

Alone Against THE FROST

Solitaire Adventure in Canada's Wilds

Pre-Generated Investigators

Alone Against the Frost © copyright 1985, 2019 Chaosium Inc. All rights reserved.

Call of Cthulhu © copyright 1981–2020 Chaosium Inc. All rights reserved.

Call of Cthulhu, Chaosium Inc., and the Chaosium dragon are registered trademarks of Chaosium Inc.

This is a work of fiction and may include descriptions of real places, real events, and real people. These may not be presented accurately and with conformity to the real-world nature of these places, people, and events, and are reinterpreted through the lens of the Cthulhu Mythos and the Call of Cthulhugame in general. No offense to anyone living or dead, or to the inhabitants of any of these places, is intended. Material is fictionalized and used here as the basis for tales inspired from the imagination of writers of weird horror fiction.

This material is protected under the copyright laws of the United States of America. Reproduction of this work by any means without written permission from the publisher, except for the use of short excerpts for the purpose of reviews and the copying of character sheets and handouts for in-game use, is expressly prohibited.

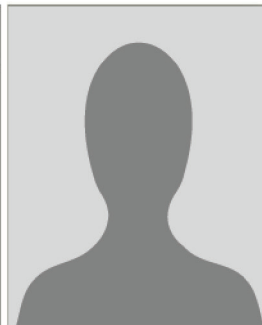


1920S ERA INVESTIGATOR

Name Dr. L. C. Nadelmann
 Player _____
 Occupation Anthropologist, MU
 Age 29 Sex _____
 Residence Arkham, MA
 Birthplace _____

CHARACTERISTICS

STR **65** ³²/₁₃ DEX **70** ³⁵/₁₄ INT **90** ⁴⁵/₁₈
 CON **85** ⁴²/₁₇ APP **70** ³⁵/₁₄ POW **80** ⁴⁰/₁₆
 SIZ **70** ³⁵/₁₄ EDU **90** ⁴⁵/₁₈ Move Rate **8** ⁺¹/₋₁



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

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

CALL of CTHULHU

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

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

INVESTIGATOR SKILLS

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Law (05%)	☐ Science (01%)
☐ Anthropology (01%)	☐ Fighting (Brawl) (25%)	☐ Library Use (20%)	☐
☐ Appraise (05%)	☐ Hatchet	☐ Listen (20%)	☐
☐ Archaeology (01%)	☐	☐ Locksmith (01%)	☐ Sleight of Hand (10%)
☐ Art / Craft (05%)	☐ Firearms (Handgun) (20%)	☐ Mech. Repair (10%)	☐ Spot Hidden (25%)
☐	☐ Firearms (Rifle/Shotgun) (25%)	☐ Medicine (01%)	☐ Stealth (20%)
☐	☐	☐ Natural World (10%)	☐ Survival (10%) (Woodland)
☐ Charm (15%)	☐ First Aid (30%)	☐ Navigate (10%)	☐ Swim (20%)
☐ Climb (20%)	☐ History (05%)	☐ Occult (05%)	☐ Throw (20%)
Credit Rating (00%) 64 ³² / ₁₂	☐ Intimidate (15%)	☐ Op. Hv. Machine (01%)	☐ Track (10%)
Cthulhu Mythos (00%)	☐ Jump (20%)	☐ Persuade (10%)	☐
☐ Disguise (05%)	☐ Language (Other) (01%)	☐ Pilot (01%) (Boat)	☐
☐ Dodge (half DEX)	☐	☐ Psychology (10%)	☐
☐ Drive Auto (20%)	☐	☐ Psychoanalysis (01%)	☐
☐ Elec Repair (10%)	☐ Language (Own) (EDU) 90 ⁴⁵ / ₁₈	☐ Ride (05%)	☐

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed				1d3 + db	-	1	-	-
Hatchet				1d6+1+db	-	1	-	-
Knife (Medium)				1d4+2+db	-	1	-	-
.30-06 Bolt-action Rifle				2d6+4	110 yds	1	5	100

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge ☐

BACKSTORY



Personal Description Dr. Nadelmann is of multiracial heritage (African American and German American).

They are in their early 30s with black hair, an angular face with high cheekbones, and they wear glasses.

Ideology/Beliefs

Traits

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

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 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

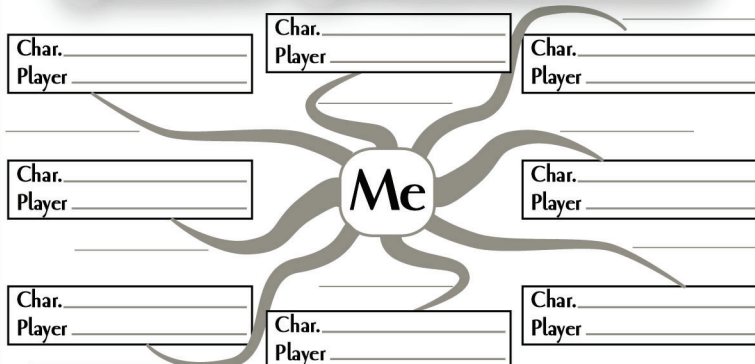
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920S ERA INVESTIGATOR

Name Sylvia Davidson
 Player n/a
 Occupation Graduate Student
 Age 23 Sex F
 Residence Arkham, MA
 Birthplace Boston, MA

CHARACTERISTICS

STR **50** ²⁵/₁₀ DEX **65** ³²/₁₃ INT **60** ³⁰/₁₂
 CON **60** ³⁰/₁₂ APP **55** ²⁷/₁₁ POW **70** ³⁵/₁₄
 SIZ **50** ²⁵/₁₀ EDU **84** ⁴²/₁₆ Move Rate **8** ⁺¹/₋₁



Major Wound 11 ¹¹/_{1P}
 HIT POINTS
 Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
11 12 13 14 15
 16 17 18 19 20

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

CALL of CTHULHU

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

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

INVESTIGATOR SKILLS

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%) Geology	15 ⁷ / ₃
☐ Anthropology (01%)	40 ²⁰ / ₈	☐ Fighting (Brawl) (25%)	25 ¹² / ₅	☐ Library Use (20%)		☐	
☐ Appraise (05%)		☐ Hatchet	25 ¹² / ₅	☐ Listen (20%)	50 ²⁵ / ₁₀	☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	25 ¹² / ₅
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)		☐ Mech. Repair (10%)		☐ Spot Hidden (25%)	
☐		☐ Firearms (Rifle/Shotgun) (25%)	40 ²⁰ / ₈	☐ Medicine (01%)		☐ Stealth (20%)	40 ²⁰ / ₈
☐		☐		☐ Natural World (10%)		☐ Survival (10%) Woodland	10 ⁵ / ₂
☐ Charm (15%)		☐ First Aid (30%)	35 ¹⁷ / ₇	☐ Navigate (10%)	10 ⁵ / ₂	☐ Swim (20%)	40 ²⁰ / ₈
☐ Climb (20%)	40 ²⁰ / ₈	☐ History (05%)		☐ Occult (05%)		☐ Throw (20%)	10 ⁵ / ₂
Credit Rating (00%)		☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)		☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%)		☐ Pilot (01%) Boat	30 ¹⁵ / ₆	☐	
☐ Dodge (half DEX)	32 ¹⁶ / ₆	☐		☐ Psychology (10%)	10 ⁵ / ₂	☐	
☐ Drive Auto (20%)		☐		☐ Psychoanalysis (01%)	1 ⁰ / ₀	☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU) English	84 ⁴² / ₁₆	☐ Ride (05%)		☐	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Hatchet	25	12	5	1d6+1+db				
Knife (Medium)	25	12	5	1d4+2_db				
.30-06 Bolt-action Rifle	40	20	8	2d6+4	110 yds	1	5	100

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **32** ¹⁶/₆

BACKSTORY



Personal Description A Caucasian woman with dark auburn hair pulled into a bun; she has a condescending expression and wears glasses.

Traits Determined and conscientious, if a little too serious.

Ideology/Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

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 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

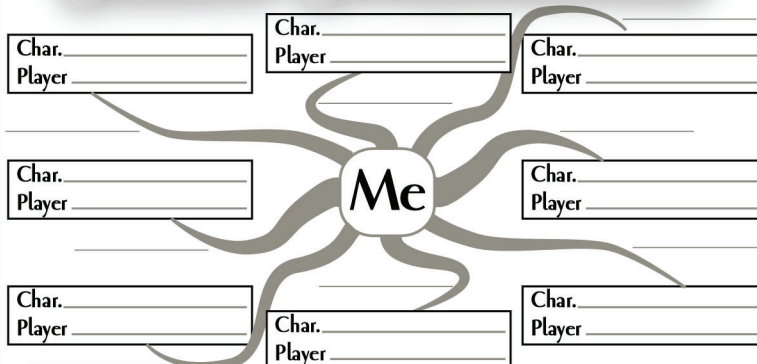
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Name Norman Falkner

Player n/a

Occupation Graduate Student

Age 41 **Sex** M

Residence Arkham, MA

Birthplace Arkham, MA

STR	60	$\frac{30}{12}$	DEX	70	$\frac{35}{14}$	INT	65	$\frac{32}{13}$
						Idea		
CON	80	$\frac{40}{16}$	APP	45	$\frac{22}{9}$	POW	75	$\frac{37}{15}$
SIZ	60	$\frac{30}{12}$	EDU	74	$\frac{37}{14}$	Move	7	$\frac{+1}{-1}$
			Know			Rate		



Major Wound

14 HP

HIT POINTS

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

Temp. Insane		Indef. Insane		75								<i>Max</i>															
																		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					

CALL of CTAULAU

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

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

MAGIC POINTS

☐ Accounting (05%)	☐	☐	☐ Fast Talk (05%)	☐	☐	☐ Law (05%)	☐	☐ Science (01%) Geology	20	10
☐ Anthropology (01%)	30	15 6	☐ Fighting (Brawl) (25%)	55	27 11	☐ Library Use (20%)	☐	☐	☐	☐
☐ Appraise (05%)	☐	☐	☐ Hatchet	55	27 11	☐ Listen (20%)	30	15 6	☐	☐
☐ Archaeology (01%)	☐	☐	☐	☐	☐	☐ Locksmith (01%)	☐	☐	☐ Sleight of Hand (10%)	10
☐ Art / Craft (05%)	☐	☐	☐ Firearms (Handgun) (20%)	☐	☐	☐ Mech. Repair (10%)	☐	☐	☐ Spot Hidden (25%)	5 2
☐	☐	☐	☐ Firearms (Rifle/Shotgun) (25%)	50	25 10	☐ Medicine (01%)	☐	☐	☐ Stealth (20%)	40
☐	☐	☐	☐	☐	☐	☐ Natural World (10%)	☐	☐	☐ Survival (10%) Woodland	20
☐ Charm (15%)	☐	☐	☐ First Aid (30%)	35	17 7	☐ Navigate (10%)	10	5 2	☐ Swim (20%)	40
☐ Climb (20%)	45	22 9	☐ History (05%)	☐	☐	☐ Occult (05%)	☐	☐	☐ Throw (20%)	☐
Credit Rating (00%)	☐	☐	☐ Intimidate (15%)	☐	☐	☐ Op. Hv. Machine (01%)	☐	☐	☐ Track (10%)	15
Cthulhu Mythos (00%)	☐	☐	☐ Jump (20%)	☐	☐	☐ Persuade (10%)	☐	☐	☐	7 3
☐ Disguise (05%)	☐	☐	☐ Language (Other) (01%)	☐	☐	☐ Pilot (01%) Boat	40	20 8	☐	☐
☐ Dodge (half DEX)	35	17 7	☐	☐	☐	☐ Psychology (10%)	25	12 5	☐	☐
☐ Drive Auto (20%)	☐	☐	☐	☐	☐	☐ Psychoanalysis (01%)	1	0 0	☐	☐
☐ Elec Repair (10%)	☐	☐	☐ Language (Own) (EDU) English	74	37 14	☐ Ride (05%)	☐	☐	☐	☐

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Hatchet	55	27	11	1d6+1+db				
Knife (Medium)	55	27	11	1d4+2+db				
.30-06 Bolt-action Rifle	50	25	10	2d6+4	110 yds	1	5	100

Damage Bonus	none	
Build	0	
Dodge	35	17 7

BACKSTORY

Personal Description An Asian man with short black hair, a square jaw, and a serious demeanor.

Traits Never the quickest to pick up a subtle point, Norman compensates with a dogged persistence, which is a quality you value highly in the field.



Ideology/Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

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 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

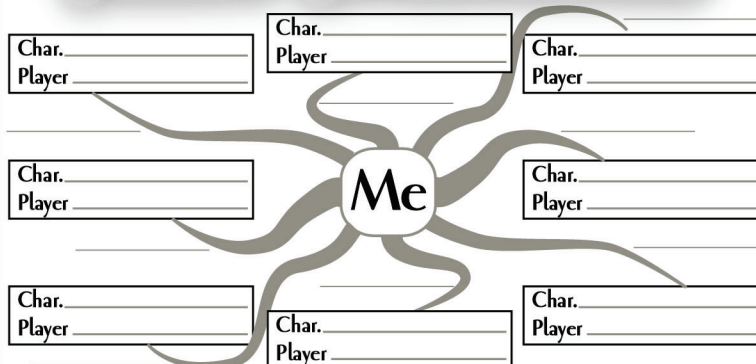
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920S ERA INVESTIGATOR

Name Charlie Foxtail
 Player n/a
 Occupation Wilderness Guide
 Age 35 Sex F
 Residence Fort McDonald, NWT
 Birthplace Alberta, Canada

CHARACTERISTICS

STR **65** **32** **13** DEX **55** **27** **11** INT **50** **25** **10**
 CON **85** **42** **17** APP **60** **30** **12** POW **55** **27** **11**
 SIZ **55** **27** **11** EDU **43** **21** **8** Move Rate **8** **+1** **-1**



Major Wound **M14IP**
 HIT POINTS
 Dying **00** 01 02
 Unconscious 03 04 05
 06 07 08 09 10
 HIT 11 12 13 **14** 15
 16 17 18 19 20

Temp. Insane **55** Max
 Indef. Insane
 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

CALL of CTHULHU

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

M11P
 MAGIC POINTS
 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

INVESTIGATOR SKILLS

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Law (05%)	☐ Science (01%) Geology	1 0 0
☐ Anthropology (01%)	☐ Fighting (Brawl) (25%)	☐ Library Use (20%)	☐	
☐ Appraise (05%)	☐ Axe	☐ Listen (20%)	☐	
☐ Archaeology (01%)	☐ Firearms (Handgun) (20%)	☐ Locksmith (01%)	☐ Sleight of Hand (10%)	10 5 2
☐ Art / Craft (05%)	☐ Firearms (Rifle/Shotgun) (25%)	☐ Mech. Repair (10%)	☐ Spot Hidden (25%)	
☐	☐	☐ Medicine (01%)	☐ Stealth (20%)	85 42 17
☐	☐	☐ Natural World (10%)	☐ Survival (10%) Woodland	85 42 17
☐ Charm (15%)	☐ First Aid (30%)	☐ Navigate (10%)	☐ Swim (20%)	50 25 10
☐ Climb (20%)	☐ History (05%)	☐ Occult (05%)	☐ Throw (20%)	
Credit Rating (00%)	☐ Intimidate (15%)	☐ Op. Hv. Machine (01%)	☐ Track (10%)	80 40 16
Cthulhu Mythos (00%)	☐ Jump (20%)	☐ Persuade (10%)	☐	
☐ Disguise (05%)	☐ Language (Other) (01%) English	☐ Pilot (01%) Boat	☐	
☐ Dodge (half DEX)	☐	☐ Psychology (10%)	☐	
☐ Drive Auto (20%)	☐	☐ Psychoanalysis (01%)	☐	
☐ Elec Repair (10%)	☐ Language (Own) (EDU) Tsuut'ina	☐ Ride (05%)	☐	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
Axe	50	25	10	1d6+1+db				
.30-06 Bolt-action Rifle	70	35	14	2d6+4	110 yds	1	5	100

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **27** **13** **5**

BACKSTORY

Personal Description A First Nations woman with black hair, high cheekbones, and angular facial features.

Traits Cautious; Charlie seems skeptical about your intentions for the expedition, but you quickly see she is a woman you can work with.



Ideology/Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

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 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Me

Char.
Player

Char.
Player

Char.
Player

Char.
Player

1920S ERA INVESTIGATOR

Name Bernard Ebstein
 Player n/a
 Occupation Graduate Student
 Age 22 Sex M
 Residence Arkham, MA
 Birthplace New York City

CHARACTERISTICS

STR **55** **27**/**11** DEX **60** **30**/**12** INT **55** **27**/**11**
 CON **70** **35**/**14** APP **75** **37**/**15** POW **70** **35**/**14**
 SIZ **65** **32**/**13** EDU **82** **41**/**16** Move Rate **7** **+**/**-**



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

Temp. Insane **70** Max
 Indef. Insane
 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

CALL of CTHULHU

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

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

INVESTIGATOR SKILLS

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Law (05%)	☐ Science (01%) (Geology)
☐ Anthropology (01%) 40 20 / 8	☐ Fighting (Brawl) (25%) 25 12 / 5	☐ Library Use (20%)	☐
☐ Appraise (05%)	☐ Hatchet 25 12 / 5	☐ Listen (20%) 35 17 / 7	☐
☐ Archaeology (01%)	☐ Firearms (Handgun) (20%)	☐ Locksmith (01%)	☐ Sleight of Hand (10%) 10 5 / 2
☐ Art / Craft (05%)	☐ Firearms (Rifle/Shotgun) (25%) 25 12 / 5	☐ Mech. Repair (10%)	☐ Spot Hidden (25%)
☐	☐	☐ Medicine (01%)	☐ Stealth (20%) 35 17 / 7
☐	☐	☐ Natural World (10%)	☐ Survival (10%) (Woodland) 10 5 / 2
☐ Charm (15%)	☐ First Aid (30%) 30 15 / 6	☐ Navigate (10%) 65 32 / 13	☐ Swim (20%) 40 20 / 8
☐ Climb (20%) 60 30 / 12	☐ History (05%)	☐ Occult (05%)	☐ Throw (20%)
Credit Rating (00%)	☐ Intimidate (15%)	☐ Op. Hv. Machine (01%)	☐ Track (10%) 10 5 / 2
Cthulhu Mythos (00%)	☐ Jump (20%)	☐ Persuade (10%)	☐
☐ Disguise (05%)	☐ Language (Other) (01%)	☐ Pilot (01%) Boat 30 15 / 6	☐
☐ Dodge (half DEX) 30 15 / 6	☐	☐ Psychology (10%) 10 5 / 2	☐
☐ Drive Auto (20%)	☐	☐ Psychoanalysis (01%) 1 0 / 0	☐
☐ Elec Repair (10%)	☐ Language (Own) (EDU) English 82 41 / 16	☐ Ride (05%)	☐

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Hatchet	25	12	5	1d6+1	-	1	-	-
Knife (Medium)	25	12	5	1d4+2	-	1	-	-
.30-06 Bolt-action Rifle	25	12	5	2d6+4	110 yds	1	5	100

COMBAT

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

BACKSTORY

Personal Description A Caucasian man with curly light brown hair, a round face with full cheeks, and a coy smile.

Traits Unswervingly positive and generous with his time.



Ideology/Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

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 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

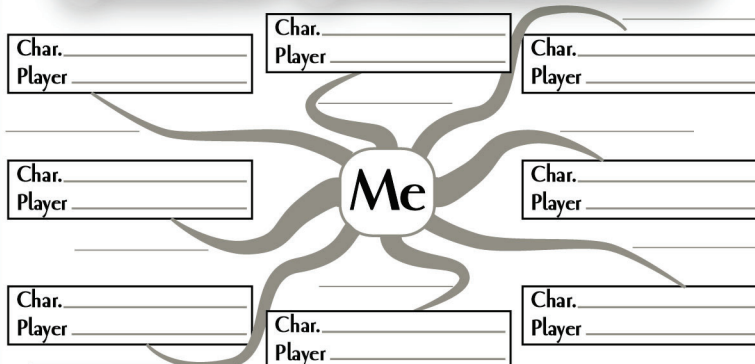
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS





CHARACTER BACKSTORIES

Dr. L. C. Nadelmann

You are the youngest PhD to be tenured at Miskatonic University, in Arkham, Massachusetts. You are a rising star in the new field of cultural anthropology; even your European counterparts are impressed by your cascade of learned articles. Your theories are exciting, your classes are always full, and your students idolize you. Previous expeditions on your résumé have been just sensational enough to draw the favorable attention of the press to the university in general, and to the department of anthropology in particular. Rumors fly about large private endowments for your specialty. Your department head and collegiate administrators often invite you to dinner.

Sylvia Davidson

The latest arrival in a prominent line of Boston Brahmins, Sylvia is the first to take her studies to the postgraduate level and her boots into the wilds. Thanks to her academic acumen, you have already conferred with the department head about tapping her for a junior position on the faculty. If she has a fault, it is an invariable seriousness, which you hope may slip a little in the field.

Of course Sylvia signed up for the Nadelmann Expedition. It was the next logical step in her pursuit of academic excellence.

Norman Falkner

Norman is an atypical character around the department. A mature student, he worked for 16 years as a custodian whilst taking advantage of the long night shifts to educate himself from the library's books and save for this period of study.

You persuaded Norman to come on the expedition, hoping his reliable, calm disposition would make him a steady companion to the younger students.

Charlie Foxtail

It surprises most people to discover that Fort McDonald's best tracker is a woman from the Tsuut'ina Nation—known by some as the Sarcee Indians. But those who ridicule her often regret it, and the bruises can last for weeks. Charlie defied her elders' wishes to leave the village and work as a guide. She is saving up money to send her bedridden husband to Winnipeg for an expensive operation.

Bernard Ebstein

An earnest fellow from the Upper West Side, Bernard is popular among his classmates. His extracurricular conversation of late has centered on his upcoming wedding to his sweetheart, Catherine. This is sure to be a dazzling event, and as his favorite professor, your invitation has already arrived.

Bernard certainly possesses an aptitude for anthropology and a desire to test his knowledge in the field. But you suspect he signed up for the expedition to defy his image as a city boy and prove his outdoorsman credentials to his bride-to-be.

