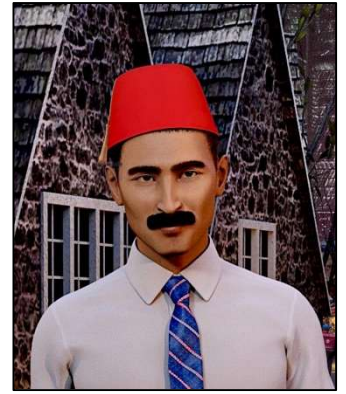


PULP CTHULHU

Name *Mustafa Ibrahim* Residence *Constantinople* Age *43*
Occupation *Artist* Birthplace *Izmir* Pronoun *He*
Archetype *Mystic*



CHARACTERISTICS

STR	60 / 30 / 12	SIZ	75 / 37 / 15	Hit Points	26 /
DEX	35 / 17 / 7	POW	95 / 47 / 19	Magic Points	19 /
CON	70 / 35 / 14	APP	85 / 42 / 17	Luck	70 /
INT	65 / 37 / 13	EDU	45 / 22 / 9	Sanity	95 / / 19

PULP TALENTS

Psychic Power (Medium)
Smooth Talker

Max Sanity **99** Temporary Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (5%)	___ / ___ / ___	<input type="checkbox"/> Firearms (Handgun) (20%)	___ / ___ / ___	<input type="checkbox"/> Persuade (10%)	___ / ___ / ___
<input type="checkbox"/> Appraise (5%)	___ / ___ / ___	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	___ / ___ / ___	<input type="checkbox"/> Pilot (1%)	___ / ___ / ___
<input type="checkbox"/> Archaeology (1%)	___ / ___ / ___	<input type="checkbox"/> Firearms	___ / ___ / ___	<input type="checkbox"/> Psychoanalysis (1%)	___ / ___ / ___
<input type="checkbox"/> Painting (5%) <i>Art/Craft</i>	35 / 17 / 7	<input type="checkbox"/> First Aid (30%)	___ / ___ / ___	<input type="checkbox"/> Psychology (10%)	32 / 16 / 6
<input type="checkbox"/> Hypnosis	5 / 2 / 1	<input type="checkbox"/> History (5%)	11 / 5 / 1	<input type="checkbox"/> Read Lips (1%)	___ / ___ / ___
<input type="checkbox"/> Charm (15%)	65 / 32 / 13	<input type="checkbox"/> Intimidate (15%)	___ / ___ / ___	<input type="checkbox"/> Ride (5%)	___ / ___ / ___
<input type="checkbox"/> Climb (20%)	___ / ___ / ___	<input type="checkbox"/> Jump (20%)	___ / ___ / ___	<input type="checkbox"/> Science (1%)	___ / ___ / ___
<input type="checkbox"/> Computer Use (0%)	___ / ___ / ___	<input type="checkbox"/> English (1%) <i>Language (Other)</i>	36 / 18 / 7	<input type="checkbox"/> _____	___ / ___ / ___
Credit Rating (0%)	___ / ___ / ___	<input type="checkbox"/> Arabic (1%) <i>Language (Other)</i>	48 / 24 / 9	<input type="checkbox"/> _____	___ / ___ / ___
Cthulhu Mythos (0%)	___ / ___ / ___	<input type="checkbox"/> Turkish (EDU) <i>Language (Own)</i>	45 / 22 / 9	<input type="checkbox"/> Sleight of Hand (10%)	___ / ___ / ___
<input type="checkbox"/> Demolitions (1%)	___ / ___ / ___	<input type="checkbox"/> Law (5%)	___ / ___ / ___	<input type="checkbox"/> Spot Hidden (25%)	50 / 25 / 10
<input type="checkbox"/> Disguise (5%)	___ / ___ / ___	<input type="checkbox"/> Library Use (20%)	___ / ___ / ___	<input type="checkbox"/> Stealth (20%)	25 / 12 / 5
<input type="checkbox"/> Diving (1%)	___ / ___ / ___	<input type="checkbox"/> Listen (20%)	32 / 16 / 6	<input type="checkbox"/> Survival (10%)	___ / ___ / ___
<input type="checkbox"/> Dodge (half DEX)	17 / 8 / 3	<input type="checkbox"/> Locksmith (1%)	___ / ___ / ___	<input type="checkbox"/> Swim (20%)	___ / ___ / ___
<input type="checkbox"/> Drive Auto (20%)	___ / ___ / ___	<input type="checkbox"/> Mech. Repair (10%)	___ / ___ / ___	<input type="checkbox"/> Throw (20%)	___ / ___ / ___
<input type="checkbox"/> Electrical Repair (10%)	___ / ___ / ___	<input type="checkbox"/> Medicine (1%)	___ / ___ / ___	<input type="checkbox"/> Track (10%)	___ / ___ / ___
<input type="checkbox"/> Fast Talk (5%)	___ / ___ / ___	<input type="checkbox"/> Natural World (10%)	___ / ___ / ___	<input type="checkbox"/> Psychic Power (Medium)	35 / 17 / 7
<input type="checkbox"/> Fighting (Brawl) (25%)	65 / 32 / 11	<input type="checkbox"/> Navigate (10%)	___ / ___ / ___	<input type="checkbox"/> _____	___ / ___ / ___
<input type="checkbox"/> Fighting	___ / ___ / ___	<input type="checkbox"/> Occult (5%)	65 / 32 / 11	<input type="checkbox"/> _____	___ / ___ / ___

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	8
Brawl	65 / 32 / 11	1D3	1	-	-	-	Build	0
Sword cane	65 / 32 / 11	1D6	1	-	-	-	Dodge	17 / 8 / 3
							Damage Bonus	0

MY STORY

Mustafa was born in Izmir, second son to a fairly well-off family. Father earned his money as an antiques merchant. Older brother inherited the family business and Mustafa started working as an abstract painter. Became interested in (Islamic) mysticism and occultism in his twenties. Believes it

holds secrets beyond the natural order that can be used to gain power and influence.

Mustafa joined the Bektāşi Sufi order ten years ago so he can be seen drinking alcohol in public. Uses alcohol, drugs and mystical connections when painting.

BACKSTORY

Personal Description

Handsome looking man with heavy eyebrows and an awesome moustache. Prefers wearing light gray and white shirts and a tie. And a fez.

Traits

Dishonest, Polite, Ambitious

Ideology & Beliefs

Pretends to be a follower of Islam and the Bektāşi order, but doesn't really believe in God. Actually a self-centered, greedy man, but pretends to be otherwise to gain favors.

Injuries & Scars

Large scar across chest, two fingers lost on left hand.

Significant People

Brother (Mehmet) and his wife (Azra) in Constantinople; fellow occultist (Oscar Thomas) in London who works at the British Library.

Phobias & Manias

None so far.

Meaningful Locations

Lives in with his brother and his wife in their large home in Constantinople, Oscar Thomas's apartment in London.

Arcane Tomes & Spells

None

Treasured Possessions

Ceremonial saber (gift from father – currently lost)

Encounters with Strange Entities

Some by now.

GEAR & POSSESSIONS

WEALTH

Spending Level \$ 10

Cash \$ 60

Assets \$ 1500

NOTES

Smooth Talker – gain a bonus die to Charm rolls.

Psychic Power (Medium)

Akin to divination and clairvoyance, a medium is able to communicate with spirits, perhaps even alien presences. The medium effectively becomes a channel for an outside intelligence—opening up a part of their mind to allow the incorporeal spirit to communicate. Often this takes the form of the spirit talking through the medium's mouth but can also manifest as words or phrases that pop into the medium's mind.

The medium must spend 1D10 rounds preparing themselves and then a Medium roll is made to determine if a psychic link is established, with 1D10 magic points spent (whether the roll is successful or not).

The Keeper arbitrates the nature and content of such psychic conversations. Bear in mind that outside forces do not always like to be contacted and that, in any event, the conversation is short, lasting only for a few minutes at best. The unseen world is awash with all manner of incorporeal beings and the medium has no way of knowing just what they will connect with. If a malevolent presence hijacks the situation, the medium may attempt an opposed POW roll to cast out the malignant entity. If failed, the entity may be able to control the medium's body for up to 1D10 rounds before the medium falls unconscious and the entity is thrown off. Such events are likely to call for Sanity rolls.

