

# A LIGHT IN DARKNESS

**SURVIVAL HORROR IN WWII'S PACIFIC THEATER  
FOR CALL OF CTHULHU**

**BY  
MATT PUCCIO**

CALL OF  
CTHULHU

**M**iskatonic  
Repositor **Y**

# CREDITS

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## INTRODUCTION

June, 1945. The US and Allies continue to make progress in the Pacific against the forces of Imperial Japan. Heartened by the recent capitulation of Germany, hopes are high for a successful defeat of Japan. A group of Navy Seabees rush to repair a runway on a jungle island recently liberated from the Japanese. Exhausted from the hard work, they find themselves resting in the shade of a strange, native stone statue, watching the Marines make their way back to the USS Hutchins for deployment to the next island. But who is this VIP, codenamed 'Daybreak,' that just landed on the airstrip? And why did the MPs order you to make yourselves scarce while he landed?

## INTENTION STATEMENT

This scenario is meant to be a one-shot, dark 'survival' horror experience. It focuses on player choices and their reaction to the environment more than following a clue trail. In playtests, most investigators have gone insane and/or died, although a few have survived. There is no 'right' solution to the threats posed herein. The best that can be hoped for is for the characters to choose their own fate.

If running this scenario at a convention, using the Luck Spend optional rule is **discouraged**. Using the Push mechanic is definitely **encouraged**.

## KEEPER'S OVERVIEW

June 1945 - The US has a secret program to develop an experimental "bomb" as an alternative to the Manhattan Project. The US Navy is delivering it to the Pacific and will deploy it on Japan in the event that the atomic bombs fail.

This experimental bomb, codenamed DAYBREAK, is intended to release a powerful destructive force on mainland Japan. It was developed by the Pentagon as a backup in the event that the atomic bomb fails or is not completed in time. The device essentially casts a "Summon Cthugha" spell. The device will be delivered to Garland Island for small-scale testing.

The players, a platoon of USN Seabees, are toiling to build a runway on an island in the South Pacific. When a sudden Japanese attack forces the Marines and naval vessels moored offshore to pull off the island, the platoon is left to fend for themselves.

They soon find what the previous inhabitants of the island discovered while digging a series of bunkers and trenches - Zushakon, an ancient island spirit, trapped here long ago by the natives. Recently re-awakened by the Japanese when they took over the island, the terror now awaits the Seabees. It is up to the players how they deal with this threat - fleeing, either into the waiting hands of the Japanese or out into the open sea, fighting the creature and its minions, or unleashing a horror more powerful than Zushakon itself.



## RUNNING THIS SCENARIO

This is intended to be a four hour scenario that could be played at a convention or in a single evening. If you wish to keep it on track to run in that time span, you may need to guide the players towards the location of the eventual conflict (the bunkers and cave system) if they start to go off-course or follow tangents. If you're not concerned about time, then you have more options to allow the players to explore the island if they wish.

While the scenario is not meant to be a literal "sandbox," the geography of the island offers players the opportunity to avoid the heart of the scenario. While the players are ordered by the ship's commander to take DAYBREAK into the bunker and keep it safe there, it is possible that some players will want to avoid the caverns (although that has not yet happened during any of the playtests) and thereby avoid the meat of the story.

There are a number of tools the Keeper can use to guide the players towards the caves and the bell, and ultimately a confrontation with Zushakon:

- Traps left in the jungle by the Japanese military. These are outlined below in the section on Leaving the Path. Additionally, thick vegetation should make it difficult, if not impossible, to haul the DAYBREAK crate through the jungle.
- Attacks by the Servants of Zushakon (after their initial appearance) can be used to drive the players back towards the trail and out of the deepest heart of the jungle.
- If players stray out of the cover of the jungle canopy, Japanese spotter planes flying overhead will see players wandering around in the open (e.g. outside of the jungle, on the beach, etc.). Eventually these planes call in Zeroes to attack the players.

- Once players are at the bunker, sounds of Japanese soldiers landing on the island may motivate the players to move deeper into the bunker system. Attacks of Servants through the machine gun port may also be used to force the players further into the caves.
- Finally, if the players cannot be easily directed toward the bunker, a Keeper could have a “secret entrance tunnel” opening appear somewhere in the jungle, perhaps after an attack by Servants. This tunnel leads into the maze of caves near the bunker entrance.

### Special Insanity Effects

This scenario includes special Insanity effects that are custom-tailored to the setting and should be used instead of rolling on the random Bout of Madness table. Zushakon, the entity that is awakening, causes these effects in the minds of those who are susceptible, via stress, to its influences. You can print these insanity cards out and hand them to a player when their character goes insane. These cards are found in the appendix at the end of the scenario.

### PLAY BEGINS

Play begins with the characters taking a break on a promontory of rock located about a quarter mile north-west of the island’s airfield.

### On the Promontory

The Keeper can read or describe the following to the players:

*“You’ve been working 18 hours straight to repair the island’s damaged airstrip and are exhausted. You were told that a plane would be landing soon, with a VIP onboard, and that the airstrip needed to be repaired before then. Working furiously, you used bulldozers and backhoes to gather crushed coral and repair the shelled airstrip. When several Military Police showed up in a jeep, a member of your Section overheard them use the term DAYBREAK, an obvious code name, when referring to the VIP. The MPs told you to beat it and take a break until the plane took off again.”*

*“You now find yourself taking a much-needed rest in the shadow of a large native stone carving several minutes’ walk to the north of the runway. One of the officers called it a “taga latte” stone - carved long in the past by native islanders. Whatever its origin, it provides meager shelter from the incessant South Seas sun. You expect that, once the plane takes off, it’s back to work to complete a few other repairs before your shift ends and you get 6 hours of sleep. If you’re lucky, a warm shower and meal will be waiting for you back aboard the ship before you’re off to the next island.”*



*Taga latte stones on Guam*

At the airstrip, a number of Military Police and several scientists prepare for the arrival of the VIP. Within minutes, a Douglas C-47 “Gooney Bird” transport plane lands, and a group of Marines offload a large crate. Supervised by white-coated scientists, they move it to a hastily-constructed pit near the end of the runway. A pair of Marine guards takes up positions around it. The plane then starts its engines, preparing to take off again.

A player using the binoculars observes a dark storm cloud over the horizon to the south of the island; over the treetops of the jungle canopy, they can see surf shooting high into the air as it crashes against the cliffs of the south edge of the island. If that player makes a **Spot Hidden** roll, he notices a fleet of enemy ships on the distant horizon. Then all of the players notice the drone of engines which heralds the arrival of a squadron of Japanese Zeroes, flying low over the water south of the island. Give the investigators a round to take actions before the planes arrive - the taga latte stone is a quarter mile away from the airstrip, so it will take a number of rounds to run back toward it.

The Zeroes begin an attack on the taxiing transport plane, strafing the beach and makeshift tent encampment set up at the north end of the airfield. As the players watch, the Marines and scientists at the airstrip are slaughtered by the heavy machine guns mounted on the Zeroes. Meanwhile, a furious naval battle begins as the warships begin a bombardment against the US ships near the shore.

Before the players are able to reach the airstrip, the transport plane explodes and catches fire. Players are too far from the airbase to get there in time to do anything - all they can really do is watch in horror as their comrades are strafed to death. The Zeroes will continue to make several strafing runs through the airfield and camp to ensure any living targets are dead.



### At the Airstrip

If the players wait to move near the camp until the attack is over, they will find no one left alive. If the players approach the airstrip while the strafing runs are underway, they will come under fire as well. Give the pilot a 25% chance to hit any player who is in the encampment area, but the character may Dodge or Dive for Cover. If hit, the character takes 1D8 damage and is knocked to the ground by the force of the attack.

At one edge of the airstrip is a jeep with a .50 caliber machine gun mounted on the back. The jeep has sustained enough damage that it's not driveable, but PCs could attempt to shoot at some of the planes with the machine gun. There is enough ammunition to make two automatic fire attacks. On a critical hit, the plane bursts into flame and explodes; on a normal hit, it flies off into the distance trailing oily smoke.

Any player attacking with the machine gun is subject to a single strafing run from a second Zero. As above, give the pilot a 25% chance to hit. If the character Dives for Cover behind or under the Jeep, give the pilot a penalty die. As above, the Zero's attack does 1D8 damage and knocks the target prone. After this, the Zero flies off to continue the attack on the US ships.



### The Airstrip Camp

Players looking around the camp hear a radio squawking at them from the command tent which holds a large radio set. The voice is Commander Webster of the USS Hutchins, a Fletcher-class destroyer, which is involved in the naval battle.

*“Garland Island airstrip, come in, this is Commander Webster of the USS Hutchins. USS Hutchins to United States base on Garland Island, report status!”*

If players answer the radio, Hutchins demands to know what the status of the island is, but his primary concern is whether the DAYBREAK device is safe. He has the following information to impart:

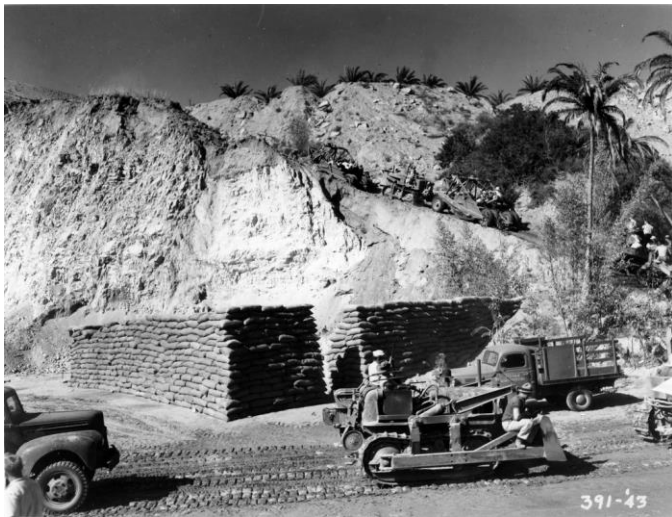
- He tells the players that they cannot be immediately rescued, but that it is imperative to take DAYBREAK into the forest and hide it from the Japanese.
- There is a Japanese bunker in the jungle, discovered shortly before the attack. A patrol of Marines was sent to clear it out, and the players should hide there with DAYBREAK until they can be rescued.
- He orders them to take the device into the Bunker and hold it there until the island can be secured from the Japanese. They must keep it from falling into Japanese hands, at all costs.
- If players ask if they should destroy the device rather than having it fall into enemy hands, he will not give them a definitive answer, but will tell them they just need to keep it away from the Japanese, and that's an order!
- If players ask what DAYBREAK is, he will not explain, beyond that it is an experimental weapon, but ensures them that it “won't explode accidentally.”

Just as he's finished with these orders, a voice with a strong German accent breaks onto the radio (Dr. Förster, who is in the radio room with the commander) and emphasizes “It's vital that you do not let zee device fall into zee hands of zee enemy!” Webster shouts back “Doctor, get below decks to safety!” as an airplane can be heard strafing the ship, and bullets can be heard flying. Webster demands radio silence due to an insecure channel that the Japanese may be listening in to, and no further contact can be made with the radio.

The radio and large lead-acid batteries that power it can be moved but will add greatly to the player's load and slow their progress. It is delicate and susceptible to damage. If any explosives go off near it, the radio is damaged beyond repair. Once the players are inside the tunnels, there is no radio reception.

Scattered in the radio tent is TOP SECRET paperwork, but it is incomplete - someone tried to grab it before rushing off the island, but lost some of the pages. Most of the pages are not instructive in any way (bureaucratic procedural documentation, maps of the island, etc.), but give the players the DAYBREAK handout and the island map handout if not using Enoch Lawfield, the pregenerated character who has a copy of the map at the start of the game.

The handout mentions a scientist named Alfred Förster. Characters making an **Intelligence** check know that he's a German scientist, a defector who came over to the US early in the war. With a hard success or greater, the player remembers hearing one of the scientists speaking with a German accent on the ship before landing. If you are using the pregenerated characters, give Alvin Winn, the ex-minister, a bonus die on this test - if he succeeds, he remembers seeing Förster in the mess hall of the ship before he landed and recognized him - an "infamous" occultist - a satanist! - and member of the German Ahnenerbe (a Nazi organization set up to study the occult origins of the German people) in the 1930s.



### The Bomb Storage Pit

Players will need to locate DAYBREAK in a hastily-constructed bomb storage pit. The crate that contains the device is large enough that it takes two men to move it. However, it rests on a hand-cart that could be awkwardly pushed into the jungle along a cleared path.

On the dead Marines are two M1911 .45 pistols with one clip each (7 rounds) and two Garand rifles with one clip each (8 rounds). Stat cards for these and other weapons can be found in the appendix.

Allow players to gather other miscellaneous equipment (water, food, first aid gear), but no functional vehicles, explosives, or other weapons - all other warfighting materiel has been destroyed beyond repair by the Japanese strafing runs.

If the players hang around the landing strip too long, they begin to see Japanese observation planes. If they still don't get moving, send another trio of Zeroes in to do a strafing run on them (primarily to get them moving into cover). Use this threat any time they are in the open and getting bogged down - they should constantly feel that time is short and they must get moving in order to hide from the Japanese.

### Entering the Jungle

A rough path has been cut through the forest, covered by the thick jungle canopy overhead. The path offers a relatively easy way to make progress through the dense jungle, while still providing cover from the air. As the players continue further into the jungle, emphasize that the jungle canopy blots out the direct rays of the sun and it's dark and shadowy within.

Along the path, articulated vehicle tracks can be seen in the mud. Players can make an **Intelligence** check (or **Operate Heavy Machinery** with a bonus die) to determine that the tracks are moving toward the jungle, and that they are from a United States Marine tank.

As players proceed down the path, describe the rotting jungle smell and oppressive, overwhelming heat. Emphasize their exhaustion from working the last 18 hours straight. The normal sounds of the forest - frogs, birds, lots of animal sounds follow them. Using a jungle soundtrack here would be great atmospheric touch.

### Leaving the Path

If players move too far off the track into the jungle, there are several traps that can be used to apply pressure back toward their destination. If the players state they are actively searching for traps while off the path, given them a bonus die on the check related to seeing or avoiding the trap.

#### Pit Trap

The character in the lead must pass a hard Spot Hidden roll to avoid triggering a well-camouflaged pit trap. If he fails, the character falls into the trap: 10 feet deep, with bamboo punji sticks in the bottom. The unlucky player falls in, but can make a **Luck** check to avoid getting staked; if they succeed, they still take 1D4 damage from the fall; if they fail, they suffer 1D4 damage from the fall as well as 1D4 damage from the bamboo stake; if they critically fail (rolling a 96+), they are impaled by the stake and take a total of 3D4 damage from the fall and the stake.

A wild boar previously fell prey to this trap; its rotting corpse hangs impaled on the stakes. It gives off a particularly noxious odor and its body is covered with strange mushrooms and fungus. A player who falls in lands next to this corpse and must make a **Sanity** check (1/1D3 Sanity loss).

#### Rope Trap and Attack

Have each player make a Luck roll. The character who is least successful must then make a hard Dexterity roll to avoid stepping into a rope trap. If the character fails, a rope under tension yanks that PC up into the air and suspends him by one leg. The rope itself is covered in sticky tar and embedded with shards of glass, causing 1D3 damage to the character's leg. If he passes the **Dexterity** check, he notices the trap in time and avoids stepping on it.

Whether or not the trap is sprung, there is sudden utter silence. Describe movement in the shadows of the jungle, and a sense that something is watching the characters. Then, a gust of cold air blows past, carrying with it a stench of rotting death, and the area becomes unnaturally dark, as if a shadow is blotting out what little sunlight is filtering through the jungle canopy. An extremely loud noise, a cross between a very loud frog croak and a monkey howling, peals out - this unearthly sound causes all the characters to make a **Sanity** check, (1/1D3 Sanity loss).

Without warning, a dark shape flies out of the shadows and strikes randomly at one of the players - it moves with incredible speed, and then streaks off again into the shadows. The Immature Servant of Zushakon makes an attack against the character, who can Fight Back against it once before it jumps back off into the shadows. This is intended to be a hit and run attack, not a prolonged combat. Due to the darkness, all the players can see is a dark object with a glowing head and flailing limbs, so they do not need to make an additional **Sanity** check at this point for seeing the creature.

### ***Servant of Zushakon***

STR 70    CON 70    SIZ 40    DEX 85    INT 30  
 POW 50    HP 16    DB: 1D4    Build: -1    Move: 10  
 Damage Bonus: +1D4  
 Weapons: Choose either Strike or Bite each round.  
 Slashing Strike 45% (22/11), damage 1D6+1D4  
 Bite 55% (27/13), damage 1D4  
 Sanity Loss: 1/1D6 Sanity points to see a Servant  
 Armor: 2 against impaling weapons; blunt weapons do full damage; Servants take double damage from fire  
 Skills: Dodge 45%, Spot Hidden 40%, Stealth 45%

Within moments the normal sounds of the jungle begin again and the temperature and ambient light level returns to normal.

### **Further Attacks**

If the players try to camp out in the jungle, or go cross country perhaps to one of the other beaches, hit them with additional attacks from the Servants. Pressure should be on them to return to the path toward the bunker. If they make it back to a beach, have planes spot them and drive them back inland.

At this point the full nature of the Servants should not be revealed to the players, unless they are able to kill one of the creatures. In this event, describe an elongated, wriggling thing with a faintly glowing head (see the full description of the Servants at the end of the scenario). Seeing a creature forces a **Sanity** check (1/1D6).

If a character takes any damage in these traps or attacks, after a short while he'll begin to notice a fungal crust beginning to form on his wounds, even if they have been treated with First Aid or Medicine. While this does no additional damage, it does call for a **Sanity** check (0/1D2) on the character so inflicted, as they see a living black fungus begin growing on their wounds.

### **A Corpse**

Some distance along the path, the Seabees come across the corpse of an unarmed Japanese infantryman. The corpse is riddled with bullet holes, and much blood is everywhere. Notably, both of his eyes appear to be shot out. He's been dead less than a day. While seeing the corpse doesn't require a Sanity check, if a player carefully investigates the body, and succeeds at a **Spot Hidden**, he will notice that the blood and tissue on the corpse's fingers appears to be his own ocular matter - this does call for a **Sanity** check (0/1).

### **The Gorge and Bridge**

The path leads to a 50' deep gorge, across which is a hastily placed portable US Army bridge. Looking down into the gorge, characters can see the destroyed wreckage of a previous bamboo bridge - built by the Japanese, and presumably destroyed by them before the Americans invaded. Stretched across the bridge is a hidden tripwire, placed by Gochō (Corporal) Takahashi, a Japanese soldier (see below). Earlier in the day, Takahashi fled when the Marines in the tank attacked the bunker. A few hours later, he returned to find all of his compatriots, as well as the Americans, dead. He's been driven insane by the sight of the Servants.

Have the lead character make a hard **Spot Hidden** check, as the trip wire is well-camouflaged; if characters are actively searching, give them a bonus die. If the test is failed, the lead character sets off the trap:

### ***Crude grenade trap***

A tripwire runs across the surface of the bridge. The character who triggers this must make a **Dexterity** check to dive out of the explosive radius; if he fails, he suffers 1D10 damage; if he succeeds, he suffers 1D8 damage. Anyone else within 20' suffers 1D6 damage. All characters within 30' are knocked prone and suffer impaired hearing and vision (a penalty die on any **Spot Hidden** rolls) for several minutes.

If characters are not following the dirt path, they come to the edge of the gorge and either have to follow it inland back toward the path, or out toward the beach where they will likely be spotted by the observation planes. Within the gorge, 50' below, a rapidly flowing creek flows from the hills to the south out to the sea. The edges of the gorge are slick rocks covered in jungle soil and plants. Characters might be able to climb across but there's no way to get DAYBREAK across unless they use the bridge.



### The Bunker and Tank

A hundred feet from the bridge is an abandoned Japanese fortification - a series of trenches and a concrete bunker and machine gun nest. Dead Japanese soldiers lay around the area. Many of them have strange fungal growths on them, accelerated by the heat and humidity of the jungle. Successful **Idea** rolls reveal that they were not killed by bullets or flame and have many cutting/slicing wounds - a hard **Intelligence** or **Medicine** check indicates that the wounds are not from bayonets, which would be more like stab wounds - these are slashing wounds.

While players are inspecting the bodies, the tank, or the bunker, Gochō Takahashi will shoot at them from his hiding place on the hillock above the bunker. Due to his insanity, he attacks wildly, initially firing a single shot from his rifle, and then charges at the players to attack with his bayonet.

### *Gochō Takahashi, Japanese Soldier*

STR 60 CON 55 SIZ 45 DEX 65 INT 60

POW 50 HP 12

Damage Bonus: 0

Weapons:

Rifle 45% (22/11) (+Penalty Die), damage 2D6, 5 shots, range 100yds

Bayonet 40% (20/10) (+Penalty Die), damage 1D4+db

Pistol 25% (12/6) (+Penalty Die), damage 1D8, 7 shots, range 20yds

Armor: 0

Skills: Dodge 45%, Spot Hidden 40%, Brawl 35%, Stealth 30%, Throw 35%, Track 15%

He speaks no English; if captured, he will refuse to give up any information, even if spoken to in Japanese. He is insane, and will struggle furiously to escape, believing the Servants to be a secret American weapon.





Scattered near the bunker, amongst the dead bodies, are a number of Japanese rifles fitted with bayonets, pistols, a few grenades, and several full magazines of bullets for these weapons.

Near the bunker is an American M3A1 Stuart tank (its nickname, 'Blaze of Glory,' is painted on the side) fitted with a Ronson flamethrower in place of the hull-mounted machine gun. Dead American crewmen are in the tank and sprawled, half out of the hatches. Examination of the bodies indicates no bullet/shrapnel wounds, rather cuts/slashes. The commander is slumped over, half out of his turret, and if he's moved the player sees that his eyes are missing/have been gouged out and his hands are bloodied seeing this forces a **Sanity** check (1/1D2). The interior of the tank is covered in blood, and the crewmen have been rent by something razor-sharp. If a player makes a successful Spot Hidden, it appears the corpses all have a black jungle rot or fungus growing on their wounds. With a successful **Medicine** roll, the character can tell that the fungus did not cause their death, but afflicted them well before they died.

An M1911 .45 pistol, all of its rounds fired, lays on the top of the turret. The commander has an additional .45 magazine (7 rounds) on his belt. Inside the tank, a Thompson SMG appears to have been fired out the driver's port, half a magazine (15 rounds) remain and two spent magazines are at the driver's feet.

In a crate on the back of the tank is one remaining demolition charge and the appropriate detonation equipment (100' of detonation wire, a plunger, several fuses), along with three flashlights, a crowbar, and an axe. Additionally, a 30' length of steel cable, with loops at each end, is strapped to the outside of the tank.

### **The Demolition Charge**

- If used on the portable bridge, it will destroy the bridge and slow down Japanese access to the bunker. Eventually the Japanese will build their own temporary bridge to cross the gorge.
- If used on the bunker door, it will blow the door into unrecognizable scrap.

- If used on the tank (or set up as a trap for enemy tanks), it will destroy the treads on the vehicle and render it unable to move. If anyone is inside the vehicle it will kill them.
- If used within the tunnels (see below), it will create a massive shock wave that will travel through the passageways, but is insufficient to cause a total collapse of any of the hard lava-rock tunnels. Anyone exposed to the demo charge's explosion suffers 4D6 damage if they are within 10'; reduce this by 1D6 for every 20 feet distance inside the tunnels, or 1D6 for every 10 feet distance outside of the tunnels.

If a character wishes to make a trap (such as a tripwire trap) out of the demolition charge, ask them to make a **Demolitions** roll or an extreme **Intelligence** roll. If they get a critical failure, some mishap occurs - the trap goes off at the wrong time, or the character accidentally blows up the charge while setting the trap. If the test results in a regular failure, the trap doesn't go off when triggered; otherwise, on any success they create the trap successfully.



### **The Tank**

The Stuart tank can be fired up and driven by any of the characters who are trained in operating heavy equipment. There are three shells left for the tank's gun, and rapping on the flamethrower's fuel tank indicates it is about one-third full.

- **37mm Cannon:** Can be fired once every three rounds; characters must make a **Heavy Weapons** or **Operate Heavy Machinery** roll to successfully load the cannon. Use the **Heavy Weapons** skill to attack. Attack does 4D10/2 yards damage (halve damage to targets within 4 yards, and halve again to targets within 6 yards).

- **Flamethrower:** Has enough fuel for 4 attacks; characters must make a **Flamethrower** (base 10%) roll to succeed. Target takes 2D6 damage + burn (target makes a **Luck** roll; on failure, suffer 2 damage on the next round, doubling each round thereafter until extinguished). If removed from the tank and made portable, the device catches the operator on fire if a malfunction is rolled (93+).

### **The Bunker**

A 5' deep trench surrounds the front and left side of the cement bunker. The front of the bunker contains a rectangular machine gun port, 3' wide and 1' tall, completely blocked up with sand bags. With a bit of effort, these can be removed, and one man at a time could slip through the port. The bunker has a door on its left side down at trench level. The door is thick metal and locked from the inside; it could be shot at with the tank's cannon or the demo pack can be used on the door. The door opens inward and has nothing on the outer surface to attach a cable to; the tank can't ram into it because it is recessed into a cement entryway, and the trench would trap the tank before it could strike the wall of the bunker. The locking mechanism can be defeated with a crowbar and a few minutes' work from the inside.



### **Servants Attack**

After Takahashi's attack, give players a few minutes to investigate the bunker and/or tank; but when the moment is right, a gust of cold air blows past, carrying with it a stench of rotting death, and the area becomes unnaturally dark, as if a shadow is blotting out what little sunlight is filtering through the jungle canopy. This darkness is equivalent to late evening.

Suddenly an extremely loud noise, a cross between a very loud frog croak and a monkey howling, peals out. Without warning, two dark shapes fly out of the shadows and strikes randomly at the players. This time, the Servants stick around and continue to attack the players until killed. There is enough light here that characters can see the Servants, forcing them to make a **Sanity** roll (1/1D6).

If the characters flee into the bunker, the Servants begin throwing themselves against the door, trying to break in. Give the players a few moments to collect their wits, and then have the Servants find the machine gun port, which the Servants can easily fit through, and attack from within. If players wish to climb into the tank, they will have to pull the corpses of the crewmen out, which will delay them and subject them to several attacks. If all of the tank hatches are pulled shut, the Servants cannot get into the tank – they will throw themselves against the tank's hatches for several minutes (possibly resulting in a **Sanity** roll) until they give up and flee into the shadows.

### **Inside the Bunker and Tunnels**

Within the bunker and tunnel system, it is pitch black. Even if the players utilize a light source, they seem to be unnaturally dim. This effect is due to the (relatively) nearby presence of Zushakon, but may be initially explained as low batteries in a flashlight, or low quality kerosene in the Japanese lamps.

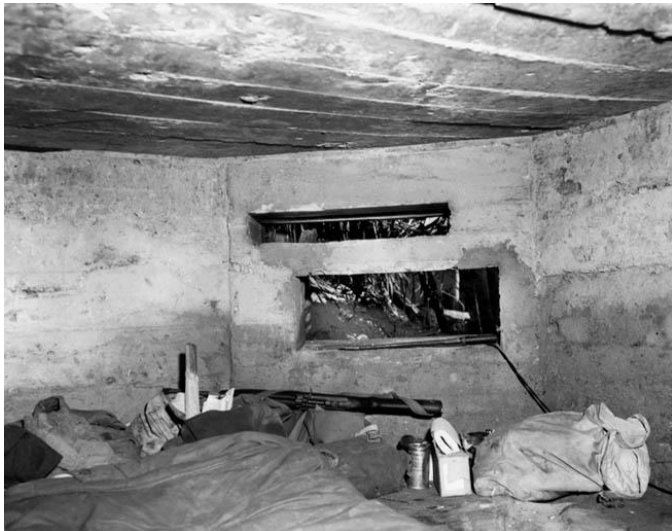
The bunker and tunnel leading from it are poured cement. Inside the bunker, a small machine gun chamber contains numerous spent machine gun casings and a Japanese machine gun whose barrel has burst from overheating, as well as several empty ammo crates. Beyond this chamber is a zig-zag tunnel that leads to a small barracks-like chamber, mostly empty except for some sleeping bags and cooking items. Several Japanese kerosene lamps, unlit and containing a few hours' worth of fuel are lying about.

Part of one wall of the barracks is collapsed. This hole in the wall leads into a natural, ancient passage. Characters can make a **Listen** roll to hear a faint, cyclical rush of water (an **Idea** roll lets them realize that this must be waves rushing into an underground chamber - the passage must eventually lead to the ocean).

At the entrance to the natural tunnel are many shell casings and discarded grenade fuses, evidence that the Japanese were throwing grenades and firing weapons into the tunnel.

As the characters enter the tunnels, there are several environmental effects that the Keeper should be aware of and describe as necessary:

It's unnaturally dark. As players proceed deeper into the cave system, this effect will increase, and any light sources should be described as getting dimmer and dimmer. By the time they get to the grotto, it will be apparent that some unnatural effect is dimming the light sources.



The air is filled with dust. A successful **Science** roll indicates that it's pollen or spores from fungus. Once the characters enter the natural tunnel area, they should each make a **Constitution** check; failure means that their eyes are irritated by the dust and fungus in the air. Apply a penalty die to any actions involving sight for players that fail this test. The dead tank crew has goggles that could be worn that would prevent this penalty die - perhaps give players an **Idea** roll to think of this.

The temperature starts dropping. Initially just describe that it's cooler as the players clearly descend underground. The deeper the characters go, the colder it gets. When they get to the bell chamber (below), the air is almost chilly enough that they can see their breath forming in the air.

Wounds, even if treated with Medicine or First Aid, begin to get encrusted with a crumbly, black fungus. This causes the wound site to become painful and tender. The fungus is growing from spores in the air that feed on the blood and tissue of the open wounds.

### The Chambers

Past the initial tunnel is a series of alternate passages that branch out but eventually either dead-end in small chambers or join back together before proceeding to the grotto. From outside one of these small chambers the characters can hear a faint, male voice mumbling something in Japanese. Hearing this from a distance requires a difficult **Hearing** roll. If a character speaks Japanese, he can tell that the man is apologizing to his family, his ancestors, and his soldiers for failing them.

### The Japanese Officer

Within the chamber is a Japanese officer, Sōchō (Sgt. Major) Kubo, who is insane and near death. He and his men locked the exterior bunker door, blocked the port with sandbags, and were then attacked from deeper in the tunnels. He is insane, has gouged out his own eyes and has fungal growths all over him. Seeing him forces a **Sanity** check (1/1D3).

If spoken to, he responds in broken English, and will complain of terrible ringing in his ears. Normal speech volume will disturb him and he will cover his ears and begin whispering a prayer in Japanese. If players keep their voices down, he can be calmed with a successful **Psychology** roll. If persuaded to explain what happened, he reveals that he and his men discovered a large bell in the caves. Some of his men reported that they were hearing the spirits of the island speak to them, and felt a compulsion to ring it in order to save themselves from the Americans. At first he tried to order them to defend the tunnel from the creatures attacking, but eventually he lost control of his men, who all started to behave insanely. He cryptically reports that the jumping creatures started appearing after the bell was rung.



### The Cave Painting

In an adjacent chamber, an eerie depiction has been crudely painted on the walls by the ancient natives. It shows human forms either prostrate before a large bell, or apparently wailing in agony as they gouge their own eyes out. The ones prostrate before the bell have red "x"s where their eyes should be. Around the bell are centipede-like creatures that remind the viewer of the Servants. Above the bell a swirling, spiral maelstrom manifests itself. Just seeing this mural triggers a **Sanity** check (1/1D3).

Beyond the chamber with the painting, the passage continues. As the characters proceed down this passage, the sound of crashing waves gets louder. Players see a large number of blood splatters on the floor of the passage - fresh, within a day.

If players delay too long in the chambers, it may be necessary to attack them with Servants, who are small enough to fit through the machine gun port in the bunker, or who come through the door if it was not closed. These attacks should come from the direction of the bunker, not the direction of the grotto.

Characters who retreat to the machine gun bunker will hear evidence of Japanese forces recapturing the island. Tanks and troops can be heard from across the gorge coming towards the bunker.

### The Grotto

The world teeters on the brink of waking Zushakon. The bell, created millennia ago by island natives, has been rung once by the Japanese. It must be rung a second time in order to fully waken Zushakon. The first ringing woke his servants and stirred him from his slumber; his presence is causing the fungal spores, the darkness, and the cold. The ancient rituals keeping Zushakon asleep and bound to the island are destroyed with the second sounding of the bell, so it will wake and bring horror into the world.

The natural passage opens on a ledge 40' up a cliff within a cavernous room, which looks down into the darkness on a grotto-cavern. Before the players enter they hear a rasping human voice, chanting, from the ledge to the right of the entry. This is Nitōhei (Private) Nomura, resting with his back against the stone wall, crusted in fungus and dying. He does not speak any English and is insane, repeatedly chanting a Shinto prayer. If the players start across the bamboo bridge, he will croak out a warning (in Japanese). He's unable to do much else, and cannot move or attack them. If a character moves to sound the bell, he will summon enough strength to pull out a pistol and shoot himself.

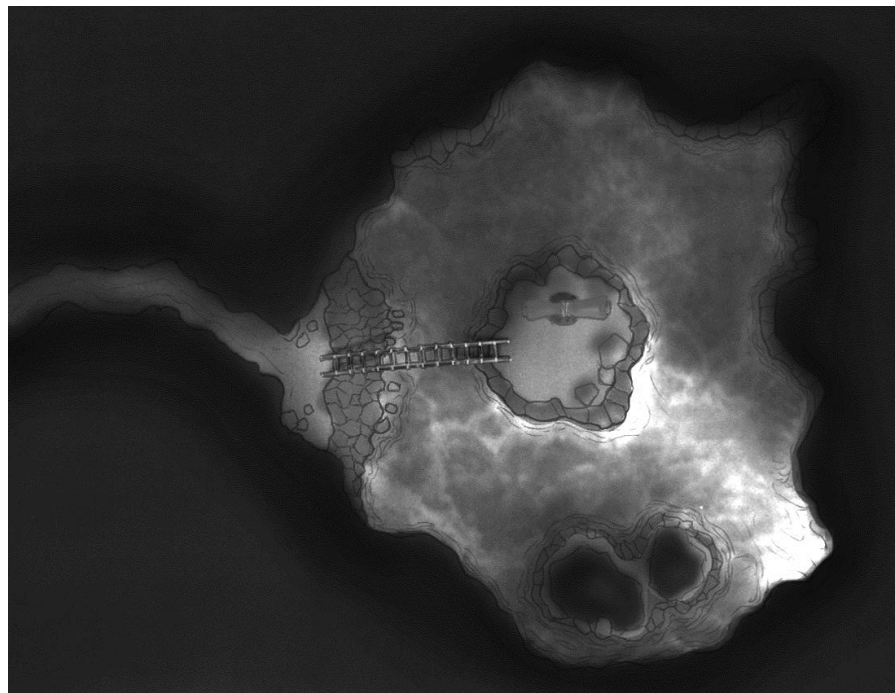
In the center of the cavern floor is an immense taga latte stone with a base that rises up from a jumble of wet rocks; waves crash through an opening in the cavern wall, spraying salt water on the rocks and cliff wall. A rough, slippery rock-fall descends from the cliff ledge to the cavern floor. The ceiling is not visible, even with light sources, but is high overhead. The grotto is very cold.

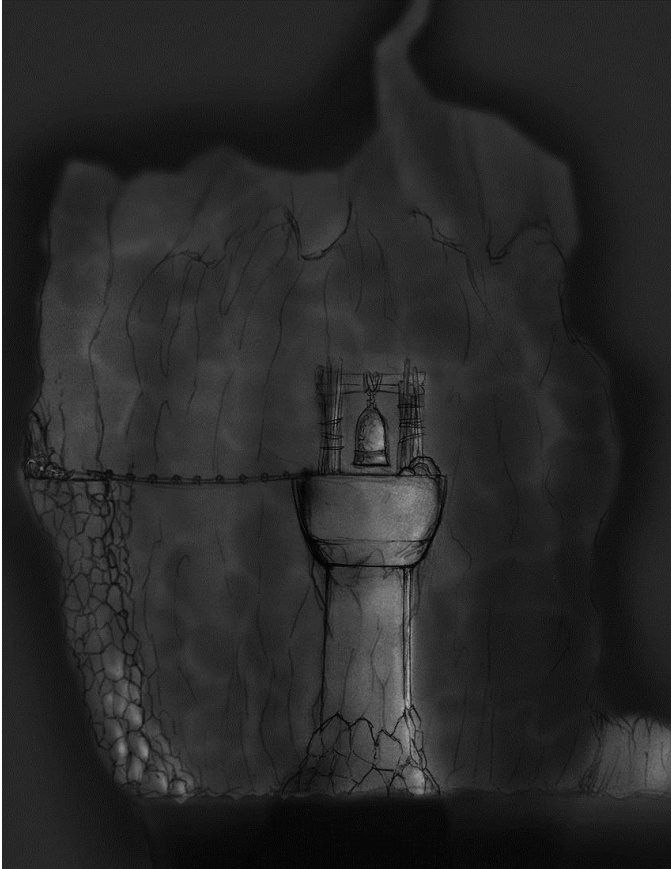
The Japanese have erected a rickety bamboo "ladder bridge" that allowed them to cross from the ledge out onto the surface of the taga latte. This ladder could be used to descend down the cliff face; however it would be treacherous due to the moisture and poor construction. It can bear the weight of two characters at once; if a third character (or a large weight, like the DAYBREAK device) is placed on it, make a **Luck** roll; if failed, the ladder collapses dumping everyone on it into the rocks and crashing waves below, resulting in 1D6 damage.

The taga latte holds a bamboo structure erected by the Japanese to hold an ancient bell carved of volcanic stone. The body of a dead Japanese soldier lies near it, striker in hand.

The slippery wet walls and rock-spill are treacherous to climb down - give anyone a penalty due to the conditions if they attempt to climb down. Falling while climbing results in 1D6 damage.

To exit the cave out to the sea, each character who attempts to swim out with the crashing waves would have to make a successful hard **Swim** roll. Even if this test is passed, the swimming characters take 1D4 damage from being battered against the rocks on the way out. If the swimming test is failed, the character will suffer 1D4 damage, and be washed back into the grotto to the edge of the fissure. Have them make a second **Strength** check to avoid getting swept into the fissure. Falling into the fissure is certain death.





If the players think to use the steel cable from the tank here, there is nothing nearby to affix the cable to, but it could be used to lower characters down the cliff. Two strong characters could hold the cable and lower others down, leaving behind those doing the lowering, or players could devise a way to jam the cable in place.

On the walls and high above on the ceiling, Servants of Zushakon await and will begin attacking (by dropping down onto the players) when the Keeper determines the time is right. Send waves of Servants (one for every two or three investigators, depending on how deadly you want the attack to be) until they take action.

Ultimately, what the characters do is up to them. Insanity may drive the characters to ring the bell, although other players may attempt to stop them. Some options include:

- Wait it out in the caverns. If characters manage to stave off the attacks of the Servants, eventually Japanese soldiers will start coming into the bunker and tunnel system.
- Sound the bell, waking Zushakon. This may stop the Japanese, but loose Zushakon on the world.
- Heave the bell down into the water or the fissure. This causes the bell to ring out as it tumbles down and cracks on the rocks below, waking Zushakon.
- Jerry-rig a portable flamethrower from the equipment on the tank and then ring the bell, attempting to use the flame to chase back the Servants or Zushakon itself.

- Dump DAYBREAK down into the water and let it float out to sea. If they take this route, the device is lost to future explorers.
- Open DAYBREAK and try to arm the bomb and discharge it, effectively destroying the island and the threat of both the Japanese and Zushakon (and themselves). Cthugha will be summoned but cannot escape the island; it will render the island inhospitable and lifeless, and eventually travel back through a hole in space-time to the star from whence it was summoned.

If players surrender or are captured by the Japanese they will be interrogated and tortured. The Japanese have little intelligence about the Daybreak project and will seek to find out as much as possible from the players. Investigators will be sent to a horrible POW camp where they while away the last days of the war, likely insane from their experience.

If neither Zushakon nor Cthugha are released, the course of the war will continue - with the failure of the test of the DAYBREAK device, the US will move forward with dropping the Atom bombs on the Japanese mainland.

### Releasing Zushakon

If the bell is rung, a terrible peal sounds - all present make a **Sanity** roll (0/1D2) when they hear this mind-bending sound. The air shudders and any lights in the area seem to dim unnaturally. The cave begins to shake and shudder as an earthquake rips through the island; rocks and debris fall from the ceiling - any player in the tunnels or grotto should make a **Dexterity** roll to dodge falling chunks or suffer a 1D3 damage from falling debris.



As the entity manifests above the taga latte, the temperature drops perceptibly. The characters see the shadows darken, thicken, swirl, and finally clot into a monstrous, ever-changing, spiral made of shadow, floating above the bell. Seeing Zushakon triggers an immediate **Sanity** check (1D6/1D20). Players already blind may have a bonus to this test.

If any characters try to use the flamethrower against the entity, allow them to make their attack with a bonus die due to the massive size of the being. Although part of the cloudy body of the entity initially retreats from the flames, this attracts the entity's attention, and it reacts by letting out a hideous vibrating noise at a frequency that crosses the subsonic/sonic boundary, and instills dread and anxiety. The flamethrower also has the side effect of producing enough light that they can see the true horror of its actual form: a mass of oily, black, roiling darkness, ever changing, with an unmistakable, unfathomable alien intelligence. They also see that the roof of the cavern is dotted with clinging Servants, ready to drop down. If they have not yet made their **Sanity** check for seeing Zushakon, they should do so now.

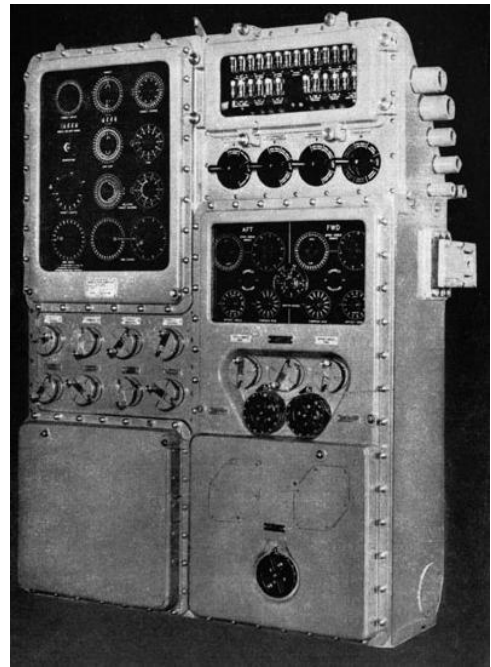
After one round of inaction, the cloud of spiraling shadow that is Zushakon begins to expand. Players on the ledge may be able to flee from this expansion for a round or two; it fills the grotto after three more rounds and then begins expanding into the tunnels. When a player is engulfed by the darkness, they become blind. Additionally, they begin to lose additional Sanity points – 1D6/1D10 on the first round, and 0/1 per round thereafter.

Players outside the cavern system, on the island, when Zushakon is summoned, feel the earth shaking, and as Zushakon expands, see a dark cloud start to blot out the sun. Within minutes they, too, are snuffed out by the expanding entity. Characters who have swum out to sea note the presence of a dark fog-like cloud of shadow engulfing the entire island. The cloud of shadow hovers over the island for several hours, and then slowly begins to drift off the island, in the direction of Hawai'i. If a character manages to survive this long, and returns to the island, they will find every living thing on the island shriveled, withered, and lifeless.

### Using DAYBREAK

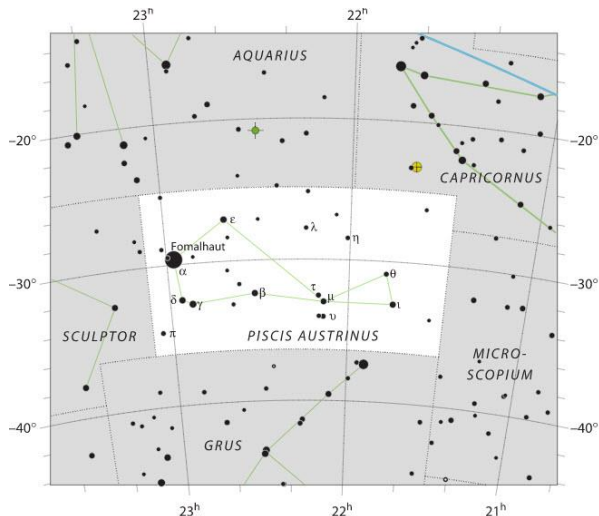
Inside the wooden, metal-bound crate is a metal contraption roughly the size and shape of a large record player. There is a lock keeping the lids shut - this can be easily broken with hand tools. The crate has TOP SECRET and US ARMY stenciled all over it.

The device itself appears as a flat metal deck inscribed with a seemingly random series of dots of various sizes. A hard **Intelligence** roll or a **Science** check clues the observer in that it looks like a star chart. An extreme **Intelligence** roll or a hard **Science** check notes that this is a section of the sky around the constellation Piscis Austrinus and the star Fomalhaut A, viewable from the southern hemisphere.



The control panel on the device contains a number of switches, dials and levers. The means by which to start the device's arming and countdown timer can be determined with a successful hard **Idea** roll (or a standard **Demolitions** or **Electrical Repair** roll) - its interface is similar to a timed detonator. A critically failed test sets the 'detonator' to go off in five minutes (the minimum time that can be set). A rheostat dial determines the length of the timer, in seconds - an analog "odometer" type gauge allows a number of seconds to be set before the timer expires - although there is no label on the device that says "seconds." A maximum of 9999 seconds can be set on the timer (about 2 ¾ hours).

Once the timer is started, the device cannot be disarmed without damaging or destroying the device. Once armed, the circles and dots begin to glow softly, some of them yellow, red, or blue, but most are white. Tracks of light begin to reach out from some of the dots and travel across the surface of the device. The speed this happens matches the timer - the longer the timer, the slower the light travels. These tracks of light form arcs, lines, and circles around and connecting the various dots. If the observer watches the tracks for some time, they seem to be revolving around, or pointing towards one particular dot (Fomalhaut A, if the test was passed earlier). Once the timer is started, an electrostatic field can be felt near the device and a buzzing heard.



*Pisces Austrinus*

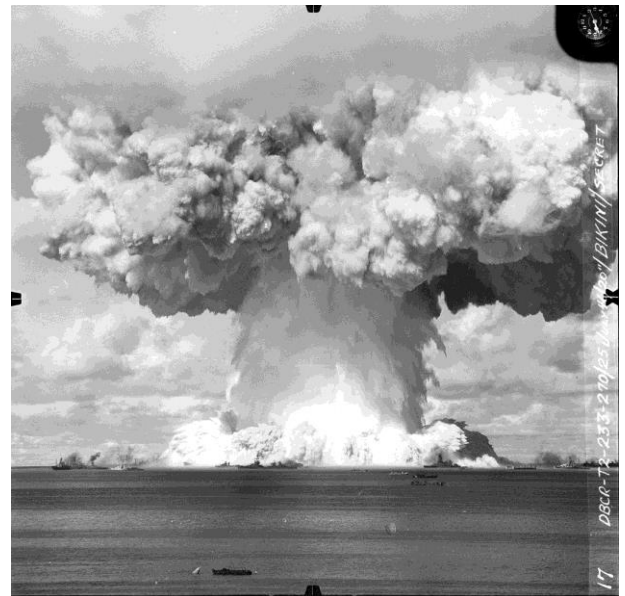
The device is rendered ineffective by 3 points of damage, which will stop the device from functioning, while 6 or more points of damage will destroy the device. If destroyed, an occult “capacitor” inside will explode, causing a permanent loss of 3D10 points of Power to every living thing within 100’ of the device. If a character’s Power falls to zero from this effect, he falls unconscious.

If allowed to tick down to completion, once the tracks of light reach the targeted star, the air around DAYBREAK begins to shimmer and a tiny orb of fire appears above the device. Within moments this sphere expands in size and rises above the device as Cthugha comes through the portal the device has opened, until it is about 3 meters across. As the sphere expands, it brightens, and much like the sun, tendrils of activity can be seen writhing across the surface of the orb. Anyone observing this can \*feel\* that there is some alien intelligence struggling within the orb - trigger a **Sanity** check (1D3/1D20). There is a brief moment of terror as the observer realizes what has been released on the world, but this is interrupted by the utter destruction of everything nearby as the orb begins to expand and fill the world with fire. Cthugha’s surface fire causes 14D6 damage to anyone that they touch.

If characters witness the release of Cthugha from a distance, they first hear a deep rumbling sound, accompanied by the ground shaking. Fire then begins shooting out of the bunker entrance; flames erupt from where the grotto exits out to the sea, causing a massive cloud of steam to rise up from the ocean. Then the ground begins to crack and crumble as a massive earthquake rips across the island. Flame and light begin to pour out of the earth as the ground cracks open. Anyone on the island sees the massive fiery orb of Cthugha continue to expand and suffers the same **Sanity** check (1D3/1D20) as those in the chamber did. Moments later the fire engulfs all life on the island.

Investigators who escaped by swimming into the rushing waves survive long enough to see the island consumed by fire, feel the ocean water near the island become warmer, and then hot enough to be uncomfortable. Eventually Cthugha, constrained by the ocean, and having destroyed all life on the island, returns through the summoning portal, leaving the island a burned, lifeless chunk of rock. In this event, Zushakon is nowhere to be seen, having been destroyed by the more powerful entity.

Players who find themselves in the ocean and survive either the appearance of Zushakon, or the summoning of Cthugha, and swim back to land, may eventually be discovered by a US navy ship, albeit marooned and starving.



### Sanity Rewards and Penalties

The following Sanity adjustments may be given out to survivors:

- Driving back Zushakon by deploying DAYBREAK: +1D6 Sanity points
- Escaping the grotto alive: +1D4 Sanity points
- Witnessing the destruction of the island either by Zushakon or Cthugha: -1D6 Sanity points

## APPENDIX A: HORROR AND INSANITY

### Shell Shock

If using the pregenerated characters, each player should choose one affliction from the list of Shell Shock symptoms on the character sheet. Their character suffers from that symptom when the scenario begins, as a result of their traumatic experiences during the war prior to the scenario. If not using the pregenerated characters, have your players pick one from the following list:

- Irritability
- Flashbacks/recurring memories of trauma
- Sudden noises make you jump
- Feel out of control
- Nightmares
- Insomnia
- Feel numb/angry
- Paranoia/Anxiety
- Unable to focus
- Self-isolation/inability to relate to others
- Losing interest in things that you once cared about

These are primarily roleplaying cues for the characters, but can come into play when handing out the Insanity effects below.

### Insanity Effects

Special, context-specific Insanity effects are provided for this scenario. Each effect has three “levels” of progression. If a character goes temporarily insane, choose one of the three Insanities, and they receive the “first instance” effect. If they go insane again, they get the “second instance” effect from that same insanity. If they go insane a third time, they get the “third instance” effect. There are three variant effects (Fear of Light, Fear of Fungus, Fear of Vibration), provided for variety, so that different characters can experience different insanities.

Printable cards with these insanity effects are provided as handouts that can be printed and cut out to hand to the players.

#### ***Insanity 1 – See No Evil***

##### First Instance

Bout of Madness - Select one item from the list of Shell Shock effects and roleplay that effect. It should dramatically impede your ability to function effectively for 1D10 rounds.

Ongoing Effect - Once the Bout of Madness abates, your eyes burn and sting. Something is irritating them and you're compelled to rub them to irritation. Bright lights hurt your eyes. Avoid light sources.

##### Second Instance

Bout of Madness - The light is very bright. Painfully bright. You must put out any light sources, dash them out! The light hurts and \*something\* is attracted to it! Don't let it come! Put out the lights! Roleplay this compulsion for the next 1D10 rounds.

Ongoing Effect - Once the Bout of Madness abates, your eyes burn and sting. The dust is irritating them and you're compelled to rub them nearly bloody. Bright lights hurt your eyes. Seek the darkness if possible. Insist that others not use light sources. If you can't convince them, you must get away from the light sources, or cover your eyes - blindfold yourself if necessary.

##### Third Instance

Bout of Madness - As long as you can see, you can be seen. You must not let it see you. Blindfolding yourself is not safe enough - someone could rip the blindfold out. There is only one way you can prevent it from seeing you. There is only one way to be certain - you must put out your own eyes! If you cannot see, you cannot be seen! Roleplay this effect for the next 1D10 rounds.

Ongoing Effect - Once the Bout of Madness abates, you hear a chanting in your mind “Zushakon! Zushakon! Zushakon!” You know that he is nearly here! It remains only to sound the bell once more! Sound his arrival! Welcome the darkness! The world must return to darkness! It will be a great honor to welcome Zushakon into the world! (Do your best to find a bell and sound it).

#### ***Insanity 2 – Feel No Evil***

##### First Instance

Bout of Madness - Select one item from the list of Shell Shock effects and roleplay that effect. It should dramatically impede your ability to function effectively for 1D10 rounds.

Ongoing Effect - Once the Bout of Madness abates, your skin burns and stings. Something is irritating it and you're compelled to itch and scratch your flesh. Something's on your skin; maybe you can wash it off.

##### Second Instance

Bout of Madness - Fungus and mushrooms love the darkness. They grow and thrive on it. The fungus will infect your wounds and grow all over your body if you allow it the darkness - you must stave off the darkness! Roleplay this compulsion for the next 1D10 rounds.

Ongoing Effect - Once the Bout of Madness abates, your flesh burns. Even though you can't see it, fungus is growing on everything - microscopic particles float in the air, clinging to everything. Don't touch anything that may be contaminated with the fungus. The only certain way to get rid of things that are already growing with mold is to use fire.



Third Instance

Bout of Madness - It is too late, you are infected with the fungus and the mold. Cauterizing the flesh will prevent the molds from growing on your wounds. Once the fungus takes hold, it will grow quickly - do not allow it to consume you! Get rid of it! Roleplay this effect for the next 1D10 rounds.

Ongoing Effect - Once the Bout of Madness abates, you hear a chanting in your mind "Zushakon! Zushakon! Zushakon!" You know that he is nearly here! It remains only to sound the bell once more! Sound his arrival! Welcome the fungal growths! The world must return to darkness! It will be a great honor to welcome Zushakon into the world! (Do your best to find a bell and sound it).

***Insanity 3 – Hear No Evil***

First Instance

Bout of Madness - Select one item from the list of Shell Shock effects and roleplay that effect. It should dramatically impede your ability to function effectively for 1D10 rounds.

Ongoing Effect - You keep hearing a strange buzzing sound, just at the limits of your hearing. No one else seems to hear it, even when you point it out. It's a high frequency noise that comes and goes, getting louder and then softer. Very irritating!

Second Instance

Bout of Madness - The very ground appears to vibrate; it must be the source of the buzzing noise you hear. You may be able to figure out where it's coming from by touching or pressing your ear against various parts of the ground, or cave, or cliffs. You feel compelled to find out where the vibration is coming from. Roleplay this for the next 1D10 rounds.

Ongoing Effect - Once the Bout of Madness abates, the vibrations seem to be causing your entire body to buzz, from your feet up through your bones. Surely it will cause the ground to collapse under your feet or the walls around you to fall! Don't get near any unstable surfaces that might collapse!

Third Instance

Bout of Madness - The buzzing has intensified to the point that your teeth are rattling in your head - your ears are ringing from the sound. The vibrations are unbearable on your ears. There is only one way to stop the pain - if you can't hear it, you won't feel the pain. Stuffing things in your ears isn't enough - make it so you can never hear the horrible sound again!

Ongoing Effect - Once the Bout of Madness abates, you hear a chanting in your mind "Zushakon! Zushakon! Zushakon!" You know that he is nearly here! It remains only to sound the bell once more! Sound his arrival! Feel the vibrations in your bones! The world must share in the glory of hearing the sounds that you heard! It will be a great honor to welcome Zushakon into the world! (Do your best to find a bell and sound it)

## APPENDIX B: NPCS

### *SERVANT OF ZUSHAKON*

Zushakon's servants are fungus-based creatures who dwell below the surface of the earth, never seeing the sun's light until they are forced to the surface by their master. Their skin is rubbery, grey, and translucent. Their bodies are elongated, with a number of articulated legs that move like a centipede. Their upper body consists of a "torso" with a pair of dexterous appendages, each of which ends in a sharpened claw. The head is joined to the torso by a series of rugose rings. The head is a bulbous mass ending in a mouth that has four separate "jaws" that, when spread apart, reveal hundreds of writhing, dripping cilia. The dome of the head is a transparent, fluid-filled sac, within which can be seen strange, multicolored organs. These organs intermittently emit a flash of light - these look like "floating sparks" - and the entire head occasionally pulses with brief flashes of fluorescent light.

STR 70    CON 70    SIZ 40    DEX 85    INT 30  
 POW 50    HP 16    DB: 1D4    Build: -1    Move: 10  
 Damage Bonus: +1D4

Weapons: Choose either Strike or Bite each round.

Slashing Strike 45% (22/9), damage 1D6+1D4

Bite 55% (27/11), damage 1D4

Armor: 2 against impaling weapons; blunt weapons do full damage; Servants take double damage from fire

Skills: Dodge 45%, Spot Hidden 40%, Stealth 45%

Sanity Loss: 1/1D6 Sanity points to see a Servant

### *TYPICAL JAPANESE SOLDIER*

Tired from years of war spent in horrible conditions on ships or islands in the Pacific, these men nevertheless fight proudly for Imperial Japan.

STR 60    CON 55    SIZ 45    DEX 65    INT 60  
 POW 50    HP 12  
 Damage Bonus: 0

Weapons:

Rifle 45% (22/9), damage 2D6, 5 shots, range 100yds

Bayonet 40% (20/8), damage 1D4+db

Pistol 25% (12/5), damage 1D8, 7 shots, range 20yds

Armor: 0

Skills: Dodge 45%, Spot Hidden 40%, Brawl 35%, Stealth 30%,

Throw 35%, Track 15%

### *ZUSHAKON, Great Old One*

Zushakon is thought to be the progeny of Ubbo-Sathla and is worshipped as a god of darkness and death by some primitive tribes. It abhors light and sunshine, and brings darkness and shadow with it when it appears. Zushakon is thought to be a deity of elemental earth, and as such is associated with the underground and earthquakes. His presence is often presaged by vibrations of the earth as well as earthquakes. Those few who have been in his presence have described a chilling cold and darkening of their surroundings prior to his appearance. No one knows if the maelstrom of shadow that is seen when he appears is the entity himself, or a gateway to another dimension through which he steps.

While it does not take damage from normal attacks, large flames (e.g., from an explosion or flamethrower) may drive parts of Zushakon back momentarily. A large enough fire (a nuclear fireball, or the presence of Cthugha) may drive it back completely into caverns beneath the earth.

Special Abilities: Its presence causes deep shadows, which result in penalty dice on actions relying on sight for anyone within 100' of it. Additionally, its presence causes special insanity effects, including blindness (see Appendix A).

Sanity Loss: Seeing Zushakon from a distance causes 1D6/1D20 Sanity loss. Being engulfed by Zushakon's darkness causes 1/1d10 points the first round, and 0/1 points per round thereafter.

### *CTHUGHA, Great Old One*

Some believe that the giant ball of flame is Cthugha himself; others that it is merely a prison for an entity of fire, created by the Elder Gods. Cthugha appears as a giant ball of burning solar energy, its surface roiling and moving much like that of the sun. From time to time large flares of energy burst from the surface, scorching anything they come near. A malevolent intelligence seems to writhe below the surface. As a huge ball of energy, Cthugha seems intent only on burning and consuming anything it comes in contact with.

Each round an investigator within 40 yards of Cthugha must roll under their **Constitution** or lose 1 hit point due to the intense heat it generates.

Each round, Cthugha may belch flame at a target, up to a range of 150 yards away, in an area 20 yards wide. Any character in this area of effect must roll under **Constitution** or suffer 40 points of damage. Success indicates half damage; an extreme success indicates one-fourth damage.

Sanity Loss: Seeing Cthugha results in 1D3/1D20 Sanity loss.

## APPENDIX C: SHELL SHOCK

When not using the pregenerated characters, hand the following sheet to the players to assist in their understanding the effects of Shell Shock on their character.

Due to the horrors of war, your character may already be suffering from the effects of shell shock. If your character sheet indicates, select one of the following effects that your character already exhibits. This is for roleplaying purposes only.

- Irritability
- Flashbacks/recurring memories of trauma
- Sudden noises make you jump
- Feel out of control
- Nightmares
- Insomnia
- Feel numb/angry
- Paranoia/Anxiety
- Unable to focus
- Self-isolation/inability to relate to others
- Losing interest in things that you once cared about

## PREGAME BRIEFING



*“Construimus, Batuimus” “We Build, We Fight”*

- It is June, 1945. The US and Allies continue to make progress in the Pacific Theater against the forces of Imperial Japan. Heartened by the recent suicide of Hitler and the capitulation of Germany in Europe (celebrated on VE Day, 8 May 1945), your hopes are high for a successful defeat of Japan. However, a very large casualty count is expected for an invasion of the Japanese homeland - you've heard rumors that millions of men will be needed for the invasion and hundreds of thousands of dead are projected. No one is looking forward to it.
- You are a member of the 9th Naval Construction Battalion (CB, aka Seabees), Second Section. You have recently been stationed at Tinian Island in the Marianas Islands for a number of months, after having spent 6 months in Pearl Harbor, Hawaii, gearing up for a deployment to the Pacific. You suspect this is in anticipation of an attack on the Japanese mainland called OPERATION DOWNFALL.
- You find yourself on a small South Pacific island known only by its code-name “Garland,” shortly after it was invaded by the US Marines. You waited in nearby warships while the island underwent a massive naval bombardment, followed by a landing of US Marines, who captured the island from the Japanese after days of fierce fighting.
- Your platoon landed before the island was fully secured; the Marines proceeded further inland to wipe out any nests of enemies in the jungle while the CBs began to repair and extend an airstrip on the island so that US fighters and bombers can land, refuel and resupply, and continue to attack targets in the Pacific.
- You've been on the island for the last 24 hours, working for 18 hours straight - you're exhausted. Several hours after you started construction, all of the remaining Marines returned to the warships that were moored offshore, which then proceeded to deeper waters in preparation for moving onward to the next target island. This left your CB Section and a single squad of Marines behind.



TOP SECRET

this photo-genic method, developed by Dr. Förster, is the more difficult but will be used in the Daybreak device. The previously described 'Burkhardt' method cannot be used and in initial tests resulted in contamination of the test area as well as of test personnel, even in those who were not present at the time of the detonation. This led to a runaway series of events that was unforeseen and barely contained, as described in Memorandum D-13-467.

#### IV. PLAN OF OPERATIONS

Our operational model is based on Förster's continuous photo-genic method, for which the first full scale test should be ready about 15 June 1945. A second test device should be ready before 1 August and thereafter full production can begin.

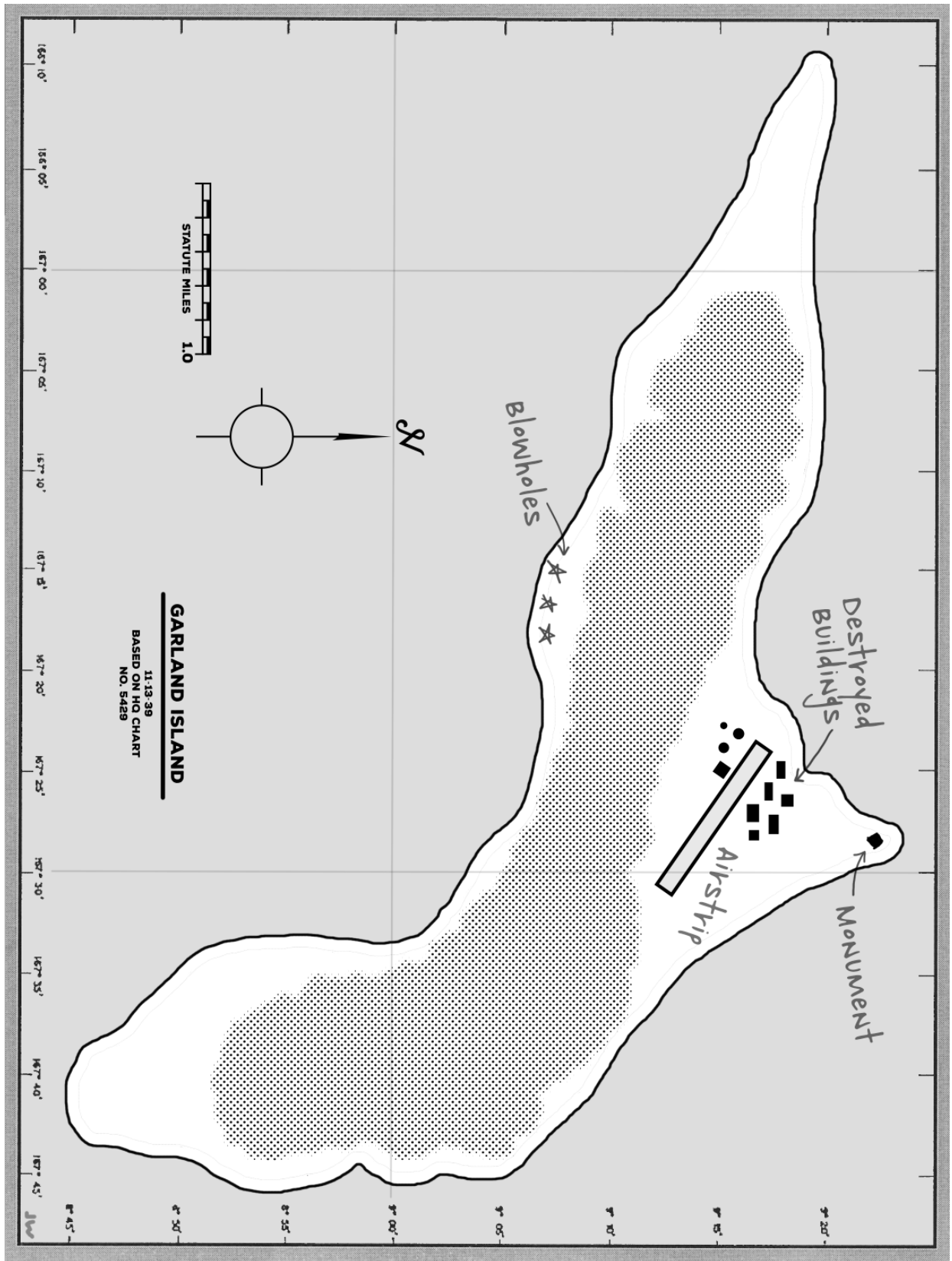
We have sufficient material for a full size photo-genic type device to be tested on Garland Island. The island has been selected because of its remote location and flat terrain, allowing us to observe from afar the effects of the deployment. This will also isolate the vector to the island - lab-scale tests indicated that the small vectors could not cross over large bodies of water. The nature of the full-scale device precludes it from being adequately tested ahead of time and must be trialed in-situ.

Unlike the Manhattan tubealloy project, DAYBREAK does not require assembly in the field. It can be safely transported whole and complete, as it cannot "accidentally" be detonated, unlike the Manhattan device. However, it must be manually triggered. We have devised a timing mechanism which can be set up to 4 hours in advance of detonation to allow personnel to evacuate to a safe distance.

The precise area of effect of the device is unknown but the bench-scale trials indicate that it will be sufficient to cause the desired destruction of materiel and structures. Förster assures us that the small vectors produced during bench scale testing will scale well to a single large vector as implemented in the full sized device.

#### V. GENESIS OF THE PROJECT

The generation of a destructive force by transport of a vector from a remote stellar mass was the subject of speculation in scientific and occult texts brought by German defectors in 1939 to



## PREGENERATED CHARACTER BACKGROUNDS

Print out and give to the players, along with the appropriate pre-generated character sheet.

### ***Roderick Jackson***

**Rank:** Seaman

**Occupation:** Welder

**Equipment:** Tool belt with hand tools, welder's goggles

#### **Background**

Growing up in Philly you found a love for baseball and after a few years of high school entered the Negro Leagues. But the war interrupted that, and you were drafted into the Navy, where you became an underwater welder. You've spent many hours repairing and salvaging ships, building pontoon bridges, and doing general construction work, often underwater in dangerous conditions.

Earlier in the war, you were in a ship that was attacked by the Japanese. You were belowdecks when the attack happened, and your ship started to sink. You were unable to swim out and were trapped for many hours in an air pocket with several of your shipmates. One by one they died, before Navy divers could get you out. After several weeks of R&R after this incident, you were relieved of your diving duties and were relegated to welding work topside. Ever since, you've suffered from claustrophobia and the fear of being trapped with dead people.

#### **Afflictions**

- Pick one of the Shell Shock symptoms that you suffer from.
- Additionally, you have mild Claustrophobia since being trapped on a ship.

#### **Goals/Drives**

- Survive the war and go back to playing baseball, and keep your friends alive

#### **Insights into the Others**

- You have a friendship with Krakowski (demolitions guy).
- You're pretty sure that Dixon (crane operator) hates you.

### ***Alvin Winn***

**Rank:** Pharmacist's Mate 3rd class

**Occupation:** Hospital Corpsman

**Equipment:** Medic's kit, crucifix

**Background:** You were a Presbyterian minister back home but felt it your duty to join the Navy after Pearl Harbor. There were no open billets for chaplains and so you were placed in the medical service, where you've picked up some basic medical skills. This fits your nature which is caring and protective.

You've seen duty across the Pacific; you have seen men maimed and killed in shipboard and construction accidents, and the results of combat injuries. You've never personally been in combat before.

Your ship transported survivors of the Bataan Death March who escaped the Japanese prison camp; you tended to and comforted many of those men, and they told you about the horrors they experienced. This, and the other horrors of war, shook your faith and you are struggling with it.

#### **Afflictions**

- Pick one of the Shell Shock symptoms that you suffer from.

#### **Goals/Drives**

- Your faith in god is strongly in question. After the horrors you've seen, you find it hard to Believe anymore. You want to, but the more horrors you see, the less you believe in God.
- The commandments say "Though shalt not kill." You were taught that it was god's job to judge evil, not man's. All of that is in question in your mind, now, after the horrors you've seen.
- You are on the edge: do you want to Believe? Or is the universe hopelessly amoral?

#### **Insights into the Others**

- All of the men have their own personal demons that haunt them. Some are darker than others.
- Dixon (the crane operator) is a bad seed - you don't know what he's done, but you know he's not a good man at heart
- Lawfield (the surveyor) confided in you that he was demoted from an officer's rank. He didn't tell you all the details but he's a sad shell of a man - it must have been something serious.

### ***Clive Tebble***

**Rank:** Seaman

**Occupation:** Construction Mechanic

**Equipment:** Tool belt with hand tools

**Background:** Back home in Alabama before the war you were a mechanic who worked on heavy machinery in building construction. After Pearl Harbor you joined the Navy, eager to help with the war effort. Initially you were posted to a small combat ship as a gunner's mate, but your ship was captured in early 1943 by the Japanese. In their hands you were mistreated and tortured. Luckily, you and your fellow crewmen were rescued by a group of Marines. Afterward, you were transferred out of the combat group and based on your skills, moved to the Seabees. You've worked on construction projects for the Navy throughout the Pacific theater. You're a "get 'er done" type and will do whatever it takes to defeat the Japs.

#### **Afflictions**

- Easily angered.
- Pick one of the Shell Shock symptoms that you suffer from.

#### **Goals/Drives**

- After your experience in the POW camp, you have a burning desire for revenge against the Japanese. This often manifests as anger, building to blind rage.
- You're a rough-and-tumble type with combat training, but at the same time, under stress your PTSD is likely to manifest itself.
- You're extremely patriotic and \*know\* that the US will triumph over the Japanese. Just like our boys did in Europe.

#### **Insights into the Others**

- You trust Dixon (crane operator) more than any of the others - you and he both share good old American hometown values. The others are all city slickers or college educated and don't get what real work is.
- You can't stand Jackson (demo expert). You're sure he cheated you at poker.
- Winn (medic) keeps trying to convert you to his particular brand of religion. He keeps talking about how all men are equal in the eyes of god, but you know that the Japanese are less than human.

### ***Leon Dixon***

**Rank:** Seaman

**Occupation:** Equipment Operator, cranes

**Equipment:** Half-full whiskey flask

**Background:** Back home in Texas before the war you operated a crane, working on large building construction. After Pearl Harbor, a lot of your friends and coworkers joined the Services, but you stayed behind, not eager to fight. But the longer the war went on, and the more of your friends and classmates were killed in the fighting, the guiltier you began to feel. You started drinking, and that just made things worse. One night, you were driving home from a bar, and your truck smashed into a car, killing the family of 4 in it, two parents and their two little children. You fled the scene and drove the truck into a swamp, knowing that if it was found, your truck would be traced back to you. In the following days, you enlisted in the Navy as quickly as you could. You figured that once you were in the service, they wouldn't be able to track you down even if they found the truck. So far the authorities haven't come after you. But the guilt gnaws at you, stronger each day.

#### **Afflictions**

- Guilt
- Alcoholism
- Pick one of the Shell Shock symptoms that you suffer from

#### **Goals/Drives**

- Keep your own personal demons under control. You tend to try to distract others from your failings (and what you did) by criticizing them and pointing out their own flaws. If you show how others are flawed, maybe they will be distracted from your own flaws and guilt.
- When stressed, seek out a drink.

#### **Insights into the Others**

- You trust Tebble (mechanic) more than any of the others - you and he both share good old American hometown values. The others are all city slickers or college educated and don't get what real work is.
- Banks (foreman) is a good man, but he's weak. It's hard to believe he's survived this long. He's past his prime and his time is done.



### ***Enoch Lawfield***

**Rank:** Petty Officer third class

**Occupation:** Engineering Aide, surveying & communications

**Equipment:** Compass, notebook, map of the island

**Background:** You joined the Navy before the war started; rose through the ranks quickly enough to the rank of Lieutenant junior grade, you were given command of a small attack boat. Unfortunately, in your first engagement, you made a grave mistake and in your nervousness and excitement, you ordered your men to attack a friendly boat thinking it was an enemy. In the confusion that boat fought back, and many of your own men were killed, but the other boat was also sunk and many men died. Due to the extenuating circumstances, you were not court-martialed, but you were demoted and assigned to the Seabees. Due to your education and training, you were trained as a surveyor and draftsman.

#### **Afflictions**

- Survivor Guilt
- Pick one of the Shell Shock symptoms that you suffer from

#### **Goals/Drives**

- You have both extreme survivor guilt (most of the men under your command died) and general guilt about the horrible mistake you made. If you were to be put in a position of command, you don't think you could handle it, and any men put under your command would be at risk from another potential mistake. You fear making mistakes and as a result have great difficulty making decisions, as your mind sees all of the potential flaws in any plan.
- You have no confidence in yourself or your ability to lead.

#### **Insights into the Others**

- You look to Banks (foreman) for leadership. He's been around more than the others and has survived his share of war.
- Tebble (mechanic) can't be trusted. When he was captured by the Japanese earlier in the war, he broke. At best, he isn't dependable. At worst - well, he's \*probably\* not a double agent, but you never know what a man will do under torture.
- You and Schrader (engineer) are buddies and hang out together when not on duty.

### ***Charles Schrader***

**Rank:** Petty Officer third class

**Occupation:** Engineering Aide, weapons systems

**Equipment:** Notebook, tool belt with hand tools

**Background:** You trained as a hydraulics engineer before the war. Graduated from college, had a promising career. Then the war broke out. The Marines quickly discovered that the Japanese liked to dig themselves into bunkers and tunnels, and it cost many lives rooting them out. Some desk jockey back home had the idea of rolling a tank up to the bunker, ignoring the machine guns, and shooting burning kerosene into the openings, burning the bastards out. Great idea, until you see it in action. You were put in charge of testing a tank-mounted flame thrower for the Marines; you had to ride along on the tank the first few times in order to make tweaks to the fuel supply systems and igniters. Watching a man burn alive, even if he is the enemy, isn't a pretty thing. No man should have to go through that, not even a Jap.

#### **Afflictions**

- Guilty conscience
- Pick one of the Shell Shock symptoms that you suffer from

#### **Goals/Drives**

- The thought of having to personally kill someone physically sickens you. You don't think you could pull the trigger and watch someone die; the thought of the horror you brought to those men who burned alive is too much to bear.
- If you were forced into a position where you had to shoot someone, you don't think you could do it. Just thinking about it makes you nauseous. The memories of those burning men's screams haunt your dreams.

#### **Insights into the Others**

- You and Lawfield (engineer) are buddies. You hang out together when not on duty.
- Krakowski (demolitions) is good at his job. He can be relied on.
- Tebble and Dixon (mechanic & crane operator) get on your nerves - illiterate rednecks, both of them.

***Bernard Krakowski***

**Rank:** Seaman

**Occupation:** Gunner's Mate

**Equipment:** Tool belt with hand tools

**Background:** As a young boy, you were fascinated with fireworks and combustion. Initially, it got you into a lot of trouble - with your parents, the neighbors, and eventually the police. But eventually it led to a career in construction demolitions. When you joined the Navy, you initially trained as a diver, and specialized in underwater demolitions. Your family is of eastern European origin. As a Jew, you were sent to the Pacific theatre. With the liberation of the concentration camps in Europe, the horror of what happened is now coming to light in the media and press. After the war started, you heard nothing more from your relatives in Europe. Now that the Allies liberated Dachau, Bergen-Belsen, and other camps, you know what happened to them. You expect that your grandparents, your young cousins, your aunts and uncles are all dead.

**Afflictions**

- Pick one of the Shell Shock symptoms that you suffer from

**Goals/Drives**

- If man can be so cruel to his fellow man without any kind of justice, then there is no such thing as morality. Man has created fictional social constructs that are meaningless to the universe. Everything eventually returns to what it once was - destruction, chaos, entropy are the natural order of the universe. The universe creates, the universe destroys, it's all just one big cruel cosmic joke. Nothing wrong with hastening the inevitable rush back to entropy.

**Insights into the Others**

- You don't have anything against Tebble (mechanic), but for some unknown reason he doesn't like you. You can't figure it out. Some guys are just jerks, you suppose.
- Winn (medic) really needs to stop talking to you about God. One more long philosophical conversation about God and you're going to show him what the afterlife is like!

***Archibald Banks***

**Rank:** Chief Petty Officer third class

**Occupation:** Construction Foreman

**Equipment:** Tool belt with hand tools

**Background:** You are an old hand. You've seen it all - the horrors of war, what man can do against man, the persistence of the human spirit, hope and hopelessness. You served in WWI as a young man in Europe as an infantryman. You fought in the trenches, and you were critically injured in a mustard gas attack but survived. You came home after the war and started a construction business. When Pearl Harbor happened, you knew what you had to do, and you joined the Navy specifically to go into the Seabees.

**Afflictions**

- Weak constitution - lungs are scarred, you are unable to run or do anything aerobic for more than a few seconds

**Goals/Drives**

- Keep these men together. Convince them that they'll make it through the war. You're not their superior officer but you're used to managing people - you owned your own construction firm. You know how to work with these men. Some of them may well die, it's what happens in war, but you know the only way there will be any survivors is if they all think they can survive. Some of them may survive, even if you don't. The only way to survive is to have hope.
- You're a "get the job done and do it right" sort that takes pride in a job well done.

**Insights into the Others**

- Tebble (mechanic) is a good kid, you've taken him under your wing.
- You're pretty sure that Dixon (crane operator) got into some serious trouble back home, but as long as he does his job here and doesn't let that interfere with his work, you don't care what he did.

## SANITY CARDS - BOUT OF MADNESS

These can be printed out and handed to a player whose character has a Bout of Madness.

### *See No Evil 1*

**Bout of Madness** - Select one item from the list of Shell Shock effects and roleplay that effect. It should dramatically impede your ability to function effectively for 1D10 rounds.

### *See No Evil 2*

**Bout of Madness** - The light is very bright. Painfully bright. You must put out any light sources, dash them out! The light hurts and \*something\* is attracted to it! Don't let it come! Put out the lights! Roleplay this compulsion for 1D10 rounds.

### *See No Evil 3*

**Bout of Madness** - You must not let it see you. If you cannot see, you cannot be seen. Blindfolding yourself is not safe enough - someone could rip the blindfold off. There is only one way to be certain that you can't see it - you must put out your own eyes!

### *Feel No Evil 1*

**Bout of Madness** - Select one item from the list of Shell Shock effects and roleplay that effect. It should dramatically impede your ability to function effectively for 1D10 rounds.

### *Feel No Evil 2*

**Bout of Madness** - Fungus thrives on darkness. It will infect your wounds and grow all over your body if you allow it the darkness - you must stave off the darkness! Roleplay this compulsion for 1D10 rounds.

### *Feel No Evil 3*

**Bout of Madness** - It is too late, you are infected with the fungus. Cauterizing wounds will prevent the molds from growing on your flesh. Fungus already growing on a body can only be removed by fire. Once it takes hold, it will grow quickly - do not allow it to consume you! Purge it with fire! Roleplay this compulsion for 1D10 rounds.

### *Hear No Evil 1*

**Bout of Madness** - Select one item from the list of Shell Shock effects and roleplay that effect. It should dramatically impede your ability to function effectively for 1D10 rounds.

### *Hear No Evil 2*

**Bout of Madness** - The very ground appears to vibrate; it must be the source of the buzzing noise. Pressing your ear against the ground or wall, you may find where it's coming from. Roleplay this compulsion to locate the source of the sound for 1D10 rounds.

### *Hear No Evil 3*

**Bout of Madness** - The buzzing has intensified - teeth are rattling in your head - your ears are ringing from the sound. The vibrations are unbearable on your ears. There is only one way to stop the pain - if you can't hear it, you won't feel the pain. Stuffing things in your ears isn't enough - make it so you can never hear the horrible sound again!

## SANITY CARDS - ONGOING EFFECT

Print out and hand the appropriate card to a player after their Bout of Madness subsides.

### *See No Evil 1*

**Ongoing Effect** - Once the Bout of Madness abates, your eyes burn and sting. Something is irritating them and you're compelled to rub them to irritation. Bright lights hurt your eyes. Avoid light sources.

### *See No Evil 2*

**Ongoing Effect** - Your eyes burn and sting. The dust is irritating them and you're compelled to rub them nearly bloody. Bright lights hurt your eyes. Seek the darkness if possible. Insist that others not use light sources, or douse them - avoid light sources, or cover your eyes.

### *See No Evil 3*

**Ongoing Effect** - You know now that only in darkness can you find salvation. From the darkness, an intelligence speaks to you. You hear a chanting in your mind "Zushakon! Zushakon! Zushakon!" You know that he is nearly here! It remains only to sound the bell! Sound his arrival and welcome the darkness! It will be a great honor to serve Zushakon! (Do your best to find a bell or gong and sound it).

### *Feel No Evil 1*

**Ongoing Effect** - Once the Bout of Madness abates, your skin burns and stings. Something is irritating it and you're compelled to itch and scratch your flesh. Something's on your skin; you might not be able to see it, but it's there, spreading across your flesh.

### *Feel No Evil 2*

**Ongoing Effect** - Your flesh burns. Even though you can't see it, fungus is growing on everything - microscopic particles float in the air, clinging to everything. The only certain way to get rid of the growing mold is to use fire.

### *Feel No Evil 3*

**Ongoing Effect** - The fungus is alive, a living organism of great intelligence that speaks to you through your skin. You hear it repeating "Zushakon! Zushakon! Zushakon!" You know that he is nearly here! You are compelled to sound the bell and announce his arrival! It will be a great honor to welcome Zushakon into the world! (Do your best to find a bell or gong and sound it).

### *Hear No Evil 1*

**Ongoing Effect** - You keep hearing a strange buzzing sound, just at the limits of your hearing. No one else seems to hear it, even when you point it out. It's a high frequency noise that comes and goes, getting louder and then softer. Very irritating!

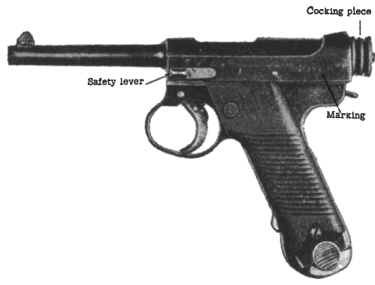
### *Hear No Evil 2*

**Ongoing Effect** - The vibrations cause your entire body to buzz, from your feet up through your bones. Surely it will cause the ground to collapse under your feet or the walls around you to fall! Don't get near any unstable surfaces that might collapse, and stay away from cliffs or other precipices!

### *Hear No Evil 3*

**Ongoing Effect** - The buzzing vibration was a communication from beyond - you understand it now - you hear a chanting in your mind "Zushakon! Zushakon! Zushakon!" You know that he is nearly here! It remains only to sound the bell and announce his arrival! It will be a great honor to welcome Zushakon into the world! (Do your best to find a bell or gong and sound it).

**Type 14 Nambu Pistol**



Skill (base)	Pistol (20)	Shots/Round	1(2)
Range	15 yds	Magazine	7
Damage	1D8	Malfunction	100

- When shooting more than once per round, each additional shot is taken with a penalty die.
- Extreme Success: Do maximum damage and add an extra damage roll.
- Range: At up to double the base range, requires a Hard Success to hit; At up to triple the base range, requires an Extreme Success to hit.

**M1911 A1 .45 pistol**



Skill (base)	Pistol (20)	Shots/Round	1(3)
Range	15 yds	Magazine	7
Damage	1D10+2	Malfunction	100

- When shooting more than once per round, each additional shot is taken with a penalty die.
- Extreme Success: Do maximum damage and add an extra damage roll.
- Range: At up to double the base range, requires a Hard Success to hit; At up to triple the base range, requires an Extreme Success to hit.

**M1 Garand Rifle**



Skill (base)	Rifle (25)	Shots/Round	1
Range	110 yds	Magazine	8
Damage	2D6+4	Malfunction	100

- Extreme Success: Do maximum damage and add an extra damage roll.
- Range: At up to double the base range, requires a Hard Success to hit; At up to triple the base range, requires an Extreme Success to hit.

**Type 38 Arisaka Rifle**



Skill (base)	Rifle (25)	Shots/Round	1
Range	100 yds	Magazine	5
Damage	2D6	Malfunction	98+

- Extreme Success: Do maximum damage and add an extra damage roll.
- Range: At up to double the base range, requires a Hard Success to hit; At up to triple the base range, requires an Extreme Success to hit.

Thompson SMG



Skill (base)	SMG (15)	Shots/Round	1/Auto
Range	20 yds	Magazine	30
Damage	1D10+2	Malfunction	96+

- Full Auto: Declare number of rounds to be fired; divide by 3 to determine # of volleys; roll attack for each volley, adding a penalty die for each roll after the first.
- With a Normal success, half the bullets in the volley hit the target; with an Extreme success, all hit and half Impale.

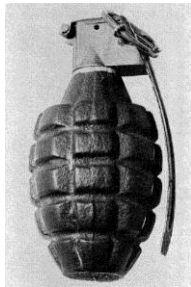
Type 97 Grenade



Skill (base)	Throw (20)	Shots/Round	1
Range	STR/5 feet	Magazine	-
Damage	4D10/3 yds	Malfunction	99+

- Explosion: For every increment of radius, halve the damage, up to triple radius.

Mk II Grenade



Skill (base)	Throw (20)	Shots/Round	1
Range	STR/5 feet	Magazine	-
Damage	4D10/3 yds	Malfunction	99+

- Explosion: For every increment of radius, halve the damage, up to triple radius.

Ronson Flamethrower



Skill (base)	Flamethrower (10)	Shots/Round	1
Range	25 yds	Magazine	4
Damage	2D6+burn	Malfunction	93+

- Burn: Target makes a Luck roll or catches on fire. Take minimum base dmg per round, doubling each round.

### 37mm Cannon



Skill (base)	Heavy Wpn (10)	Shots/Round	1
Range	100 yds	Magazine	1
Damage	4D10/2 yds	Malfunction	99+
<ul style="list-style-type: none"> <li>Explosion: For every increment of radius, halve the damage, up to triple radius.</li> </ul>			

### Demolition Charge



Skill (base)	Demolitions (10)	Shots/Round	1
Range	-	Magazine	-
Damage	5D10/5 yds	Malfunction	93+
<ul style="list-style-type: none"> <li>Explosion: For every increment of radius, halve the damage, up to triple radius.</li> </ul>			

# Modern Era Investigator

Name Alvin Winn  
 Player \_\_\_\_\_  
 Occupation Hospital Corpsman  
 Age 32 Sex M  
 Residence \_\_\_\_\_  
 Birthplace Iowa

# Characteristics

STR **55**  $\frac{27}{11}$  DEX **65**  $\frac{32}{13}$  INT **75**  $\frac{37}{15}$   
 CON **60**  $\frac{30}{12}$  APP **65**  $\frac{32}{13}$  POW **80**  $\frac{40}{16}$   
 SIZ **50**  $\frac{25}{10}$  EDU **80**  $\frac{40}{16}$  Move Rate **9**  $\frac{+1}{-1}$



Major Wound  **Md11/HP**

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

Insane 01 02 03 04 05 06 07

SANITY

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

# CALL of CTHULHU

**M16/IP**

MAGIC POINTS

Out of Luck 01 02 03 04 05 06 07

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

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%) <b>35</b> $\frac{17}{7}$	<input type="checkbox"/> Electronics (01%)	<input type="checkbox"/> Law (05%)	<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%]	<input type="checkbox"/> Listen (25%) <b>40</b> $\frac{20}{8}$	<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>35</b> $\frac{17}{7}$
<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%) <b>45</b> $\frac{22}{9}$	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%) <b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	<input type="checkbox"/> Natural World (10%) <b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Swim (20%) <b>40</b> $\frac{20}{8}$
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/> Navigate (10%) <b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Computer Use (05%)	<input type="checkbox"/> First Aid (30%) <b>55</b> $\frac{27}{11}$	<input type="checkbox"/> Occult (05%) <b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Track (10%)
Credit Rating (00%)	<input type="checkbox"/> History (05%) <b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>
Cthulhu Mythos (00%)	<input type="checkbox"/> Intimidate (15%) <b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%) <b>45</b> $\frac{22}{9}$	<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>32</b> $\frac{16}{6}$	<input type="checkbox"/> Language (Other) (01%) French <b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Psychology (10%) <b>40</b> $\frac{20}{8}$	<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	-	-
Brawl	25	12	5	1D3+db		1		
Pistol	25	12	5	1D10+2		1(3)		
Rifle	35	17	7	2D6		1		
SMG	15	7	3	1D10		1(Auto)		

## Combat

Damage Bonus **none**  
 Build **0**  
 Dodge **32**  $\frac{16}{6}$





# Modern Era Investigator

Name Archibald Banks  
 Player \_\_\_\_\_  
 Occupation Construction Foreman  
 Age 47 Sex M  
 Residence \_\_\_\_\_  
 Birthplace Florida

# Characteristics

STR **65**  $\frac{32}{13}$  DEX **55**  $\frac{27}{11}$  INT **75**  $\frac{37}{15}$   
 CON **40**  $\frac{20}{8}$  APP **50**  $\frac{25}{10}$  POW **85**  $\frac{42}{17}$   
 SIZ **70**  $\frac{35}{14}$  EDU **65**  $\frac{32}{13}$  Move Rate **6**  $\frac{+1}{-1}$



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  **85** Max

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

# 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						

LUCK

**17** 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

MAGIC POINTS

## 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"/>
<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%]	<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%)
<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%] Jungle
<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"/> Demolitions
Cthulhu Mythos (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> Diving
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Pilot (01%) Boat	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Language (Other) (01%) German	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> French	<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	-	-
Brawl	40	20	8	1D3+db		1		
Pistol	40	20	8	1D10+2		1(3)		
Rifle	40	20	8	2D6		1		
SMG	20	10	4	1D10		1(Auto)		
Heavy Weapons	15	7	3	VAR				

## Combat

Damage Bonus	<b>+1d4</b>
Build	<b>+1</b>
Dodge	<b>27</b> $\frac{13}{5}$

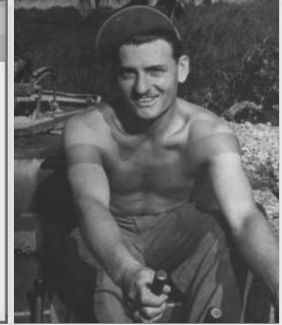


# Modern Era Investigator

Name Leon Dixon  
 Player \_\_\_\_\_  
 Occupation Crane Operator  
 Age 36 Sex M  
 Residence \_\_\_\_\_  
 Birthplace Texas

# Characteristics

STR **60**  $\frac{30}{12}$  DEX **80**  $\frac{40}{16}$  INT **55**  $\frac{27}{11}$   
 CON **70**  $\frac{35}{14}$  APP **60**  $\frac{30}{12}$  POW **55**  $\frac{27}{11}$   
 SIZ **65**  $\frac{32}{13}$  EDU **60**  $\frac{30}{12}$  Move Rate **8**  $\frac{+1}{-1}$



Major Wound  **M13** IP

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  **55** Max

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

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	<b>30</b>	
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** **M11** IP

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	<b>16</b>	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

MAGIC POINTS

## 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"/>
<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%]	<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%)
<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"/> Boat	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Spanish	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Brawl	45	22	9	1D3+db		1		
Pistol	25	12	5	1D10+2		1(3)		
Rifle	35	17	7	2D6		1		
SMG	40	20	8	1D10		1(Auto)		

## Combat

Damage Bonus	<b>+1d4</b>
Build	<b>+1</b>
Dodge	<b>40</b> $\frac{20}{8}$



# Modern Era Investigator

Name Roderick Jackson  
 Player \_\_\_\_\_  
 Occupation Welder  
 Age 32 Sex M  
 Residence \_\_\_\_\_  
 Birthplace Philadelphia

# Characteristics

STR **70** <sup>35</sup>/<sub>14</sub> DEX **60** <sup>30</sup>/<sub>12</sub> INT **55** <sup>27</sup>/<sub>11</sub>  
 CON **80** <sup>40</sup>/<sub>16</sub> APP **65** <sup>32</sup>/<sub>13</sub> POW **50** <sup>25</sup>/<sub>10</sub>  
 SIZ **65** <sup>32</sup>/<sub>13</sub> EDU **55** <sup>27</sup>/<sub>11</sub> Move Rate **8** <sup>+1</sup>/<sub>-1</sub>



Major Wound  **M14IP**

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

Temp. Insane  **50** *Max* Insane 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	<b>42</b>	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

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	<b>45</b>	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

**LUCK**

**M10IP**

00	01	02	03	04
05	06	07	08	09
10	<b>11</b>	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)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Electronics (01%)	<input type="checkbox"/> Law (05%)	<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%]	<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%)
<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"/> Diving
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"/>	<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	-	-
Brawl	40	20	8	1D3+db		1		
Pistol	30	15	6	1D10+2		1(3)		
Rifle	35	17	7	2D6		1		
SMG	30	15	6	1D10		1(Auto)		

# Combat

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



# Modern Era Investigator

Name Bernard Krakowski  
 Player \_\_\_\_\_  
 Occupation Gunner's Mate  
 Age 26 Sex M  
 Residence \_\_\_\_\_  
 Birthplace New York

# Characteristics

STR **55**  $\frac{27}{11}$  DEX **75**  $\frac{37}{15}$  INT **75**  $\frac{37}{15}$   
 CON **60**  $\frac{30}{12}$  APP **65**  $\frac{32}{13}$  POW **80**  $\frac{40}{16}$   
 SIZ **50**  $\frac{25}{10}$  EDU **80**  $\frac{40}{16}$  Move Rate **9**  $\frac{+1}{-1}$



Major Wound  **Md11/HP**

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

**M16/IP**

Out of Luck 01 02 03 04 05 06 07

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

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%] <b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Language [Own] [EDU] <b>80</b> $\frac{40}{16}$	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/> Physics <b>35</b> $\frac{17}{7}$
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%] <b>55</b> $\frac{27}{11}$	<input type="checkbox"/> Library Use [20%]	<input type="checkbox"/> Chemistry <b>55</b> $\frac{27}{11}$
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting [Brawl] [25%] <b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Listen [25%]	<input type="checkbox"/> Sleight of Hand [10%] <b>40</b> $\frac{20}{8}$
<input type="checkbox"/> Art / Craft [05%]	<input type="checkbox"/> Firearms [Handgun] [20%] <b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Locksmith [01%] <b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Spot Hidden [25%] <b>45</b> $\frac{22}{9}$
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%] <b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Mech. Repair [10%] <b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Stealth [20%] <b>50</b> $\frac{25}{10}$
<input type="checkbox"/>	<input type="checkbox"/> First Aid [30%] <b>35</b> $\frac{17}{7}$	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/> Charm [15%]	<input type="checkbox"/> History [05%]	<input type="checkbox"/> Natural World [10%]	<input type="checkbox"/> Swim [20%] <b>60</b> $\frac{30}{12}$
<input type="checkbox"/> Climb [20%] <b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Intimidate [15%]	<input type="checkbox"/> Navigate [10%]	<input type="checkbox"/> Throw [20%] <b>40</b> $\frac{20}{8}$
<input type="checkbox"/> Computer Use [05%]	<input type="checkbox"/> Jump [20%]	<input type="checkbox"/> Occult [05%]	<input type="checkbox"/> Track [10%]
Credit Rating [00%]	<input type="checkbox"/> Language [Other] [01%]	<input type="checkbox"/> Op. Hv. Machine [01%] <b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Demolitions <b>75</b> $\frac{37}{15}$
Cthulhu Mythos [00%]		<input type="checkbox"/> Persuade [10%]	<input type="checkbox"/> Diving <b>60</b> $\frac{30}{12}$
<input type="checkbox"/> Disguise [05%]		<input type="checkbox"/> Pilot [01%]	
<input type="checkbox"/> Dodge [half DEX] <b>37</b> $\frac{18}{7}$		<input type="checkbox"/> Psychology [10%]	
<input type="checkbox"/> Drive Auto [20%] <b>25</b> $\frac{12}{5}$		<input type="checkbox"/> Psychoanalysis [01%]	

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Brawl	25	12	5	1D3+db		1		
Pistol	30	15	6	1D10+2		1(3)		
Rifle	25	12	5	2D6		1		
SMG	15	7	3	1D10		1(Auto)		

# Combat

Damage Bonus **none**  
 Build **0**  
 Dodge **37**  $\frac{18}{7}$



# Modern Era Investigator

Name Enoch Lawfield  
 Player \_\_\_\_\_  
 Occupation Engineering Aide  
 Age 31 Sex M  
 Residence \_\_\_\_\_  
 Birthplace Texas

# Characteristics

STR **55**  $\frac{27}{11}$  DEX **65**  $\frac{32}{13}$  INT **85**  $\frac{42}{17}$   
 CON **60**  $\frac{30}{12}$  APP **80**  $\frac{40}{16}$  POW **60**  $\frac{30}{12}$   
 SIZ **55**  $\frac{27}{11}$  EDU **90**  $\frac{45}{18}$  Move Rate **8**  $\frac{+1}{-1}$



Major Wound  **Md11/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  **60** *Max* Insane 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**

# 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

**LUCK**

**M12/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%]	<input type="checkbox"/> Elec Repair [10%] <b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Language [Own] [EDU] <b>90</b> $\frac{45}{18}$	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%] <b>40</b> $\frac{20}{8}$	<input type="checkbox"/>
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%]	<input type="checkbox"/> Library Use [20%] <b>40</b> $\frac{20}{8}$	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting [Brawl] [25%] <b>25</b> $\frac{12}{5}$	<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>40</b> $\frac{20}{8}$
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%] <b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Stealth [20%]
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Handgun] [20%] <b>45</b> $\frac{22}{9}$	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/> Charm [15%]	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%] <b>35</b> $\frac{17}{7}$	<input type="checkbox"/> Natural World [10%] <b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Swim [20%] <b>45</b> $\frac{22}{9}$
<input type="checkbox"/> Climb [20%] <b>25</b> $\frac{12}{5}$	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%] <b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Throw [20%]
<input type="checkbox"/> Computer Use [05%]	<input type="checkbox"/> First Aid [30%] <b>35</b> $\frac{17}{7}$	<input type="checkbox"/> Occult [05%]	<input type="checkbox"/> Track [10%]
Credit Rating [00%]	<input type="checkbox"/> History [05%] <b>45</b> $\frac{22}{9}$	<input type="checkbox"/> Op. Hv. Machine [01%] <b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Demolitions <b>5</b> $\frac{2}{1}$
Cthulhu Mythos [00%]	<input type="checkbox"/> Intimidate [15%] <b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Persuade [10%] <b>35</b> $\frac{17}{7}$	<input type="checkbox"/> Diving <b>5</b> $\frac{2}{1}$
<input type="checkbox"/> Disguise [05%]	<input type="checkbox"/> Jump [20%]	<input type="checkbox"/> Pilot [01%] Aircraft <b>45</b> $\frac{22}{9}$	<input type="checkbox"/>
<input type="checkbox"/> Dodge [half DEX] <b>32</b> $\frac{16}{6}$	<input type="checkbox"/> Language [Other] [01%] Japanese <b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Psychology [10%] <b>25</b> $\frac{12}{5}$	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto [20%] <b>45</b> $\frac{22}{9}$	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis [01%]	<input type="checkbox"/>

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Brawl	25	12	5	1D3+db		1		
Pistol	45	22	9	1D10+2		1(3)		
Rifle	35	17	7	2D6		1		
SMG	15	7	3	1D10		1(Auto)		

## Combat

Damage Bonus **none**

Build **0**

Dodge **32**  $\frac{16}{6}$

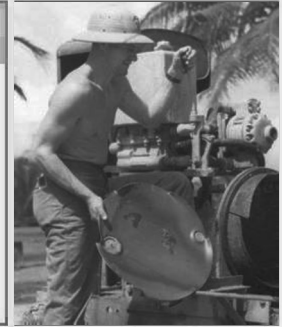


# Modern Era Investigator

Name Charles Schrader  
 Player \_\_\_\_\_  
 Occupation Weapons Engineer  
 Age 27 Sex M  
 Residence \_\_\_\_\_  
 Birthplace California

# Characteristics

STR **55**  $\frac{27}{11}$  DEX **75**  $\frac{37}{15}$  INT **75**  $\frac{37}{15}$   
 CON **70**  $\frac{35}{14}$  APP **65**  $\frac{32}{13}$  POW **60**  $\frac{30}{12}$   
 SIZ **60**  $\frac{30}{12}$  EDU **80**  $\frac{40}{16}$  Move Rate **8**  $\frac{+1}{-1}$



Major Wound  **M13IP**

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  **60** *Max* Insane 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	<b>46</b>	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

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	<b>21</b>	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

**LUCK**

**M12IP**

00	01	02	03	04
05	06	07	08	09
10	11	<b>12</b>	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"/> Electronics (01%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Fighting (Brawl) [25%]	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Physics
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Firearms (Handgun) [20%]	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Mathematics
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Language (Other) (01%) Japanese	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Language (Other) (01%) Japanese	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Computer Use (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Language (Other) (01%) Japanese	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Swim (20%)
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Language (Other) (01%) Japanese	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Throw (20%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Language (Other) (01%) Japanese	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Language (Other) (01%) Japanese	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Demolitions
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Language (Other) (01%) Japanese	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Language (Other) (01%) Japanese	<input type="checkbox"/> Pilot (01%) Aircraft	<input type="checkbox"/>
	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Language (Other) (01%) Japanese	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Language (Other) (01%) Japanese	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Brawl	25	12	5	1D3+db		1		
Pistol	25	12	5	1D10+2		1(3)		
Rifle	35	17	7	2D6		1		
SMG	15	7	3	1D10		1(Auto)		
Heavy Weapons	20	10	4	VAR				

# Combat

Damage Bonus **none**

Build **0**

Dodge **37**  $\frac{18}{7}$



# Modern Era Investigator

Name Clive Tebble  
 Player \_\_\_\_\_  
 Occupation Construction Mechanic  
 Age 28 Sex M  
 Residence \_\_\_\_\_  
 Birthplace Alabama

# Characteristics

STR **80**  $\frac{40}{16}$  DEX **55**  $\frac{27}{11}$  INT **65**  $\frac{32}{13}$   
 CON **75**  $\frac{37}{15}$  APP **60**  $\frac{30}{12}$  POW **50**  $\frac{25}{10}$   
 SIZ **80**  $\frac{40}{16}$  EDU **65**  $\frac{32}{13}$  Move Rate **8**  $\frac{+1}{-1}$



Major Wound  **M15IP**

Temp. Insane  Indef. Insane  **50** *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

**M10IP**

Out of Luck 01 02 03 04 05 06 07

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

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"/> Ride
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Fighting (Brawl) [25%]	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) [20%]	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Survival [10%] Jungle
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Computer Use (05%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<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%)	<input type="checkbox"/> Op. Hv. Machine (01%)	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Pilot (01%) Boat	
		<input type="checkbox"/> Psychology (10%)	
		<input type="checkbox"/> Psychoanalysis (01%)	

# Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
Brawl	50	25	10	1D3+db		1		
Pistol	30	15	6	1D10+2		1(3)		
Rifle	40	20	8	2D6		1		
SMG	40	20	8	1D10		1(Auto)		
Flamethrower	20	10	4	2D6+Burn			1	

# Combat

Damage Bonus **+1d4**  
 Build **+1**  
 Dodge **27**  $\frac{13}{5}$

