

Cthulhulike

**Godlike meets *Call of Cthulhu*
(a squamously heroic conversion)**

By Shane Ivey

Call of Cthulhu is a classic game of horror, combining nihilistic despair with gruesome violence and slimy monster-gods big enough to drain the meaning out of any mortal life. *Godlike* is a new game of wartime superhero action, with an innovative, lightning-fast game engine. This conversion aims to take some of the most popular facets of each game—the background and visceral fear of *Cthulhu*, the fast-paced resolution of *Godlike*—and create a distinct new gaming experience.

No, you don't get superpowers, unless that's what your gamemaster is after. But don't feel cheated; this is *Cthulhulike*. Even superpowers won't save you, in the end.

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Character Generation

Cthulhulike characters are generated in three steps, similar to *Godlike*: Base Stats, Base Skills, and Pick-Up Points. You don't roll for stats; come up with your character concept first, get a feel for his occupation, educational background, strengths and weaknesses, and so on, and *then* start spending your points.

Base Stats: You start with 1 die in each of the six stats (Body, Coordination, Sense, Brains, Command, Cool). Then you get 6 dice to distribute among them however you wish.

Base Skills: You start with 1 die in each of the skills listed in your character's occupational template. Use the occupational templates from *Call of Cthulhu*, modified as necessary to fit the *Godlike* skills. (Skills are mostly interchangeable between the two games, but some need to be fudged: *Godlike* abstracts Fist/Punch, Kick, Head Butt, etc., all into the single "Brawling" skill, for instance.)

Pick-Up Points: You get 25 "character points" to spend on stats and skills. Each die of a stat costs 3 character points; each die of a skill costs 1 point. You can buy dice in any skills, not just occupational skills. However, you cannot increase Base Will (except by buying high Command and Cool, of course), and *Cthulhu* Mythos skill is only available with the Keeper's permission.

Optional: Skill Restrictions. Under this optional rule, no skill can start with more dice than its base stat. So if you have a Coordination of 1, for example, you can't get Pistol 3 or Dodge 4. (That's how *Godlike* does it, but it might be too restricting for some *Cthulhu* campaigns.)

New Skill: Credit Rating. Use Credit Rating exactly as it's used in *Call of Cthulhu*, to represent a character's social status and access to resources. It is a Command-based skill. (There are extensive rules in *Wild Talents* for using skill rolls to obtain resources or pull strings, so you should look there if you want to go into great detail about what Credit Rating can do for your characters. Personally, I advise getting a sense of the character's wealth during character generation, then using that background to wing it when the skill comes up in play.)

Converting Characteristics

Godlike stats are based on the various CoC stats. Where *Godlike* stats are broader than their CoC equivalents, use the average of the relevant stats to make the conversion.

CoC Stat	Godlike Stat
3-7	1
8-13	2
14-15	3
16-17	4
18-19	5
20-30	6
31-40	7
41-50	8
51-60	9
61+	10

Godlike Stat	CoC Stat
Body	Avg: STR, SIZ, & CON
Coordination	DEX
Sense	POW
Brains	Avg: INT & EDU
Command	POW
Cool	POW

All My Stats Are All the Same! So you don't want your Sense, Command, and Cool to be identical? Fair enough. Take a look at your skills and other stats and get a sense of where the character's specialties lie. Does he have a high Appearance or Size, or a high Persuade skill? Maybe Command is his thing. High Fast Talk a high SAN? Maybe his Cool should be higher. Lots of Spot Hidden and Listen? Sounds like Sense should get a boost. Once you get the base stats by converting from POW, you can trade points between Sense, Command, and Cool until they look right.

Base Will: For humans and lesser monsters, calculate Base Will normally (i.e., the sum of Command and Cool). For more powerful monsters and deities, and for mortals with noteworthy magical prowess, use their listed POW as their Base Will.

Hard Dice, Wiggle Dice, and Extras: Hard Dice and Wiggle Dice are the province of super-humans; in other words, the Cthulhoid horrors being dredged up by the investigators. Use hard dice and wiggle dice to represent ranges of power beyond the 1d to 10d scale given above, with hard dice representing raw power and wiggle dice representing infernal skill to accompany it (i.e., 100% skill or automatic success). Each HD equals roughly 2d; each WD equals 4d. Extras from *Godlike* and *Wild Talents* may also be appropriate to represent the size or powers of some creatures.

Example: The Keeper wishes to convert the monstrous form of Nyarlathotep to *Godlike* stats. He starts with Body: the Crawling Chaos has STR 80, CON 50, and SIZ 90, for an average of 73. That would mean 11d Body in a straight conversion, but 10d is the maximum. The Keeper decides Nyarlathotep gets Body of 9d + 1hd.

Wound Boxes and Hit Points: Use the *Godlike* rules for humans, and for more or less human-level humanoids like ghouls and Deep Ones. For more monstrous entities, you usually won't need to bother with hit locations; simply give them a total number of wound boxes equal to their CoC Hit Points x 2.

Example: Nyarlathotep has 70 HP. That converts to 140 Wound Boxes. Easy enough.

Converting Skills

Skills can mostly be adapted directly from CoC. Unlike stats, however, skill points don't convert directly from CoC to *Godlike*. Instead, your total *Godlike* dice pool should be based on the CoC percentile skill, as shown below. Subtract your base *Godlike* stat, determined in Part I, from the total dice pool. The remainder is your *Godlike* skill.

CoC Skill	Godlike Dice Pool
01-20%	2
21-40%	3
41-50%	4
51-60%	5
61-70%	6
71-80%	7
81-90%	8
91-99%	9
100%+	10

Example: Your investigator has a 65% Boating skill (6d), and you've already decided his Coordination is 3. You should give him a *Godlike* boating skill of 3d (3d + 3d = 6d).

Optional: Base SAN = Mental Stability dice pool. Use your investigator's base SAN rating to determine his Mental Stability skill. (So if your investigator has SAN of 70, his Mental Stability dice pool is 6d.) The Keeper might prefer to use this rule only for characters whose background makes them somewhat inured to terror: veteran soldiers, detectives, morgue attendants, psychiatric ward orderlies, certain orders of clergy, etc.

Optional: Know Roll = Education. Use your character's CoC Know roll to determine his *Godlike* Education skill. The Keeper may wish to restrict this to characters with significant academic backgrounds, since CoC characters often have EDU stats higher than what their formal schooling would indicate.

Cthulhu Mythos: The Cthulhu Mythos skill is a special case. Not only can it only be increased through mastery of bizarre tomes and exposure to mind-bending situations, but its maximum dice pool is equal to twice the skill rating. (If you have Brains 4 and Cthulhu Mythos 2, you get a 4d Mythos pool, not 6d.) After all, brains only go so far in comprehending the incomprehensible.

Combat and Damage

Weapons and Damage: Use the *Godlike* combat rules. Most weapons that the players will use are covered in *Godlike* or *Wild Talents*—don't bother trying to convert them from CoC using a formula.

You can, however, use these charts to determine the equivalent damage of a monster or spell, or the *Godlike* armor rating of a Mythos monster. Note that CoC damage bonuses (due to STR and SIZ) should be replaced entirely with the *Godlike* damage bonus for high Body.

CoC Damage	Godlike Damage
1d3	width in shock
1d4	width in shock + 1 killing
1d6	width in killing
1d8	width in shock and killing <i>or</i> width + 1 killing
1d10	width + 1 in shock and killing <i>or</i> width + 2 killing
1d12, 2d6	width + 2 in shock and killing <i>or</i> width + 3 killing
1d10+1d4, 2d6+2, etc.	width + 3 in shock and killing <i>or</i> width + 4 killing
2d8, 2d6+4, etc.	width + 4 in shock and killing <i>or</i> width + 5 killing
3d6, 2d10, etc.	width + 5 in shock and killing <i>or</i> width + 6 killing
4d6	width + 6 in shock and killing <i>or</i> width + 7 killing
each additional d6	+1 shock and killing <i>or</i> + 1 killing

Example: The Keeper has already decided that Nyarlathotep has a Body of 9d + 1hd. Now he gleefully turns to the attack and damage charts. The book says Nyarlathotep's claw attack has an 85% chance to hit for 10d6 damage + 10d6 for Nyarlathotep's damage bonus. He ignores the 85% attack chance, since the *Godlike* combat rules will use Nyarlathotep's Body pool to resolve attacks; and he ignores the +10d6 damage bonus, since Nyarlathotep's Body stat will net him its own damage bonus of +4 killing; that 10d6 monstrous claw then converts directly to an attack doing width + 13 killing (width + 17 if you include the Body bonus).

CoC Armor Pts	Godlike Armor
1-2	LAR 1
3-4	LAR 2
5-6	LAR 3
7-8	LAR 4
9-11	HAR 1
12-14	HAR 2
15-17	HAR 3
18-20	HAR 4
21+	+1 HAR per 3 AP

Sanity

Use the *Godlike* Battle Fatigue rules. Encountering the gruesome truths of the Mythos will often call for Mental Stability checks, with the usual results: loss of Will, a sudden urge to flee, and so on. And failing a check when you have no more Will to lose will have the same dire results: loss of Base Will, loss of Cool, loss of experience points, loss of Mental Stability, or long-term mental illness.

However, the reality-bending horrors of the Mythos affect the mind in ways beyond mortal carnage. That can make the Mental Stability check more difficult, and may make the consequences of failing it more dire.

Maximum CoC SAN Loss	Godlike Effect
up to 1d6	None; RP-only
1d8	Mental Stability check
1d10 to 2d6	Mental Stability check, Difficulty 2
2d6+1 to 2d8	Mental Stability check, Difficulty 3
1d20 or 2d10	Mental Stability check, Difficulty 4
up to 1d100	Mental Stability check, Difficulty 5
1d100	Mental Stability check, Difficulty 6; special

Special: 1d100. Things get extra interesting if the maximum SAN loss is 1d100: In that case, failing the Mental Stability check automatically counts as if the character had zero Will to begin with.

Example: The Keeper hits his hapless players with Nyarlathotep. SAN loss for Nyarlathotep in his monstrous form is 1d10/1d100—but it's the maximum possible loss that matters. Before the bloodbath even begins, each player must make a Mental Stability check with a Difficulty of 6. Few of them make it. The players groan as there's insanity and stat loss all around.

Permanent Insanity: If a character drops to zero Cool or Base Will due to a failed Mental Stability check, he goes permanently insane. Cool and Base Will both return to their original levels, but the character is either entirely out of touch with reality and unable to reason or communicate effectively—or he is so attuned to the hyperreality of the Mythos that all prior associations and relationships become meaningless. Permanently insane characters generally need to make no more Mental Stability checks; either they always fail (being so unhinged that any stressor will send them into a fit), or they always succeed (being so far beyond human reason that nothing will bother them). Either way, the character is now an NPC, for the Keeper to use as he or she sees fit.

Option: One Check. As in CoC, the Keeper may (at his or her discretion) require characters to make only one Mental Stability check for each monster or horrific event—any future encounters with that particular stressor will not require a check.

Mythos Tomes

To master a Mythos tome, the researcher must make a language roll (even if the Tome is written in the researcher’s native language!), taking 5 - Width months. If the language roll succeeds, the researcher gains Experience Points (based on the Mythos rating of the tome—see the chart below) which can *only* be applied to increasing the *Cthulhu Mythos* skill. (Although certain tomes will give experience that can be applied to other skills, as well; if the tome’s description allows a CoC experience check in a skill, it provides *Godlike* experience that can be used for that skill.) The researcher can also then use that tome as a *research aid*, gaining bonus dice to his Cthulhu Mythos skill. Finally, by mastering the tome the researcher can begin to study any *spells* that it contains.

However! The researcher also must make a Mental Stability check based on the maximum possible SAN loss of reading the tome. If the check fails, the rattled researcher has a choice: He can either quit reading the book, but get nothing out of it; or he can finish the book. If he finishes the book, he must make a second Mental Stability check, but this time *the results are as if he started with zero Will*. If the check fails, the researcher takes the usual consequences. But hey, he’ll have Mythos skill, a handy research source, and maybe even access to a spell or two. The glass is half-full after all, eh?

CoC Cthulhu Mythos Bonus	Research Dice Bonus	Experience Points
1-4%	1d	1
5-8%	2d	1
9-12%	3d	2
13-16%	4d	2
17-20%	5d	3

Learning Spells: Once a tome is mastered, its spells can be learned with a Brains roll, with a bonus and Difficulty both based on the “Spell Multiplier” of the tome.

Attempting to learn a spell takes 5 - Width weeks. (Failure to successfully master the spell takes 5 weeks.)

The sorcerer can use the same process to attempt to cast a spell “on the fly” out of a tome that has been mastered. The spell’s usual casting time applies. Note that the sorcerer will still need several weeks of study—and another successful Brains roll!—in order to memorize the spell permanently.

CoC Spell Multiplier	Learning Bonus	Difficulty
x1	1d	8
x2	2d	6
x3	3d	4
x4	4d	2
x5	5d	1

Example: John (Brains 3) has mastered the horrid *Nameless Cults* (Spell Multiplier x3), a copy with a blood-scrawled overleaf incantation to Dismiss Nyarlathotep. To memorize the spell, John must make a Brains roll at Difficulty 4 with 3 bonus dice, for a total of 6d: He rolls 2x8 and successfully masters the spell after 3 weeks of study. To cast Dismiss Nyarlathotep straight out of the book, he also rolls 6d and hopes to beat a Difficulty of 4. Afterward, of course, he won’t know the spell well enough to cast it on his own, but at least it won’t take him 3 weeks to cast!

Magic

As in *Call of Cthulhu*, the hardest part of using magic is learning it. There are no spell skills; either you know a spell, or you don't. Spells are cast with Will. Spells which require MP in *Call of Cthulhu* cost ordinary Will in *Godlike*; spells which require permanent POW require Base Will. Convert spells on a 1-to-3 ratio: 3 MP equals 1 Will, and 3 POW equals 1 Base Will.

Again, no skill roll is required to cast a spell (unless it's being cast directly out of a tome, of course); only Will.

Command Rolls and Command Contests: Some spells require a Command roll to succeed: Roll the caster's Command stat and look for a success. However, the caster can bolster the Command pool with Will, adding 1d per point of Will expended in the casting.

The ubiquitous CoC POW vs POW (or MP vs MP) contest becomes a dynamic contest, usually Command vs. Command or Command vs. Cool. Both sides roll a dice pool equal to their stat and hope for success—however, either party can bolster the pool with Will, adding 1d per point of Will expended. In most cases, width (i.e., time) is irrelevant: The contest goes to the highest successful roll.

Example: John (Command 2, Will 4) wants to use the Dread Curse of Azathoth to intimidate a Deep One priest (Cool 3, Will 7). Both use all their Will but one to boost their pools, for a total of 5d for John, 9d for the Deep One. John gets a 2x5 and the Deep One gets a 3x2. Ordinarily a wide set is good, but in a dynamic contest like this, height is what counts: John's height of 5 beats the Deep One's height of 2. The Deep One screeches as the Dread Curse takes effect.

Sanity: Sanity Loss for spellcasting is handled normally. The sorcerer must make a Mental Stability check based on the maximum SAN loss of the spell being cast, with the usual consequences for failure. Note that permanently insane spellcasters—those who are still capable of magic—need to make no such check, no matter how heinous the spell.

Getting More Will: Unlike normal humans in the *Godlike* and *Wild Talents* rules, humans in the Lovecraftian world can increase their Base Will with experience. However, a character can ONLY increase his Base Will if he has used it either casting or resisting magic. If in doubt, this is ultimately the Keeper's call: If you as Keeper think the character deserves a chance to boost his Will, go ahead and allow the player to spend experience on it.

Sample Spell Conversions

Call/Dismiss Deity: To *Call* a deity, the spell's pool equals 1d per 3 Will expended. Multiple characters can contribute Will to the casting: those who know the spell can contribute as much Will as they want; those who are simply following directions can contribute 1 point each. Total the Will spent, then roll the pool: If it succeeds, the deity appears. To *Dismiss* a deity requires a dynamic Command vs. Command contest, sorcerer vs. deity; additional spellcasters can assist in Dismissal the same as in Calling, adding 1d to the sorcerer's Command pool per 3 Will expended.

Cloud Memory: Costs 1 Will and requires a Command vs. Command contest.

Consume Likeness: Costs 1 Base Will as the sorcerer consumes the victim. The subject can be no more than 1 Body higher or lower than the sorcerer. If injured—even for a single point of shock—the sorcerer must revert to his original form for 1 hour per point of damage.

Contact [species]: These function as written.

Contact Deity: Requires 1 point of Base Will and a simple Command roll.

Create Fetch Stick: Costs 1 Base Will, and the spell's gruesome ceremony requires a Mental Stability check at Difficulty 6, with failure counting as if the sorcerer was at zero Will.

Deflect Harm: Costs 1 Will to cast. Once it is cast, the sorcerer gains 1 HAR per point of additional Will spent. However, this armor is ablative: Every point of killing damage deflected reduces the spell's HAR by 1.

Dominate: Costs 1 Will and requires a Command vs. Cool contest.

Dread Curse of Azathoth: Requires a Command vs. Cool contest. If successful, the defender loses 1 point of Base Will.

Elder Sign: Requires 1 Base Will to create.

Enchant Knife: Each point of Base Will spent gives the knife a +1d bonus for Summon Dimensional Shambler.

Grasp of Cthulhu: Costs 3 Will per minute per target. The caster rolls Command vs. Command for each target: Those who succumb are immobilized and temporarily lose the roll's Width in Body.

Shrivelling: Requires a dynamic Command vs. Command contest. If the attacker succeeds, the spell inflicts 1 point of killing damage to the target's head per point of Will expended. (Used against monsters lacking hit locations, it inflicts 6 points of general killing damage per point of Will.) Note that the Will must be spent whether or not the Command contest succeeds.

Steal Life: Costs 3 Will and requires a Mental Stability check at Difficulty 4. The victim loses 1 each from Body, Coordination, and Command, per minute. For every point of stat stolen, the caster becomes a month younger.

Summon/Bind Servitor: Each point of Will generates a Summon/Bind pool of 2d. (So spending 3 Will gets a 6d pool.) A match indicates the servitor has been summoned. A dynamic Command vs. Command contest will be required to Bind it.

Voice of Ra: Costs 2 Will. For 24 hours, the caster's Command and Cool are raised by 2d.

Voorish Sign: Costs 1 Will to cast. It adds 1d to any other spell roll.

Sample Monsters for *Cthulhulike*

Great Cthulhu

Body 10hd (Lifter 2, Deadly 20), **Coordination** 6, **Sense** 8
Brains 8, **Command** 8, **Cool** 8, **Will** 42

Wound Boxes: 320

Armor: HAR 5 (Resilient)

Attacks: Claw 10hd (Damage: Width + 25 killing); Facial Tentacles 10hd (Damage: Width + 20 killing).

Movement: Walking or stumbling at 50 yards per round; swimming at 40 yards per round; flight at 30 yards per round.

Special: With his tentacles, Cthulhu can make multiple attacks per round without penalty: He can grab as many targets as he rolls sets. Cthulhu regenerates 12 wound boxes per round. In the unlikely event that he is destroyed, his body collapses into a disgusting greenish cloud, only to reform—in perfect health—after 1d+10 minutes.

Mental Stability Check: Difficulty 6 (and failure counts as if Will zero)

Dark Young of Shub-Niggurath

Body 7, **Coordination** 4, **Sense** 4

Brains 3, **Command** 5, **Cool** 5, **Will** 10

Wound Boxes: 60

Armor: None, but see below.

Skills: Stealth 4 (8d).

Attacks: Tentacle 7d (Damage: strangling + blood drain; see below); Trample 7d (Width + 1 in killing).

Movement: Running at normal speed.

Special: Dark Young take only 1 point of shock damage from any firearm attack (plus the Spray rating: a gun with spray 3 will do 4 shock to a Dark Young, no matter what the width of the roll); melee attacks do normal damage; fire, explosions, acid, electricity, and poison have no effect whatsoever. When a Dark Young grabs a victim with its tentacles, it holds him up to its horrid mouths to suck his blood. Each successful attack drains 1 Body from the victim and inflicts 1 killing to the victim's torso, in addition to strangling damage from being smothered by the monstrous tentacles.

Mental Stability Check: Difficulty 4

Deep One

Body 4, **Coordination** 2, **Sense** 2

Brains 2, **Command** 2, **Cool** 2, **Will** 4

Wound Boxes: As human.

Armor: LAR 1

Skills: Varies.

Attacks: Claw or Spear 4d (Damage: Width in killing).

Movement: Running at normal speed. Swimming at same speed as running.

Mental Stability Check: None

Dimensional Shambler

Body 5, **Coordination** 2, **Sense** 2

Brains 1, **Command** 2, **Cool** 2, **Will** 4

Wound Boxes: 36

Armor: LAR 2

Skills: None.

Attacks: Claw and Grab 5d (Damage: Width + 3 in killing).

Movement: Running at normal speed.

Special: Can attack with two claws without a penalty for multiple actions. With two sets, the Shambler will take hold of the victim. The next round, the Shambler can fade to some alien dimension at a cost of 2 Will. This process takes a full round to complete, so a victim has one round to break free before disappearing forever.

Mental Stability Check: Difficulty 2

Elder Thing

Body 6, **Coordination** 4, **Sense** 2

Brains 3, **Command** 2, **Cool** 2, **Will** 4

Wound Boxes: 50

Armor: LAR 4

Skills: Varies.

Attacks: Tentacle 6d (Damage: strangling).

Movement: Running at normal speed. Flight at same speed as running.

Mental Stability Check: Standard

Fire Vampire

Body N/A, **Coordination** 4, **Sense** 2

Brains 2, **Command** 4, **Cool** 4, **Will** 8

Wound Boxes: 14

Armor: None (but see below)

Skills: Engulf 4 (8d).

Attacks: Engulf 8d (Damage: Width + 2 in shock and killing, and see below).

Movement: Flight at 15 yards per round.

Special: A Fire Vampire which engulfs a victim can attack psychically with a dynamic Command vs. Cool roll: If it succeeds, the Fire Vampire drains Will equal to the roll's width. Physical attacks cannot harm a Fire Vampire, but they can be harmed by extinguishing them with water or sand: a gallon of water does one point of shock, a bucket of sand does width a fire extinguisher does width in shock, a fire extinguisher does width in killing, and a fire hose at full bore does width + 4 in killing.

Mental Stability Check: None (though seeing the result of its attack may be a different story....)

Hound of Tindalos

Body 5+1wd, **Coordination** 2, **Sense** 6

Brains 5, **Command** 6, **Cool** 6, **Will** 12

Wound Boxes: 46

Armor: LAR 1

Attacks: Paw 5d+1wd (Damage: Width in killing + ichor);

Tongue 5d+1wd (Damage: Will drain).

Movement: Running at normal speed. Flight at 80 yards per round.

Special: Regenerate 1 wound box per round. Completely invulnerable to mundane weapons, though magical weapons and spells affect them normally. Knows several spells. The paw attack smears the victim with a poisonous ichor which can only be wiped off with a successful Coordination check. While coated with the ichor, the victim must make a Body + Endurance check each round: the ichor does 5 - Width shock damage. The tongue attack does no physical harm, but it leaves a deep bloodless hole and drains 1 point of Base Will.

Mental Stability Check: Difficulty 4

Hunting Horror

Body 6+1wd, **Coordination** 3, **Sense** 6

Brains 3, **Command** 7, **Cool** 5, **Will** 12

Wound Boxes: 52

Armor: HAR 2

Attacks: Bite 6d+1wd (Damage: Width + 2 in killing); Tail 6d+1wd (Damage: grappling).

Movement: Slithering at normal speed. Flight at 20 yards per round.

Special: Can attack with both Bite and Tail without a penalty for multiple actions: If it gets two sets, both attacks hit. When a victim is grappled, the horror can either fly off with him, or bite the helpless victim with a +1d attack bonus. Avoids bright lights and is dispelled by daylight. Hunting horrors are magically powerful, and most know a number of spells.

Mental Stability Check: Difficulty 2

Mi-Go, the Fungi from Yuggoth

Body 2, **Coordination** 2, **Sense** 3

Brains 2, **Command** 3, **Cool** 3, **Will** 6

Wound Boxes: 20

Skills: Nippers Attack 2 (4d), Scientific Skills 5 (7d).

Attacks: Nippers 4d (Damage: Width in killing).

Movement: Running at normal speed. Flight at the same speed as running.

Special: Can attack with both nippers in the same round without losing a die for multiple actions. If the Mi-Go gets two sets, it can grapple the victim and attempt to carry him into the sky. The victim can make a dynamic Body vs. Body roll once per round to break free.

Mental Stability Check: None

Nightgaunt

Body 2, **Coordination** 3, **Sense** 2

Brains 1, **Command** 2, **Cool** 2, **Will** 4

Wound Boxes: 26

Armor: LAR 1

Skills: Stealth 5 (8d), Grab and Tickle 1 (3d).

Attacks: Grab and Tickle 3d (see below).

Movement: Running at normal speed. Flight at twice running speed.

Special: On a successful grapple, the Nightgaunt will hold the victim and attempt to tickle him with another grapple roll the next round. If it succeeds, the victim is immobilized for width in rounds. No amount of armor will block a Nightgaunt's tickle.

Mental Stability Check: None

Dr. Jean Qualls (Agent "Nancy")

Body 4, **Coordination** 3, **Sense** 4

Brains 5, **Command** 2, **Cool** 3, **Will** 15

Armor: Firearms do half damage (minimum of 1).

Skills: Chemistry 1 (6d), Cthulhu Mythos 1 (2d), First Aid 1 (6d), Forensics 1 (6d), Stealth 4 (7d), Athletics 2 (6d), Law 1 (6d), Research 1 (6d), Hearing 1 (5d), Medicine 1 (6d), Occult 2 (7d), Pharmacy 1 (6d), Psychoanalysis 3 (8d), Psychology 2 (7d), Sight 2 (6d), Scent 2 (6d), Track (by scent) 2 (6d), Brawling 1 (5d), Pistol 2 (5d).

Attacks: Claws and Bite 5d (Damage: Width + 1 in killing; special). Colt Delta Elite 5d (Width + 1 in shock and killing).

Special: Jean can make a multiple attack with Claws and Bite without penalty. If she scores two sets, she will latch on with her powerful canine jaws, automatically inflicting 1 killing per round to the Bite's hit location in addition to the initial killing damage of Width + 1.

Spells: Cloud Memory, Consume Likeness, Contact Ghoul

Mental Stability Check: None (Standard check for a friend seeing her true form for the first time)

Adolph Lepus (Majestic 12 Badass)

Body 3, **Coordination** 3, **Sense** 3

Brains 4, **Command** 3, **Cool** 3, **Will** 6

Skills: Climb 3 (6d), Cthulhu Mythos 1 (2d), Drive Auto 1 (4d), Stealth 4 (7d), Athletics 1 (4d), Hearing 4 (7d), Martial Arts 3, Navigate (Land) 1 (5d), Parachuting 1 (4d), Sight 4 (7d), Track 2 (5d), Pistol 2 (5d), Brawling 3 (6d), Garotte 4 (7d), Rifle 5 (8d), Submachine Gun 1 (4d).

Attacks: Glock-18 w/silencer 5d (Damage: width + 1 in shock and killing). M21 sniper rifle 8d (Damage: width+4 in shock and killing). H&K MP5SSD 4d + Spray 3 (Damage: width + 1 in shock and killing).

Mental Stability Check: None, until the torture starts