

PULP CTHULHU

Name **Cordelia Cavendish** Residence **Hollywood, CA** Age **25**
Occupation **Dilettante** Birthplace **Salisbury, England** Pronoun **She**
Archetype **Thrill Seeker**



Characteristics

STR	60 / 30 / 12	SIZ	55 / 27 / 11	Hit Points	23 /
CON	60 / 30 / 12	POW	75 / 37 / 15	Magic Points	15 /
DEX	85 / 42 / 17	APP	75 / 37 / 15	Luck	65 /
INT	60 / 30 / 12	EDU	65 / 32 / 13	Sanity	75 / / 15

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

Skills

☐ Accounting (5%)	23 / 11 / 4	☐ Firearms (Handgun) (20%)	___ / ___ / ___	☐ Persuade (10%)	40 / 20 / 8
☐ Appraise (5%)	25 / 12 / 5	☐ Firearms (Rifle/Shotgun) (25%)	75 / 37 / 15	☐ _____ (1%)	___ / ___ / ___
☐ Archaeology (1%)	___ / ___ / ___	☐ Firearms	___ / ___ / ___	☐ Psychoanalysis (1%)	___ / ___ / ___
☐ Acting (5%)	36 / 18 / 7	☐ First Aid (30%)	___ / ___ / ___	☐ Psychology (10%)	40 / 20 / 8
<i>Art/Craft</i>		☐ History (5%)	___ / ___ / ___	☐ Read Lips (1%)	___ / ___ / ___
☐ Dancing (5%)	20 / 10 / 5	☐ Intimidate (15%)	___ / ___ / ___	☐ Ride (5%)	35 / 17 / 7
<i>Art/Craft</i>		☐ Jump (20%)	30 / 15 / 6	☐ _____ (1%)	___ / ___ / ___
☐ Charm (15%)	70 / 35 / 14	☐ French (1%)	21 / 10 / 4	☐ _____	___ / ___ / ___
☐ Climb (20%)	___ / ___ / ___	<i>Language (Other)</i>		☐ _____	___ / ___ / ___
☐ Computer Use (0%)	___ / ___ / ___	☐ _____ (1%)	___ / ___ / ___	☐ _____	___ / ___ / ___
Credit Rating (0%)	75 / 37 / 15	<i>Language (Other)</i>		☐ Sleight of Hand (10%)	___ / ___ / ___
Cthulhu Mythos (0%)	___ / ___ / ___	☐ English (EDU)	___ / ___ / ___	☐ Spot Hidden (25%)	65 / 32 / 13
☐ Demolitions (1%)	___ / ___ / ___	<i>Language (Own)</i>		☐ Stealth (20%)	55 / 27 / 11
☐ Disguise (5%)	72 / 36 / 14	☐ Law (5%)	___ / ___ / ___	☐ _____ (10%)	___ / ___ / ___
☐ Diving (1%)	___ / ___ / ___	☐ Library Use (20%)	___ / ___ / ___	<i>Survival</i>	
☐ Dodge (half DEX)	62 / 31 / 12	☐ Listen (20%)	40 / 20 / 8	☐ Swim (20%)	40 / 20 / 8
☐ Drive Auto (20%)	___ / ___ / ___	☐ Locksmith (1%)	___ / ___ / ___	☐ Throw (20%)	___ / ___ / ___
☐ Electrical Repair (10%)	___ / ___ / ___	☐ Mechanical Repair (10%)	___ / ___ / ___	☐ Track (10%)	___ / ___ / ___
☐ Fast Talk (5%)	___ / ___ / ___	☐ Medicine (1%)	___ / ___ / ___	☐ _____	___ / ___ / ___
☐ Fighting (Brawl) (25%)	45 / 22 / 9	☐ Natural World (10%)	___ / ___ / ___	☐ _____	___ / ___ / ___
☐ _____	___ / ___ / ___	☐ Navigate (10%)	___ / ___ / ___	☐ _____	___ / ___ / ___
<i>Fighting</i>		☐ Occult (5%)	___ / ___ / ___	☐ _____	___ / ___ / ___

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	9
Brawl	45 / 22 / 9	1D3 + DB	1	Touch	-	-	Build	1
Knife, medium	45 / 22 / 9	1D4+2+DB	1	Touch	-	-	Dodge	62 / 31 / 12
.303 Lee-Enfield	75 / 37 / 15	2D6+4	1	110 yds	10	100	Damage Bonus	+1d4

My Story

Cordelia heralds from an English family, whose wealth was accumulated during the late 18th century. In 1912, her parents drowned at sea when the RMS Titanic sank on route to New York City, leaving Cordelia and her older brother Rupert the heirs to the Cavendish fortune and estate. Not long after the Great War ended, Cordelia decided to pack her bags and travel to the New World. The decision strained her relationship with her brother, who wanted her to remain at the family's residence in Salisbury and find herself a suitable husband instead of gallivanting off to foreign climes.

After partying in New York and California, Cordelia grew bored of the endless dances and the endless queue of men bidding for her interest. She resolved that there was much more to see and experience and set about looking for (as she put it) "something different." Seeing an article about an expedition being mounted in Peru seeking people with a yearning for adventure, Cordelia contacted the man in charge, one Augustus Larkin, who told her of his quest to find a lost pyramid. Her offer to make a significant donation towards the expedition was gladly accepted by Larkin. With her travel arrangements in place, Cordelia set off for Lima and her destiny.

Backstory

Personal Description

White English, slim yet curvy, with brown hair sporting a fashionable bobbed cut. Loves the fashion of the 1920s. Can charm everyone's socks off if she wants to.

Traits

Adventurous, good-natured, foolhardy and forever on the go.

Ideology & Beliefs

Despite her Anglican upbringing, Cordelia has never really believed in the Christian God and remains an agnostic. She does believe in having a good time, all the time. And what good is money if you don't spend it?

Injuries & Scars

So far so good.

Significant People

Despite their differences, she truly loves her brother Rupert.

Phobias & Manias

Nothing serious.

Meaningful Locations

None really; forever on the go, hopping from hotel suite to hotel suite.

Arcane Tomes & Spells

None.

Treasured Possessions

Travel wallet containing a photograph of her family in happy times, a gold necklace given to her by her departed father.

Encounters with Strange Entities

None yet.

Gear & Possessions

Handbag, wallet, makeup set

Wealth

Spending Level \$ 50

Cash \$ 375

Assets \$ 37,500

Pulp Talents

Master of Disguise – may spend 10 Luck points to gain a bonus die to Disguise or Art/Craft (Acting) rolls; includes ventriloquism (able to throw voice over long distances so it appears that the sound is emanating from somewhere other than the hero). Note that if someone is trying to detect the disguise their Spot Hidden or Psychology roll's difficulty is raised to Hard.

Lucky – regains an additional +1D10 Luck points when Luck Recovery rolls are made