

PULP CTHULHU

Name **Elias Vermeer** Residence **Haarlem**
Occupation **Scientist** Birthplace **Amsterdam**
Archetype **Scholar** Date of Birth **12 September 1897**



Characteristics

STR	55 / 27 / 11	SIZ	75 / 37 / 15	Hit Points	24 /
CON	45 / 22 / 9	POW	55 / 27 / 11	Magic Points	11 /
DEX	80 / 40 / 16	APP	75 / 37 / 14	Luck	65 /
INT	70 / 35 / 14	EDU	85 / 42 / 17	Sanity	55 / / 11

Max Sanity **98** Temporary Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

Skills

☐ Accounting (5%)	___ / ___ / ___	☐ Firearms (Handgun) (20%)	84 / 42 / 16	☐ Navigate (10%)	___ / ___ / ___
☐ Appraise (5%)	___ / ___ / ___	☐ Firearms (Rifle/Shotgun) (25%)	___ / ___ / ___	☐ Occult (5%)	20 / 10 / 4
☐ Archaeology (1%)	___ / ___ / ___	☐ Firearms	___ / ___ / ___	☐ Persuade (10%)	65 / 32 / 13
☐ Acting (5%) <i>Art/Craft</i>	___ / ___ / ___	☐ First Aid (30%)	49 / 24 / 9	☐ <i>Pilot</i> (1%)	___ / ___ / ___
☐ Dancing (5%) <i>Art/Craft</i>	___ / ___ / ___	☐ History (5%)	30 / 15 / 6	☐ Psychoanalysis (1%)	___ / ___ / ___
☐ Charm (15%)	___ / ___ / ___	☐ Intimidate (15%)	___ / ___ / ___	☐ Psychology (10%)	32 / 16 / 6
☐ Climb (20%)	___ / ___ / ___	☐ Jump (20%)	___ / ___ / ___	☐ Read Lips (1%)	___ / ___ / ___
☐ Computer Use (0%)	___ / ___ / ___	☐ English (1%) <i>Language (Other)</i>	41 / 20 / 8	☐ Ride (5%)	___ / ___ / ___
Credit Rating (0%)	40 / 20 / 8	☐ French (1%) <i>Language (Other)</i>	21 / 10 / 4	☐ Anthropology (1%) <i>Science</i>	76 / 38 / 15
Cthulhu Mythos (0%)	1 / 0 / 0	☐ Spanish (1%) <i>Language (Other)</i>	41 / 20 / 8	☐ Biology (1%) <i>Science</i>	21 / 10 / 4
☐ Demolitions (1%)	___ / ___ / ___	☐ Dutch (EDU) <i>Language (Own)</i>	85 / 42 / 17	☐ Cryptology (1%) <i>Science</i>	36 / 18 / 7
☐ Disguise (5%)	___ / ___ / ___	☐ Naacal (1%) <i>Language (Other)</i>	4 / 2 / 0	☐ Sleight of Hand (10%)	___ / ___ / ___
☐ Diving (1%)	___ / ___ / ___	☐ Law (5%)	___ / ___ / ___	☐ Spot Hidden (25%)	79 / 39 / 15
☐ Dodge (half DEX)	40 / 20 / 8	☐ Library Use (20%)	65 / 32 / 13	☐ Stealth (20%)	40 / 20 / 8
☐ Drive Auto (20%)	___ / ___ / ___	☐ Listen (20%)	35 / 17 / 7	☐ Jungle (10%) <i>Survival</i>	42 / 21 / 8
☐ Electrical Repair (10%)	___ / ___ / ___	☐ Locksmith (1%)	___ / ___ / ___	☐ Swim (20%)	___ / ___ / ___
☐ Fast Talk (5%)	___ / ___ / ___	☐ Mechanical Repair (10%)	___ / ___ / ___	☐ Throw (20%)	___ / ___ / ___
☐ Fighting (Brawl) (25%)	75 / 37 / 15	☐ Medicine (1%)	___ / ___ / ___	☐ Track (10%)	___ / ___ / ___
☐ <i>Fighting</i>	___ / ___ / ___	☐ Natural World (10%)	15 / 7 / 3	☐ _____	___ / ___ / ___

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	8
Brawl	75 / 37 / 15	1D3 + 1D4	1	Touch	-	-	Build	+1
Knife, large	75 / 37 / 15	1D8 + 1D4	1	Touch	-	-	Dodge	40 / 20 / 8
.38 automatic	75 / 37 / 15	1D10	1 (3)	15 yards	8	99	Damage Bonus	+1D4

Elias' Story

Elias Vermeer didn't start out wanting to carry a gun.

Raised in the Netherlands, he studied cultural anthropology with a focus on ritual behavior and belief systems — particularly how communities respond to extreme stress: war, famine, disease. His academic work caught the attention of international observers, and eventually he was contracted to accompany military expeditions as a cultural advisor.

At first, his role was simple — translate customs, prevent diplomatic disasters, explain why a village might resist aid. But the longer he stayed embedded, the more he realized something wasn't right.

In multiple regions — thousands of miles apart — he began documenting eerily similar customs and rituals. Not just vaguely alike, but structurally identical: same symbols, same offerings, same fear in the eyes of those performing them.

Backstory

Personal Description

Ruggedly handsome, athletic, dresses practically.

Ideology & Beliefs

An agnostic, but respects local beliefs...until they align too closely with what he's seen before.

Significant People

Vera Bergman (colleague at University of Amsterdam).

Meaningful Locations

Faculty of Arts and Philosophy, small apartment in Haarlem.

Treasured Possessions

A silver cigarette case, received from a soldier who disappeared in the jungle, with the inscription "*non est mortuum quod in aeternum potest iacere*"

Gear & Possessions

Hunting knife, .38 automatic pistol, first aid kit, binoculars
Electric torch & batteries, field notebook & pens, compass

Pulp Talents

Linguist – able to determine what language is being spoken (or what is written); gains a bonus die to Language rolls.

Nimble – does not lose next action when "diving for cover" versus firearms.

When he asked questions, people either shut down... or warned him to stop.

During one operation in a remote jungle region, his unit entered an abandoned settlement. No signs of struggle. No bodies. Just ritual markings carved into every surface — and a central pit that no one could explain.

That night, something moved in the tree line.

The soldiers opened fire, but some of them were dragged screaming into the jungle, never to be seen again. They reported it as an ambush. Filed it, buried it, moved on. Vermeer didn't.

He kept his notes. Cross-referenced everything. The patterns only grew stronger. Now he no longer believes he's studying culture. He believes he's mapping something older.

Traits

Calm under pressure, but always observing
Practical thinker: if something is dangerous, it gets treated like a threat — no matter how "ritualistic" it looks.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

Wealth

Spending Level \$ 10
Cash \$ 80
Assets \$ 2,000