

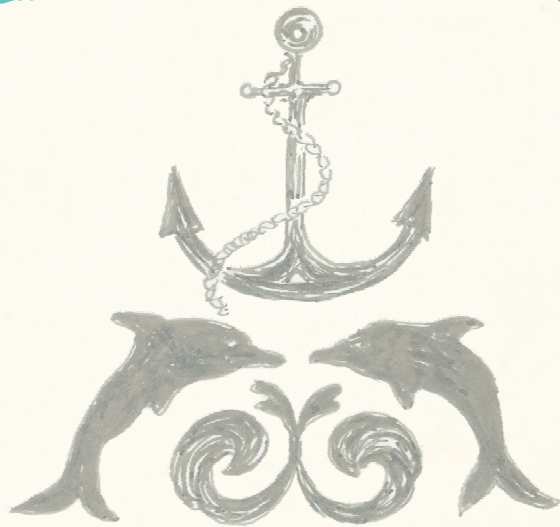
# Full Fathom Five



A Call of Cthulhu Scenario  
by Paul Fricker



# *full fathom five*



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# Credits

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All will be well

# full fathom five

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*Full fathom five thy father lies;  
Of his bones are coral made;  
Those are pearls that were his eyes;  
Nothing of him that doth fade,  
But doth suffer a sea-change  
Into something rich and strange.  
Sea-nymphs hourly ring his knell:  
Ding-dong.  
Hark! now I hear them—Ding-dong, bell.*

— ‘Ariel’s Song’  
William Shakespeare, *The Tempest*

## Introduction

This scenario is set in 1847, aboard a whaling ship in the South Pacific.

- It uses pre-generated investigators.
- It is designed to be played in a single session.
- It is presented for four to six players, with advice included for running with fewer, or more.
- Player-versus-player action is highly likely.
- This is an atypical *Call of Cthulhu* scenario, so if you’re looking to run your first game, you might want to start elsewhere. On the other hand, if you read this and want to run it then there’s absolutely no reason why you shouldn’t.

## Keeper’s Information

Five years ago, Captain Chappell came upon a strange location while sailing in the South Pacific. He and his crew witnessed black spires protruding from the water. These were the upper levels of R’lyeh, the sunken city wherein sleeps Great Cthulhu. However, storms blew up, and R’lyeh was lost beneath the waves once more.

Together with three of the crew, Chappell hatched a plan to find the sunken city again. Using magical rites, they contacted the spirits of the deep and formed an unholy pact. In exchange for the lives of three crew, the sea spirits have agreed to guide Captain Chappell back to R’lyeh. This is the point at which this scenario picks up.

To set the mood, play begins with the investigators pursuing a whale. Later that night, the first sacrificial victim is murdered in their bunk. Over the next few days, at least two more deaths occur. Ultimately, the ship arrives at its destination — the black towers of R’lyeh — and a mysterious figure bids the crew to join those who dwell in the ocean depths.

## Involving the Investigators

The investigators are all members of the ship’s crew. There are 23 souls aboard *The Barclay*, and every one of them is included with this scenario as they may later become a player character.

This scenario is designed for four to six players, but it could be run with fewer, or more. Hand out the investigator sheets as follows.

- For one player: John Dewitt.
- For two players: John Dewitt and Isaac Chase.
- For three players: John Dewitt, Matthew Cole and Isaac Chase.
- For up to six players: add Silas Coffin, Herman Sheppard, and Charles Shorter, in that order.
- For seven or more players: add any of the crew aside from Aurangi, Captain Chappell, Henry Joy, Lawson Bond or Obed Reed.
- Allow everyone time to read their character backgrounds.
- Ask everyone to roll for Luck (a little lower than normal: roll 2D6 times five, then add 10).

## Running for One or Two Players

This scenario could potentially be run for just one or two players with some adjustments. The following advice won't make much sense until you've read the whole scenario.

- If you are running this scenario for a single player, they should play John Dewitt. Allow the player to roll the dice on behalf of Isaac Chase when harpooning the whale. The player's character should not be selected as 'victim one', but should be 'victims two and three'. Allow the player to witness 'victim one' (while still in the whaling boat) talking to a woman's face in the water. On the death of 'victim three', the replacement character should automatically be able to hear the whispers.
- If you are running for two players, use John Dewitt and Isaac Chase. Neither should become 'victim one', but each player should be selected as either 'victim two or three'.
- When playing with only one or two players, the choice of replacement player characters should be limited, so as not to include the conspirators (Chappell, Bond, Reed and Joy) or any character who has been possessed (such as Cole).

## Dramatis Personae

**Captain Abraham Chappell, 53, Captain of *The Barclay*, and Conspirator**

At the age of 11, Chappell learnt that his father had been buried at sea, somewhere in the Pacific Ocean. The loss had a lasting impact on Chappell. Five years ago, on a previous whaling voyage, his ship came upon half-submerged spires and domes: a great palace protruding from the water. As he sailed



among the spires, his crew were able to look down and see wondrous buildings beneath the ocean's surface. A storm blew up, and the strange location was lost.

Chappell's mind conflated these two obsessions: the loss of his father and the discovery of the sunken city. He spoke with mystics and mediums, and was surprised to find that one of his own crew, Henry Joy, was versed in the occult. Together with two other conspirators, Obed Reed and Lawson Bond, Chappell and Joy sought a method to rediscover the lost city. Being whalers, the easiest way to finance an expedition was to undertake another whaling voyage, and this they did.

Having been at sea for many months, they conducted magical rituals in the captain's cabin, and called up the spirits of the sea to swear a binding pact. The pact requires the sacrifice of three crew members, after which, the spirits have promised to guide the ship to R'lyeh. Chappell has convinced himself that his father awaits him there and that the two of them will be reunited once more.

- **Description:** Chappell wears his trademark tall hat. His eyes betray little emotion, and his expression is inscrutable. He is a hard man to age: his skin is clear and clean, and he keeps his face clean-shaven.
- **Traits:** Chappell exudes a brooding confidence and speaks slowly in a deep, calming tone. He reassures any anxious crewmen with his favourite phrase, "*All will be well*".
- **Roleplaying hooks:** As ship's captain, Chappell expects his orders to be followed, and will not suffer insubordination.

**Obed Reed, 37, First Mate and Conspirator**

Reed sailed on that fateful voyage with Chappell five years ago. Since then, his dreams have been filled with visions of the treasures that might lie inside that sunken city. In those dreams, he enters the black towers and descends into airy chambers below; and somehow, in his dreams at least, the cold ocean offers no threat.



- **Description:** A strong, stocky fellow with soft brown eyes.

- **Traits:** Reed considers everyone (except the captain) to be beneath him. He is rude and sneering with the crew.
- **Roleplaying hooks:** Loyal to Captain Chappell — he always looks to him for guidance. If an investigator speaks against the captain, Reed sees to it that they are disciplined.

#### Lawson Bond, 41, Ship's Steward and Conspirator

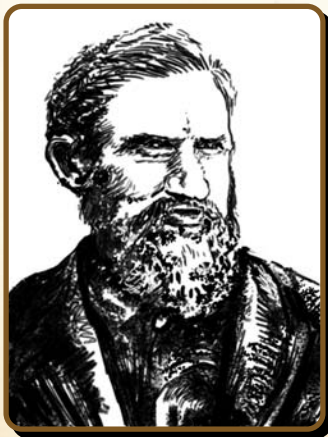
When Bond saw sunken R'lyeh with Captain Chappell five years ago, he heard a voice speaking to his mind. It calls to him still in his sleep. He knows that it is a cosmic power, and that it is not the Christian God, whom he has forsaken. Indeed, Bond fears that God might stand in the way of their plan, and takes it upon himself to search through the crew's possessions in search of any religious artefacts, taking all the bibles and crucifixes and casting them overboard (see *All Aboard The Barclay*, page 12).



- **Description:** Bond has piercing blue eyes and a straggly ginger beard. His expression is intense and unsettling.
- **Traits:** Pompous, superstitious and insecure. If he is undermined by the crew, he is quick to call upon the captain for support.
- **Roleplaying hooks:** As ship's steward, Bond has an interest in the day-to-day management of *The Barclay*, and always seems to be on hand, especially at inopportune moments.

#### Henry Joy, 57, Boatsteerer and Conspirator

Joy is descended from New England stock, and he is not the first in his lineage to dabble with the occult — his grandfather was reputed to be a warlock. He is steeped in folklore along with some genuine Mythos knowledge. He possesses a copy of *Monstres and their Kynde* (see *Call of Cthulhu*:



*Keeper Rulebook*, page 229), from which he figured the magical workings needed to call up the spirits of the sea.

Joy was with Chappell five years ago, and believes the towers of R'lyeh are part of an ancient temple, and that within its walls there are deep wells of magical knowledge. He longs to return there and to tap into the knowledge of the ancients.

- **Description:** Joy often has a faraway look about him, as if lost in reverie. He has a thick beard and a good head of hair, despite his years.
- **Traits:** Joy smokes a pipe, and is a given to enigmatic statements that sound like prophecies or mock-wisdom: *'We shall all behold the magic soon'*; *'Pay no heed to the voices of the air, lads'*; *'There's more to them depths than a man can fathom'*.
- **Roleplaying hooks:** Joy delights in the wonder of the situation, and enjoys talking with any player characters to see what they understand.

#### OTHER CREW MEMBERS

Detailing the background and knowledge of every crewman would place an unnecessary burden on the Keeper. As Keeper you should familiarise yourself with the four conspirators (your chief NPCs), and feel free to improvise the other characters on the fly.

Joseph Wright, the cabin boy, knows a few secrets, but the rest of the crew are largely there for you to portray as you wish.

The background notes provided with each of the rest of the crew are there in case that character is chosen as a player character at some point in the game.

Any member of the crew may know one or more of the following rumours/clues as you wish (in any order):

- The figurehead carving is based on a drawing of Chappell's father, named Barclay Chappell. Apparently, he died when Captain Chappell was a boy, and the captain wanted to honour him (true).
- Obed Reed and Lawson Bond were overheard talking about sunken treasure. Apparently, they have a map and are hoping to steer the ship to find it (true that they were talking about sunken treasure, but the treasure is a fantasy, and they do not have a map).
- Matthew Cole was seen talking to himself the morning before the whaling boats were lowered. He was just staring into the water barrel on the whaling boat, muttering about someone called Emma (true).
- The captain's father died when the captain was 11. They say the captain has a strong faith that one day he'll be reunited with his father (true).
- The crewmember has dreams of black towers and

nightmares of being pulled beneath the ocean waves (the dreams are real; portents of things to come).

- Henry Joy's grandfather was a warlock, and was hanged for murder. Joy gave his grandfather's book to the captain. Has Joy cast a spell on Captain Chappell? (You can decide whether Joy's grandfather was really a warlock. Joy does have a Mythos tome, but he has not bewitched the captain).
- The captain has a pistol in his desk drawer. Seems like he's keeping it close at hand, as if he's worried about mutineers (true)
- The ship has been circling and crisscrossing the same patch of ocean for weeks (true).
- The ship is bound for bad waters. There are powerful spirits near the boat, spirits that would drag the ship and her whole crew to the ocean bed (true).

### CREW MANIFESTS

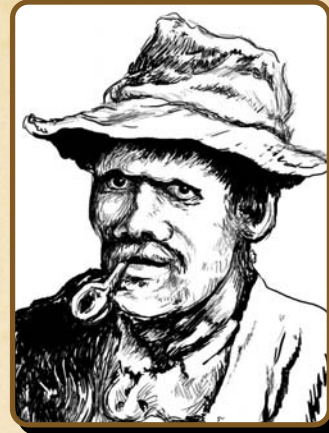
There are two manifest sheets, each presenting the full crew. The first is for the players' reference (see **Handout Two: Crew Manifest**, page 30), the second for the Keeper. As characters die, they can be marked off with a large X on the manifest. The second manifest sheet is for the Keeper, along with another table listing each member of the crew and their STR, DEX, POW, Fighting (Brawl) skill, Dodge skill, damage bonus and hit points (see **The Crew of the Barclay**, page 26).

## Author's Note

Whales are wonderful creatures, and I wholeheartedly support the ban on killing them. The characters in this scenario are out there doing just that, however: hunting and killing whales in brutal ways.

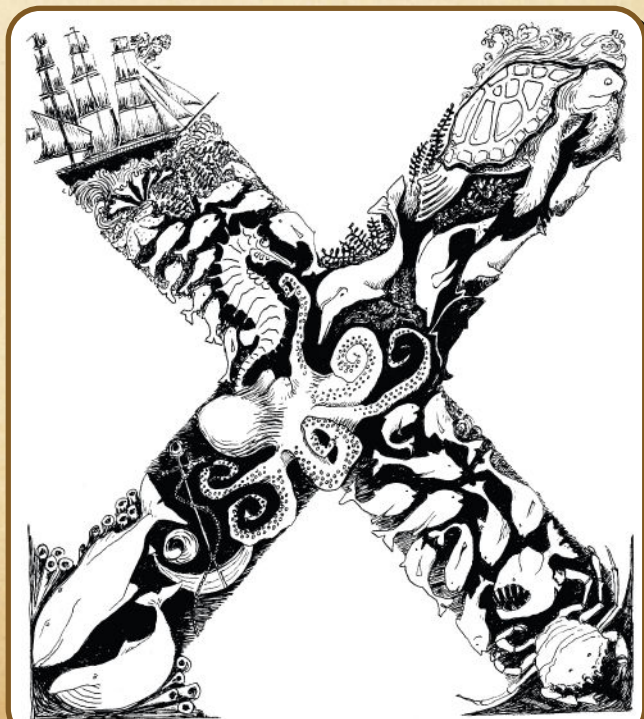
Also, sometimes a woman, such as the captain's wife, might sail with a whaling crew. However, it seems fitting to me that Captain Chappell would not bring his wife. Taking influence from the novel *Moby Dick*, I have presented an all-male crew.

The character of Aurangi is intended as an analogue of Melville's character Queequeg, also a South Sea Islander and adept harpooneer. Queequeg's character is central to the novel, and he is both sympathetic and charming. I always attempt to portray Aurangi in a similar light.



## X-Card

An X-Card is provided for use with this game (see **Handout One**, page 29). The intention is that the card is placed on the gaming table, and if anyone feels uncomfortable with what is happening in the game, they can touch the X-Card. The person touching the X-Card is not required to explain their reasons. Everyone should then resume play, perhaps retconning the event that just took place, or simply fading to black. The X-Card was originally created by John Stavropoulos.





# Crew Manifest: Keeper's Version

## CONSPIRATORS



Captain  
Abraham Chappell



Boatsteerer  
Henry Joy



First Mate  
Obed Reed



Ship's Steward  
Lawson Bond

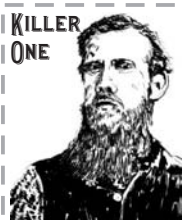
## PLAYER CHARACTERS



Second Mate  
John Dewitt



Boatsteerer  
Isaac Chase



KILLER ONE

Able Seaman  
Matthew Cole



Sailor (Green Hand)  
Silas Coffin



Able Seaman  
Herman Sheppard



Sailor (Green Hand)  
Charles Shorter



Cabin Boy  
Joseph Wright



Able Seaman  
Owen Dewitt



Boatsteerer  
Seth Hendriks



Carpenter  
George Hussey



Cook  
Barzillai Jones



Harpooneer  
Aurangji



Cooper  
Cyrus Nickerson



Able Seaman  
Richard Petersen



Able Seaman  
Valentine Thomas



Able Seaman  
Melvin Weeks



Able Seaman  
Nathaniel West



Blacksmith  
William Worth



Able Seaman  
William Laurence

## Opening Scene: *A Dead Whale or a Stove Boat*

*Stop snoring, ye sleepers, and pull. Pull, will ye? pull, can't ye? pull, won't ye? Why in the name of gudgeons and ginger-cakes don't ye pull?—pull and break something! pull, and start your eyes out! Here!" whipping out the sharp knife from his girdle; "every mother's son of ye draw his knife, and pull with the blade between his teeth. That's it—that's it. Now ye do something; that looks like it, my steel-bits. Start her—start her, my silver-spoons! Start her, marling-spikes!*

— Stubb urges his crew on in pursuit of a whale,  
from *Moby Dick*, by Herman Melville

A short time ago, the call went up that a whale's spout had been spotted and three boats were lowered. Each boat gave pursuit to a different whale, with every man rowing like his life depended on it. The sky is crystal clear, and the sunlight sparkles on the spray rising from each boat's prow. The ocean swells and falls, and a leviathan crests through the waves.

John Dewitt, Matthew Cole, Isaac Chase, Silas Coffin, Herman Sheppard and Charles Shorter are all in the

whaling boat together. Isaac Chase (the boatsteerer) should take the role of motivating everyone to row as hard as they can (see the quotation above). If you have more than six players, you could either run two whaling boats or leave some players out of this scene.

### PURSUING THE WHALE

The action is condensed into a few rounds of gameplay, after which the whale is deemed to have either been caught or escaped. This scene is about establishing the setting and portraying a dramatic chase, and should not become overly extended. As Keeper, try to communicate the excitement, the danger and the sheer effort required.

#### Round One:

- Ask the players to each make a **STR** roll for their investigator. Note the number of successes achieved. Ignore NPC rowers.
- The target number of successes in round one is equal to the number of investigators.
- If everyone succeeds in their **STR** roll, the whale has been caught (see **Harpooning the Whale**, below); otherwise, proceed to **Round Two**.
- Describe the action, the excitement and the strain of rowing — the whale is just beyond reach.

## The Whaling Boat

A whaling boat is a smaller wooden craft (30 feet in length and six feet wide) that is set down from the main ship when a whale is spotted. The advantage of the whaling boat over the main ship is that of manoeuvrability. Each of the six crew pulls a 20-foot oar in order to propel the boat at speed after a whale. The main ship, *The Barclay*, has six whaling boats.

A whaling boat is well-equipped, as it can stray a considerable distance from ship, sometimes being away for many hours. Each whaling boat is stocked with the following.

- Mast, sail and rudder.
- Two wooden barrels, each containing 900 feet (150 fathoms) of rope. This rope can be attached to a harpoon. When a whale is struck with a harpoon, the rope streams out at speed. The crew have to take great care in coiling the rope such that it does not kink and buck when uncoiling — such an incident could spell death in such a confined space.
- A small bucket (known as a piggin) for bailing water over the rope if it should begin to smoke due to friction. This can occur when the rope is drawn out too quickly as a wounded whale flees at speed.
- Two harpoons, prepared for use, with three spares at hand. The blade of a harpoon is made of sharpened steel.
- Three lances for killing a whale at close quarters.
- Hatchets for cutting the rope in an emergency, such as when a whale dives deeper than the length of the rope attaching it to the boat.
- A wooden barrel containing drinking water.
- A barrel containing a lantern, tinderbox, candles, bread, tobacco and pipes.
- A compass.
- A long-poled flag (known as a waif) that can be used to mark a floating whale carcass.
- A dragging float that can be attached to the rope to make it harder for the whale to swim or submerge.
- A fluke spade, used to cut a hole in the whale's tail in order to tow it back to the ship.
- Other miscellaneous equipment, including an anchor and a buoy.



### Round Two:

- Roll 1D6 and add the result to the number of players you have. This total is the new target number of successes required to catch the whale.
- Ask each player to make another **STR** roll. Add the number of successes rolled in **Round One** to those rolled in **Round Two**. If the cumulative number of successful **STR** rolls is equal to or greater than the target number, the whale is caught.
- If the whale is caught, refer to **Harpooning the Whale** (below); otherwise, proceed to **Round Three**.
- Describe the mounting exhaustion, the crashing waves and the thrash of the whale's tail.

### Round Three:

- Roll 1D6 and add the result to the target number of successes from **Round Two**. This total is the new target number of successes required to catch the whale.
- Ask each player to make a **CON** roll (switching from strength to constitution to test their endurance). Add the number of successes rolled in **Round One** and **Round Two** to those rolled in **Round Three**. If the cumulative number of successful rolls is equal to or greater than the target number, the whale is caught.
- If the whale is caught, refer to **Harpooning the Whale** (below). If the group does not accumulate enough successes to catch the whale, the whale dives and is lost (see **The Whale Escapes**, below).

### HARPOONING THE WHALE

The crew now have their boat close to the whale, and Isaac Chase (the boatsteerer and investigator) must take up the harpoon and throw it at the whale. On a successful **Throw** roll, the whale is struck. If the roll is failed, a second harpoon may be thrown, but now the whale is further away and beginning to dive, demanding a Hard

**Throw** roll. If the whale is successfully harpooned, refer to **The Whale is Caught** (below). After a second failure at throwing the harpoon, the whale dives and is lost (see **The Whale Escapes**, below).

### THE WHALE ESCAPES

The whale dives and is gone. The sweat-soaked crew rest heavily on their oars, breathing hard. The pursuit has placed the whaleboat a good distance from the ship. Once they have recovered, the crew will row home; but for now, they rest. During their rest time, play out the section below, entitled **Visions from the Deep**.

### THE WHALE IS CAUGHT

The whale is successfully harpooned — the rope streams out and the crew must continue to row in pursuit (no further rolls required). As they draw close and lance the whale, gouts of blood turn the ocean red and the whale rolls belly up. The dead whale is then stuck with the waif (flag), and those in the whaling boat await the ship's arrival. During this wait, play out the section below entitled **Visions from the Deep**.

### VISIONS FROM THE DEEP

Change the tempo as you describe the peace that now settles over the boat. This is a good time to go around the players and ask each of them to introduce their characters. Ask a few questions to draw them out a little:

- Is their character God-fearing? If they are, do they have any religious symbols, such as a crucifix or prayer book?
- What do they miss about life on land? Take note, especially if they mention any loved ones that you can incorporate into delusions later.

## *Keeper's Note: Presenting the Scenario*

The intention of starting with an action scene is to immerse the players in the world of whaling; whether or not they are successful in catching their whale is unimportant to the story.

When it comes to presenting the face in the water (and various other incidents throughout the game), you may wish to do this openly before the whole group, or take the player to one side and speak to them privately. Either method can be effective, and in both cases the other players should be allowed to notice if the chosen

investigator reacts strangely (perhaps speaking to someone who isn't there, or splashing around in the water).

Also, note that this scenario is delivered through a series of scenes. As Keeper, you can declare the end of a scene when you feel the time is right and then move on to later that evening, or the next day, and set out the following scene. Unless the players say they want to do something, there is no need to play out the time between scenes.

The cool breeze dries the sweat from their exhausted bodies, and the gentle ocean swell rocks them like a baby in its cradle. There is camaraderie among the men as they sit and talk or contemplate their lot. Encourage and allow space for roleplaying among the players.

Randomly select an investigator. Do not select Matthew Cole or John Dewitt.

That investigator is daydreaming, smoking a pipe and gazing over the side of the boat, down into the ocean. Suddenly, his mother's face appears in the water. She bids him, "*Come to me now, and everything will be well.*"

The face is an illusion, perceived only by that one investigator, and soon fades. Ask the player for a **Sanity** roll (0/1D3 loss). If the investigator tries to reach for the face, it cannot be touched. If the investigator speaks to their mother, there may be a brief dialogue. This investigator is now secretly marked as 'victim one' and will not live to see another sunrise. Other investigators may overhear him talking to his mother, or splashing in the water, and hopefully this breeds some intrigue. Again, allow space for roleplaying, then draw the scene to a close.

## All Aboard the *Barclay*

Cut forward a few hours. The crew are all now back aboard the main ship, *The Barclay*. Place the **Crew Manifest (Handout Two, page 30)** and **Deck Plans (Handouts Three and Four, page 31 and 32)** in view and refer to them when talking about members of the crew or locations onboard.

Take a moment to set the scene and explain the following information to the players:

- The crew have been aboard *The Barclay* for 13 months, and expect to be at sea perhaps another year or more.
- The life is hard and the food is poor — salt horse (or pork or beef) from barrels and hard biscuits infested with cockroaches.
- But right now people are happy — a whale (a right whale to be specific) has been caught and lashed alongside the ship! The more whale oil the ship takes on, the more each member of the crew earns. The profit is totalled up and divided according to each person's worth, denoted by a 'lay'. A captain may get as much as a 1/8th lay, a blacksmith 1/60th, an able seaman 1/125, down to a green hand on 1/300th. Vermin are rife: rats, cockroaches, bedbugs, and fleas abound.
- The ship's steward, Lawson Bond, logs what each man takes from the ship's stores and this is deducted from their final payment.

If the investigators failed to catch their whale in the opening scene then one of the NPC teams in another whaling boat caught one. Three whaling boats went out, leaving only five crew aboard *The Barclay*: Captain Chappell, Lawson Bond, the cabin boy, Barzillai Jones and Aurangi.

Ropes ending in sharp hooks are lowered over the ship's side. These hooks pierce the whale's skin, holding it fast. Long-handled tools with spade-shaped blades are used to slice through the thick blubber. The ropes are drawn upward, pulling the blubber from the slowly revolving carcass in long strips, like peel from an orange. The blubber is then sliced into thin sheets known as bible leaves and rendered in the boiling pots (known as tryworks) aboard deck. The resulting oil is cooled and stored in barrels, which in turn are transferred belowdecks to the ship's hold.

The crew are now set to work. It doesn't really matter which investigators do which job. Divide the following tasks amongst the investigators:

- Stoking the tryworks: this is hot work, standing on deck in the full sun, fuelling the fire below the iron pots full of whale blubber.
- Cutting up the whale: working over the side of the ship to slice strips of blubber from the vast, slippery carcass. For added excitement, sharks are attracted to the bleeding corpse.
- Preparing the whaling boat for its next use: carefully coiling ropes, cleaning and setting everything in its place.

Steward Lawson Bond is one of the captain's co-conspirators. Bond is fearful that the presence of Christian paraphernalia onboard ship might cause offence to the spirits of the ocean. His fear is quite unfounded, but nevertheless it drives him to take action. While the investigators were out in the whaling boat, he searched *The Barclay* for Bibles, crucifixes and related items. He then cast them overboard. The only Bible that remains on board is the large, black-bound volume in Captain Chappell's possession. Chappell does not share Bond's opinion that such items would offend the sea spirits (sirens), but neither is he too concerned about Bond's actions.

Shipmate Valentine Thomas can be heard, angrily demanding to know who has been through his possessions. His wife gave him a wooden crucifix before he embarked upon this journey, and it is now missing. He kept it in his seaman's chest beside his bunk in the forecabin, and he wants to know who took it. He points an accusatory finger at a random investigator, who he believes has recently been below deck, and harangues them. He calls for the ship's steward, Lawson Bond, demanding justice. Soon others are complaining of similar losses. Melvin Weeks is missing a prayer book, for example.

At this point, ask the players if any of their investigators possess any items of religious significance. Some have such items listed on their sheet. Whether others do so is up to the players. If that item was stored on *The Barclay*, a search reveals it is now missing.

Steward Lawson Bond seeks to frame Aurangi as the thief. Bond hopes to play on the prejudices of the crew; Aurangi is from the island of Rarotonga (Bond refers to him as “Polynesian”) and not a Christian. Aurangi is ill today, and is resting in his bunk. For this reason, he did not go out on the whaling boats. His illness is genuine — simply an upset stomach — and it soon passes. Aurangi was alone and fast asleep in the forecandle when Steward Bond snuck in and plundered the sea chests.

The forecandle is where much of the crew sleep. The air inside is foul from years of sweat, smoke, vomit, and grease. Aurangi is there, smoking a pipe and, if questioned, quietly pleads innocence. His trunk contains a wooden idol he picked up on his travels, which he refers to as “*Old Father Tu-Tu*”. His things have not been disturbed. This is a crude carving of Great Cthulhu, and Aurangi’s dreams have been touched ever so lightly by the Great Old One himself. This item may appear significant to the investigators, but its presence here is little more than a coincidence (unless the Keeper wishes to make more of it). Bond makes a display of looking disdainfully at the wooden figure, claiming it is unchristian (which is true).



Anyone paying attention to the proceedings may make a **Psychology** roll. On a success, they get the distinct impression that Bond's accusations against Aurangi are wilfully false. If the players attempt to interrogate Bond about the thefts, he becomes angry and threatens them with punishment for insubordination.

Captain Chappell appears at an opportune moment. He demands to know what is going on, and orders Bond to investigate the matter. Allow an investigator to notice the conspiratorial look between the captain and Bond. It should be clear to the players that something is very wrong here, and that the captain and steward are complicit (although few playtest groups showed any inclination to act on this information at this stage). The captain can use his authority to order the crew (investigators included) back to work, thus drawing this scene to a close. If any man defies the captain, he may have the man put in irons (manacles) and flogged with a cat-o'-nine-tails.

### *Keeper's Note: Investigator Deaths*

The players' agency is purposefully reduced in the murder scenes, and some investigators die regardless of the players' actions. The intention here is to create the sense of powerlessness that we see in slasher movies. The slasher typically murders several victims before the end of the film, and rather than have NPCs be killed, this scenario contrives to make the investigators into the victims.

However, a player is never without an investigator for long. Upon the death of an investigator, the player is soon after given another member of the crew to play (hence every member of the crew being presented on an investigator sheet).

## *Murder One*

In this scene, 'victim one' (an investigator) is murdered in his bed by a possessed investigator (Matthew Cole). The other investigators are asleep in their bunks, and some may experience the murder scene through a dream.

The Keeper should note that there is a disparity in this scene between what is presented to the players (the dream-reality), and what is actually going on (the actual-reality). This scene is played out in a dream-reality up to the point where 'victim one' is found dead on his bunk, at which point, the

actual-reality is presented to the players. All the investigators may awaken, and Matthew Cole ceases to be possessed.

### **THE DREAM-REALITY**

It is night. Inform the players that their investigators are all sleeping in their bunks, gently rocked by the ocean. Matthew Cole is the only investigator who isn't asleep, but he is possessed by a sea spirit; as far as all the players know, Matthew is sleeping too.

The investigator who was identified in the opening scene as 'victim one' now stirs in his sleep. Inform the player, *"Visions of that face you saw in the water appear in your dreams. Opening your eyes, you see your mother's face above you. She is leaning in to kiss you goodnight, her hand resting on your chest. Suddenly you feel cold salty water pouring from her mouth into yours!"*

The mother's hold is very strong. The investigator (victim one) takes 1D6 damage on the first round. The investigator may attempt to resist, using either an Extreme **STR** roll to push their mother off (she is preternaturally strong), or a **Fighting (Brawl)** roll to strike her (a Regular success indicates a hit). If the investigator succeeds in pushing her off, he may choose to attack his assailant, or to flee. If the victim successfully attacks his assailant, he may inflict damage as usual. The damage appears to have some effect, but does not stop the assailant.

In his dreams, fellow investigator John Dewitt, sees 'victim one' lying in his bunk. A woman is leaning over the victim. As the woman kisses the victim, Dewitt sees that it is, in fact, fellow shipmate and investigator, Matthew Cole who is pressing 'victim one' to his bunk. Water is pouring from Cole's mouth into that of his victim. John Dewitt may wish to wake up and go to his shipmate's aid. Allow them to believe they are doing just that, whilst in reality, they are still dreaming.

If 'victim one' chooses to flee, he is pursued by his mother (Cole) through a nightmarish version of the ship, with the assailant (mother/Cole) on his heels.

Other crewmen may appear to awaken and become involved in the fracas, but really they are also just dreaming. Note down any **Luck** points spent by investigators during this dream scene; these points should be returned when the investigators awaken.

Attempts to fight back or escape are just part of the dream, a shared fantasy as the victim lies drowning on his bunk. Any assistance from other crewmen is illusory. Whether or not the victim was successful in their attempt to fight or flee, they once more find themselves in their bunk, with their mother's face looming over them, pouring cold water into their mouth. The victim takes a further six points of damage, and again may attempt to escape, but to no avail. This cycle repeats until the victim is dead.

## Bending the Rules

This scenario takes some liberty with the rules, purely for effect. This approach is not recommended for general use. The player will pick up another character soon after their first one dies and will not be taken out of the game for long. If you are not comfortable with this approach, you can play using the standard game rules and use high values for the sirens' POW and the possessed character's STR and Fighting skills.

## Matthew Cole's Vision

Earlier in the day, before he pursued the whale, Matthew saw the face of Emma, a childhood girlfriend, looking up at him from the water. She spoke to him, saying, "Come to me now and all will be well." He turned away and told no one. This backstory is presented for Matthew's player on the character sheet, along with advice on how to play the character.

### THE REALITY

The reality behind this scene is known only to the Keeper. Investigator Matthew Cole is possessed by a siren and unwittingly kills 'victim one'. Cole pins the enchanted victim to their bunk and clamps his mouth over theirs. Seawater magically pours out of Cole's mouth, causing the victim to drown. The victim may struggle during the attack, but they are enchanted and powerless to escape. Cole then mindlessly wanders up to the top deck, and stands, looking out to sea.

A couple of crewmen (NPCs Richard Petersen and Melvin Weeks) are on watch up on deck, and so do not witness the murder. At the same time, the captain is holding a secret meeting in his cabin with fellow conspirators, Henry Joy, Obed Reed and Lawson Bond. The rest of the crew, including the other investigators, sleep through the murder.

### THE AWAKENING

Whatever happens, 'victim one' is found dead in his bunk a short time later, perhaps by John Dewitt, who is now free to awaken for real. The dead investigator's eyes stare

upward in unblinking horror, his mouth brimming with water.

If you want to be dramatic, you can ask the player for their character sheet, rip it in half and drop it to the floor. You may wish to reassure the player of the deceased investigator that they are not out of the game at this point.

Matthew Cole is unaware of his actions in the murder of 'victim one'. Inform the player that Cole is standing up on deck, staring out to sea. He hears the shouts from below deck as the corpse is discovered. Cole's beard and the front of his shirt are cold and wet. Again, you may choose to inform the player of this privately or openly before the group. There may be little doubt in the players' minds that Cole is the killer, and how they deal with that knowledge is up to them.

Salt water pours out of 'victim one's' mouth like a running tap. It does not stop. Witnessing this requires a **Sanity** roll (0/1D3 loss)

When the captain arrives, he looks on in wonder, and orders the corpse be taken up on deck and prepared for burial. Again, there are glances between Captain Chappell and his co-conspirators, as well as whispered comments between them. On a successful **Listen** roll, a player character may hear the captain say, "That's the first one down".

## Keeper's Note: The Conspiracy

It should quickly become apparent to the players that there is a conspiracy, and that the captain is a part of it. Don't try to conceal this from the players. This scenario is about what the players choose to do with that knowledge.

The four conspirators meet occasionally in the captain's cabin, especially at night. Over drinks, they pore over nautical charts and discuss their progress in hushed tones. Joy might read passages from his tome aloud. Investigators may notice them coming and going from the captain's cabin.

If an investigator comes to a conspirator with ideas of mutiny or of exposing the conspiracy, the conspirator may seek to take the investigator's life. The conspirators have agreed to the deaths of three crewmen, but they are unsure if all deaths count towards this total.



## Burial at Sea

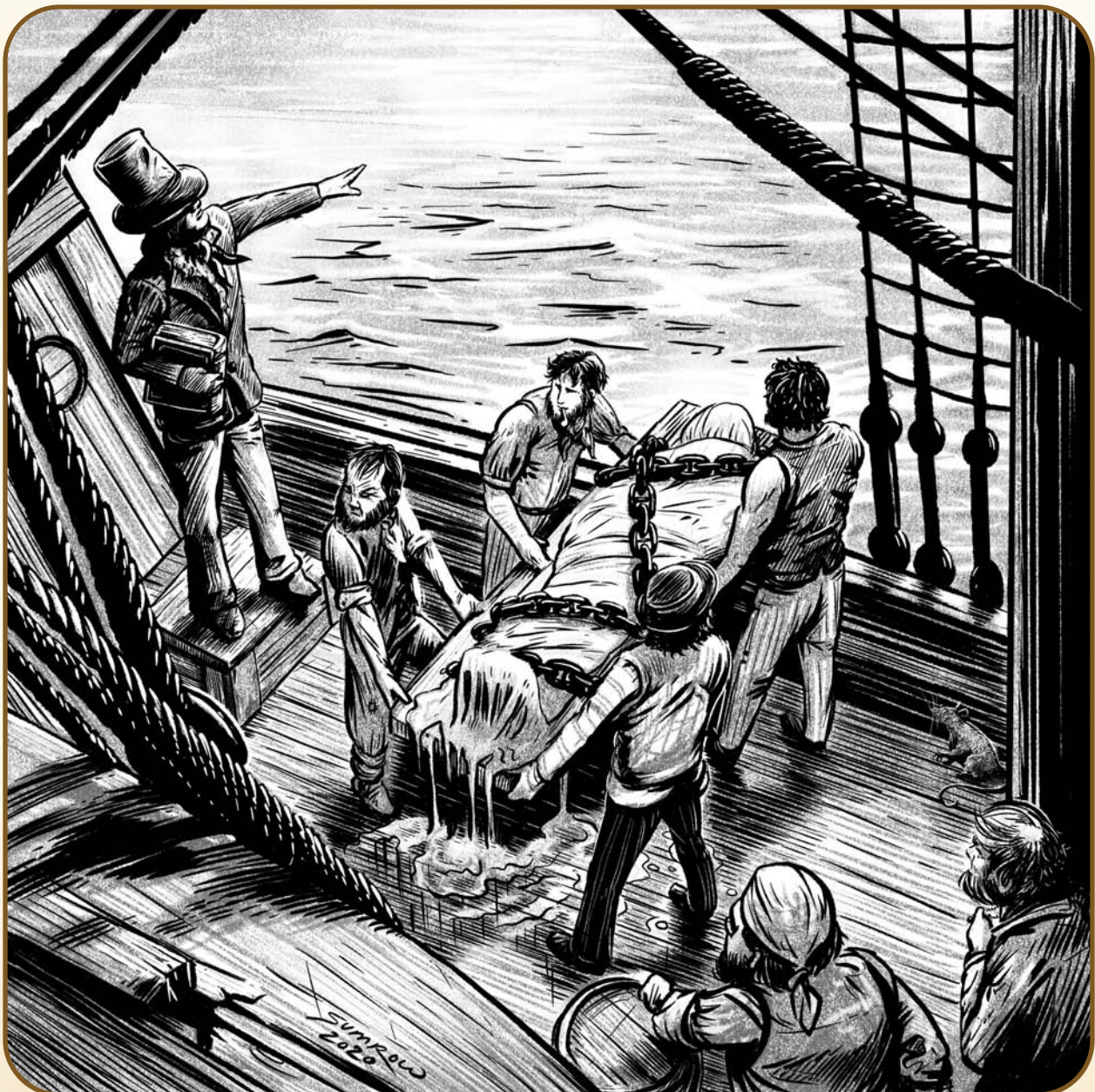
The deceased is sewn into sail-cloth, the final stitch going through the nose (to confirm death). It is weighted with chains so that it will sink. The crew do their best to ignore the water that continues to seep from the cloth. The wrapped body is laid on a board, supported by four sailors, on the gunwale at the side of the ship. As the captain brings forth his big black Bible, Steward Bond steps forward, and the two have a brief but urgent whispered exchange. Any investigator nearby may make a **Listen** roll to overhear the captain assure Bond, *"It's just a reading Bond, it won't bother them. There'll be another soon enough, you'll see."*

Bond backs off, and the captain reads a handwritten extract, inscribed inside the book's cover:

*"We therefore commit his body to the deep, to be turned into corruption, looking for the resurrection of the body, when the sea shall give up her dead, and the life of the world to come, through our Lord [the captain pauses here, omitting the name 'Jesus Christ']; who at his coming shall change our vile body, that it may be like his glorious body, according to the mighty working whereby he is able to subdue all things unto himself."*

When the captain is finished, the four sailors tilt the board upward, and the body slides into the ocean.

Any investigator making a successful **History** or **Hard EDU** roll notes the omission of the name 'Jesus Christ' from the reading, which was otherwise a genuine copy of what is written in the Book of Common Prayer. There is



some curious and evocative imagery in the text, and players may well wonder about it. Let them wonder.

### REPLACEMENT INVESTIGATOR

The player of the deceased investigator should now select a replacement character. The player may choose to play *any* NPC aboard ship, including the captain. Allow the player to peruse the crew manifest. The player may have questions about their new investigator. If a player chooses to play a conspirator, be ready to be completely open (out of earshot of the other players) with that player about what they have been up to. How the player decides to play that character is now entirely up to them. They may choose to have a change of heart, or they may continue their role as part of the conspiracy.

### WHISPERS

In possessing a member of the crew, the sirens touch the minds of numerous other individuals, triggering a curious side-effect in a small number of them.

Ask for an Extreme **POW** roll for each investigator (except Matthew Cole). Any investigators who succeed now begin to hear whispered voices (if all fail, allow the one with the highest POW score to be successful). If the player of one of those individuals makes an especial effort to hear what is being said, allow a phrase or sentence to be clearly discerned. The whispers are the spoken words and thoughts of another random crew member. Choose any NPC crew member, except the four conspirators (Captain Chappell, Lawson Bond, Henry Joy and Obed Reed), and note the name. The words that are heard may be a mundane thought about some shipboard task, or wonderings about the recent murder, or an expression of concern about a specific crewman.

**Option:** Rather than asking for **POW** rolls, simply choose the player who has had the least involvement so far (excepting the player of Matthew Cole).

At this time, the whispers may remain just a foreshadowing of what is to come. If a player seeks to focus upon the whisperings, call for a **Sanity** roll (0/1D3 loss). If the investigator perseveres, allow them to pinpoint the NPC who is the source of the whispers. The NPC can likewise hear the investigator's occasional thoughts. Be sure to keep a note of who can hear the whispers.

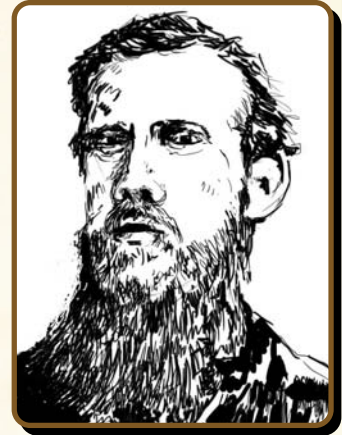
Examples of what whispers might be heard.

- *They say he heard voices calling to him from the depths.*

- *That fellow Derwitt's up to no good. I reckon it was him that did the thieving.*
- *Is that a spout? Do I dare to call it?*

### PICKING ON MATTHEW COLE

Matthew Cole (potentially an investigator) was possessed by a siren during the murder scene above. A person is never the same after they have been possessed by a siren. They continue to exist in a living death — their heart no longer beats, and their flesh remains forever cold. The crew



sense something strange about Cole. At first, they shun him. Then they turn on him.

While Cole is alone, he is cornered by two NPCs who accuse him of murder. They then attack, aiming to throw Cole overboard. As Keeper, you can be ruthless in the attack on Cole — remember, if he dies, the player will get a replacement character soon enough. You may wish to omit this section if your players have already acted in a similar way against Cole. If Cole is an NPC, allow one or more investigators to witness this incident, and perhaps become involved.

If Cole survives three rounds of combat, Henry Joy (one of the captain's conspirators) comes to his aid, and the attackers back down. Joy berates Cole's attackers, saying, *"That they know not what they do."* Joy is curiously reverent towards Cole. Pointing at Cole, he exclaims, *"Chosen by the angels he is, aye! You ask the Cap'n."*

If Cole is killed, allow the player to choose a replacement investigator. They may play any NPC aboard *The Barclay*. If Cole's body was thrown overboard, no one says much about it — the conspirators know that Cole was touched by the sirens and wonder if perhaps he has gone to join them in the depths. The rest of the crew are just glad that he is gone.

Note: If Henry Joy is being played as an investigator, use Obed Reed or Lawson Bond in his place in this scene.

### ANOTHER FACE

Following the funeral, work resumes aboard ship. The investigators are assigned jobs: setting the sails, conducting maintenance, moving barrels, assisting the cook, etc. Of course, if a player has taken the role of Captain, Steward or First Mate, they may well be the one giving out the orders.

Late that afternoon, some of the crew socialise on the deck. They smoke pipes, read, mend their clothes, or carve pieces of whale tooth or bone (scrimshaw). While this goes on, another investigator sees a vision of a woman's face. The chosen investigator should not be a member of the conspirators (Captain Chappell, Henry Joy, Obed Reed and Lawson Bond) or Matthew Cole, and should preferably belong to a different player than that of 'victim one'. The investigator who sees the woman's face becomes 'victim two'.

Continuing the water theme, that player has been given the job of swabbing the deck. The investigator has paused in their labour, and while taking a rest his mind wanders. As he looks upon the light playing off the water's surface, he sees the face. Ask for a **Sanity** roll (0/1D3 loss). The face is that of someone the investigator is very close to, perhaps a lover.

Rather than telling the player who the woman in the water is, ask the player who it is. Describe the face as you wish, telling the player that it belongs to someone close to them, and then prompt the player for details. Hopefully, engaging the player's imagination in this way makes the scene feel more involving for the player.

The face in the water calls to the investigator, bidding him, *"Come down and join me. All will be well."* The face disappears after a few moments and is not seen by anyone else. That investigator is now secretly marked as 'victim two'.

## Murder Two

It is evening. 'Victim two' is sitting, eating his supper when, from the rear, hands close over his eyes. He perceives the hands to be soft and small. Someone is standing behind the victim. He hears a feminine voice whisper playfully into his ear, *"Guess who?"* The investigator should recognise the woman's touch, voice, and even her perfume. This is the woman whose face he saw in the water bucket. Up to this point, the attacker should be presented as playful, until the hands begin to squeeze.

In reality, the attacker is an NPC. The attacker should not be a member of the conspirators (Captain Chappell, Henry Joy, Obed Reed and Lawson Bond), nor Matthew Cole. Choose from among the remaining NPCs. The possessed NPC is cold (just like Cole), pale and slick with seawater. He will not recover from this condition.

- In the first round of combat, only the victim has an opportunity to struggle against his attacker. At the end of that round, one of the victim's eyes pops.
- In the second round of combat, other investigators who are nearby may aid the victim. At the end of that round, the victim's cheekbone shatters.

## Keeper's Note: Pacing the Deaths

It is recommended that the Keeper allows a period of 'normal life' before pushing on to the next murder. If the murder scenes occur in too rapid a succession, they may take on a repetitive feel that robs them of their impact. Here are a few things that the crew could become involved with.

- **Gambling:** An NPC invites the investigators to a card game. Use a combination of opposed **INT** rolls to determine a winner, with a successful **Luck** roll indicating a good hand of cards (granting a bonus die), and **Spot Hidden** rolls to notice cheats. A disagreement might lead to a fight.
- **Sea shanties:** The crew sing songs while working or resting. Hand out copies of **Handout Six: Sea Shanty: 'Roll the Old Chariot Along'** (see page 34) to all the players and invite everyone to join in. If someone can sing well, or at least with some enthusiasm, they should take the lead on the first verse, with everyone joining in on the chorus. A quick Internet search will provide examples of this shanty being performed to give you the tune.
- **Reminiscing:** If your players enjoy it, invite them to talk about their characters' lives and tell tales, perhaps as some engage in a bit of scrimshawing. This provides a good opportunity to include one or two rumours (see **Other Crew Members**, page six).
- **Thar She Blows!** Another whale spout is spotted and whaling boats are put down. Repeat the dice rolls from the opening scene to determine whether a whale is caught. You may wish to divide the investigators between two different whaling boats, or have some left aboard ship.

- At the end of the third round of combat, the killer screams in a woman's voice, *"Your glorious body has been traded already. Now you must come down and sleep with us in the depths, my darling."* The victim's skull implodes as bone tears through flesh with sudden force, splattering blood, mucus and grey matter across a wide radius.

The victim may have attempted to harm their attacker. Other investigators and NPCs may also attack the possessed killer, but no amount of damage prevents the

death of 'victim two'. Keep track of any damage inflicted upon the possessed killer. Apply the effect of the accumulated damage on the possessed killer immediately following the murder of 'victim two'. If the possessed killer survives, he should be manacled and put in the hold (where Henry Joy pays him the occasional kindly visit). Witnessing the murder requires a **Sanity** roll (0/1D6 loss).

### ANOTHER BURIAL AT SEA

The following morning, another burial is conducted. Once again, the deceased is wrapped in sail-cloth. The captain reads the same prayer, again omitting the name 'Jesus Christ', after which the body is consigned to the deep.

Steward Bond is not present at the funeral. He and Henry Joy are plotting in the captain's cabin.

### REPLACEMENT INVESTIGATOR

The player of the deceased investigator should now select a replacement character. The player may choose to play *any* NPC aboard ship, including the captain. Allow the player to peruse the crew manifest. The player may have questions about their new investigator; you may wish to answer these in private, out of earshot of the other players.

## *Troubleshooting: All the Players Taking the Role of Conspirators*

It is possible in theory, if playing with a group of four or fewer, that players could all take the role of conspirators when choosing replacement characters. In my experience, that has never happened, and it seems highly unlikely; but unlikely things sometimes happen in RPGs. If this should transpire, the Keeper has a few options:

- Let things play out — the denouement is intended to be nightmarish for the conspirators as their minds are dragged below the waves to enter R'lyeh.
- Mutiny! Have the crew mutiny, and aim to have a couple of conspirators killed, forcing those players to choose non-conspirator player characters.
- The Keeper could choose to limit the choice of replacement investigators, and hold back one or two of the conspirators.

### FURTHER WHISPERS

Ask for another Extreme **POW** roll for each investigator (except Matthew Cole and any investigators who could already hear the whispers). Any who succeed, in addition to those who succeeded last time, now begin to hear the whispered voices (if all fail, allow the one with the highest POW score to be successful). It becomes clear to each of them that the voices are the spoken words and the thoughts of other shipmates. If a player seeks to focus upon the whisperings, call for a **Sanity** roll (0/1D3 loss). If the investigator perseveres, allow them to pinpoint the NPC or investigator who is the source of the whispers.

### CAPTAIN CHAPPELL TALKS TO THE HEAD

*All thy unnamable imminglings float beneath me here; I am buoyed by breaths of once living things, exhaled as air, but water now.*

— Herman Melville, *Moby Dick*

That night, up on deck, one or two investigators are on watch. The captain instructs them to go about their duties and leave him be. In homage to the scene in *Moby Dick* where Captain Ahab talks to a whale's head, Captain Chappell now lowers himself on a rope over the side of the ship. It is dark, the sea is calm and the stars shine brightly overhead. Anyone studying the captain can see that he is actually talking to something large, barely protruding from the water next to the dead whale which lies alongside the boat. The thing is Mother Hydra (see *Call of Cthulhu: Keeper Rulebook*, page 286). Although it is indistinct, glimpsing this still requires a **Sanity** roll (1/1D10 loss).

"Two down, one to go, then our deal is complete. Will you not let me see him one more time... father... papa... I am coming for you!" With that, he gazes at the surface of the water for some time, then ascends back to the deck.

## *Deals with the Devil*

Select 'victim three' along with an NPC to be the next killer. This victim should be an investigator, but not be a conspirator (Captain Chappell, Henry Joy, Obed Reed and Lawson Bond) or Matthew Cole. 'Victim three' should preferably belong to a different player to that of previous victims. The killer should be an NPC, but not one of the conspirators (listed above).

Divide the following tasks amongst the investigators.

- Swabbing the decks.
- Bringing up and taking down barrels (assign this task

to 'victim three').

- Setting the sails and working in the rigging.

Whilst taking a barrel of oil down to the hold, 'victim three' spies Joseph Wright (the cabin boy) listening at the door to the captain's cabin. Tears roll down the boy's cheeks as he beckons to 'victim three', "*They're in there now, the four of them. They're plotting something terrible. I've heard them speaking of it. They've made a pact with the devil!*"

Note: If the cabin boy is a player character, substitute an alternative NPC in the role of eavesdropper, or issue the clue to the player of the cabin boy.

### THE CAPTAIN'S CABIN

Listening at the door of the captain's cabin, one can hear the four men (Captain Chappell, Henry Joy, Obed Reed and Lawson Bond) talking. They are poring over navigation charts and arguing. Bond insists the captain throw his Bible into the ocean, and that its presence aboard will bring disapproval upon them. The captain warns Bond that if he so much as touches the book, he will be flogged. He states that the book belonged to his father, Barclay Chappell, and that he is looking forward to being reunited with him again very soon.

Also in the room can be found.

- Four pistols. One in the desk, the rest locked in a cabinet on the wall (requiring a **Locksmith** roll to pick the lock, or a **STR** roll to pry open). These revolvers are single action, cap-and-ball variety (1D8 damage; base range 10 yards; six shots; malfunction 97-100).
- Navigation charts, plotting the ship's journey around an empty patch of the Pacific (hastily rolled up when intruders enter the room). Anyone studying the chart may make a **Navigation** roll to realise the ship has been circling the same area for more than a week.
- A spyglass (telescope).
- A compass, mounted in the ceiling above the captain's bed.
- A medicine chest (containing opiates for pain relief).
- Occult books on divination and water spirits, as well as Henry Joy's copy of *Monstres and their Kynde*.
- The captain's logbook, recording their journey, the number of whales and barrels of oil, wind directions and so on. Also noted one week ago, '*Joy's book proved efficacious, and the deal was made. The price was three.*' (see **Handout Five: The Captain's Journal**, page 33).

### MONSTRES AND THEIR KYNDE

This book is just as it appears in the *Call of Cthulhu: Keeper Rulebook*, with the following exceptions. This is a battered and partial copy and, for the purposes of this scenario, any character wishing to read the book may digest the relevant sections in one night (sufficient to gain one point of Cthulhu Mythos skill and lose 1D6 Sanity points). The book contains a new spell, Call Upon the Mother of the Waves (see boxed text).

#### SPELL: CALL UPON THE MOTHER OF THE WAVES (CALL MOTHER HYDRA)

**Cost:** one or more magic points per person. 1D10 Sanity points for the caster.

**Casting time:** one hour.

A group may assist by adding magic points. Every participant donates one magic point, and may choose to donate more. The total magic points spent is the percentage chance of summoning Mother Hydra.

The spell must be cast above the deep ocean, such as aboard a ship. The ritual includes chanting songs and rhythmic drumming against the hull or other submerged timber.

### SUMMONING MOTHER HYDRA

Having spent a night studying the book, a character may attempt to cast *Call Upon the Mother of the Waves*. The first time a character attempts to cast a new spell, they must pass a Hard **POW** roll to succeed. If they fail, they may choose to push the roll (refer to page 178 of the *Call of Cthulhu: Keeper Rulebook* for details). If the spell is successfully cast, Hydra will approach the ship and converse directly with the minds of all those who participated in the casting, each of whom must make a **Sanity** roll (loss 1/1D10). See page 286 of the *Call of Cthulhu: Keeper Rulebook* for more details on Mother Hydra (listed under Dagon and Hydra).

The pact to bring the ship to R'lyeh has been sealed and may not be undone, and the four conspirators (Chappell, Joy, Reed and Bond) have Hydra's blessing and she will not act against them. However, if the players pursue this course of action, you may wish to allow them to make some kind of deal with Hydra, although any such deal should have a high cost!

# Murder Three and the Herald of R'lyeh

The following morning, an investigator ('victim three') is attacked and killed by another possessed crewman. Choose a time when this victim is isolated and below deck. To the victim, the attacker appears as a seven-year-old girl. The first the victim knows of the attack is when the girl grabs his leg. Her arms wrap around his leg like vines around a tree. The arms extend, growing longer and longer, as if made of rubber, curling bonelessly up around his torso, crushing as a snake constricts its prey. Any attempt to pull on the girl's limbs prove futile; the arms stretch and spring back. By now, the player of the victim may well be resigned to the inevitable death of their character, safe in the knowledge that they will soon get to play a replacement. The girl inflicts six points of constriction damage each round. The investigator and anyone assisting him can fight the girl, but nothing they do stops her. Keep track of any damage inflicted on the girl and apply it after the death of 'victim three'. Witnessing this murder provokes a **Sanity** roll (1/1D6 loss).

## REPLACEMENT INVESTIGATOR

The player of the deceased investigator should now select a replacement character. The player may choose to play *any* NPC aboard ship, including the captain. Allow the player to peruse the crew manifest. The player may have questions about their new investigator; you may wish to answer these in private, out of earshot of the other players.

# The Herald Arises

Note: This is the climactic scene. It may be perceived by players in differing ways, depending on which member of the crew they are playing, and whether or not they have heard the whispers.

Soon after death of 'victim three', the corpse rises back to hideous unlife to take the role of an NPC known as the Herald of R'lyeh. The Herald appears in one of three different ways, depending on the viewer.

- Those who can hear the whispers see the Herald for what it really is: the vile, twisted corpse of 'victim three'.
- To the captain, the Herald looks like his father, Barclay Chappell. If Captain Chappell is an NPC, he falls to his knees in elation, tears rolling down his cheeks. *"Papa, it is you!"*

- To everyone else, the Herald looks regal, even divine: an alluring figure dressed in flowing robes of ocean blue trimmed with gold. This is also how he is perceived by Henry Joy, Obed Reed and Lawson Bond.

## BEHOLD R'LYEH!

The herald stands on deck at the side of the ship and calls by name those that summoned it: Abraham Chappell, Henry Joy, Obed Reed, and Lawson Bond. The herald addresses them. *"Your payment is complete. All will be well. Now, behold!"* And with that everyone staggers as the ship is rocked by a collision between the ship's hull and one of the black towers. Ask for **DEX** rolls — anyone who fails loses their footing. Looking forward, all now see the first of many black spires that protrude upward from the ocean. Reminiscent of spires or minarets, these black stone towers taper upwards some 10 to 100 feet (three to 30 metres) above the surface of a calm sea. These are the pinnacles of the temple of R'lyeh, partially risen from the depths.

## THE DEAD RETURN. SIRENS EMBARK.

All the crewmembers who previously died now return, climbing up over the ship's side, accompanied by sirens of the deep. To those who have not heard the whispers, the dead look like figures of sensuous beauty. The Herald bids everyone to celebrate and lay aside all laws and morals, and revel in joy! Soon, bewitched crewmen are cavorting with sirens and the undead.

## STRANGE VISIONS

Any investigators who have heard the whispers now suffer a most confusing vision. Through their left eye, each of them now sees as if looking through the Herald's eyes. Closing their left eye does not prevent this; their eye is directly seeing what the Herald's eyes are seeing. Through their right eye, they perceive what is truly before them. Indeed, they see the Herald, the sirens and the risen dead for what they really are: monsters from the deep! In reality, the Herald is the twisted remains of a former investigator. Any returned crewmen are bloated corpses, half-eaten by decay. The sirens are humanoid travesties. This is both disorientating and horrifying, and requires a **Sanity** roll (1D3/1D10 loss).

Any investigators who are playing a conspirator (Captain Chappell, Obed Reed, Henry Joy or Lawson Bond) perceive things differently. Captain Chappell sees the Herald as his father, Barclay Chappell. The other three see the Herald in its regal form. The sirens and returned dead pay no heed to the conspirators. As NPCs, each conspirator is as giddy as a child on Christmas morning; but if played as an investigator, their actions are entirely up



	<b>The Conspirators: Captain Chappell, Henry Joy, Obed Reed and Lawson Bond see:</b>	<b>Those that can hear the whispers, see through their left eye:</b>	<b>Those that can hear the whispers, see through their right eye:</b>	<b>Those that cannot hear the whispers see:</b>
<b>What does the Herald look like?</b>	A glorious figure in blue robes. The captain sees the Herald as his father, Barclay Chappell.	They see as if looking through the eyes of the Herald (a ragged, animated corpse itself).	A ragged, animated corpse.	A glorious figure in blue robes.
<b>What do the sirens look like?</b>	Figures of scintillating beauty.	Terrible scaled monsters (from the Herald's POV).	Terrible scaled monsters.	Figures of scintillating beauty.
<b>What do the returned dead look like?</b>	Healthy and well, as they were in life.	Rotting corpses (from the Herald's POV).	Rotting corpses.	Healthy and well, as they were in life.
<b>What do they see when the Herald descends into the ocean?</b>	They see only through the Herald's eyes, witnessing the descent and entry into R'lyeh.	They see through the Herald's eyes, witnessing the descent and entry into R'lyeh (through their left eye).	They see what is before them on deck through their right eye.	They see things for what they are: the sirens (and returned dead) as monsters.
<b>Other notes:</b>	The conspirators weep with joy.	They see themselves, when the Herald looks in their direction. Closing their left eye does not end the vision.		As soon as the Herald descends, the spell is broken, and panic breaks out.



to the player. If a conspirator was killed prior to this scene, he re-enters play now amongst the returned dead and takes much the same role that he would if alive.

Any players who are neither playing conspirators nor investigators who have heard the whispers witness the scene in the same manner as the regular crew. They are approached by sirens or undead crewmates, who hold out their loving arms. How the players react is entirely up to them and the state of their sanity (the amorous intent of the sirens should never be forced upon a player).

### CHAOS REIGNS!

Allow time for the players to take action. There is likely to be chaos at this point, as players seek to act in differing ways. The rest of this scene is presented as if the players are passive observers, but the course of events may be altered by actions taken by the players. The rest of the crew do one of the following.

- Fall into the passionate embrace of the sirens and undead shipmates.
- Are driven to acts of madness.
- Attempt to flee in one of the smaller whaling boats.
- Worship at the Herald's feet.

Combat only occurs if instigated by the investigators. The Herald is invulnerable to all physical harm. Attacking the Herald is like punching the sea: any blows cause ripples on the surface which soon smooth out as if nothing happened. If threatened, the captain and his conspirators can call upon the crew (both living and undead) for protection. The NPC crew remain mostly loyal to their captain.

## Breaking the Pact

If all four conspirators (Captain Chappell, Henry Joy, Obed Reed and Lawson Bond) are killed (or killed a second time if they were slain before this scene, and have returned from the dead. See **The Dead Return**, page 21), the arcane pact is broken and the Herald bursts like a punctured sack full of congealed blood and rotten fish guts. If this occurs, the sirens and undead depart within the next three combat rounds, taking as many of the screaming crew and investigators with them as they can.

If any of the investigators die during these final scenes, their player may choose any surviving crewman as a replacement investigator at the first convenient opportunity.

## Sirens

Humanoid creatures that dwell in deep oceans (for statistics see page 25). Their cold skin is covered in small scales, like that of a rainbow trout. Their eyes are glassy and dark. They sometimes don seaweed in mockery of human hair. Whilst they cannot breed with humans, they enjoy seducing them, in much the same way a cat plays with its prey before killing it.

### THE HERALD DESCENDS

At some opportune moment, the Herald stands above the side of the ship, its feet almost a foot above the gunwale. The four conspirators are gathered before it, looking on with awe. As it faces them, it speaks one final time, "*Come with me now. All is well.*" With that, it spreads its arms and falls backwards into the ocean.

As soon as the Herald enters the water, each of the conspirators sees through the Herald's eyes, as if they are one with him. This is what they sought — to return to that lost island temple they glimpsed years before. But it is not only the conspirators who witness this vision — any investigator who heard the whispers also witnesses the Herald's journey through their left eye. If an investigator wishes to rid themselves of this terrible vision, their only escape is to gouge out their left eye. Doing so inflicts 1D3 hit points of damage, and provokes a **Sanity** roll (loss 0/1D3). If no investigators choose to self-mutilate in this way, they may witness the horror as an NPC does so.

For the rest of the crew, as soon as the Herald hits the water, the spell is broken. They now see the sirens and returned crew for the monsters they are. Some are driven into a mad panic, screaming, sobbing, even throwing themselves overboard; play them however you wish.

The Herald sinks like a stone. Down past towers and domes it sinks, past shuttered windows, to a long-submerged plateau. Before it stands a door. It reaches out and places a phantom key in the lock. And with that, the Herald enters R'lyeh. Anyone sharing its vision sees the door opening, the shadows stirring, and feels the presence of the slumbering Great Old One, Cthulhu himself. This demands a **Sanity** roll (1D6/1D20 loss — they are not witnessing Cthulhu himself or the loss would be even greater, but it should be clear that the Herald will reach Cthulhu eventually).

## Aftermath

The *Barclay's* hull is breached where it struck the black spire of R'lyeh, and the ship is taking on water. It is beyond repair, and is slowly sinking. Those who survive may abandon ship.

After two desperate days drifting in a whaling boat, the survivors are rescued by another vessel. If the investigators are separated at sea, use dice to determine who is rescued. Ask for a group **Luck** roll for each group of investigators; all those who succeed are rescued. If all fail, then the group with the investigator who has the highest current Luck score is rescued. Those who are not rescued are destined to die a lingering death in the open sea. Given who rescues them, it is questionable who the lucky ones really are.

The investigator or investigators are helped aboard a ship named *The Columbia*. All traces of *The Barclay* and R'lyeh have long vanished. The ship's captain comes over to welcome them aboard, "Why you're in luck, lads. We're homeward bound for America! If ye'll pledge to serve aboard this ship then I'll see you right, or my name's not Captain Obed Marsh! Set the sails men — we're Insmouth bound!"

And with that, the crew begin to sing 'Insmouth Sailor' (to the tune of 'Drunken Sailor') joyfully:

*What do you do with an Insmouth sailor,  
What do you do with an Insmouth sailor,  
What do you do with an Insmouth sailor,  
Who breaks the oath of Dagon?*

### CHORUS:

*Way hay and up she rises  
Way hay and up she rises  
Way hay and up she rises  
Sworn unto the Order!*

This is intended as a twist in the tail for those that know their Lovecraftian lore. Obed Marsh is the seafaring captain who is responsible for bringing the abhorrent deep ones to Insmouth, as is told in Lovecraft's story 'The Shadow over Insmouth'.

At this point I recommend playing a recording of 'Insmouth Sailor', a sea shanty produced by the H. P. Lovecraft Historical Society as part of their wonderful Insmouth Sea Shanties Album. They produce lots of wonderful products related to Lovecraft and Cthulhu. You can find the track for free at the following url: <https://vimeo.com/433010425>

## NPCs and Monsters

### THE HERALD

STR 125 CON 80 SIZ 75 DEX 80 INT 85  
APP — POW 200 EDU — SAN — HP: 15  
DB: +1D6 Build: +2 Move: 8/10\* MP: 40 Luck: —

\*swimming

#### Combat Attacks per round: 1

Fighting 80% (40/16), damage 1D3 + 1D6  
Dodge 40% (20/8)

**Armour:** Mundane physical attacks have no effect upon the Herald, simply passing through him as if he were water.

**Spells:** None.

**Sanity Loss:** 1/1D8 Sanity points to see the herald.

### RETURNED DEAD

STR 60 CON 40 SIZ 60 DEX 50 INT 20  
APP — POW 45 EDU — SAN — HP: 10  
DB: 0 Build: 0 Move: 7 MP: 9 Luck: 0

#### Combat Attacks per round: 1

Brawl 50% (25/10), damage 1D3  
Dodge 25% (12/5)

#### Skills

Groan 75%, Smell Bad 90%

#### Languages

English 30%

**Armour:** Major wounds delivered to the body result in loss of a limb. Otherwise, ignore damage except to the head (one penalty die on rolls to target the head).

**Spells:** None.

**Sanity Loss:** 0/1D6 Sanity points to see the returned dead.

### SIRENS

STR 75 CON 80 SIZ 55 DEX 80 INT 65  
APP — POW 200 EDU — SAN — HP: 13  
DB: +1D4 Build: +1 Move: 8/10\* MP: 40 Luck: —

\*swimming

#### Combat Attacks per round: 1

Fighting 50% (25/10), damage 1D3 + 1D4  
Dodge 40% (20/8)

**Armour:** 1-point skin and scales.

**Spells:** Breath of the Deep, Call Mother Hydra (see page 20), Create Mist of R'lyeh, Wave of Oblivion.

**Sanity Loss:** 1/1D6 Sanity points to see a siren.

## *The Crew of The Barclay*

NAME	OCCUPATION	STR	DEX	POW	Brawl	Dodge	DB	HP
Abraham Chappell	Captain	40	60	70	40	30	0	11
Aurangi	Harpooneer	70	82	60	60	41	D4	10
Barzillai Jones	Cook	60	64	40	25	32	0	13
Charles Shorter	Green Hand	70	66	60	25	33	D4	13
Cyrus Nickerson	Cooper	60	84	60	60	42	D4	12
George Hussey	Carpenter	60	70	50	25	35	D4	15
Henry Joy	Boatsteerer	50	72	70	25	36	0	11
Herman Shepard	Able Seaman	50	78	40	25	39	0	12
Isaac Chase	Boatsteerer	80	76	60	25	38	D4	10
John Dewitt	Second Mate	80	56	50	40	28	D4	12
Joseph Wright	Cabin Boy	60	86	50	70	43	0	11
Lawson Bond	Ship's Steward	50	58	40	25	40	0	14
Matthew Cole	Able Seaman	60	74	50	60	37	D4	13
Melvin Weeks	Able Seaman	80	80	60	45	40	D4	11
Nathaniel West	Able Seaman	60	62	50	50	31	0	9
Obed Reed	First Mate	60	44	70	50	22	0	13
Owen Dewitt	Able Seaman	70	54	60	50	27	D4	14
Richard Petersen	Able Seaman	70	68	60	25	34	D4	13
Seth Hendriks	Boatsteerer	70	48	50	60	24	D4	11
Silas Coffin	Green Hand	50	88	70	50	44	0	11
Valentine Thomas	Able Seaman	60	50	50	25	25	0	12
William Laurence	Able Seaman	50	46	50	40	23	0	12
William Worth	Blacksmith	80	52	60	25	26	D4	11

# Appendix One: Glossary and Locations

**After deck house:** cabin at rear of deck.

**After hold:** rear store for food and gear.

**After peak:** another store for the captain's goods.

**Bible leaves:** sections of blubber cut thin for the tryworks.

**Bitt for whale chain:** post for securing the belly chain of a dead whale alongside.

**Blubber room:** large pieces of blubber are lowered in here, where they are sectioned up into smaller pieces.

**Bowsprit:** a spar that extends forward from the prow, providing an anchor point for forward sails.

**Cabin skylight:** window down to the captain's cabin.

**Captain's cabin:** the captain's quarters, containing bed, desk, washstand, and couch.

**Chain locker:** place for storing the cable-chain, fed through the deck-pipe.

**Channels:** for the attachment of rigging.

**Companions:** framework that allows light to the deck below, and a covered access.

**Cooler:** copper vessel for cooling the hot whale oil.

**Cutting in gangway:** place where a whale would be brought alongside for processing.

**Deck house:** a cabin on the deck.

**Figurehead:** carved bust of a man. Modelled on Barclay Chappell, the captain's father.

**Fluke-chain bitt:** post for securing the rope attached to the whale's tail.

**Forecastle:** forward part of the ship containing the crew's living quarters. A narrow triangular room with bunks lining the walls. Sea chests provide the only seating.

**Fore-hatch:** entry to forecastle.

**Fore hold:** storing shooks (barrel staves) and other gear.

**Foremast:** frontmost mast.

**Galley:** kitchen.

**Lay:** the share of the ship's takings each crewmember earns.

**Main hatch:** entry to below the deck.

**Main mast:** the middle mast on the ship.

**Mizzen chains:** metal plates for attachment or rigging to rear mast.

**Mizzen-mast:** rear mast.

**Pumps:** for pumping out water from the bottom of the boat (bilge).

**Tween deck:** between the upper and lower deck. The barrels here were full of provisions at the start of the journey.

**Scrap-hopper:** a place for straining oil from scraps fished out of the trypots.

**Shooks:** barrel staves.

**Spare boats:** spares or those being maintained.

**Steerage:** quarters for the boatsteerers (Issac Chase, Henry Joy, Seth Hendriks), blacksmith (William Worth), cooper (Cyrus Nickerson), steward (Lawson Bond), carpenter (George Hussey), cook (Barzillai Jone) and cabin boy (Joseph Wright).

**Trypots:** large metal pots (like cauldrons).

**Tryworks:** brick furnace for heating the trypots. Fuelled first with wood, then with scraps of blubber that have already been 'tried' (rendered).

**Wheel and screw box:** the large wheel for steering the ship.

**Windlass and bitts:** contraption for reeling in and letting out rope.

**Work-bench:** a wooden bench for cutting up skin and blubber.

# Appendix Two: Some Essentials A Timeline and Scenario Structure for the Keeper

## Day One: Opening Scene: A Dead Whale or a Stove Boat

The investigators are in a small whaling boat, chasing a whale. One investigator sees the face of a woman in the water and is marked as 'victim one'.

## All Aboard *The Barclay*

A few hours later, everyone back on board main ship. Valentine Thomas complains of a theft. Steward Bond tries to pin the blame on Aurangi. The players should be drawn in if possible. Captain Chappell intervenes.

## Murder One

The character marked as 'victim one' is killed in his bunk by a possessed Matthew Cole. John Dewitt sees the murder happening in his dream. Dewitt may try to stop the murder, unaware that he is still dreaming. When Dewitt and anyone else awaken, they find 'victim one' dead in his bunk.

## Day Two: Burial at Sea

The captain leads the burial. The player of 'victim one' chooses a new character to play. At least one investigator begins to hear strange whispers (a side-effect caused by the sirens' magic).

## Picking on Matthew Cole

A couple of crewmen pick a fight with Cole.

## Another Face

Another investigator sees a woman's face in water and is marked as 'victim two'. The Keeper is encouraged to run a scene of gambling, or singing a shanty or reminiscences.

## Murder Two

That evening, another murder occurs.

## Day Three: Another Burial at Sea

The captain leads another burial. The player of 'victim two' chooses a new character to play. At least one investigator begins to hear the strange whispers more clearly now (a side-effect caused by the sirens' magic).

## Captain Chappell Talks to the Head

The captain climbs down to the dead whale alongside the ship, and converses with Mother Hydra.

## The Captain's Cabin

An opportunity for the investigators to eavesdrop on the

conspiracy and perhaps confront the captain, or to investigate his cabin. The Keeper selects 'victim three'.

## Day Four: Murder Three and The Herald of R'lyeh

'Victim three' is murdered by what appears to be a young girl. Later, this victim's corpse arises as the Herald of R'lyeh.

## The Herald Arises

The conspirators celebrate the Herald's arrival. All deceased crewmen return along with various sirens, and together they distract the rest of the crew. The investigators must choose how they react. Chaos reigns. The Herald speaks, then descends into the ocean to enter R'lyeh. All those connected with the Herald perceive that which the Herald is seeing, and may be driven mad as the Herald enters R'lyeh.

## Aftermath

Any survivors may be rescued by Obed Marsh.

## Handouts

The handouts listed below are presented on the following pages, in order:

- Handout One: The X-card
- Handout Two: Crew Manifest for Players
- Handouts Three & Four: Deck Plans
- Handout Five: The Captain's Journal
- Sea Shanty: 'Roll the Old Chariot Along'
- Character Sheets

*Abraham Chappell*

*Henry Joy*

*Obed Reed*

*Lawson Bond*

*John Dewitt*

*Isaac Chase*

*Matthew Cole*

*Silas Coffin*

*Herman Sheppard*

*Charles Shorter*

*Joseph Wright*

*Owen Dewitt*

*Seth Hendriks*

*George Hussey*

*Barzillai Jones*

*Aurangi*

*Cyrus Nickerson*

*Richard Petersen*

*Valentine Thomas*

*Melvin Weeks*

*Nathaniel West*

*William Worth*

*William Laurence*



# Crew Manifest

## STEERAGE



Cooper  
Cyrus Nickerson



Boatsteerer  
Isaac Chase



Boatsteerer  
Henry Joy



Boatsteerer  
Seth Hendriks



Blacksmith  
William Worth



Ship's Steward  
Lawson Bond



Carpenter  
George Hussey



Cabin Boy  
Joseph Wright



Cook  
Barzillai Jones

## CAPTAIN'S CABIN



Captain  
Abraham Chappell

## FORECASTLE



Second Mate  
John Dewitt



First Mate  
Obed Reed



Sailor (Green Hand)  
Silas Coffin



Able Seaman  
Owen Dewitt



Able Seaman  
William Laurence



Able Seaman  
Matthew Cole



Harpooneer  
Aurangi



Sailor (Green Hand)  
Charles Shorter



Able Seaman  
Richard Petersen



Able Seaman  
Valentine Thomas



Able Seaman  
Melvin Weeks

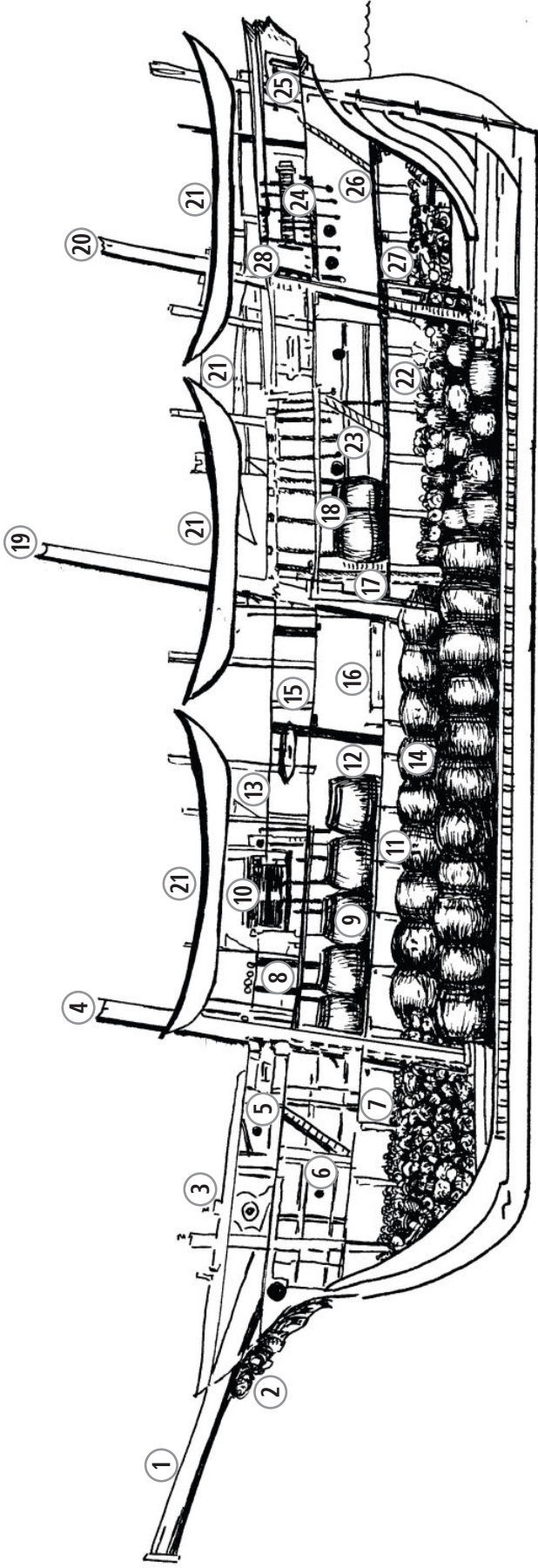


Able Seaman  
Nathaniel West



Able Seaman  
Herman Sheppard

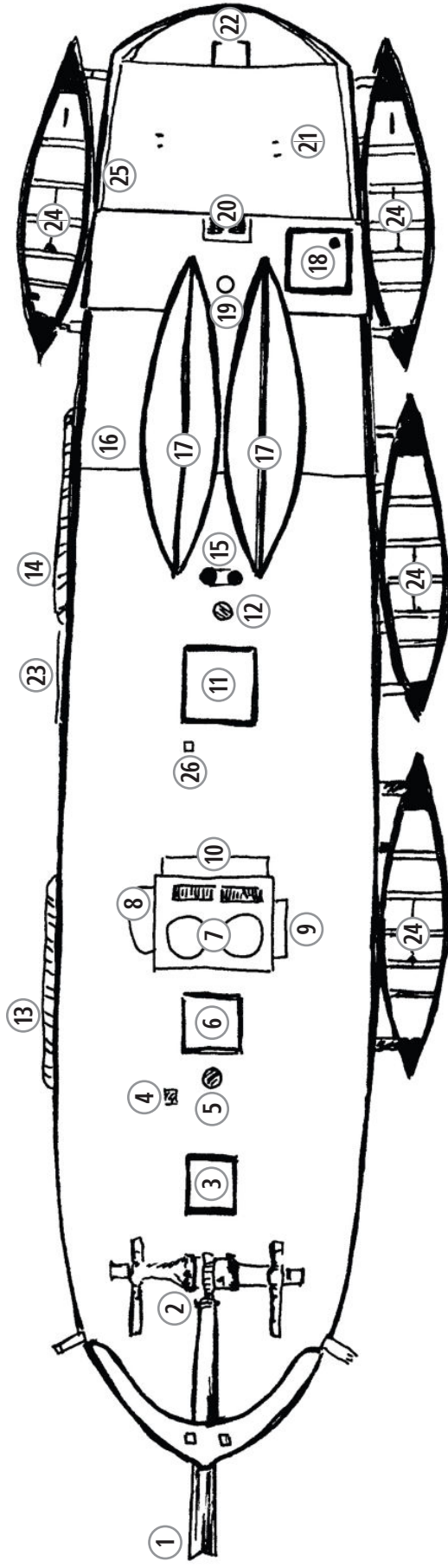
SIDE AND INTERIOR OF THE WHALING BARK, *THE BARCLAY*, OF NANTUCKET MASS (302 TONS)



- |                               |  |                                  |                                  |                               |   |
|-------------------------------|--|----------------------------------|----------------------------------|-------------------------------|---|
| <b>1</b> Bowspit              | <b>6</b> Forecastle                    | <b>11</b> Lower main hold        | <b>16</b> Blubber room           | <b>21</b> Whale boats         | <b>26</b> Captain's cabin               |
| <b>2</b> Figurehead           | <b>7</b> Fore hold                     | <b>12</b> Fore'tween decks       | <b>17</b> Chain locker and pumps | <b>22</b> After hold          | <b>27</b> After peak (captain's stores) |
| <b>3</b> Windlass and bits    | <b>8</b> Fore-hatch                    | <b>13</b> Cranes for boats       | <b>18</b> After'tween decks      | <b>23</b> Steerage            | <b>28</b> Galley                        |
| <b>4</b> Foremast             | <b>9</b> Casks for oil (between decks) | <b>14</b> Casks for oil (riders) | <b>19</b> Main mast              | <b>24</b> Cabin skylight      |   |
| <b>5</b> Forecastle companion | <b>10</b> Tryworks                     | <b>15</b> Main hatch             | <b>20</b> Mizzen-mast            | <b>25</b> Wheel and screw box |   |



DECK PLAN OF THE WHALING BARK, *THE BARCLAY*, OF NANTUCKET MASS (302 TONS)



- |                               |                       |                         |                          |                               |   |
|-------------------------------|-----------------------|-------------------------|--------------------------|-------------------------------|---|
| <b>1</b> Bowspit              | <b>6</b> Fore-hatch   | <b>11</b> Main hatch    | <b>16</b> Deck house     | <b>21</b> After deck house    | <b>26</b> Bitt (for the belly chain of the whale) |
| <b>2</b> Windlass and bits    | <b>7</b> Tryworks     | <b>12</b> Main mast     | <b>17</b> Spare boats    | <b>22</b> Wheel and screw box |   |
| <b>3</b> Forecastle companion | <b>8</b> Cooler       | <b>13</b> Fore channels | <b>18</b> Galley         | <b>23</b> Cutting in gangway  |   |
| <b>4</b> Fluke-chain bitt     | <b>9</b> Scrap-hopper | <b>14</b> Main channels | <b>19</b> Mizzen-mast    | <b>24</b> Whale boats         |   |
| <b>5</b> Foremast             | <b>10</b> Work-bench  | <b>15</b> Pumps         | <b>20</b> Cabin skylight | <b>25</b> Mizzen chains       |   |

## HANDOUT FIVE: THE CAPTAIN'S JOURNAL

Commenced with fine Weather and Strong breezes from NNE. Set sail on a Starboard

Commenced with fine Weather and Strong breezes from NNE. Set sail on a Starboard Tack.

Commenced with fine Weather and Strong breezes from NNE. Set sail on a Starboard Tack.

Saw black fish. Lowered boats and took one.

Day ends with moderate breeze.  
Joy's book proved efficacious, and the deal was made. The price was three.



## SEA SHANTY: 'ROLL THE OLD CHARIOT ALONG'

### Roll the Old Chariot Along

*And a drop of Nelson's blood wouldn't do us any harm,  
a drop of Nelson's blood wouldn't do us any harm,  
a drop of Nelson's blood wouldn't do us any harm,  
and we'll all hang on behind*

#### CHORUS

*And, we'll roll the old chariot along,  
we'll roll the old chariot along,  
we'll roll the old chariot along  
and we'll all hang on behind*

*And a plate of Irish stew wouldn't do us any harm,  
And a plate of Irish stew wouldn't do us any harm,  
And a plate of Irish stew wouldn't do us any harm,  
and we'll all hang on behind*

#### CHORUS

*And, we'll roll the old chariot along,  
we'll roll the old chariot along,  
we'll roll the old chariot along  
and we'll all hang on behind*

*Oh, a nice fat cook wouldn't do us any harm...*

#### CHORUS

*And, we'll roll the old chariot along,  
we'll roll the old chariot along,  
we'll roll the old chariot along  
and we'll all hang on behind*

*Oh, a nice watch below wouldn't do us any harm...*

#### CHORUS

*And, we'll roll the old chariot along,  
we'll roll the old chariot along,  
we'll roll the old chariot along  
and we'll all hang on behind*

*Oh, a good night ashore wouldn't do us any harm...*

#### CHORUS

*And, we'll roll the old chariot along,  
we'll roll the old chariot along,  
we'll roll the old chariot along  
and we'll all hang on behind*

## ABOARD THE BARCLAY

Name Abraham Chappell  
 Occupation Captain  
 Age 53  
 Quarters Captain's Cabin  
 Birthplace Plymouth, Massachusetts

## CHARACTERISTICS

STR **40**<sup>20</sup>/<sub>8</sub> DEX **60**<sup>30</sup>/<sub>12</sub> INT **80**<sup>40</sup>/<sub>16</sub>  
 CON **50**<sup>25</sup>/<sub>10</sub> APP **50**<sup>25</sup>/<sub>12</sub> POW **70**<sup>35</sup>/<sub>14</sub>  
 SIZ **60**<sup>30</sup>/<sub>12</sub> EDU **60**<sup>30</sup>/<sub>12</sub> Know Move Rate **5**



## FULL FATHOM FIVE Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	12	13	14

LUCK	Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input checked="" type="checkbox"/>	Start		Max		Insane		SANITY								
	01	02	03	04	05	06	07	08	09	10	11	12	13	14					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					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					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					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					57	58	59	60	61	62		63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Psychology (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> History (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>45</b> <sup>22</sup> / <sub>9</sub>
Credit Rating (00%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Intimidate (15%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Medicine (01%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
Cthulhu Myths (00%)	<b>8</b> <sup>4</sup> / <sub>1</sub>	<input type="checkbox"/> Jump (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%) Spanish	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Navigate (10%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>		<input type="checkbox"/> Occult (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Throw (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>0</b>	<b>0</b>

**A**t the age of 11, you learnt that your father, Barclay Chappell, had been buried at sea, somewhere in the Pacific Ocean. Five years ago, on a previous voyage, your ship came upon a half-submerged building, crowned with spires and domes, protruding from the water. You were able to look down and see wondrous buildings beneath the ocean's surface — and you felt the presence of your father. A storm blew up, and the strange island was lost once more.

Your life has become a quest. Indeed, you've named the ship after your father. You have spoken with mystics, and, by luck, found that Henry Joy owns an occult book penned by one of his ancestors. Together with two other crewmen, Obed Reed and Lawson Bond, you conducted magical rituals in your cabin, calling up the spirits of the sea. You have made a binding pact. It requires the sacrifice of three crewmembers, after which, the spirits have promised to guide the ship to the city. Your father resides in that palace and you are eager to be with him.

**Playing Captain Chappell:** Aboard ship, as captain, your word is law. Obed Reed is your first mate and your right-hand man. You are happy to see three crewmembers be killed by the sea spirits, and are determined to keep order until the spirits have taken their payment. You are obsessed with reaching your goal. *"All will be well!"*

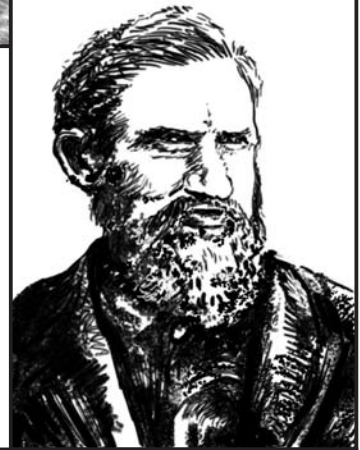
## ABOARD THE BARCLAY

Name Henry Joy  
 Occupation Boatsteerer  
 Age 57  
 Quarters Steerage  
 Birthplace Southampton,  
 New York

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		10	11	12	13

## CHARACTERISTICS

STR **50**<sup>25</sup>/<sub>10</sub> DEX **72**<sup>36</sup>/<sub>14</sub> INT **80**<sup>40</sup>/<sub>16</sub>  
 CON **50**<sup>25</sup>/<sub>10</sub> APP **50**<sup>25</sup>/<sub>10</sub> POW **70**<sup>35</sup>/<sub>14</sub>  
 SIZ **60**<sup>30</sup>/<sub>12</sub> EDU **40**<sup>20</sup>/<sub>8</sub> Know Move Rate **6**



## FULL FATHOM FIVE Call of Cthulhu

LUCK	Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY														
	01	02	03	04	05	06	07	08	09	10	11	12	13	14									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									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									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									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									57	58	59	60	61	62	63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Art/Craft (05%) Scrimshaw	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Listen (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Psychology (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Charm (15%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Locksmith (01%)	<b>21</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> History (05%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
Cthulhu Myths (00%)	<b>9</b> <sup>4</sup> / <sub>1</sub>	<input type="checkbox"/> Jump (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Natural World (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%) French	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>36</b> <sup>18</sup> / <sub>7</sub>	<input type="checkbox"/>		<input type="checkbox"/> Occult (05%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Throw (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	

## WEAPONS

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

## COMBAT

Damage Bonus	Build
<b>0</b>	<b>0</b>

**F**ive years ago, on a previous voyage, your ship came upon a half-submerged building, crowned with spires and domes, protruding from the water. You were able to look down and see wondrous buildings beneath the ocean's surface. You've looked for it ever since, but have only ever found it in your dreams.

They say your French grandfather was a warlock. You used to sit on his knee as he told you tales of devils that lived in the hills. You've got your 'grandpappy's' book (a musty leatherbound tome titled *Monstres and their Kynde*). Together with Captain Chappell, Obed Reed and Lawson Bond, you conducted magical rituals in the captain's cabin, using the book to call up the spirits of the sea. You have made a binding pact. It requires the sacrifice of three crew, after which, the spirits have promised to guide the ship to the city. You alone know the name of the place: R'lyeh, an ancient temple. Within its walls there are deep wells of magical knowledge. You long to return there and to tap into the knowledge of the ancients.

As a boatsteerer, you have superior quarters in steerage along with fellow boatsteerers (Isaac Chase and Seth Hendriks), cooper (Cyrus Nickerson), steward (Lawson Bond), carpenter (George Hussey), cook (Barzillai Jones), blacksmith (William Worth) and cabin boy (Joseph Wright).

**Playing Henry Joy:** You are happy to see three crewmembers killed by the sea spirits — it's a blessing in a way. You are obsessed with reaching your goal. You hold anyone who you believe to have been possessed by the sea spirits in great reverence.

## ABOARD THE BARCLAY

Name Obed Reed  
 Occupation First Mate  
 Age 37  
 Quarters Forecastle  
 Birthplace Gloucester, Massachusetts

## CHARACTERISTICS

STR **60**  $\frac{30}{12}$  DEX **44**  $\frac{22}{8}$  INT **50**  $\frac{25}{10}$   
 CON **80**  $\frac{40}{16}$  APP **60**  $\frac{30}{12}$  POW **70**  $\frac{35}{14}$   
 SIZ **50**  $\frac{25}{10}$  EDU **50**  $\frac{25}{10}$  Know Move Rate **8**



# FULL FATHOM FIVE

## Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP	
	<input type="checkbox"/> Dying	00	01 02
	<input type="checkbox"/> Unconscious	03	04 05
		06	07 08 09 10
		11 12	<b>13</b> 14 15

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY
	01 02 03 04 05 06 07 08 09 10 11 12 13 14	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	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	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	43 44 45 46 47 48 49 <b>50</b> 51 52 53 54 55 56																				
	57 58 59 60 61 62 63 64 65 66 67 68 69 70	57 58 59 60 61 62 63 64 65 66 67 68 69 70																				

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Law (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Pilot (Boat) (01%)	<b>12</b> $\frac{10}{4}$
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Listen (20%)	<b>40</b> $\frac{10}{4}$	<input type="checkbox"/> Psychology (10%)	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Charm (15%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> First Aid (30%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Locksmith (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Climb (20%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> History (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Mech. Repair (10%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Spot Hidden (25%)	<b>40</b> $\frac{20}{8}$
Credit Rating (00%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Intimidate (15%)	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Medicine (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Stealth (20%)	<b>20</b> $\frac{10}{4}$
Cthulhu Myths (00%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Jump (20%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Natural World (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Disguise (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Navigate (10%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Swim (20%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Dodge (half DEX)	<b>22</b> $\frac{11}{4}$			<input type="checkbox"/> Occult (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	<b>40</b> $\frac{20}{8}$
<input type="checkbox"/> Fast Talk (05%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Language (Own) (EDU) English	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Persuade (10%)	<b>70</b> $\frac{35}{14}$		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>0</b>	<b>0</b>

**F**ive years ago, on a previous voyage, your ship came upon a half-submerged building, crowned with spires and domes, protruding from the water. You were able to look down and see wondrous buildings beneath the ocean's surface. Since then, your dreams have been filled with visions of the treasures that might lie within. In those dreams, you enter the black towers and descend into airy chambers below. Somehow, in your dreams at least, the cold ocean offers no threat.

Together with Captain Chappell, Henry Joy and Lawson Bond, you conducted magical rituals in the captain's cabin. The captain and Joy read from a musty old book. You have made a binding pact. It requires the sacrifice of three crewmembers, after which, the spirits of the sea have promised to guide the ship to the city. The treasures you'll find in that place will make you so rich that you will never have to work again.

**Playing Obed Reed:** As first mate, you are Captain Chappell's, right-hand man. You are distressed at the plan for three crewmembers to be killed by the sea spirits, but you know it must happen. You are obsessed with reaching your goal.

## ABOARD THE BARCLAY

Name Lawson Bond  
 Occupation Ship's Steward  
 Age 41  
 Quarters Steerage  
 Birthplace New York City,  
 New York

## CHARACTERISTICS

STR **50** <sup>25</sup>/<sub>10</sub> DEX **58** <sup>29</sup>/<sub>11</sub> INT **60** <sup>30</sup>/<sub>12</sub>  
 CON **80** <sup>40</sup>/<sub>16</sub> APP **50** <sup>25</sup>/<sub>10</sub> POW **40** <sup>20</sup>/<sub>8</sub>  
 SIZ **60** <sup>30</sup>/<sub>12</sub> EDU **70** <sup>35</sup>/<sub>14</sub> Know Move Rate **6**



## FULL FATHOM FIVE Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP	
	<input type="checkbox"/> Dying	00	01 02
	<input type="checkbox"/> Unconscious	03	04 05
		06	07 08 09 10
		11	12 13 (14) 15

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY
	01 02 03 04 05 06 07 08 09 10 11 12 13 14	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	(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	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	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	57 58 59 60 61 62 63 64 65 66 67 68 69 70																				

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Law (05%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Listen (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Psychology (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Climb (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> History (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>70</b> <sup>35</sup> / <sub>14</sub>
Credit Rating (00%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Intimidate (15%)	<b>35</b> <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Medicine (01%)	<b>21</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
Cthulhu Myths (00%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Jump (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Occult (05%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Throw (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>			<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>		

## WEAPONS

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

## COMBAT

Damage Bonus	Build
<b>0</b>	<b>0</b>

**F**ive years ago, on a previous voyage, your ship came upon a half-submerged building, crowned with spires and domes, protruding from the water. You heard a voice speaking to you. It calls to you still in your sleep. You know that it is a cosmic power, and that it is not the Christian God, whom you have forsaken.

Together with Captain Chappell, Obed Reed and Henry Joy, you conducted magical rituals in the captain's cabin. The captain and Joy read from a musty old book. You have made a binding pact. It requires the sacrifice of three crewmembers, after which, the spirits have promised to guide the ship to the city.

You are afraid that God will stand in the way of the plan, and you took it upon yourself to search through the crew's possessions while they were whaling. You took all their Bibles and crucifixes and cast them overboard. The only holy book that remains on board is the captain's Bible; this could be a problem — you should try to get rid of it.

As ship's steward, you have superior quarters in steerage, along with the boatsteerers (Henry Joy, Isaac Chase and Seth Hendriks), cooper (Cyrus Nickerson), blacksmith William Worth, carpenter (George Hussey), cook (Barzillai Jones) and cabin boy (Joseph Wright).

**Playing Lawson Bond:** As steward, you are Captain Chappell's servant, and in charge of the stores. You are fearful about seeing three crewmembers killed by the sea spirits, but you're not the one doing the killing — all you have to do is wait. You are obsessed with reaching your goal.

## ABOARD THE BARCLAY

Name John Dewitt  
 Occupation Second Mate  
 Age 29  
 Quarters Forecastle  
 Birthplace Cardigan, Wales

## CHARACTERISTICS

STR **80** <sup>40</sup>/<sub>16</sub> DEX **56** <sup>28</sup>/<sub>11</sub> INT **50** <sup>25</sup>/<sub>10</sub>  
 CON **60** <sup>30</sup>/<sub>12</sub> APP **70** <sup>35</sup>/<sub>14</sub> POW **50** <sup>25</sup>/<sub>10</sub>  
 SIZ **60** <sup>30</sup>/<sub>12</sub> EDU **40** <sup>20</sup>/<sub>8</sub> Know Move Rate **7**



# FULL FATHOM FIVE

## Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	(12)	13	14

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/> Indef. Insane														Start	Max	Insane	SANITY			
	01	02	03	04	05	06	07	08	09	10	11	12	13	14		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		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		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		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		57	58	59	60	61	62	63	64	65	66	67	68	69	70							

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Psychology (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<b>35</b> <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> First Aid (30%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> History (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Natural World (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>60</b> <sup>30</sup> / <sub>12</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>28</b> <sup>14</sup> / <sub>5</sub>			<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Persuade (10%)	<b>60</b> <sup>30</sup> / <sub>12</sub>		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>+1d4</b>	<b>1</b>

**Y**ou've worked on ships on and off your whole life. You are second mate, which means you get paid double the wage of a common sailor, but do not have the crew's respect as the Captain and first mate do. You follow the orders of Captain Chappell. Your days are filled with endless tasks. *The Barclay* has been at sea for 13 months.

Your family originally hail from Wales. You have a cousin on board, William Laurence. There's also another sailor by the name (Owen) Dewitt, but he's no relation as far as you know. Your grandmother gave you a Bible before you left Wales, which you keep safe in your sea chest by your bunk in the forecandle.

You've felt a bit excluded by the captain recently. He's been having dinner with First Mate Obed Reed, but you've not been invited.



## ABOARD THE BARCLAY

Name Isaac Chase  
 Occupation Boatsteerer  
 Age 27  
 Quarters Steerage  
 Birthplace South Georgia Island

## CHARACTERISTICS

STR **80**  $\frac{40}{16}$  DEX **76**  $\frac{38}{15}$  INT **60**  $\frac{30}{12}$   
 CON **50**  $\frac{25}{10}$  APP **50**  $\frac{25}{10}$  POW **60**  $\frac{30}{12}$   
 SIZ **50**  $\frac{25}{10}$  EDU **40**  $\frac{20}{8}$  Know Move Rate **7**



# FULL FATHOM FIVE

## Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP	
	<input type="checkbox"/> Dying	00	01 02
	<input type="checkbox"/> Unconscious	03	04 05
		06 07	08 09 ⑩
		11 12 13	14 15

LUCK	Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY
	01 02 03 04 05 06 07 08 09 10 11 12 13 14	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	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	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	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	57 58 59 ⑥0 61 62 63 64 65 66 67 68 69 70																				

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Law (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Pilot (Boat) (01%)	<b>70</b> $\frac{35}{14}$
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Listen (20%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Psychology (10%)	<b>40</b> $\frac{20}{8}$
<input type="checkbox"/> Charm (15%)	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> First Aid (30%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Locksmith (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Climb (20%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> History (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	<b>25</b> $\frac{12}{5}$
Credit Rating (00%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Intimidate (15%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Medicine (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Stealth (20%)	<b>40</b> $\frac{20}{8}$
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Natural World (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Disguise (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Navigate (10%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Swim (20%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Dodge (half DEX)	<b>38</b> $\frac{19}{7}$			<input type="checkbox"/> Occult (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	<b>50</b> $\frac{25}{10}$
<input type="checkbox"/> Fast Talk (05%)	<b>45</b> $\frac{22}{9}$	<input type="checkbox"/> Language (Own) (EDU) English	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Persuade (10%)	<b>10</b> $\frac{5}{2}$		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>+104</b>	<b>1</b>

You've worked on ships on and off your whole life. You are a boatsteerer, a more experienced sailor and harpooneer. You follow the orders of Captain Chappell. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. Your duties mainly involve tarring, varnishing, scraping and scrubbing. *The Barclay* has been at sea for 13 months.

As a boatsteerer, you have superior quarters in steerage, along with your fellow boatsteerers (Henry Joy and Seth Hendriks), blacksmith (William Worth), cooper (Cyrus Nickerson), steward (Lawson Bond), carpenter (George Hussey), cook (Barzillai Jones) and cabin boy (Joseph Wright).

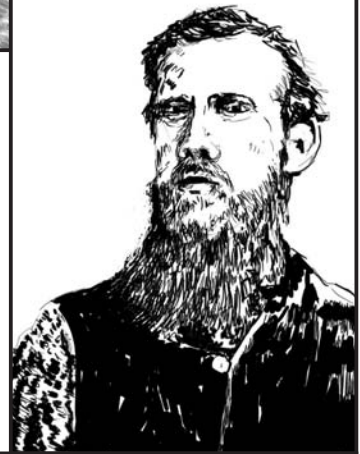
## ABOARD THE BARCLAY

Name Matthew Cole  
 Occupation Able Seaman  
 Age 29  
 Quarters Forecastle  
 Birthplace Nantucket,  
 Massachusetts

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	12	13	14

## CHARACTERISTICS

STR **60** <sup>30</sup>/<sub>12</sub> DEX **74** <sup>37</sup>/<sub>14</sub> INT **60** <sup>30</sup>/<sub>12</sub>  
 Idea  
 CON **50** <sup>25</sup>/<sub>10</sub> APP **40** <sup>20</sup>/<sub>8</sub> POW **50** <sup>25</sup>/<sub>10</sub>  
 SIZ **80** <sup>40</sup>/<sub>16</sub> EDU **50** <sup>25</sup>/<sub>10</sub> Know Move Rate **7**



## FULL FATHOM FIVE Call of Cthulhu

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start		Max		Insane		SANITY								
	01	02	03	04	05	06	07	08	09	10	11	12	13	14					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					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					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					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					57	58	59	60	61	62		63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Psychology (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> History (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Natural World (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>37</b> <sup>18</sup> / <sub>7</sub>			<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Persuade (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>		

## WEAPONS

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

## COMBAT

Damage Bonus	Build
<b>+104</b>	<b>1</b>

You've worked on ships on and off your whole life. You are a common sailor and follow the orders of Captain Chappell. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. Your duties mainly involve tarring, varnishing, scraping and scrubbing. *The Barclay* has been at sea for 13 months.

Earlier today, you saw a woman's face looking up at you from the water as you filled the barrel on board the whaling boat. It was the face of Emma, a childhood friend. She spoke to you, saying, "Come to me now and all will be well". You turned away and have told no one so far. The experience has left you feeling very strange.

**Playing Matthew Cole:** Early in the game, you'll find yourself implicated in a murder. It won't be clear to you whether you were involved or not. You will experience blanks in your memory. You should play your character however you see fit; you are free to choose how you act, and where your allegiances lie.

## ABOARD THE BARCLAY

Name Silas Coffin  
 Occupation Sailor (Green Hand)  
 Age 19  
 Quarters Forecastle  
 Birthplace Chesapeake, Virginia

## CHARACTERISTICS

STR **50** <sup>25</sup>/<sub>10</sub> DEX **88** <sup>44</sup>/<sub>17</sub> INT **40** <sup>20</sup>/<sub>8</sub>  
 CON **50** <sup>25</sup>/<sub>10</sub> APP **60** <sup>30</sup>/<sub>12</sub> POW **70** <sup>35</sup>/<sub>14</sub>  
 SIZ **60** <sup>30</sup>/<sub>12</sub> EDU **50** <sup>25</sup>/<sub>10</sub> Know Move Rate **8**



# FULL FATHOM FIVE

## Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	12	13	14

LUCK	Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY							
	01	02	03	04	05	06	07	08	09	10	11	12	13	14	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	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	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	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	57	58	59	60	61	62	63		64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Law (05%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Art/Craft (05%) Scrimshaw	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Psychology (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> History (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Natural World (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>44</b> <sup>22</sup> / <sub>8</sub>			<input type="checkbox"/> Occult (05%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Throw (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>0</b>	<b>0</b>

This is your first voyage. Life on land did not treat you well, and you decided to go to sea. You are a common sailor and follow the orders of Captain Chappell. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. Your duties mainly involve tarring, varnishing, scraping and scrubbing. You're always ready to help a friend in need. *The Barclay* has been at sea for 13 months. You know the job well enough now, but are still not as adept as the more experienced sailors. You've taken up carving bits of whale tooth (scrimshaw) as a hobby.

## ABOARD THE BARCLAY

Name Herman Sheppard  
 Occupation Able Seaman  
 Age 26  
 Quarters Forecastle  
 Birthplace Edgartown,  
 Massachusetts

## CHARACTERISTICS

STR **50** <sup>25</sup>/<sub>10</sub> DEX **78** <sup>39</sup>/<sub>15</sub> INT **60** <sup>30</sup>/<sub>12</sub>  
 CON **80** <sup>40</sup>/<sub>16</sub> APP **50** <sup>25</sup>/<sub>10</sub> POW **40** <sup>20</sup>/<sub>8</sub>  
 SIZ **40** <sup>20</sup>/<sub>8</sub> EDU **50** <sup>25</sup>/<sub>10</sub> Know Move Rate **9**



# FULL FATHOM FIVE

## Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	<b>12</b>	13	14

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY														
	01	02	03	04	05	06	07	08	09	10	11	12	13	14									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									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									29	30	31	32	33	34	35	36	37	38	39	<b>40</b>	41	42
	43	44	45	46	47	48	49	50	51	52	53	54	55	56									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									57	58	59	60	61	62	63	64	65	66	67	68	69	70
	60	61	62	63	64	65	66	67	68	69	70	60	61	62									63	64	65	66	67	68	69	70						

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>60</b> <sup>30</sup> / <sub>12</sub>
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Listen (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Psychology (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Climb (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> History (05%)	<b>35</b> <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Natural World (10%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Navigate (10%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>39</b> <sup>19</sup> / <sub>7</sub>			<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>45</b> <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>0</b>	<b>0</b>

You've worked on ships on and off your whole life. You are a common sailor and follow the orders of Captain Chappell. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. Your duties mainly involve tarring, varnishing, scraping and scrubbing. Not everyone on the crew pulls their weight, and you keep note of the lazy ones. *The Barclay* has been at sea for 13 months.

## ABOARD THE BARCLAY

Name Charles Shorter  
 Occupation Sailor (Green Hand)  
 Age 46  
 Quarters Forecastle  
 Birthplace San Francisco, California

## CHARACTERISTICS

STR **70** <sup>35</sup>/<sub>14</sub> DEX **66** <sup>33</sup>/<sub>13</sub> INT **50** <sup>25</sup>/<sub>10</sub>  
 CON **50** <sup>25</sup>/<sub>10</sub> APP **40** <sup>20</sup>/<sub>8</sub> POW **60** <sup>30</sup>/<sub>12</sub>  
 SIZ **80** <sup>40</sup>/<sub>16</sub> EDU **50** <sup>25</sup>/<sub>10</sub> Know Move Rate **6**



# FULL FATHOM FIVE

## Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	12	<b>13</b>	14

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY														
	01	02	03	04	05	06	07	08	09	10	11	12	13	14									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									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									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									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									57	58	59	<b>60</b>	61	62	63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Psychology (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Locksmith (01%)	<b>21</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Climb (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> History (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>60</b> <sup>30</sup> / <sub>12</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>35</b> <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%) Spanish	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Navigate (10%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Swim (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>33</b> <sup>16</sup> / <sub>6</sub>			<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>+1d4</b>	<b>1</b>

This is your first voyage. Life on land did not treat you well, and you decided to go to sea. You are a common sailor and follow the orders of Captain Chappell. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. Your duties mainly involve tarring, varnishing, scraping and scrubbing. You're aware of your own faults and always ready to forgive the faults in others. *The Barclay* has been at sea for 13 months. You know the job well enough now, but are still not as adept as the more experienced sailors.

## ABOARD THE BARCLAY

Name Joseph Wright  
 Occupation Cabin Boy  
 Age 16  
 Quarters Steerage  
 Birthplace Mystic, Connecticut

## CHARACTERISTICS

STR **60** <sup>30</sup>/<sub>12</sub> DEX **86** <sup>43</sup>/<sub>17</sub> INT **60** <sup>30</sup>/<sub>12</sub>  
 CON **70** <sup>35</sup>/<sub>14</sub> APP **50** <sup>25</sup>/<sub>10</sub> POW **50** <sup>25</sup>/<sub>10</sub>  
 SIZ **40** <sup>20</sup>/<sub>8</sub> EDU **50** <sup>25</sup>/<sub>10</sub> Know Move Rate **9**



# FULL FATHOM FIVE

## Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	12	13	14

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY														
	01	02	03	04	05	06	07	08	09	10	11	12	13	14									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									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									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									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									57	58	59	60	61	62	63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>21</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Psychology (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Climb (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> History (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Navigate (10%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Swim (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>43</b> <sup>21</sup> / <sub>8</sub>			<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Persuade (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>0</b>	<b>0</b>

**Y**ou serve Captain Chappell. Lately, he has been having private dinners with First Mate Obed Reed and two others, Steward Lawson Bond and Boatsteerer Henry Joy. After they finish their dinner, the captain dismisses you, but you've heard them singing and yelling. Such awful noises — you can't imagine what they are getting up to. You have picked up that they all sailed together before, about five years ago, but that the rest of the crew is different. Apparently they discovered an island back then, and they're trying to find it again.

As cabin boy, you have superior quarters in steerage along with the boatsteerers (Henry Joy, Isaac Chase and Seth Hendriks), cooper (Cyrus Nickerson), steward (Lawson Bond), carpenter (George Hussey), cook (Barzillai Jones) and blacksmith (William Worth). *The Barclay* has been at sea for 13 months.

## ABOARD THE BARCLAY

Name Owen Dewitt  
 Occupation Able Seaman  
 Age 29  
 Quarters Forecastle  
 Birthplace Athens, Georgia

## CHARACTERISTICS

STR **70** <sup>35</sup>/<sub>14</sub> DEX **54** <sup>27</sup>/<sub>10</sub> INT **40** <sup>20</sup>/<sub>8</sub>  
 CON **60** <sup>30</sup>/<sub>12</sub> APP **50** <sup>25</sup>/<sub>10</sub> POW **60** <sup>30</sup>/<sub>12</sub>  
 SIZ **80** <sup>40</sup>/<sub>16</sub> EDU **50** <sup>25</sup>/<sub>10</sub> Know Move Rate **7**



# FULL FATHOM FIVE

## Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP	
	<input type="checkbox"/> Dying	00	01 02
	<input type="checkbox"/> Unconscious	03	04 05
		06	07 08 09 10
		11	12 13 <b>14</b> 15

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start		Max		Insane		SANITY
	01 02 03 04 05 06 07 08 09 10 11 12 13 14	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	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	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	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	57 58 59 <b>60</b> 61 62 63 64 65 66 67 68 69 70																							

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Listen (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Psychology (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Climb (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> History (05%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Navigate (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Swim (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>27</b> <sup>13</sup> / <sub>5</sub>			<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	<b>70</b> <sup>35</sup> / <sub>14</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Persuade (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>+1d4</b>	<b>1</b>

You don't know much of your family's history — your father died at sea when you were young. You've worked on ships on and off your whole life. You are a common sailor and follow the orders of Captain Chappell. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. Your duties mainly involve tarring, varnishing, scraping and scrubbing. You don't sleep much, you never have; you just have boundless energy for life. *The Barclay* has been at sea for 13 months.

## ABOARD THE BARCLAY

Name Seth Hendriks  
 Occupation Boatsteerer  
 Age 30  
 Quarters Steerage  
 Birthplace Boston, Massachusetts

## CHARACTERISTICS

STR **70** <sup>35</sup>/<sub>14</sub> DEX **48** <sup>24</sup>/<sub>9</sub> INT **60** <sup>30</sup>/<sub>12</sub>  
 CON **50** <sup>25</sup>/<sub>10</sub> APP **40** <sup>20</sup>/<sub>8</sub> POW **50** <sup>25</sup>/<sub>10</sub>  
 SIZ **60** <sup>30</sup>/<sub>12</sub> EDU **80** <sup>40</sup>/<sub>16</sub> Know Move Rate **8**



## FULL FATHOM FIVE Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	12	13	14

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY														
	01	02	03	04	05	06	07	08	09	10	11	12	13	14									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									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									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									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									57	58	59	60	61	62	63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>70</b> <sup>35</sup> / <sub>14</sub>
<input type="checkbox"/> Art/Craft (05%) Scrimshaw	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Psychology (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> History (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Natural World (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Navigate (10%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Swim (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>24</b> <sup>12</sup> / <sub>4</sub>			<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>80</b> <sup>40</sup> / <sub>16</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unnamed				1d5 + db	-	1	-	-	<b>+1d4</b>	<b>1</b>

You've worked on ships on and off your whole life. You are a boatsteerer, a more experienced sailor and harpooneer. You follow the orders of Captain Chappell and don't like to question his orders. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. You are easily distracted, loving nothing more than indulging in daydreams and fantasies. Your duties mainly involve tarring, varnishing, scraping and scrubbing. When you get the time you like to spend it carving a piece of baleen (scrimshaw).

The *Barclay* has been at sea for 13 months. As a boatsteerer, you have superior quarters in steerage along with your fellow boatsteerers (Henry Joy and Isaac Chase), blacksmith (William Worth), cooper (Cyrus Nickerson), steward (Lawson Bond), carpenter (George Hussey), cook (Barzillai Jones) and cabin boy (Joseph Wright).



## ABOARD THE BARCLAY

Name George Hussey  
 Occupation Carpenter  
 Age 28  
 Quarters Steerage  
 Birthplace Honolulu, Hawaii

## CHARACTERISTICS

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



## FULL FATHOM FIVE Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP		
	<input type="checkbox"/> Dying	00	01	02
	<input type="checkbox"/> Unconscious	03	04	05
		06	07	08 09 10
		11	12	13 14 (15)

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY
	01 02 03 04 05 06 07 08 09 10 11 12 13 14	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	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	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	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	57 58 59 60 61 62 63 64 65 66 67 68 69 70																				

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Law (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Art/Craft (05%) Carpentry	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Psychology (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> History (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Natural World (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>70</b> <sup>35</sup> / <sub>14</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%) Hawaiian	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>35</b> <sup>17</sup> / <sub>7</sub>			<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>		

## WEAPONS

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

## COMBAT

Damage Bonus	Build
<b>0</b>	<b>0</b>

**A**braham Chappell (the captain) commissioned you to carve the figurehead for the ship. Now, you follow the orders of Captain Chappell. Your talents as a carpenter are highly valued on ship, and you are constantly busy. Still, you don't really feel like you have a true friend on board, but you are always on the lookout for a soulmate.

*The Barclay* has been at sea for 13 months. As a carpenter, you have superior quarters in steerage along with the boatsteerers (Henry Joy, Isaac Chase and Seth Hendriks), cooper (Cyrus Nickerson), steward (Lawson Bond), blacksmith (William Worth), cook (Barzillai Jones) and cabin boy (Joseph Wright).

## ABOARD THE BARCLAY

Name Barzillai Jones  
 Occupation Cook  
 Age 32  
 Quarters Steerage  
 Birthplace Deerfield,  
 Massachusetts

## CHARACTERISTICS

STR **60** <sup>30</sup>/<sub>12</sub> DEX **64** <sup>32</sup>/<sub>12</sub> INT **70** <sup>35</sup>/<sub>14</sub>  
 CON **80** <sup>40</sup>/<sub>16</sub> APP **50** <sup>25</sup>/<sub>10</sub> POW **40** <sup>20</sup>/<sub>8</sub>  
 SIZ **50** <sup>25</sup>/<sub>10</sub> EDU **50** <sup>25</sup>/<sub>10</sub> Know Move Rate **9**



## FULL FATHOM FIVE Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	12	<b>13</b>	14

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane <input type="checkbox"/>	Indef. Insane <input type="checkbox"/>	Start	Max	Insane	SANITY														
	01	02	03	04	05	06	07	08	09	10	11	12	13	14							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							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							29	30	31	32	33	34	35	36	37	38	39	<b>40</b>	41	42
	43	44	45	46	47	48	49	50	51	52	53	54	55	56							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							57	58	59	60	61	62	63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Art/Craft (05%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Listen (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Psychology (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Cooking		<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Cham (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> History (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>60</b> <sup>30</sup> / <sub>12</sub>
<input type="checkbox"/> Climb (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Intimidate (15%)	<b>35</b> <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Jump (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Natural World (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Language (Other) (01%) English	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Own) (EDU) Wampanoag	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Occult (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Throw (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>32</b> <sup>16</sup> / <sub>6</sub>			<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>		
<input type="checkbox"/> Fast Talk (05%)	<b>40</b> <sup>20</sup> / <sub>8</sub>						

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>0</b>	<b>0</b>

**Y**ou've worked on ships on and off your whole life. Everyone loves your cooking. It's a fine job for a man. You are a member of the Wampanoag people (a federation of five tribes in the New England area). As cook, you are not required to stand watch, for you are busy in the cramped galley all day long. When it is cold, the men seek solace at your door, for both scraps and the heat of the ovens. *The Barclay* has been at sea for 13 months. As the ship's cook, you have superior quarters in steerage along with the boatsteerers (Henry Joy, Isaac Chase and Seth Hendriks), cooper (Cyrus Nickerson), steward (Lawson Bond), carpenter (George Hussey), blacksmith (William Worth) and cabin boy (Joseph Wright).

## ABOARD THE BARCLAY

Name Aurangi  
 Occupation Harpooneer  
 Age 33  
 Quarters Forecastle  
 Birthplace Rarotonga (largest of the Cook Islands)

## CHARACTERISTICS

STR **70** <sup>35</sup>/<sub>14</sub> DEX **82** <sup>41</sup>/<sub>16</sub> INT **50** <sup>25</sup>/<sub>10</sub>  
 CON **40** <sup>20</sup>/<sub>8</sub> APP **50** <sup>25</sup>/<sub>10</sub> POW **60** <sup>30</sup>/<sub>12</sub>  
 SIZ **60** <sup>30</sup>/<sub>12</sub> EDU **50** <sup>25</sup>/<sub>10</sub> Know Move Rate **9**



## FULL FATHOM FIVE Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP	
	<input type="checkbox"/> Dying	00	01 02
	<input type="checkbox"/> Unconscious	03	04 05
		06	07 08 09 10
		11	12 13 14 15

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/> Indef. Insane														Start	Max	Insane	SANITY
	01	02	03	04	05	06	07	08	09	10	11	12	13	14		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		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		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		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		57	58	59	60	61	62	63	64	65	66	67	68	69	70				

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>21</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Art/Craft (05%) Scrimshaw	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Psychology (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> First Aid (30%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> History (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%) English	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>41</b> <sup>20</sup> / <sub>8</sub>			<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	<b>70</b> <sup>35</sup> / <sub>14</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Language (Own) (EDU) C. I. Maori	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>+1d4</b>	<b>1</b>

**Y**ou are from Rarotonga; your mother tongue is Cook Islands Māori. You've worked on ships on and off your whole life. You follow the orders of Captain Chappell. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. Your duties mainly involve tarring, varnishing, scraping and scrubbing. *The Barclay* has been at sea for 13 months. You've been unwell recently with an upset stomach, but you're feeling better now.

During your travels, you acquired a small wooden carving. After taking possession of the carving, a voice spoke to you in your dreams, a voice you know as Old Father Tu-Tu. At night, you sit before the carving of Old Father Tu-Tu and talk to it. Sometimes, it talks back.

## ABOARD THE BARCLAY

Name **Cyrus Nickerson**  
 Occupation **Cooper**  
 Age **25**  
 Quarters **Steerage**  
 Birthplace **Boston, Massachusetts**

## CHARACTERISTICS

STR **60** <sup>30</sup>/<sub>12</sub> DEX **84** <sup>42</sup>/<sub>16</sub> INT **50** <sup>25</sup>/<sub>10</sub> Idea  
 CON **50** <sup>25</sup>/<sub>10</sub> APP **50** <sup>25</sup>/<sub>10</sub> POW **60** <sup>30</sup>/<sub>12</sub>  
 SIZ **70** <sup>35</sup>/<sub>14</sub> EDU **50** <sup>25</sup>/<sub>10</sub> Know Move Rate **8**



# FULL FATHOM FIVE

## Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	12	13	14

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start		Max		Insane		SANITY								
	01	02	03	04	05	06	07	08	09	10	11	12	13	14					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					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					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					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					57	58	59	60	61	62		63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Art/Craft (05%) Cooper	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Psychology (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Locksmith (01%)	<b>21</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Climb (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> History (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Navigate (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Swim (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>42</b> <sup>21</sup> / <sub>8</sub>			<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>+1d4</b>	<b>1</b>

**Y**ou've worked on ships on and off your whole life. You follow the orders of Captain Chappell. Your days are filled with making wooden barrels from the shooks (staves) in the hold and metal hoops. Sometimes, there's a problem if the men put hot oil in the barrels, causing the wood to swell and leak. You have to argue your case that it's their impatience that is at fault, not your craftsmanship. You killed a man over a gambling debt and are on the run, and now you fear that everything that is going wrong is your fault.

*The Barclay* has been at sea for 13 months. As the cooper, you have superior quarters in steerage along with the boatsteerers (Henry Joy, Isaac Chase and Seth Hendriks), blacksmith (William Worth), steward (Lawson Bond), carpenter (George Hussey), cook (Barzillai Jones) and cabin boy (Joseph Wright).

## ABOARD THE BARCLAY

Name Richard Petersen  
 Occupation Able Seaman  
 Age 39  
 Quarters Forecastle  
 Birthplace New Haven,  
 Connecticut

## CHARACTERISTICS

STR **70** <sup>35</sup>/<sub>14</sub> DEX **68** <sup>34</sup>/<sub>13</sub> INT **50** <sup>25</sup>/<sub>10</sub>  
 CON **50** <sup>25</sup>/<sub>10</sub> APP **40** <sup>20</sup>/<sub>8</sub> POW **60** <sup>30</sup>/<sub>12</sub>  
 SIZ **80** <sup>40</sup>/<sub>16</sub> EDU **50** <sup>25</sup>/<sub>10</sub> Know Move Rate **7**



## FULL FATHOM FIVE Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP	
	<input type="checkbox"/> Dying	00	01 02
	<input type="checkbox"/> Unconscious	03	04 05
		06	07 08 09 10
		11	12 <b>13</b> 14 15

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY														
	01	02	03	04	05	06	07	08	09	10	11	12	13	14									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									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									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									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									57	58	59	<b>60</b>	61	62	63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Art/Craft (05%) Scrimshaw	<b>21</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Listen (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Psychology (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Climb (20%)	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> History (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Natural World (10%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>34</b> <sup>17</sup> / <sub>6</sub>			<input type="checkbox"/> Occult (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Throw (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Persuade (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>+1d4</b>	<b>1</b>

You've worked on ships on and off your whole life. You are a common sailor and follow the orders of Captain Chappell. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. Your duties mainly involve tarring, varnishing, scraping and scrubbing. You are as hardworking as the day is long. *The Barclay* has been at sea for 13 months.

## ABOARD THE BARCLAY

Name: Valentine Thomas  
 Occupation: Able Seaman  
 Age: 18  
 Quarters: Forecastle  
 Birthplace: Martha's Vineyard, Massachusetts

## CHARACTERISTICS

STR **60**  $\frac{30}{12}$  DEX **50**  $\frac{25}{10}$  INT **80**  $\frac{40}{16}$   
 CON **70**  $\frac{35}{14}$  APP **60**  $\frac{30}{12}$  POW **50**  $\frac{25}{10}$   
 SIZ **50**  $\frac{25}{10}$  EDU **40**  $\frac{20}{8}$  Know Move Rate **8**



# FULL FATHOM FIVE

## Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	<b>12</b>	13	14

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY														
	01	02	03	04	05	06	07	08	09	10	11	12	13	14									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									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									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									43	44	45	46	47	48	49	<b>50</b>	51	52	53	54	55	56
	57	58	59	60	61	62	63	64	65	66	67	68	69	70									57	58	59	60	61	62	63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Law (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> $\frac{0}{0}$
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Listen (20%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Psychology (10%)	<b>40</b> $\frac{20}{8}$
<input type="checkbox"/> Charm (15%)	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> First Aid (30%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Locksmith (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (10%)	<b>30</b> $\frac{15}{6}$
<input type="checkbox"/> Climb (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> History (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	<b>45</b> $\frac{22}{9}$
Credit Rating (00%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Intimidate (15%)	<b>35</b> $\frac{17}{7}$	<input type="checkbox"/> Medicine (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Stealth (20%)	<b>20</b> $\frac{10}{4}$
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Natural World (10%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Survival (at sea) (10%)	<b>40</b> $\frac{20}{8}$
<input type="checkbox"/> Disguise (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Language (Other) (01%) English	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Navigate (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Dodge (half DEX)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/>		<input type="checkbox"/> Occult (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	<b>50</b> $\frac{25}{10}$
<input type="checkbox"/> Fast Talk (05%)	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/> Language (Own) (EDU) Wampanoag	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Persuade (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/>	

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d5 + db	-	1	-	-	<b>0</b>	<b>0</b>

You are a member of the Wampanoag people. You've always worked on ships. You are a common sailor and follow the orders of Captain Chappell. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. Your duties mainly involve tarring, varnishing, scraping and scrubbing. Things have to be done right, and many of the crew cut corners. Sloppy work can cost lives onboard ship. *The Barclay* has been at sea for 13 months.

## ABOARD THE BARCLAY

Name Melvin Weeks  
 Occupation Able Seaman  
 Age 28  
 Quarters Forecastle  
 Birthplace Bristol, England

## CHARACTERISTICS

STR **80**  $\frac{40}{16}$  DEX **80**  $\frac{40}{16}$  INT **40**  $\frac{20}{8}$   
 CON **50**  $\frac{25}{10}$  APP **50**  $\frac{25}{10}$  POW **60**  $\frac{30}{12}$   
 SIZ **60**  $\frac{30}{12}$  EDU **50**  $\frac{25}{10}$  Know Move Rate **9**



# FULL FATHOM FIVE

## Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		10	11	12	13

LUCK	Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start		Max		Insane		SANITY								
	01	02	03	04	05	06	07	08	09	10	11	12	13	14					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					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					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					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					57	58	59	60	61	62		63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>45</b> $\frac{22}{9}$	<input type="checkbox"/> Law (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> $\frac{0}{0}$
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Listen (20%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Psychology (10%)	<b>30</b> $\frac{15}{6}$
<input type="checkbox"/> Charm (15%)	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> First Aid (30%)	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/> Locksmith (01%)	<b>21</b> $\frac{10}{4}$	<input type="checkbox"/> Sleight of Hand (10%)	<b>30</b> $\frac{15}{6}$
<input type="checkbox"/> Climb (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> History (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	<b>60</b> $\frac{30}{12}$
Credit Rating (00%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Intimidate (15%)	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Medicine (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Stealth (20%)	<b>20</b> $\frac{10}{4}$
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Natural World (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Disguise (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Navigate (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	<b>50</b> $\frac{25}{10}$
<input type="checkbox"/> Dodge (half DEX)	<b>40</b> $\frac{20}{8}$			<input type="checkbox"/> Occult (05%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Throw (20%)	<b>60</b> $\frac{30}{12}$
<input type="checkbox"/> Fast Talk (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Language (Own) (EDU) English	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Persuade (10%)	<b>10</b> $\frac{5}{2}$		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>+1d4</b>	<b>1</b>

You've worked on ships on and off your whole life. You are a common sailor and follow the orders of Captain Chappell. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. Your duties mainly involve tarring, varnishing, scraping and scrubbing. You are a born liar — you just can't help yourself. *The Barclay* has been at sea for 13 months.

## ABOARD THE BARCLAY

Name Nathaniel West  
 Occupation Able Seaman  
 Age 24  
 Quarters Forecastle  
 Birthplace Cape Cod,  
 Massachusetts

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP	
	<input type="checkbox"/> Dying	00	01 02
	<input type="checkbox"/> Unconscious	03	04 05
		06 07	08 09 10
		11 12 13	14 15

## CHARACTERISTICS

STR **60**  $\frac{30}{12}$  DEX **62**  $\frac{31}{12}$  INT **80**  $\frac{40}{16}$   
 CON **40**  $\frac{20}{8}$  APP **50**  $\frac{25}{10}$  POW **50**  $\frac{25}{10}$   
 SIZ **50**  $\frac{25}{10}$  EDU **70**  $\frac{35}{14}$  Know Move Rate **7**



## FULL FATHOM FIVE Call of Cthulhu

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/> Indef. Insane														Start	Max	Insane	SANITY
	01 02 03 04 05 06 07 08 09 10 11 12 13 14	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	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	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	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	57 58 59 60 61 62 63 64 65 66 67 68 69 70																															

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Law (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Pilot (Boat) (01%)	<b>50</b> $\frac{25}{10}$
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Listen (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Psychology (10%)	<b>30</b> $\frac{15}{6}$
<input type="checkbox"/> Charm (15%)	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> First Aid (30%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Locksmith (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (10%)	<b>30</b> $\frac{15}{6}$
<input type="checkbox"/> Climb (20%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> History (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Mech. Repair (10%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Spot Hidden (25%)	<b>25</b> $\frac{12}{5}$
Credit Rating (00%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Intimidate (15%)	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Medicine (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Stealth (20%)	<b>40</b> $\frac{20}{8}$
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Natural World (10%)	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/> Survival (at sea) (10%)	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Disguise (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Navigate (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	<b>50</b> $\frac{25}{10}$
<input type="checkbox"/> Dodge (half DEX)	<b>31</b> $\frac{15}{6}$			<input type="checkbox"/> Occult (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	<b>40</b> $\frac{20}{8}$
<input type="checkbox"/> Fast Talk (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Language (Own) (EDU) English	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/> Persuade (10%)	<b>10</b> $\frac{5}{2}$		

## WEAPONS

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

## COMBAT

Damage Bonus	Build
<b>0</b>	<b>0</b>

You've worked on ships on and off your whole life. You are a common sailor and follow the orders of Captain Chappell. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. Your duties mainly involve tarring, varnishing, scraping and scrubbing. You are a seeker, open-minded to new ideas and new philosophies. *The Barclay* has been at sea for 13 months.



## ABOARD THE BARCLAY

Name William Worth  
 Occupation Blacksmith  
 Age 26  
 Quarters Steerage  
 Birthplace Valdez,  
 Alaska

## CHARACTERISTICS

STR **80** <sup>40</sup>/<sub>16</sub> DEX **52** <sup>26</sup>/<sub>10</sub> INT **40** <sup>20</sup>/<sub>8</sub>  
 CON **50** <sup>25</sup>/<sub>10</sub> APP **70** <sup>35</sup>/<sub>14</sub> POW **60** <sup>30</sup>/<sub>12</sub>  
 SIZ **60** <sup>30</sup>/<sub>12</sub> EDU **50** <sup>25</sup>/<sub>10</sub> Know Move Rate **8**



## FULL FATHOM FIVE Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	12	13	14

LUCK	Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY														
	01	02	03	04	05	06	07	08	09	10	11	12	13	14									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									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									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									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									57	58	59	60	61	62	63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Art/Craft (05%) Blacksmith	<b>70</b> <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Listen (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Psychology (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Locksmith (01%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Climb (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> History (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>26</b> <sup>13</sup> / <sub>5</sub>			<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>		

## WEAPONS

## COMBAT

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.	Damage Bonus	Build
Unarmed				1d3 + db	-	1	-	-	<b>+1d4</b>	<b>1</b>

**Y**ou got sick of living in one place and decided to see the world. It didn't turn out how you expected. Now, you mostly hammer metal. You make the hoops for the barrels, you sharpen the harpoons, you fix tools — the crew are always breaking things. You are a man of your word: once a promise is made, you stand by it.

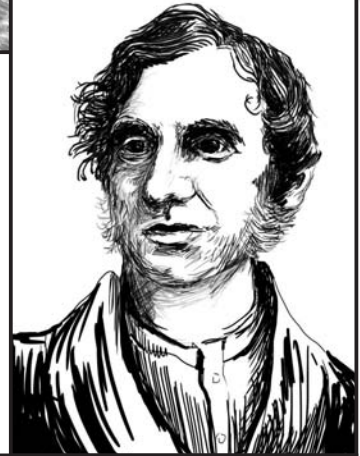
The *Barclay* has been at sea for 13 months. As a blacksmith, you have superior quarters in steerage along with the boatsteerers (Henry Joy, Isaac Chase and Seth Hendriks), cooper (Cyrus Nickerson), steward (Lawson Bond), carpenter (George Hussey), cook (Barzillai Jones) and cabin boy (Joseph Wright).

## ABOARD THE BARCLAY

Name William Laurence  
 Occupation Able Seaman  
 Age 51  
 Quarters Forecastle  
 Birthplace New London,  
 Connecticut

## CHARACTERISTICS

STR **50**<sup>25</sup>/<sub>10</sub> DEX **46**<sup>23</sup>/<sub>9</sub> INT **80**<sup>40</sup>/<sub>16</sub>  
 CON **70**<sup>35</sup>/<sub>14</sub> APP **60**<sup>30</sup>/<sub>12</sub> POW **50**<sup>25</sup>/<sub>10</sub>  
 SIZ **50**<sup>25</sup>/<sub>10</sub> EDU **40**<sup>20</sup>/<sub>8</sub> Know Move Rate **6**



## FULL FATHOM FIVE Call of Cthulhu

HIT POINTS	<input type="checkbox"/> Major Wound	Max HP			
	<input type="checkbox"/> Dying	00	01	02	
	<input type="checkbox"/> Unconscious	03	04	05	
		06	07	08	09
		11	<b>12</b>	13	14

LUCK	<input type="checkbox"/> Out of Luck														Temp Insane	<input type="checkbox"/>	Indef. Insane	<input type="checkbox"/>	Start	Max	Insane	SANITY														
	01	02	03	04	05	06	07	08	09	10	11	12	13	14									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									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									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									43	44	45	46	47	48	49	<b>50</b>	51	52	53	54	55	56
	57	58	59	60	61	62	63	64	65	66	67	68	69	70									57	58	59	60	61	62	63	64	65	66	67	68	69	70

## SKILLS

<input type="checkbox"/> Appraise (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot (Boat) (01%)	<b>50</b> <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/> Art/Craft (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Listen (20%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Psychology (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> First Aid (30%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> History (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>25</b> <sup>12</sup> / <sub>5</sub>
Credit Rating (00%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Natural World (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Survival (at sea) (10%)	<b>60</b> <sup>30</sup> / <sub>12</sub>
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Navigate (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Swim (20%)	<b>70</b> <sup>35</sup> / <sub>14</sub>
<input type="checkbox"/> Dodge (half DEX)	<b>23</b> <sup>11</sup> / <sub>4</sub>			<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Throw (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Fast Talk (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Language (Own) (EDU) English	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Persuade (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>		

## WEAPONS

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

## COMBAT

Damage Bonus	Build
<b>0</b>	<b>0</b>

Your family originally hail from Wales, so your grandmother claimed. They moved to New England last century. You have a cousin on board, John Dewitt. There's also another sailor by the name (Owen) Dewitt, but he's no relation as far as you know. You've worked on ships on and off your whole life. You are a common sailor and follow the orders of Captain Chappell. Your days are filled with endless tasks, starting early morning with 'turning to', when the crew swab the decks and coil up the rigging. Your duties mainly involve tarring, varnishing, scraping and scrubbing. You are a curious fellow, always wanting to know more about what is going on. *The Barclay* has been at sea for 13 months.

The  
Good  
Friends of  
JACKSON  
ELIAS



A podcast about  
Call of Cthulhu,  
horror films,  
and weird fiction.  
Featuring Paul Fricker,  
Matthew Sanderson,  
and Scott Dorward.

[BlasphemousTones.com](http://BlasphemousTones.com)

# *full fathom five*



**A Call of Cthulhu Scenario  
Set Aboard a Whaling Ship in 1847  
by Paul Fricker**

