



IN FROM THE COLD

Eight
Pre-Generated
Investigators
for 7th Edition

CALL of
CHORROR ROLEPLAYINGTHULHU

Welcome to "In From The Cold," a stretch goal for the *Cold Warning* Kickstarter. This is a collection of eight pre-generated investigators for use in the *Cold Warning* scenario.

While each investigator has some connection to the adventure, they are suitable for play in any 1920's era *Call of Cthulhu* game. Seven of these investigators are based on characters depicted on the covers of Golden Goblin Press publications: *Islands of Ignorance—The Third Cthulhu Companion*, *Tales of the Crescent City*, and *Tales of the Caribbean*. The eighth investigator is original to this supplement.

So let's get to know a little bit about them...



Gwendolyn Carter Woodruff

from *Islands of Ignorance—
The Third Cthulhu Companion*



This Arkham native is a serious-minded career woman, and a skilled field researcher specializing in anthropology and archeology, working out of Miskatonic University. She publishes under the name Dr. G.C. Woodruff to avoid gender discrimination (most academics that know her only through her work assume she is male). She speaks several languages, and can handle herself equally well in libraries, desert camps, back alley brawls, or gun fights.

Gwendolyn is a private person who carries a substantial secret (her "younger sister" Penelope is actually her daughter).

Connection to Cold Warning

Gwendolyn Woodruff can become involved in this case through her connection to Marilyn Sutton. The two barely know one another because Gwen has mostly rebuked attempts at friendship from Marilyn; they are however bound by Daniel Moody (the older brother of Marilyn Sutton whose maiden name is Moody). While Daniel left Gwendolyn stranded at the altar, he is in fact the father of Penelope "Penny" Woodruff. Marilyn has figured this connection out, but has told no one. She has written Gwen several times, offering her friendship and asking if she could meet her niece. Marilyn considers her brother's actions reprehensible, and hopes to make some amends towards Penny. No sooner has Gwendolyn decided that now is the time to reopen these old wounds, and that Marilyn deserved to meet her niece, does Marilyn vanish under mysterious circumstances. Gwen now seeks to find this woman who was nearly her sister-in-law. Lastly, she would assist her fellow investigators in any case they asked her to participate in.

Charles “Chucky” Dupree

from *Tales of the Crescent City*



This young African American, and New Orleans native, is jovial, dependable, and highly skilled. While he works as an auto mechanic, he is also a competent locksmith and gunsmith. When not working, Chucky is often well dressed, especially if he's stepping out on the town. He enjoys dancing in various clubs and dance halls, and occasionally singing with his cousin's jazz band (Cream in Your Coffee). Most of his adventures stem from his childhood friend Rowena, who is constantly dragging him into whatever strange (or often illegal) thing she is involved with at the time.

Connection to Cold Warning

Charles Dupree can become involved in the investigation through his friendship with the late Joseph Sutton. After helping save Joseph Sutton by rescuing him from Hastur cultists in New Orleans, the two became fast friends. In fact, Mr. Sutton paid for Charles's tuition that allowed him to go to school and become a locksmith. When Rowena

Audubon rejected Joseph's marriage proposal, Charles was there to comfort his jilted friend. As Joseph and Charles correspond several times a year, Charles would do anything to help his old friend's widow, feeling as if he knows her personally. Lastly, he would join any caper his fellow investigators asked him to participate in, especially if Roe is also involved.

Rowena Audubon

from *Tales of the Crescent City*



“Roe” to her friends, is a lovely, dark haired Creole woman and New Orleans native. She is always well dressed and groomed, charming and flirtatious. She “works” as a mystic, fortuneteller, or whatever else strikes her fancy. In truth, she is a highly successful grifter, and professional con artist. In her world of lies there is one constant: her childhood friend Chucky Dupree. She considers him the only person she can totally trust, and together they have managed to best some of the worst The Crescent City could throw at them.

Connection to Cold Warning

Rowena Audubon can become involved in the investigation

through a previous relationship with the late Joseph Sutton. While on vacation in New Orleans many years ago Joseph Sutton was abducted by Hastur cultists and rescued by Roe Audubon and Chucky Dupree. Joseph never understood the nature of the cultists, believing they were only religious fanatics. Joseph and Roe had a short but intense relationship that ended when she refused his proposal of marriage. Roe is heartbroken to learn of Joseph's death, and would rush off to find and help his widow out of respect for his memory. Alternately, she would join in any adventure other investigators may invite her to participate in.

Esteban Calderon

from *Tales of the Caribbean*



Esteban, or “Steve” to those who make an issue with his name, is a tough, shrewd widower living in El Barrio (Spanish Harlem, New York). He works as a private investigator that specializes in insurance fraud with several of his biggest clients being in the fruit import business. Esteban travels quite a bit throughout the Caribbean and has good contacts across the region. He was born in

San Juan, Puerto Rico and still has family there (his son Diego), but unfortunately the two are currently estranged.

Connection to Cold Warning

Esteban Calderon could easily become involved in the scenario by being hired to investigate the case by Dr. Trenton Harrod. As an Arkham psychiatrist, Dr. Harrod has encountered strange cases before and has worked with Esteban, a private detective, in the past to get to the bottom of them. The family of Marilyn Sutton could also hire Esteban, because they are desperate to get in contact with Marilyn out of grave concern for their daughter. Lastly, he would join in any investigation if invited by any of the other investigators.

Janek Markov

from *Cold Warning*



Going by “Jack” this broad chested and bearded Russian immigrant is an avid outdoorsman. He works as a park ranger for the Forestry Service and lives full-time in the Blandford State Park of Massachusetts. Janek is very much at home in the forest. A crack shot with a rifle, avid hunter, and tracker, he likes

nothing better than finding lost hikers, hunters, or those who have been spirited away into the woods by unsavory types. While he has no family of his own, he supports his brother’s widow and children.

Connection to Cold Warning

Janek Markov could easily know Joseph Sutton, and his brother Stuart, as they are all avid hunters and outdoorsmen. He may also become involved via strange reports of mysterious creatures being sighted in the woods north of Bangor, Maine. Such a rumor would be enough to cause Janek to ask for a few weeks off, pack up his gear, and set out to do some hunting. Lastly, he would happily join his fellow investigators should they request his help, as the rugged wilderness location is likely far outside of their usual element.

Elwood Thompson

from *Cold Warning*



Judge Thompson is an older, New England gentleman. While he works in Boston, he resides in Kingsport, the city of his birth. He has been married for 35 years to his politically active wife

Susan, and they have several adult children. Thompson enjoys duck hunting, a good pipe, and collecting rare books. He is a graduate of the seven-year Juris Doctor program at Miskatonic University School of Law, and remains a prominent alumnus. In his youth he was a prosecutor, but now serves as a judge with a reputation for fairness.

Connection to Cold Warning

Elwood Thompson could become involved in this investigation through his close friendship with Dr. Trenton Harrod, the Arkham psychiatrist. Dr. Harrod sometimes confided in and asked Judge Thompson for help, knowing that Elwood often dabbled in strange and otherworldly cases. He might also know Dr. Quentin Wentworth, who is recovering from a heart attack at Winter Haven. Lastly, he would join his fellow investigators should they contact him and request his assistance in a case.

Tabitha Bailey

from *Cold Warning*



This attractive, dark haired nurse, who works at St. Mary’s in Kingsport, was a highly decorated naval nurse that served in

the Great War. In addition to the usual horrors she faced, Tabitha survived her first encounter with the Mythos (a four day zombie outbreak) while serving on a hospital ship (USS Yardley). The experience left her damaged (she is a functioning alcoholic), haunted, and forever on edge. She's taken up target and skeet shooting since returning state-side, and is ready to battle the dark unknown whenever she uncovers evidence of its existence.

Connection to Cold Warning

Tabitha Bailey can easily have heard about the strange, disturbing, and otherworldly symptoms of Marilyn Sutton through her medical connections (she personally knows Dr. Ephraim Sprague, see Patient Zero, page 4, Cold Warning). Alternatively, she might be an acquaintance of the nurse Avery Phillips, now in the employ of cultist Stuart Sutton. Lastly, she may simply be contacted by one of the other investigators, who ask her to join them in this case.

Matthew Shaw



This tall and broadly build, man middle-aged man, works as a professional chef. However his true gift and passion is writing strange fiction (that he publishes under various pseudonyms). He lives in Cambridge, Massachusetts, but grew up in Salem; a city he still visits often. Matthew was first exposed to the Mythos as a teenager, when the

ghost of the witch Renata Cooper possessed his younger sister Erin. This instilled in him a life-long obsession with learning about, and combating, the dark forces of the Cthulhu Mythos.

Connection to Cold Warning

Matthew Shaw could become involved in this case through his former relationship with both Joseph and Marilyn Sutton. Shaw catered their wedding and has been on friendly terms with them ever since. Alternatively he may be a friend of Arthur Burgess, a fellow author of pulp horror, who is supposed to be working on something big, but has seemed more and more unstable for several months. Lastly, he may be invited by one of the other investigators to participate in solving the mystery of what is happening at Winter Haven.





IN FROM THE COLD

Player: _____

Occupation: Researcher

Age: 31 **Gender:** Female

Residence: Arkham, MA

Birthplace: Arkham, MA

HIT POINTS

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

MAGIC POINTS

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

SANITY

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

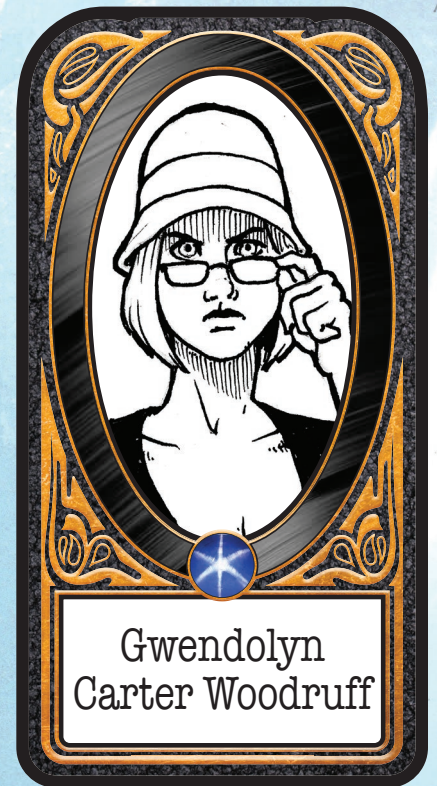
TEMP. INSANE ☐ INDEF. INSANE ☐

LUCK

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

CHARACTERISTICS

STR	CON	SIZ	DEX	MOVE RATE
55	60	65	60	7
27	30	32	30	
11	12	13	12	
APP	EDU	INT IDEA	POW	
55	85	75	70	-1 +1
27	42	37	35	
11	17	15	14	



Gwendolyn
Carter Woodruff

SKILLS

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Law (05%)	☐ Science (01%)
☒ Anthropology (01%)	☒ Fighting (Brawl) (25%)	☒ Library Use (05%)	☐
☐ Appraise (05%)	☐	☐ Listen (25%)	☐
☒ Archaeology (01%)	☐	☐ Locksmith (01%)	☐ Sleight of Hand (10%)
☐ Art/Craft (05%)	☒ Firearms (Handgun) (20%)	☐ Mechanical Repair (10%)	☒ Spot Hidden (25%)
☐	☐ Firearms (Rifle/Shotgun) (25%)	☐ Medicine (01%)	☒ Stealth (20%)
☐	☐	☒ Natural World (10%)	☒ Survival (10%)
☐ Charm (15%)	☐ First Aid (30%)	☐ Navigate (10%)	☐ DESERT
☐ Climb (20%)	☐ History (05%)	☐ Occult (05%)	☐ Swim (20%)
Credit Rating (00%)	☒ Intimidate (15%)	☐ Operate Heavy Machinery (01%)	☐ Throw (10%)
Cthulhu Mythos (00%)	☐ Jump (20%)	☒ Persuade (10%)	☐ Track (10%)
☐ Disguise (05%)	☒ Language (Other) (01%)	☐ Pilot (01%)	☐
☒ Dodge (Half DEX)	☒ LATIN	☒ Psychology (10%)	☐
☐ Drive Auto (20%)	☒ GREEK	☐ Psychoanalysis (01%)	☐
☐ Electrical Repair (10%)	☒ ARABIC	☐ Ride (05%)	☐
	☒ Language (Own) (EDU)		
	☒ ENGLISH		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
UNARMED	45	22	9	1D3 + DB	—	1	—	—
BASEBALL BAT	45	22	9	1D8	TOUCH	1	—	—
.38 REVOLVER	50	25	10	1D10	15 YD	1 (3)	6	100

COMBAT

DAMAGE BONUS

+0

BUILD

0

DODGE

30

BACKSTORY

PERSONAL DESCRIPTION: A tall willowy woman with a serious expression. She dresses fashionably and wears reading glasses. Although attractive her intensity can be off-putting and intimidating to some.

IDEOLOGY / BELIEFS: "Every question that can be asked has already been answered by someone else. Look to the past, to history, other cultures, legends and folklore for clarity."

SIGNIFICANT PEOPLE: She tends to be a loner, after having been stood up at the altar 12 years ago. She is close to her younger sister Penelope (Penny), who is actually her daughter (her parents are the only others to know this).

MEANINGFUL LOCATIONS: The Orne Library at Miskatonic University, where she met her finance; the Temple of Karnack, in Egypt, where she first encountered the Mythos.

TREASURED POSSESSIONS: A .38 caliber revolver, a gift from her father after getting her PHD. She has carried it on every expedition and Mythos investigation. It is inscribed with a quote from Plutarch - "Barba non facit philosophum" (A beard does not constitute a philosopher).

TRAITS: She doesn't smoke, drink, or dance. She is very independent and private, and focuses on her career.

INJURIES & SCARS: She has three long, deep scars in her back, the result of a near fatal Sand Dweller attack while doing field research in Giza, Egypt.

PHOBIAS & MANIAS: She has Philophobia, a fear of falling in love. She has avoided serious romantic entanglements since her fiancé abandoned her, but will have discreet encounters (when traveling).

ARCANE TOMES, SPELLS, & ARTIFACTS: *De Vermis Mysteriis* (Mythos tome), Elder Sign.

ENCOUNTERS WITH STRANGE ENTITIES: Sand Dwellers in Egypt, Yig cultists in Arizona, Shan (in the body of Daniel Moody, her former fiancé), Rat-Thing (in Arkham) and Ghouls (also in Arkham).

GEAR & POSSESSIONS

A baseball bat, .38 revolver, holster, journal, pen, eyeglasses (2 pairs), 2 fine suits, 1 rugged suit, fine shoes, hiking boots, camping gear, pocket knife, compass, pocket watch, bag of trail mix, box of 50 .38 caliber bullets, first aid kit.

CASH & ASSETS

SPENDING LEVEL: \$50

CASH: \$300

ASSETS: \$38,000 (her own home in Arkham, an automobile, some railroad stock, vast antique and antiquity collections).

QUICK REFERENCE RULES

SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	½ Skill	¼ Skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

Major Wound: Loss of $\geq \frac{1}{2}$ max HP in one attack • **Unconscious:** Reach 0 HP without Major Wound

Dying: Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

Natural Heal Rate (Normal Wound): +1 HP/day • **Natural Heal Rate** (Major Wound): weekly healing roll

NOTES

BACKSTORY

PERSONAL DESCRIPTION: An African American man of average build, with mirthful eyes and a constant smile. Chucky favors overcoats (to conceal his shotgun), suspenders, and golf caps.

IDEOLOGY / BELIEFS: “Most of the world’s problems would vanish overnight if people just got their heads right. People know the right thing to do, and want to do it, but sometimes need a little help.”

SIGNIFICANT PEOPLE: Roe (Rowena), his childhood friend, who has gotten him in and out of trouble since they were nine-years-old. His grandmother “Mama Dupree” who raised him after his father died when he was 12.

MEANINGFUL LOCATIONS: He loves spending time in the French Quarter, where he feels most at home. City Park, where he likes to go for walks, and Mama Dupree’s home, in Gretna.

TREASURED POSSESSIONS: A sturdy metal thermos with his name engraved on it, which is usually filled with coffee. It was a gift from Roe, an apology offering for something neither of them remember anymore. She pawned some of her jewelry to pay for it.

TRAITS: Most people consider Chucky to be loyal, generous, and dependable. Sometimes he gets taken advantage of due to his too-good of a heart.

INJURIES & SCARS: Chucky has a trick left shoulder that sometimes dislocates. It was once wrenched out of its socket (and nearly off) by Chandler Kreele (who was no longer human at the time).

PHOBIAS & MANIAS: Suffers from Metrophobia - the fear of poetry. Exposure to poetry causes him to sweat, become dizzy, and develop a stutter.

ARCANE TOMES, SPELLS, & ARTIFACTS: Owns no Mythos tomes and knows no spells, both of these being by choice. He once burned a copy of *The King in Yellow*, even after someone offered him \$200 for it.

ENCOUNTERS WITH STRANGE ENTITIES: He has encountered the cultist and several servitor creatures of *The King in Yellow*. He battled the Needle Men (Children of Gla’aki), and is a friend of Vincent DeCroix (a Bayatuouchi).

GEAR & POSSESSIONS

A set of mechanic overalls, duffel bag, nice suit (for clubs), average suit (for day to day), dance shoes, common shoes, 4 golf caps, a metal thermos, a pocket watch, a 1926 Chrysler Tourer, lighter, flashlight, pocket knife, handcuffs, 2 sets of lock picks (hidden in hat and sock).

CASH & ASSETS

SPENDING LEVEL: \$10

CASH: \$30

ASSETS: \$750 (A vast collection of trade tools, his Chrysler Tourer, a shotgun style home in The Marigny Triangle with a garage/workshop).

QUICK REFERENCE RULES

SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	½ Skill	¼ Skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

Major Wound: Loss of $\geq \frac{1}{2}$ max HP in one attack • **Unconscious:** Reach 0 HP without Major Wound

Dying: Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

Natural Heal Rate (Normal Wound): +1 HP/day • **Natural Heal Rate** (Major Wound): weekly healing roll

NOTES



IN FROM THE COLD

Player: _____

Occupation: Con Artist

Age: 25 **Gender:** Female

Residence: New Orleans, LA

Birthplace: New Orleans, LA

HIT POINTS

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

MAGIC POINTS

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

SANITY

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

TEMP. INSANE ☐ INDEF. INSANE ☐

LUCK

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

CHARACTERISTICS

STR	CON	SIZ	DEX	MOVE RATE
50 ²⁵ / ₁₀	55 ²⁷ / ₁₁	50 ²⁵ / ₁₀	60 ³⁰ / ₁₂	8
APP	EDU	INT IDEA	POW	-1 +1
80 ⁴⁰ / ₁₆	70 ³⁵ / ₁₄	60 ³⁰ / ₁₂	65 ³² / ₁₃	



Rowena Audubon

SKILLS

☐ Accounting (05%)	☒ Fast Talk (05%)	☒ Law (05%)	☐ Science (01%)
☐ Anthropology (01%)	☒ Fighting (Brawl) (25%)	☐ Library Use (05%)	☐
☐ Appraise (05%)	☐	☒ Listen (25%)	☐
☐ Archaeology (01%)	☐	☐ Locksmith (01%)	☒ Sleight of Hand (10%)
☒ Art/Craft (05%) ACTING	☒ Firearms (Handgun) (20%)	☐ Mechanical Repair (10%)	☒ Spot Hidden (25%)
☒ DANCE	☐ Firearms (Rifle/Shotgun) (25%)	☐ Medicine (01%)	☒ Stealth (20%)
☐	☐	☐ Natural World (10%)	☐ Survival (10%)
☒ Charm (15%)	☐ First Aid (30%)	☐ Navigate (10%)	☐ Swim (20%)
☐ Climb (20%)	☐ History (05%)	☒ Occult (05%)	☐ Throw (10%)
Credit Rating (00%)	☐ Intimidate (15%)	☐ Operate Heavy Machinery (01%)	☐ Track (10%)
Cthulhu Mythos (00%)	☐ Jump (20%)	☐ Persuade (10%)	☐
☒ Disguise (05%)	☒ Language (Other) (01%) FRENCH	☐ Pilot (01%)	☐
☒ Dodge (Half DEX)	☒ SPANISH	☒ Psychology (10%)	☐
☐ Drive Auto (20%)	☐	☐ Psychoanalysis (01%)	☐
☐ Electrical Repair (10%)	☒ Language (Own) (EDU) ENGLISH	☐ Ride (05%)	☐

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
UNARMED	35	17	7	1D3 + DB	—	1	—	—
COLD POCKET HAMMERLESS .32 AUTOMATIC PISTOL	35	17	7	1D8	15 YRD	3 (4)	9	99
SMALL KNIFE	35	17	7	1D4	TOUCH	1	—	—

COMBAT

DAMAGE BONUS

+0

BUILD

0

DODGE

40 ²⁰/₈

BACKSTORY

PERSONAL DESCRIPTION: Rowena is a beautiful young woman with a creamy complexion typical of her creole heritage. She has dark hair, usually under a stylish hat. She changes her look whenever the mood strikes her (which is often).

IDEOLOGY / BELIEFS: "Everything is a game, a con, some sort of angle from the church, to the state, to the bedroom. There is no real truth out there, just the lies we tell ourselves, and one another, to get through the day."

SIGNIFICANT PEOPLE: Rowena ("Roe" to her friends) knows lots of people and seems friendly to all of them, but in truth she has only a handful of real friends, chief among them being Chucky Dupree, the most dependable man she has ever met.

MEANINGFUL LOCATIONS: She recently purchased a home in Lakefront. It's a beautiful property that she loves and where she can be herself; it's the sort of place she's dreamed of owning since she was a kid. She's had to work a lot of cons to get it.

TREASURED POSSESSIONS: She doesn't get attached to material possessions. "Money comes and goes. You buy nice things when you are up, and pawn them when you are down." She is slowly growing attached

to her new home, but is weary of that sentiment as she knows one day she might have to sell it or flee town.

TRAITS: She is very charming and flirtatious (towards both genders). She is extremely duplicitous, but never towards her true friends.

INJURIES & SCARS: An ugly patch of scarred burned skin on her lower back, about the size of her palm. It once held a Yellow Sign Tattoo, placed there while captured by cultists. She had her friend Chucky burn it off.

PHOBIAS & MANIAS: After moments of extreme stress Rowena sometimes has psychogenic amnesia, causing her to forget the event that triggered the episode.

ARCANE TOMES, SPELLS, & ARTIFACTS: An enchanted weapon in the form of a small, ornate, silver knife. She conceals it as a hat or hairpin and never leaves home without it. She obtained it in Carcosa, but does not remember how.

ENCOUNTERS WITH STRANGE ENTITIES: She has encountered cultists, servitor creatures, and an avatar of Y'golonac. She has battled the Cult of Hastur and spent three days lost in Carcosa (she has no conscious memory of this, but dreams of it often).

GEAR & POSSESSIONS

Four changes of clothing, eight hats, 12 pairs of shoes, six handbags, a cosmetic case, a travel bag, a crystal ball, tarot cards, a flashlight, bottle of rubbing alcohol, 2 handkerchiefs, book of matches, cigarette case with cigarettes, flask of gin, strait jacket.

CASH & ASSETS

SPENDING LEVEL: \$10

CASH: \$24

ASSETS: \$600 (most of this is clothing, shoes, and her lakeside home in Lakefront).

QUICK REFERENCE RULES

SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	½ Skill	¼ Skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

Major Wound: Loss of $\geq \frac{1}{2}$ max HP in one attack • **Unconscious:** Reach 0 HP without Major Wound

Dying: Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

Natural Heal Rate (Normal Wound): +1 HP/day • **Natural Heal Rate** (Major Wound): weekly healing roll

NOTES



IN FROM THE COLD

Player: _____

Occupation: Private Investigator

Age: 42 **Gender:** Male

Residence: New York, NY

Birthplace: San Juan, Puerto Rico

HIT POINTS

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

MAGIC POINTS

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

SANITY

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

TEMP. INSANE ☐ INDEF. INSANE ☐

LUCK

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

CHARACTERISTICS

STR	CON	SIZ	DEX	MOVE RATE
55 ²⁷ / ₁₁	60 ³⁰ / ₁₂	55 ²⁷ / ₁₁	65 ³² / ₁₃	7
APP	EDU	INT IDEA	POW	
40 ²⁰ / ₈	60 ³⁰ / ₁₂	70 ³⁵ / ₁₄	80 ⁴⁰ / ₁₆	-1 +1



Esteban "Steve" Calderon

SKILLS

☒ Accounting (05%) 70 ³⁵ / ₁₄	☐ Fast Talk (05%)	☒ Law (05%) 40 ²⁰ / ₈	☐ Science (01%)
☐ Anthropology (01%)	☒ Fighting (Brawl) (25%) 55 ²⁷ / ₁₁	☒ Library Use (05%) 60 ³⁰ / ₁₂	
☐ Appraise (05%)		☐ Listen (25%)	
☐ Archaeology (01%)		☒ Locksmith (01%) 25 ¹² / ₅	☒ Sleight of Hand (10%) 35 ¹⁷ / ₇
☒ Art/Craft (05%) PHOTOGRAPHY 25 ¹² / ₅	☒ Firearms (Handgun) (20%) 45 ²² / ₉	☐ Mechanical Repair (10%)	☒ Spot Hidden (25%) 80 ⁴⁰ / ₁₆
	☐ Firearms (Rifle/Shotgun) (25%)	☐ Medicine (01%)	☒ Stealth (20%) 45 ²² / ₉
		☐ Natural World (10%)	☐ Survival (10%)
☐ Charm (15%)	☒ First Aid (30%) 50 ²⁵ / ₁₀	☐ Navigate (10%)	☐ Swim (20%)
☐ Climb (20%)	☐ History (05%)	☐ Occult (05%)	☐ Throw (10%)
Credit Rating (00%) 20 ¹⁰ / ₄	☐ Intimidate (15%)	☐ Operate Heavy Machinery (01%)	☐ Track (10%)
Cthulhu Mythos (00%) 10 ⁵ / ₂	☐ Jump (20%)	☐ Persuade (10%)	
☒ Disguise (05%) 20 ¹⁰ / ₄	☒ Language (Other) (01%) ENGLISH 50 ²⁵ / ₁₀	☐ Pilot (01%)	
☒ Dodge (Half DEX) 32 ¹⁶ / ₆		☒ Psychology (10%) 70 ³⁵ / ₁₄	
☐ Drive Auto (20%)		☐ Psychoanalysis (01%)	
☐ Electrical Repair (10%)	☒ Language (Own) (EDU) SPANISH 80 ⁴⁰ / ₁₆	☐ Ride (05%)	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
UNARMED	55	27	11	1D3 + DB	—	1	—	—
ASTRA MOD 400 9MM AUTOMATIC PISTOL	45	22	9	1D10	15 YRD	2 (3)	9	98
.38 REVOLVER	45	22	9	1D8+1	10 YRD	2 (3)	5	00
SMALL KNIFE	55	27	11	1D4	TOUCH	1	—	—
BLACKJACK	55	27	11	1D8	TOUCH	1	—	—

COMBAT

DAMAGE BONUS

+0

BUILD

0

DODGE

32 ¹⁶/₆

BACKSTORY

PERSONAL DESCRIPTION: Esteban is a middle-aged man with graying hair and a weathered complexion. He has an athletic build and understated style, cultivated to better blend in with crowds.

IDEOLOGY / BELIEFS: "Everyone has something to hide, even from themselves. Everyone is a self-contained mystery, but some are darker than others. If you watch, listen, and ask the right questions, the truth always shakes loose."

SIGNIFICANT PEOPLE: His son Diego, even though the two are estranged. They had a falling out five years ago and Esteban hopes to one day reconcile. Diego lives in Ponce, Puerto Rico, and is married.

MEANINGFUL LOCATIONS: El Barrio (East Harlem/Spanish Harlem) in New York City, where he lives and keeps an office. Unfortunately, he spends 8 months of the year traveling for work and living out of a suitcase.

TREASURED POSSESSIONS: Although widowed for 12 years, Esteban still wears his wedding ring. It's a painful reminder of his failings, because he was unable to save her from the creature that took her life. He battles the Mythos as a form of penance.

TRAITS: He is the silent type, choosing his words with care. He is observant, diligent, and when solving mysteries, he radiates a sense of calm confidence.

INJURIES & SCARS: There are laceration scars on both calves, a deep scar across his right bicep (from a machete), scars on the backs of both knuckles, and a stabbing scar on the right side of his cheek.

PHOBIAS & MANIAS: He suffers from chiroptophobia (fear of bats) and oclophobia (fear of owls). Basically, anything flying about at night sets him on edge.

ARCANE TOMES, SPELLS, & ARTIFACTS: He knows the spells Cure Blindness and Cause Darkness, but only uses them when he has no other options.

ENCOUNTERS WITH STRANGE ENTITIES: Esteban has encountered the Luska and Chickcharney in the Bahamas, Zombies in Haiti, and a Million Favored One in Jamaica, as well as various cultists in New York, New England, and across the Caribbean.

GEAR & POSSESSIONS

A suitcase, three suits, 2 hats, shaving kit, cigarette case, lighter, notepad, pen, binoculars, handcuffs, handkerchief, 20 feet of rope, shoulder holster, machete, camping gear, hiking boots, canteen, mosquito netting.

CASH & ASSETS

SPENDING LEVEL: \$10

CASH: \$40

ASSETS: \$1,000 (mostly investments in freight and import companies connected to the Caribbean fruit industry. He owns very little physical property due to his constant traveling).

QUICK REFERENCE RULES

SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	1/2 Skill	1/3 Skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

Major Wound: Loss of $\geq \frac{1}{2}$ max HP in one attack • **Unconscious:** Reach 0 HP without Major Wound

Dying: Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

Natural Heal Rate (Normal Wound): +1 HP/day • **Natural Heal Rate** (Major Wound): weekly healing roll

NOTES

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HIT POINTS

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

MAGIC POINTS

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

SANITY

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

TEMP. INSANE ☐ INDEF. INSANE ☐

LUCK

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

IN FROM THE COLD

Player: _____

Occupation: Outdoorsman

Age: 40 Gender: Male

Residence: Blandford, MA

Birthplace: Barnal, Russia

CHARACTERISTICS

STR	CON	SIZ	DEX	MOVE RATE
70 ³⁵ / ₁₄	70 ³⁵ / ₁₄	65 ³² / ₁₃	65 ³² / ₁₃	7
APP	EDU	INT IDEA	POW	
45 ²² / ₉	70 ³⁵ / ₁₄	55 ²⁷ / ₁₁	60 ³⁰ / ₁₂	-1 +1



Janek "Jack" Markov

SKILLS

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Law (05%)	☐ Science (01%)
☐ Anthropology (01%)	☐ Fighting (Brawl) (25%)	☐ Library Use (05%)	☐
☐ Appraise (05%)	☐	☐ Listen (25%)	☐
☐ Archaeology (01%)	☐	☐ Locksmith (01%)	☐ Sleight of Hand (10%)
☐ Art/Craft (05%)	☒ Firearms (Handgun) (20%) 30 ¹⁵ / ₆	☐ Mechanical Repair (10%)	☒ Spot Hidden (25%) 75 ³⁷ / ₁₅
☐	☒ Firearms (Rifle/Shotgun) (25%) 75 ³⁷ / ₁₅	☐ Medicine (01%)	☒ Stealth (20%) 70 ³⁵ / ₁₄
☐	☐	☒ Natural World (10%) 50 ²⁵ / ₁₀	☒ Survival (10%) 40 ²⁰ / ₈
☐ Charm (15%)	☐ First Aid (30%)	☒ Navigate (10%) 40 ²⁰ / ₈	☐ Swim (20%)
☐ Climb (20%)	☐ History (05%)	☐ Occult (05%)	☐ Throw (10%)
Credit Rating (00%) 12 ⁶ / ₂	☒ Intimidate (15%) 35 ¹⁷ / ₇	☐ Operate Heavy Machinery (01%)	☒ Track (10%) 60 ³⁰ / ₁₂
Cthulhu Mythos (00%) 15 ⁷ / ₃	☐ Jump (20%)	☐ Persuade (10%)	☐
☐ Disguise (05%)	☒ Language (Other) (01%) ENGLISH 45 ²² / ₉	☐ Pilot (01%)	☐
☒ Dodge (Half DEX) 33 ¹⁶ / ₆	☐	☐ Psychology (10%)	☐
☐ Drive Auto (20%)	☐	☐ Psychoanalysis (01%)	☐
☐ Electrical Repair (10%)	☒ Language (Own) (EDU) RUSSIAN 70 ³⁵ / ₁₄	☐ Ride (05%)	☐

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
UNARMED	25	12	5	1D3+DB	—	1	—	—
MAUSER MODEL 40B .30-06 SPORT HUNTING RIFLE	75	37	15	2D6+4	130 YRD	1/2 (1)	5+1	00
COLT (M1917) REVOLVER	30	15	6	1D10	15 YRD	2 (3)	6	00
CAMP KNIFE	25	12	5	1D4	TOUCH	1	—	—

COMBAT

DAMAGE BONUS

+1D4

BUILD

1

DODGE

33 ¹⁶/₆

BACKSTORY

PERSONAL DESCRIPTION: A bearded, and broad chested man with a weathered complexion and sharp eyes. Jack's clothing favors function over form and seems best suited to the life of an avid outdoors man.

IDEOLOGY / BELIEFS: "A man should find his place in the world and do his best to help maintain the balance between all things. Part of that balance is the choice between being the hunter or the quarry."

SIGNIFICANT PEOPLE: While he tends to be something of a loner, Jack is rather attached to his sister-in-law Sasha, his niece Alina, and nephew Pavel. He financially supports them since the death of his brother three years ago.

MEANINGFUL LOCATIONS: While it's a relatively new place to him, Jack is deeply attached to the Chester-Blandford State Park in MA (2800 acres, established in 1924), where he lives and works as a Park Ranger.

TREASURED POSSESSIONS: His sport hunting rifle, a Mauser 40B (which is much more than he can afford). It was a gift from a wealthy man he had saved from cultists deep in the woods of Vermont. It is not only an excellent rifle, but a reminder of a life he saved.

TRAITS: He has a tell when he is lying, he chews his lip. As a force of habit, Jack will often stop moving suddenly, in order to listen to his surroundings.

INJURIES & SCARS: He has deep scars on both calves and a foot, from when he was nearly brought down by a pack of wolves. He also has a scar from a gunshot which passed through his right forearm.

PHOBIAS & MANIAS: A proud Russian immigrant, Jack's very seldom-seen temper is prone to spike if he overhears racist or derogatory comments directed against immigrants or minorities.

ARCANE TOMES, SPELLS, & ARTIFACTS: Jack purposely avoids learning spells, reading tomes, or handling artifacts of the Mythos. He knows they are sometimes useful, so he will not destroy them outright, but he leaves their use to others.

ENCOUNTERS WITH STRANGE ENTITIES: Several times he has combated cultists who were using the wilderness for secret lairs and sacrificial rituals. Jack has tracked down and eliminated a pack of werewolves, fought and drove off a Gnophkeh, and helped destroy Dark Young on three separate occasions.

GEAR & POSSESSIONS

Sweater, fur hat, thick overcoat, hunting boots, backpack, messkit, flint and tinder, 20 feet of rope, canteen, box of 50 rounds of .30-06 shells, lantern, fishing line and hook, pocket-watch, compass, dried fruit and meat for 2 days, wallet with forestry agent badge.

CASH & ASSETS

SPENDING LEVEL: \$10

CASH: \$24

ASSETS: About \$200 worth of personal gear, stored at the cabin he lives in Chester-Blandford State Park, and more than \$300 in personal savings. His nephew Pavel is listed as his beneficiary.

QUICK REFERENCE RULES

SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	1/2 Skill	1/3 Skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

Major Wound: Loss of $\geq \frac{1}{2}$ max HP in one attack • **Unconscious:** Reach 0 HP without Major Wound

Dying: Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

Natural Heal Rate (Normal Wound): +1 HP/day • **Natural Heal Rate** (Major Wound): weekly healing roll

NOTES

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IN FROM THE COLD

Player: _____

Occupation: Judge

Age: 58 **Gender:** Male

Residence: Boston, MA

Birthplace: Kingsport, MA

HIT POINTS

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

MAGIC POINTS

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

SANITY

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

TEMP. INSANE ☐ INDEF. INSANE ☐

LUCK

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

CHARACTERISTICS

STR	CON	SIZ	DEX	MOVE RATE
45	55	60	45	5
22	27	30	22	
9	11	12	9	
APP	EDU	INT IDEA	POW	
50	80	80	80	-1 +1
25	40	40	40	
10	16	16	16	



Elwood Thompson

SKILLS

☐ Accounting (05%)	☐	☐	☐ Fast Talk (05%)	☐	☒ Law (05%)	85	42	17	☐ Science (01%)	☐	☐		
☐ Anthropology (01%)	☐	☐	☐ Fighting (Brawl) (25%)	☐	☒ Library Use (05%)	60	30	12	☐	☐	☐		
☐ Appraise (05%)	☐	☐	☐	☐	☒ Listen (25%)	50	25	10	☐	☐	☐		
☐ Archaeology (01%)	☐	☐	☐	☐	☐ Locksmith (01%)	☐	☐	☐	☐ Sleight of Hand (10%)	☐	☐		
☐ Art/Craft (05%)	☐	☐	☐ Firearms (Handgun) (20%)	☐	☐ Mechanical Repair (10%)	☐	☐	☐	☐ Spot Hidden (25%)	☐	☐		
☐	☐	☐	☒ Firearms (Rifle/Shotgun) (25%)	55	27	11	☐ Medicine (01%)	☐	☒ Stealth (20%)	35	17	7	
☐	☐	☐	☐	☐	☐ Natural World (10%)	☐	☐	☐	☐ Survival (10%)	☐	☐		
☐ Charm (15%)	☐	☐	☐ First Aid (30%)	☐	☐ Navigate (10%)	☐	☐	☐	☐ Swim (20%)	☐	☐		
☐ Climb (20%)	☐	☐	☒ History (05%)	55	27	11	☒ Occult (05%)	35	17	7	☐ Throw (10%)	☐	
Credit Rating (00%)	60	30	12	☒ Intimidate (15%)	25	12	5	☐ Operate Heavy Machinery (01%)	☐	☐	☐	☐	
Cthulhu Mythos (00%)	10	5	2	☐ Jump (20%)	☐	☐	☐	☒ Persuade (10%)	60	30	12	☐	☐
☐ Disguise (05%)	☐	☐	☒ Language (Other) (01%)	35	17	7	☐ Pilot (01%)	☐	☐	☐	☐	☐	
☒ Dodge (Half DEX)	22	11	4	☐	☐	☐	☒ Psychology (10%)	70	35	14	☐	☐	
☐ Drive Auto (20%)	☐	☐	☐	☐	☐	☐	☐ Psychoanalysis (01%)	☐	☐	☐	☐	☐	
☐ Electrical Repair (10%)	☐	☐	☒ Language (Own) (EDU)	80	40	16	☐ Ride (05%)	☐	☐	☐	☐	☐	
			ENGLISH										

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
UNARMED	25	12	5	1D3 + DB	—	1	—	—
REMINGTON MODEL 10R 12 GAUGE SHOTGUN	55	27	11	4D6/2D6/1D6	7/15/35 YRD	1	5+1	99
WOOD AXE	25	12	5	1D6	TOUCH	1	—	—

COMBAT

DAMAGE BONUS

+0

BUILD

0

DODGE

22

11

4

BACKSTORY

PERSONAL DESCRIPTION: Elwood is an older gentleman with a bit of a paunch, although he still remains fit. He takes pride in his well groomed mustache, has matching bushy eyebrows, and a receding hairline.

IDEOLOGY / BELIEFS: "Everyone deserves the benefit of the doubt until the evidence proves otherwise. Once an individual, or entity, is found to be a threat to the common good that threat must be contained or eliminated."

SIGNIFICANT PEOPLE: His wife Susan, who is heavily involved with women's and civil rights politics. While this sometimes embarrasses him in professional circles, he is proud of her passion and conviction.

MEANINGFUL LOCATIONS: His study, at his home in Kingsport, contains a vast collection of classic rare books. Also the campus of Miskatonic University, where he met Susan 40 years ago.

TREASURED POSSESSIONS: His library filled with rare first edition books. Unknown to his wife or their adult children, the collection is worth a small fortune. When he passes, it will provide his family with enough money (once sold) to support them comfortably.

TRAITS: When nervous he cleans out his pipe, and when deep in contemplation he smokes.

INJURIES & SCARS: He dislocated his knee four years ago while duck hunting (at least that's what he tells people) and it has been weakened ever since. It acts up in cold or damp weather.

PHOBIAS & MANIAS: While not a full blown phobia, he fears being trapped in a burning building or sinking ship. Thompson has recurring nightmares of both scenarios.

ARCANE TOMES, SPELLS, & ARTIFACTS: He owns a first edition copy of *Liber Ivonis*, and from it has learned the spell Voorish Sign.

ENCOUNTERS WITH STRANGE ENTITIES: In his career as a prosecutor, and later a judge, he has encountered many people who have fallen under the sway of Mythos creatures. He knows about, and has come up against the Deep Ones of Innsmouth several times.

GEAR & POSSESSIONS

Fine suit, hunting clothing, overcoat, hat, gloves, scarf, judge's robes, pipe, fine tobacco, box of wooden matches, wood axe, 12 gauge shotgun, box of fifty shotgun shells, journal, pen, pocket watch, wedding band, toiletry case, bottle of aspirin, binoculars, compass.

CASH & ASSETS

SPENDING LEVEL: \$50

CASH: \$300

ASSETS: \$300,000, half of which is tied up in his large Kingsport home, filled with rare paintings (his wife's passion) and his rare book collection. The rest is deposited in various bank accounts, stock shares, and government bonds.

QUICK REFERENCE RULES

SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	½ Skill	¼ Skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

Major Wound: Loss of $\geq \frac{1}{2}$ max HP in one attack • **Unconscious:** Reach 0 HP without Major Wound

Dying: Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

Natural Heal Rate (Normal Wound): +1 HP/day • **Natural Heal Rate** (Major Wound): weekly healing roll

NOTES

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IN FROM THE COLD

Player: _____

Occupation: Nurse

Age: 25 Gender: Female

Residence: Nashua, NH

Birthplace: Newburyport, MA

HIT POINTS

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

MAGIC POINTS

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

SANITY

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

TEMP. INSANE ☐ INDEF. INSANE ☐

LUCK

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

CHARACTERISTICS

STR	CON	SIZ	DEX	MOVE RATE
55 ²⁷ / ₁₁	60 ³⁰ / ₁₂	55 ²⁷ / ₁₁	70 ³⁵ / ₁₄	5
APP	EDU	INT IDEA	POW	
60 ³⁰ / ₁₂	75 ³⁷ / ₁₅	65 ³² / ₁₃	60 ³⁰ / ₁₂	-1 +1



Tabitha Bailey

SKILLS

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Law (05%)	☒ Science (01%) BIOLOGY 16 ⁸ / ₃
☐ Anthropology (01%)	☒ Fighting (Brawl) (25%) 45 ²² / ₉	☐ Library Use (05%)	☒ CHEMISTRY 11 ⁵ / ₂
☐ Appraise (05%)	☐ _____	☒ Listen (25%) 55 ²⁷ / ₁₁	☐ _____
☐ Archaeology (01%)	☐ _____	☐ Locksmith (01%)	☐ Sleight of Hand (10%)
☐ Art/Craft (05%)	☒ Firearms (Handgun) (20%) 70 ³⁵ / ₁₄	☐ Mechanical Repair (10%)	☒ Spot Hidden (25%) 80 ⁴⁰ / ₁₆
☐ _____	☐ Firearms (Rifle/Shotgun) (25%)	☒ Medicine (01%) 61 ³⁰ / ₁₂	☒ Stealth (20%) 35 ¹⁷ / ₇
☐ _____	☐ _____	☐ Natural World (10%)	☐ Survival (10%)
☐ Charm (15%)	☒ First Aid (30%) 90 ⁴⁵ / ₁₈	☐ Navigate (10%)	☐ Swim (20%)
☐ Climb (20%)	☐ History (05%)	☐ Occult (05%)	☐ Throw (10%)
Credit Rating (00%) 20 ¹⁰ / ₄	☐ Intimidate (15%)	☐ Operate Heavy Machinery (01%)	☐ Track (10%)
Cthulhu Mythos (00%) 14 ⁷ / ₂	☐ Jump (20%)	☐ Persuade (10%)	☐ _____
☐ Disguise (05%)	☐ Language (Other) (01%)	☐ Pilot (01%)	☐ _____
☒ Dodge (Half DEX) 35 ¹⁷ / ₇	☐ _____	☒ Psychology (10%) 35 ¹⁷ / ₇	☐ _____
☐ Drive Auto (20%)	☐ _____	☐ Psychoanalysis (01%)	☐ _____
☐ Electrical Repair (10%)	☒ Language (Own) (EDU) ENGLISH 75 ³⁷ / ₁₅	☐ Ride (05%)	☐ _____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
UNARMED	45	22	9	1D3 + DB	—	1	—	—
SMITH & WESSON MILITARY & POLICE .38 CALIBER REVOLVER	70	35	14	1D10	15 YRD	2 (3)	6	00
POCKET KNIFE	45	22	9	1D4	TOUCH	1	—	—
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

COMBAT

DAMAGE BONUS

+0

BUILD

0

DODGE

35 ¹⁷/₇

BACKSTORY

PERSONAL DESCRIPTION: Tabitha has long dark hair, sharp eyes, and a distant cynical smile. She dresses casually, has an athletic build, and an attractive symmetrical face.

IDEOLOGY / BELIEFS: She came back from serving in the Great War, as a naval nurse, with a jaded and fatalistic world-view. Since then she feels it's only a matter of time before any situation turns dire.

SIGNIFICANT PEOPLE: Tabitha distances herself from people in general. She does, however, remain close to a few of her fellow former naval nurses, especially Janis Ulster, who now works at St. Mary's in Kingsport.

MEANINGFUL LOCATIONS: Since returning from the war, nowhere feels normal, safe, or familiar. She has found some comfort in visiting places such as Old South Church in Newburyport (despite her atheism), Cardigan's Gun Shop and Shooting Range, and Rourke's Speakeasy.

TREASURED POSSESSIONS: A delirious soldier, whom she comforted, gave her his Purple Heart and told her he loved her before he passed. The memory haunts her, but she cherishes the medal as it represents the good she did and the people she tried to help.

TRAITS: She always sits with her back to a wall, and when nervous she tries to put something solid behind her as if she's afraid of being attacked from behind. She also has a gift for snarky comments.

INJURIES & SCARS: So far she has been lucky to enough to avoid injuries that have left scars. She badly hurt her back abandoning ship when the USS Yardley went down, but she knows good surgeons (who owed her favors) and has made a full recovery.

PHOBIAS & MANIAS: She has a fear of corpses since the hospital ship USS Yardley sank. She has taken to drinking as a way to cope so she can continue to work as a nurse, and is currently a functioning alcoholic.

ARCANE TOMES, SPELLS, & ARTIFACTS: Currently she knows no spells and possesses no artifacts, although she is trying to find a spell to put the reanimated dead back to rest.

ENCOUNTERS WITH STRANGE ENTITIES: She has encountered zombies—at first a handful and then hundreds—over four nightmarish days on board the USS Yardley. She was only one of 24 survivors (18 of whom died from bite wounds and reanimated within 48 hours of rescue).

GEAR & POSSESSIONS

Nurses uniform, naval uniform, comfortable shoes, simple dress, pant suit, sweater, boots, coat, hat, gloves, medical bag, flask (w/ gin), holster, gun belt holding fifty .38 caliber bullets, strait jacket, Purple Heart medal, compact, notepad, pen.

CASH & ASSETS

SPENDING LEVEL: \$10

CASH: \$40

ASSETS: \$1000, mostly tied up in her Ford Model A, personal possessions, and \$300 in savings.

QUICK REFERENCE RULES

SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	1/2 Skill	1/3 Skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

Major Wound: Loss of $\geq \frac{1}{2}$ max HP in one attack • **Unconscious:** Reach 0 HP without Major Wound

Dying: Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

Natural Heal Rate (Normal Wound): +1 HP/day • **Natural Heal Rate** (Major Wound): weekly healing roll

NOTES



IN FROM THE COLD

Player: _____

Occupation: Chef

Age: 45 **Gender:** Male

Residence: Cambridge, MA

Birthplace: Salem, MA

HIT POINTS

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

MAGIC POINTS

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

SANITY

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

TEMP. INSANE ☐ INDEF. INSANE ☐

LUCK

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

CHARACTERISTICS

STR	CON	SIZ	DEX	MOVE RATE
60 $\frac{30}{12}$	50 $\frac{25}{10}$	65 $\frac{32}{13}$	55 $\frac{27}{11}$	6
APP	EDU	INT IDEA	POW	
55 $\frac{27}{11}$	80 $\frac{40}{16}$	80 $\frac{40}{16}$	65 $\frac{32}{13}$	-1 +1



Matthew Shaw

SKILLS

☒ Accounting (05%) 15 $\frac{7}{3}$	☐ Fast Talk (05%) $\frac{00}{00}$	☒ Law (05%) 35 $\frac{17}{7}$	☐ Science (01%) $\frac{00}{00}$
☐ Anthropology (01%) $\frac{00}{00}$	☒ Fighting (Brawl) (25%) 65 $\frac{32}{13}$	☒ Library Use (05%) 60 $\frac{30}{12}$	☐ $\frac{00}{00}$
☒ Appraise (05%) 20 $\frac{10}{4}$	☐ $\frac{00}{00}$	☐ Listen (25%) $\frac{00}{00}$	☐ $\frac{00}{00}$
☐ Archaeology (01%) $\frac{00}{00}$	☐ $\frac{00}{00}$	☐ Locksmith (01%) $\frac{00}{00}$	☐ Sleight of Hand (10%) $\frac{00}{00}$
☒ Art/Craft (05%) COOKING 55 $\frac{27}{11}$	☒ Firearms (Handgun) (20%) 30 $\frac{15}{6}$	☐ Mechanical Repair (10%) $\frac{00}{00}$	☒ Spot Hidden (25%) 60 $\frac{30}{12}$
☒ WRITING 65 $\frac{32}{13}$	☒ Firearms (Rifle/Shotgun) (25%) 35 $\frac{17}{7}$	☐ Medicine (01%) $\frac{00}{00}$	☒ Stealth (20%) 30 $\frac{15}{6}$
☐ $\frac{00}{00}$	☐ $\frac{00}{00}$	☐ Natural World (10%) $\frac{00}{00}$	☐ Survival (10%) $\frac{00}{00}$
☐ Charm (15%) $\frac{00}{00}$	☒ First Aid (30%) 10 $\frac{5}{2}$	☐ Navigate (10%) $\frac{00}{00}$	☐ Swim (20%) $\frac{00}{00}$
☐ Climb (20%) $\frac{00}{00}$	☒ History (05%) 35 $\frac{17}{7}$	☒ Occult (05%) 35 $\frac{17}{7}$	☐ Throw (10%) $\frac{00}{00}$
Credit Rating (00%) 12 $\frac{6}{2}$	☐ Intimidate (15%) $\frac{00}{00}$	☐ Operate Heavy Machinery (01%) $\frac{00}{00}$	☐ Track (10%) $\frac{00}{00}$
Cthulhu Mythos (00%) 10 $\frac{5}{2}$	☐ Jump (20%) $\frac{00}{00}$	☒ Persuade (10%) 40 $\frac{20}{8}$	☐ $\frac{00}{00}$
☐ Disguise (05%) $\frac{00}{00}$	☐ Language (Other) (01%) $\frac{00}{00}$	☐ Pilot (01%) $\frac{00}{00}$	☐ $\frac{00}{00}$
☒ Dodge (Half DEX) 27 $\frac{13}{5}$	☐ $\frac{00}{00}$	☐ Psychology (10%) $\frac{00}{00}$	☐ $\frac{00}{00}$
☐ Drive Auto (20%) $\frac{00}{00}$	☐ $\frac{00}{00}$	☐ Psychoanalysis (01%) $\frac{00}{00}$	☐ $\frac{00}{00}$
☐ Electrical Repair (10%) $\frac{00}{00}$	☒ Language (Own) (EDU) ENGLISH 80 $\frac{40}{16}$	☐ Ride (05%) $\frac{00}{00}$	☐ $\frac{00}{00}$

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
UNARMED	65	32	13	1D3 + DB	—	1	—	—
FN-BROWNING MLE 1900 .32 CALIBER AUTOMATIC PISTOL	35	17	7	1D8	15 YRD	3 (4)	7+1	99
SMALL KNIFE	65	32	13	1D4	TOUCH	1	—	—

COMBAT

DAMAGE BONUS

+1D4

BUILD

1

DODGE

27 $\frac{13}{5}$

BACKSTORY

PERSONAL DESCRIPTION: A stocky middle aged gentlemen, well dressed but with an understated style. He is clean shaven with well groomed hair which is fading to gray.

IDEOLOGY / BELIEFS: "The world is full of stories, both wonderful and terrible. By being open to new experiences and observant of the world around you gives you a window into all the tales has to offer."

SIGNIFICANT PEOPLE: Erin Shaw, his younger sister. It was Erin who first got him involved in investigating the Mythos when she was possessed at age 13. She is now almost 40 and has no memory of the incident.

MEANINGFUL LOCATIONS: The Salem Athenaeum, a private library on Essex Street in his hometown of Salem. He has been a member in good standing since he was 16 years old.

TREASURED POSSESSIONS: A brand new Remington Model 1 portable typewriter. It was a gift from his sister and has made his writing much easier, especially when he is traveling and researching a story (i.e. investigating the Mythos).

TRAITS: He tends to be on the quiet side, especially around large groups of people, but he is constantly taking everything in.

INJURIES & SCARS: He has a burn in the shape of a hand print over his heart, from a witch who was stopping his heart. A bite scar on his right hand from a Rat-Thing.

PHOBIAS & MANIAS: Agoraphobia—fear of crowds—but only when under stress. Usually he can keep this under control.

ARCANE TOMES, SPELLS, & ARTIFACTS: A newly bound copy of *Thaumaturgical Prodigies in the New-English Canaan*, which he transcribed from an original and had printed.

ENCOUNTERS WITH STRANGE ENTITIES: He has a great deal of experience with ghosts, witches, and their servitor creatures. He has also taken part in several exorcisms of both malevolent human spirits and inhuman entities.

GEAR & POSSESSIONS

Three suits, shoes, pocket watch, cigarette case, lighter, flashlight, toiletry set, notebook, pen, set of culinary knives, box of salt, 20 feet of rope, portable typewriter, wallet, boots, overcoat, gloves, a dozen candles, first aid kit, set of handcuffs, disposable box camera, bottle of ink, handkerchief.

CASH & ASSETS

SPENDING LEVEL: \$10

CASH: \$48

ASSETS: \$600 (A small modest home in Cambridge, a few personal possessions, and a modest savings of \$120).

QUICK REFERENCE RULES

SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	1/2 Skill	1/3 Skill	01

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