



**Literally**

**Hacking**

**Games**

# It happened on October 15th

We gathered at Leisure Games, pushed the display racks out of the way, and pulled the tables together in the middle of the store. We had a giant crate of roleplaying game texts - some beloved, some ridiculed. We warmed up the photocopier, distributed scissors and glue sticks, and set about our task - -

## literally hacking games.

The event was an experiment first proposed by Sean Buckley, presented and hosted by Sean and Joe McDaldno. The goal was just to have fun, to see what happened, and to remind people that game-making is for everyone. The evening was a delight and a success - people went home with ribs sore from laughter, brains sore from their weird and frantic task. The tables and floor were littered with little scraps of paper, the air thick with creative energy. The atmosphere in the shop was delightful. People were giggling away, working on nonsense projects, occasionally calling out phrases like, "I need some instructions for when to roll dice. Does anyone have some text on dice-rolling?"

Some choice quotes that spilled out across social media in the aftermath of the event:

“*Tonight I created a RPG from the contraindications for Lemsip, a manual on sewage treatment, Warhammer 40K and pictures of crotches.*

“*Let it be noted that this was awesome.*

“*It's a fantastic idea - a real brainstorm about games. Maybe We, from Brazil, can make this kind of event, too...*

*this is games design*”

What follows are the games we created during the evening, as well as some pictures of our fervor. Note that the game attributed to Graham Walmsley certainly wasn't penned by Graham Walmsley.

Some games are two pages long. In those cases, we've marked the second page with this symbol:

p2



# DARWIN'S

## POST-APOCALYPTIC ADVENTURES

2 to 4 Players

### WHAT IS SOLO MODE?

Solo Mode is the default mode of play for all characters. Unless otherwise indicated by the rules, a Battle-Brother is in this mode.

To end the game, enter Squad Mode

## SOLO MODE MAGIC

### DO SOMETHING POSITIVE

roll 2d20

On a 10+ incite others to acts of depravity.

if it's impossibly awkward for you to talk to your gaming group about sex

This will often trigger others taking Contempt tokens in response.

If you ever take a piece of Contempt mark an experience circle. When you mark the 5th, enter Squad Mode

Otherwise, move on to framing the next scene.

### HOCUS SPECIAL

When you try to seduce or manipulate someone, tell them what you want

If you are Henry II of England you do it

Every character enter Squad Mode the owner of the White Die wins.

You are free to interpret the White Die, as you choose:

### EXAMPLE

- Hatred
- Domination
- Bloodletting
- Wanton Destruction
- Hysteria or
- ...



**FIGHTING**

**DISEASE**

**AND**

**DRINKING**

WITH JUST THE WITCHES  
AND THE FIGHTING

## CHARACTER GENERATION

### Starting Points

Choose a birthday. If you can't think of one, try the first of April.

This is a dramatic moment, so don't try to gloss it over. The consequences of your decision are likely to be severe, no matter how you decide.

### Courage

This measures the enthusiasm with which one greets a frightening situation. Courage varies depending on the weather, one's injuries and state of health, how drunk one is, and the Menace of the opponent one is facing.

Courage has a base value equal to 127. It can be raised or lowered.

### Cheerful/Mellow

Your current mood is pleasantly heightened.

If the GM rules that a character is in a distraught state, and he has nothing else to do to take his mind off his problems, the GM can mandate that he make a Will roll, or seek out a pub and begin a drinking spree.



Example: Viola Hand is fleeing for her life and leaps into a passing carriage.

Enter the witch.

More thunder, more lightning.

A flash of smoke.

Witch: Eye of newt, and tongue of frog.

Witch vanishes.

More thunder and lightning.

Witch reappears.

Macbeth: Good news indeed!

### EXOTIC DAMAGE

You can die in all kinds of terrible ways. Here are a few examples.

Roll 3 dice six times

3 Nailed up as Scarecrow

4 Fed to Pigs

5 Passed through Mangle

6 Boiled in Tea

7 Hurlled across Room

8 Locked in Breadbin

9 Boisterous  
You are loud and restless.

10 Elated  
You start to act a bit silly.

11 Vomit  
You become physically ill.

12

Rum - a spirit distilled from sugar-cane residues or molasses, much favoured by nautical folk, having its origins in the Caribbean. Pirates consider it their duty to drink and enjoy a mixture of rum and gunpowder, which has no

13 Herpes - An eruptive disease, often (but not always) transmitted by licentious indulgence. It is characterised by patches of distinct vesicles that "runneth on still and corrode as they goes," (Holland, 1601) and also afflicting mucous membranes such as the nose.

14 An upward blow at the base of the skull (either attacking from behind or by reaching around) breaks the neck or causes instant unconsciousness.

15 A stab to the temple shanks the brain.

16 A hard blow directly between the shoulder blades instantly stops the heart.

17 Even a small knife driven up into the head through the top of the eye socket kills quickly. (Elizabethan playwright Kit Marlowe died this way.)

18 Blood in the Urine - Also known as Haematuria - bleeding from the kidney due to irritation from a stone, a blow to the loins, or scarlet fever, or from the prostate or bladder due to an ulcer, tumour or stone.





# WHAT IS playtesting ? A simple how-to guide

This book is an unfinished game

If you are setting up to play soon, turn the page.

This chapter is it. Follow these as rules.

This might not sound like a very fun mechanic, and frankly, it probably isn't.

Get together with some people, it's best if you know them, but it's not important whether you like them or not.

- **Play to find out what happens.**

use index cards or small pieces of paper for this.

I've seen people misinterpret, forget or twist many rules during my various playtests.

Each player then gets a chance to tell everyone present what a bunch of fuckers they are. Players should attempt to speak at the same time rather than taking turns.

This is your outlet for expressing disagreement or tension.

If ever you feel like you weren't consulted or honoured in a decision-making process, you can take a piece of Contempt and place it in front of you.

Contempt will generally remain in front of players until the end of the game. It will act as a reminder of past contentions. Its primary role is as a social signifier. In addition, you'll wind up with a boring game.

## Contempt ?

## Go Fuck Yourself.





# CATTLE

# Drive

*we tell stories about letting go on the open range*

- Social isolation
- Emotional isolation
- Physical isolation

**HAS LONGHORN:** In 1640, Vaqueros drove the first Spanish cattle north to Texas where the breed transformed itself over the years. Reaching a high point of 5 million in number, the Texas Longhorn has dwindled to a number in the 100,000s.

Each round begins with a Group Scene. Roll for the weather, on the table below

2. A lightning storm.
3. Thunder.
4. Hail.
5. Misty.
6. Dark and overcast.
7. Changeable and threatening.
8. Dark clouds overhead.
9. Driving rain.
10. Torrential downpour.
11. Rolling fog.
12. Snow.

Play is divided into scenes, the same way a movie or TV show is. The MC and the players make decisions about what's important enough to show on screen, when the scene should end, and what the group should skip to next.

When play begins, the MC is going to ask lots of questions, and the answers to those questions are going to act as springboards for scenes. The MC is going to frame the first scenes, but it's possible that players will frame future scenes as well.

The process of starting a new scene is called scene framing. Often, it's a very simple process.

The MC has authority over scene framing. This means that the MC is the one who ultimately decides where the next scene starts and what is happening. However, the MC is invited to share that authority and responsibility whenever doing so makes sense. If it's clear to the MC what the next moment of action or brooding gloom will be, they can dive into that scene without any consultation. If it isn't clear, they can ask questions in order to give others an opportunity to introduce interesting situations.

Characters may die by running Amok, or just through the course of events—you can always narrate killing someone, after all. While you're running Amok, special rules apply to you.

- The next time you appear in a scene, you must do something shockingly violent and destructive.



A	Now is the time to conserve energy and resources. <b>A project fails, but gain an Abundance.</b>	or...	Now is the time for hurried labour and... <b>A project finishes early, but gain a</b>
2	A headstrong community member takes charge of the community's work efforts. <b>A project fails, and then a different project finishes early.</b>	or...	A headstrong community member tries to... the community. How are they prevented? Due to the conflict, <b>project dice are not re</b>
3	Someone comes up with an ingenious solution to a big problem and as a result <b>a project finishes early.</b> What was their idea?	or...	Someone comes up with a plan to... safety and comfort during the cold. <b>Start a project related to th</b>
4	All the animals and young children are crying and won't stop. <b>Hold a discussion about this,</b> in addition to your regular action for the week.	or...	A great atrocity is revealed. What is it? V
5	Winter elements destroy a food source. If this was your only food source, <b>add a Scarcity.</b>	or...	Winter elements leave everyone cold, the <b>Project dice are not reduced th</b>
6	The time has come to consolidate your efforts and your borders. <b>Projects located outside the settlement fail, and all remaining projects are reduced by 2 this week.</b>	or...	Someone finds a curious opportunity or map. <b>Start a project related to this</b>
7	What is winter like in this area? How do community members react to the weather?		
8	Winter is harsh, and desperation gives rise to fear mongering. Choose one: • Spend the week calming the masses and dispelling their violent sentiments. <b>The week ends immune</b> • Declare war on someone or something. <b>This counts as starting a project.</b>		
9	Someone goes missing. They're alone in the winter elements. Choose one: • The community organizes constant search parties and eventually the person is found. <b>Project dice are not re</b> • No one ever hears from that person again.		
10	In preparation for the coming year, the community begins a huge undertaking. <b>Start a project that will take at least 5 weeks to complete.</b>		
J	An infected outsider arrives, seeking amnesty. They have some much-needed resources with them. C1 • Welcome them into the community. <b>Remove a Scarcity,</b> but also introduce an infection into the co • Bar them from entry. What Scarcity could they have addressed? How does its need become more din		
Q	You see a good omen. What is it?		

The Frost Shepherds arrive. The game is over.

intensely personal

# DOG MURDER

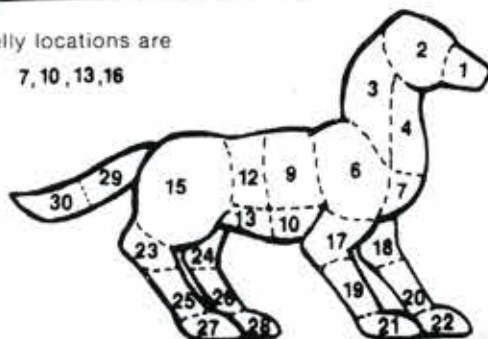
• "What really happened?"

• "Tell me the truth about your relationship with Rufus!"

You stand between  
the best intentions of the weak.

do this, turn both hands palm upwards.

Belly locations are  
7, 10, 13, 16



DOG

*Included also are some very personal  
practices and exercises you may  
employ to accelerate your  
experience*

*Here are some very lucid and  
reasonable descriptions*

DISCERNMENT

HYPOTHESIS SHEET

## GENERAL

1. They're in your hands.
2. Sometimes it's better to die
3. cut off the arm
4. Do the wicked
5. **He is not lost.**
6. attempt to understand
7. be a Pacific
8. **Remember**

guilt-ridden



# Getting arrested is no joke

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An interview. Refuse to be drawn  
into any conversation and answer  
"NO COMMENT" to any questions.

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You are in a no win situation.

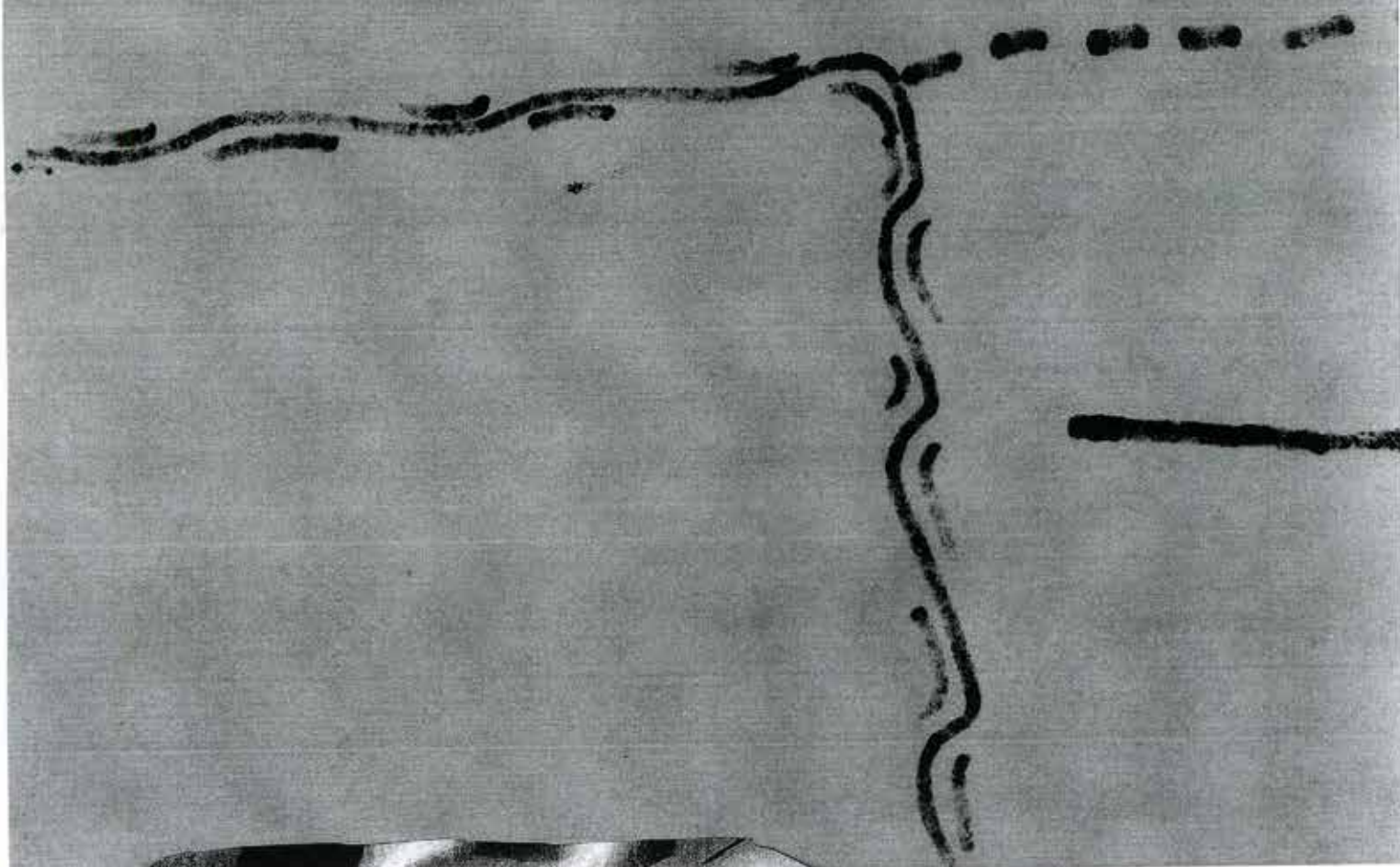








# COLLECTÉMON





Fallen Angels,

To prepare for play, you need to decide some things about your angel. Every angel has a name, something like Gabrael, Michael, or Shekinah. Write yours down on your character sheet.

Sanity & Insanity

DEMONIC INFLUENCE

Charismatic

Perhaps it is humans who corrupt demons... it could be that the "tainting" of the demon by the sorcerer's Summoning and use causes it to become a wrathful creature bent on proving that "paybacks are hell."

Demons are not evil or entropic in and of themselves. Until they died, they were just Uncle Joe and Aunt Hilda and your childhood friend and Abraham Lincoln and so on. But in their dealings with the living, demons are often needlessly cruel.

When you summon a demon, you get whatever random demon responds, who may or may not be able to help you depending on how well you rolled.

Summoning a demon does not give you control over it.

Controlling Pets

SEDUCE

Intimidation  
Groveling

Witchblood Power  
Firearms

the victim retains definite traces of madness

Demons possess their owners

(Non-adepts can stumble into demon-summoning, as described under "Unwitting Possession.")

Also Known As...

Balseraphs	Serpents, The Liars
Djinn	Binders, The Stalkers
Calabim	Freaks, The Destroyers
Habbalah	Horrors, The Punishers
Lilim	Daughters, The Tempters
Shedim	Fleshless, The Corruptors
Impudites	Charmers, The Takers

As long as the pet is cooperating

What Demons Can Say

"None of your goddamn business!"

Fucking wacknut

"It's my name, duh."

"demon" isn't an inappropriate term.

THE AWFUL RITUAL

Invoking  
Authority

Sacred  
by Name

practices and exercises you may employ to accelerate your revelatory experience of communication with God

Pray for me.

If the pet and its owner have a disagreement

A good concept-base for this approach would be

HUMAN TO DEMON CONVERSION

Here's how it might work.



Agh! That's Too Abstract!



## OVERVIEW OF PLAY

## MAKING HISTORY

### MAKING A PLAYED SCENE

Here are the 1 **Traits** available. For each character, you'll pick two, listing one as an adjective, the other as a noun (example: *Scheming Tyrant*). The order you place them in is inconsequential; a Tyrannical Knave, for example, counts as both a Tyrant and a Knave for all purposes, including messages.

### Unaligned

*Just let me go about my business.*

### The Good

*Protecting the weak from those who would dominate or kill them is simply the right thing to do.*

### The Lawful Good

*An ordered society protects us from evil.*

### The Evil

*'t is my right to claim what others possess.*

### The Chaotic Evil

*I don't care what I have to do to get what I want.*

### PLAYING A SCENE

before you kick the drama into high gear. All your work comes from a simple first principle: *Humans have problems.* Look at your setting descriptors and take those as a starting point; each one presents you with some source of problems that the humans have, and the manner in which they approach matters. For instance:

1. Improbable Results
2. The King and the Land Are One
3. Survival of the Fittest
4. Unpaid Debts
5. I Am What I Am
6. What's in a Name?
7. Battle of the Sexes
8. Devotion
9. Unlikely Bedfellows
10. The Wild
11. Truth
12. Deception
13. Grudges
14. Mistaken Identities
15. Madness
16. Destiny
17. Passion
18. Power
19. Mortality
20. Ambition
21. Vengeance
22. Jealousy
23. Pride
24. Greed
25. Unrequited Love
26. Duty
27. Betrayal
28. Family
29. Justice
30. Loss
31. Winds of Fate
32. Recklessness
33. Redemption
34. All's Fair in Love and War
35. If you Prick Us, Do We Not Bleed?
36. Might Makes Right
37. Aging
38. Independence
39. The Downfall of Empires
40. All's Well That Ends Well



During each scene, we can each activate one of our Traits. To activate a Trait, narrate something (maybe an action, visual detail, or line of dialogue) that highlights one of your Traits. Say the name of your Trait aloud and put a check mark next to it. Once a Trait has been highlighted, it can be used to help overcome obstacles in future situations.

For example, you might say:

So come on, tell these people: who is it that makes them better? Plainly you must know, since it means so much to you. At any rate you've found the person who's corrupting them,<sup>26</sup> as you claim, namely me, and you're bringing him before these jurymen here and charging him; so who's the one to make them better? Come on, say who it is; reveal to them who it is.



Scenes should go on until they hit a natural point of resolution. If characters are hurt, they should be hurt, or if a god is angry, they should be angry.

Put yourself in harm's way.

## ENDING A SCENE

### THE DEITIES

Deity	Alignment	Areas of Influence
Asmodeus	Evil	Power, domination, tyranny
Avandra	Good	Change, luck, trade, travel
Bahamut	Lawful good	Justice, honor, nobility, protection
Bane	Evil	War, conquest
Corellon	Unaligned	Arcane magic, spring, beauty, the arts
Erathis	Unaligned	Civilization, invention, laws
Gruumsh	Chaotic evil	Turmoil, destruction
Ioun	Unaligned	Knowledge, prophecy, skill
Kord	Unaligned	Storms, strength, battle
Lolth	Chaotic evil	Spiders, shadows, lies
Melora	Unaligned	Wilderness, sea
Moradin	Lawful good	Creation, artisans, family
Pelor	Good	Sun, summer, agriculture, time
The Raven Queen	Unaligned	Death, fate, winter
Sehanine	Unaligned	Trickery, moon, love, autumn
Tharizdun	Chaotic evil	Annihilation, madness
Tiamat	Evil	Wealth, greed, vengeance
Torog	Evil	Underdark, imprisonment
Vecna	Evil	Undeath, secrets
Zehir	Evil	Darkness, poison, serpents

# PRELIMINARY TREATMENT

## INTRODUCTION

IAN  
We don't have a loo here.

NICK  
(beat)  
All right.

IAN  
Yeah. Sorry.

JONNY  
There's a pub up the alley.  
You can piss there.

NICK  
Right. Well.

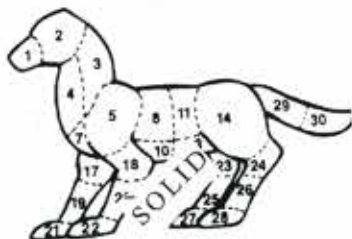
The decisions of you and your fellow players directly affect  
the events of the story.

in the game, dice add an element of chance.

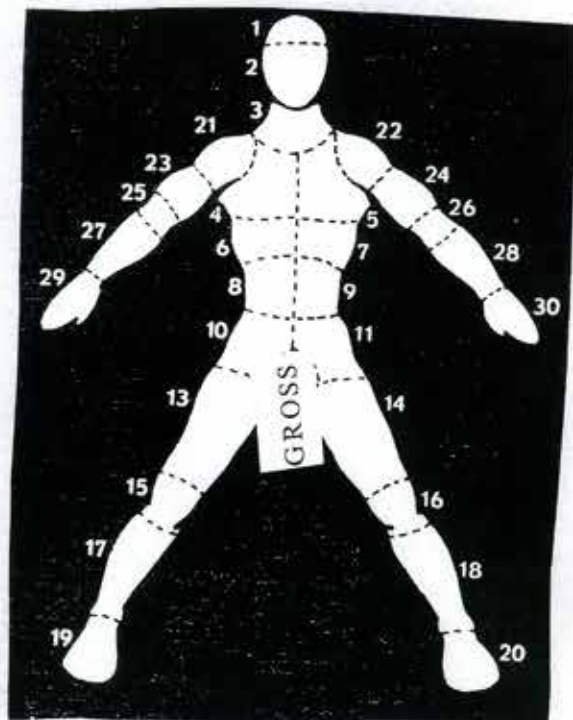
White Die,

- 1 You have Raynaud's syndrome (poor blood circulation which makes the fingers or toes pale and numb), or diabetes mellitus
- 2 You are taking beta-blockers for high blood pressure, or vasodilators (drugs used to treat high blood pressure, leg pain due to vascular problems or Raynaud's syndrome)
- 3 You are taking tricyclic antidepressants (a specific class of drugs used to treat depression), other decongestants, or barbiturates (used to treat sleep problems or epilepsy)
- 4 You have a problem with your liver or kidneys
- 5 You have non-cirrhotic liver disease (liver disease that is not associated with changes in the structure of the liver)
- 6 You have closed angle glaucoma or prostatic enlargement

Next, you and your friends direct your characters through a series of adventures.



success would not seem so sweet if there were no risk of failure! Jumping from one cliff face to another becomes much more exciting when the slightest misstep (or bad dice roll!) may result in your character falling into the abyss below.





You are taking other medicines.

The Damage Done is Critical Damage.

D100

CRITICAL MISS EFFECTS

Type of sludge	Moisture per cent	Analysis on dry basis per cent				
		N	K <sub>2</sub> O	P <sub>2</sub> O <sub>5</sub>	Grease (light petroleum extract)	Organic matter
Sedimentation tank (primary)	90-95	2.5-4.5	—	1-3	20-35	60-80
Humus	92-98	5-7	—	2-3.5	5-10	55-65
Activated	98-99	5-7	0.1-0.9	2-3.5	5-10	65-75
Digested	88-95	1.5-3	0.1-0.4	1-2	3-8	45-60



removing gross solids

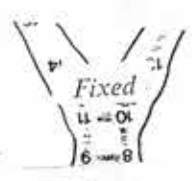
Black Die disintegrator

On Belt

wood, rags, paper and faecal matter.

How do you decide what happens?

Attack from Front or Rear



Extra-Long  
Long  
Average  
Short

roll+hard.

	I	II	III	IV	V
CH <sub>4</sub>	64.3	61.2	72.9	67	68.4
CO <sub>2</sub> per cent	32.6	32.3	24.6	30	31.0
N by volume	1.7	2.3	1.6	3	0.6
O	—	0.6	0.6	—	—
H <sub>2</sub> S	—	—	0.3	—	—
H	1.4	3.5	—	—	—
B.Th.U./ft. <sup>3</sup>	588	639	725	625	683

digestion

TREATMENT      ENHANCEMENT

Smoking    +2  
sludge       -4  
electric     -12  
explosion,   +10

you  
will  
earn  
renown,

it is given preliminary treatment  
They are  
eliminated

A small map of New Zealand is located in the top right corner. It highlights the North Island with a black outline. The city of Auckland is marked with a dot on the western coast, and Tauranga is marked with a dot on the eastern coast. The text 'NORTH ISLAND' is written vertically above the island, 'Auckland' is written vertically to the left of the island, and 'Tauranga' is written vertically to the right of the island.

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Don't read this page aloud.

Those who have investigated claim to have found it  
DEEP IN THE FOREST all the earth blackened to slow to a halt.

Combat Mechanics:  
Alarums: Thunder and lightning.  
Enter with drums and colours.  
Enter with drums and colours.

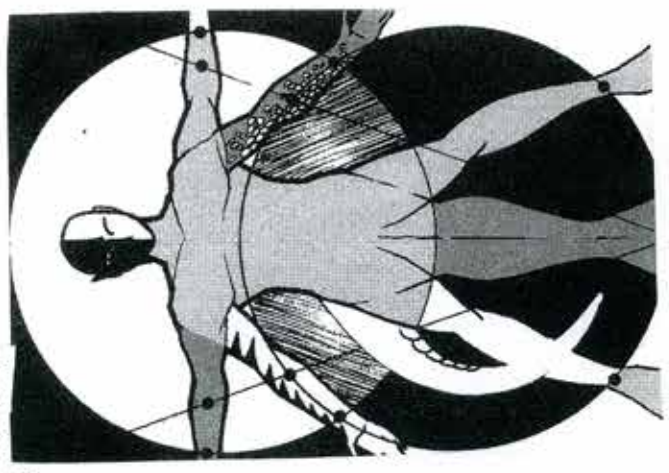
eating ashes and drinking dust  
You will grasp reality and bend it  
smear the sleepy grooms with blood.

If you are reading this by yourself,  
here's a heads up: much of the book  
is dedicated to Despair

Here's the smell of blood still creeping  
Good news indeed!  
Be bloody, bold and resolute

When you **do something** Cool it with a baboon's blood,

- roll:
1. Improbable Results
  2. The King and the Land Are One
  5. Survival of the Fittest
  4. Unpaid Debts
  5. I Am What I Am
  6. What's in a Name?
  7. Battle of the Sexes
  8. Devotion
  9. Unlikely Bedfellows
  10. The Wild
  11. Truth
  12. Deception
  13. Grudges
  14. Mistaken Identities
  15. Madness
  16. Destiny
  17. Passion
  18. Power
  19. Mortality
  20. Ambition



21. Vengeance
22. Jealousy
23. Pride
24. Greed
25. Unrequited Love
26. Duty
27. Betrayal
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29. Justice
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40. All's Well That Ends Well

## BASIC MOVES

is your character really feeling?  
you take definite hold of it  
What's done cannot be undone.

get the hell out of telling the truth?  
barricade harm : securely in  
I go and it is done. The bell invites me.

does your character wish I'd back off calmly, hands where you can see?  
you inflict terrible harm  
I pray you!

tell you something they think you want  
you impress, dismay or frighten your enemy  
A deed without name!

Toss a coin.  
On a tails you  
are Duncan

SEDUCE FIRE

[Sun passes through sky.]

[Macbeth and Duncan fight, and Duncan falls. Macbeth turns away, and Duncan stealthily rises. Macbeth turns, Duncan hastily feigns death, Macbeth turns away, Duncan stealthily rises again and strikes Macbeth from behind. Macbeth falls: Duncan raises his sword to kill Macbeth, laughing triumphantly. Lady Macbeth runs behind Duncan, and stabs him in the back. Duncan falls. Macbeth rises. Macbeth and Lady Macbeth stab Duncan many times. Duncan tries to rise, but falls back, slain.]

Go get some water and wash this filthy witness  
Fair is foul and foul is fair  
which enemy is my best escape route

which enemy is my enemy's true position?  
you flinch, hesitate, or stall.  
Let it come down!





GRAHAM WALMSLEY

# FUCK

Happy Family  
Board Game

# OFF

CHARACTERS! HUMAN CONVERSION! INSTABILITY! FOREBODING!  
TWISTING IT! IRRATIONALITY! SEWAGE! SOUL! DOG!

ROLL D6

- ☐ you will be handcuffed by an ultra-powerful infant demon **Demon-human mating**
- ☐ Give mommy or daddy the love that they need.  
- it could be very graphic and physical
- ☐ adopt 6 kids and provide them with Some drugs
- ☐ The first player who says, "I promise to spread Bigotry" wins a bite wound
- ☐ Amputate Pregnancy The youngest player will clean this up.
- ☐ Punch each player out and discard the dead!

# Vampire Cult

## Character Concept: Who are you?

Identify Concept: Who were you, what have you become?

Choose Clan: What is your Vampire Lineage?

Choose Nature and Demeanor (Optional): What is your Personality?

BRAGGART/BOASTFUL

BRUTE/BRUTISH

COWARD/COWARDLY

CRUSADER/CRUSADING

DULLARD/DULL

FOOL/FOOLISH

HELPER/HELPFUL

MISER/MISERLY

PURITAN/PURITANICAL

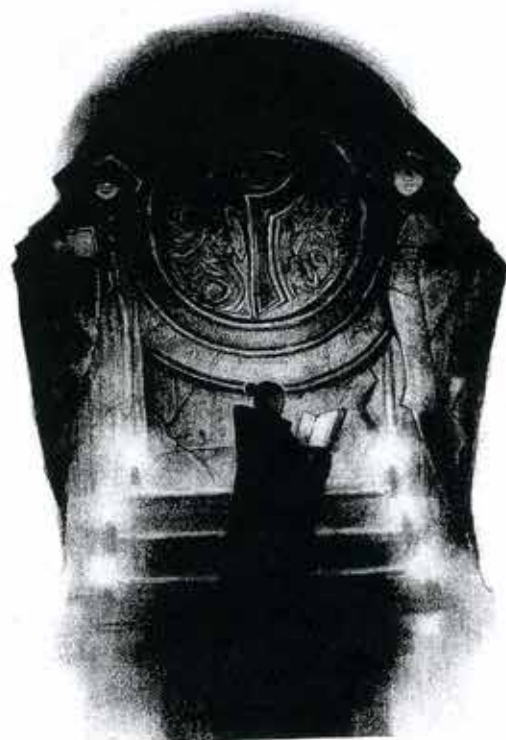
RAKE/RAKISH

SCHEMER/SCHEMING

SOPHISTICATE/SOPHISTICATED

THINKER/THOUGHTFUL

TYRANT/TYRANNICAL



## FOLLOWERS

By default you have around 20 followers, loyal to you but not fanatical. They have their own lives apart from you, integrated in the local population.

Provide something of compelling interest in the city as well to draw them into the world of Vampires. Juxtapose the two opposing worlds as often and as vividly as you can, and force the characters to balance the two of them.

Your followers aren't really yours, more like you're theirs.

Your followers, taken as a body, constitute a powerful psychic antenna.

## Vampire

The characters are attempting to continue their mortal lives even after the Embrace. They must somehow balance their two lives, and keep the one life a secret from the other. The characters must learn to rely upon one another to succeed. If they are well-known for any reason, it can make it all the more difficult.

Vampires cannot cross running water, either on foot or flying, except at bridges or while in their coffins.

Any character slain by a vampire will return from death in three days, as a vampire under the control of the slayer.

Perhaps the most enduring and entrancing of myths, the vampire is master of the night and lord of the undead. A vampire is a predator like no other, a beast that walks with the shape of a man and the power of a demon. Although a vampire needs naught more than fresh blood to survive, it craves much more, seeking control over others. A vampire is not without its weaknesses, however, for it is unable to tolerate sunlight, rendered powerless during the daylight or slain by direct exposure. It is during the hours of daylight that its foes stand the best chance of slaying a vampire, if they can find its crypt and drive a stake through its heart whilst it rests.



He tries to block the deed from his mind, but the man's death echoes in his memory.



# CEREMONIES



Vampire  
CoH page 2

## SCENE SETTINGS

Here is a list of places in and near a typical Elizabethan town to give you ideas when you're drawing a blank for where to begin a scene:

ALE HOUSE  
 APOTHECARY  
 BARRACKS  
 COURTYARD  
 CHAPEL  
 DEEP IN THE FOREST  
 DUNGEON  
 GREAT HALL  
 GARDEN  
 HALLWAY  
 HARBOR  
 HAUNTED MEADOW  
 JOUSTING PITCH / ARCHERY RANGE  
 KEEP  
 KITCHEN  
 PARAPETS  
 RIVER BANK  
 ROAD THROUGH THE WOOD  
 SECRET PASSAGE  
 STABLES  
 STREET  
 TOMB



## Potential Scenarios

Outsiders arrive in the area.  
How many? How are they greeted?

You find a body. Do people recognize who it is? What happened?

Outsiders arrive in the area.  
Why are they a threat?  
How are they vulnerable?

An infected outsider arrives, seeking amnesty. They have some much-needed resources with them.

The Parish arrives. Who are they?  
Why have they chosen your community, and for what?

A small gang of marauders is making its way through local terrain.  
How many are there? What weapons do they carry?

## The Inquisition

It is generally acknowledged that the Roman Catholic Church learned of the Kindred during the years of the Inquisition. Instituted in 1229, the Inquisition concerned itself with the active suppression of the various heresies spreading through Europe. Partially in response to the rise of the Catharist heresy in the south of France and northern Italy, Pope Innocent IV approved the use of torture in 1252.

## BASIC MOVE

when you try to manipulate someone, roll



1

**Bummer**

the mob turns on you.

2

5

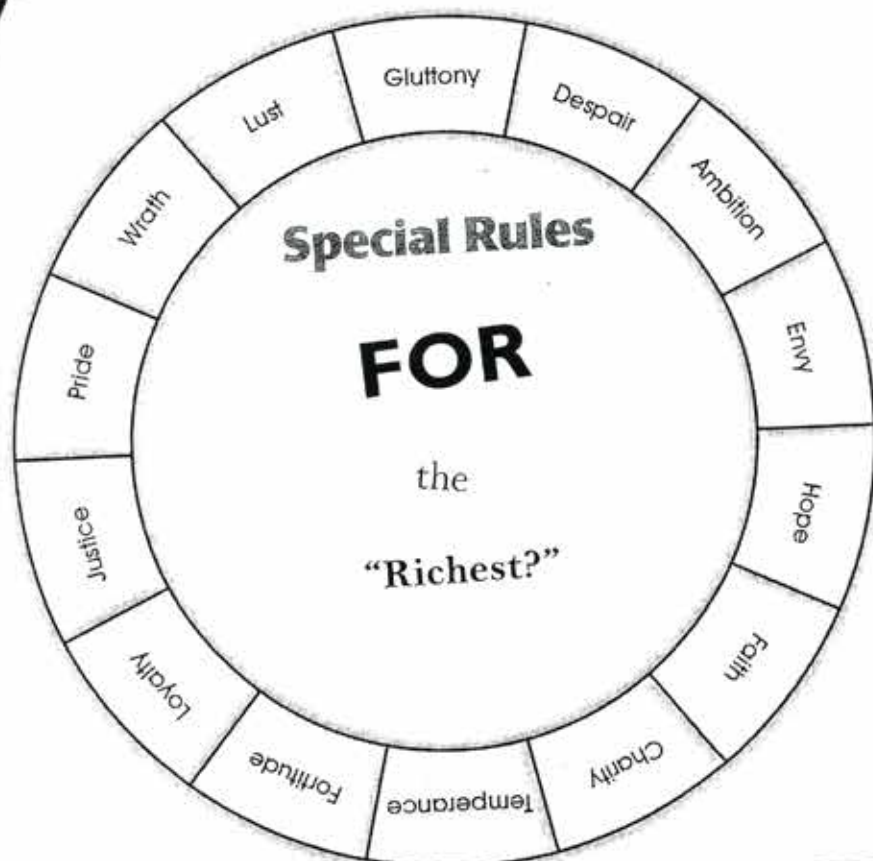
Choose 2:

- bring people forward and deliver them.
- bring forward all their precious things.
- fall into an orgy of uninhibited emotion: fucking, lamenting, fighting, sharing, celebrating, as you choose.

6

**Win**

Your followers rely entirely on you for their lives and needs.



**"RICHEST?"**

*Dog Eat Dog.*

You are.

GAME

IN  
THE

God Is!

and always was

and always will be.

**Set-Up**

**MEAN,**

**MANAGEMENT**

d, foot, jaws, etc.) receives a  
36 of Critical Damage.

deserve mercy?

to save the life.

deserve judgement?

Life isn't fair,

He

who lacks it.

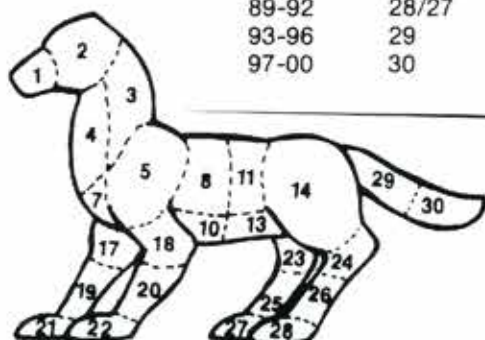
You stand between

God

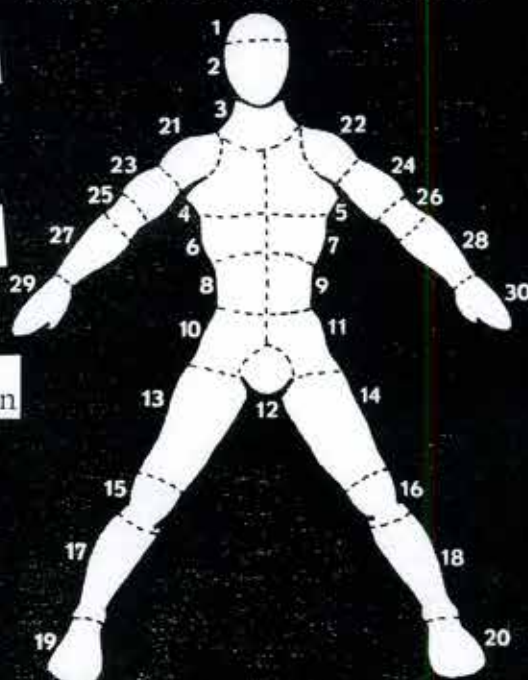
and

demon's

13-20	3/4
21-28	5/6/7
29-36	18/17
37-44	20/19
45-48	22/21
49-56	8/9/10
57-64	11/12/13
65-72	14/15/16
73-80	24/23
81-88	26/25
89-92	28/27
93-96	29
97-00	30



Enter Armor Value on Location covered



Item Coverage Format Code AV ENC



there's a certain discipline you need in order

to play the world that makes

seem contrived, and you'll be

pre-deciding what happens by yourself, not playing to find out.

pre-plan a storyline, and I'm not tucking

• Make the characters' boring.

After setup, do not negotiate or discuss as a group (except to decide the Tone after a Scene). Do not ask for suggestions or give suggestions. Keep your ideas close to the vest.

### GAME SETUP

The name we choose is important, because we're all going to be addressing one another by these names over the course of the game.

< . T . I . 9 2 . W . H . + . 1 . J . 7 . 5 . P . 2 . A . F . I . D . S .  
P . 4 . W . 1 . 3 . N . Z . : : : . O . L . E . S . A . V . V . 3 . X . G

o o a s o z d y j d d h w a a f l s b  
b o w k y j o ... x r e r e e e e e e

“  
π π π π π π π π π π π π π π π π  
π π π π π π π π π π π π π π π π

We listen in silence, and afterwards discuss the

Gods  
of the Day ; and

when anyone asks them what they have against him, and what he teaches that has this effect, they have nothing to say and simply don't know; but so as to avoid seeming to be at a loss they produce the slogans that are ready to hand for use against all philosophers:

He can take no action: other than those that further the cause.

He cannot suffer a heretic to live.

He desires to see infidels die in slow and horrible manners.

Easily succumbs to violence when he grows frustrated.

Food and drink taste like ashes to him and give him no satisfaction.

If he does not find a solid reason

# STHULHU

ALL ABOUT  
And  
How To Find Him

*Here are some very lucid and  
reasonable descriptions of* **the Worlds of H.P. Lovecraft :**

.roll:Detective Dice.

# FUCK

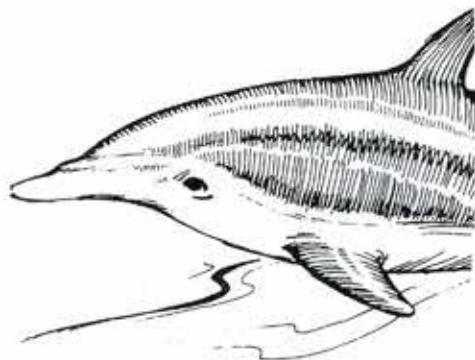
# OFF

(Gain  
Permanent Insanity)

#### WINNING:

The first player who adopts 6 Cabbage Patch Kids and says, "I promise to be a good mommy/daddy to all my Cabbage Patch Kids" wins the game.



**Stephen St. John Age 38, Wealthy Solicitor (Lawyer)**

STR 13 CON 12 SIZ 11 INT 16 POW 14  
DEX 10 APP 13 SAN 70 EDU 23 HP 12

Idea 80% Luck 70% Know 99%

99 - Cthulhu Mythos \_\_\_\_ Damage Bonus: none.

**SANITY POINTS**

Insanity	0	1	2	3	4	5	6	7	8	9	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

**HIT POINTS**

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

**MAGIC POINTS**

Unconscious	0	1	2	3			
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19

**WEAPONS**

Weapon	Skill %	Damage	Range	Shots/Rnd
.30 Carbine	(55)	2D6	50 yards	1

**INVESTIGATOR POINTS**

- |  |   |  |  |
|--|---|--|--|
| <input type="checkbox"/> Accounting ..... (10)     | <input type="checkbox"/> First Aid ..... (30)       | <input type="checkbox"/> O.L. (Latin) ..... (20)   | <input type="checkbox"/> Drive Carriage ..... (40) |
| <input type="checkbox"/> Anthropology ..... (00)   | <input type="checkbox"/> Geology ..... (00)         | <input type="checkbox"/> O.L. (English) ..... (80) | <input type="checkbox"/> O.L. (French) ..... (30)  |
| <input type="checkbox"/> Archaeology ..... (00)    | <input type="checkbox"/> Hide ..... (10)            | <input type="checkbox"/> Persuade ..... (55)       |  |
| <input type="checkbox"/> Art (lecture) ..... (45)  | <input type="checkbox"/> History ..... (20)         | <input type="checkbox"/> Pharmacy ..... (00)       |  |
| <input type="checkbox"/> Astronomy ..... (00)      | <input type="checkbox"/> Jump ..... (25)            | <input type="checkbox"/> Physics ..... (00)        |  |
| <input type="checkbox"/> Bargain ..... (75)        | <input type="checkbox"/> Law ..... (75)             | <input type="checkbox"/> Photography ..... (10)    |  |
| <input type="checkbox"/> Biology ..... (00)        | <input type="checkbox"/> Library Use ..... (55)     | <input type="checkbox"/> Psychoanalysis ..... (00) |  |
| <input type="checkbox"/> Conceal ..... (25)        | <input type="checkbox"/> Listen ..... (25)          | <input type="checkbox"/> Psychology ..... (65)     |  |
| <input type="checkbox"/> Chemistry ..... (00)      | <input type="checkbox"/> Locksmith ..... (00)       | <input type="checkbox"/> Ride ..... (30)           | <b>Firearms</b>                                    |
| <input type="checkbox"/> Credit Rating ..... (80)  | <input type="checkbox"/> Mech. Repair ..... (20)    | <input type="checkbox"/> Sneak ..... (40)          | <input type="checkbox"/> Handgun ..... (20)        |
| <input type="checkbox"/> Cthulhu Mythos ..... (00) | <input type="checkbox"/> Medicine ..... (05)        | <input type="checkbox"/> Spot Hidden ..... (50)    | <input type="checkbox"/> Rifle ..... (55)          |
| <input type="checkbox"/> Dodge ..... (20)          | <input type="checkbox"/> Natural History ..... (25) | <input type="checkbox"/> Swim ..... (25)           | <input type="checkbox"/> Shotgun ..... (30)        |
| <input type="checkbox"/> Fast Talk ..... (75)      | <input type="checkbox"/> Occult ..... (05)          | <input type="checkbox"/> Track ..... (10)          |  |

Present skill percentages are in parentheses; distribute 60 points among skills to customize this investigator.

**Eleanor of Aquitaine Privileged Dilettante**

STR 9 CON 13 SIZ 8 INT 13 POW 15  
DEX 15 APP 14 SAN 75 EDU 17 HP 11

Idea 65% Luck 75% Know 85%

99 - Cthulhu Mythos \_\_\_\_ Damage Bonus: none.

**SANITY POINTS**

Insanity	0	1	2	3	4	5	6	7	8	9	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

**HIT POINTS**

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**MAGIC POINTS**

Unconscious	0	1	2	3			
4	5	6	7	8	9	10	11
12	13	14	(15)	16	17	18	19

**WEAPONS**

Weapon	Skill %	Damage	Range	Shots/Rnd
Fencing Foil	(60)	1D6+1	touch	1

**INVESTIGATOR POINTS**

- |  |   |  |   |
|--|---|--|---|
| <input type="checkbox"/> Accounting ..... (10)     | <input type="checkbox"/> First Aid ..... (30)       | <input type="checkbox"/> O.L. (French) ..... (50)  | <input type="checkbox"/> Fencing ..... (60) |
| <input type="checkbox"/> Anthropology ..... (00)   | <input type="checkbox"/> Geology ..... (00)         | <input type="checkbox"/> O.L. (English) ..... (65) |   |
| <input type="checkbox"/> Archaeology ..... (00)    | <input type="checkbox"/> Hide ..... (10)            | <input type="checkbox"/> Persuade ..... (45)       |   |
| <input type="checkbox"/> Art (painting) ..... (45) | <input type="checkbox"/> History ..... (45)         | <input type="checkbox"/> Pharmacy ..... (00)       |   |
| <input type="checkbox"/> Astronomy ..... (00)      | <input type="checkbox"/> Jump ..... (55)            | <input type="checkbox"/> Physics ..... (00)        |   |
| <input type="checkbox"/> Bargain ..... (40)        | <input type="checkbox"/> Law ..... (30)             | <input type="checkbox"/> Photography ..... (30)    |   |
| <input type="checkbox"/> Biology ..... (25)        | <input type="checkbox"/> Library Use ..... (25)     | <input type="checkbox"/> Psychoanalysis ..... (00) |   |
| <input type="checkbox"/> Conceal ..... (25)        | <input type="checkbox"/> Listen ..... (25)          | <input type="checkbox"/> Psychology ..... (45)     |   |
| <input type="checkbox"/> Chemistry ..... (00)      | <input type="checkbox"/> Locksmith ..... (00)       | <input type="checkbox"/> Ride ..... (75)           | <b>Firearms</b>                             |
| <input type="checkbox"/> Credit Rating ..... (95)  | <input type="checkbox"/> Mech. Repair ..... (20)    | <input type="checkbox"/> Sneak ..... (10)          | <input type="checkbox"/> Handgun ..... (20) |
| <input type="checkbox"/> Cthulhu Mythos ..... (00) | <input type="checkbox"/> Medicine ..... (05)        | <input type="checkbox"/> Spot Hidden ..... (50)    | <input type="checkbox"/> Shotgun ..... (30) |
| <input type="checkbox"/> Dodge ..... (50)          | <input type="checkbox"/> Natural History ..... (60) | <input type="checkbox"/> Swim ..... (55)           | <input type="checkbox"/> Rifle ..... (25)   |
| <input type="checkbox"/> Fast Talk ..... (35)      | <input type="checkbox"/> Occult ..... (40)          | <input type="checkbox"/> Track ..... (10)          |   |

Present skill percentages are in parentheses; distribute 60 points among skills to customize this investigator.





big thanks to everyone who showed up  
and defaced a roleplaying game text