



LEGS

BY JIM PHILLIPS



CALL OF
ETHULHU
Miskatonic
Repository

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CREDITS

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INTRODUCTION

Legs is a modern-day Scenario for 4 to 6 Investigators which can usually be run in a single gaming session. The Investigators should already know each another. Feel free to use the pre-generated Characters included, or have Players create their own characters. Given the nature of this Scenario, experienced Players may find it enjoyable to create themselves as Characters, but this is in no way required. Keepers should feel free to adapt the location or other details of the Scenario as desired.

The Investigators have come to Chicago, Illinois to attend a three-day convention in celebration of their favorite weird-fiction author, Harrison Paul Likenstuff. The convention is being held in the Winding Hotel - a large, somewhat upscale business hotel located near O'Hare International Airport in Chicago. The weekend consists of sessions discussing Likenstuff's work, games based on the characters and monsters created by Likenstuff in his stories. The highlight of the convention is a film festival of fan-created shorts inspired by Likenstuff's work.

After two full days of a fun and exciting convention, the Investigators will attend the screening of a highly-anticipated fan film called Legs. But what has been a harmless and enjoyable weekend getaway quickly turns into a terrifying race to survive.

KEEPER'S BACKGROUND

Randy Padilla served as a production assistant with a film crew making a documentary on a rare species of spider in South America when he stumbled on a cache of Dreaming Stones in a long-abandoned temple to the Spider God Atlach-Nacha. Holding the stones and gazing on an engraving of the Spider God, Randy gained certain eldritch knowledge on how to draw sacrifices through the veil from the waking world and into the Dreamlands where Atlach-Nacha waited to devour them. He would need to focus the thoughts of a large group of people on a representation of the Spider God and then perform a certain ceremony with the Dreaming Stones that would draw everyone and everything in the vicinity through to the Dreamlands.

Being involved in film, and already holding dreams of making his own films, Randy decided to make a horror film about a group of people in South America who are attacked and killed by a giant spider. Randy, however, is not much of a filmmaker and the result - Legs - is the worst kind of B-movie. The movie stars his girlfriend, Lauren Richards, who Randy also talks into performing the ceremony so he can capture it on video. The Likenstuff convention in his hometown of Chicago proves to be the perfect venue for Randy's plan - a large, contained group of people who would see his film and who could then be trapped in the venue as it is pulled into the Dreamlands.

WELCOME TO THE WINDING

The Winding Hotel is a large business hotel in a commercial / light-industrial district near the airport. From the outside it resembles nothing so much as a large, reddish-brown milk carton surrounded by a large parking lot. The exterior of the building is essentially featureless - there are no fire escapes or balconies anywhere. The rooms extend from the second to the tenth floor of the hotel and ring an open courtyard. The interior area is a vast open space from the ground floor all the way to a large skylight set in the roof. The ground floor has the main desk, a few large conference rooms, and a bar / dining area ringing a large central fountain.

As a business hotel, and since they are there for a gaming convention, it is highly unlikely that the Investigators will have (or be able to) find any firearms. There are several improvised weapons available at the Keeper's discretion, although it should be left to the Player's imaginations to puzzle these out:

Clubs: Table lamps, chairs, broken table legs, and shower curtain rods can all serve as small clubs.

Fire Fighting Gear: Each floor has two (in opposite corners) wall recesses which contain a fire hose long enough to reach around half the length of the floor. Once the hotel has been sent into the Dreamlands there is no water available, but the hose can serve as a stout climbing rope. Each recess also contains a fire extinguisher which can be used to keep a Spider at bay by spraying the contents at it - INT roll to successfully operate a fire extinguisher, which contains ten sprays and each spray will distract a Spider for one combat round. Each recess also contains a large, sharp fire axe (refer to the Keeper Rulebook for stats).

Molotov Cocktails: The ground floor bar is well stocked with dozens of bottles of various kinds of liquor, of which some are suitable for use as Molotov Cocktails. If they look, the Investigators will find a total of 2d6 such bottles (refer to the Keeper Rulebook for stats).

MOVIE TIME

The scenario opens late Saturday evening, with the Investigators in their tenth-floor suite having just finished a session playing a popular game based on Likenstuff's work known as *Beckon of Bethsagua*. It is around 11:30 p.m., and the Investigators should be anticipating going down to the screening room to see Legs. There has been a good deal of buzz around the convention about the film, although (INT roll to realize this, only if the Investigators ask) the Investigators have not met anyone who has seen the film yet. Let the Players talk amongst themselves for a while before prodding them - if needed - to get moving.

The screening room is accessible from the main atrium of the hotel and is a good-sized room with stadium-style seating for about 100 people. As the Investigators enter, they are easily able to find a suitable number of seats together in a back row. By the time the screening begins, the room will have filled, with all seats taken.

At 12:05 a.m., a man the Investigators will recognize as the convention organizer, Tom Fazoli, will take the stage in front of the screen to introduce the film. Read or paraphrase the following for the Investigators:

“Thank you all for coming to this, our final and probably most anticipated film of the weekend, Legs. I’ve been looking forward to seeing this myself, it should be a good one. Before we get started, I would like to say thanks to Randy Padilla, director of Legs...” (At this point, Mr. Fazoli indicates a 30-something man sitting in the front row who stands, turns, and gives a brief wave to the crowd before sitting back down) “... and Lauren Richards, the star of Legs...” (Indicating an attractive, dark-haired woman in her late 20’s sitting next to Mr. Padilla who similarly stands and waves to the crowd) “... for being here with us this weekend. Mr. Padilla and Ms. Richards will be available at an open session tomorrow morning to discuss the film. For now, thank you all again for coming and I hope you enjoy ... Legs!”

Mr. Fazoli will then take his seat, a moment later the lights go down, and the film - which runs for fifty-two minutes - begins. Read or paraphrase the following for the Investigators:

The plot of the film Legs follows a group of three men and two women who, for reasons never quite explained, are exploring an un-named South American jungle in search of a lost city they refer to as Leng. Although the characters in the film talk about being in South America with constant references to the heat, humidity, and general nastiness of being in the jungle the film was clearly filmed elsewhere – the forest they are in is filled with fir and pine trees, the sky is usually overcast, and the general atmosphere looks like it is somewhere in the Pacific Northwest. The characters carry with them some small stones etched with some kind of symbol that bears a vague, abstract resemblance to a spider in a web which they refer to as ‘artifacts’ from the city of Leng. Starting early in the film, the group is constantly beset by attacks from large spiders, which the characters describe but which are never actually shown on-screen. The film does, however, show the results of these attacks in grotesque, hyper-realistic detail – large boils on the skin, which later burst in a spray of blood and pus. The film ends with the group being attacked by a giant spider, which is also never actually seen on the screen beyond a few slime-covered trash bags and waving foam rolls. Again, the results of this attack are shown in extreme detail – severed limbs flying through the air, sprays of blood, and body parts strewn about. The final shot shows the main heroine, played by Lauren Richards, carrying one of the ‘artifacts’ and running off through the ‘jungle’.

Have the Investigators make a **SAN** roll (1/1d3) at this point for seeing the film. As the house lights come back up, they can hear a smattering of light applause and some confused muttering from the other attendees as no one is quite sure what to make of the film. If the Investigators think to look about the room for Randy or Lauren, a successful **Spot Hidden** roll will tell them that neither is still in the room.

The film Legs was specifically constructed by Randy in such a way as to induce somnolence in everyone seeing it. The Investigators will find themselves extremely sleepy, wanting to do nothing more than return to their room and drop off to sleep. An **Extreme POW** roll can defer this desire for about ten minutes, after which another **Extreme POW** roll must be made every ten minutes. Failed rolls will result in the loss of 1 **MP** and the irresistible desire to head directly to bed. Investigators who do manage to stay awake for any period of time will quickly find the public areas of the hotel empty, except for a single night clerk at the main desk watching television who shows no desire to engage in any kind of conversation.

A SCREAM IN THE DARK

Eventually the Investigators should have returned to their suite and dropped off to sleep. After an hour passes, the Investigator with the lowest **CON** finds themselves waking up with a need to use the restroom. At this point, have all Investigators make a **Luck** roll as per Stage 0 of the Infection table. Investigators failing the roll will be awakened by the bite, and from this point forward follow the roll sequence as described in the Infection section.

THE INFECTION

As soon as Randy and Lauren begin the ceremony which will send the hotel into the Dreamlands, the building is immediately infested with thousands of infant Leng Spiders looking for a host to infect by burrowing into their skin, where they will quickly develop into adolescent Leng Spiders and eventually burst out of the host’s body. This is a constant danger for the Investigators, but any one person can host no more than one infant Spider at any given time.

Every ten to fifteen minutes of in-game time, have each Investigator roll on the following table. All Investigators start out with a Stage 0 infection (no infection), and progress to the next stage on a failed roll.

Stage	Roll	Result
0	Luck	The Investigator feels a small poke or pinch on some exposed portion of their body. Looking at the spot reveals only a faint redness, and nothing more.
1	CON	The spot where the Investigator was bitten is becoming a bit warm and has turned a bright red color.
2	Hard CON	The spot where the Investigator was bitten is now a small raised bump about 1/2 inch across. The bump is bright red and faint red lines can be seen radiating away from it.
3	Hard CON	The bump has grown to nearly 2 inches, is bright red, and has bright red lines radiating away from it. The center of the bump is beginning to turn black and it is extremely painful to touch. The Investigator loses 1 HP.
4	Extreme CON	The bump is nearly 4 inches across, cracked, and with a 1inch black circle in the center. The Investigator can feel something moving underneath the skin. The Investigator loses 1 HP and must make a SAN roll (1/1d3).
5	Extreme CON	The now nearly solid black growth erupts in a spray of blood, pus, and black ichor as an adolescent Leng Spider emerges. The Spider will immediately attempt to escape to find a hiding place. The Investigator loses 1d3 HP and must make a SAN roll (1d3/1d6).

The Infection can be treated in only one way – by slicing open the growth and extracting the Spider within. This can only be done when the Spider has grown large enough, a Stage 4 or Stage 5 infection, and requires a **Medicine** roll with a sufficiently sharp cutting tool (sharp knife, glass shard, etc.). The growth is extremely tender and painful at this point, and in order to allow the treatment the Investigator must either pass a **Hard POW** roll or be immobilized in some way. A success will return the Investigator to Stage 0 and cause 1d2 **HP** of damage. A failed roll will cause the Spider to burrow deeper, and the Investigator loses 1d3 **HP**. Only one attempt can be made on any given person – once the Spider burrows in deeper it cannot be extracted without major surgery.

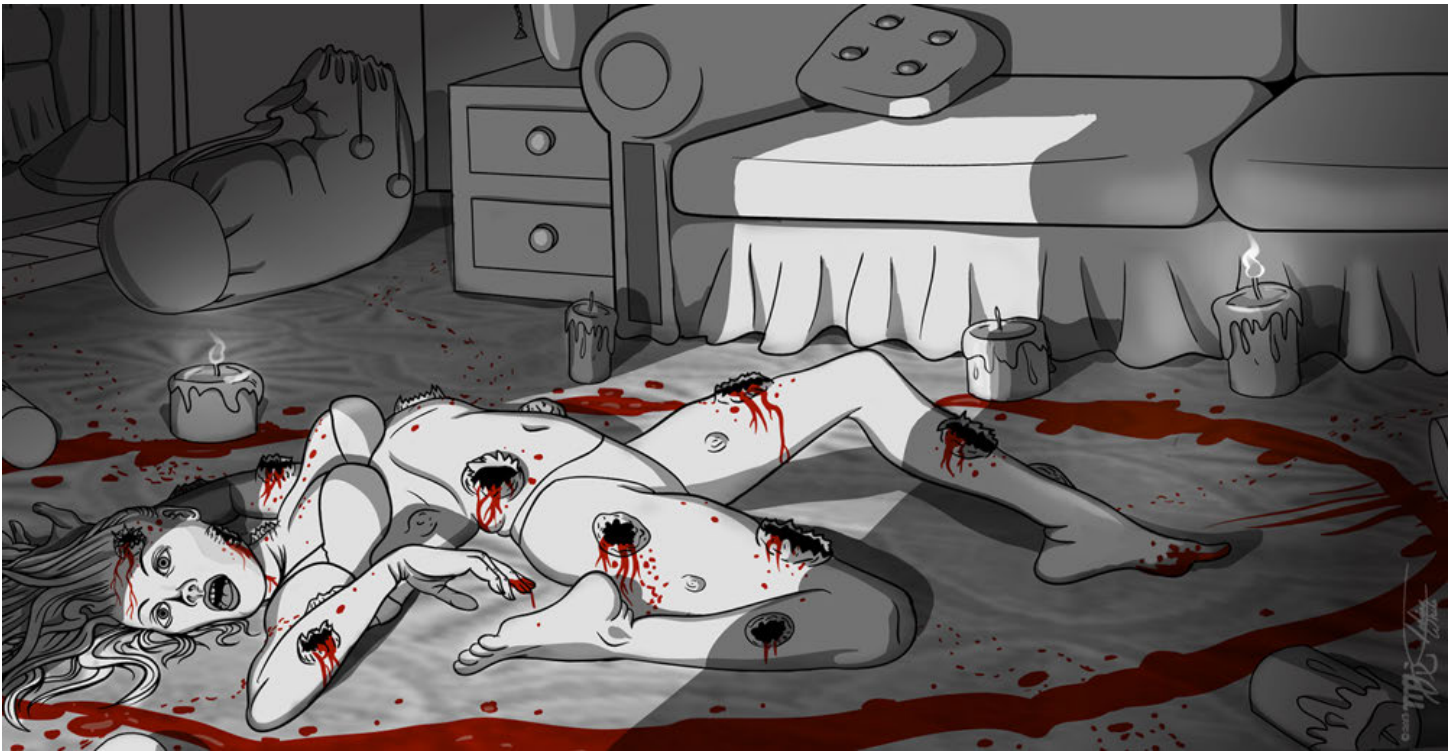
TIME TO WAKE UP

Once at least one Investigator is awake, a successful **Listen** roll can be made to hear a popping sound coming from somewhere within the hotel. A successful **Electrical Repair** roll will identify this as the sound of a transformer exploding. Any lights on in the suite, including a digital clock next to each bed, go out. If an Investigator looks out their door into the hotel, they will realize that the power has gone out throughout the hotel – the only lights available being the emergency lights near the stairwells and a soft glow of moonlight coming in through the skylight. Looking out the window, an Investigator will see that only the hotel has lost power – streetlights, neighboring buildings, the airport, and the rest of the city are still illuminated. A call to the hotel operator will inform Investigators that the maintenance staff is “working on it”.

About five minutes after the power goes out, those Investigators who are awake hear a horrible, drawn-out woman’s scream coming from down the hall (**SAN** 0 / 1). Investigators who are still asleep can make a Listen roll to be woken by the scream. If any Investigators are in the hallway at this time, they will see a man stagger out of the corner room (see the hotel map) and jump over the railing into the central part of the hotel (**SAN** 0/1). A **Hard Spot Hidden** roll will identify this man as Randy Padilla.

At this point, the hotel has been drawn into the Dreamlands. Any device – including the emergency lights in the hallways – with its own battery will continue to function, but no other service is available. An attempt to use the hotel phone shows that the line is dead, and a check of mobile phones reveals no signal. If an Investigator looks down into the interior of the hotel, they can now see only blackness below despite the moonlight coming in through the skylight. Looking through an exterior window reveals that the hotel is now surrounded by a vast, grey, featureless plain (**SAN** 1d3/1d6). A successful **Spot Hidden** roll reveals something moving on the horizon approaching the hotel. The Investigators cannot make out what, although it is in fact a vast horde of Leng Spiders. A successful **Astronomy** roll reveals that the stars and constellations are not those that should be seen in Chicago in the summer.

Allow the Investigators plenty of time to investigate their surroundings and decide upon their course of action. The Scenario at this point can take any number of directions, depending on how the Investigators choose to react.



Stay Put

If they decide to remain in their room, have them keep making the periodic Infection rolls. They will also hear distant screams throughout the hotel every few minutes as the other guests are infected or attacked by adult Spiders. If they continue to stay put, then after about thirty minutes there will be a pounding at their door – assuming they left it closed - and a Leng Spider will burst through and attack the group. If the group manages to overcome the Spider or resist it long enough for it to break away, and still decides to remain where they are, more will be along soon.

Run Away

If the Investigators decide to leave their room but do not head toward the room where the scream was heard, have them make a **Spot Hidden** roll on their way out. A success will reveal bloody footprints in the hall leading from an open door (an **INT** roll identifies this as the general area where the scream was heard), and across the hall to the railing. These are the footprints left behind by Randy Padilla when he emerged from the room and jumped. If no Investigator witnessed Randy's actions, then an **INT** roll will lead the Investigators to believe that whoever left those prints must have jumped over the railing.

Finding Lauren

If the Investigators leave their room in search of the source of the scream, they will immediately see Randy's footprints as described above and the open door. As the Investigators approach, read or paraphrase the following:

As you approach the open doorway, you can see a soft, yellow glow coming from inside. Peering through, you can see the central area of a hotel suite much like your own. The furniture has been pushed up against the wall, and in the center of the floor is a large circle drawn in a shiny red substance which is either blood, or something very much like it. Standing around the circle are a number of candles, all of which have clearly been burning for some time, with pools of wax in the carpet around each. Inside the circle, her face and body contorted in a grotesque rictus of pain, lays a woman you immediately recognize as Lauren Richards. Her eyes are blank and glassy; her body is covered with large gaping pits dripping blood, pus, and some kind of black ichor – she is clearly dead.

After seeing the body (**SAN** 1/1d3), an adolescent Leng Spider (**SAN** 0/1, from the shock of it appearing) races out the doorway and quickly disappears down the hall.

The body is that of Lauren Richards, who was killed by the eruption of nearly a dozen adolescent Leng Spiders – this was the scream heard by the Investigators.

A search of the suite will turn up the following items. No **Spot Hidden** rolls are required, but an Investigator must specifically look at the item, area, or space in question to find any of these:

Lauren's Body: Lauren is clearly dead and died in extreme agony. A successful **Medicine** roll will identify that she has not been dead for long, and that the scream heard was mostly likely her dying. Other than the wounds where the Spiders burst out, there are no other marks or wounds visible.

The Circle: The circle of blood is just that, a circle. There is nothing otherwise remarkable about it. The candles ringing the circle are ordinary wax candles, which from the pool of wax about them must have been burning for quite a few hours (an INT roll will indicate that they were probably lit while the movie was running).

Around the room: A Dreaming Stone lies on the floor, outside of the circle – this is the stone cast away by Lauren during the ceremony. Nearby lays a video camera, the camera used by Randy to film the ceremony. With a successful EDU roll the Investigators are able to replay the ceremony which is the only video saved on the camera. With a successful **Photography** or **Electronics Repair** roll, the Investigators will realize that the camera turned itself off, rather than being switched off by anyone.

In the Bathroom: The door to the bathroom is open just a few inches. Should an Investigator open the door and look in, an adolescent Leng Spider will scurry out and either disappear into the hallway (if the door was left open) or into the bedroom and under the bed. Otherwise there are only a few toiletries indicating the presence of at least two people – a man and a woman.

In the Bedroom: The door to the bedroom is standing open. Inside, clothes of both a man and a woman lie strewn about in some disorder. There is a medium-sized camera bag sitting on the bed. Inside the bag are a few video camera accessories, and some number of additional Dreaming Stones (depending on how many there are in total, see the section on the Dreaming Stones below).

Found Footage

Should the Investigators view the footage on Randy's camera, read or summarize the following for them (SAN 1/1d3):

As the footage starts you quickly realize that it was filmed in this same room. The image shows Lauren Richards, alive and well and clad only in her underwear, standing in a red circle in the center of the room. Surrounding the circle are a number of candles, which appear to have been burning for some time. Lauren stands facing the camera, with one hand on her hip and the other holding a small grey stone. "You're sure you have this right?" she says. A man's voice, apparently that of the person holding the camera replies "You bet, go ahead. This should be great!" Lauren sighs, takes the stone in both hands, closes her eyes, and begins reciting something in a language you do not recognize.

After just a few seconds, she opens her eyes and looks at the camera with something of a quizzical expression – to which the camera bobs slightly up and down as if the person holding it was nodding. Lauren gently tosses the stone towards the camera and recites the same strange passage again. As she does so, you can see large boil-like growths suddenly erupt from her skin across her entire body. The growths quickly swell and burst with a spray of blood, pus, and black ichor as dozens of what appear to be large, black, hairy spiders emerge from the growths and leap across the room.

You hear a man's voice cry out as the camera falls to the ground. The camera lays sideways on the ground and you can clearly see Lauren's body with a man hunched over it crying "No! No! Not Lauren! We were supposed to be protected!" The man then staggers to his feet, stumbles out the door to the hallway, and disappears from view.

THE DREAMING STONES

The Dreaming Stones were found by Randy Padilla in a South American temple and serve as both a bridge to the Dreamlands realm of the Spider God Atlach-Nacha and a symbol of the servants of Atlach-Nacha. Each stone is roughly the size of a deck of playing cards, inscribed on each side with a symbol appearing to be a very abstract depiction of a Spider at the center of a web. All of the Dreaming Stones found by Randy are in the hotel suite he shares with Lauren Richards – one being used by Lauren for the summoning ceremony (seen on the video footage and found on the floor near the camera), and the others stashed away in Randy's camera bag. The total number of Dreaming Stones depends on the number of Investigators – there should be roughly half as many Dreaming Stones as there are Investigators. So a party of four Investigators would find a total of two Dreaming Stones (one on the floor and one in the bag). A party of five or six Investigators would find three Dreaming Stones (one on the floor and two in the bag).

Anyone carrying a Dreaming Stone is identified by the Spiders as a servant of Atlach-Nacha. The possessor will never be attacked by a Leng Spider; a Spider will go out of its way to avoid harming anyone with a Stone, even to the point of breaking off an attack against someone else if they cannot get around the person with the Stone. Investigators carrying a Dreaming Stone are, however, still vulnerable to the infection as true servants of Atlach-Nacha would find it a great honor to serve as a host.



Possessing a Dreaming Stone also allows the carrier to exit the Dreamlands simply by exiting the hotel grounds in any way – jumping out a window or walking out a door. Any Investigator doing so will find they are back in the waking world, and that the hotel has disappeared from where it previously stood. A Dreaming Stone does not allow re-entry into the Dreamlands. Further, the Stone will only work for one person – the one actually carrying it. Holding hands with a possessor will not transport that second person out of the Dreamlands. If two people are physically touching the Stone at the same time and try to exit, then an opposed **POW** roll will determine the true possessor who is able return to the waking world.

Anyone possessing a Dreaming Stone and looking out from the hotel – either through a window or from the roof – will see the waking world but will not be seen by, or able to, communicate with anyone in the waking world. They are thus immune from the **SAN** loss that goes along with seeing the vast, empty plain and approaching hordes of Spiders – because they cannot see that vista.

TIME TO GO

Assuming the Investigators do not simply barricade themselves in a room and fight off Leng Spiders until the Investigators are all dead – the Spiders will keep coming – the Investigators should eventually attempt to escape the hotel.

With the power out in the building, the elevators are not working. The only possibility here would be to force the door (**Hard STR** roll) and to slide down the cable. Investigators who attempt this should announce that they are using something – a towel, a sheet, a spare pair of pants, etc. - as a cable grip to keep from shredding their hands off as they slide down. Failure to do so will result in a loss of 1d4 **HP** and the inability to grasp anything or use their hands in any way for 1d6 weeks afterwards. A successful opposed **STR** vs. **SIZ** roll using the Investigators own **STR** and **SIZ** is required to control their decent, a failed roll resulting in an uncontrollable slide. There is a Leng Spider waiting in the shaft at the second floor who will catch any Investigators falling out of control. Should an Investigator manage to maintain control of their slide, a successful **Spot Hidden** or **Listen** roll will reveal the presence of the Spider before the Investigator is captured by it, allowing them to attempt to climb back up the cable (**STR** vs **SIZ** again) or force the door (**Hard STR** roll) on any floor above the Spider.



The hotel's exterior windows do not open; they are all solid panes of glass. But they can be broken. Any Investigator who attempts to break the glass (**Normal STR** roll) with any portion of their body and succeeds will take 1d6 **HP** damage from the sharp, razor-like shards. Any sufficiently heavy object such as a chair or table lamp can be used to break the glass, and this will automatically succeed. Once a window is broken, Investigators not carrying a Dreaming Stone will find the room is immediately filled with a horrible howling wind at once both freezing cold and blisteringly hot along with a terrible chattering sound from the massed Spiders approaching in the distance (**SAN** 1/1d3). Should an Investigator without a Dreaming Stone somehow make it to the ground through an opened window, they will find there is no access back into the hotel from the ground and – unless the Investigator can somehow make it back through the window – they will eventually be swarmed by the approaching Spiders and immediately torn apart.

From the stairwell on the tenth floor, where the Investigator's suite is located, there is one more flight of steps leading upward to a locked door (**Extreme STR** roll to break it open un-aided, **Normal STR** roll if using something to help pry it open) labeled "Roof Access". If the Investigators are somehow able to break through the door, they will find the same wind and sound (**SAN** 1/1d3) as if they had just broken through a window.

Both stairwells are dark, but the Investigators have likely worked out a light source by now (if not, with an **INT** roll they will realize they can use their mobile phones for light) and can move down the stairs. As they do so, allow them to move down a floor at a time presenting the closed door on each floor they pass as a potential source of danger. After passing the eighth floor, with a successful Listen roll the Investigators will hear a clicking sound below them as if something hard was being tapped on the concrete stairs – the footsteps of the Spider coming up the stairs towards them.

Mike and Tony

Either as the Investigators are passing the door leading from the stairwell onto the eighth floor of the hotel, or just as an Investigator is opening that same door, a man in his late thirties – Tony Kaiser – bursts through the door and runs into the Investigators. As soon as he sees the Investigators he will yell "Light! Give me that light!" and grab for the nearest light source carried by an Investigator. If that Investigator allows Tony to take it, Tony will then run down the stairs and a few moments later a scream will be heard as Tony is captured by a Spider. If the Investigator tries to fight Tony off, and wins (a successful **Dodge** or **Fighting** roll), Tony will slip and fall down the stairs – his head catching the corner of a stair and breaking open with a sickening crack (**SAN** 1/1d3).



A moment after Tony either runs down the stairs or is killed by the Investigators, another man in his late twenties – Mike Willis – stumbles out of the seventh-floor doorway. He falls towards the Investigators, crying out in pain "Help me! Oh god, it's in there please help me!" The Investigators can see a large boil (a Stage 5 Infection) on Mike's arm. Mike will continue to scream in pain, and the Investigators watch on helplessly as the boil bursts and an adolescent Leng Spider crawls out. The Spider will then attempt to escape back up the stairs. Mike will faint, and a successful **First Aid** will result in the bandaging of the wound but will not revive him – the Investigators must either carry him or leave him there.

A Spider on the Stairs

If the Investigators continue down the stairs, when they reach the landing in front of the door to the sixth floor of the hotel they will be confronted by an adult Leng Spider which looms up at them out of the darkness (**SAN** 1/1d10). The Spider will make every attempt to simply carry away one of the Investigators if it can but will not hesitate to kill any or all of the Investigators if they put up too much of a fight. It will visibly recoil from any Investigator carrying a Dreaming Stone, even if the Stone is not actually being held (see above for information on the Dreaming Stones). If the Investigators attempt to run back up the stairs, the Spider will give chase until it captures one of the Investigators or is itself killed. Two Investigators with Dreaming Stones can block enough of the stairwell to keep the Spider at bay. If the Investigators try to escape back into the hotel, they can try to hold the door shut with an opposed roll (total **STR** versus the Spider's **STR**) to hold the door.

A Doctor in the House

If the Investigators enter any room between the third and ninth floors, either by forcing the door (**Hard STR** roll) or by simply knocking and convincing (a **Hard** or **Normal Persuade** roll, depending on how good a reason the Investigators can come up with) her to let them in, they will find themselves in the room of Dr. Susan Adams. If the Investigators have forced their way in, Dr. Adams will attack the Investigators with a thrown lamp believing that the Investigators are attacking her (**Persuade** roll as above to convince her otherwise). In any case, the Investigators will notice that Dr. Adams has a bandage wrapped around her left forearm. If asked about it, she will say that there was some kind of strange, fast-growing parasitic infection that she had to cut out. If the Investigators are on friendly terms with Dr. Adams, she will offer to attempt the same on any of them who have a Stage 4 or Stage 5 Infection. Dr. Adams will refuse to go with the Investigators anywhere, choosing to remain in her room until power in the hotel is restored. She has not been out of her room and has no knowledge of the attacks going on throughout the hotel.

THE ATRIUM

Eventually, the Investigators should make their way to the ground floor. There are exterior doors in the stairwells, but these are locked and must be forced (**Extreme STR** roll).

The Investigators have one chance to force the door before an adult Leng Spider will show up, coming down the stairs from above them. If the Investigators are able to force the doors, they will find themselves outside as described elsewhere. Otherwise, the Investigators must exit the hotel through the front doors.

When the Investigators move out of the stairwell into the central atrium of the hotel, read or summarize the following:

As you enter the central atrium of the hotel you can see the entire area above your heads is filled with thick webbing. Hanging from the middle of the webs above the fountain is a huge bloated spider, easily the size of a large automobile. The creature has dozens of tiny red eyes set into a face containing strange, vaguely human features. In its legs it holds a thick, man-sized bundle of webbing into which long fangs are sunk. In the fountain underneath this monstrosity a number of similar bundles lie collapsed in a heap. And still more bundles, dozens of them, are hanging from the webs throughout the atrium.

The massive form in the fountain is the spider god, Atlach-Nacha (**SAN** 1/1d10), feeding off the people captured by the Leng Spiders and brought to him. He is slowly working his way through the victims; those he has already drained are the collapsed bundles surrounding him on the floor.

If the Investigators approach any of the bundles still trapped up in the web they will realize that they are humans who have been captured by the Spiders (**SAN** 1/1d3). The first such form they approach they will recognize as Randy Padilla. Randy will see the Investigators as well, and read or summarize the following:

You see the head turn slightly and realize – to your horror – that the figure is alive. You recognize him as being Randy Padilla. He groans, and manages to croak out, “Run ... get out ... the stones will get you out ...” before falling back into a stupor.

The webs spun by Atlach-Nacha are incredibly strong. Anything touching one of the webs will immediately become stuck to it and must attempt (**Hard STR** roll) to break free.

The Investigators will be attacked by a number of Leng Spiders equal to the number of Investigators who are *not* carrying Dreaming Stones. As before, the Spiders will attempt to capture these Investigators but will also kill them if they resist too much. The Spiders will continue to go out of their way to avoid any Investigators carrying Dreaming Stones but will attempt to keep the group surrounded and inside the hotel. Atlach-Nacha will not directly attack the Investigators but will occasionally (once every five combat rounds) try to capture an Investigator not carrying a Dreaming Stone by flinging webs at them (a successful **Dodge** roll avoids this). Should the Investigators somehow manage to fend off and kill the attacking Spiders, they will have a respite of only a few minutes before another group of Spiders closes in on them.

CONCLUSION

If at any point, either through a window or through a door, an Investigator who carries a Dreaming Stone manages to exit the hotel they will find themselves in the parking lot of the hotel back in the real world just as dawn is breaking Sunday morning. They will immediately be swarmed with police and paramedics who will carry the Investigator away. Looking back at the hotel, the Investigator will see only an empty space where the hotel previously stood – there is no going back (**SAN** 1d2/1d6). The Investigator will be taken to the nearest hospital and treated for any wounds they may have received – any Infection they may still be carrying will have disappeared – and questioned at length by the authorities before being released (provided they are still sane) back to whatever remnants of a life they can manage to put together.

Any Investigator exiting the hotel without carrying a Dreaming Stone will find themselves on the vast, empty plateau of Leng – and will eventually be swarmed and killed by the horde of Leng Spiders surrounding the hotel.

BESTIARY

Infant Leng Spider

Infant Leng Spiders resemble nothing so much as a mote of dust. They are effectively invisible, and simply drift along with the air currents until they come into contact with the exposed flesh of a potential host. They will then burrow into the host's skin (a Stage 1 infection), with the host feeling a small pin-prick or pinch. Once embedded under the skin, the Spider will quickly gestate and begin to grow into an adolescent. Their growth can be impeded by the host body's immune system, but only for a while.

Adolescent Leng Spider

Adolescent Leng Spiders appear as a large, hairy, jet-black tarantula roughly the size of a dinner plate. They will not attack anyone, preferring to hide in the shadows and dark places. Adolescents will often be found underneath furniture or in an air duct. They have only 1 **HP**, and so will be instantly killed if they are hit, smashed, or stomped on. They are, however, very quick and an attacker must make an opposed **DEX** roll to hit them – the adolescent Spiders having a **DEX** of 110.

Adult Leng Spider

Once fully grown, an adult Leng Spider poses a serious danger to the humans left in the hotel. They are huge, man-sized spiders, with colors ranging from a deep mottled violet on the abdomen shading to jet-black on the legs. The Leng Spiders are servants of their god, Atlach-Nacha, and will attempt to capture Investigators alive (but are more than happy to kill any Investigator, should the need arise) and bring them to Atlach-Nacha to be consumed. The Spiders will go out of their way to avoid harming anyone in possession of a Dreaming Stone. The hotel is filled with plenty of victims, so a Leng Spider will break off an attack if it can be held at bay – either by holding a door closed for two successive combat rounds, or if it goes for four successive combat rounds without doing any damage to an Investigator.

STR 8d6x5	CON 5d6x5	SIZ 10d6x5
DEX 4d6x5	INT 3d6x5	POW 4d6x5

Attacks per round: 1

Bite 40% (20/8), damage 1D3 + poison*

Web Toss 60% (30/12), entangle**

* Poison **POT** equals the Spider's **CON**.

** Entangle **STR** equals half of the Spider's **SIZ**; to free roll target's **STR** against the entangle **STR**.

Armor: 6-point chitin.

Skills: Hide 50%; Sneak 80%.

Sanity Loss: 1/1d0 Sanity points to see a Leng Spider.

Atlach-Nacha

The Spider God, Atlach-Nacha, resembles a huge black spider roughly the size of a large automobile. Its face has strange, remotely human features with dozens of little red eyes rimmed with hair. Atlach-Nacha will remain in his web devouring the victims brought to him by the Leng Spiders, only occasionally bothering to try and ensnare a nearby human himself. When Atlach-Nacha bites someone, it injects a paralyzing poison, leaving the victim incapable of action or defense. Atlach-Nacha then sucks the victim's body juices at the rate of 1D6 **STR** per combat round. If uncared-for, the husk soon dies. If rescued, the victim's **STR** returns at a rate of 1D10 points per game month of bed-rest.

If Atlach-Nacha's hit points somehow manage to reach zero, it will flee the hotel back to its lair deep in an unknown crevice somewhere in the Dreamlands where it can heal.

The stats and additional information for Atlach-Nacha can be found in the Call of Cthulhu Keeper's Rulebook.

NON-PLAYER CHARACTERS

Tom Fazoli

STR 70 CON 80 DEX 40 SIZ 60
 INT 50 POW 50 APP 60 EDU 50
 SAN 50 MP 10 HP 14
 DB +1d4 MOV 8 Build 1
 Luck 50%

Skills: Art/Craft (Photography) 60%; Art/Craft (Advertising) 70%; History 60%; Library Use 50%; Occult 40%; Own Language (English) 40%, Persuade 50%; Psychology 40%.

Randy Padilla

STR 40 CON 70 DEX 50 SIZ 50
 INT 60 POW 80 APP 50 EDU 60
 SAN 15 MP 16 HP 12
 DB 0 MOV 8 Build 0
 Luck 80%

Skills: Archaeology 50%; History 60%; Fast Talk 70%; Persuade 60%; Occult 60%; Other Language (English) 40%; Psychology 50%; Stealth 40%.

Lauren Richards

STR 60 CON 60 DEX 70 SIZ 50
 INT 50 POW 50 APP 80 EDU 40
 SAN 50 MP 10 HP 11
 DB 0 MOV 9 Build 0
 Luck 50%

Skills: Art/Craft (Acting) 60%; Art/Craft (Dance) 70%; Disguise 50%; Charm 60%; Listen 50%; Persuade 40%; Psychology 40%; Spot Hidden 40%.

Tony Kaiser

STR 70 CON 60 DEX 50 SIZ 60
 INT 80 POW 50 APP 50 EDU 40
 SAN 50 MP 10 HP 12
 DB +1d4 MOV 8 Build 1
 Luck 50%

Skills: Computer Use 70%; Electrical Repair 50%; Electronics 60%; Intimidate 40%; Library Use 50%; Mechanical Repair 40%; Spot Hidden 50%.

Mike Willis

STR 60 CON 50 DEX 40 SIZ 50
 INT 60 POW 70 APP 50 EDU 80
 SAN 70 MP 14 HP 10
 DB 0 MOV 7 Build 0
 Luck 70%

Skills: Accounting 60%; Appraise 40%; Fast Talk 70%; History 50%; Law 60%; Library Use 50%; Persuade 50%; Psychology 50%.

Dr. Susan Adams

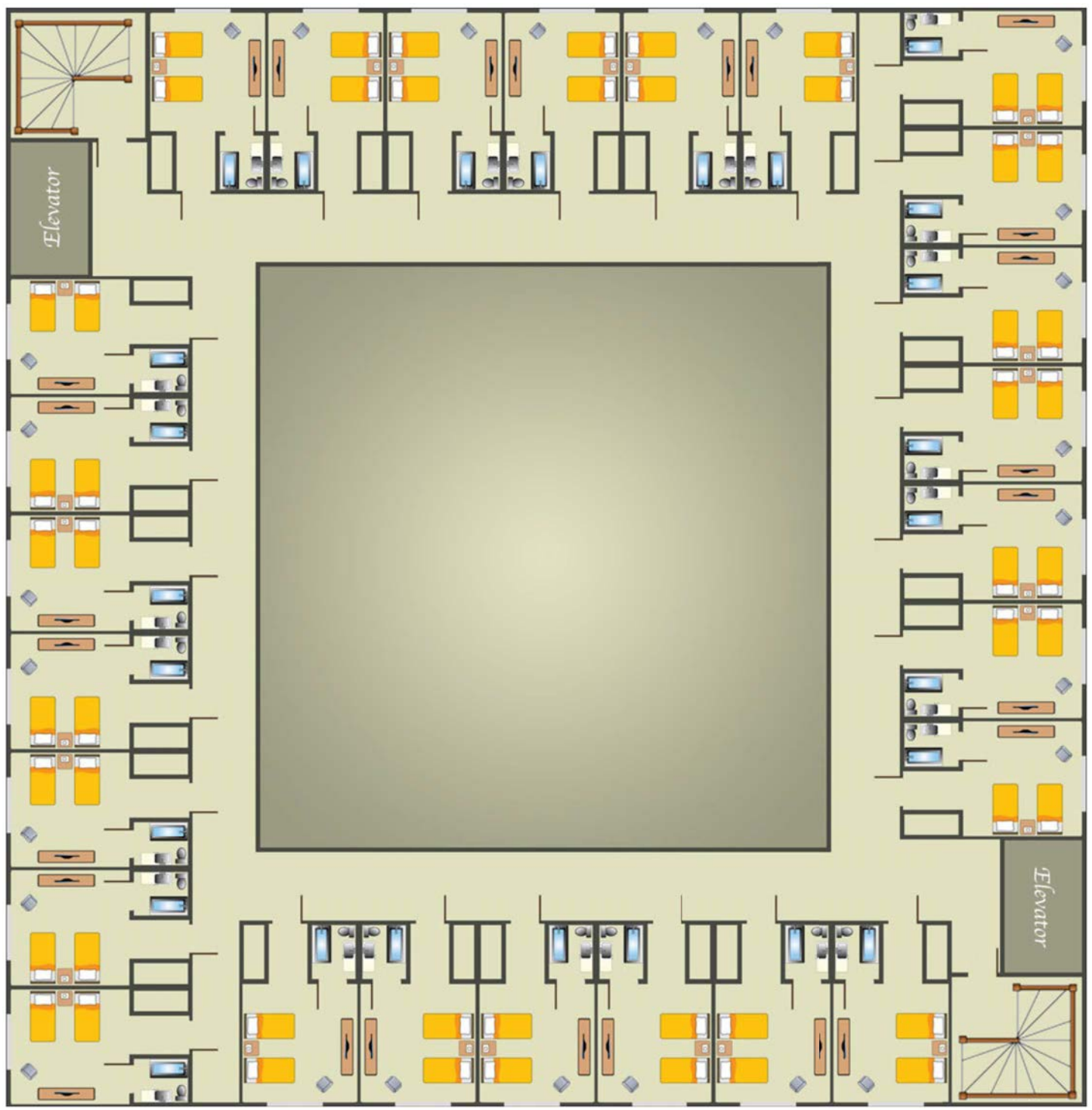
STR 50 CON 50 DEX 60 SIZ 40
 INT 70 POW 60 APP 50 EDU 90
 SAN 60 MP 12 HP 9
 DB 0 MOV 8 Build 0
 Luck 60%

Skills: First Aid 60%; Medicine 70%; Natural World 50%; Other Language (Latin) 40%; Psychology 50%; Science (Biology) 60%; Science (Pharmacy) 50%; Spot Hidden 50%.

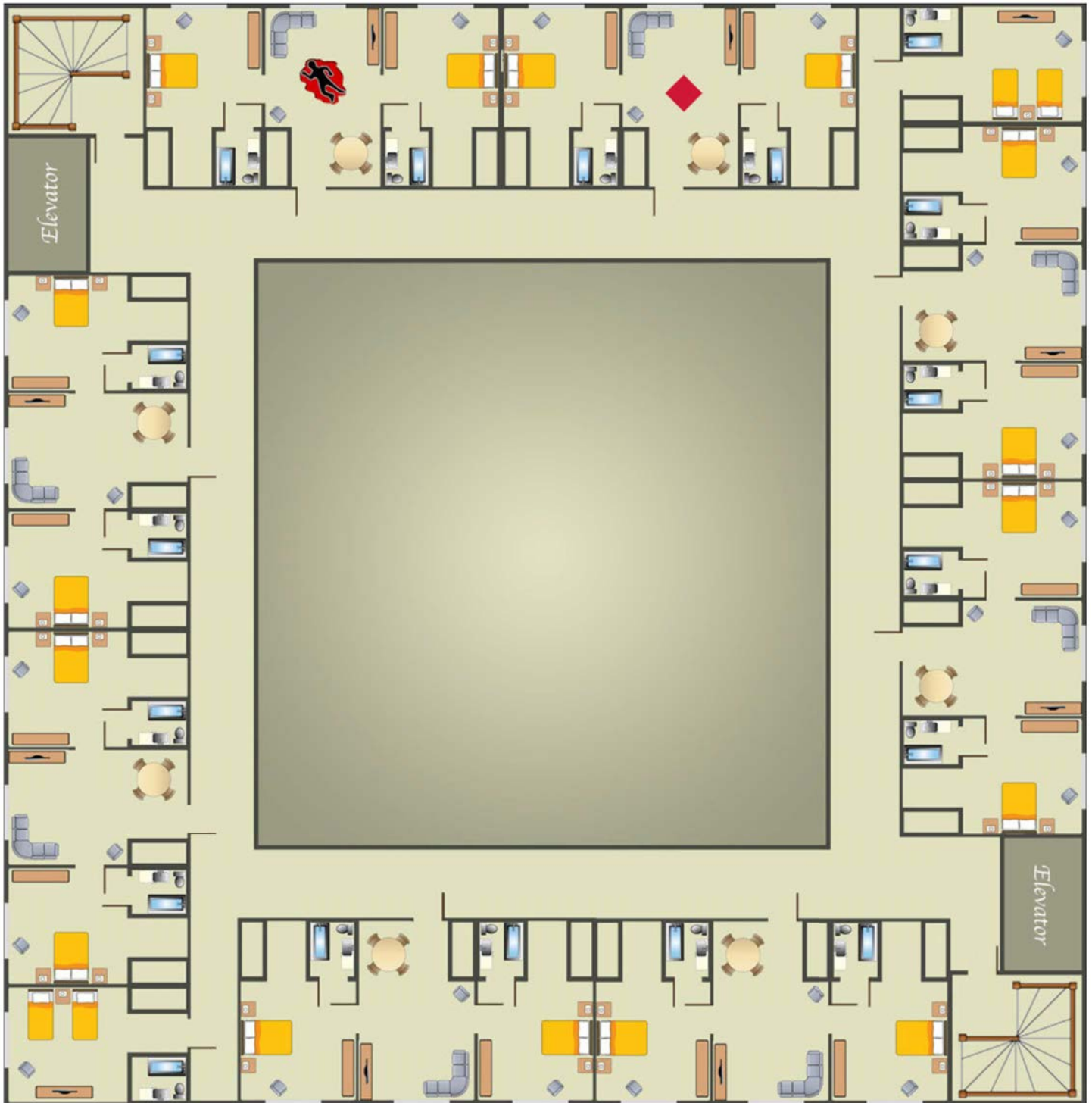
MAP - GROUND FLOOR



MAP - FLOORS 2-8



MAP - FLOORS 9-10



Modern Era Investigator

Name David Ratcliffe
 Player _____
 Occupation Novelist
 Age 43 Sex Male
 Residence _____
 Birthplace _____

Characteristics

STR **50** ²⁵/₁₀ DEX **60** ³⁰/₁₂ INT **80** ⁴⁰/₁₆
 CON **50** ²⁵/₁₀ APP **60** ³⁰/₁₂ POW **70** ³⁵/₁₄
 SIZ **50** ²⁵/₁₀ EDU **40** ²⁰/₈ Move Rate **7**



Major Wound **10** IP

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

Temp. Insane Indef. Insane **70** 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

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						

14 IP

MAGIC POINTS	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] 60 ³⁰ / ₁₂	<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%] 40 ²⁰ / ₈	<input type="checkbox"/> Fast Talk [05%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%] 50 ²⁵ / ₁₀	<input type="checkbox"/> Fighting [Brawl] [25%]	<input type="checkbox"/> Library Use [20%] 40 ²⁰ / ₈	<input type="checkbox"/>
<input checked="" type="checkbox"/> Art / Craft [05%] 70 ³⁵ / ₁₄	<input type="checkbox"/>	<input type="checkbox"/> Listen [25%]	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/> Writing	<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%] 50 ²⁵ / 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%] 40 ²⁰ / ₈	<input type="checkbox"/> Track [10%]
Credit Rating [00%]	<input type="checkbox"/> History [05%] 60 ³⁰ / ₁₂	<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] 30 ¹⁵ / ₆	<input type="checkbox"/> Language [Other] [01%]	<input type="checkbox"/> Psychology [10%] 50 ²⁵ / 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** ¹⁵/₆

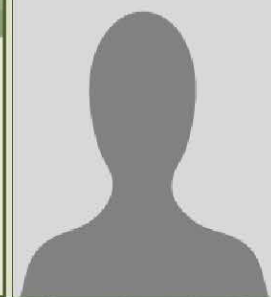


Modern Era Investigator

Name James Winston
 Player _____
 Occupation Accountant
 Age 38 Sex Male
 Residence _____
 Birthplace _____

Characteristics

STR **60** ³⁰/₁₂ DEX **40** ²⁰/₈ INT **70** ³⁵/₁₄
 CON **50** ²⁵/₁₀ APP **50** ²⁵/₁₀ POW **60** ³⁰/₁₂
 SIZ **60** ³⁰/₁₂ EDU **80** ⁴⁰/₁₆ Move Rate **8**



Major Wound **M11** 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 **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

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%] 70 ³⁵ / ₁₄	<input type="checkbox"/> Elec Repair [10%]	<input type="checkbox"/> Language (Own) (EDU) 80 ⁴⁰ / ₁₆	<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%] 50 ²⁵ / ₁₀	<input type="checkbox"/> Law [05%] 60 ³⁰ / ₁₂	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting (Brawl) [25%]	<input type="checkbox"/> Library Use [20%]	<input type="checkbox"/>
<input type="checkbox"/> Art / Craft [05%]	<input type="checkbox"/>	<input type="checkbox"/> Listen [25%] 40 ²⁰ / ₈	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Spot Hidden [25%]
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%]	<input type="checkbox"/> Stealth [20%]
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) [20%]	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	<input type="checkbox"/> Natural World [10%]	<input type="checkbox"/> Swim [20%] 40 ²⁰ / ₈
<input type="checkbox"/> Charm [15%] 40 ²⁰ / ₈	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%]	<input type="checkbox"/> Throw [20%]
<input type="checkbox"/> Climb [20%]	<input type="checkbox"/>	<input type="checkbox"/> Occult [05%]	<input type="checkbox"/> Track [10%]
<input type="checkbox"/> Computer Use [05%] 50 ²⁵ / ₁₀	<input type="checkbox"/> First Aid [30%]	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="checkbox"/>
<input type="checkbox"/> Credit Rating [00%]	<input type="checkbox"/> History [05%] 50 ²⁵ / ₁₀	<input type="checkbox"/> Persuade [10%] 60 ³⁰ / ₁₂	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Mythos [00%]	<input type="checkbox"/> Intimidate [15%]	<input type="checkbox"/> Pilot [01%]	<input type="checkbox"/>
<input type="checkbox"/> Disguise [05%]	<input type="checkbox"/> Jump [20%]	<input type="checkbox"/> Psychology [10%]	<input type="checkbox"/>
<input type="checkbox"/> Dodge [half DEX] 20 ¹⁰ / ₄	<input type="checkbox"/> Language (Other) [01%]	<input type="checkbox"/> Psychoanalysis [01%]	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto [20%]	<input type="checkbox"/>		

Weapons

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

Combat

Damage Bonus **none**
 Build **0**
 Dodge **20** ¹⁰/₄



Modern Era Investigator

Name Jon Stein
 Player _____
 Occupation Pilot
 Age 48 Sex Male
 Residence _____
 Birthplace _____

Characteristics

STR **50** ²⁵/₁₀ DEX **80** ⁴⁰/₁₆ INT **60** ³⁰/₁₂
 CON **60** ³⁰/₁₂ APP **50** ²⁵/₁₀ POW **70** ³⁵/₁₄
 SIZ **40** ²⁰/₈ EDU **50** ²⁵/₁₀ Move Rate **8**



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 **70** 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

14 IP

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

MAGIC POINTS

Skills

<input type="checkbox"/> Accounting [05%]	<input type="checkbox"/> Elec Repair [10%]	<input type="checkbox"/> Language [Own] [EDU] 50 ²⁵ / ₁₀	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> English	<input type="checkbox"/>
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting [Brawl] [25%]	<input type="checkbox"/> Library Use [20%]	<input type="checkbox"/>
<input type="checkbox"/> Art / Craft [05%]	<input type="checkbox"/>	<input type="checkbox"/> Listen [25%] 40 ²⁰ / ₈	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Spot Hidden [25%] 50 ²⁵ / ₁₀
<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%] 50 ²⁵ / ₁₀	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<input type="checkbox"/> Natural World [10%] 40 ²⁰ / ₈	<input type="checkbox"/> Swim [20%]
<input type="checkbox"/> Climb [20%]	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%] 50 ²⁵ / ₁₀	<input type="checkbox"/> Throw [20%]
<input type="checkbox"/> Computer Use [05%] 40 ²⁰ / ₈	<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%] 60 ³⁰ / ₁₂	<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%] 70 ³⁵ / ₁₄	<input type="checkbox"/>
<input type="checkbox"/> Dodge [half DEX] 40 ²⁰ / ₈	<input type="checkbox"/> Language [Other] [01%]	<input type="checkbox"/> Psychology [10%]	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto [20%] 60 ³⁰ / ₁₂	<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 **40** ²⁰/₈

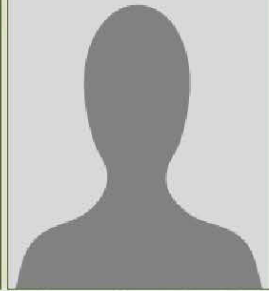


Modern Era Investigator

Name Seth Larson
 Player _____
 Occupation Biologist
 Age 37 Sex Male
 Residence _____
 Birthplace _____

Characteristics

STR **50** ²⁵/₁₀ DEX **60** ³⁰/₁₂ INT **70** ³⁵/₁₄
 CON **40** ²⁰/₈ APP **50** ²⁵/₁₀ POW **60** ³⁰/₁₂
 SIZ **50** ²⁵/₁₀ EDU **80** ⁴⁰/₁₆ Move Rate **8**



Major Wound **M9 HP**

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

Insane 01 02 03 04 05 06 07

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

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

SANITY

CALL of CTHULHU

M12 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] 80 ⁴⁰ / ₁₆	<input type="checkbox"/> Science [01%] 70 ³⁵ / ₁₄
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> English	<input type="checkbox"/> Biology 50 ²⁵ / ₁₀
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/> Chemistry
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting (Brawl) [25%]	<input type="checkbox"/> Library Use [20%] 50 ²⁵ / ₁₀	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/> Art / Craft [05%]	<input type="checkbox"/> Firearms (Handgun) [20%]	<input type="checkbox"/> Listen [25%] 40 ²⁰ / ₈	<input type="checkbox"/> Spot Hidden [25%] 40 ²⁰ / ₈
<input type="checkbox"/> Charm [15%]	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Stealth [20%]
<input type="checkbox"/> Climb [20%] 40 ²⁰ / ₈	<input type="checkbox"/> First Aid [30%] 50 ²⁵ / ₁₀	<input type="checkbox"/> Mech. Repair [10%]	<input type="checkbox"/> Survival [10%] Wilderness 60 ³⁰ / ₁₂
<input type="checkbox"/> Computer Use [05%]	<input type="checkbox"/> History [05%]	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Swim [20%]
<input type="checkbox"/> Credit Rating [00%]	<input type="checkbox"/> Intimidate [15%]	<input type="checkbox"/> Natural World [10%] 60 ³⁰ / ₁₂	<input type="checkbox"/> Throw [20%]
<input type="checkbox"/> Cthulhu Mythos [00%]	<input type="checkbox"/> Jump [20%]	<input type="checkbox"/> Navigate [10%]	<input type="checkbox"/> Track [10%]
<input type="checkbox"/> Disguise [05%]	<input type="checkbox"/> Language (Other) [01%]	<input type="checkbox"/> Occult [05%]	
<input type="checkbox"/> Dodge (half DEX) 30 ¹⁵ / ₆		<input type="checkbox"/> Op. Hv. Machine [01%]	
<input type="checkbox"/> Drive Auto [20%]		<input type="checkbox"/> Persuade [10%]	
		<input type="checkbox"/> Pilot [01%]	
		<input type="checkbox"/> Psychology [10%]	
		<input type="checkbox"/> Psychoanalysis [01%]	

Weapons

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

Combat

Damage Bonus **none**
 Build **0**
 Dodge **30** ¹⁵/₆

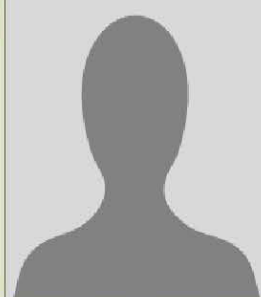


Modern Era Investigator

Name Terry Burton
 Player _____
 Occupation Baker
 Age 43 Sex Male
 Residence _____
 Birthplace _____

Characteristics

STR **80** ⁴⁰/₁₆ DEX **50** ²⁵/₁₀ INT **50** ²⁵/₁₀
 CON **60** ³⁰/₁₂ APP **50** ²⁵/₁₀ POW **60** ³⁰/₁₂
 SIZ **70** ³⁵/₁₄ EDU **40** ²⁰/₈ Move Rate **7**



Major Wound **13** IP

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

Temp. Insane Indef. Insane **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

LUCK

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

Out of Luck 01 02 03 04 05 06 07

12 IP

	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] 40 ²⁰ / ₈	<input type="checkbox"/> Science [01%] 60 ³⁰ / ₁₂
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> English	<input type="checkbox"/> Chemistry
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting [Brawl] [25%]	<input type="checkbox"/> Library Use [20%]	<input type="checkbox"/>
<input type="checkbox"/> Art / Craft [05%] 70 ³⁵ / ₁₄	<input type="checkbox"/>	<input type="checkbox"/> Listen [25%]	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/> Baking	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Spot Hidden [25%] 50 ²⁵ / ₁₀
<input type="checkbox"/> Cooking 40 ²⁰ / ₈	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%] 50 ²⁵ / 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%] 40 ²⁰ / ₈	<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%] 50 ²⁵ / ₁₀	<input type="checkbox"/> Occult [05%]	<input type="checkbox"/> Track [10%]
<input type="checkbox"/> Credit Rating [00%]	<input type="checkbox"/> History [05%]	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Mythos [00%]	<input type="checkbox"/> Intimidate [15%] 60 ³⁰ / ₁₂	<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] 25 ¹² / ₅	<input type="checkbox"/> Language [Other] [01%] 40 ²⁰ / ₈	<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				1d3 + db	-	1	-	-

Combat

Damage Bonus **+1d4**

Build **+1**

Dodge **25** ¹²/₅



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