

# MY GUARDIAN ANGEL

~~ANGEL~~  
monster



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# TABLE OF CONTENTS

<b>INTRODUCTION</b> .....	<b>2</b>
<b>BACKGROUND</b> .....	<b>2</b>
<b>INVESTIGATORS</b> .....	<b>2</b>
<b>BEGINNING PLAY</b> .....	<b>2</b>
The Bus .....	2
<b>THE ACCIDENT</b> .....	<b>2</b>
Taking the Lead .....	2
Outside the Bus.....	2
<b>CRASH SCENE MAP</b> .....	<b>3</b>
<b>“WHAT HAPPENED?”</b> .....	<b>4</b>
Role-Playing Cues: Bus Passengers.....	4
The Wrecked Bus .....	6
<b>THE WOODS</b> .....	<b>7</b>
The Eastern Woods .....	7
The Western woods .....	7
<b>THE FARM</b> .....	<b>7</b>
The House .....	7
The Equipment Shed .....	7
The Stable.....	8
<b>THE BARN</b> .....	<b>8</b>
The Church of Shub-Niggurath.....	8
Interrupting.....	9
<b>EMERGENCY SERVICES</b> .....	<b>9</b>
<b>BACK TO THE FARM</b> .....	<b>10</b>
<b>CONCLUSION</b> .....	<b>11</b>
<b>REWARDS</b> .....	<b>11</b>
<b>CHARACTERS AND MONSTERS</b> .....	<b>12</b>
Bus Passengers.....	12
Cult Members .....	14
Emergency Response .....	16
Tow Truck Operators .....	17
The Dark Young .....	17
<b>PRE-GENERATED CHARACTERS</b> .....	<b>18</b>
<b>HANDOUTS</b> .....	<b>28</b>

## INTRODUCTION

This scenario is set in the modern day, and is intended as a one-shot for 1 to 4 players. Due to its short duration and low-lethality, it would be particularly useful as an interlude between other scenarios. It is nominally set in Massachusetts, USA, near “Lovecraft Country,” but could easily be relocated with minor tweaking.

## BACKGROUND

The Harris family—along with the Watson and Davis families—are farmers that have worshiped Shub-Niggurath going back many generations. The Harrises hold church in the barn on their farm every full moon, with the other two families attending. Their religion—or cult, as others may call it—has always been insular and secretive, but in no way malevolent. Being farmers, they pray to Shub-Niggurath as a fertility god, so that their livestock may be fecund and healthy. To appease the deity, they sacrifice one of their own livestock twice a year, on the vernal and autumnal equinoxes, regardless of moon phase.

Unbeknownst to Rob and Heather Harris, the parents of the family, their youngest daughter, 7-year-old Ella, has been using her church learnings to regularly summon a Dark Young of Shub-Niggurath, with which she has become friends. She has even given it a name: Goopy.

One night, while out walking with Goopy, Ella was crossing the road near their house, when a bus came speeding around the bend. Goopy leapt out to protect her.

## INVESTIGATORS

Provided for use with this scenario are five pre-generated characters—two sisters, Hannah and Nicole, their respective boyfriends, Cody and Jordan, as well as their friend, Olivia. They are on the bus returning home from a pop-culture convention in a nearby city. If these relationships or genders do not suit your players, they can easily be altered without affecting the scenario in any way.

If the players wish to create their own characters from scratch, they are free to do so. However, for the sake of group dynamics, it is preferable (though not required) that they have some kind of existing connection, be it familial, social, or occupational. They will also need to come up with a reason for being on the bus, which being part of a group will save them from doing individually.

Alternatively, if this is being used as a bridging scenario, the players will already have their investigators and reasons for being there.

## BEGINNING PLAY

It is the night of either the vernal (spring) or autumnal equinox (the Keeper may decide which, as it has no functional effect on the plot), and the investigators are on a bus from Logan International Airport, Boston, MA, to Albany, NY. The bus driver, hearing of road work and delays on Interstate 90 (I-90) near Worcester, decided to take Massachusetts Route 2 to avoid them. Thinking himself past Worcester, he then decided to take a back road in the hope that it will join back up with I-90, but became lost on the dark country roads.

If an investigator questions where they are, they can inquire with the driver, who will openly admit that he became lost, but believes he is now heading in the right direction.

## THE BUS

The investigators are traveling on a 48-seat interstate bus, with paired high-backed, fabric-upholstered seats, personal reading lights, and directional air-conditioning vents.

Each player should say where they are positioned on the bus at the beginning of play, and particularly whether they are seated or not. The only seat that is reserved is the very front seat, next to the door. This is where Susan Cox is seated, sitting on the front corner so that she can chat with the driver, Terence Sargent. All others are available, with the other 22 passengers sitting where ever the investigators are not. Players should then be encouraged to role-play briefly, perhaps talking amongst themselves if they are acquaintances, or even to other passengers. If they choose to speak to the driver or Susan Cox, it's recommended that the Keeper wait for them to move back before surprising them with...

## THE ACCIDENT

Goopy, the Dark Young, leaps in front of the bus in order to shield Ella. Being such a large creature, the impact brings the bus to an instantaneous stop, throwing everyone inside forward. Unfortunately for the driver, the impact also crushed his entire corner, killing him instantly. Being at the front, Susan Cox is thrown from her seat and through the front window. She survives this, but only barely.

Each player will need to roll for damage taken in the crash. Those that were seated should roll 1D4, while any that were not will need to roll 1D6. They will also need to make a **Sanity** roll (0/1 sanity point loss) for the shock.

## TAKING THE LEAD

Hopefully the players will take the lead in asking if everyone aboard is okay, but if they don't, Seb Bellamy will. He will also be the first to notice and respond to Susan Cox's fate if the players do not. If an investigator is the first to the front of the bus, they will also discover the driver's death, having to make a **Sanity** roll (0/1D2 sanity point loss) for doing so.

The front door of the bus is still functional, so that is the most likely exit for everyone, though if anyone looks at the driver, or out of the front window at Susan Cox sprawled on the road, cut, bloodied, and possibly dead, they will need to make a **Sanity** roll (0/1D2 sanity point loss). The emergency exits are also an option, though due to their height of the ground, will require someone outside to help the young and elderly out.

## OUTSIDE THE BUS

Once out of the bus, Seb Bellamy and Sam Clark will tend to the prone Susan. Once Sam has applied first-aid, Seb will remain standing nearby and inspect the front of the bus. If any of the investigators wish to assist with **First-Aid** or **Medicine** rolls, they can, though Sam won't leave Susan's side. Everyone else will spread out amidst a small clearing by the crash site.

# CRASH SCENE MAP



1. Alexis "Lexi" Hall
2. Amy Hall
3. Ashley "Ash" Campbell
4. Austin Smith
5. Brittany "Britt" Moore
6. Christopher "Chris" Rivera
7. Ella Harris
8. Ethan Hall
9. Jessica Bell
10. Jessica "Jess" Lopez
11. Joshua "Josh" Hall
12. Kayla Murphy
13. Mary Johnson
14. Michael "Mike" Ward
15. Michelle Kelly
16. Richard "Rich" Johnson
17. Rin Yoshida
18. Robert Scott
19. Samantha "Sam" Clark
20. Sebastien "Seb" Bellamy
21. Sho Yoshida
22. Sophie Lebeau
23. Stephanie "Steph" Bennett
24. Susan Cox

← To Harris Farm

To Goopy →



If the investigators fail to call emergency services of their own accord, Seb will once again chime in, asking if they could. Once they have been contacted, it will take around 30 minutes (in-game time) for them to arrive.

## “WHAT HAPPENED?”

Before Emergency Services arrive, the players will hopefully want to investigate the cause of the crash. If they don't, any one of the NPCs could be used as a prompt, asking what they think happened, and suggesting that they should ask around if anyone saw anything.

### ROLE-PLAYING CUES: BUS PASSENGERS

#### **Alexis “Lexi” Hall, age 16, bookish daughter**

A mousy teenage girl with glasses and braces, Lexi will be found with a bloodied mouth, being tended to by her mother, Amy. It's only a minor injury, having hit the seat in front of her during the crash, her braces cut her lip.

If an investigator shows compassion or empathy, they'll gain a Bonus Die on any **Charm** or **Persuade** rolls towards either of her parents. Lexi knows nothing of the accident.

#### **Amy Hall, age 40, caring mother**

Amy and Josh Hall are returning from a family vacation with their children, Lexi and Ethan. When first encountered, Amy will be tending to Lexi's injury, and remains fairly quiet, letting her husband do most of the talking. She has nothing to say about accident.

#### **Ashley “Ash” Campbell, age 20, first-year psych student**

Ash—along with Austin, Mike, Jess, and her boyfriend, Chris—is returning from a weekend of partying. When the investigators first speak to her, she will be in a bad mood, having noticed that Chris keeps watching Ms. Bell. Any interviewer should make a **Luck** roll. If failed, Ash will snap, hitting Chris on the arm and yelling at him, saying something derogatory along the lines of, “Why don't you just walk over and kiss her already?! I'm sure she tastes like a lovely ashtray!” before storming off. She knows nothing about the crash anyway.

#### **Austin Smith, age 21, second-year med student**

Austin—along with Chris, Mike, Ash, and his girlfriend, Jess—is returning from a weekend of partying. Despite being a med student, he will not offer any assistance to Sam. As the group is approached, both Austin and Jess will walk off together into the nearby woods. If they are followed, what they are doing in there is entirely up to the Keeper. He knows nothing of the accident.

#### **Brittany “Britt” Moore, age 26, nervous wreck**

Britt is Sam's partner. The two are returning from a visit to Sam's parents' house in Kingsport, where they had a disagreement, and so decided to leave early. Already on edge due to the disagreement, the accident—and especially seeing Ms. Cox—has set Britt on the brink of a panic attack. This was then compounded by the fact that Sam had to leave her to tend to Ms. Cox. Britt's anxious state is evident

without a **Psychology** roll, and if an interviewer questions her without first providing support, a failed **Luck** roll will result in her screaming, “Leave me alone!”

#### **Chris Rivera, age 21, second-year med student**

Chris—along with Austin, Mike, Jess, and his girlfriend, Ash—is returning from a weekend of partying. After the accident, they dig their remaining alcohol out of the luggage hold and sit by themselves on the outskirts of the western trees, drinking. Despite being a med student, he will not offer any assistance to Sam. With a **Psychology** roll, an interviewer will notice that his attention is not entirely theirs, sharing it with the pretty Ms. Bell nearby. He knows nothing anyway.

#### **Ella Harris, age 7, friend of the beast**

Ella can be found on the side of the road near Susan, crying. If approached, she will ask, “Is she going to die?” She is secretly referring to Goopy, the Dark Young that caused the accident, though the Keeper should try to make investigators think she means Susan, perhaps by having her look in Susan's direction as she says it. If asked where her parents are, she will simply say they're at home. If the investigators ask around, they will learn that no one recalls seeing Ella on the bus. She should offer no hints as to what really happened.

#### **Ethan Hall, age 10, impatient son**

Ethan recently received a camera-mounted drone for his birthday that he takes everywhere with him. While the investigators are talking to





his parents, he will interrupt with a request to play with it, to which they will decline as it's locked under the bus in their luggage. He'll then point out that the college students have already opened the luggage hold, and so will be allowed with a prompt warning from his father, Josh, saying, "If you lose it in the trees we're not going looking for it."

If the investigators consider using it to survey the area, they must make successful **Persuade** rolls on both Ethan and Josh. Because it's night, all footage will be dark and grainy anyway, and will require a Hard **Spot Hidden** roll to see anything useful. What investigators see will be up to the Keeper.

**Jessica Bell, age 31, uptight businesswoman**

Jessica is the furthest away from the group. In a white blouse and plain gray pencil skirt, it's clear that she's a businesswoman. She has her phone in one hand and a cigarette in the other. From her pacing and chain-smoking, it's obvious, too, that she's stressed, no **Psychology** roll needed. If her interviewer fails a Hard **Luck** roll, she'll be on a call when approached, angrily complaining that she was forced to catch a bus, as well as about the subsequent accident.

If any interviewers are non-smokers, the one with the lowest **CON** must make a successful **CON** roll else they can't help but cough at Jessica's envelope of smoke, and she will turn away with a scowl and

ignore them. A successful Hard **Charm** roll might return her attention, but she has no pertinent information anyway.

**Jessica "Jess" Lopez, age 21, second-year veterinary student**

Jess—along with Chris, Mike, Jess, and her boyfriend, Austin—is returning from a weekend of partying. Despite having medical knowledge, she will not offer any assistance to Sam. As the group is approached, both Jess and Austin will walk off together into the nearby woods. If they are followed, what they are doing in there is entirely up to the Keeper. She knows nothing of the accident.

**Joshua "Josh" Hall, age 39, protective father**

Josh and Amy Hall are returning from a family vacation with their children, Lexi and Ethan. Josh is a solid, imposing man, and very protective of his family. He will become angered if any investigator questions either of his children without asking his permission first. He knows nothing of the accident.

**Kayla Murphy, age 16, delinquent teen**

Kayla is dressed all in black, and has brightly-colored hair. Investigators can find her sitting atop the bus, either by climbing up themselves, or by smelling her smoke wafting down (via a **Spot Hidden** roll). They

will find her facing the east with headphones in, smoking a self-rolled cigarette. She won't hear them approaching, even if they call out, due to the volume of her music. Once her attention has been gained, she will remove one headphone to hear what they want. She will be apathetic to anything they say, and a successful **Charm, Fast Talk, or Persuade** roll is needed to keep her attention, else she will simply brush them off and put her headphone back in.

With a successful interview, Kayla will tell investigators that she's been watching the trees move for a while, gesturing to the eastern woods. A **Spot Hidden** roll will allow them to see it too.

**Mary Johnson, age 62, retired housewife**

Having recently attended their friend's funeral, the crash has compounded Mary's already fragile state, so is found in tears if approached, being comforted by her husband, Rich. She won't speak, and Rich will decline answering any questions on her behalf.

**Michael "Mike" Ward, age 20, second-year med student**

Mike—along with Austin, Chris, Jess, and Ash—is returning from a weekend of partying. Mike has always felt like the fifth wheel of the group, being the only single one. To keep his insecurities at bay, he takes it upon himself to be the comic relief of the group, and will joke about any subject discussed, including the accident, though he knows nothing pertinent about it. Despite being a med student, he will not offer any assistance to Sam.

**Michelle Kelly, age 44, middle-aged flirt**

Dressed in clothing far too young for her age, and a hairstyle to match, Michelle believes herself to be quite the cougar. She will flirt with any male interviewer with APP higher than her own (70), regardless of age. She knows nothing of the accident.

**Richard "Rich" Johnson, age 62, retired lawyer**

Rich, Mary, and Robert are returning home from attending a friend's funeral. When approached, Rich will be attending to his crying wife, Mary, and will politely decline answering any questions.

**Rin Yoshida, age 30, honeymooning wife**

Rin is on her honeymoon with husband, Sho. Neither speaks particularly good English. If a translator is arranged, she says that she didn't see anything, but believes that her husband did.

**Robert Scott, age 63, retired accountant**

Robert is traveling with Rich and Mary. When approached, a group **Luck** roll will determine if he is on the phone to the Johnsons' family, informing them of what's happened. If he isn't, he is happy to talk, though admits his eyesight is so bad he wouldn't have seen anything even if it had been right outside his window.

**Samantha "Sam" Clark, age 26, surly nurse**

Sam is Britt's partner. The two are returning from a visit to Sam's parents' house in Kingsport, where they had a disagreement, and so decided to leave early. They weren't talking to each other prior to the accident, but the traumatic event has made Sam rethink her priorities. Being a nurse, Sam jumps in to provide first aid to the injured Ms. Cox. She may ask for assistance from the investigators if any have medical or first aid training.

**Sebastien "Seb" Bellamy, age 29, french backpacker**

Seb and Sophie are a couple, backpacking across the country. He was the first to attend to Susan after the accident, and helped lift her away from the wreckage. He can be found inspecting the front of the bus. Seb is the most reliable witness of the group, and believes the bus hit a tree, though he is questioning himself in light of the bus' damage and position.

**Sho Yoshida, age 32, honeymooning husband**

Sho is on his honeymoon with wife, Rin. Neither speaks particularly good English. If a translator is arranged, Sho says that he saw what looked like a black walking squid—though upside down.

**Sophie LeBeau, age 28, french backpacker**

Sophie can be found inspecting the front of the bus with Seb. She didn't see anything, but is determined to help Seb figure it out. Though she doesn't know anything of the accident, her proximity to the East side of the road may allow an interviewer to hear something in the nearby trees with a **Listen** roll.

**Stephanie "Steph" Bennett, age 25, single mother**

Steph has her one-year-old baby, Mason, with her. When approached, Mason will be crying. Steph will explain that he is fine, and is just hungry. Of the present interviewers, the one with the lowest **Luck** will be asked to hold Mason while Steph prepares him a bottle. If questioned, Steph says she was attending to Mason when the accident occurred so has no information on the matter.

**Susan Cox, age 53, the injured woman**

Susan was sitting at the very front of the bus, talking with the driver, when the accident occurred. She was thrown from her seat, and through the front window onto the road. She is critically injured, though is still conscious. Seb and Sam are the first to attend to her, with Sam providing first aid. If interviewed, Susan will seem vague and delirious, muttering something about hitting a tree, adding after the fact that it just jumped out of nowhere.

## THE WRECKED BUS

Looking at the front of the bus, the left-hand side has been fully crushed by the impact with Goopy. There is shattered glass all over the road, as well as a large pool of oil...though it's not actually oil, but Goopy's blood.

A Hard **Spot Hidden** roll reveals *something* (one of Goopy's teeth) embedded in the metal. This can be changed to a Regular roll if being inspected with a flashlight of any kind, including that of a cell phone. If touched, they will find the object covered in a dark, slippery ichor, making a Hard **STR** roll required to pull it out. If they think to wipe the ichor off, the difficulty can be changed to Regular. Each investigator can try to remove it in turn, but if anyone pushes the roll, they might cut themselves on the sharp edge where it had snapped off, for 1 point of damage. Once removed, it's clear that this is a tooth or claw of some large creature. A **Natural World** or **Science: Biology** roll might determine which it is, but it's inconsequential.

The other clue in this area is the pool of "oil" on the road. The engine of buses is in the rear, so there would not be oil leaking from the accident. If the players don't think of this on their own, the Keeper



should ask for **Know** rolls from all present. Upon inspection, they will discover that this is the same dark ichor that was on the tooth. A **Spot Hidden** roll will reveal that the liquid is trailing off in the opposite direction of the road's grade (i.e. up-hill). If they follow the trail, it will lead off the eastern side of the road. A Hard **Spot Hidden** or Hard **Tracking** roll (change to Regular rolls if using a flashlight) will reveal further ichor leading into the eastern woods, as well as some broken tree branches, but even without these rolls, it should be clear that this is the direction the creature went.

If the players happen to ask for a **Cthulhu Mythos** roll on the tooth and/or ichor, there is so little to go off that even a success would yield no information.

## THE WOODS

### THE EASTERN WOODS

As the investigators enter the eastern woods, they find that it is *much* darker than out on the road. Even with flashlights, they will not be able to make any further Spot Hidden or Tracking rolls to follow Goopy's path. However, a **Spot Hidden** roll will allow them to notice that the woods are absent of wildlife noises—no crickets, frogs, anything. Whether they proceed into the darkness or turn back, everyone present should make a **Listen** roll. Those who fail will hear a faint noise in the distance, while those who succeed will also recognize that the faint noise sounds vocal.

Following the noise to its source, they will come upon a small clearing in the trees. In the middle of this clearing they will discover a large creature, laying on the ground. It has a bulbous body covered in mouths, with ropey tentacles emanating from the top, and three hoofed legs coming out the bottom. This is Goopy, a Dark Young of Shub-Niggurath. All investigators will need to make a **Sanity** roll (1D3/1D10 sanity point loss) for beholding this unnatural monstrosity.

Goopy is critically injured, and cannot stand. Each of its many mouths is uttering different vocalizations in an unearthly tongue. Moments after the investigators arrive, the ground around Goopy starts to glow, coalescing into animated geometric shapes. If any of the investigators approach Goopy, it will kick or swipe at them to keep them at bay, but is otherwise too weak to attack. After only a few moments, the ground will glow even brighter and Goopy will sink into the solid earth and disappear.

### KEEPER SUGGESTION

Ella is intended to act as a “carrot on a stick” when she appears in the eastern woods, luring the investigators back to the road and across to the opposite woods, and ultimately through to her house.

If they manage to catch her, she should be allowed to escape. If they fail to chase after her at all, have one of the investigators plead with them to do so. Steph Bennett or Amy Hall would be the best candidates, as their motherly instincts would be the highest, though anyone would suffice.

The instant this happens, a shrill scream will cut through the silence, and the investigators will spot Ella on the edge of the clearing just before she runs back into the woods towards the road.

There is no evidence left in the clearing for the investigators to inspect save for some more of the dark ichor.

If the investigators chase after Ella, she will lead them back across the road and into the western woods. If they don't chase her, upon returning to the road, one of the NPCs will run up to them panicked and say that they saw a little girl run in there.

## THE WESTERN WOODS

There is nothing of note in the western woods themselves, but as the investigators make their way through them, they will notice the lights of a farmhouse on the far side.

## THE FARM

The Harris farm can be reached in two ways. Either the investigators follow Ella through the western woods, or via the driveway not far back down the road. Either way, the investigators will find a two-story farmhouse with three cars parked in front. The house's exterior lights are all on, as well as a few ground-level interior lights, though the entire upper floor is dark. If they approach the front door, they will find it locked, and knocking will yield no response.

Around the back of the house, investigators will see a large barn with lights on inside, as well as a fairly large equipment shed and stable. They will also discover that the back door of the house is unlocked, though calling out or knocking will still be unanswered.

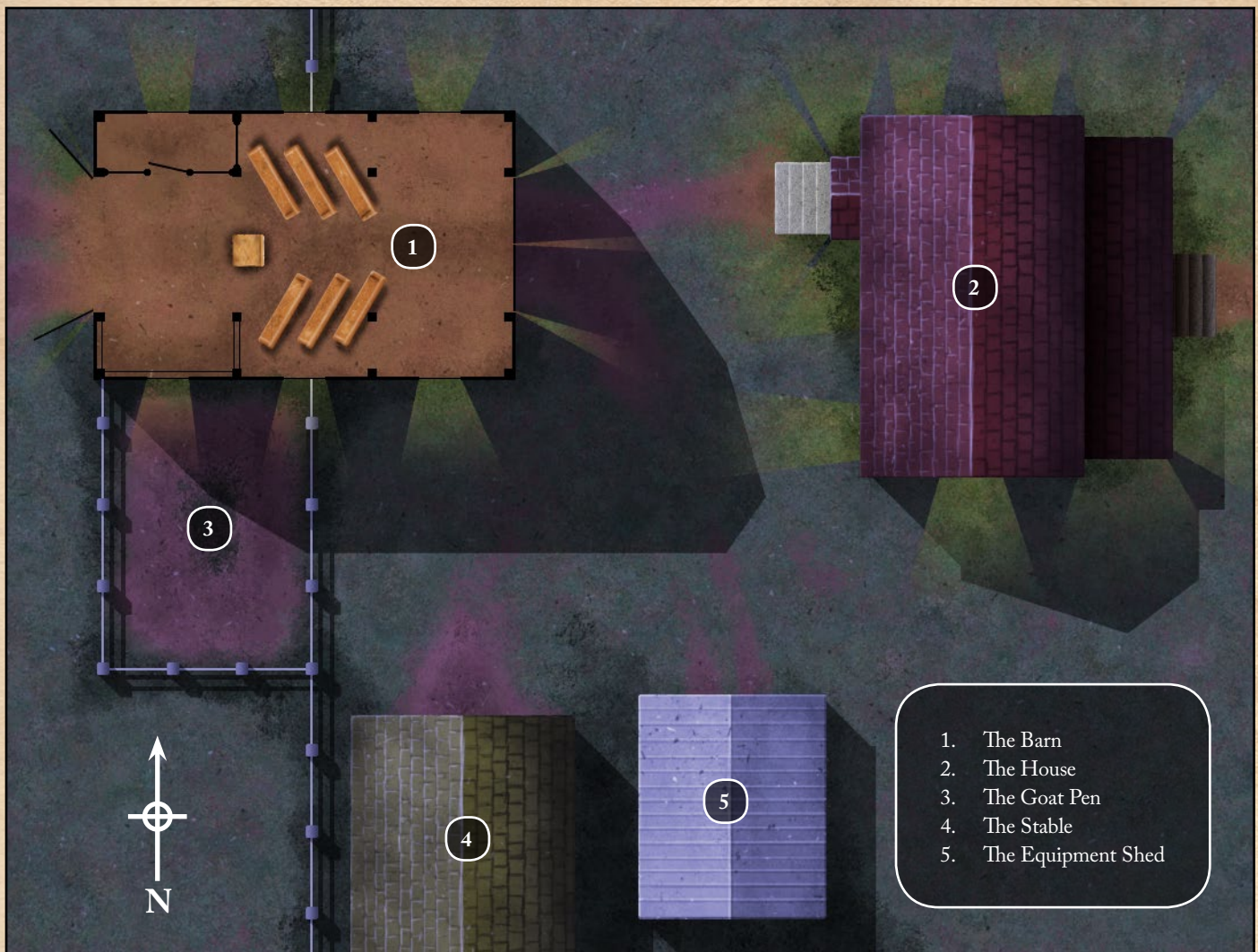
## THE HOUSE

If the investigators decide to illegally enter the house, they will find it unremarkable in every way. There is no religious paraphernalia or imagery at all, and there is nothing unusual about any of the furnishings or appliances.

Upstairs are the bedrooms. One is the parents, Rob and Heather's, room, which is large and sparsely decorated, with a queen-sized bed against the far wall. Another is teenager Madi's room, with numerous posters of horses across the walls, as well as many horse figurines atop any surface capable of holding one. The third bedroom is Jake's, which has a few posters of popular gaming franchises on the walls, and a desk sporting a top-of-the-line computer glowing with neon lights. The last room is Ella's, and is the only one whose bed appears recently slept-in. If the investigators choose to examine Ella's desk, a **Spot Hidden** roll will allow them to discover crayon drawings of a creature matching the one they saw in the woods. If using a flashlight of any kind—or even turning on the room light—the roll is not necessary.

## THE EQUIPMENT SHED

The equipment shed is unlocked, though the door will make a loud squeak when opened, due to rusty hinges. Inside, there is almost every tool imaginable—both powered and manual—as well as a ride-on mower parked right in the middle of the room. There is also a locked cabinet on the far wall. Opening it requires a **Locksmith** roll, and



*The Harris Farm*

a secondary attempt by another investigator should be considered a pushed roll. Within, they will find a rifle, as well as some ammunition.

## THE STABLE

Inside the stable, investigators will find 1D6 horses. The horses will become agitated by their presence, snorting and huffing, and a group **Luck** roll will determine if any spook enough to let out a neigh. No one will come to investigate the commotion unless it continues for an excessive amount of time.

## THE BARN

The barn is large and wooden, in the classic gambrel style. Though the majority of the paint has peeled off, a few curling flecks remain, revealing that it was once painted a strong red. The large house-side doors of the barn are closed, though there are three small, uncurtained windows along each side. The lights are all on—both inside and out—and as the investigators approach, they can hear someone speaking within, though the voice is too muffled by the barn walls to make out any words. If they put their ear up to the joins of the doors, a **Listen** roll will make out what sounds like a regular church sermon.

## THE CHURCH OF SHUB-NIGGURATH

Looking through the closest window, they will see that the far end of the barn has pews set up on each side, angled towards the far doors, which are both wide open. Sitting on the pews are 6 adults, 2 teens, and 3 children. In front of the doors stands a man, Rob Harris, in ceremonial robes at a pulpit (see **Role-Playing Cues: Cult Members**, page 10, for a full list of attendees). Due to the distance and angle, it will take a **Spot Hidden** roll to see that he is reading from a large, thick book atop the stand (see **New Tome: Cult Bible**, opposite, for details). If an investigator chooses to look through the window closest to the people, they will need to make a **Luck** roll to not be noticed. If they are spotted, a subsequent **Stealth** roll may allow them to duck away inconspicuously.

Moments later, the attendees will start into a classic cultist chant. One of them (the Keeper may choose who) will then move to a small pen in the corner of the barn, and return with a goat on a leash. Meanwhile, Rob Harris will move to a nearby shelf, where he will remove what appears to the investigators as little more than a foot-long metal cylinder. It is, in fact, a bolt gun to be used to stun the goat, as they will soon witness (see **New Weapon: Captive Bolt Gun**, opposite, for details).

## NEW WEAPON: CAPTIVE BOLT GUN

A Captive Bolt Gun is a device used to humanely stun livestock prior to slaughter. It is a metal cylinder 13" long (33cm), 1.5" across (4cm), and weighing 5lb (2.3kg). It uses a single charge—actuated by a firing pin and trigger—to instantaneously launch and recoil a 2.25" bolt (5.7cm). A new charge needs to be placed under the firing cap in order to be used again. It is capable of impaling.

Weapon	Skill	Damage	Base Range	Uses per Round	Bullets in Gun	Malf.
Captive Bolt Gun	Fighting (Brawl)	1D10, or 1D8+DB as truncheon	Touch	1	1	99

Once the goat has been handed over to Rob, the retriever will return to their seat. The chanting will then turn louder, and from the woods to the south of the farm comes a tremendous crashing of trees, moments before a Dark Young, much larger than Goopy, lumbers out. It makes its way to the open back doors of the barn (oblivious to any investigators that may be nearby), and stands in the threshold. The investigators will need to make a **Sanity** roll (1D3/1D10 sanity point loss) at this point.

None of the attendees react to the arrival of the monster, but simply continue their chanting. Rob Harris will stop at some point, as he wrangles the goat between his legs, and presses the metal cylinder to the animal's forehead. With a grip of the trigger, the goat's body goes limp, and Rob steps over it. He then puts the bolt gun down on the pulpit and drags the unconscious goat by the horns over to the Dark Young, dropping it at the creature's feet. As he backs away, the Dark Young scoops the goat up with one of its tendrils and heads back to the woods.

As Rob returns to the pulpit, the chanting dies down, and he gives a hearty, "Iä! Iä! Shub-Niggurath! The Black Goat of the Woods with a Thousand Young!" This is then echoed by the attendees before sitting back down. Rob flicks a few pages in the book before him then starts back into a "regular" sermon.

## NEW TOME: CULT BIBLE

*English, by Jacob Harris*

This tome was written by a distant relative of Rob's, named Jacob Harris. In it, Jacob compiled all of his research into Shub-Niggurath and her Dark Young, and worked it into a bible of sorts. This bible was then used as the basis for creating a new religion/cult. It is intentionally untitled so as to not draw attention if discovered.

- **Sanity Loss:** 1D6
- **Cthulhu Mythos:** +3/+6 percentiles
- **Mythos Rating:** 25
- **Study:** 10 weeks
- **Suggested Spells:** Call/Dismiss Shub-Niggurath, Summon/Bind Dark Young, Utterance of Bile.

## INTERRUPTING

If the investigators interrupt at any time, or are caught snooping, all proceedings will stop cold, and Rob will simply call out, "Can we help you?" Even if the Dark Young is present, they will behave as any other church might with strangers interrupting a sermon. A **Psychology** roll will show that they are not acting, this is just their way of life, so all proceedings are considered normal by them.

If they are threatened for any reason, however, the women will move to protect the children, and the men will all stand to face their antagonists. If this occurs after Rob has collected the bolt gun from the shelf, he will brandish it defensively. If, by chance, the investigators are foolish enough to do this while the Dark Young is present, it will step into the barn to defend its worshipers.

If questioned about the Dark Young, Rob will simply say, "It's not of your concern." If they say that their bus crashed into one, Rob will look confused, and dismissively say, "I doubt that very much." He knows that they only appear when summoned, and believes he's the only one who does the summoning.

If questioned about the young girl, Rob will say they haven't seen her, but ask for a description in case they do. In response to the description, he and Heather will both turn pale, and Rob will sternly ask his son, Jake, to check that Ella is in bed. The boy will run out of the barn, and return shortly after, puffed. He will say that she's not there, while catching his breath. Rob and Heather will run out of the barn, followed by everyone else, and start calling Ella's name into the night. Rob will ask Heather to check the rest of the house, and Sarah will offer to join her.

From here, the investigators could assist in the search party, but if they don't, the Keeper might remind them that Emergency Services should have arrived at the bus by now—or perhaps they can see the flashing lights through the woods—so could be called upon to assist.

## EMERGENCY SERVICES

Upon returning to the bus, investigators will find two police cars, an ambulance, and a large tow truck. All have their lights flashing, painting the scene in a multi-colored strobing. Four police (two detectives and two officers) are interviewing the passengers, while two paramedics attend to Susan Cox. There are another two paramedics waiting in the front of the ambulance. Standing by the tow truck are two operators,

## ROLE-PLAYING CUES: CULT MEMBERS

### **Rob Harris, age 36, 5<sup>th</sup>-generation farmer & cult leader**

Rob is a large, muscular man. He sees nothing wrong with his religion, though is aware of how it may seem to outsiders, so knows the value of secrecy.

### **Heather Harris, age 35, farmer's wife & cult secretary**

Heather was dubious of the Harris family's religion when she first met Rob, but has become a devout member since witnessing firsthand how it has helped their farm succeed.

### **Madi Harris, age 14, horse-obsessed teen**

Madi is the oldest of the Harris children, and is obsessed with horses. She spends all of her spare time caring for and riding her own horse. She was born into the cult, so knows no different.

### **Jake Harris, age 10, reserved tween**

Jake is the middle Harris child, and keeps to himself mostly. He spends most of his spare time either on the internet, or playing video games. He, too, was born into the cult, so knows no different.

### **Mick Watson, age 33, 3<sup>rd</sup>-generation farmer**

Mick is large and strong, much like Rob. Unlike Rob, however, Mick married into the cult, with his wife Sarah's family being the long-running members. He accepts its usefulness.

### **Sarah Watson, age 33, farmer's wife & loyal daughter**

Sarah splits her time between looking after her family, and caring for her father, Chuck, who lives with them. Like her father before her, she was born into the cult.

### **Chuck Whately, age 68, devout cult member**

Chuck lives with his daughter, Sarah, and son-in-law, Mick. He was born into the cult, and still actively participates in meetings with no less fervor than any day past.

### **Matty Watson, age 11, rough-and-tumble tween**

Matty is a scruffy kid who spends all his free time outdoors. His favorite aspect of the cult is its connection to nature.

### **J.J. Jones, age 40, reluctant farmer**

J.J. was born into farming, but has never felt much passion for it. He sticks with it because it's all he knows. The same could be said for his cult participation, which he only goes along with because he knows it makes his job easier.

### **Becka Jones, age 38, softly-spoken wife**

Becka, like her husband, J.J., is not devoted to the cult. In fact, she was raised a Christian, and still considers herself one despite the others calling this their religion. She has never told any of the other members, including J.J., and suffers from anxiety at the thought that they might one day find out.

### **Ryan Jones, age 15, athletic teen**

Fit and fast, Ryan is always on the move. He resents church, simply because he has to sit still for so long.

### **Emily Jones, age 9, elective mute**

Emily is a very timid girl, who has not spoken in years. No one knows why.

## KEEPER INFORMATION

The dialogue and interactions of Rob Harris or the police officer on the farm are included purely for the sake of communicating the narrative. None of it needs to read verbatim, and if the investigators ask similar questions, or perform similar actions themselves, theirs should take precedent over the NPCs', with subsequent interactions altered accordingly.

impatiently waiting for them to clear Ms. Cox away so they can hook up the bus to their truck.

Detective Gray will notice the investigators arrive, and promptly approach them. They will be asked if they were passengers on the bus, then asked if they know anything of the accident. If they mention Dark Young—either of them—Gray gives them the expected look of

disbelief. If they persist, he may even remind them that giving false information is a felony. However, a Hard **Persuade** roll might convince him to send one of the officers with them to investigate.

Detective Gray will end by asking where they have been. If they mention the girl, he will ask if the family need assistance. If the investigators say yes, he will call it in. If they mention the goat-killing cult, without mention of a monster, Gray will call over Officer Smith. He'll ask the investigators to show Smith where the farm is, but to return as soon as they have.

## BACK TO THE FARM

Upon returning to the farm, Officer Smith will ask the investigators to head back to the road. He will then walk off towards the house. When halfway there, a young girl's scream will cut through the night air, and he will switch to a run. Whether the investigators choose to ignore the officer's orders, or follow them, they, too, will hear the scream.

If they had chosen to stay and join the search party, someone will be seen approaching the house, their flashlight bobbing across the yard. It will be Officer Smith. If questioned, by either the investigators or the family, he will say he's looking for some passengers from the bus who were said to have come this way. The girl's scream will come just as he begins speaking to them.

Everyone will run to the source of the scream: the goat pen. There they will find Emily standing by the head of a goat, its body nowhere to be seen. Officer Smith will speak up, asking for an explanation. Rob won't have one. If the investigators tell him of what they saw in the barn, Rob will become defensive, and claim that they would never do anything like this. Smith will say that he and Rob need to talk. Rob will agree to it, but only once his daughter has been found.

As everyone starts resuming the search, investigators should make a **Listen** roll. If they pass, they will hear J.J. whisper to Becka, "It's never left any behind before." If confronted about this, he will deny having said anything.

Where ever the investigators chose to search, they will spot some papers blowing across the ground. Picking them up (if they don't, have one blow onto their leg or face), they will see that the text is structured like bible verses. Any religious investigators can make a **Hard EDU** roll. If successful, they can say with certainty that none of the verses are familiar to them. A **Spot Hidden** roll will also reveal that the pages are photocopies. If they collected more than one page, they will notice that some have blood spattered upon them.

If the investigators chose to show the pages to Officer Smith, he will call Rob over to explain, or if they show it directly to Rob, Smith will walk up to see what the gathering is about. Either way, Rob won't hide his reaction, and will let out an, "Oh my god," before yelling to everyone, "We need to find Ella. Now!" If the investigators don't ask what's going on, Officer Smith will, and Rob will simply say, "My daughter is in grave danger."

## CONCLUSION

Continuing the search, the investigator with the highest **Luck** will spot Ella appearing from the woods to the south of the farm. Once the family have been alerted, both Rob and Heather will run over to her, followed by everyone else. If the investigators follow along, a **Spot Hidden** roll will reveal that her pajamas—which were clean when they last saw her—are now covered in dark splatters. If anyone holds a flashlight up to them, they'll see that it's blood. If they don't think to do this, the officer should. Heather will lift up her top, looking for injuries, and ask if she's hurt. Ella will giggle and say, "No." Rob will ask where the blood came from, and Ella will giggle again and say, "Goopy's a messy eater." Rob will look at her with a mixture of confusion and concern, and ask, "Who's 'Goopy?'" Ella will then reply, "She's my friend. Do you want to meet her?" Before anyone can respond, Ella calls out, "Goopy?!" towards the woods.

The sound of cracking trees and crushed vegetation comes from just within the tree-line, and in moments, Goopy, the Dark Young from the bus crash, comes into sight. A **Spot Hidden** roll will allow the investigators to notice that Goopy appears to be limping. Everyone should make a **Sanity** roll (1D3/1D10 sanity point loss). Officer Smith clearly fails his, as he yells, "What the hell is that thing?!" and draws his

gun on it. Ella will scream, "No, don't hurt her!" Rob, too, will shout, "Stop!"

What happens next is up to the Keeper:

- **He shoots:** If the police officer shoots, Goopy will retaliate, and kill him effortlessly. His death—or disappearance if eaten—will then need to be explained to the police, and will likely result in interrogation of the investigators. While there is no risk of them being arrested for the crime, the process of the investigation is likely to consume a lot of their time, which may not be ideal if using this scenario as a bridge between others.
- **He doesn't shoot:** This could be facilitated by a group **Luck** roll, or a successful **Persuade** roll, or simply just decided upon, but however it comes about, it will need to be decided whether he simply lies to his superiors about the encounter, or tells the truth, as crazy as it may sound. If the investigators had mentioned the monster to the detective earlier, the officer's corroboration might be enough to call it in, whereas, if they didn't, it's then up to them if they want to confirm his account, or lie about it themselves, in which case the officer may be deemed unfit for duty.

Regardless of which path Officer Smith follows, Rob Harris will plead with the investigators to not tell the police what they've seen here. He will make the case that his church is harmless, and that their ways have kept the family farm running for decades. He will add that the night's events were merely a mistake, and promise that his daughter won't be summoning any more of the Dark Young. If Officer Smith died, and the investigators are unsure how to explain that away, Heather will jump in, suggesting they simply say it was a wild animal attack (which animal will depend on where the Keeper is locating the scenario).

After this, Rob will tell them they should go back to the bus, and once again apologize for what transpired here tonight.

## REWARDS

After returning to the crash scene, a replacement bus arrives in due time, and the investigators are able to continue on to their original destination. Their experience this night has earned them the following "rewards":

- If they outed the farmers to the police -1D8 Sanity points
- If they kept the farmers' secret +1D8 Sanity points
- If they corroborate Officer Smith's account +1D3 Sanity points
- If they lie, and make Smith seem insane -1D3 Sanity points

# CHARACTERS AND MONSTERS

## BUS PASSENGERS

### Alexis "Lexi" Hall, age 16, bookish daughter

STR 35 CON 65 SIZ 55 DEX 40 INT 75  
APP 80 POW 30 EDU 50 SAN 30 HP 12  
DB: 0 Build: 0 Move: 7

#### Combat

Brawl 10% (5/2), damage 1D3  
Dodge 20% (10/4)

#### Skills

Computer Use 20%, History 10%, Library Use 40%.

### Amy Hall, age 40, caring mother

STR 45 CON 40 SIZ 65 DEX 55 INT 65  
APP 60 POW 55 EDU 55 SAN 55 HP 10  
DB: 0 Build: 0 Move: 6

#### Combat

Brawl 25% (12/5), damage 1D3  
Dodge 27% (13/5)

#### Skills

Accounting 10%, Art/Craft (Beading) 30%, First Aid 40%, Psychology 20%.

### Ashley "Ash" Campbell, age 20, first-year psych student

STR 50 CON 65 SIZ 70 DEX 50 INT 80  
APP 65 POW 50 EDU 60 SAN 50 HP 13  
DB: 0 Build: 0 Move: 7

#### Combat

Brawl 25% (12/5), damage 1D3  
Dodge 25% (12/5)

#### Skills

Computer Use 20%, Library Use 30%, Psychology 30%, Psychoanalysis 20%.

### Austin Smith, age 21, second-year med student

STR 80 CON 70 SIZ 75 DEX 75 INT 80  
APP 55 POW 70 EDU 65 SAN 70 HP 14  
DB: +1D4 Build: 1 Move: 8

#### Combat

Brawl 40% (20/8), damage 1D3+1D4  
Dodge 37% (18/7)

#### Skills

Computer Use 15%, First Aid 50%, Intimidate 25%, Medicine 40%.

### Brittany "Britt" Moore, age 26, nervous wreck

STR 50 CON 70 SIZ 65 DEX 45 INT 65  
APP 70 POW 40 EDU 60 SAN 30 HP 13  
DB: 0 Build: 0 Move: 7

#### Combat

Brawl 25% (12/5), damage 1D3  
Dodge 22% (11/4)

#### Skills

Charm 30%, First Aid 40%.

### Chris Rivera, age 21, second-year med student

STR 85 CON 80 SIZ 85 DEX 75 INT 80  
APP 65 POW 75 EDU 65 SAN 75 HP 16  
DB: +1D6 Build: 2 Move: 8

#### Combat

Karate 60% (30/12), damage 1D3+1D6  
Dodge 37% (18/7)

#### Skills

Charm 50%, Fast Talk 20%, First Aid 50%, Intimidate 20%, Mechanical Repair 20%, Medicine 40%, Persuade 30%.

### Ethan Hall, age 10, impatient son

STR 30 CON 45 SIZ 45 DEX 55 INT 50  
APP 65 POW 45 EDU 20 SAN 45 HP 9  
DB: -1 Build: -1 Move: 8

#### Combat

Brawl 15% (7/3), damage 1D3-1  
Dodge 27% (13/5)

#### Skills

Climb 50%, Computer Use 20%, Pilot (Drone) 30%.

### Jessica Bell, age 31, uptight businesswoman

STR 50 CON 60 SIZ 65 DEX 50 INT 75  
APP 85 POW 60 EDU 75 SAN 60 HP 12  
DB: 0 Build: 0 Move: 7 MP: 12

#### Combat

Brawl 25% (12/5), damage 1D3  
Dodge 25% (12/5)

#### Skills

Accounting 40%, Charm 50%, Computer Use 30%, Language (Japanese) 50%, Library Use 40%, Persuade 25%.

### Jessica "Jess" Lopez, age 21, second-year veterinary student

STR 40 CON 60 SIZ 55 DEX 45 INT 75  
APP 55 POW 50 EDU 65 SAN 50 HP 11  
DB: 0 Build: 0 Move: 7

**Combat**

Brawl 25% (12/5), damage 1D3  
 Dodge 22% (11/4)

**Skills**

First Aid 50%, Language (Spanish) 20%, Medicine 30%, Natural World 25%, Science (Biology) 40%.

**Joshua "Josh" Hall, age 39, protective father**

STR 65 CON 40 SIZ 80 DEX 55 INT 70  
 APP 65 POW 55 EDU 55 SAN 55 HP 12  
 DB: +1D4 Build: 1 Move: 7

**Combat**

Brawl 40% (15/6), damage 1D3+1D4  
 Dodge 27% (13/5)

**Skills**

Climb 25%, Electrical Repair 25%, Intimidate 50%, Mechanical Repair 50%, Navigate 15%.

**Kayla Murphy, age 16, delinquent teen**

STR 40 CON 50 SIZ 50 DEX 40 INT 55  
 APP 75 POW 45 EDU 50 SAN 45 HP 10  
 DB: 0 Build: 0 Move: 7

**Combat**

Brawl 35% (12/5), damage 1D3  
 Dodge 20% (10/4)

**Skills**

Climb 40%, Computer Use 40%, Locksmith 20%, Occult 10%, Sleight of Hand 20%, Stealth 40%.

**Mary Johnson, age 62, retired housewife**

STR 35 CON 30 SIZ 50 DEX 30 INT 65  
 APP 30 POW 35 EDU 50 SAN 35 HP 8  
 DB: 0 Build: 0 Move: 4

**Combat**

Brawl 15% (7/3), damage 1D3  
 Dodge 15% (7/3)

**Skills**

Craft (Sewing) 40%, First Aid 35%.

**Michael "Mike" Ward, age 20, second-year med student**

STR 65 CON 60 SIZ 85 DEX 70 INT 85  
 APP 50 POW 70 EDU 65 SAN 70 HP 14  
 DB: +1D4 Build: 1 Move: 7

**Combat**

Brawl 25% (12/5), damage 1D3+1D4  
 Dodge 35% (17/7)

**Skills**

Computer Use 25%, First Aid 60%, Medicine 40%.

**Michelle Kelly, age 44, middle-aged flirt**

STR 40 CON 40 SIZ 60 DEX 40 INT 60  
 APP 70 POW 50 EDU 50 SAN 50 HP 10  
 DB: 0 Build: 0 Move: 6

**Combat**

Brawl 25% (12/5), damage 1D3  
 Dodge 20% (10/4)

**Skills**

Charm 40%.

**Richard "Rich" Johnson, age 62, retired lawyer**

STR 45 CON 30 SIZ 55 DEX 30 INT 55  
 APP 25 POW 40 EDU 85 SAN 40 HP 8  
 DB: 0 Build: 0 Move: 4

**Combat**

Brawl 20% (10/4), damage 1D3  
 Dodge 15% (7/3)

**Skills**

Fast Talk 25%, History 25%, Law 80%, Library Use 70%, Persuade 50%, Psychology 50%.

**Rin Yoshida, age 30, honeymooning wife**

STR 50 CON 60 SIZ 60 DEX 65 INT 85  
 APP 65 POW 35 EDU 60 SAN 35 HP 12  
 DB: 0 Build: 0 Move: 8

**Combat**

Brawl 25% (12/5), damage 1D3  
 Dodge 32% (17/6)

**Skills**

Accounting 30%, Computer Use 30%, Language (English) 15%.

**Robert Scott, age 63, retired accountant**

STR 45 CON 25 SIZ 55 DEX 20 INT 60  
 APP 30 POW 40 EDU 75 SAN 40 HP 8  
 DB: 0 Build: 0 Move: 4

**Combat**

Brawl 20% (10/4), damage 1D3  
 Dodge 10% (5/2)

**Skills**

Accounting 70%, Computer Use 25%, History 20%.

**Samantha "Sam" Clark, age 26, surly nurse**

STR 55 CON 70 SIZ 65 DEX 50 INT 65  
 APP 50 POW 65 EDU 75 SAN 65 HP 13  
 DB: 0 Build: 0 Move: 7

**Combat**

Brawl 30% (15/6), damage 1D3  
 Dodge 25% (12/5)

**Skills**

First Aid 70%, Medicine 35%, Science (Biology) 50%, Science (Chemistry) 30%.

**Sebastien "Seb" Bellamy, age 29, french backpacker**

STR 60 CON 85 SIZ 70 DEX 65 INT 70  
 APP 70 POW 85 EDU 60 SAN 85 HP 15  
 DB: +1D4 Build: 1 Move: 7

**Combat**

Brawl 30% (15/6), damage 1D3+1D4  
 Dodge 32% (16/6)

**Skills**

Charm 30%, Climb 50%, Jump 50%, Language (English) 40%, Science (Biology) 20%, Swim 40%, Throw 50%.

**Sho Yoshida, age 32, honeymooning husband**

STR 60 CON 65 SIZ 60 DEX 80 INT 75  
 APP 60 POW 60 EDU 60 SAN 60 HP 12  
 DB: 0 Build: 0 Move: 8

**Combat**

Brawl 25% (12/5), damage 1D3  
 Dodge 40% (20/8)

**Skills**

Computer Use 50%, Electronics 50%, Language (English) 10%.

**Sophie LeBeau, age 28, french backpacker**

STR 50 CON 75 SIZ 60 DEX 45 INT 65  
 APP 75 POW 75 EDU 60 SAN 75 HP 13  
 DB: 0 Build: 0 Move: 7

**Combat**

Brawl 25% (12/5), damage 1D3  
 Dodge 22% (11/4)

**Skills**

Accounting 60%, Charm 40%, Computer Use 30%, Language (English) 40%.

**Stephanie "Steph" Bennett, age 25, single mother**

STR 55 CON 50 SIZ 65 DEX 45 INT 55  
 APP 60 POW 55 EDU 55 SAN 55 HP 11  
 DB: 0 Build: 0 Move: 7

**Combat**

Brawl 25% (12/5), damage 1D3  
 Dodge 22% (11/4)

**Skills**

First Aid 35%, Language (Japanese) 15%, Listen 40%.

**Susan Cox, age 53, the injured woman**

STR 40 CON 35 SIZ 60 DEX 35 INT 60  
 APP 35 POW 35 EDU 50 SAN 35 HP 3  
 DB: 0 Build: 0 Move: 5

**Combat**

Brawl 25% (12/5), damage 1D3  
 Dodge 17% (8/3)

**CULT MEMBERS****Becka Jones, age 38, softly-spoken wife**

STR 45 CON 40 SIZ 65 DEX 50 INT 60  
 APP 45 POW 40 EDU 60 SAN 40 HP 10  
 DB: 0 Build: 0 Move: 7 MP: 8

**Combat**

Brawl 25% (12/5), damage 1D3  
 Dodge 25% (12/5)

**Skills**

Cthulhu Mythos 20%, First Aid 40%.

**Chuck Whately, age 68, devout cult member**

STR 45 CON 20 SIZ 55 DEX 25 INT 55  
 APP 20 POW 45 EDU 55 SAN 45 HP 7  
 DB: 0 Build: 0 Move: 4 MP: 9

**Combat**

Brawl 20% (10/4), damage 1D3  
 Dodge 12% (6/2)

**Skills**

Cthulhu Mythos 30%, Electrical Repair 15%, Firearms (Rifle) 50%, History 25%, Mechanical Repair 60%, Natural World 35%, Operate Heavy Machinery 50%, Ride 35%, Survival 15%, Track 25%.

**Ella Harris, age 7, best friend of the beast**

STR 20 CON 45 SIZ 40 DEX 35 INT 40  
 APP 55 POW 20 EDU 5 SAN 20 HP 8  
 DB: -2 Build: -2 Move: 7 MP: 4

**Combat**

Brawl 10% (5/2), damage 1D3-2  
 Dodge 17% (8/3)

**Skills**

Climb 30%, Cthulhu Mythos 20%, Ride 10%, Stealth 40%.

**Emily Jones, age 9, elective mute**

STR 25 CON 45 SIZ 45 DEX 40 INT 45  
 APP 55 POW 25 EDU 15 SAN 15 HP 9  
 DB: -1 Build: -1 Move: 7 MP: 5



**Combat**

Brawl 10% (5/2), damage 1D3-1  
Dodge 20% (10/4)

**Skills**

Cthulhu Mythos 20%, Stealth 50%.

**Heather Harris, age 35, farmer's wife & cult secretary**

STR 50 CON 55 SIZ 65 DEX 50 INT 65  
APP 60 POW 65 EDU 50 SAN 65 HP 12  
DB: 0 Build: 0 Move: 7 MP: 13

**Combat**

Brawl 25% (12/5), damage 1D3  
Dodge 25% (12/5)

**Skills**

Cthulhu Mythos 25%, Firearms (Rifle) 30%, First Aid 40%, Mechanical Repair 20%, Natural World 20%, Operate Heavy Machinery 25%, Ride 25%, Survival 15%, Track 15%.

**Jake Harris, age 10, reserved tween**

STR 30 CON 45 SIZ 45 DEX 55 INT 45  
APP 60 POW 45 EDU 20 SAN 45 HP 9  
DB: -1 Build: -1 Move: 8 MP: 9

**Combat**

Brawl 15% (7/3), damage 1D3-1  
Dodge 27% (13/5)

**Skills**

Computer Use 20%, Cthulhu Mythos 20%.

**J.J. Jones, age 40, reluctant farmer**

STR 65 CON 35 SIZ 70 DEX 55 INT 65  
APP 40 POW 55 EDU 60 SAN 55 HP 10  
DB: +1D4 Build: 1 Move: 6 MP: 11

**Combat**

Brawl 25% (12/5), damage 1D3+1D4  
Dodge 27% (13/5)

**Skills**

Cthulhu Mythos 20%, Firearms (Rifle) 30%, Mechanical Repair 30%, Operate Heavy Machinery 50%, Ride 25%.

**Madi Harris, age 14, horse-obsessed teen**

STR 40 CON 50 SIZ 50 DEX 45 INT 50  
APP 55 POW 30 EDU 40 SAN 30 HP 10  
DB: 0 Build: 0 Move: 7 MP: 6

**Combat**

Brawl 15% (7/3), damage 1D3  
Dodge 22% (11/4)

**Skills**

Cthulhu Mythos 20%, Natural World 15%, Ride 50%.

**Matty Watson, age 11, rough-and-tumble tween**

STR 35 CON 50 SIZ 50 DEX 65 INT 45  
APP 45 POW 45 EDU 25 SAN 45 HP 10  
DB: 0 Build: 0 Move: 8 MP: 9

**Combat**

Brawl 15% (7/3), damage 1D3  
Dodge 32% (16/6)

**Skills**

Climb 50%, Cthulhu Mythos 20%, Jump 40%, Ride 15%, Stealth 40%, Swim 40%.

**Mick Watson, age 33, third-generation farmer**

STR 65 CON 55 SIZ 75 DEX 55 INT 60  
APP 40 POW 55 EDU 55 SAN 55 HP 13  
DB: +1D4 Build: 1 Move: 7 MP: 11

**Combat**

Brawl 35% (17/7), damage 1D3+1D4  
Dodge 27% (13/5)

**Skills**

Cthulhu Mythos 25%, Electrical Repair 15%, Firearms (Rifle) 45%, First Aid 35%, Mechanical Repair 50%, Natural World 30%, Operate Heavy Machinery 50%, Ride 25%, Survival 20%, Track 20%.

**Rob Harris, age 36,****fifth-generation farmer & cult leader**

STR 70 CON 50 SIZ 75 DEX 60 INT 65  
APP 55 POW 70 EDU 50 SAN 70 HP 12  
DB: +1D4 Build: 1 Move: 7 MP: 14

**Combat**

Brawl 25% (12/5), damage 1D3+1D4  
Dodge 30% (15/6)

**Skills**

Cthulhu Mythos 25%, Electrical Repair 15%, Firearms (Rifle) 40%, First Aid 40%, Mechanical Repair 50%, Natural World 30%, Operate Heavy Machinery 50%, Ride 30%, Survival 20%, Track 20%.

**Ryan Jones, age 15, athletic teen**

STR 55 CON 65 SIZ 60 DEX 85 INT 50  
APP 45 POW 50 EDU 45 SAN 50 HP 12  
DB: 0 Build: 0 Move: 8 MP: 10

**Combat**

Brawl 25% (12/5), damage 1D3  
Dodge 42% (21/8)

**Skills**

Climb 60%, Cthulhu Mythos 15%, Jump 50%, Ride 25%, Stealth 30%, Swim 50%.

**Sarah Watson, age 33, farmer's wife & loyal daughter**

STR 55 CON 55 SIZ 65 DEX 50 INT 60  
APP 40 POW 40 EDU 45 SAN 40 HP 12  
DB: 0 Build: 0 Move: 7 MP: 8

**Combat**

Brawl 25% (12/5), damage 1D3  
 Dodge 25% (12/5)

**Skills**

Cthulhu Mythos 25%, First Aid 45%.

**EMERGENCY RESPONSE****Amanda Long, age 32, paramedic**

STR 55 CON 60 SIZ 70 DEX 60 INT 75  
 APP 40 POW 60 EDU 75 SAN 60 HP 13  
 DB: +1D4 Build: 1 Move: 7

**Combat**

Brawl 30% (15/6), damage 1D3+1D4  
 Dodge 30% (15/6)

**Skills**

First Aid 65%, Medicine 35%, Science (Biology) 50%, Science (Chemistry) 35%.

**Andrew Turner, age 28, paramedic**

STR 75 CON 75 SIZ 80 DEX 65 INT 90  
 APP 45 POW 65 EDU 75 SAN 65 HP 15  
 DB: +1D4 Build: 1 Move: 7

**Combat**

Brawl 25% (12/5), damage 1D3+1D4  
 Dodge 32% (16/6)

**Skills**

First Aid 70%, Medicine 35%, Science (Biology) 50%, Science (Chemistry) 30%.

**Brian Smith, age 39, police officer**

STR 60 CON 50 SIZ 70 DEX 60 INT 70  
 APP 40 POW 60 EDU 65 SAN 60 HP 12  
 DB: +1D4 Build: 1 Move: 7

**Combat**

Brawl 50% (25/10), damage 1D3+1D4  
 Dodge 30% (15/6)

**Skills**

Firearms (Pistol) 70%, First Aid 40%, Intimidate 50%, Law 40%, Psychology 40%, Spot Hidden 50%.

**David Jenkins, age 32, paramedic**

STR 70 CON 55 SIZ 75 DEX 65 INT 85  
 APP 50 POW 65 EDU 75 SAN 65 HP 13  
 DB: +1D4 Build: 1 Move: 7

**Combat**

Brawl 25% (12/5), damage 1D3+1D4  
 Dodge 32% (16/6)

**Skills**

First Aid 70%, Medicine 35%, Science (Biology) 55%, Science (Chemistry) 30%.

**James Ross, age 36, paramedic**

STR 60 CON 55 SIZ 70 DEX 60 INT 70  
 APP 50 POW 65 EDU 75 SAN 65 HP 12  
 DB: +1D4 Build: 1 Move: 7

**Combat**

Brawl 25% (12/5), damage 1D3+1D4  
 Dodge 30% (15/6)

**Skills**

First Aid 70%, Medicine 35%, Science (Biology) 45%, Science (Chemistry) 25%.

**John Adams, age 33, police detective**

STR 75 CON 65 SIZ 85 DEX 70 INT 80  
 APP 45 POW 80 EDU 75 SAN 80 HP 15  
 DB: +1D4 Build: 1 Move: 7

**Combat**

Brawl 50% (25/10), damage 1D3+1D4  
 Dodge 35% (17/7)

**Skills**

Firearms (Pistol) 70%, Intimidate 50%, Law 50%, Listen 30%, Psychology 50%, Spot Hidden 50%.

**Michael Roberts, age 40, police officer**

STR 70 CON 45 SIZ 75 DEX 60 INT 70  
 APP 50 POW 60 EDU 65 SAN 60 HP 12  
 DB: +1D4 Build: 1 Move: 6

**Combat**

Brawl 50% (25/10), damage 1D3+1D4  
 Dodge 30% (15/6)

**Skills**

Firearms (Pistol) 70%, First Aid 40%, Intimidate 50%, Law 40%, Psychology 40%, Spot Hidden 50%.

**Will Gray, age 37, police detective**

STR 65 CON 55 SIZ 80 DEX 70 INT 70  
 APP 50 POW 55 EDU 75 SAN 55 HP 13  
 DB: +1D4 Build: 1 Move: 7

**Combat**

Brawl 50% (25/10), damage 1D3+1D4  
 Dodge 35% (17/7)

**Skills**

Firearms (Pistol) 70%, Intimidate 50%, Law 50%, Listen 30%, Psychology 50%, Spot Hidden 50%.

## TOWTRUCK OPERATORS

### Jason Davis, age 35, Jeff's lackey

STR 60 CON 40 SIZ 80 DEX 40 INT 50  
 APP 35 POW 50 EDU 50 SAN 50 HP 12  
 DB: +1D4 Build: 1 Move: 7

#### Combat

Brawl 25% (12/5), damage 1D3+1D4  
 Dodge 20% (10/4)

#### Skills

Electrical Repair 15%, Locksmith 15%, Mechanical Repair 20%,  
 Operate Heavy Machinery 5%.

### Jeff Davis, age 48, surly tow truck driver

STR 55 CON 35 SIZ 90 DEX 35 INT 55  
 APP 35 POW 50 EDU 45 SAN 50 HP 12  
 DB: +1D4 Build: 1 Move: 6

#### Combat

Brawl 25% (12/5), damage 1D3+1D4  
 Dodge 17% (8/3)

#### Skills

Electrical Repair 20%, Locksmith 20%, Mechanical Repair 25%,  
 Operate Heavy Machinery 10%.

## THE DARK YOUNG

### Goopy, befriended Dark Young

STR 170 CON 45 SIZ 170 DEX 45 INT 20  
 APP -- POW 25 EDU -- SAN -- HP 21  
 DB: +3D6 Build: 4 Move: 8 MP: 5

#### Combat

**Attacks per round:** 5 (only 1 Trample attack per round).

In its masses of tentacles, Goopy has four thicker sinuous tentacles with which it attacks. Each of these thicker tentacles can strike out to injure. It may also kick out with its hooves, simply crush, or strike with its massive bulk.

**Grab (mnvr):** Goopy can use its tentacles to grab and capture up to four victims. If a victim is grabbed, he or she is held to one of the horrible sucking mouths and drained of 1D10+5 STR per round. This STR loss cannot be restored. While being drained, a victim is capable only of ineffectual writhing and screaming.

**Trample:** Goopy can also trample with its massive hooves, typically hooting and bellowing as it rears up and attempts to trample as many opponents as it can (up to 1D4 humans if they are situated close together).

Fighting 80% (40/16), damage 3D6  
 Trample 40% (20/8), damage 2D6+3D6  
 Dodge 40% (20/8)

**Armor:** Goopy is of non-Earthly material and make-up, so that any successful hit with a firearm attack does only 1 point of damage per bullet (2 points for an impale). Hand-to-hand weapons do normal damage. Attacks dependent on heat, blast, corrosion, electrical charge, or poisoning have no effect.

**Spells:** Create Gate.

**Skills:** Stealth (bonus die in woods) 30%.

**Sanity Loss:** 1D3/1D10 Sanity points to see Goopy.

### Dark Young of Shub-Niggurath

STR 220 CON 80 SIZ 220 DEX 80 INT 70  
 APP -- POW 90 EDU -- SAN -- HP 30  
 DB: +4D6 Build: 5 Move: 8 MP: 18

#### Combat

**Attacks per round:** 5 (only 1 Trample attack per round).

In its masses of tentacles, a typical dark young has four thicker sinuous tentacles with which it attacks. Each of these thicker tentacles can strike out to injure. It may also kick out with its hooves, simply crush, or strike with its massive bulk.

**Grab (mnvr):** Dark Young can use its tentacles to grab and capture up to four victims. If a victim is grabbed, he or she is held to one of the horrible sucking mouths and drained of 1D10+5 STR per round. This STR loss cannot be restored. While being drained, a victim is capable only of ineffectual writhing and screaming.

**Trample:** Dark Young can also trample with its massive hooves, typically hooting and bellowing as it rears up and attempts to trample as many opponents as it can (up to 1D4 humans if they are situated close together).

Fighting 80% (40/16), damage 4D6  
 Trample 40% (20/8), damage 2D6+4D6  
 Dodge 40% (20/8)

**Armor:** Dark Young are of non-Earthly material and make-up, so that any successful hit with a firearm attack does only 1 point of damage per bullet (2 points for an impale). Hand-to-hand weapons do normal damage. Attacks dependent on heat, blast, corrosion, electrical charge, or poisoning have no effect.

**Skills:** Stealth (bonus die in woods) 30%.

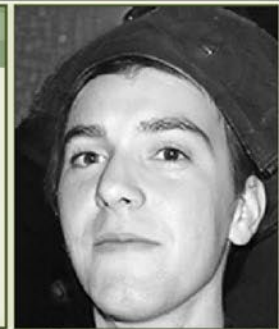
**Sanity Loss:** 1D3/1D10 Sanity points to see a Dark Young

# Modern Era Investigator

Name Cody Robinson  
 Player \_\_\_\_\_  
 Occupation Video Game Streamer  
 Age 23 Sex M  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **50**  $\frac{25}{10}$  DEX **60**  $\frac{30}{12}$  INT **65**  $\frac{32}{13}$   
 CON **45**  $\frac{22}{9}$  APP **55**  $\frac{27}{11}$  POW **55**  $\frac{27}{11}$   
 SIZ **70**  $\frac{35}{14}$  EDU **60**  $\frac{30}{12}$  Move Rate **7**  $\frac{+1}{-1}$



Major Wound  **11** MP

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  **55** 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 **11** MP

	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**

	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>40</b> $\frac{20}{8}$	<input type="checkbox"/> Language [Own] [EDU] English <b>60</b> $\frac{30}{12}$	<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%] <b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Library Use [20%] <b>50</b> $\frac{25}{10}$	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting [Brawl] [25%]	<input type="checkbox"/> Listen [25%] <b>55</b> $\frac{27}{11}$	<input type="checkbox"/> Sleight of Hand [10%]
<input checked="" type="checkbox"/> Art / Craft [05%] Video Editing <b>55</b> $\frac{27}{11}$	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Spot Hidden [25%] <b>60</b> $\frac{30}{12}$
<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%] <b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<input type="checkbox"/> Natural World [10%]	<input type="checkbox"/> Swim [20%]
<input type="checkbox"/> Climb [20%]	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%]	<input type="checkbox"/> Throw [20%]
<input type="checkbox"/> Computer Use [05%] <b>60</b> $\frac{30}{12}$	<input type="checkbox"/> First Aid [30%]	<input type="checkbox"/> Occult [05%]	<input type="checkbox"/> Track [10%]
Credit Rating [00%] <b>20</b> $\frac{10}{4}$	<input type="checkbox"/> History [05%]	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="checkbox"/>
Cthulhu Mythos [00%]	<input type="checkbox"/> Intimidate [15%]	<input type="checkbox"/> Persuade [10%] <b>40</b> $\frac{20}{8}$	<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>30</b> $\frac{15}{6}$	<input type="checkbox"/> Language [Other] [01%]	<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	-	-

## Combat

Damage Bonus **none**

Build **0**

Dodge **30**  $\frac{15}{6}$





# Modern Era Investigator

Name Hannah Mitchell  
 Player \_\_\_\_\_  
 Occupation Dental Assistant  
 Age 23 Sex F  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **45**  $\frac{22}{9}$  DEX **60**  $\frac{30}{12}$  INT **70**  $\frac{35}{14}$   
 CON **60**  $\frac{30}{12}$  APP **50**  $\frac{25}{10}$  POW **50**  $\frac{25}{10}$   
 SIZ **50**  $\frac{25}{10}$  EDU **75**  $\frac{37}{15}$  Move Rate **8**  $\frac{+1}{-1}$



Major Wound  **Md 11 HP**

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

**M 10 HP**

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

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] English <b>75</b> $\frac{37}{15}$	<input type="checkbox"/> Science [01%] Biology <b>50</b> $\frac{25}{10}$
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/> Dentistry <b>65</b> $\frac{32}{13}$
<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"/> 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%] <b>60</b> $\frac{30}{12}$
<input type="checkbox"/> Art / Craft [05%]	<input type="checkbox"/> Fighting (Karate) <b>65</b> $\frac{32}{13}$	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Stealth [20%]
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%]	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) [20%]	<input type="checkbox"/> Medicine [01%] <b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Swim [20%] <b>50</b> $\frac{25}{10}$
<input type="checkbox"/> Charm [15%] <b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	<input type="checkbox"/> Natural World [10%]	<input type="checkbox"/> Throw [20%]
<input type="checkbox"/> Climb [20%]	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%]	<input type="checkbox"/> Track [10%]
<input type="checkbox"/> Computer Use [05%] <b>40</b> $\frac{20}{8}$	<input type="checkbox"/> First Aid [30%] <b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Occult [05%]	<input type="checkbox"/>
Credit Rating [00%] <b>43</b> $\frac{21}{8}$	<input type="checkbox"/> History [05%]	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="checkbox"/>
Cthulhu Mythos [00%]	<input type="checkbox"/> Intimidate [15%] <b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Persuade [10%] <b>35</b> $\frac{17}{7}$	<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>30</b> $\frac{15}{6}$	<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				1d3 + db	-	1	-	-

# Combat

Damage Bonus **none**  
 Build **0**  
 Dodge **30**  $\frac{15}{6}$



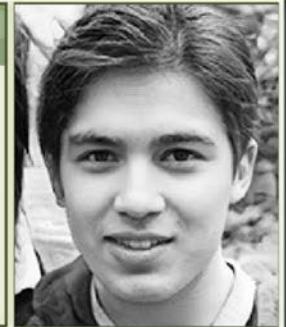


# Modern Era Investigator

Name Jordan Lopez  
 Player \_\_\_\_\_  
 Occupation Retail Assistant  
 Age 25 Sex M  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

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



Major Wound  **12** IP

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

Temp. Insane  Indef. Insane  **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	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

**10** IP

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

MAGIC POINTS

## Skills

<input type="checkbox"/> Accounting (05%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU)	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Electronics (01%)		<input type="checkbox"/> English		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> Fast Talk (05%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Law (05%)		<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Fighting (Brawl) [25%]	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Library Use (20%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/>	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (25%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Spot Hidden (25%)	<b>50</b> $\frac{25}{10}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Charm (15%)	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/> Firearms (Handgun) [20%]		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Computer Use (05%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> First Aid (30%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Persuade (10%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Psychology (10%)	<b>50</b> $\frac{25}{10}$	<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	40	20	8	1d3 + db	-	1	-	-

## Combat

Damage Bonus	<b>none</b>
Build	<b>0</b>
Dodge	<b>30</b> $\frac{15}{6}$







# Modern Era Investigator

Name Nicole Mitchell  
 Player \_\_\_\_\_  
 Occupation Grade-school Teacher  
 Age 25 Sex F  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **45**  $\frac{22}{9}$  DEX **50**  $\frac{25}{10}$  INT **65**  $\frac{32}{13}$   
 CON **60**  $\frac{30}{12}$  APP **60**  $\frac{30}{12}$  POW **55**  $\frac{27}{11}$   
 SIZ **50**  $\frac{25}{10}$  EDU **75**  $\frac{37}{15}$  Move Rate **8**  $\frac{+1}{-1}$



Major Wound  **11** MP

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  **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

# 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

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

## Weapons

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

## Combat

Damage Bonus **none**

Build **0**

Dodge **25**  $\frac{12}{5}$





# Modern Era Investigator

Name Olivia Myers  
 Player \_\_\_\_\_  
 Occupation Legal Secretary  
 Age 25 Sex F  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **40**  $\frac{20}{8}$  DEX **45**  $\frac{22}{9}$  INT **75**  $\frac{37}{15}$   
 CON **50**  $\frac{25}{10}$  APP **55**  $\frac{27}{11}$  POW **65**  $\frac{32}{13}$   
 SIZ **55**  $\frac{27}{11}$  EDU **75**  $\frac{37}{15}$  Move Rate **7**  $\frac{+1}{-1}$



Major Wound  **10** IP

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

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

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 **13** IP

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

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

MAGIC POINTS

## Skills

<input type="checkbox"/> Accounting (05%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU)	<b>75</b> $\frac{37}{15}$	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Electronics (01%)		<input type="checkbox"/> English		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> Fast Talk (05%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Law (05%)	<b>65</b> $\frac{32}{13}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Fighting (Brawl) [25%]		<input type="checkbox"/> Library Use (20%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/>	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (25%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Spot Hidden (25%)	<b>50</b> $\frac{25}{10}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Charm (15%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Firearms (Handgun) [20%]		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Computer Use (05%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	<b>41</b> $\frac{20}{8}$	<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Persuade (10%)	<b>65</b> $\frac{32}{13}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>22</b> $\frac{11}{4}$	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Language (Other) (01%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Psychology (10%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/>	
		<input type="checkbox"/> Spanish		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
		<input type="checkbox"/>				<input type="checkbox"/>	

## Weapons

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

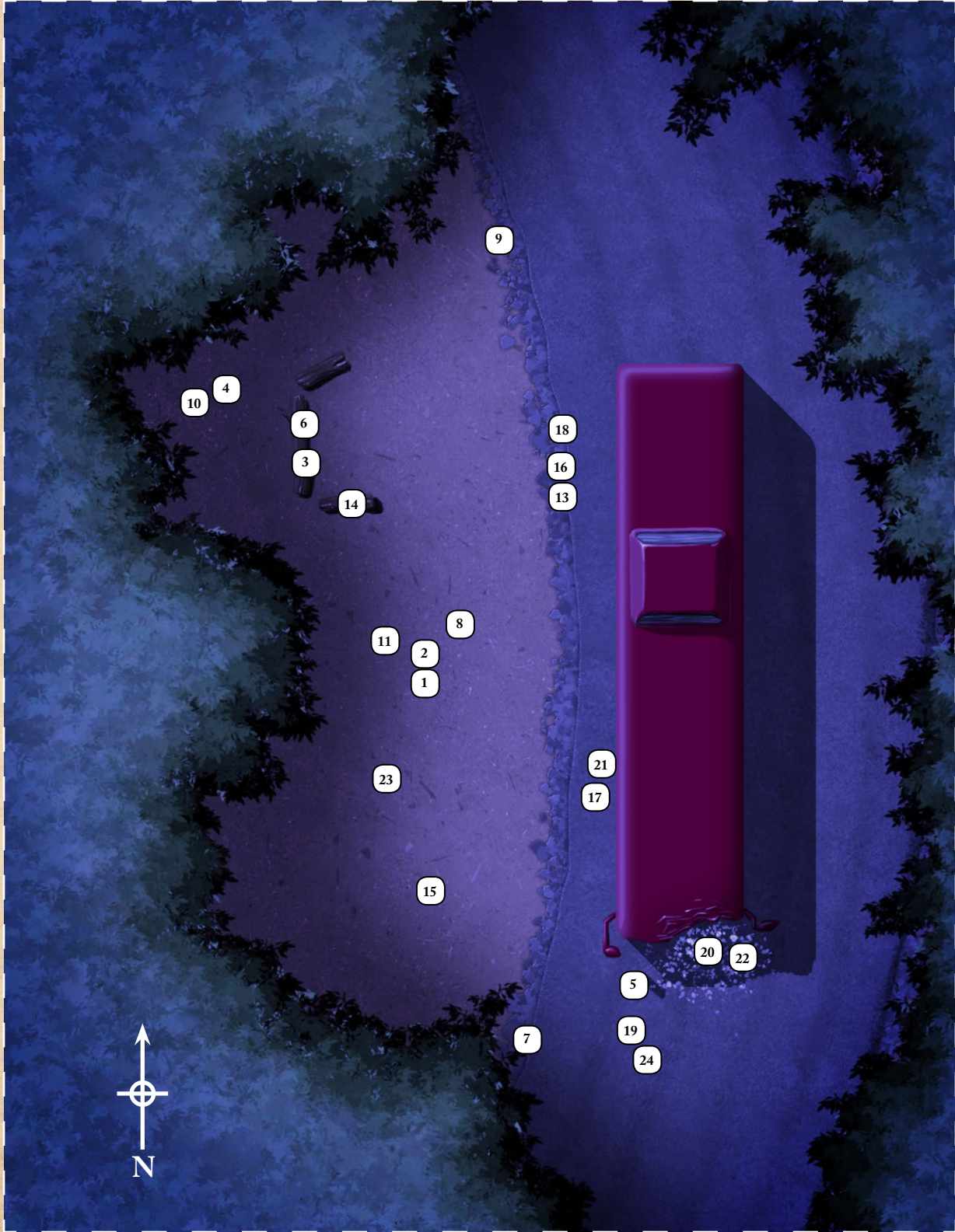
## Combat

Damage Bonus **none**  
 Build **0**  
 Dodge **22**  $\frac{11}{4}$

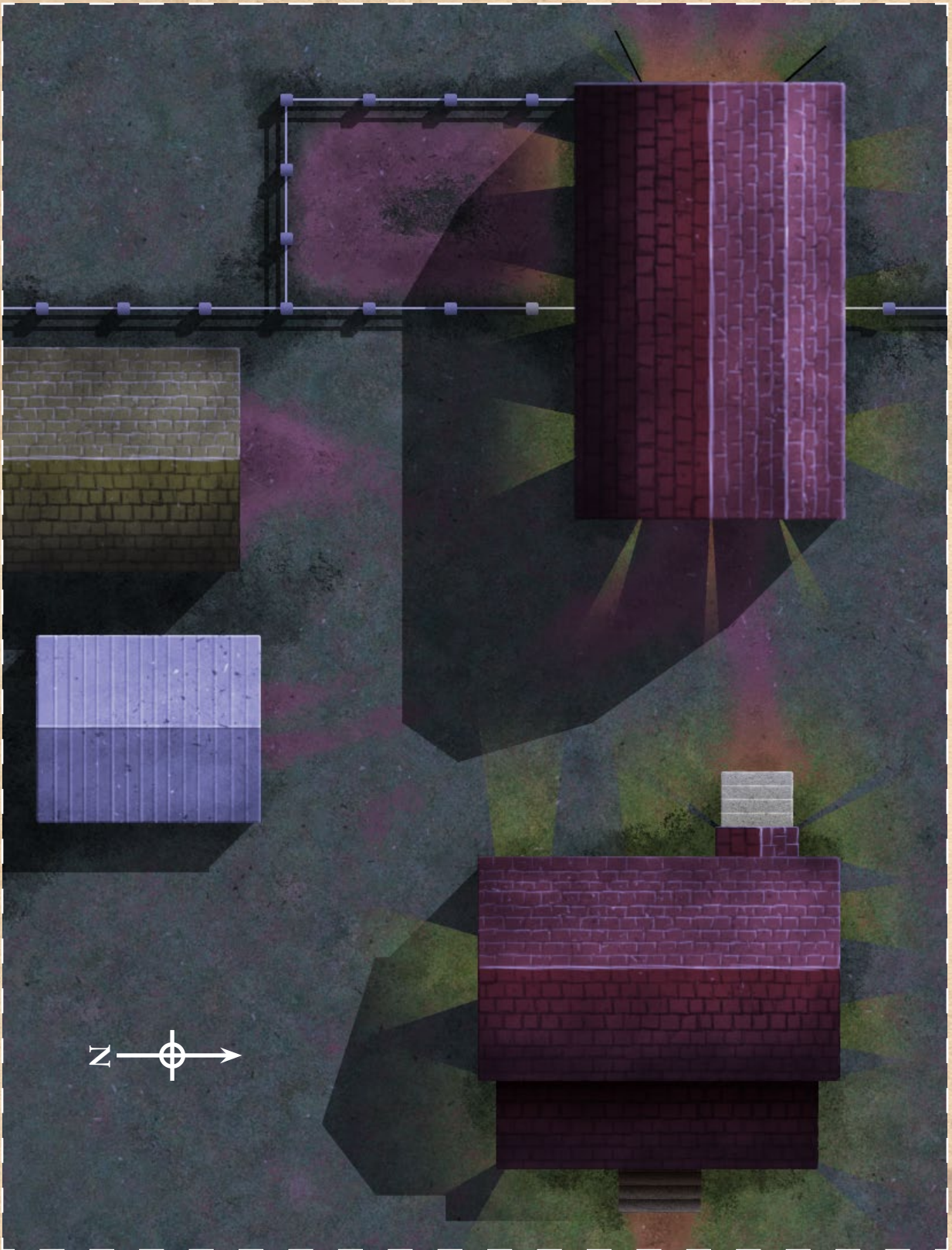




# HANDOUTS



*The Crash Scene*

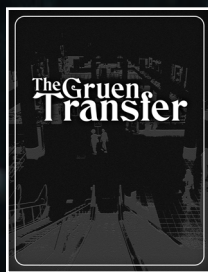


*The Harris Farm*

# MY GUARDIAN ~~ANGEL~~ monster

When a bus crashes into a large, mysterious object on an otherwise quiet country road, it will be up to the passengers to not only figure out what it was they hit, but where it came from. The answer to both of these questions will surprise even the most seasoned investigator.

*My Guardian Monster* is a one-shot scenario for *Call of Cthulhu*. It is set in the modern day, and is suitable for one to four players.



*If you like this scenario, be sure to check out the author's other scenario, The Gruen Transfer, available now on the Miskatonic Respository.*