't gotten you the book you want, or a buyer has decided to press a point over a high priced sale.

Emily Savage you've met once or twice on similar deals -she's the really scary bitch here tonight. Cold, calculating, dirtier than you. Lawyer material to the core.

That Elliott is sending his flaky little whore along to view the merchandise is out of character, but maybe she could offer a little bonus for a job well done later. Elliott has often rewarded you thus in the past. She's a real airhead though, and can't be allowed to mess the deal up. Let her do her little examination but after that she keeps her nose out.

Carrying

- .32 Revolver.
- Briefcase containing: paper testing kit and solutions, scissors and tweezers, magnifier, camera, pen-knife, lock-picks (you never know...an unobserved books cabinet).
- Cigars and matches.
- \$200 cash.
- Tic-tacs (only one calorie).

Vincent Maquire

Age: 29 *Wise Guy. Hood. Driver. Muscle. Hitter??? Greener than he seems*

Yer too green to work for Elliott. It's a given to you now. In every way. Young as you are, you're too old to become a hitter. Too green. And too Irish inside. Your mother's eyes appearing before you, looking on what you've become. Couldn't stand that. Sure you're a thief - that's OK. A good wheelman too. Plenty of muscle when the need arises, and you can scare anyone into place.

But you've never killed anyone. On the streets its stupid. Its the surest way to make yourself temporary. All the major mobs need hitters, value hitters, but they don't let them live forever. On the streets the life of the hitter is high calibre but short in the muzzle. Skilled labour like you persists. But its a poorer life on the streets.

But these ain't the streets. Elliott plays on a higher field. Here, everyone is a hitter. You gotta be a hitter to get in. Else yer out. 'Cept they don't tell you that out is dead, and they don't tell you that when you only showed interest you were considered to be in. You only get to look in the devil's eyes once and yer his.

Maybe it'll be OK. Maybe Withers'll sell without demands. Maybe you won't have to kill him. But you know you do. You know she'll tell you to do it, even if Withers sells for a dime. Savage is an evil bitch. She's hardly human.

Check the disposal truck at the back of the tower, a camera blind spot has been arranged for at the last maintenance. Make sure that people avoid the cameras on the way in. Keep Withers in his place, and if he won't play ball with Emily then kill him. If Emily says kill him, you kill him. Then you help her clean the place and remove disposed evidence in the truck. And don't screw up.

You know that Elliott is a madman. Deep into ungodly occult shit and such. His close people are soulless and amoral. You're not a stupid man, and you're not an ignorant man, but there's plenty you don't understand well enough to defend yourself against. Emily Savage is such a thing. Cold, dark. Slip up and you reckon she'll do for you. If you can't kill Withers, you'll have to kill her. Checkmate, damned each way.

The bookworm is a non-entity, a hole you pour money in. Who cares what he thinks. But Abigail. She's a stupid kid. Neck deep in Elliott's shit and too stoned to realise it. She's not so dumb, she could run. She might even make it. You might even help her if you had the balls. Why is she here? She thinks she's a witch. She's a dumb child. She's afraid of the dark. You're here as her bodyguard - that's what she thinks anyway. What will she think when she see you kill a man? What will the look in *her* eyes be? You've given a gun to Lopez should the situation go down wrong. Maybe you should have given it to her?

Carrying:

- 45 Automatic - silenced.
- 1 spare clip + 6 extra bullets for revolver (currently held by **Ramon Lopez**).
- Electric's toolkit and lock-pick set.
- Mobile phone.
- \$500 cash.
- Taser (contact).
- Nicotine gum.
- Miniature binoculars.
- Boot knife.



Investigator Sheet



Player's Name

Investigator Name RAMÓN LOPEZ
Occupation BIBLIOPOL Sex M
Nationality CUBAN Age 40
Birthplace HAVANNA
Colleges, Degrees MA LITERATURE
Mental Disorders _____

STR 10 DEX 12 INT 17 Idea 85
CON 11 APP 11 POW 10 Luck 50
SIZ 12 SAN 50 EDU 20 Know 100
99-Cthulhu Mythos 99 Damage Bonus -

Insane 0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

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

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

<input type="checkbox"/>	Accounting (10%)		<input type="checkbox"/>	Martial Arts (00)		<input type="checkbox"/>		
<input type="checkbox"/>	Anthropology (00)		<input type="checkbox"/>	Mechanical Repair (20%)		<input type="checkbox"/>		
<input type="checkbox"/>	Archaeology (00)		<input type="checkbox"/>	Medicine (05%)		<input type="checkbox"/>		
<input type="checkbox"/>	Art (05%):		<input type="checkbox"/>	Natural History (10%)		<input type="checkbox"/>	Weapons	
<input type="checkbox"/>	<u>INKWORKS</u>	<u>40</u>	<input type="checkbox"/>	Navigate (10%)		<input type="checkbox"/>	Axe (20%)	
<input type="checkbox"/>	<u>CALLIGRAPHY</u>	<u>40</u>	<input type="checkbox"/>	Occult (05%)	<u>20</u>	<input type="checkbox"/>	Blackjack (40%)	
<input type="checkbox"/>	Astronomy (00)		<input type="checkbox"/>	Operate Hvy. Machine (00)		<input type="checkbox"/>	Club (25%)	
<input type="checkbox"/>	Bargain (05%)	<u>60</u>	<input type="checkbox"/>	Other Language (00):		<input type="checkbox"/>	Knife (25%)	
<input type="checkbox"/>	Biology (00)		<input type="checkbox"/>	<u>SPANISH</u>	<u>64</u>	<input type="checkbox"/>	Sabre (15%)	
<input type="checkbox"/>	Chemistry (00)		<input type="checkbox"/>	<u>GREEK</u>	<u>66</u>	<input type="checkbox"/>	Sword (20%)	
<input type="checkbox"/>	Climb (40%)		<input type="checkbox"/>	<u>LATIN</u>	<u>71</u>	<input type="checkbox"/>	Sword (20%)	<u>40</u>
<input type="checkbox"/>	Computer Use (00)	<u>46</u>	<input type="checkbox"/>	Own Language (EDU x5):		<input type="checkbox"/>	Handgun (20%)	
<input type="checkbox"/>	Conceal (15%)		<input type="checkbox"/>	<u>ENGLISH</u>	<u>100</u>	<input type="checkbox"/>	Machine Gun (15%)	
<input type="checkbox"/>	Credit Rating (15%)	<u>66</u>	<input type="checkbox"/>	Persuade (15%)		<input type="checkbox"/>	Rifle (25%)	
<input type="checkbox"/>	Cthulu Mythos (00)		<input type="checkbox"/>	Pharmacy (00)		<input type="checkbox"/>	Shotgun (30%)	
<input type="checkbox"/>	Dodge (DEX x2)	<u>32</u>	<input type="checkbox"/>	Photography (10%)	<u>14</u>	<input type="checkbox"/>	Submachine Gun (15%)	
<input type="checkbox"/>	Drive Auto (20%)		<input type="checkbox"/>	Physics (00)				
<input type="checkbox"/>	Electrical Repair (10%)		<input type="checkbox"/>	Pilot (00):				
<input type="checkbox"/>	Electronics (00)		<input type="checkbox"/>					
<input type="checkbox"/>	Fast Talk (05%)	<u>28</u>	<input type="checkbox"/>					
<input type="checkbox"/>	First Aid (30%)		<input type="checkbox"/>					
<input type="checkbox"/>	Geology (00)		<input type="checkbox"/>	Psychoanalysis (00)				
<input type="checkbox"/>	Hide (10%)		<input type="checkbox"/>	Psychology (05%)				
<input type="checkbox"/>	History (20%)	<u>65</u>	<input type="checkbox"/>	Ride (05%)				
<input type="checkbox"/>	Jump (25%)		<input type="checkbox"/>	Sneak (10%)				
<input type="checkbox"/>	Law (05%)	<u>35</u>	<input type="checkbox"/>	Spot Hidden (25%)	<u>67</u>			
<input type="checkbox"/>	Library Use (25%)	<u>70</u>	<input type="checkbox"/>	Swim (25%)				
<input type="checkbox"/>	Listen (25%)		<input type="checkbox"/>	Throw (25%)				
<input type="checkbox"/>	Locksmith (00)	<u>31</u>	<input type="checkbox"/>	Track (10%)				

[illegible][illegible]



Characteristics & Rolls

STR 13 DEX 14 INT 15 Idea 75
CON 12 APP 16 POW 13 Luck 65
SIZ 12 SAN 65 EDU 17 Know 85
99-Cthulhu Mythos 94 Damage Bonus +104

Investigator Sheet



Player's Name

Hit Points

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

Investigator Skills

<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> Martial Arts (00)	<u>41</u>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (00)	<input type="checkbox"/> Mechanical Repair (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (00)	<input type="checkbox"/> Medicine (05%)	<u>20</u>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Art (05%):	<input type="checkbox"/> Natural History (10%)	<input type="checkbox"/>	<input type="checkbox"/>	Weapons
<input type="checkbox"/>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Axe (20%)
<input type="checkbox"/>	<input type="checkbox"/> Occult (05%)	<u>15</u>	<input type="checkbox"/>	<input type="checkbox"/> Blackjack (40%)
<input type="checkbox"/> Astronomy (00)	<input type="checkbox"/> Operate Hvy. Machine (00)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Club (25%)
<input type="checkbox"/> Bargain (05%)	<input type="checkbox"/> Other Language (00):	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Knife (25%)
<input type="checkbox"/> Biology (00)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Sabre (15%)
<input type="checkbox"/> Chemistry (00)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Sword (20%)
<input type="checkbox"/> Climb (40%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Handgun (20%)
<input type="checkbox"/> Computer Use (00)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Machine Gun (15%)
<input type="checkbox"/> Conceal (15%)	<input type="checkbox"/> Own Language (EDU x5):	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Rifle (25%)
<input type="checkbox"/> Credit Rating (15%)	<input type="checkbox"/> <u>ENGLISH</u>	<u>85</u>	<input type="checkbox"/>	<input type="checkbox"/> Shotgun (30%)
<input type="checkbox"/> Cthulhu Mythos (00)	<input type="checkbox"/> Persuade (15%)	<u>66</u>	<input type="checkbox"/>	<input type="checkbox"/> Submachine Gun (15%)
<input type="checkbox"/> Dodge (DEX x2)	<input type="checkbox"/> Pharmacy (00)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Photography (10%)	<u>30</u>	<input type="checkbox"/>	
<input type="checkbox"/> Electrical Repair (10%)	<input type="checkbox"/> Physics (00)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Electronics (00)	<input type="checkbox"/> Pilot (00):	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Geology (00)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	<input type="checkbox"/> Psychoanalysis (00)	<u>16</u>	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	<input type="checkbox"/> Psychology (05%)	<u>60</u>	<input type="checkbox"/>	
<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Sneak (10%)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Library Use (25%)	<input type="checkbox"/> Spot Hidden (25%)	<u>45</u>	<input type="checkbox"/>	
<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Swim (25%)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Locksmith (00)	<input type="checkbox"/> Throw (25%)	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/> Track (10%)	<input type="checkbox"/>	<input type="checkbox"/>	

Hand-To-Hand Weapons

[illegible]

Firearms

[illegible]



Characteristics & Rolls

STR	<u>11</u>	DEX	<u>10</u>	INT	<u>10</u>	Ideas	<u>50</u>	
CON	<u>13</u>	APP	<u>15</u>	POW	<u>16</u>	Luck	<u>80</u>	
SIZ	<u>13</u>	SAN	<u>70</u>	EDU	<u>15</u>	Know	<u>45</u>	
99-Cthulhu Mythos				<u>89</u>	Damage Bonus			<u>—</u>

CALL OF CTHULHU

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

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

<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> Martial Arts (00)	<input type="checkbox"/> SPELLS :
<input type="checkbox"/> Anthropology (00)	<input type="checkbox"/> Mechanical Repair (20%)	<input type="checkbox"/> <u>FIND GATE</u>
<input type="checkbox"/> Archaeology (00)	<input type="checkbox"/> Medicine (05%)	<input type="checkbox"/> <u>ELDER SIGN</u>
<input type="checkbox"/> Art (05%):	<input type="checkbox"/> Natural History (10%)	<input type="checkbox"/> Weapons
<input type="checkbox"/> <u>WEAVING</u>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Axe (20%)
<input type="checkbox"/>	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Blackjack (40%)
<input type="checkbox"/>	<input type="checkbox"/> Operate Hvy. Machine (00)	<input type="checkbox"/> Club (25%)
<input type="checkbox"/> Astronomy (00)	<input type="checkbox"/> Other Language (00):	<input type="checkbox"/> Knife (25%)
<input type="checkbox"/> Bargain (05%)	<input type="checkbox"/> <u>GERMAN</u>	<input type="checkbox"/> Sabre (15%)
<input type="checkbox"/> Biology (00)	<input type="checkbox"/> <u>LATIN</u>	<input type="checkbox"/> Sword (20%)
<input type="checkbox"/> Chemistry (00)	<input type="checkbox"/>	<input type="checkbox"/> Handgun (20%)
<input type="checkbox"/> Climb (40%)	<input type="checkbox"/> Own Language (EDU x5):	<input type="checkbox"/> Machine Gun (15%)
<input type="checkbox"/> Computer Use (00)	<input type="checkbox"/> <u>ENGLISH</u>	<input type="checkbox"/> Rifle (25%)
<input type="checkbox"/> Conceal (15%)	<input type="checkbox"/> Persuade (15%)	<input type="checkbox"/> Shotgun (30%)
<input type="checkbox"/> Credit Rating (15%)	<input type="checkbox"/> Pharmacy (00)	<input type="checkbox"/> Submachine Gun (15%)
<input type="checkbox"/> Cthulhu Mythos (00)	<input type="checkbox"/> Photography (10%)	
<input type="checkbox"/> Dodge (DEX x2)	<input type="checkbox"/> Physics (00)	
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Pilot (00):	
<input type="checkbox"/> Electrical Repair (10%)	<input type="checkbox"/>	
<input type="checkbox"/> Electronics (00)	<input type="checkbox"/>	
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/>	
<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/>	
<input type="checkbox"/> Geology (00)	<input type="checkbox"/> Psychoanalysis (00)	
<input type="checkbox"/> Hide (10%)	<input type="checkbox"/> Psychology (05%)	
<input type="checkbox"/> History (20%)	<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> Sneak (10%)	
<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Spot Hidden (25%)	
<input type="checkbox"/> Library Use (25%)	<input type="checkbox"/> Swim (25%)	
<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Throw (25%)	
<input type="checkbox"/> Locksmith (00)	<input type="checkbox"/> Track (10%)	

	Attack or Weapon Type	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/>	Fist/Punch (50%)	_____	103	_____	_____
<input type="checkbox"/>	Head Butt (10%)	_____	104	_____	_____
<input type="checkbox"/>	Kick (25%)	_____	106	_____	_____
<input type="checkbox"/>	Grapple (25%)	_____	_____	_____	_____
<input type="checkbox"/>	<u>KNIFE</u>	35	106	1	12
<input type="checkbox"/>	<u>MACE</u>	50	STUN 2D10	1	4
<input type="checkbox"/>	<u>TASER (CONTRACT)</u>	50	STUN	1	7
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

[illegible]

CALL of CTHULHU

1

STR 9 DEX 16 INT 18 Idea 90
CON 19 APP 8 POW 30 Luck 30
SIZ 9 SAN 20 EDU 25 Know 125
99-Cthulhu Mythos 59 Damage Bonus -

Insane 0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
45	46	47	48	49	50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69	70	71	72	73	74
75	76	77	78	79	80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99					

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

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

<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> Martial Arts (00)	<input type="checkbox"/> _____
<input type="checkbox"/> Anthropology (00)	<input type="checkbox"/> Mechanical Repair (20%)	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (00)	<input type="checkbox"/> Medicine (05%)	<input type="checkbox"/> <u>65</u>
Art (05%):	<input type="checkbox"/> Natural History (10%)	<input type="checkbox"/> <u>50</u>
<input type="checkbox"/> _____	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> <u>70</u>
<input type="checkbox"/> Astronomy (00)	<input type="checkbox"/> Operate Hvy. Machine (00)	<input type="checkbox"/> _____
<input type="checkbox"/> Bargain (05%)	Other Language (00):	<input type="checkbox"/> _____
<input type="checkbox"/> Biology (00)	<input type="checkbox"/> <u>GREEK</u>	<input type="checkbox"/> <u>91</u>
<input type="checkbox"/> Chemistry (00)	<input type="checkbox"/> <u>ITALIAN</u>	<input type="checkbox"/> <u>71</u>
<input type="checkbox"/> Climb (40%)	<input type="checkbox"/> <u>LATIN</u>	<input type="checkbox"/> <u>91</u>
<input type="checkbox"/> Computer Use (00)	Own Language (EDU x5):	<input type="checkbox"/> _____
<input type="checkbox"/> Conceal (15%)	<input type="checkbox"/> <u>ENGLISH</u>	<input type="checkbox"/> <u>125</u>
<input type="checkbox"/> Credit Rating (15%)	<input type="checkbox"/> Persuade (15%)	<input type="checkbox"/> <u>35</u>
<input type="checkbox"/> Cthulhu Mythos (00)	<input type="checkbox"/> Pharmacy (00)	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (DEX x2)	<input type="checkbox"/> Photography (10%)	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Physics (00)	<input type="checkbox"/> _____
<input type="checkbox"/> Electrical Repair (10%)	<input type="checkbox"/> Pilot (00):	<input type="checkbox"/> _____
<input type="checkbox"/> Electronics (00)	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Geology (00)	<input type="checkbox"/> Psychoanalysis (00)	<input type="checkbox"/> _____
<input type="checkbox"/> Hide (10%)	<input type="checkbox"/> Psychology (05%)	<input type="checkbox"/> <u>65</u>
<input type="checkbox"/> History (20%)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/> _____
<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> Sneak (10%)	<input type="checkbox"/> <u>25</u>
<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Spot Hidden (25%)	<input type="checkbox"/> _____
<input type="checkbox"/> Library Use (25%)	<input type="checkbox"/> Swim (25%)	<input type="checkbox"/> _____
<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Throw (25%)	<input type="checkbox"/> _____
<input type="checkbox"/> Locksmith (00)	<input type="checkbox"/> Track (10%)	<input type="checkbox"/> _____

WEAPONS

☐ Axe (20%)

☐ Blackjack (40%)

☐ Club (25%)

☐ Knife (25%)

☐ Sabre (15%)

☐ Sword (20%)

☐ Handgun (20%)

☐ Machine Gun (15%)

☐ Rifle (25%)

☐ Shotgun (30%)

☐ Submachine Gun (15%)

SPELLS

COMMAND

CREATE GATE

BREW SPACE MIND

SUMMON/BIND DEEP ONES

ELDER SIGN

WITHER LIMB

CLOAK OF DEATH

[illegible][illegible]

Postscript version by Jonathan Sari (sarijs@co3s.washington.edu)