

APOCTHULHU

SCENARIO RESOURCE PACK

KICK THE CAN

CREDITS

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Handout 1: What Happened In The Last Months of Human History?

A year ago, the world burned. You know – you were there on the night that the living balls of flame descended from the sky to indiscriminately kill and destroy.

Everyone on that night seemed so shocked and surprised. But with hindsight, it's obvious now that the signs were there for months leading up to that terrible moment. It all had to do with that fringe religion – or maybe it'd be more accurately called a 'cult' – going by the name of the "Church of Melqart, Lord of the City."

Where the Church came from, nobody really knew. They just burst onto the world stage – starting with the Internet, but soon after on sensational TV media as well – a few months before the world burned. The Church seemed to have a lot of money behind it, at least judging from the amount of advertising – print, TV, radio, and TV – that they bought up. Their message was a hackneyed one used by many doomsday cults before them: "the end of the world is nigh – the wisdom of Melqart is your only chance of surviving the imminent day of purification by flame."

The Chicken Nuggets Incident

In the jaded Internet age, such messages of (literal) "fire and brimstone" were resoundingly ridiculed. Massive threads on social media and anonymous-inflammatory web forums soon emerged, parodying the Church of Melqart and poking fun at their Old-Testament sensibilities. Things really took off when a tabloid news organization – the Global News Service – tracked down the head of the Melqart 'religion', ambush interviewing him in the car park of a Washington, D.C., fast food chicken restaurant. Staring straight down the barrel, the "High Priest of Melqart" (one Sharam Abunassar) told the world "Melqart wants you to be saved, not deep fried like these nuggets!" This absurd sound-bite took off, launching more than a dozen mocking memes in the first day. They were tweeted, shared, and amplified around the world. All of them accompanied by parodies of one pathetic image: Abunassar fleeing down the street shielding his face with a fast food bag and spitting curses of fiery doom at the throng of paparazzi chasing him.

It was a circus and the High Priest of Melqart was its public face. This was how a lot of people first heard of the Church.

For some reason, people thought that the Church of Melqart was funny. Some even started looking at their website and reading their messages and predictions. For a few lonely and eccentric people – including you – these messages offered a promise of belonging that was otherwise missing in their lives.

Tonight With Sung-Kuiper

After its trashing of the Church of Melqart – achieving record TV ratings – one of the cable networks that screened the GNS footage invited Sharam Abunassar in for a sit-down interview. It was with Sandra Sung-Kuiper, host of one of the network's prime time current affairs shows. It was, of course, a set-up but the acerbic host had the good grace to let Abunassar describe the tenets of his belief before roasting him with surprise theological experts and phone-in ignoramuses. It was from this 'interview' that most of the public knowledge about the Church of Melqart's beliefs entered common parlance.

You remember the interview well – in it Abunassar attempts to describe his group's veneration of the ancient Phoenician god Melqart, also called the Ba'al of Tyre. At the same time the on-screen experts relentless lambasted him. The latter group brought up ancient tales of human sacrifice, prophecies of a year of fiery purging, and the coming of a messiah. Abunassar sat there like a deer in the headlights. The TV audience lapped it up.

Church Merch

The sensationalist media attention led to even more Internet derision and, as is often the case, some contrarian behavior as well. Melqart (including stuffed and cartoon versions) began to show up everywhere. He even became featured as a particularly weak end-boss in a video game.

Then some gonzo outfit out of Las Vegas, R. Patel Productions, took the fad to the next level. Its "Official Guide to the Church of Melqart" portrayed Melqart as an ancient, legitimate faith centered around community, faith and fire as a cleansing force. For only \$16.66, one could get this rather well-written guide to the practices of Melqart. It denied the human sacrifice claims as "a vicious rumor spread by early monotheists" but did not shy away from some other tenets of the faith, including the "year of fire" – starting very soon – and the birth of a messiah. Their

Handout 1 (cont'd)

tenets also included burnt offerings, the need for absolute devotion, the importance of its priests being willing to suffer physical abuse, and the “symbolism of fire as both destroyer and renewer, life and death.” The Official Guide was available from the “unofficial official” website (churchofmelqart.com), and soon became available on Amazon.

For whatever reason you bought the Official Guide, even if you didn’t completely believe its message that the world was literally about to be purged by fire. Like, in the coming months. Not only did you buy the book, but you forked out the \$999.99 “faith pledge” to purchase the whole “Devotion Kit” complete with tickets to an official “End of the World” party and a guaranteed spot in one of the Church bomb shelters. Who knows why you bought into this much-ridiculed fad: maybe you were lonely, maybe you were trying to impress a romantic partner, maybe you were a New Age or occult dabbler?

The Purification Rite

The Devotion Kit included, along with a plushie Melqart (a ball of yellow fuzz with eyeballs all over it and a whimsical expression), a (mostly) harmless “Purification Rite.” The booklet clearly warned that the Purification Rite needed to be performed by the Faithful of Melqart if they wished to be welcomed in the prophesied New World, once the Lord of the City “cleared The Earth With His Holy Fire” and blessed a mortal with carrying his messiah. (Even then, it cautioned that to survive, the faithful should secure themselves in a proper bomb shelter once the Great Clearing for the Year of Fire began). The Purification Rite called for an offering of human blood to a bonfire on a clear, starry night in the fall, when the star Aldebaran was high.

You performed the rite, maybe as a joke or maybe half-believing it might save you. It wasn’t as bad as it sounded, since the rite allowed for blood ‘liberated’ from a blood bank rather than freshly spilled. When you carried out the ceremony, nothing much seemed to happen – so you pretty much forgot about it until the day when the Official Guide said the purging fire would descend.

[Continued on Handout #2]

Handout 4: All About Jezebel

The three Baptist preachers know the following information about Melqart and its relationship with Elijah and “Jezebel” as related in the Old Testament:

“Melqart is an alternate name for the old Phoenician god called the Ba’al of Tyre mentioned in the Old Testament. The heart of the story of Ba’al in the Bible is the story of Elijah and Jezebel. Jezebel, most Biblical scholars agree, was likely a real person, but that was likely not her real name. Jezebel means “Where is the Prince?” in Phoenician, and this was the cry that worshipers of the Ba’al of Tyre, Melqart, would use to try to summon his fire.

“The woman that the Bible calls Jezebel was a princess of Tyre who married Ahab, the King of the northern kingdom of Israel. This offended the prophet Elijah, because she did not worship the God of Israel, but rather Melqart and Melqart’s female consort, Ashtoreth. Worse, the Queen brought the worship of the two gods to Ahab’s court, and carried on Melqart’s idolatry openly. It was not unusual in that era for religions to migrate in this way, and for incumbent religions to resist, but for some reason that the Bible does not delve into, Jezebel especially infuriated Elijah. Elijah set out to destroy both her and Melqart, both physically and by reputation.

“The priests of Ba’al were initially humiliated by Elijah when, despite sacrificing their own blood, they could not call down fire, while he easily did. That public humiliation ordinarily would have been enough to drive the worship of Melqart from Israel, but God was not satisfied. Jezebel was the Queen and had tried to set up Melqart as the state religion. Moreover, as Queen, she was also High Priestess of Ashtoreth, Melqart’s consort.

“Elijah would have been expected to denounce Jezebel and call upon her to repent, but his prophecies about her castigated her as impure, and unflinchingly called out the means of her death: cast down from a high tower and devoured by dogs in the street. According to the Bible, that is exactly how she died, in the wake of a palace coup following Ahab’s death.”

Handout 2: The Night of Fire, Version A – Friends of Saoirse

On the night of the predicted firestorm, you were at one of the official “End of the World” parties. You were there with your good friend Saoirse Sullivan (Saoirse is pronounced a bit like Ser-sha, rhyming with inertia). Actually, it was her that got you into the whole Melqart thing in the first place. She was a 20-year-old exchange student from Ireland whom you had met when the whole Church of Melqart silliness began a few months earlier. Saoirse was into New Age and all the associated ‘witchcraft’ stuff, so of course she bought into the whole Melqart religious frenzy in a syncretic kind of way. In fact, it might well have been her enthusiasm that got you to consider performing the purification rite (or helping out while she performed it).

The “End of the World” party was all a bit underwhelming at first. But then, after dark the clouds cleared, and the stars came out. What you saw next is permanently etched on your mind. Everything – the whole sky – was on fire, everywhere, all at once. Millions of tiny, dancing stars, matching the description in the Church’s ‘Official Guide’ of the “Children of Melqart” – the “Ba’al’s angels and emissaries” – fell from the night sky in a dense, hour-long shower. They were beautiful, angelic balls of shifting light and color ... until they started burning almost everyone and everything in sight. According to the tsunami of tweets and Facebook updates that quickly followed, the same miracle turned horror was being witnessed everywhere on Earth.

The sentient balls of flame swarmed into the “End of the World” party – some people they attacked, others they ignored. You were among the latter group; you’d like to think it was down to the ‘Purification Rite’ you performed but who really knows? Faced with imminent immolation you did the only sensible thing you could do ... flee. Hardly anyone else made it out with you, but your friend Saoirse was among the lucky ones.

When you were out in the street, you could see that the same carnage was occurring there. What happened next is muddled and confused in your mind. You remember talking with a few others who had escaped the party – Saoirse mentioned the Church of Melqart bomb shelters. You realized suddenly that everything that had happened was just what they had predicted ... and their ‘Official Guide’ had a list of the locations of pre-prepared survival shelters. Not only that, it clearly spelled out that the only people who would survive the “Great Cleansing” were those in the shelters. So, you decided to try to make it to one. Saoirse said she’s come with you.

That’s when something weird happened. Just as you were all running down an alley on your way out of the city Saoirse, who was lagging behind the rest of the group, suddenly stopped and pulled out her cell phone. It was as though she had received a

message or something. She looked up at you from 50 yards away, a look of sheer confusion on her face and nodded strangely. She ran off in a completely different direction, pausing only for a moment to kick a garbage can and look back at you knowingly. You tried to follow her, but the chaos of the crowd meant she was soon lost in the panicked mass of humanity. You tried to call and text her, but never got a response.

You never saw Saoirse again. You do not know what became of her, but it’s safe to assume that when the Church of Melqart, Lord of the City said that even the faithful would need to take shelter when the Earth was cleared, they meant it. The sound of the trash can that Saoirse kicked as she fumbled with her phone in the chaos still gives you nightmares.

After being parted from your friend, the remainder of the trip through the burning ruins of the city was harrowing. Not everyone who was with you made it all the way – some succumbed to burns and smoke inhalation, others became victims of the fireball things. Eventually you managed to make it to the place described in the ‘Official Guide’ – an underground bomb shelter, five miles outside of the city. The ‘Guide’ told you how to access the shelter: inside you found that provisions had been prepared: food, water, and even a manually crank-powered CB Radio.

The shelter has been your home for the past year. The Devotion Kit told you what to do, how to seal the place up a couple of hours after the Apocalypse had started. It also told you to stay in the shelter at all costs, until the ‘all-clear signal’ was broadcast on the CB to tell everyone that it was safe to leave. If anyone died while you were in the shelter, it said, put them outside (but remember to tag them first for identification purposes).

Life has been pretty boring for the past twelve months, stuck in a single room with a half-dozen or so other folks who had likewise bought the Melqart Devotion Kit. There has been tension; there has been friction. But everyone has found a way to live together, despite the total lack of privacy. A few times brave or foolhardy people have suggested leaving the bunker, but such plans have evaporated quickly as soon as the door to the outside world was unlatched. In the first few months, flames still raged in the world beyond; then it was a wasteland of ashes; then a smoke-shrouded wilderland. None of the glimpses of the world-at-large made anyone want to leave the shelter’s safety.

It seemed for a long time as though you would just die here in the shelter. Despite the CB Radio being cranked every day (as the ‘Guide’ instructed) there was never any signal, just static. Until today that is ... perhaps today is the day when things fall into place

Handout 2: The Night of Fire, Version B – General Survivors

On the night of the predicted firestorm, you were at one of the official “End of the World” parties. The crowd was made up of a weird collection of oddballs, conspiracy theorists, and New Age wackos. You felt a bit out of place.

It was all a bit underwhelming at first. But then, after dark the clouds cleared, and the stars came out. What you saw next is permanently etched on your mind. Everything – the whole sky – was on fire, everywhere, all at once. Millions of tiny, dancing stars, matching the description in the Official Guide of the “Children of Melqart” – the Ba’al’s angels and emissaries – fell from the night sky in a dense, hour-long shower. They were beautiful, angelic balls of shifting light and color ... until they started burning almost everyone and everything in sight. According to the tsunami of tweets and Facebook updates that quickly followed, the same miracle turned horror was being witnessed everywhere on Earth.

The sentient balls of flame swarmed into the “End of the World” party – some people they attacked, others they ignored. You were among the latter group; you’d like to think it was down to the ‘Purification Rite’ you performed but who really knows? Faced with imminent immolation you did the only sensible thing you could do ... flee.

When you were out in the street, you could see that the same carnage was occurring there. What happened next is muddled and confused in your mind. You remember talking with a few others who had escaped the party – someone mentioned the Church of Melqart bomb shelters. You realized suddenly that everything that had happened was just what they had predicted ... and their ‘Official Guide’ had a list of the locations of pre-prepared survival shelters. Not only that, it clearly spelled out that the only people who would survive the “Great Cleansing” were those in the shelters. So, you decided to try to make it to one.

The trip through the burning ruins of the city, dodging people being burned to ashes by the flame balls, was harrowing. Not everyone who was with you made it all the way – some succumbed to burns and smoke inhalation, others became victims of the fire things. Eventually you managed to make it to the place described in the ‘Official Guide’ – an underground bomb shelter, five miles outside of the city. The ‘Guide’ told you how to access the shelter: inside you found that provisions had been prepared: food, water, and even a manually crank-powered CB Radio.

The shelter has been your home for the past year. The Devotion Kit told you what to do, how to seal the place up a couple of hours after the Apocalypse had started. It also told you to stay in the shelter at all costs, until the ‘all-clear signal’ was broadcast on the CB to tell everyone that it was safe to leave. If anyone died while you were in the shelter, it said, put them outside (but remember to tag them first for identification purposes).

Life has been pretty boring for the past twelve months, stuck in a single room with a half-dozen or so other folks who had likewise bought the Melqart Devotion Kit. There has been tension; there has been friction. But everyone has found a way to live together, despite the total lack of privacy. A few times brave or foolhardy people have suggested leaving the bunker, but such plans have evaporated quickly as soon as the door to the outside world was unlatched. In the first few months, flames still raged in the world beyond; then it was a wasteland of ashes; then a smoke-shrouded wilderland. None of the glimpses of the world-at-large made anyone want to leave the shelter’s safety.

It seemed for a long time as though you would just die here in the shelter. Despite the CB Radio being cranked every day (as the ‘Guide’ instructed) there was never any signal, just static. Until today that is ... perhaps today is the day when things fall into place.

Handout 3: Voicemail From The Future?

Um, hi. This is Jeanette. If you're receiving this, you haven't met me yet, and when you do, I won't remember this, because it won't have happened yet.

Um, you guys told me to tell you exactly what you remembered that I said, because that was important, which was that these guys have a Radio Tower and it can sometimes send messages back in time because of um, some science stuff, and you should pay attention because that's how prophecies work, self-fulfillment.

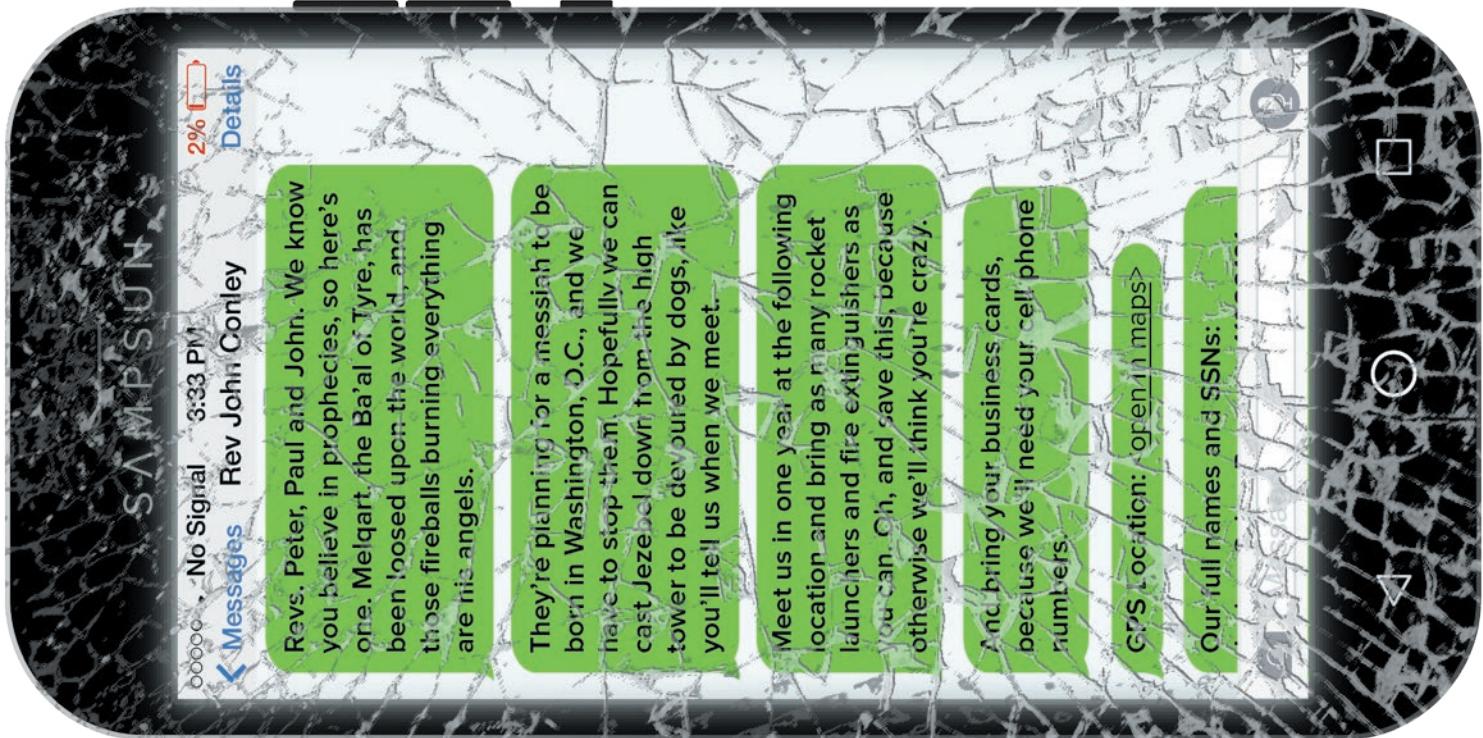
Also, you told me to remind you that the lady with the funny name drives a red car. I think you called it a 'terzel' or something.

I guess this is where I get cut off....

(Message abruptly ends).

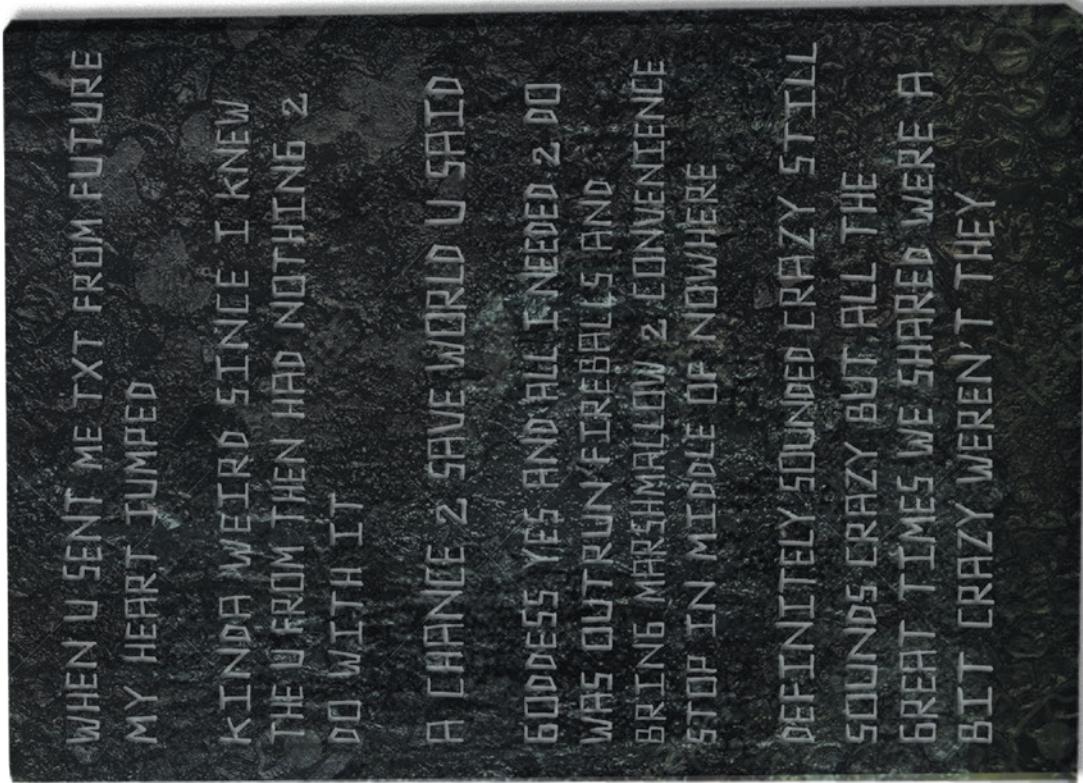


Handout 5: A Text From The Future?

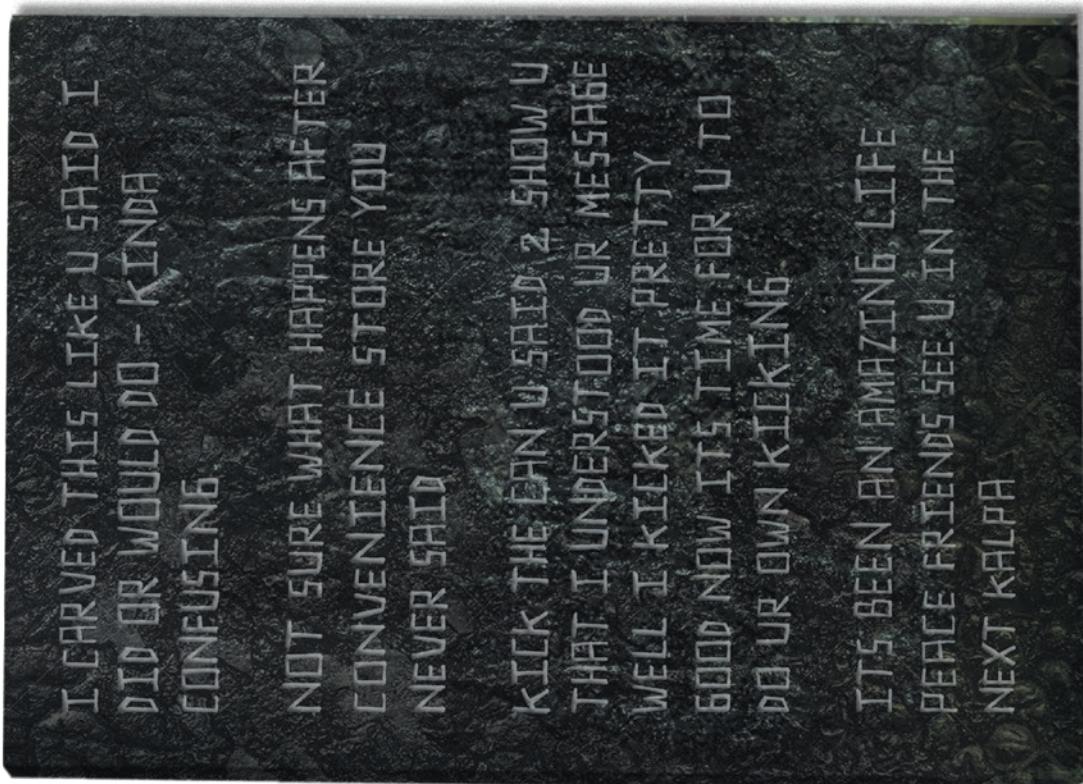


Handout 6: Saoirse's Carved Message

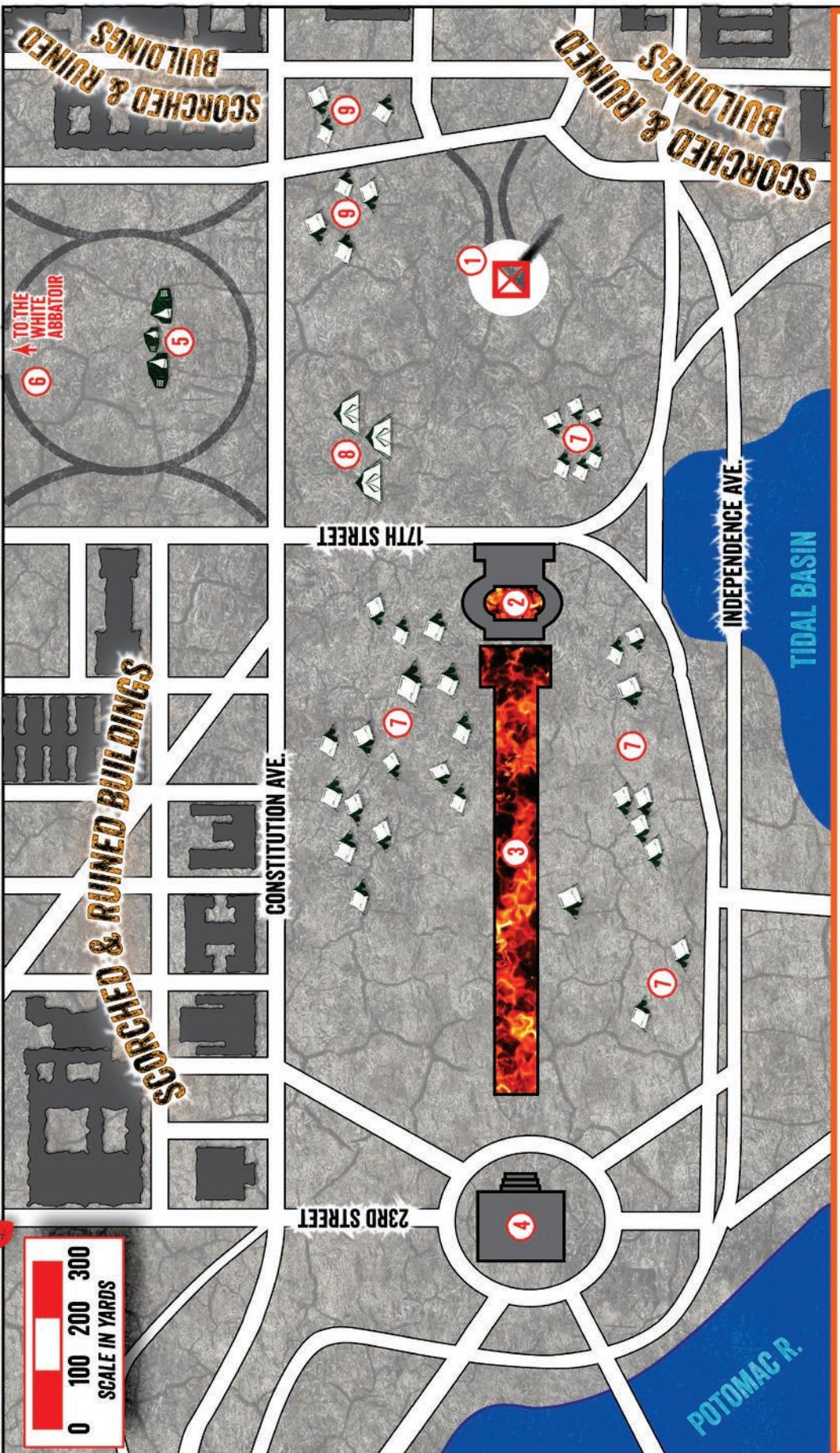
Front Side of Charred Stone Tablet



Reverse Side of Charred Stone Tablet



MELQART'S PLACE OF BECOMING



The Radio Tower (former Washington Monument)
 ① Communal Fire Pit & Gathering Place (former World War II Memorial)
 ② Reflections of Melqart (former Reflecting Pool, filled with gasoline & kept permanently alight)
 ③ General Camping Area / Shanty
 ④ Lincoln Memorial, guarded 24 hours
 ⑤ Latrine Tents, Shower Tents, Trash Pile, Pillories/Punishment Area
 ⑥ to Abattoir & Butcher's Store (frmr White House, now house of gore)
 ⑦ to the Radio Tower (former Washington Monument)
 ⑧ Mess & Cooking Tents
 ⑨ Camp used by fanatical cultists

LOVECRAFTIAN APOCALYPSE SURVIVOR CHARACTER RECORD

NAME Joshua Reynolds
SETTING Firelands of Melqart
ARCHETYPE Former Student
AGE 22 GENDER Male
HOME Bunker
BIRTHPLACE

>> STATISTICS

STATISTIC	SCORE	x 5	DISTINGUISHING FEATURE
Strength (STR)	14	70	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	10	50	

OTHER ATTRIBUTES

Willpower Points

11	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Exhausted (-20%)
MAX	CURRENT		

① WP 2 or less = emotional breakdown (-20%), WP 0 = incapacitated

DAMAGE BONUS +1

BODY ARMOR

MAX/STARTING HP	13
STUNNED	00 01 02
Current HP	03 04 05
06 07	08 09 10
11 12	13 14 15
16 17	18 19 20

PERMANENT INJURIES

MAX SAN 79 RECOVERY SAN 55

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

INCIDENTS OF SAN LOSS WITHOUT INSANITY

Violence Helplessness

BREAKING POINT

33

① Circle current SAN on meter. Black out numbers above MAX SAN. Draw box around Breaking Point

② Third checkbox filled, character is adapted

③ >5 SAN lost in one roll, temporary insanity. If SAN reaches Breaking Point, acquire a Disorder and reset BP

④ HP 2 or less = unconscious AND roll for permanent injury. HP of 0 = dead

>> SKILLS

Base ratings shown in [square brackets]. All skills with fill-in spaces for specializations, except Survival, have a base rating of 0%.

<input type="checkbox"/> ALERTNESS [20%]	60	<input type="checkbox"/> MILITARY SCIENCE [0%]
<input type="checkbox"/> ANTHROPOLOGY [0%]	40	<input type="checkbox"/> NAVIGATE [10%]
<input type="checkbox"/> APPRAISE [10%]		<input type="checkbox"/> OCCULT [10%]
<input type="checkbox"/> ARCHEOLOGY [0%]		<input type="checkbox"/> PERSUADE [20%]
<input type="checkbox"/> ART ()		<input type="checkbox"/> PHARMACY [0%]
<input type="checkbox"/> ART ()		<input type="checkbox"/> PILOT ()
<input type="checkbox"/> ARTILLERY [0%]		<input type="checkbox"/> PILOT ()
<input type="checkbox"/> ATHLETICS [30%]		<input type="checkbox"/> POST-APOC. LORE ()
<input type="checkbox"/> CRAFT (Cooking)	50	<input type="checkbox"/> POST-APOC. LORE ()
<input type="checkbox"/> CRAFT ()		<input type="checkbox"/> RANGED WEAPONS [20%]
<input type="checkbox"/> DEMOLITIONS [0%]		<input type="checkbox"/> REASSURE [10%]
<input type="checkbox"/> DISGUISE [10%]		<input type="checkbox"/> RESEARCH [10%]
<input type="checkbox"/> DODGE [30%]		<input type="checkbox"/> RIDE [10%]
<input type="checkbox"/> DRIVE [20%]		<input type="checkbox"/> SCAVENGE [10%]
<input type="checkbox"/> FIREARMS [20%]		<input type="checkbox"/> SCIENCE (Engineering)
<input type="checkbox"/> FIRST AID [10%]		<input type="checkbox"/> SCIENCE ()
<input type="checkbox"/> FOREIGN LANGUAGE ()		<input type="checkbox"/> SEARCH [20%]
<input type="checkbox"/> FOREIGN LANGUAGE ()		<input type="checkbox"/> STEALTH [10%]
<input type="checkbox"/> FORENSICS [0%]		<input type="checkbox"/> SURGERY [0%]
<input type="checkbox"/> HEAVY MACHINERY [10%]		<input type="checkbox"/> SURVIVAL (Wasteland) [10%]
<input type="checkbox"/> HEAVY WEAPONS [0%]		<input type="checkbox"/> SURVIVAL () [10%]
<input type="checkbox"/> HISTORY [10%]	50	<input type="checkbox"/> SWIM [20%]
<input type="checkbox"/> INSIGHT [10%]	30	<input type="checkbox"/> TECHNOLOGY USE [0%]
<input type="checkbox"/> LAW (Pre-Apocalypse America)	40	<input type="checkbox"/> UNARMED COMBAT [40%]
<input type="checkbox"/> LAW ()		<input type="checkbox"/> UNNATURAL [0%]
<input type="checkbox"/> MEDICINE [0%]		
<input type="checkbox"/> MELEE WEAPONS [30%]	70	

>> BONDS

INDIVIDUAL BOND SCORE

Chris R 10
(college fraternity brother)

Sam (romantic entanglement) 10

Mom & Dad 10

COMMUNITY BOND SCORE

Bunker Mates 9

Epsilon Rho Lambda fraternity 1

MOTIVATION / MENTAL DISORDER

PTSD (Hypervigilance)

PERMANENT RESOURCES 7

RESOURCE CHECKS	1	2	3	Black Out Unavailable Boxes
6	MAX 6			
1	MAX 6			Unlimited
	AT HAND	STOWED	IN STORAGE	

>> SURVIVOR'S STORY SO FAR

A recent college graduate (barely) with a bachelor's degree in hotel management (because those are the classes that you got Bs in, instead of Ds), you are socially awkward and immature. Before the Apocalypse, you bumbled through life on your parents' money, drinking and wallowing in an extended adolescence. You had no enemies but no real friends, either, and were living in your parents' basement after graduation while interning at a local franchise motel. You spent a lot of time playing video games and on the Internet. The bunker was just your latest basement cave, in a way. You found the Melqart meme through a Facebook group and joined because it sounded like something fun.

TERRIBLE TOMES & ARCANE RITUALS

Church of Melqart "Official Guide"

">>> GEAR

RECORD
PRISTINE/WORN/JUNK

18 rounds of .38 ammo

Trail bike, oddly appropriately sized

>> WEAPONS

(db) = damage bonus
(ap) = armor piercing

APOCTHULHU RULES CHEAT SHEET

III. DICE ROLLING RULES CHECK SHEET

Test Outcomes: Roll d100. If under test → **Success**; if digits of dice match also (or roll 01) → **Critical**. Roll over test → **Failure**; if digits of dice match also (or roll 00) → **Fumble**.

Opposed Tests: both sides roll and compare results
Critical beats Success beats any failure. If both parties succeed or crit, whoever rolled **HIGHER** wins

Combat Options: Aim, Attack, Called Shot, Disarm, Dodge, Escape Pin, Fight Back, Move, Pin, Wait.

Resisting Insanity: Project SAN loss onto Bond, Use Bond to Repress Temp Insanity / episode of Disorder

POST-APOCALYPSE WORLD

FELLOW SURVIVORS

LOVECRAFTIAN APOCALYPSE SURVIVOR CHARACTER RECORD

NAME Elijah Braddock
SETTING Firelands of Melqart
ARCHETYPE Conspiracy Theorist
AGE 55 GENDER Male
HOME Bunker
BIRTHPLACE

>> STATISTICS

STATISTIC	SCORE	x 5	DISTINGUISHING FEATURE
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	
Intelligence (INT)	14	70	
Power (POW)	13	65	
Charisma (CHA)	12	60	

OTHER ATTRIBUTES

Willpower Points

13	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Exhausted (-20%)
MAX	CURRENT		

WP 2 or less = emotional breakdown (-20%), WP 0 = incapacitated

DAMAGE BONUS 0

BODY ARMOR

MAX/STARTING HP 11

Current HP	00	01	02
STUNNED	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19
			20

PERMANENT INJURIES

MAX SAN 79 RECOVERY SAN 65

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

INCIDENTS OF SAN LOSS WITHOUT INSANITY

Violence Helplessness

BREAKING POINT **39**

Circle current SAN on meter. Black out numbers above MAX SAN. Draw box around Breaking Point

Third checkbox filled, character is adapted

>5 SAN lost in one roll, temporary insanity. If SAN reaches Breaking Point, acquire a Disorder and reset BP

HP 2 or less = unconscious AND roll for permanent injury. HP of 0 = dead

>> SKILLS

Base ratings shown in [square brackets]. All skills with fill-in spaces for specializations, except Survival, have a base rating of 0%.

<input type="checkbox"/> ALERTNESS [20%]		<input type="checkbox"/> MILITARY SCIENCE [0%]	
<input type="checkbox"/> ANTHROPOLOGY [0%]	40	<input type="checkbox"/> NAVIGATE [10%]	
<input type="checkbox"/> APPRAISE [10%]		<input type="checkbox"/> OCCULT [10%]	55
<input type="checkbox"/> ARCHEOLOGY [0%]		<input type="checkbox"/> PERSUADE [20%]	40
<input type="checkbox"/> ART (Voice Acting)	30	<input type="checkbox"/> PHARMACY [0%]	
<input type="checkbox"/> ART ()		<input type="checkbox"/> PILOT ()	
<input type="checkbox"/> ARTILLERY [0%]		<input type="checkbox"/> PILOT ()	
<input type="checkbox"/> ATHLETICS [30%]		<input type="checkbox"/> POST-APOC. LORE ()	
<input type="checkbox"/> CRAFT (Mechanic)	60	<input type="checkbox"/> POST-APOC. LORE ()	
<input type="checkbox"/> CRAFT ()		<input type="checkbox"/> RANGED WEAPONS [20%]	
<input type="checkbox"/> DEMOLITIONS [0%]	20	<input type="checkbox"/> REASSURE [10%]	
<input type="checkbox"/> DISGUISE [10%]		<input type="checkbox"/> RESEARCH [10%]	60
<input type="checkbox"/> DODGE [30%]	50	<input type="checkbox"/> RIDE [10%]	
<input type="checkbox"/> DRIVE [20%]		<input type="checkbox"/> SCAVENGE [10%]	
<input type="checkbox"/> FIREARMS [20%]		<input type="checkbox"/> SCIENCE (Engineering)	50
<input type="checkbox"/> FIRST AID [10%]		<input type="checkbox"/> SCIENCE ()	
<input type="checkbox"/> FOREIGN LANGUAGE ()		<input type="checkbox"/> SEARCH [20%]	50
<input type="checkbox"/> FOREIGN LANGUAGE ()		<input type="checkbox"/> STEALTH [10%]	
<input type="checkbox"/> FORENSICS [0%]		<input type="checkbox"/> SURGERY [0%]	
<input type="checkbox"/> HEAVY MACHINERY [10%]		<input type="checkbox"/> SURVIVAL (Wasteland) [10%]	40
<input type="checkbox"/> HEAVY WEAPONS [0%]		<input type="checkbox"/> SURVIVAL () [10%]	
<input type="checkbox"/> HISTORY [10%]	50	<input type="checkbox"/> SWIM [20%]	
<input type="checkbox"/> INSIGHT [10%]	50	<input type="checkbox"/> TECHNOLOGY USE [0%]	60
<input type="checkbox"/> LAW ()		<input type="checkbox"/> UNARMED COMBAT [40%]	
<input type="checkbox"/> LAW ()		<input type="checkbox"/> UNNATURAL [0%]	20
<input type="checkbox"/> MEDICINE [0%]			
<input type="checkbox"/> MELEE WEAPONS [30%]			

>> BONDS

INDIVIDUAL BOND SCORE

Zapruder 12
(former pet dog)

COMMUNITY BOND SCORE

Bunker Mates 3
Conspiracy Theorists Alliance 10

MOTIVATION / MENTAL DISORDER

PTSD (Hypervigilance)

PERMANENT RESOURCES 5

RESOURCE CHECKS	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Black Out Unavailable Boxes
1 2 3				

5		
MAX 6		
AT HAND	STOWED	IN STORAGE

>> SURVIVOR'S STORY SO FAR

You were the second banana on a weekly conspiracy theory podcast with a modest following: a libertarian expounder of states' rights, the Second Amendment and the looming threat of every level of government. You believe in everything from Roswell aliens, to 9/11 being faked, to the Gnomes of Zurich. You were convinced that the Melqart meme was some kind of secret, Illuminated plan to prepare a chosen few for a Post-Apocalyptic world, so you decided to infiltrate it. You were right, but were not prepared for the fact that so many others were dupes as well. You have a driving need to know "why" about everything.

TERRIBLE TOMES & ARCANE RITUALS

Church of Melgart "Official Guide"

>> GEAR

RECORD
PRISTINE/WORN/JUNK

18 rounds of .38 ammo

Trail bike, oddly appropriately sized

>> WEAPONS

(db) = damage bonus
(ap) = armor piercing

APOCTHULHU RULES CHEAT SHEET

III. DICE ROLLING RULES CHECK SHEET

Test Outcomes: Roll d100. If under test → **Success**; if digits of dice match also (or roll 01) → **Critical**. Roll over test → **Failure**; if digits of dice match also (or roll 00) → **Fumble**.

Opposed Tests: both sides roll and compare results
Critical beats Success beats any failure. If both parties succeed or crit, whoever rolled **HIGHER** wins

Combat Options: Aim, Attack, Called Shot, Disarm, Dodge, Escape Pin, Fight Back, Move, Pin, Wait.

Resisting Insanity: Project SAN loss onto Bond, Use Bond to Repress Temp Insanity / episode of Disorder

POST-APOCALYPSE WORLD

FELLOW SURVIVORS

LOVECRAFTIAN APOCALYPSE SURVIVOR CHARACTER RECORD

NAME Noah Fisher
SETTING Firelands of Melqart
ARCHETYPE War Veteran
AGE 65 GENDER Male
HOME Bunker
BIRTHPLACE

>> STATISTICS

STATISTIC	SCORE	x 5	DISTINGUISHING FEATURE
Strength (STR)	8	40	
Constitution (CON)	10	50	
Dexterity (DEX)	9	45	
Intelligence (INT)	10	50	
Power (POW)	8	40	
Charisma (CHA)	6	30	

OTHER ATTRIBUTES

Willpower Points

8	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Exhausted (-20%)
MAX	CURRENT		

WP 2 or less = emotional breakdown (-20%), WP 0 = incapacitated

DAMAGE BONUS -1

BODY ARMOR

MAX/STARTING HP	9
STUNNED	00 01 02
Current HP	03 04 05
06 07 08	09 10
11 12 13	14 15
16 17 18	19 20

PERMANENT INJURIES

MAX SAN 79 RECOVERY SAN 40

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

INCIDENTS OF SAN LOSS WITHOUT INSANITY

Violence Helplessness

BREAKING POINT

24

Circle current SAN on meter. Black out numbers above MAX SAN. Draw box around Breaking Point

Third checkbox filled, character is adapted

>5 SAN lost in one roll, temporary insanity. If SAN reaches Breaking Point, acquire a Disorder and reset BP

HP 2 or less = unconscious AND roll for permanent injury. HP of 0 = dead

>> SKILLS

Base ratings shown in [square brackets]. All skills with fill-in spaces for specializations, except Survival, have a base rating of 0%.

<input type="checkbox"/> ALERTNESS [20%]		<input type="checkbox"/> MILITARY SCIENCE [0%]	80
<input type="checkbox"/> ANTHROPOLOGY [0%]		<input type="checkbox"/> NAVIGATE [10%]	50
<input type="checkbox"/> APPRAISE [10%]		<input type="checkbox"/> OCCULT [10%]	15
<input type="checkbox"/> ARCHEOLOGY [0%]		<input type="checkbox"/> PERSUADE [20%]	40
<input type="checkbox"/> ART ()		<input type="checkbox"/> PHARMACY [0%]	
<input type="checkbox"/> ART ()		<input type="checkbox"/> PILOT ()	
<input type="checkbox"/> ARTILLERY [0%]	50	<input type="checkbox"/> PILOT ()	
<input type="checkbox"/> ATHLETICS [30%]		<input type="checkbox"/> POST-APOC. LORE ()	
<input type="checkbox"/> CRAFT ()		<input type="checkbox"/> POST-APOC. LORE ()	
<input type="checkbox"/> CRAFT ()		<input type="checkbox"/> RANGED WEAPONS [20%]	
<input type="checkbox"/> DEMOLITIONS [0%]	40	<input type="checkbox"/> REASSURE [10%]	
<input type="checkbox"/> DISGUISE [10%]	30	<input type="checkbox"/> RESEARCH [10%]	
<input type="checkbox"/> DODGE [30%]		<input type="checkbox"/> RIDE [10%]	
<input type="checkbox"/> DRIVE [20%]	40	<input type="checkbox"/> SCAVENGE [10%]	80
<input type="checkbox"/> FIREARMS [20%]	60	<input type="checkbox"/> SCIENCE ()	
<input type="checkbox"/> FIRST AID [10%]	40	<input type="checkbox"/> SCIENCE ()	
<input type="checkbox"/> FOREIGN LANGUAGE ()		<input type="checkbox"/> SEARCH [20%]	
<input type="checkbox"/> FOREIGN LANGUAGE ()		<input type="checkbox"/> STEALTH [10%]	
<input type="checkbox"/> FORENSICS [0%]		<input type="checkbox"/> SURGERY [0%]	
<input type="checkbox"/> HEAVY MACHINERY [10%]		<input type="checkbox"/> SURVIVAL [Wasteland] [10%]	60
<input type="checkbox"/> HEAVY WEAPONS [0%]	40	<input type="checkbox"/> SURVIVAL () [10%]	
<input type="checkbox"/> HISTORY [10%]		<input type="checkbox"/> SWIM [20%]	
<input type="checkbox"/> INSIGHT [10%]	50	<input type="checkbox"/> TECHNOLOGY USE [0%]	40
<input type="checkbox"/> LAW (Pre-Apocalypse America)	30	<input type="checkbox"/> UNARMED COMBAT [40%]	
<input type="checkbox"/> LAW ()		<input type="checkbox"/> UNNATURAL [0%]	20
<input type="checkbox"/> MEDICINE [0%]			
<input type="checkbox"/> MELEE WEAPONS [30%]	50		

>> BONDS

INDIVIDUAL BOND SCORE

'Crazy' Sampson 6

(fellow vet and barhound)

Delilah 6

(waitress at diner)

COMMUNITY BOND SCORE

Bunker Mates 9

MOTIVATION / MENTAL DISORDER

PTSD (Hypervigilance)

PERMANENT RESOURCES 4

RESOURCE CHECKS Black Out

1	2	3	Unavailable Boxes
4	MAX 6	Unlimited	

AT HAND STOWED IN STORAGE

>> SURVIVOR'S STORY SO FAR

You are a decrepit, broken-down Vietnam veteran. You were in bad shape before all of this Melqart business started, in and out of mental hospitals, chronically ill, on and off the streets. You saw things — horrible things that you have mostly blocked out — in 'Nam, and something about what was happening left you very agitated. You stole the money for the Devotion Kit from a liquor store, cleaned yourself up, and started going to meetings with the lonely kids and New Age weirdos. To you, this all seems like a giant set up; things are too pat, too convenient, and no one is to be trusted.

TERRIBLE TOMES & ARCANE RITUALS

Church of Melqart "Official Guide"

">>> GEAR

RECORD
PRISTINE/WORN/JUNK

18 rounds of .38 ammo

Trail bike, oddly appropriately sized

>> WEAPONS

(db) = damage bonus
(ap) = armor piercing

APOCTHULHU RULES CHEAT SHEET

Test Outcomes: Roll d100. If under test → **Success**; if digits of dice match also (or roll 01) → **Critical**. Roll over test → **Failure**; if digits of dice match also (or roll 00) → **Fumble**.

Opposed Tests: both sides roll and compare results
Critical beats Success beats any failure. If both parties succeed or crit, whoever rolled **HIGHER** wins

Combat Options: Aim, Attack, Called Shot, Disarm, Dodge, Escape Pin, Fight Back, Move, Pin, Wait.

Resisting Insanity: Project SAN loss onto Bond, Use Bond to Repress Temp Insanity / episode of Disorder

POST-APOCALYPSE WORLD

FELLOW SURVIVORS

LOVECRAFTIAN APOCALYPSE SURVIVOR CHARACTER RECORD

NAME Seth Crabtree, Jr.
SETTING Firelands of Melqart
ARCHETYPE Saoirse's (maybe) Boyfriend
AGE 20 GENDER Male
HOME Bunker
BIRTHPLACE

>> STATISTICS

STATISTIC	SCORE	x 5	DISTINGUISHING FEATURE
Strength (STR)	16	80	
Constitution (CON)	14	70	
Dexterity (DEX)	16	80	
Intelligence (INT)	13	65	
Power (POW)	13	65	
Charisma (CHA)	14	70	

OTHER ATTRIBUTES

Willpower Points

13	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Exhausted (-20%)
MAX	CURRENT		

WP 2 or less = emotional breakdown (-20%), WP 0 = incapacitated

DAMAGE BONUS +1

BODY ARMOR

MAX/STARTING HP 15

Current HP	00	01	02
STUNNED	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19

PERMANENT INJURIES

MAX SAN 79 RECOVERY SAN 65

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

INCIDENTS OF SAN LOSS WITHOUT INSANITY

Violence Helplessness

BREAKING POINT

39

Circle current SAN on meter. Black out numbers above MAX SAN. Draw box around Breaking Point.

Third checkbox filled, character is adapted

>5 SAN lost in one roll, temporary insanity. If SAN reaches Breaking Point, acquire a Disorder and reset BP.

HP 2 or less = unconscious AND roll for permanent injury. HP of 0 = dead

>> SKILLS

Base ratings shown in [square brackets]. All skills with fill-in spaces for specializations, except Survival, have a base rating of 0%.

<input type="checkbox"/> ALERTNESS [20%]	<input type="checkbox"/> MILITARY SCIENCE [0%]
<input type="checkbox"/> ANTHROPOLOGY [0%]	<input type="checkbox"/> NAVIGATE [10%]
<input type="checkbox"/> APPRAISE [10%]	<input type="checkbox"/> OCCULT [10%]
<input type="checkbox"/> ARCHEOLOGY [0%]	<input type="checkbox"/> PERSUADE [20%]
<input type="checkbox"/> ART ()	<input type="checkbox"/> PHARMACY [0%]
<input type="checkbox"/> ART ()	<input type="checkbox"/> PILOT ()
<input type="checkbox"/> ARTILLERY [0%]	<input type="checkbox"/> PILOT ()
<input type="checkbox"/> ATHLETICS [30%]	<input type="checkbox"/> POST-APOC. LORE ()
<input type="checkbox"/> CRAFT (Ice Hockey) 50	<input type="checkbox"/> POST-APOC. LORE ()
<input type="checkbox"/> CRAFT ()	<input type="checkbox"/> RANGED WEAPONS [20%]
<input type="checkbox"/> DEMOLITIONS [0%]	<input type="checkbox"/> REASSURE [10%]
<input type="checkbox"/> DISGUISE [10%]	<input type="checkbox"/> RESEARCH [10%]
<input type="checkbox"/> DODGE [30%]	<input type="checkbox"/> RIDE [10%]
<input type="checkbox"/> DRIVE [20%]	<input type="checkbox"/> SCAVENGE [10%]
<input type="checkbox"/> FIREARMS [20%]	<input type="checkbox"/> SCIENCE (Chemistry) 40
<input type="checkbox"/> FIRST AID [10%]	<input type="checkbox"/> SCIENCE ()
<input type="checkbox"/> FOREIGN LANGUAGE (French) 40	<input type="checkbox"/> SEARCH [20%]
<input type="checkbox"/> FOREIGN LANGUAGE ()	<input type="checkbox"/> STEALTH [10%]
<input type="checkbox"/> FORENSICS [0%]	<input type="checkbox"/> SURGERY [0%]
<input type="checkbox"/> HEAVY MACHINERY [10%]	<input type="checkbox"/> SURVIVAL (Wasteland) [10%]
<input type="checkbox"/> HEAVY WEAPONS [0%]	<input type="checkbox"/> SURVIVAL () [10%]
<input type="checkbox"/> HISTORY [10%]	<input type="checkbox"/> SWIM [20%]
<input type="checkbox"/> INSIGHT [10%]	<input type="checkbox"/> TECHNOLOGY USE [0%]
<input type="checkbox"/> LAW ()	<input type="checkbox"/> UNARMED COMBAT [40%]
<input type="checkbox"/> LAW ()	<input type="checkbox"/> UNNATURAL [0%]
<input type="checkbox"/> MEDICINE [0%]	
<input type="checkbox"/> MELEE WEAPONS [30%]	

>> BONDS

INDIVIDUAL BOND SCORE

Saoirse Sullivan 17

Dad 11

COMMUNITY BOND SCORE

Bunker Mates 13

French Club 1

College Hockey Team 4

MOTIVATION / MENTAL DISORDER

PTSD (Hypervigilance)

PERMANENT RESOURCES

RESOURCE CHECKS Black Out
1 2 3 Unavailable Boxes

MAX 6	MAX 6	Unlimited
AT HAND	STOWED	IN STORAGE

>> SURVIVOR'S STORY SO FAR

For you, it was all about Saoirse, the pretty girl who kept turning up at your college hockey games. She was weird, with all of the New Age crystals and goddesses and 'witchcraft' and crap, but she was so sweet and so pretty. Even her stupid little dog Marshmallow liked you. You started dating her right around the time that the whole Melqart nonsense was getting started, and only went to the End of the World party with her because you two were really starting to get serious. You got separated from Saoirse on the way to the bomb shelter that she told you to head for, in case "something bad happened." For some reason she didn't answer your texts or calls; maybe they never got through. Who knows? You are determined to find out what happened to Saoirse, as well as your dad. Sitting around here is not going to get anything done.

TERRIBLE TOMES & ARCANE RITUALS

Church of Melqart "Official Guide"

>> GEAR

RECORD
PRISTINE/WORN/JUNK

18 rounds of .38 ammo

Trail bike, oddly appropriately sized

>> WEAPONS

(db) = damage bonus
(ap) = armor piercing

WEAPON	SKILL %	BASE RANGE	DAMAGE	(db)	(ap)	PRISTINE/WORN/JUNK	LETHALITY %	KILL RADIUS	AMMO
.38 Caliber Revolver	40	10 yards	1D8			<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-	-	6
KBAR Fighting Knife	30	-	1D6+1	+1	3	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-	-	-
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			

APOCTHULHU RULES CHEAT SHEET

Test Outcomes: Roll d100. If under test → **Success**; if digits of dice match also (or roll 01) → **Critical**. Roll over test → **Failure**; if digits of dice match also (or roll 00) → **Fumble**.

Opposed Tests: both sides roll and compare results. Critical beats Success beats any failure. If both parties succeed or crit, whoever rolled **HIGHER** wins.

Combat Options: Aim, Attack, Called Shot, Disarm, Dodge, Escape Pin, Fight Back, Move, Pin, Wait.

Resisting Insanity: Project SAN loss onto Bond, Use Bond to Repress Temp Insanity / episode of Disorder

POST-APOCALYPSE WORLD

FELLOW SURVIVORS

LOVECRAFTIAN APOCALYPSE SURVIVOR CHARACTER RECORD

NAME Esther "Lita" Price
SETTING Firelands of Melqart
ARCHETYPE Saoirse's College Roommate
AGE 21 GENDER Female
HOME Bunker
BIRTHPLACE

>> STATISTICS

STATISTIC	SCORE	x 5	DISTINGUISHING FEATURE
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	
Intelligence (INT)	17	85	
Power (POW)	12	60	
Charisma (CHA)	7	35	

OTHER ATTRIBUTES

Willpower Points

12	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Exhausted (-20%)
MAX	CURRENT		

WP 2 or less = emotional breakdown (-20%), WP 0 = incapacitated

DAMAGE BONUS 0
BODY ARMOR

MAX/STARTING HP	11
STUNNED	00 01 02
Current HP	03 04 05
06 07 08 09 10	
11 12 13 14 15	
16 17 18 19 20	

PERMANENT INJURIES

MAX SAN	79	RECOVERY SAN	60	Insane	01	02	03	04	05	06	07	Current SAN	
08	09	10	11	12	13	14	15	16	17	18	19	20	21
31	32	33	34	35	36	37	38	39	40	41	42	43	44
54	55	56	57	58	59	60	61	62	63	64	65	66	67
77	78	79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99					

INCIDENTS OF SAN LOSS WITHOUT INSANITY

Violence Helplessness

BREAKING POINT

36

Circle current SAN on meter. Black out numbers above MAX SAN. Draw box around Breaking Point.

Third checkbox filled, character is adapted

>5 SAN lost in one roll, temporary insanity. If SAN reaches Breaking Point, acquire a Disorder and reset BP

HP 2 or less = unconscious AND roll for permanent injury. HP of 0 = dead

>> SKILLS

Base ratings shown in [square brackets]. All skills with fill-in spaces for specializations, except Survival, have a base rating of 0%.

<input type="checkbox"/> ALERTNESS [20%]		<input type="checkbox"/> MILITARY SCIENCE [0%]	
<input type="checkbox"/> ANTHROPOLOGY [0%]	40	<input type="checkbox"/> NAVIGATE [10%]	30
<input type="checkbox"/> APPRAISE [10%]		<input type="checkbox"/> OCCULT [10%]	45
<input type="checkbox"/> ARCHEOLOGY [0%]		<input type="checkbox"/> PERSUADE [20%]	60
<input type="checkbox"/> ART ()		<input type="checkbox"/> PHARMACY [0%]	
<input type="checkbox"/> ART ()		<input type="checkbox"/> PILOT ()	
<input type="checkbox"/> ARTILLERY [0%]		<input type="checkbox"/> PILOT ()	
<input type="checkbox"/> ATHLETICS [30%]		<input type="checkbox"/> POST-APOC. LORE ()	
<input type="checkbox"/> CRAFT (Organic Farming)	50	<input type="checkbox"/> POST-APOC. LORE ()	
<input type="checkbox"/> CRAFT ()		<input type="checkbox"/> RANGED WEAPONS [20%]	
<input type="checkbox"/> DEMOLITIONS [0%]		<input type="checkbox"/> REASSURE [10%]	50
<input type="checkbox"/> DISGUISE [10%]	50	<input type="checkbox"/> RESEARCH [10%]	50
<input type="checkbox"/> DODGE [30%]		<input type="checkbox"/> RIDE [10%]	
<input type="checkbox"/> DRIVE [20%]		<input type="checkbox"/> SCAVENGE [10%]	50
<input type="checkbox"/> FIREARMS [20%]		<input type="checkbox"/> SCIENCE (Cryptography)	40
<input type="checkbox"/> FIRST AID [10%]	30	<input type="checkbox"/> SCIENCE ()	
<input type="checkbox"/> FOREIGN LANGUAGE ()		<input type="checkbox"/> SEARCH [20%]	30
<input type="checkbox"/> FOREIGN LANGUAGE ()		<input type="checkbox"/> STEALTH [10%]	
<input type="checkbox"/> FORENSICS [0%]		<input type="checkbox"/> SURGERY [0%]	
<input type="checkbox"/> HEAVY MACHINERY [10%]		<input type="checkbox"/> SURVIVAL (Wasteland) [10%]	20
<input type="checkbox"/> HEAVY WEAPONS [0%]		<input type="checkbox"/> SURVIVAL () [10%]	
<input type="checkbox"/> HISTORY [10%]	50	<input type="checkbox"/> SWIM [20%]	
<input type="checkbox"/> INSIGHT [10%]	50	<input type="checkbox"/> TECHNOLOGY USE [0%]	60
<input type="checkbox"/> LAW (Pre-Apocalypse America)	40	<input type="checkbox"/> UNARMED COMBAT [40%]	
<input type="checkbox"/> LAW ()		<input type="checkbox"/> UNNATURAL [0%]	20
<input type="checkbox"/> MEDICINE [0%]			
<input type="checkbox"/> MELEE WEAPONS [30%]	50		

>> BONDS

INDIVIDUAL BOND

Saoirse Sullivan 8

Asher 6

(government inside informant and sometimes romantic interest)

COMMUNITY BOND

Bunker Mates 5

#TruthMatters Facebook group 5

Underground Environmental Radical group 5

MOTIVATION / MENTAL DISORDER

PTSD (Hypervigilance)

PERMANENT RESOURCES

RESOURCE CHECKS 9

1 2 3 Black Out Unavailable Boxes

6	3	Unlimited
MAX 6	MAX 6	IN STORAGE

>> SURVIVOR'S STORY SO FAR

You were Saoirse's college roommate. You are quite smart but also quite combative. You don't like people in general, unless they belong to an 'under-privileged' social group, in which case, they – like you – are oppressed. You espouse the entire range of far-left views and ideologies and are quickly hostile and verbally abusive to anyone who disagrees with you. You worked part-time as a crisis center counselor and social organizer for left-wing causes. If anything, the stress of most of humanity being burned to a crisp has made you more hostile, not less. You got along reasonably well with Saoirse, whose interest in the polytheistic Melqart religion (where the goddess Ashtoreth was co-equal) appealed to you. As time went on, though, you grew to dislike the Melqart meme because, really, the goddess should have been pre-eminent.

TERRIBLE TOMES & ARCANE RITUALS

Church of Melqart "Official Guide"

>> GEAR

RECORD
PRISTINE/WORN/JUNK

18 rounds of .38 ammo

Trail bike, oddly appropriately sized

>> WEAPONS

(db) = damage bonus
(ap) = armor piercing

WEAPON	SKILL %	BASE RANGE	DAMAGE	(db)	(ap)	PRISTINE/WORN/JUNK	LETHALITY %	KILL RADIUS	AMMO
.38 Caliber Revolver	20	10 yards	1D8			<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-	-	6
KBAR Fighting Knife	50	-	1D6+1	3		<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-	-	-
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			

APOCTHULHU RULES CHEAT SHEET

Test Outcomes: Roll d100. If under test → **Success**; if digits of dice match also (or roll 01) → **Critical**. Roll over test → **Failure**; if digits of dice match also (or roll 00) → **Fumble**.

Opposed Tests: both sides roll and compare results. Critical beats Success beats any failure. If both parties succeed or crit, whoever rolled **HIGHER** wins.

Combat Options: Aim, Attack, Called Shot, Disarm, Dodge, Escape Pin, Fight Back, Move, Pin, Wait.

Resisting Insanity: Project SAN loss onto Bond, Use Bond to Repress Temp Insanity / episode of Disorder

POST-APOCALYPSE WORLD

FELLOW SURVIVORS

LOVECRAFTIAN APOCALYPSE SURVIVOR CHARACTER RECORD

NAME Judith Drake
SETTING Firelands of Melqart
ARCHETYPE Grown-Up LARPer Nerd
AGE 27 GENDER Female
HOME Bunker
BIRTHPLACE

>> STATISTICS

STATISTIC	SCORE	x 5	DISTINGUISHING FEATURE
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	11	55	

OTHER ATTRIBUTES

Willpower Points

12	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Exhausted (-20%)
MAX	CURRENT		

• WP 2 or less = emotional breakdown (-20%), WP 0 = incapacitated

DAMAGE BONUS 0

BODY ARMOR

MAX/STARTING HP 11

Current HP	00	01	02
STUNNED	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19
			20

MAX SAN 79 RECOVERY SAN 60

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

INCIDENTS OF SAN LOSS WITHOUT INSANITY

Violence Helplessness

BREAKING POINT

36

• Circle current SAN on meter. Black out numbers above MAX SAN. Draw box around Breaking Point

• Third checkbox filled, character is adapted

• >5 SAN lost in one roll, temporary insanity. If SAN reaches Breaking Point, acquire a Disorder and reset BP

• HP 2 or less = unconscious AND roll for permanent injury. HP of 0 = dead

PERMANENT INJURIES

>> SKILLS

Base ratings shown in [square brackets]. All skills with fill-in spaces for specializations, except Survival, have a base rating of 0%.

<input type="checkbox"/> ALERTNESS [20%]		<input type="checkbox"/> MILITARY SCIENCE [0%]	
<input type="checkbox"/> ANTHROPOLOGY [0%]	40	<input type="checkbox"/> NAVIGATE [10%]	
<input type="checkbox"/> APPRAISE [10%]	30	<input type="checkbox"/> OCCULT [10%]	15
<input type="checkbox"/> ARCHEOLOGY [0%]		<input type="checkbox"/> PERSUADE [20%]	40
<input type="checkbox"/> ART (Acting)	50	<input type="checkbox"/> PHARMACY [0%]	
<input type="checkbox"/> ART (Costuming)	30	<input type="checkbox"/> PILOT ()	
<input type="checkbox"/> ARTILLERY [0%]		<input type="checkbox"/> PILOT ()	
<input type="checkbox"/> ATHLETICS [30%]		<input type="checkbox"/> POST-APOC. LORE ()	
<input type="checkbox"/> CRAFT ()		<input type="checkbox"/> POST-APOC. LORE ()	
<input type="checkbox"/> CRAFT ()		<input type="checkbox"/> RANGED WEAPONS [20%]	
<input type="checkbox"/> DEMOLITIONS [0%]		<input type="checkbox"/> REASSURE [10%]	50
<input type="checkbox"/> DISGUISE [10%]	50	<input type="checkbox"/> RESEARCH [10%]	60
<input type="checkbox"/> DODGE [30%]	50	<input type="checkbox"/> RIDE [10%]	
<input type="checkbox"/> DRIVE [20%]		<input type="checkbox"/> SCAVENGE [10%]	
<input type="checkbox"/> FIREARMS [20%]		<input type="checkbox"/> SCIENCE ()	
<input type="checkbox"/> FIRST AID [10%]	30	<input type="checkbox"/> SCIENCE ()	
<input type="checkbox"/> FOREIGN LANGUAGE (Latin)	40	<input type="checkbox"/> SEARCH [20%]	50
<input type="checkbox"/> FOREIGN LANGUAGE ()		<input type="checkbox"/> STEALTH [10%]	
<input type="checkbox"/> FORENSICS [0%]		<input type="checkbox"/> SURGERY [0%]	
<input type="checkbox"/> HEAVY MACHINERY [10%]		<input type="checkbox"/> SURVIVAL (Wasteland) [10%]	20
<input type="checkbox"/> HEAVY WEAPONS [0%]		<input type="checkbox"/> SURVIVAL () [10%]	
<input type="checkbox"/> HISTORY [10%]	50	<input type="checkbox"/> SWIM [20%]	
<input type="checkbox"/> INSIGHT [10%]	50	<input type="checkbox"/> TECHNOLOGY USE [0%]	60
<input type="checkbox"/> LAW ()		<input type="checkbox"/> UNARMED COMBAT [40%]	
<input type="checkbox"/> LAW ()		<input type="checkbox"/> UNNATURAL [0%]	20
<input type="checkbox"/> MEDICINE [0%]			
<input type="checkbox"/> MELEE WEAPONS [30%]	70		

>> BONDS

INDIVIDUAL BOND SCORE

Galadriel (pet dog) 11

Sanjeet 11

(head of local SCA guild)

COMMUNITY BOND SCORE

Bunker Mates 10

MOTIVATION / MENTAL DISORDER

PTSD (Hypervigilance)

PERMANENT RESOURCES SCORE

10

RESOURCE CHECKS Black Out
1 2 3 Unavailable Boxes

6	4	Unlimited
MAX 6	MAX 6	IN STORAGE

AT HAND

STOWED

IN STORAGE

>> SURVIVOR'S STORY SO FAR

You worked as a bank teller, lived alone, and volunteered as an animal rights activist before the Apocalypse. The rest of your spare time — every weekend without fail — was spent in every sort of make-believe, from LARPing to furry conventions to SCA encampments. The worship of Melqart was just one more role-playing exercise for you. You are timid in real life but launch wholeheartedly into your many characters. You have lost a great deal of weight in the past year of being cooped up in a bomb shelter.

TERRIBLE TOMES & ARCANE RITUALS

Church of Melqart "Official Guide"

">>> GEAR

RECORD
PRISTINE/WORN/JUNK

18 rounds of .38 ammo

Trail bike, oddly appropriately sized

>> WEAPONS

(db) = damage bonus
(ap) = armor piercing

APOCTHULHU RULES CHEAT SHEET

Test Outcomes: Roll d100. If under test → **Success**; if digits of dice match also (or roll 01) → **Critical**. Roll over test → **Failure**; if digits of dice match also (or roll 00) → **Fumble**.

Opposed Tests: both sides roll and compare results
Critical beats Success beats any failure. If both parties succeed or crit, whoever rolled **HIGHER** wins

Combat Options: Aim, Attack, Called Shot, Disarm, Dodge, Escape Pin, Fight Back, Move, Pin, Wait.

Resisting Insanity: Project SAN loss onto Bond, Use Bond to Repress Temp Insanity / episode of Disorder

POST-APOCALYPSE WORLD

FELLOW SURVIVORS