

# Traffic

a continuation of “Song of the Starwalkers”  
for Call of Cthulhu

Aaron M. Sturgill, © 2008

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[Note: It is recommended, but not strictly necessary, that the Keeper have on hand the following two books: Miskatonic University from Chaosium, Inc., and Delta Green: Countdown, from Pagan Publishing.]

# Keeper Information

## Introduction

In the course of the previous adventure (“Song of the Starwalkers”), the investigators caught wind of a plot surrounding Miskatonic University – which is where “Traffic” takes place. Certain youths from the rural town of Armitage procured illicit substances from students at Miska-tonic, and recorded various fantastic results from their use, including visions or hallucinations of terrible extraterrestrial creatures. As a result of this evidence, the investigators have decided to pay a visit to Miskatonic University, in Arkham, Massachusetts, to suss out the situation, and determine if they can be of any help.

In addition, the investigators came into contact with the Phantom of Truth – a being that will eventually decide the fate of the city of Boston, which is destined to become a suburb of the mythical city of Carcosa. In this episode, he will possess someone directly.

## Hail Miskatonic, Hail

First off, an important note: in the present day, the faculty and student body of M.U. are significantly more Mythos-aware than their early twentieth century counterparts. As a general rule, we will use the following percentages: 20% of the faculty, and 10% of the student body, have a somewhat substantiated knowledge of the Mythos (beyond the average ghost story or campus legend).



## The Problem

There’s something brewing in the chemistry department at M.U. For a number of years, Doctor Alfred Cameron has subtly encouraged his students to pursue the chemical alteration of mind-altering substances to produce fantastic effects.

Subtly, of course – since he would quickly find himself out of a job, if not imprisoned, were his teachings ever to surface. He has only spoken candidly with a handful of students he has perceived to be receptive to his ideas.

## Dr. Alfred Cameron – School of the Physical Sciences

Head of the Department of Chemistry since 1994, Dr. Cameron is generally well-respected by his peers and students. However, his tendency towards humorous pranks and a general lighthearted take on academic life have earned him a somewhat quirky reputation.

His extracurricular activities revolve around arcane experiments with various hallucinogens, with the intended effect of giving Mythos visions to users. This is a project he's been pursuing since his own university days at Cornell University. Mostly, he has toyed around with chemical alterations to existing substances such as THC, cocaine, psilocybin, ketamine, PCP, and LSD.

### Manifestations of the Phantom of Truth

If Cameron is ever seen (a) alone, or (b) within line-of-sight of a mirror, there is a 50% chance that an investigator will catch a glimpse of the Phantom of Truth – a grey-robed figure with a mask that is not a mask.

The crux of his experiments occurred mere months before his appointment at Miska-tonic. While under the effects of a customized PCP variant, Cameron traveled to the city of Carcosa, where he witnessed a state of despair and entropy that drove him utterly mad. Whether this experience was physical or astral is unknown. Regardless, it was this event that opened his mind to possession by the entity known as the Phantom of Truth (*Delta Green: Countdown*, p. 202).

At some point, the Player Characters will learn of this event. (Probably from Agent Rosenfield, who has seen his possessed form... see p. XX.)

## Christopher Robson and Substance X

The most successful experiment to date came as rather a surprise to Cameron, when one of his graduate students (Christopher Robson) began mucking about with the composition of a dissociative anesthetic called ketamine. After several rounds of testing, one of Robson's test subjects (a fellow student) reported vivid hallucinations that, while reminiscent of ketamine's base effects, were quite above and beyond the norm.

Robson had discovered a heretofore unknown substance, which can be added to (or fused with) any preexisting mind-altering substance, thereby imbuing it with Mythos-related properties. This so-called 'Substance X' seemed to enhance the existing properties of the base substance, giving the user intense visions of Mythos-related themes (creatures, locales, etc.).



## Spread

Precise details are widely disputed, but suffice it to say, the drug's reputation spread like wildfire, as did its sphere of distribution. In no time at all, users all over Massachusetts were enjoying the fruits of the chemistry department's labors. Dr. Cameron and Chris Robson became the center of a new ring of illicit drug trafficking that would quickly consume many more students, faculty, and community members.

Their first concern was a location, both for manufacturing and storing the drug. They soon discovered a solution to both problems right under their noses – as well as an opportunity for expansion. (See **The Tunnels**, below.)

Their second concern was security – especially considering that the tunnels beneath Miskatonic are frequently used by the student body, as well as the residents of Arkham itself. Cameron's solution: Chthonian minions (see **The Chthonians**, below).

## The Tunnels

[See Miskatonic University, pp. 151 – 163.]

Arkham is far from the only medium-size New England city to possess an extensive network of sewers and tunnels. Most of the residents of Arkham are aware of what lies beneath the city, but surprisingly few people make use of them. Unsurprisingly, the most frequently-used subterranean channels lie beneath Miskatonic University itself. Therein, the students find all manner of use for various caverns and passageways leading between various aboveground locales. (See pp. 155 – 160 of *M.U.*)



Of course, Dr. Cameron's purposes were decidedly more sinister. First, he needed a secret and secure storage center for a moderate amount of Robson's Substance X – and he found just such a place in a half-finished cellar in Garbage Alley (*M.U.*, p. 155). Stashed among cabinets of old, molding medical files and useless surgical relics is where he keeps both the substance itself, as well as altered forms of various drugs such as ketamine and marijuana.

Knowing that he could hardly continue manufacturing the drug in his campus lab, he and Robson (along with several eager volunteers) set about constructing a secret underground facility, not far from the aforementioned Garbage Alley. Not long after solidifying their operation, Dr. Cameron and Robson intuited that Arkham's pervasive tunnels and sewers could be effectively used to ferry their wares outside of the city, while arousing little or no suspicion.

## The Chthonians

[See Call of Cthulhu, p. XX.]

Once Cameron and Robson had secured a location for Substance X, they needed to keep it secure. Not trusting their fellow users and developers with the contraband, they turned to esoteric creatures *from beyond*, which they could (hypothetically) control and direct. Cameron, being somewhat familiar with the Mythos, chose the Chthonians as the ideal sentinels. Not particularly intelligent or handy in a fight, they happen to excel at burrowing their own subterranean tunnel networks and causing substantial earthquakes in the surrounding environs.

Thus far, reports of minor earthquakes in the Miskatonic region have kept prying eyes away from the Chemistry Department's underground activities.

*(Chthonian game stats can be found on p. XX.)*

# Ketamine: An Overview

*[For a more in-depth discussion of ketamine, its history and effects, see the Articles on page XX.]*



As a battlefield anesthetic, ketamine was originally developed as a safer alternative to PCP, which was known to cause severe hallucinations and seizures. Its use as a recreational substance seemed to commence almost immediately (around the mid-1960s).

Today, it is often broadly categorized as a ‘party’ or ‘date rape’ drug, because of its extensive use in rave culture. In larger doses, it is commonly known to give an intense trip (as opposed to a mild high, such as with marijuana or cocaine), while being safer in the long run than so-called ‘hard’ drugs like PCP and LSD. In truth, this opinion is mostly based on ignorance of its long-term effects.

Originating in liquid form, it can be injected – although the occurrence of this usage is rare. In most cases, it is converted (baked) into a powder form, nearly indistinguishable from cocaine, and snorted (or sprinkled over marijuana and smoked). Its effects seem to vary considerably, from a general numbing sensation, to vivid hallucinations and out-of-body experiences. Most users report a fairly predictable state known as a ‘K-hole’, in which the user finds himself all but unable to move, or to focus on anything outside of his trip. In some cases, users experience severe nausea and claustrophobia while in a K-hole.

## Robson’s Variant

Chris Robson’s ketamine variant differs only in the specifics: when hallucinations occur, they always involve various Mythos creatures, especially those given to psycho-spiritual manifestation. In the case of an out-of-body trip, the user might find himself floating above the fabled corpse city of R’lyeh (the resting place of Great Cthulhu), or among the whisper vaults and catacombs of Carcosa (the city ruled by the King in Yellow/Hastur).

However, at least one highly unfortunate side-effect has shadowed Robson’s experiments: at least one in five users has ended up clinically insane (permanently or not has yet to be determined). Many of these psychiatric patients are currently being cared for at the Arkham Asylum and Rehabilitation Facility... which presents a wide-open opportunity for research and investigation for anyone who happens to take an interest in recent events. (See p. XX.)

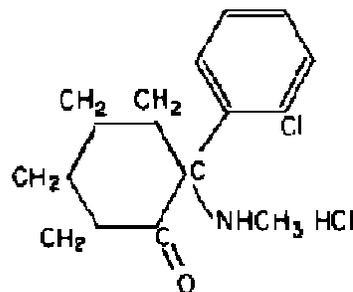


# Now

Dr. Cameron and Chris Robson are continuing to perfect Substance X by tweaking its chemical makeup, as well as continuing their field experiments (trafficking). Their ultimate goal? To spread their insanity... the Gospel of Chaos... the Spirit of the Mythos. They want everyone to welcome the coming dark age, and hasten the Day of Stars.

Cameron and Robson have surrounded themselves with a growing number of neophytes. These converts invariably begin as casual users of the hot new drug on campus, and end up serving a much greater evil. Those that lose the ability to interact with the world are committed to Arkham Asylum... but all of them are at least somewhat insane.

Presently, they are primarily concerned with collecting data from their ongoing field tests – interviewing habitual users, comparing various responses and experiences, etc.



## Recap and Timeline of Events

- △ **June, 1994:** While experimenting on and with various psychedelic substances, Dr. Alfred Cameron visits the city of Carcosa (whether physically or astrally, even he is not certain). He meets and is possessed by the Phantom of Truth. Upon returning to the physical plane, he resolves to spread the word...
- △ **August, 1994:** Cameron takes over as head of the Miskatonic Chemistry Department. He is insane, although remarkably cognizant – he ultimately becomes a favored member of the faculty, respected by peers and students alike.
- △ **October, 1999:** He meets Marcus Chase, the first of several graduate students who will display a higher-than-average affinity for (or, at least, interest in) the Mythos. Over the next two years, the two of them perform extensive research into substance alteration – however, Chase ends up in the Arkham Asylum before their work produces any fruition. (The next several ‘initiates’ either lose interest in his special projects, or end up committed to institutions similar to A.A.R.F.)
- △ **August, 2005:** Christopher Robson enrolls at M.U., almost immediately attracting the attention of Dr. Cameron. Over the next year, Cameron takes subtle steps to develop Robson’s Mythos awareness – which culminates in Robson’s development of Substance X in November of 2006.
- △ **April, 2007:** Cameron and Robson have established quite a racket (i.e., a willing base of subjects for field experiments), both within Arkham and in the surrounding area. They are currently in the advanced stages of field testing.

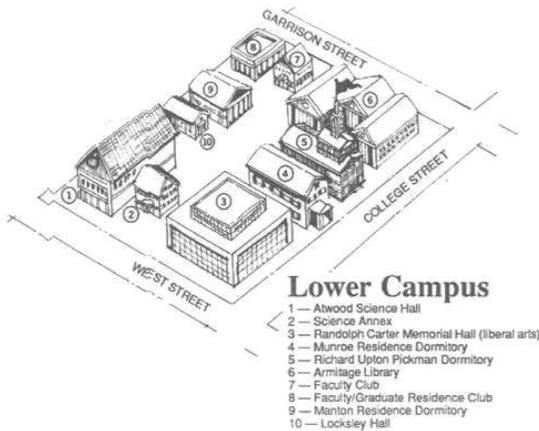
# The Story

## Stage One: Arrival and Introduction

One (or more) of the investigators has a contact in Arkham – probably a professor at Miskatonic University. Following a lead from their previous case (“Song of the Starwalkers”), they have decided to travel to Arkham to investigate certain disturbing rumors regarding Miskatonic University’s chemistry department.

Most everyone on campus (and most of the residents of Arkham) are aware of the rash of asylum committals, and minor earthquakes... but the following individuals are most suited to contact the investigators and get them involved.

Accompanying the personal descriptions are notes on the aspects of Arkham life to which the characters are closely related. (E.g., the music professor’s profile gives way to a brief description of Arkham’s music scene.)



### Professor Jeffery Hunt – M.U. School of Rhetoric

Professor of Ancient Languages; expert in Latin, Greek and Hebrew (of course); specialist in Sanskrit, Egyptian hieroglyph, and other pictographic symbol sets. A longtime occult enthusiast (from an academic perspective, at least), he is somewhat initiated into the Mythos, by way of several texts available at the Orne Library.

His enthusiasm lies in the historical and academic realms – as a result, he is somewhat cut off from day-to-day campus life. Although he is aware of *something strange* happening on campus lately, he remains largely oblivious to its ramifications.



## Robert Reuter – M.U. School of Music

Professor of Composition and Music Technology; known worldwide as a leader in the area of digital composition and performance. A quirky and mys-terious figure, Reuter seems to get along better with his free-spirited students than with his peers among Miskatonic’s faculty.

In its heyday, the Miskatonic School of Art was a significant part of campus life. However, in the last several decades, the art school has given way to its musical counterpart, which has recently produced several performers and composers of note. Obviously, the School of Music is small – but it has gained a deserved reputation as a center of study for jazz and postmodern composition, due in no small part to the presence of Professor Reuter.

Arkham also shares a thriving local music scene in common with several unassumingly small towns in northern Massachusetts (such as Armitage).



## Trinity Paulsen – M.U. *Crier*

A student reporter at the *Crier*, Trinity has been looking into the committals and disappearances as a side project for several months. She will catch up with the investigators (perhaps at Arkham Asylum – see p. XX), after somehow learning of Agent Portiz’ (and/or Jane Wellington’s) assignment(s). How she stumbled across this information is at the keeper’s discretion. Perhaps it was an anonymous tip, from an Agent Rosenfield – which would present a terrific preliminary connection to the Delta Green conspiracy.

## Dr. Cameron and Chris Robson

The ringleaders are difficult to track down, but not impossible. If questioned, they are fairly convincing in their innocent ignorance (although several rolls, both for them and the investigators, may be required).





## Marcus Schroeder – Phoenix Books

The proprietor of Arkham's premier rare bookshop has taken a small interest in recent events, and has found numerous literary and historical parallels to Arkham's current situation – theories and half-baked conclusions that he will be more than eager to share with the investigators.

- △ Earthquakes!
- △ Chthonians!
- △ Death cults!
- △ The end of the world!

## In Summary

These characters should be used as sources of information and support for the investigators. Some are likely to contact the investigators themselves, while others will have to be approached directly. All of them have something to say – whether that will be useful to the investigators is ultimately up to the keeper. None of them are hard to find – anyone can direct the PCs to them if asked.

|

## Stage Two: The Ongoing Investigation

After speaking with a number of Arkham residents, as well as M.U. students and staff, the investigators will come to four general leads.

- △ **The Department of Chemistry:** If anyone in Arkham has the means to create designer drugs, it's the Chemistry Department. The investigators may want to question the department head, as well as any notable students.
- △ **Student drug trafficking:** This is, of course, why the investigators came to Arkham in the first place. They may want to start asking questions around campus...
- △ **The sewer tunnels:** Although hardly unique among New England cities, the sewer tunnels beneath Arkham provide an irresistible avenue for all manner of illicit activities.
- △ **Earthquakes...** in Massachusetts!

In point of fact, all four leads are (of course) closely related – but the pursuit of each will reveal unique aspects of the conspiracy.

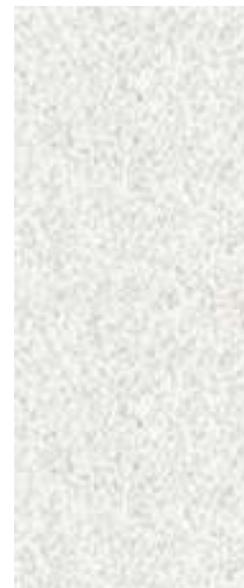
## The Department of Chemistry

Despite being the head of the department, Dr. Cameron is notoriously difficult to find. The investigators will be met by Sarah Grange, Cameron's assistant, who will politely make an appointment for several days hence.

Only a surreptitious examination of the department will uncover any telling evidence.

- △ **Computer files:** A successful Computer Use roll (at -10% difficulty) will uncover **XX**
- △ **Laboratories:** Successfully sneaking into the chemistry labs (a normal Sneak roll) will reveal the former location of an extensive production facility. **XX**

Using either of these methods will incur some sort of negative fallout for the investigators – tense relations with M.U. staff, or the watchful eye of savvy students in league with Dr. Cameron.



## Student Drug Trafficking

Several of the aforementioned NPC informants have various unsubstantiated theories regarding the student drug ring. However, if the investigators want to question a few random students...

### Roll 1D20 (for each student questioned)...

- 1-4 They know nothing of any drug traffic, but are pleasant enough, and seem willing to help in any way they can.
- 5-7 They know nothing of any drug traffic, and resent being implicated. They are decidedly unhelpful – even hostile.
- 8-10 They are aware of the situation, but not directly involved. They quickly warm up to the investigators, and wish to help in any way they can. (They might even be willing to infiltrate the drug ring as a mole.)
- 11-15 They are loosely involved (casual users/test subjects). Their denials are adamant, but unconvincing. (If tailed, they may lead to someone more important.)
- 16-20 They are deeply involved with the drug ring, and will stop at nothing to cover it up. With the right rolls, they can fool the investigators – at least for a while.

Potentially, the investigators may make several attempts (rolls), and talk to many different students with varying degrees of awareness and/or relationship with the drug ring.



There's a good chance that one of the investigators will attempt to make a score. In this case...

**Roll 1D20 (for each investigator's attempt)...**

- 1-5 The investigator is unsuccessful in finding a contact. (If this result makes no sense [e.g., if they already have a solid connection], then skip to the next result.
- 6-9 A potential contact doesn't come through. (E.g., "Sure, I can get something for you..." Then, the contact fails to show up, or has suddenly run out, etc.
- 10-12 The score is successful, and goes off without a hitch. The investigator now has a sample of Substance X, infused into any street drug the keeper chooses.
- 13-15 The score is successful, but is complicated by a bust by local law enforcement. (If this result makes no sense [e.g., if the investigators are in cahoots with the police], then skip to the next result.)
- 16-20 The score is successful – but attracts the attention of Dr. Cameron and/or Chris Robson.

It's unlikely that a single investigator could feasibly make more than one attempt at scoring, so each investigator may only roll once.

These random tables are presented because they don't drastically affect the outcome of the story – they're just fun ways to see how things might play out. Any result leads to roughly the same resolution (see p. XX).

## The Sewer Tunnels

Any number of M.U. students and staff can introduce the investigators to the tunnel network. These potential guides will probably fall within one of three categories.

- △ **Professors** (or **staff**), such as Jeffrey Hunt or Robert Reuter (see p. XX and p. XX, respectively) – or any other faculty or staff contact (even a nameless janitor) – could easily lead them on at least a cursory exploration of the tunnels. However, it is unlikely that these individuals will be able to lead them anywhere of importance.
- △ **Students** – of either the blissfully-ignorant-party-hardy, or the zealously-helpful, varieties. Trinity Paulsen (see p. XX), or any other student contact, should be able to lead them to many important areas (such as Garbage Alley, XX, etc.).
- △ **Arkham residents.** Most citizens are only vaguely aware of its existence, let alone capable of navigating it. However, Marcus Schroeder (see p. XX) is uniquely suited to introduce the investigators to the subterranean complex. In fact, he is more capable than most M.U. students – he has even collated an extensive (albeit largely incomplete) folio of maps.
- △ **Earthquakes.** It's more than likely that a minor tremor will affect the town during the investigation – in which case, the investigators might be immediately compelled to search the subterranean environs.

Any of these options could easily lead to a confrontation with a Chthonian minion!

## Deep Throat

There is a new NPC that the keeper should be prepared to use at any point when the investigators are floundering for options. Agent Rosenfield (his only moniker in this adventure) approaches them as the stereotypical Man In Black (or beige trench coat, etc.), and gives them a prod in the right direction. (“Search the tunnels...” “So, how about these earthquakes?”... etc.) He remains enigmatic, naturally, and impossible to contact directly.



## The Surreal Element

Much of the information presented thus far falls within the realm of mundane investigation – research, exploration, investigation, fact-gathering, etc. However, given the esoteric nature of the Hastur Mythos (which will become much more important in future adventures), the Keeper is advised to give the investigators a taste of what’s to come.

On p. 203 of *Delta Green: Countdown*, John Tynes recommends that the Keeper write down four themes that figure prominently in the Hastur Mythos. I highly support this suggestion – ideally, the Keeper should familiarize himself with the entire Hastur Mythos, as presented in *Countdown*. Following are four examples of low-level manifestations, each related to one of the four unifying themes.

### Alienation

Those affected by Hastur, the embodiment of chaos, are inclined to peel away – and, be driven off – from society, as a whole. In this adventure, Dr. Cameron and Chris Robson have begun taking their academic duties less and less seriously, removing themselves (and being ostracized) from the stabilizing influence of their peers. (If this were to ever happen to one of the investigators... watch out!)

### Surrealism

The world of Hastur makes very little sense to the rational mind. Where he is present, reality becomes more dream-like and nonsensical... but there is always a spiritual or emotional connection to those involved.

As part of character creation, the Keeper should ask each player to write a deep, dark secret that their investigator harbors. It doesn’t have to be earth-shattering – it can be as mundane as a traumatic childhood experience that the investigator has never shared with anyone.

At some point during the investigation, that investigator will open a door (into a house, a room, a closet, whatever), only to see this particular scene from his life played out like an apparition. Perhaps this is visible to others, perhaps it isn’t.

## Creativity

Many artists and 'free thinkers' are drawn to Hastur, and there are many modes of expression in which his influence can be felt. In this adventure, the investigators may begin to suspect an underlying theme as they run across...

- △ Bands with names like A Mask That Is Not A Mask, or The Entering King.
- △ Paintings and sculptures at Miskatonic that incorporate the arcane Yellow Sign (*Delta Green: Countdown*, p. 202).
- △ References to an arcane French play called The King in Yellow (although they won't discover the play itself until a later adventure).

## Aesthetics

Architecture and decoration may take on noticeable elements from the Victorian and Edwardian eras – walls covered in red velvet, furniture morphing into period-specific designs, etc. This is a difficult element to catch, but don't overdo it... since Arkham and Miskatonic University aren't actually the ultimate focus of Hastur's manifestation.

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# Stage Three: Resolution

There are two basic methods by which to resolve the scenario. Any of these options can quickly lead to any other, so it hardly matters which one is encountered first.

## A Discovery

Once they spend any time whatsoever in the subterranean tunnels, the investigators will find...

- △ Chthonian eggs. (Spherical objects resembling mineral formations.)
- △ A mature Chthonian. (See p. XX.)
- △ A stash of illicit drugs, containing traces of Substance X.
- △ Robson and Cameron themselves.

## The Stench of Rat

It is likely that the investigators will eventually attract the attention of Dr. Cameron and Chris Robson, as a result of their snooping around. In this case, Cameron will summon a Chthonian to directly attack them while they're snooping around the tunnels.

## Eventuality

Either way, the investigators will come into direct conflict with Dr. Cameron, and/or Chris Robson. They will likely be more than a match for them, physically and legally – especially if the FBI PC has lined up official support for the investigation.

As always, the author provides very little in the way of predefined resolution. The NPCs presented have clearly-defined motives and goals, so it should be a simple matter to roleplay their downfall.

|

## Epilogue

Following the successful completion of “Traffic”, Agent Rosenfield will once again confront the investigators, congratulate them on their success, and offer them a job with an organization called Delta Green.

He is especially interested in the PCs that have any legal or government affiliation (FBI and other law enforcement, especially), but will welcome other useful investigators in the capacity of Friendlies (see *Delta Green*, p. XX).

He informs them of an ongoing investigation that he is co-ordinating, centered around a death cult in metropolitan Boston.

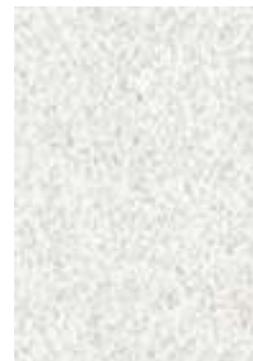
## Source Material

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## Maps

To be found in *Miskatonic University*, from Chaosium, Inc.

- △ **New England map:** p. 16
- △ **Arkham map:** p. 20
- △ **M.U. Campus map:** p. 23
- △ **M.U. Tunnel map:** p. 154



# Cast of Characters

## Dr. Alfred Cameron

Head of the Chemistry Department at Miskatonic University;  
Mythos drug lord; possessed by the Phantom of Truth.

**STR** 8      **CON** 10      **SIZ** 9      **INT** 18      **POW** 14  
**DEX** 11      **APP** 13      **EDU** 17      **SAN** 9      **HP** 10

**Damage Bonus:** +0

### **Weapons:**

Fist/Punch 40%, damage 1D3+db  
12-gauge pump shotgun, damage 4D6/2D6/1D6

### **Spells:**

Summon/Bind Chthonian  
Brew Dream Drug  
Journey to the Other Side

### **Skills:**

Biology 65%, Chemistry 95%, Cthulhu Mythos 65%, Computer Use 70%, Conceal 75%, Fast Talk 65%, Geology 55%, Hide 75%, Library Use 80%, Medicine 40%, Occult 70%, Pharmacy 65%, Sneak 75%

For *Rule of Three*

**Physical** 2

**Mental** 4

**Spiritual** 4

**Summary and Recent History:** XX

**Motivations and Goals:** XX

**Relationships:** XX

# Christopher Robson

Chemistry student at Miskatonic University; Mythos drug lord.

**STR** 14      **CON** 13      **SIZ** 12      **INT** 16      **POW** 7  
**DEX** 15      **APP** 17      **EDU** 14      **SAN** 38      **HP** 15

**Damage Bonus:** +1D4

## **Weapons:**

Fist/Punch 75%, damage 1D3+db  
Glock 9mm 70%, damage 1D10

## **Spells:**

Brew Dream Drug

## **Skills:**

Astronomy 45%, Chemistry 60%, Computer Use 65%, Conceal 55%, Cthulhu Mythos 20%, Drive Auto 45%, Hide 45%, History 40%, Library Use 60%, Occult 15%, Persuade 50%, Sneak 35%

For *Rule of Three*

**Physical** 3                  **Mental** 4                  **Spiritual** 2

**Summary and Recent History:** XX

**Motivations and Goals:** XX

**Relationships:** XX



## Agent Rosenfield (Matthew Ferris)

Veteran Delta Green agent; 'Deep Throat' informant to the investigators.

**STR** 14      **CON** 10      **SIZ** 13      **INT** 15      **POW** 3  
**DEX** 15      **APP** 13      **EDU** 16      **SAN** 22      **HP** 13

**Damage Bonus:** +1D4

### **Weapons:**

Fist/Punch 85%, damage 1D3+db

Glock 9mm 80%, damage 1D10

### **Spells:**

?

### **Skills:**

Anthropology 75%, Astronomy 60%, Climb 60%, Computer Use 70%, Cthulhu Mythos 60%, Dodge 70%, Drive Auto 70%, Fast Talk 65%, Hide 55%, History 65%, Law 65%, Library Use 70%, Martial Arts 60%, Navigate 60%, Occult 80%, Other Language: **XX**, Persuade 80%, Psychology 45%

For *Rule of Three*

**Physical** 2

**Mental** 4

**Spiritual** 3

**Summary and Recent History:** **XX**

**Motivations and Goals:** **XX**

**Relationships:** **XX**

# Mythos Entities

## Young Chthonian

XX

**STR** XX      **CON** XX      **SIZ** XX      **INT** XX      **POW** XX      **DEX** XX      **HP** XX

**Damage Bonus:** XX

**Weapons:**

XX

**Armor:** XX

**Spells:**

XX

**Skills:**

XX

**Sanity Loss:** XX