

CALL of CTHULHU

NAME Susanne Dubossier (f. Valsø) OCCUPATION Afdelingsfører
 SEX ♀ AGE 30 NATIONALITY _____
 RESIDENCE Århus OTHER Marseille

HIT POINTS (av. CON and SIZ) ::::: POW POINTS :::::
 STR 8 DEX 13 INT 14 Idea 70 1 2 3 4 5 6 7 1 2 3 4 5 6
 CON 11 CHA 16 POW 13 Luck 65 8 9 10 11 12 13 14 7 8 9 10 11 12
 SIZ 9 SAN 65 EDU 15 Know 75 15 16 17 18 13 14 15 16 17 18
 Schools _____ Degrees _____ Damage Bonus/Penalty _____ 19 20 21

SANITY POINTS

65

CHARACTER SKILLS

• Knowledge Skills

Read/Write Dansk 75
 Read/Write Engelsk (00%) 60
 Speak Spansk/Græsk (00%) 10
 Speak Fransk (00%) 40
 Accounting (10%) _____
 Anthropology (00%) _____
 Archaeology (00%) _____
 Astronomy (00%) _____
 Botany (00%) _____
 Chemistry (00%) _____
 Cthulhu Mythos (00%) _____
 First Aid (45%) 50
 Geology (00%) _____
 History (05%) 35
 Law (05%) _____
 Library Use (25%) 35
 Linguist (00%) _____
 Make Maps (10%) _____
 Occult (05%) _____
 Pharmacy (00%) 5
 Treat Disease (05%) _____

Treat Poison (05%) _____

Zoology (00%) _____

• Perception Skills

Diagnose Disease (05%) _____
 Listen (45%) _____
 Psychology (05%) 20
 Spot Hidden Object (25%) 40
 Track (10%) 48

• Manipulation Skills

Drive Automobile (20%) 40
 Electrical Repair (10%) _____
 Mechanical Repair (20%) 44
 Operate Hv. Machine (00%) _____
 Operate _____ (00%) _____
 Operate _____ (00%) _____
 Pilot Aircraft (00%) _____

• Stealth Skills

Camouflage (10%) _____
 Hide (05%) 41
 Move Quietly (25%) 45
 Pick Pocket (05%) _____

• Communication Skills

Bargain (05%) 38
 Credit Rating (15%) _____
 Debate (10%) _____
 Fast Talk (05%) 25
 Oratory (05%) 45
 Psychoanalyze (00%) _____
 Sing (05%) _____

• Agility Skills

Climb (55%) _____
 Dodge (Dex x 5) 26
 Jump (45%) _____
 Ride (05%) 25
 Swim (15%) 39
 Throw (45%) _____

WEAPONS

Weapon Attk% Damage Impale% Parry% Hit Points or Breakage Points

SPELLS KNOWN, POSSESSIONS, NOTES

Smukkeserings salver/cremer/farvelader/pensler/m.m.m.

Susanne Dubossier (født Valsø) har indtil for ganske nyligt været rejseleder i Nordafrike/Spanien/Grækenland for Spies-rejser. Nu er hun afdelingsleder af Lars Larsen-rejseres Århus-afdeling. Pierre (hendes mand) bor i Marseilles og familiens bosted er undne ikke fastlagt. Men hvis Lars Larsen-rejser bliver en succes, må Pierre vist hellere finde sin varme sweater frem. Susanne har en gang brækket en negl, og - tro hende - det var ikke sjovt.

CALL of CTHULHU

NAME Michael Faurholdt OCCUPATION H.A. Student
 SEX ♂ AGE 21 NATIONALITY _____
 RESIDENCE Århus OTHER Stohelm

STR <u>12</u>	DEX <u>16</u>	INT <u>14</u>	Idea <u>70</u>	1	2	3	4	5	6	7	1	2	3	4	5	6
CON <u>14</u>	CHA <u>15</u>	POW <u>11</u>	Luck <u>55</u>	8	9	10	11	12	<u>13</u>	14	7	8	9	10	<u>11</u>	12
SIZ <u>12</u>	SAN <u>55</u>	EDU <u>16</u>	Know <u>80</u>	15	16	17	18				13	14	15	16	17	18
Schools _____	Degrees _____	Damage Bonus/Penalty _____									19	20	21			

SANITY POINTS

55

CHARACTER SKILLS

• Knowledge Skills	Treat Poison (05%)	_____	• Stealth Skills	
Read/Write Dansk <u>80</u>	Zoology (00%)	_____	Camouflage (10%)	<u>40</u>
Read/Write Engelsk (00%) <u>50</u>	<u>Spille skak</u>	<u>20</u>	Hide (05%)	<u>23</u>
Read/Write Tysk (00%) <u>30</u>	_____	_____	Move Quietly (25%)	_____
Speak _____ (00%)	• Perception Skills		Pick Pocket (05%)	_____
Accounting (10%)	Diagnose Disease (05%)	_____	• Communication Skills	
Anthropology (00%)	Listen (45%)	<u>50</u>	Bargain (05%)	<u>20</u>
Archaeology (00%)	Psychology (05%)	<u>20</u>	Credit Rating (15%)	<u>40</u>
Astronomy (00%)	Spot Hidden Object (25%)	<u>35</u>	Debate (10%)	<u>20</u>
Botany (00%)	Track (10%)	<u>23</u>	Fast Talk (05%)	<u>30</u>
Chemistry (00%)	<u>Genkende militarmateriel</u>	<u>30</u>	Oratory (05%)	<u>30</u>
Cthulhu Mythos (00%)	_____	_____	Psychoanalyze (00%)	_____
First Aid (45%)	• Manipulation Skills		Sing (05%)	_____
Geology (00%)	Drive Automobile (20%)	<u>40</u>	_____	_____
History (05%)	Electrical Repair (10%)	<u>20</u>	• Agility Skills	
Law (05%)	Mechanical Repair (20%)	<u>38</u>	Climb (55%)	<u>60</u>
Library Use (25%)	Operate Hv. Machine (00%)	_____	Dodge (Dex x ² 5)	<u>32</u>
Linguist (00%)	Operate <u>Kamera</u> (00%)	<u>50</u>	Jump (45%)	<u>60</u>
Make Maps (10%)	Operate _____ (00%)	_____	Ride (05%)	_____
Occult (05%)	Pilot Aircraft (00%)	<u>5</u>	Swim (15%)	<u>31</u>
Pharmacy (00%)	_____	_____	Throw (45%)	<u>50</u>
Treat Disease (05%)	_____	_____	_____	_____

WEAPONS

Weapon	Attk%	Damage	Impale%	Parry%	Hit Points or Breakage Points
<u>Maskinpistol</u>	<u>25</u>	<u>d10</u>	_____	_____	_____
<u>Automatriffel (63)</u>	<u>45</u>	<u>2d6+3</u>	_____	_____	_____
_____	_____	_____	_____	_____	_____

SPELLS KNOWN, POSSESSIONS, NOTES

Har ingen ammunition

Michael er en selvbevidst ung mand, der vil frem- og opad. Hvis han havde råd var han helt bestemt yuppie, men må nøjes med at være EF og NATO-tilhænger, medlem af KU og flutte sig en gang om måneden på Cafe Eifel. Han tror han lidt mere end han egentligt kan og har lånt af far til kurset for at sikre sig i troen. Michael har et problem med snavs. Det sniger sig ind på ham og hans lejlighed, så han konstant må skrubbe og skure. Han ser meget frem til at træffe sirektør Drewsen, som jo er en mand, der er kommet heelt til tops.

Ved siden af HA-studiet er Michael (selvfølgelig) aktiv i hjemmeværnet.

CALL OF CTHULHU

NAME F.C. Mørck OCCUPATION Afdelingsleder
 SEX ♂ AGE 63 NATIONALITY _____
 RESIDENCE Vedbæk OTHER Kbh. K

HIT POINTS (av. CON and SIZ)								POW POINTS								
STR <u>9</u>	DEX <u>11</u>	INT <u>14</u>	Idea <u>70</u>	1	2	3	4	5	6	7	1	2	3	4	5	6
CON <u>16</u>	CHA <u>9</u>	POW <u>16</u>	Luck <u>80</u>	8	9	10	11	12	13	14	7	8	9	10	11	12
SIZ <u>13</u>	SAN <u>80</u>	EDU <u>16</u>	Know <u>80</u>	15	16	17	18				13	14	15	16	17	18
Schools _____	Degrees <u>Overstilt.</u>	Damage Bonus/Penalty _____									19	20	21			

SANITY POINTS

80

CHARACTER SKILLS

• Knowledge Skills	Treat Poison (05%)	—	• Stealth Skills
Read/Write Dansk <u>80</u>	Zoology (00%)	—	Camouflage (10%) <u>40</u>
Read/Write Engelsk (00%) <u>40</u>	Pi: _____ <u>40</u>	—	Hide (05%) <u>30</u>
Read/Write Russisk (00%) <u>20</u>	—	—	Move Quietly (25%) _____
Speak Tysk (00%) <u>20</u>	• Perception Skills	—	Pick Pocket (05%) _____
Accounting (10%) <u>30</u>	Diagnose Disease (05%) <u>15</u>	—	• Communication Skills
Anthropology (00%) _____	Listen (45%) _____	—	Bargain (05%) <u>22</u>
Archaeology (00%) _____	Psychology (05%) <u>20</u>	—	Credit Rating (15%) <u>25</u>
Astronomy (00%) _____	Spot Hidden Object (25%) <u>47</u>	—	Debate (10%) <u>20</u>
Botany (00%) _____	Track (10%) <u>25</u>	—	Fast Talk (05%) _____
Chemistry (00%) _____	<u>Genkende militærmateriel</u> <u>40</u>	—	Oratory (05%) _____
Cthulhu Mythos (00%) _____	—	—	Psychoanalyze (00%) _____
First Aid (45%) <u>60</u>	• Manipulation Skills	—	Sing (05%) _____
Geology (00%) _____	Drive Automobile (20%) <u>40</u>	—	<u>Befaling</u> <u>50</u>
History (05%) <u>15</u>	Electrical Repair (10%) _____	—	• Agility Skills
Law (05%) <u>20</u>	Mechanical Repair (20%) <u>33</u>	—	Climb (55%) _____
Library Use (25%) _____	Operate Hv. Machine (00%) _____	—	Dodge (Dex x 2.5) _____
Linguist (00%) _____	Operate <u>Kampvogn</u> (00%) <u>30</u>	—	Jump (45%) <u>55</u>
Make Maps (10%) <u>30</u>	Operate _____ (00%) _____	—	Ride (05%) _____
Occult (05%) _____	Pilot Aircraft (00%) _____	—	Swim (15%) <u>40</u>
Pharmacy (00%) _____	—	—	Throw (45%) <u>60</u>
Treat Disease (05%) _____	—	—	—

WEAPONS

Weapon	Attk%	Damage	Impale%	Parry%	Hit Points or Breakage Points
<u>Sprangstof</u>	<u>60</u>	—	—	—	—
<u>Gevær</u>	<u>40</u>	<u>2d6+3</u>	—	—	—
<u>Pistol v</u>	<u>50</u>	<u>d10</u>	—	—	—

SPELLS KNOWN, POSSESSIONS, NOTES

Kan sige stort bang.

Hvad F.C. står for ved kun hans kone. Og hun er ikke med på kurset. F.C. Mørcks militære løbebane sluttede brat for kort tid siden. Han blev aom alle i den alder sendt på pension, men valgte istedet for hjemmelivet i haven i Vedbæk at gå ind i det private. Han beklæder nu stillingen som personale-ansætter (m.m.) hos en større danske banks afdeling i det indre København. Her har han ca. 15 mennesker under sig (KONTOOR; RET!). F.C.Mørchs toneleje er stadig en lille smule for højt....

CALL OF CTHULHU

NAME Ole Andrup Jensen OCCUPATION Lektor i etnografi
 SEX ♂ AGE 44 NATIONALITY _____
 RESIDENCE Riiskov OTHER _____

HIT POINTS (av. CON and SIZ) ::::: POW POINTS :::::
 STR 12 DEX 13 INT 16 Idea 80 1 2 3 4 5 6 7 1 2 3 4 5 6
 CON 11 CHA 8 POW 7 Luck 35 8 9 10 11 12 13 14 7 8 9 10 11 12
 SIZ 10 SAN 35 EDU 20 Know 100 15 16 17 18 13 14 15 16 17 18
 Schools Århus Uni Degrees Mag.art. Damage Bonus/Penalty _____ 19 20 21

SANITY POINTS

29

CHARACTER SKILLS

• <i>Knowledge Skills</i>	Treat Poison (05%)	_____	• <i>Stealth Skills</i>	
Read/Write Dansk 100	Zoology (00%)	_____	Camouflage (10%)	_____
Read/Write Engelsk (00%) 60	Religion	<u>50</u>	Hide (05%)	<u>25</u>
Read/Write Fransk (00%) 30	Narkotika	<u>20</u>	Move Quietly (25%)	<u>35</u>
Speak Spansk (00%) 20	• <i>Perception Skills</i>		Pick Pocket (05%)	<u>8</u>
Accounting (10%)	Diagnose Disease (05%)	<u>16</u>	• <i>Communication Skills</i>	
Anthropology (00%)	Listen (45%)	_____	Bargain (05%)	_____
Archaeology (00%)	Psychology (05%)	<u>15</u>	Credit Rating (15%)	_____
Astronomy (00%)	Spot Hidden Object (25%)	_____	Debate (10%)	<u>50</u>
Botany (00%)	Track (10%)	_____	Fast Talk (05%)	<u>15</u>
Chemistry (00%)	_____	_____	Oratory (05%)	_____
Cthulhu Mythos (00%)	_____	_____	Psychoanalyze (00%)	_____
First Aid (45%)	_____	_____	Sing (05%)	_____
Geology (00%)	• <i>Manipulation Skills</i>			
History (05%)	Drive Automobile (20%)	_____	• <i>Agility Skills</i>	
Law (05%)	Electrical Repair (10%)	<u>25</u>	Climb (55%)	<u>65</u>
Library Use (25%)	Mechanical Repair (20%)	<u>30</u>	Dodge (Dex x ^{2.5})	<u>30</u>
Linguist (00%)	Operate Hv. Machine (00%)	_____	Jump (45%)	<u>40</u>
Make Maps (10%)	Operate _____ (00%)	_____	Ride (05%)	<u>15</u>
Occult (05%)	Operate _____ (00%)	_____	Swim (15%)	<u>30</u>
Pharmacy (00%)	Pilot Aircraft (00%)	_____	Throw (45%)	_____
Treat Disease (05%)	_____	_____		
Meditation	_____	_____		

WEAPONS

Hit Points or Breakage Points

SPELLS KNOWN, POSSESSIONS, NOTES

Weapon	Attk%	Damage	Impale%	Parry%	Hit Points or Breakage Points
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

For Ole Andrup var '68 det fundament rigtig kunst, kultur og videnskab bygger på. Ole har rejst meget, Afrika, Asien (Indien og Nepal) og Sydamerika. Har eksperimenteret med bevidshedsudvidende stoffer og meditation (fx siddet på Møns klint i 7 timer og betragtet en flues kønsliv).

I dag bekymrer to ting ham: han er ved at blive borgerliggjort og de studerende er blevet så fikseret på noget de kalder 'kvalitet i undervisningen', at universitetet har sendt ham på kursus. Nå, skidt, hvis uni betaler

CALL of CTHULHU

NAME Uffe Drewsen OCCUPATION Direktør for Cheminova
 SEX ♂ AGE 54 NATIONALITY _____
 RESIDENCE Lemvig OTHER Cones

HIT POINTS (av. CON and SIZ) :::::::::::::: POW POINTS ::::::::::::::
 STR 12 DEX 8 INT 12 Idea 60 1 2 3 4 5 6 7 1 2 3 4 5 6
 CON 8 CHA 11 POW 8 Luck 40 8 9 10 11 12 13 14 7 8 9 10 11 12
 SIZ 16 SAN 40 EDU 18 Know 90 15 16 17 18 13 14 15 16 17 18
 Schools Cond. scient. HD Degrees _____ Damage Bonus/Penalty _____ 19 20 21

SANITY POINTS

40

CHARACTER SKILLS

• Knowledge Skills

Read/Write Dansk 90
 Read/Write Engelsk (00%) 50
 Speak Fransk (00%) 20
 Accounting (10%) 50
 Anthropology (00%) _____
 Archaeology (00%) _____
 Astronomy (00%) _____
 Botany (00%) _____
 Chemistry (00%) 60
 Cthulhu Myths (00%) _____
 First Aid (45%) _____
 Geology (00%) _____
 History (05%) _____
 Law (05%) 40
 Library Use (25%) 30
 Linguist (00%) _____
 Make Maps (10%) _____
 Occult (05%) _____
 Pharmacy (00%) 10
 Treat Disease (05%) _____

Treat Poison (05%) 27
 Zoology (00%) 40
 Vin (olog:) 60
 • Perception Skills
 Diagnose Disease (05%) _____
 Listen (45%) _____
 Psychology (05%) 30
 Spot Hidden Object (25%) _____
 Track (10%) _____
 • Manipulation Skills
 Drive Automobile (20%) 40
 Electrical Repair (10%) _____
 Mechanical Repair (20%) _____
 Operate Hv. Machine (00%) 30
 Operate _____ (00%) _____
 Operate _____ (00%) _____
 Pilot Aircraft (00%) 20

• Stealth Skills

Camouflage (10%) 34
 Hide (05%) _____
 Move Quietly (25%) _____
 Pick Pocket (05%) _____
 • Communication Skills
 Bargain (05%) 20
 Credit Rating (15%) 130
 Debate (10%) 40
 Fast Talk (05%) 15
 Oratory (05%) _____
 Psychoanalyze (00%) _____
 Sing (05%) _____
 Diktion _____ 25
 • Agility Skills
 Climb (55%) _____
 Dodge (Dex x 1/5) _____
 Jump (45%) _____
 Ride (05%) 30
 Swim (15%) 30
 Throw (45%) _____

WEAPONS

Weapon	Attk%	Damage	Impale%	Parry%	Hit Points or Breakage Points
Riffel ✓	20	2d6+3	_____	_____	_____
Haglgevær ✓	40	4d6/2d6/1d6	_____	_____	_____

SPELLS KNOWN, POSSESSIONS, NOTES

Direktør Drewsen er blevet lidt træt. Og nu er han altså sendt på kursus for at vågne lidt op. Han er overvægtig, ryger (og drikker) lidt for meget, konen bliver mere og mere stramtandet, sønnen vil 'realisere sig selv' (for hans penge) og Frederiksen bakkede ind i hans BMW her til morgen. Meeen, skattevæsnet har søgt men ikke fundet, Studenterrådets miljø-gruppe har søgt, men ikke fundet og hans kones detektiv har søgt men heldigvis ikke fundet. Så det er ikke helt skidt. Men omgivet af Cheminovas pesticider tænker Drewsen tit på sprøjte-midler, der kan holde andet end insekter væk.

CALL of CTHULHU

NAME Inge-Lise Dalberg-Laesen OCCUPATION Journalist
 SEX ♀ AGE 24 NATIONALITY _____
 RESIDENCE Brovst OTHER Århus

HIT POINTS (av. CON and SIZ) POW POINTS
 STR 11 DEX 10 INT 16 Idea 80 1 2 3 4 5 6 7 1 2 3 4 5 6
 CON 13 CHA 12 POW 15 Luck 75 8 9 10 11 12 13 14 7 8 9 10 11 12
 SIZ 10 SAN 75 EDU 16 Know 80 15 16 17 18 13 14 15 16 17 18
 Schools Journalisthøjskolen Degrees _____ Damage Bonus/Penalty _____ 19 20 21

SANITY POINTS

75

CHARACTER SKILLS

• Knowledge Skills	Treat Poison (05%)	_____	• Stealth Skills	
Read/Write Dansk <u>80</u>	Zoology (00%)	<u>5</u>	Camouflage (10%)	_____
Read/Write Engelsk (00%) <u>30</u>	Writing (05%)	<u>55</u>	Hide (05%)	<u>25</u>
Read/Write Nordjysk (00%) <u>10</u>	_____	_____	Move Quietly (25%)	<u>40</u>
Speak _____ (00%) _____	• Perception Skills	_____	Pick Pocket (05%)	_____
Accounting (10%) _____	Diagnose Disease (05%)	_____	• Communication Skills	
Anthropology (00%) _____	Listen (45%)	<u>55</u>	Bargain (05%)	_____
Archaeology (00%) _____	Psychology (05%)	<u>25</u>	Credit Rating (15%)	_____
Astronomy (00%) _____	Spot Hidden Object (25%)	<u>40</u>	Debate (10%)	<u>40</u>
Botany (00%) <u>25</u>	Track (10%)	_____	Fast Talk (05%)	<u>50</u>
Chemistry (00%) <u>25</u>	_____	_____	Oratory (05%)	_____
Cthulhu Mythos (00%) _____	_____	_____	Psychoanalyze (00%)	<u>6</u>
First Aid (45%) <u>50</u>	• Manipulation Skills	_____	Sing (05%)	_____
Geology (00%) <u>10</u>	Drive Automobile (20%)	<u>50</u>	_____	_____
History (05%) <u>15</u>	Electrical Repair (10%)	_____	• Agility Skills	
Law (05%) <u>25</u>	Mechanical Repair (20%)	_____	Climb (55%)	_____
Library Use (25%) <u>45</u>	Operate Hv. Machine (00%)	_____	Dodge (Dex x ² 5)	<u>40</u>
Linguist (00%) _____	Operate <u>ETB</u> (00%) <u>35</u>	_____	Jump (45%)	<u>55</u>
Make Maps (10%) <u>20</u>	Operate _____ (00%) _____	_____	Ride (05%)	<u>20</u>
Occult (05%) _____	Pilot Aircraft (00%)	_____	Swim (15%)	<u>20</u>
Pharmacy (00%) _____	_____	_____	Throw (45%)	<u>55</u>
Treat Disease (05%) _____	_____	_____	_____	_____

WEAPONS

Weapon	Attk%	Damage	Impale%	Parry%	Hit Points or Breakage Points
Aikido	40	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

SPELLS KNOWN, POSSESSIONS, NOTES

I nærkamp:
 AIKIDO fungerer som havde den angribende ramt sig selv. Inge-Lise skal klare et dodge (= skill) for succes.

Inge-Lise er det nye håb for lokalredaktionen af Aalborg Stiftetidende i Brovst. Derfor investerer avisen i et kursus. Prisen er dog kraftigt nedsat, da man håber på positiv omtale i avisen. Inge-Lise har en fyr i Århus, og har en fortid i Greenpeace og andre dele af miljøbevægelsen.