

PULP CTHULHU

Name *Mary O'Sullivan* Residence *Arkham, MA* Age *35*
Occupation *Librarian* Birthplace *Boston, MA* Pronoun *She*
Archetype *Femme Fatale*



CHARACTERISTICS

STR	40 / 20 / 8	SIZ	50 / 25 / 10	Hit Points	20 /
DEX	70 / 35 / 14	POW	89 / 44 / 17	Magic Points	17 /
CON	50 / 25 / 10	APP	60 / 30 / 12	Luck	45 /
INT	90 / 45 / 18	EDU	70 / 35 / 14	Sanity	60 / / 12

Max Sanity **80** Temporary Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (5%)	40 / 20 / 8	<input type="checkbox"/> Firearms (Handgun) (20%)	75 / 37 / 15	<input type="checkbox"/> Persuade (10%)	50 / 25 / 10
<input type="checkbox"/> Appraise (5%)	___ / ___ / ___	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	___ / ___ / ___	<input type="checkbox"/> _____ (1%)	___ / ___ / ___
<input type="checkbox"/> Archaeology (1%)	___ / ___ / ___	<input type="checkbox"/> Firearms	___ / ___ / ___	<input type="checkbox"/> Pilot	___ / ___ / ___
<input type="checkbox"/> _____ (5%)	___ / ___ / ___	<input type="checkbox"/> First Aid (30%)	61 / 30 / 12	<input type="checkbox"/> Psychoanalysis (1%)	___ / ___ / ___
<input type="checkbox"/> Art/Craft	___ / ___ / ___	<input type="checkbox"/> History (5%)	71 / 35 / 14	<input type="checkbox"/> Psychology (10%)	77 / 38 / 15
<input type="checkbox"/> Charm (15%)	77 / 38 / 15	<input type="checkbox"/> Intimidate (15%)	___ / ___ / ___	<input type="checkbox"/> Read Lips (1%)	___ / ___ / ___
<input type="checkbox"/> Climb (20%)	___ / ___ / ___	<input type="checkbox"/> Jump (20%)	___ / ___ / ___	<input type="checkbox"/> Ride (5%)	___ / ___ / ___
<input type="checkbox"/> Computer Use (0%)	___ / ___ / ___	<input type="checkbox"/> Latin (1%)	50 / 25 / 10	<input type="checkbox"/> _____ (1%)	___ / ___ / ___
Credit Rating (0%)	40 / 20 / 8	<input type="checkbox"/> Language (Other)	7 / 3 / 1	<input type="checkbox"/> Science	___ / ___ / ___
Cthulhu Mythos (0%)	19 / 9 / 3	<input type="checkbox"/> Mandarin Chinese (1%)	70 / 35 / 14	<input type="checkbox"/> _____	___ / ___ / ___
<input type="checkbox"/> Demolitions (1%)	___ / ___ / ___	<input type="checkbox"/> Language (Other)	___ / ___ / ___	<input type="checkbox"/> Sleight of Hand (10%)	___ / ___ / ___
<input type="checkbox"/> Disguise (5%)	___ / ___ / ___	<input type="checkbox"/> English (EDU)	___ / ___ / ___	<input type="checkbox"/> Spot Hidden (25%)	66 / 33 / 13
<input type="checkbox"/> Diving (1%)	___ / ___ / ___	<input type="checkbox"/> Language (Own)	___ / ___ / ___	<input type="checkbox"/> Stealth (20%)	35 / 17 / 7
<input type="checkbox"/> Dodge (half DEX)	53 / 26 / 10	<input type="checkbox"/> Law (5%)	47 / 23 / 9	<input type="checkbox"/> _____ (10%)	___ / ___ / ___
<input type="checkbox"/> Drive Auto (20%)	46 / 23 / 9	<input type="checkbox"/> Listen (20%)	___ / ___ / ___	<input type="checkbox"/> Survival	___ / ___ / ___
<input type="checkbox"/> Electrical Repair (10%)	___ / ___ / ___	<input type="checkbox"/> Locksmith (1%)	___ / ___ / ___	<input type="checkbox"/> Swim (20%)	40 / 20 / 8
<input type="checkbox"/> Fast Talk (5%)	___ / ___ / ___	<input type="checkbox"/> Mech. Repair (10%)	___ / ___ / ___	<input type="checkbox"/> Throw (20%)	28 / 14 / 5
<input type="checkbox"/> Fighting (Brawl) (25%)	39 / 19 / 7	<input type="checkbox"/> Medicine (1%)	___ / ___ / ___	<input type="checkbox"/> Track (10%)	___ / ___ / ___
<input type="checkbox"/> _____	___ / ___ / ___	<input type="checkbox"/> Natural World (10%)	11 / 5 / 2	<input type="checkbox"/> _____	___ / ___ / ___
<input type="checkbox"/> Fighting	___ / ___ / ___	<input type="checkbox"/> Navigate (10%)	16 / 8 / 3	<input type="checkbox"/> _____	___ / ___ / ___
		<input type="checkbox"/> Occult (5%)	60 / 30 / 12	<input type="checkbox"/> _____	___ / ___ / ___

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	8
Brawl	39 / 19 / 7	1D3	1	-	-	-	Build	0
Knife, small	39 / 19 / 7	1D4	1	-	-	-	Dodge	53 / 26 / 10
.38 automatic	75 / 37 / 15	1D10	1 (3)	15 yds	8	99	Damage Bonus	0

MY STORY

Mary was born in Boston, the daughter of Catholic Irish immigrants who left for the United States during the Great Famine. She grew up near the Boston harbor, where her father worked as a dockworker. When she was 14, her house was destroyed by a fire which of which the cause was never discovered. Her parents both died in the blaze and Mary lost her right hand and part of her forearm as a result of serious burn injuries she sustained.

Mary, now an orphan, left Boston to live with an aunt and uncle of hers in Arkham. After finishing high school, she managed to obtain a history scholarship at Miskatonic University. She became an avid reader and spent many nights at the university library. In order to generate some

extra needed income, she got a job there as a library assistant. After graduation, she applied for and was granted a promotion, becoming one of the university's chief librarians. She's worked in this position ever since.

Having a passion for books doesn't mean that Mary leads a boring social life. She enjoys hanging out with friends and colleagues after work. She knows a few speakeasies in town, where she frequently goes for a drink after work hours. Her favorite is the Bell Café.

Mary's appearance rarely goes unnoticed, her fiery red curls and split hook prosthesis drawing people's eye wherever she goes.

BACKSTORY

Personal Description

History scholar working at Orne Library at Miskatonic University. Serious about her work, but enjoys winding down with friends and colleagues. Believes good comes to those that do good.

Ideology & Beliefs

Raised a Catholic and still attends church every Sunday. Doesn't take everything in the Bible literally, but tries to live according to the tenets of the faith.

Significant People

Aunt Katy & uncle Eamon, Arkham Historical Society, Miskatonic university & library colleagues, Arkham bookseller

Meaningful Locations

Small apartment in downtown Arkham, Miskatonic university & library, Bell Café.

Treasured Possessions

Silver O'Sullivan family crest signet ring, prosthetic arm Sedefkar Simulacrum (left arm & torso)

GEAR & POSSESSIONS

Fort Model T, ammo (100), flashlight
Ibnhotep's Scarab Amulet
Europe travel guide / dictionary
Cigarettes, lighter

PULP TALENTS

Smooth Talker – gain a bonus die to Charm rolls.

Hardened – ignores Sanity point loss from attacking other humans, viewing horrific injuries, or the deceased.

Additional years natural lifespan: 44

Traits

Fiercely independent, loves sidecar cocktails.

Injuries & Scars

Lower right arm amputation due to fire in her teens.

Phobias & Manias

Slightly pyrophobic (but does smoke, of course).

Arcane Tomes & Spells

Tomes: Megapolisomancy: A New Science of Cities
Spells: shriveling (deeper magic version), call paramental, dominate, finger of dread

Encounters with Strange Entities

Lots by now.

WEALTH

Spending Level \$ 10
Cash \$ 80
Assets \$ 2000

