

DELTA GREEN

DAY DOCKER NIGHT



A CTHULHU MYTHOS
SCENARIO

WRITTEN BY
DENNIS DETWILLER & A. SCOTT GLANCY

PX Poker Night

written by Dennis Detwiller and A. Scott Glancy
illustrations, cover, and layout by Jane Brooks

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PX POKER NIGHT

Secrets Man Was Not Meant to Know

This scenario is an introduction to the Delta Green campaign setting for d20 Call of Cthulhu. The world of Delta Green is the modern world we all know, only everything we know is wrong. Democratic government has been subverted, hidden conspirators control the destiny of nations, alien forces have meddled in human history since the dawn of time; secret cults adore and worship fathomless evils lurking behind the veil of reality. At the dawn of the new millennium, a small group of conspirators have chosen to make a stand against these forces. These are the men and women of Delta Green. Originally part of the WWII era Office of Strategic Services, America's first spy agency, Delta Green fought against these evils for nearly three decades. This is not the kind of evil men do, but the evil of absolute mindless destruction: the evil of the Cthulhu Mythos, made even more deadly by the men who would harness these forces to increase their personal power and dominate the world.

In 1969, a disastrous operation in Cambodia caused the Joint Chiefs of Staff review Delta Green's mission. Embarrassed to discover that taxpayer money was being used to fight supernatural threats, something which does not officially exist, the Pentagon disbanded Delta Green as an expensive and out of control agency which had strayed beyond its original mission. Undaunted, Delta Green continued its crusade, without funding or official sanction, but with guts, determination and great personal sacrifice. Reorganized as a conspiracy based around a compartmentalized cell structure, the men and women of Delta Green work within the federal intelligence and law enforcement community, having to beg, borrow and steal the resources they need to keep the darkness at bay. Through this network of conspirators Delta Green identifies, investigates and eliminates paranormal threats to the security of the US and the safety of its citizens. The cost is high. Members of Delta Green often lose their careers, their sanity and even their lives.

Delta Green is always on the lookout to recruit more agents inside government agencies, but the organization also recruits what are called "Friendlies." Friendlies are used by Delta Green to assist its Agents in carrying out their missions. Friendlies are often non-federal law enforcement, academics, professional criminals, technical experts from a myriad of fields, anyone who can be of use in the fight against the Mythos. Most often Friendlies are recruited from the ranks of those who have had an encounter with the supernatural or paranormal, and lived to talk about it. More often than not, Friendlies get the most dangerous assignments Delta Green has to offer.

"PX Poker Night" is meant for use with a small group of players - two or three is ideal. It is designed to introduce new investigators to the campaign world of Delta Green and make them suitable for recruitment by Delta Green as a group of Friendlies.

To get started, have your players create new investigators who are serving in the Air Force, or have them select from the eleven pre-generated characters provided. If you plan to use this scenario to kick off a campaign, it might be better to have the Investigators roll up their own characters rather than use pre-generated ones, many of which are better suited for a single night's entertainment rather than a career as an investigator. The investigators can be any of the base personnel, other than Major Sprague, the base commander. Note that the character backgrounds are meant to reflect the investigators' training and skills, not their present duties. Keepers are encouraged not to offer the players the weaker pre-generated characters.

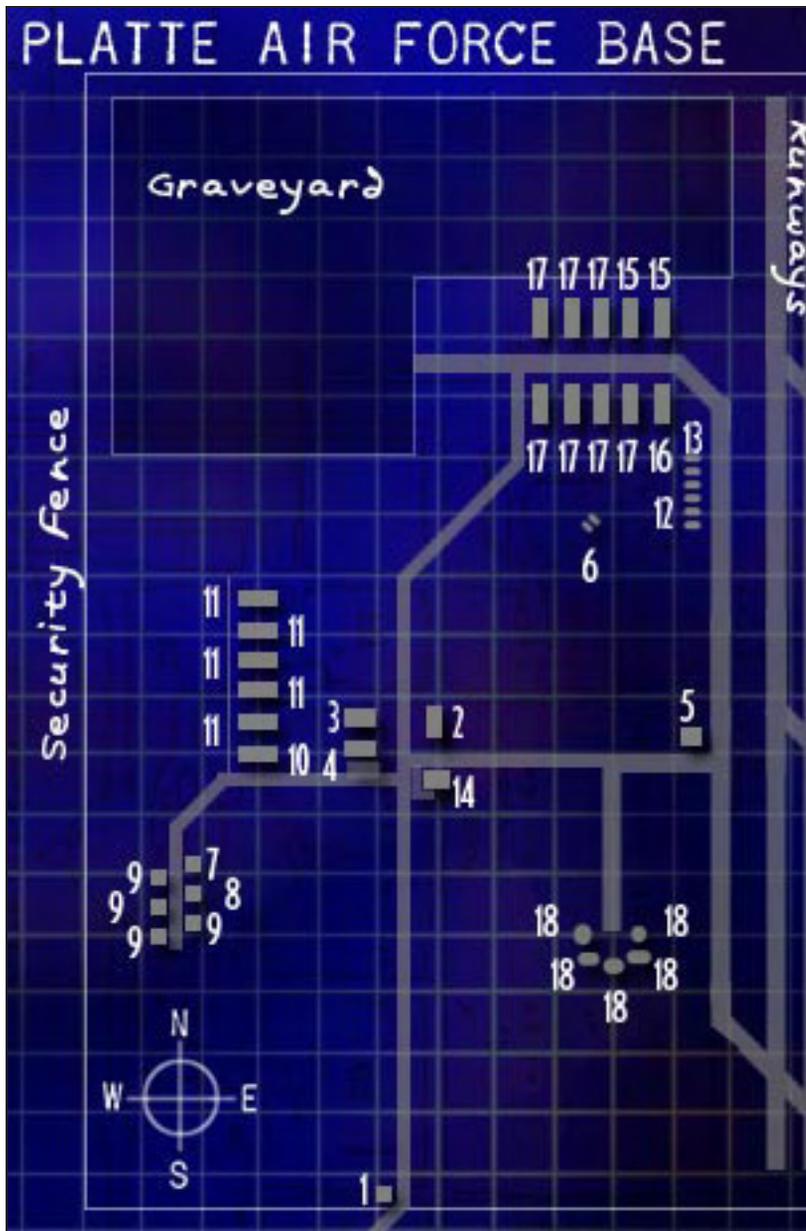
The investigators, whether rolled up or pre-generated, are meant to be Air Force misfits. They have a long string of misconduct charges and have perhaps done short stretches of time in the stockade. Owing to their persistent talents at screwing up, the investigators have been stationed at Platte Air Force Base. They are just hoping to quietly serve out the last months of their enlistment.

The Base

Platte AFB is the last stop on the road to dishonorable discharge. It is one step up from a military prison, and the spartan facilities at the base reflect this. The base is composed of a dozen buildings and two airstrips in the middle of a Nebraska wasteland. It is quite isolated. The nearest town, Marion, is twenty miles away. Since the staff of Platte AFB is a meager twelve men, not all the base buildings are in use. The only traffic the base sees is from decommissioned surplus aircraft that arrive once or twice a month. Helicopters, trainers, and even some jets find their way here before being sold to foreign governments or sold as scrap. The base personnel park the aircraft in the "grave yard" and "mothball" them by removing the fuel and lubricants and sealing up all the mechanical access so that they can be protected against the elements.

With little to do, the personnel mostly just kill time, waiting for their terms of enlistment to end. Saturday evenings at 8pm, however, rain or shine, it's PX poker night. Not that it's actually held at the PX, or post exchange, which more resembles a glorified convenience store. The game is held in the barebone remnants of the NCO club. Even Major Sprague plays, while those who are in dutch with Sprague (usually half of the staff at any given time) pull duty (the guard shack and the air traffic control tower). PX poker night is one of the only high points in the week for the base personnel (the other being Baywatch-reuns), anticipated due to the simple fact you can win your superiors' money.

This Saturday's PX poker night is about to take a turn for the bizarre . . . and deadly.



Platte AFB Map Key

This key and the following description are not meant to be all-inclusive. It is meant to give the Keeper a general description of the base and its environs, with an eye towards answering the questions the Investigators may be asking in the midst of running for their lives and looking for a way to defend themselves. There are also plenty of improvised weapons to be found about the base, and the Keeper should encourage the Investigators to arm themselves with whatever's available. It would be bad form if somebody didn't end up swinging a garden rake at the monster. It's important for the Keeper to remember that just because an item is not listed in the area descriptions does not mean it isn't there. Quick thinking investigators should be rewarded if they come up with a reasonable suggestion. They aren't going to find a flame thrower, but they may be able to "MacGuyver" together something within reason.

All the occupied buildings are equipped with fire alarms, sprinkler systems. The hangers, guardhouse, motorpool and NCO club only have fire extinguishers.

Except where noted, all the buildings have wooden doors capable of locking (STR 9), are of cinderblock construction, and have plenty of glass windows.

1. Guard Shack: The guard shack is manned by one airman during the day and two at night. Usually two will only be assigned if Major Sprague wants to hand out a boring punishment detail. A rifle w/ a basic load of 10 magazines and a pistol with 3 magazines will be issued to each airman assigned to the guard shack the evening of PX Poker Night. The shack is little more than four concrete walls, a door, and a phone for making on-base calls.

2. Administration Offices: This building is where Major Sprague has his office. It is also where Lt. O'Shea, Sgt. Bach and Airman Dunsany have their desks. All the desks have phones, but only outgoing calls can be made using the switchboard at Dunsany's desk. The office "bull pen" is crowded with desks and rusty filing cabinets. The one door that is not so flimsy is the safe-like door to the Weapons Locker in the Major's office.

Possible improvised weapons include letter openers, fire extinguishers. There is also a supply room filled with the kind of military equipment you might expect to find in a military surplus store, including binoculars, parkas, walkie-talkies, flashlights, first aid kits and the like. The building has a working sprinkler system and fire hoses and fire axes set on the walls for fire fighting.

The Base Weapons Locker: There are very few weapons at Platte Air Force Base for the simple reason that they are not needed, except for shooting the occasional rattlesnake. Access is highly restricted. No personnel weapons are permitted in the barracks. They must be kept in the weapons locker, which is really a windowless room with a combination lock door like a bank safe (STR 40). Once through the safe door, the weapons are further secured behind a key-locked iron cage (STR 25) in locked metal cabinets (STR15). The weapons locker has no windows.

- The weapons locker in the Major's office contains:
- 6 M-16A2 assault rifles w/ 60 magazines and 4000 5.56mm rounds
 - 6 Beretta M92 automatic pistols w/ 18 magazines and 1000 9mm rounds

Only Major Sprague has both the keys and the combination to open the safe. The Keeper should not allow the Investigators access to these weapons since it will unbalance the scenario. Sprague should either go mad or become a casualty before the locker can be opened.

3. The NCO club: The “club” is little more than a disused building that has been refurbished and outfitted with a few tables and folding chairs, a TV that gets lousy reception, dart boards, foosball table replete with cracked paddles, a warped pool table, and a sweaty beer fridge. Possible improvised weapons include pool sticks, beer and liquor bottles, full beer cans and portable fire extinguishers.

4. The Mess Hall: The mess hall is really more of a communal kitchen and dining room. Everyone cooks their own meals at Platte AFB. Possible improvised weapons include carving knives, cleavers, frying pans, and appropriately hot cooking oil.

5. The Control Tower: The small, three story tall, control tower is always manned, despite the lack of traffic at Platte AFB. The radio array on the roof can send communications as far as Offut AFB in Omaha Nebraska. The control tower is hooked into the radar tower through underground cables. While there are no improvised weapons here, binoculars and signal flares can be found here, color-coded to warn approaching planes of any hazards. The walls of the tower are made of poured concrete, the exterior doors are STR 12, and there are no windows in the tower save for the very top where there are floor to ceiling windows surrounding the air traffic control station.

6. Radar Tower: This tower contains the base’s radar array. This building also contains the base’s back up generator which will provide power to the base for just a few hours before running out of fuel.

7. Major Sprague’s Bungalow: The base commander’s quarters is a single occupancy one story house made of wood and white washed. Improvised weapons are the kind of basic goods found in a common domestic setting.

8. Lt. O’Shea’s Quarters: Identical to Major Sprague’s quarters in so far as there are the same kind of improvised weapons available.

9. Officer’s Quarters: There are four other officer’s billets, identical to Major Sprague’s bungalow, only one is occupied by the base’s executive officer. Unoccupied quarters are padlocked and empty.

10. The Enlisted Dormitories: Looking a bit like a Motel 6, this is two stories tall and has rooms for thirty-two personnel. Only ten rooms are currently occupied. The only improvised weapons are the fire axes available at the ends of the hallways in the cabinets with the fire hoses.

11. Unoccupied Dormitories: These six buildings are unoccupied and padlocked shut. The only improvised weapons are the

fire axes available at the ends of the hallways in the cabinets with the fire hoses.

12. Disused Quonset Huts: These are nothing more than empty metal shells over a poured concrete floor. There is nothing in these buildings.

13. The Storage Hut: This old Quonset hut is filled with the base landscaping tools like axes, saws, pruning sheers, shovels, machetes, gas powered edgers, and even a gas powered chain saw. There is also a gas powered riding lawnmower for keeping the weeds around the runways trimmed.

14. The Post Exchange: The post exchange is more like a large convenience store. Frozen dinners, canned and dry goods are available. No fresh vegetables or fruit is available due to the base’s isolation. There is little in the way of improvised weapons here. Stuff to throw, perhaps? Maybe a place to hide in the freezer? Given that there are things worth stealing here, the doors are STR 12.

15. The Base Motor Pool: Several Hangars have been turned into parking garages for the base’s vehicles. The following vehicles are available at the base motor pool:

- 2 Chevy Blazers, 4x4 utility trucks
- 2 small tractors for towing aircraft
- 1 Snowplow mounted on 2 1/2 ton truck (three axles)
- 2 fuel tankers, 5 ton trucks (three axles)
- 2 fire trucks equipped for fighting aviation fuel fires

16. The Aircraft Maintenance Hanger: This rusty hanger next to the motor pool hangers contains the tools the base personnel use to maintain the base vehicles and to mothball the decommissioned aircraft that come to Platte AFB.

The improvised weapons to be found here would include heavy wrenches, hammers, tire irons, crowbars, an oxy-acetylene welder, gasoline (combined with bottles from NCO club these would make excellent Molotov cocktails). The gasoline is kept in 55 gallon drums.

17. Empty Aircraft Hangers: Exactly as advertised. There is nothing in these large cavernous metal buildings except dust, dirt and oil stains.

18. Fuel Bunkers: These underground tanks are where the fuel siphoned from decommission aircraft is stored. Aviation fuel is highly combustible. The bunkers are shaped like flat-topped pyramids. They are set up to direct any explosion away from the base. Desperate Investigators could use this arrangement as a weapon.

The Aircraft Graveyard: These areas around the base are crowded with mothballed aircraft. It presents a metal labyrinth of helicopters, trainers, and cargo planes. There are plenty of places to hide but nothing much in the way of improvised weapons. None of the aircraft here will have weapons still mounted on them. Any such weapons were removed before the aircraft was flown to Platte AFB.

Strange Happenings

For the past twenty-five years, strange lights—dissolving, reappearing and moving at incredible speeds—have been sighted in Platte County. At first they were nothing but an oddity, but then the mutilations began. They started in 1981, and since then over a hundred cows and bulls have been found dissected, with no more than a dozen cows taken per year. Many farmers in the surrounding areas have switched from livestock to crops in order to avoid the issue completely. The lights are known in the area as the “ghost lights,” and they have never been successfully photographed nor has any physical evidence of their activity been found. Sightings have become more and more frequent over the years and by 1998, a sighting a night was not unusual. Even personnel at Platte AFB have seen them.

The Real Story

The strange happenings in Platte county are due to the presence of a small colony of creatures known as the Mi-go, or the Fungi from Yuggoth. Early in 1975, these alien creatures set up a small base in an abandoned mine in the northern part of the county so they could extract certain extradimensional materials they desired from the Earth. The “ghost lights” are actually Mi-go flying about the country-side on one inexplicable errand or another, and communicating with each other using the bio-luminescent organs in their heads. In 1981, as part of their ongoing experiments in terrestrial genetics and psychology, the Mi-Go began stealing genetic material from area livestock and secretly kidnapping unsuspecting humans. They found that Platte County’s isolation and lack of sophistication were useful in conducting their experiments while drawing scant attention. When it comes to having contact with humans, or performing tasks that might expose them to humans, the Mi-go use biological “puppets” rather than expose themselves to scrutiny. The Mi-go have also found that humans react less violently to these puppets; with their large intelligent eyes, humanoid form, and child-like stature. These puppets are the source of the stories among “abductees” and “contactees” of the race of aliens known as the “Greys.”

SONNET Arrives

Early in the afternoon before PX poker night, a large dark van bearing USAF markings, about the size of a UPS delivery truck pulls up to the main gate of Platte AFB. The driver, a plain-looking man in a suit, flashes an Air Force I.D. and a bundle of orders and coded sheets. These are quickly processed and the van is let in the front gate; it parks near the administration building. Two men in USAF uniforms wearing heavy body armor and carrying M-16s with M203 grenade launchers step from the van and stand on each side, taking up guard positions. The man in the suit confers with the Major Sprague in private and then returns to the van. The guards mount up and the van drives out to an isolated area of the airfield near the mothballed aircraft. Once parked the guards emerge again and the

lights come on in the van. And so it sits, unmoving.

Over the PA, Major Sprague announces: “The van parked in the “graveyard” is to be avoided by base personnel. Do not interfere with the visiting staff’s classified operations. All personnel are confined to base until the visiting staff has left. That is all.”

If asked at the poker game or what is the story with the truck, Major Sprague will only respond that “Its authorized, classified, and none of our business.” If asked how long they are going to be stuck on base he will tell them “I was assured it will only be a day at most.” If pressed further, Major Sprague will insist, with all seriousness that the Investigator drop the subject.

Anyone looking carefully (perhaps through binoculars) will notice a large amount of grounding strips on the bottom of the van, and that the guards are wearing exceptionally bulky helmets, like motorcycle helmets, which are covered in a dull reflective surface (either fact can be noticed with a successful Spot Hidden roll. Also, a low hum is heard within a hundred yards of the van if a successful Listen roll is made.

What’s Really Happening

The personnel in the van are not USAF personnel. They are members of an intelligence organization that has slipped so deep behind walls of secrecy and compartmentalization that they exist above and beyond the normal chain of command. They are Majestic-12: a cabal of military, industrial and intelligence community conspirators who’ve cut a deal with the race of aliens known to them as “the Greys.” Bartering US sovereignty for alien technology, the conspirators of Majestic-12 increase their hold on power, while protecting their alien partners’ mysterious agenda. Majestic-12 is one of the most powerful and deadly enemies that Delta Green has ever faced. Majestic-12 thinks they are in control of the situation, but in truth they have been manipulated into becoming the Mi-gos’ servants.

However, since the Mi-go keep their true appearance and intentions secret from Majestic-12, they sometimes run afoul of their unwitting servants. This is going to be one of those times. One of Majestic-12’s pawns is a top secret Department of Defense project called MOONDUST. Its “official” mission is recovering foreign aerospace technology, everything from crashed aircraft to spy satellites. In reality, MOONDUST dispatches USAF investigation and crash recovery teams, code named BLUE FLY teams, to hunt down and recover alien technology for MOONDUST’s true masters, Majestic-12. The newly arrived van is part of one such BLUE FLY team.

In the van is a device code-named SONNET, which incorporates a crystal of extra-terrestrial origin. Another BLUE FLY team recovered the crystal in 1995 after an out-break of madness and violence befell the isolated West Virginia community of Kanter’s Creek. MOONDUST already had an interest in the area due to a high number of visual sighting of brightly glowing aerial phenomena, as well as some unexplained radar contacts, but the main factor that brought in MOONDUST to Kanter’s Creek was the EM interference that blanketed the town. The interference disrupted

all communications and electronics in a five-mile radius. Even county emergency vehicles could get no closer than two miles before their engines quit.

Deciding to err on the side of caution, the BLUE FLY team used their NBC (Nuclear/ Biological/Chemical) gear when they walked into town. All thirty of village's inhabitants had either gone mad or died; killed by their neighbors, died trying to fly from the roof, or perished performing other acts of delusional lunacy. Town animals had fared little better. The brick-sized glowing crystal they found in the general store seemed to suggest itself as the source of the problem. With no sane or coherent survivors, how the crystal arrived remains a mystery. Suspecting that their shielded helmets were blocking some sort of electromagnetic signal that was able to affect both human bioelectric energy and electrical systems, the crystal was packed off in a lead lined container. The deaths and madness were covered up as an outbreak of Spongioform Encephalitis, or Mad Cow Disease.

The crystal was relayed to Project PLUTO, the Majestic-12 group responsible for studying advanced technology related to the alien presence on Earth. Despite being unable to identify the elements that composed the crystal, the Project PLUTO R&D set to work harnessing its power since it held great potential as a weapon. Eventually PLUTO combined the crystal with a Soviet-era EM pulse weapon that had never quite produced results, employing the crystal as the device's EM wave generator. They called this new weapon SONNET. PLUTO put SONNET on the developmental fast track and after a series of successful tests on lab monkeys and hardened electronics, they decided to field test SONNET against its intended target: the Greys.

Majestic-12 doesn't wholly trust their alien "allies" and want to be able to evict their "guests" if they ever overstay their welcome. Based on observations of Grey technology, many Project PLUTO scientists believe that the Greys may be vulnerable to EM weapons. The trouble is that it is hard to test out new weapon on your "allies." So Majestic-12 has decided to engineer a fake "friendly fire" incident to test the weapon, making it look as if the attack was not deliberate.

Looking through their files, Majestic found that Platte AFB and the area surrounding it had long been the locus of many UFO-related incidents, including "false" and unidentified radar contacts, cattle mutilations, and the mysterious local phenomena of the "ghost lights." Best of all, it was an area of activity that the Greys had not told them to keep clear of, thus giving Majestic-12 plausible deniability regarding any accidental shoot down. They even had a USAF facility to operate from, staffed by personnel who, due to their precarious military careers, could be encouraged to keep their mouths shut.

The Best Laid Plans . . .

The SONNET device is in the black van. It is operated by two scientists from PLUTO who regulate the emanations of the crystal within. The other Majestic-12 personnel at Platte AFB are a plainclothes security officer and his two armored goons. The van and

the staff who came with it are shielded from the strange effects of the device by special gear, particularly by those bulky helmets. Obviously this leaves everyone else on the base vulnerable. The scientists' job is to keep the device functioning within the right parameters (a tricky proposition). Their equipment is really there to focus the emanations and keep them under control.

If the SONNET device brings down an alien craft, the SONNET team will turn the device off by throwing a lever that drops the crystal into a lead-lined safe; like dropping the control rods into a nuclear fuel pile. Then a task force of Black Hawk and Apache helicopters (eight each) will be called via radio and arrive from a staging area 100 miles away in just over half an hour. (Why so far away? Hey, they are trying to sneak up on aliens here. Better safe than sorry.) The helicopter borne commandos will secure the crash-site and an AH-130 'Spectre' gunship will take up an overwatch position above the base. Then, within an hour, a pair of giant C-5 Galaxy transport planes will land with a team to recover any wreckage. The base personnel will be read the riot act and warned to forget everything they saw, or think they saw. The wreckage will be loaded aboard the transport planes and flown to Majestic-cleared laboratories.

Of course, no plan, no matter how brilliant, ever survives contact with the enemy.

The big problem is that the crystal is not merely a source of EM waves. It is a fragment of a Mi-go "gate-ship" that broke loose after it was struck by lightning over the Appalachians. A gate-ship is a mobile terminus for a gate so that the Mi-go can travel vast distances without having to risk the hazards of the actual voyage. A gate-ship makes the journey instead and then serves as a conduit between the launch point and where ever the gate ship has landed.

What Project PLUTO never realized is that the strange EM pulses given off by the crystal are byproducts of the gate ship's propulsion system. SONNET crystal's flawed emanations will react with any Mi-Go gate-ship in the immediate vicinity and cause its propulsion system to fail and crash. While this would seem to be exactly the desired result, there are going to be unexpected and lethal side effects. The reaction between the ship and the crystal will also cause a discharge of alien energy that will kill everyone whose is wearing the insulation technology designed to keep the EM wave from cooking their brains. So you cannot run the device without protection, but once the weapon takes out a ship the protection that lets the crew operate the device also kills them. Once the SONNET crew is dead, the crystal will continue emanating its unregulated wave, which dampens all electrical power sources in a two-mile radius.

And one other minor detail; the explosive reaction between the gate-ship and the crystal will "gate" something unwelcome onto the base; a savage, hungry creature called a Dimensional Shambler.

Oops.

The Effects of the SONNET Electro Magnetic Device

The EM device has not been perfected and although it can be deadly, it has some faults. It blankets an area of approximately two miles radius. The basic effects of the device are as follows:

- When initially activated, the EM waves will cause everyone within a two-mile radius to make a Sanity check every half an hour or lose a Sanity point. This level of exposure begins around 3pm and continues until 9pm.
- At 9pm the device will be turned up to full power. This will require a Sanity check every minute to prevent a loss of 1d6 Sanity Points.
- If a Sanity check is failed, even if only one point is lost, an Idea roll should be made. If it is failed, a visual hallucination occurs. These hallucinations are very transparent and are obviously illusory; bubbles floating in the air, walls ripple, floors undulate, objects moving leave trails of scintillating lights. These illusions are still distracting. During the hallucinations, apply -30% to all skill checks. They last for a number of seconds equal to the

distance the character's sanity is from 100, minus their INT stat. So a character with a 64 SAN and a 12 INT would suffer a hallucination for $(64+12=76, 100-76=24)$ twenty-four seconds. Again, the Keeper may wish to make Idea rolls for the players, so that the hallucinations will simply occur without a causal relationship between die roll and effect being obvious.

- Any character inside a metal-walled building (like a quanset hut) or blocked by a large metal object (such as standing behind a fuel tank or vehicle) received a +20% to his Sanity rolls to resist the effects of the device. Any character outside who is wearing any type of metal over his head—such as an old steel infantry helmet or even a stewpot—also receives a +20%. These bonuses are cumulative.
- After the SONNET team has been killed (see below), the device pulses at a lower frequency requiring a Sanity check every five minutes with a loss of 1d3 for every failed roll. Unregulated, these pulses prevent any electrical devices from functioning within a two-mile radius of the SONNET crystal.

SONNET in Action

Over the course of several hours, the SONNET device affects the personnel at the base. (See the nearby boxed text for details on what the device does in game terms.) It's up to you to play this out. The simplest way to handle this passage of time is probably to just describe how tensions all over the base seem to be high, with a couple of fights breaking out. Those involved, of course, will be assigned guard duty during the poker game. Potentially, the Keeper can involve an Investigator in one of these altercations. Its important to remember that as the device erodes the base personnel sanity, those receiving the worst effects will be those outside, i.e. those on guard duty . . . the only people with immediate access to firearms!

Keepers can apply the effects of the device to the investigators when they like. The Keeper should ask the Investigators what they're doing for the afternoon (they have no prescribed duties today), and react accordingly. The Keeper needn't sweat every die roll resulting from the device's operation during this period, but may assume that the Investigators lose about 1D8 Sanity points over the course of the afternoon. NPCs will lose 1D12 Sanity points. (This doesn't happen all at once, so temporary insanity isn't going to occur.) Give a couple of investigators brief, confusing hallucinations in which mundane items take on surreal aspects for a few moments.

As the poker game begins—which should be the effective start of minute-to-minute play—stage a hallucination or violent schizophrenia event with an NPC who barges into the game from guard duty and flips out. As the investigators are dealing with this tense situation, there are a number of ways the situation can

spiral out of control. The Investigators can control the action in this section if they take the initiative. Otherwise the Keeper will direct the action.

Things Fall Apart

Most Investigators will be bright enough to realize that what's happening has some connection to the strange truck. When NPCs begin to go mad, and the Investigators begin feeling the effects of the EM weapon, the Investigators may want to take action against the men in the truck or escape.

Escape will prove difficult but not impossible. Major Sprague will attempt to prevent anyone from leaving, and could grow violent if his Sanity points are low. Whomever is on-guard at the gate will also have very shaky Sanity by this point and may fire on anyone making a break for it. Vehicles from the base motor pool will function until the SONNET team is dead and the emanations become uncontrolled. So unless the fleeing Investigators get two miles away before that happens, their vehicle will die and they will be stranded. Investigators trying to walk out will ultimately be picked up by helicopter borne BLUE FLY commandos, if they don't go mad from the SONNET emanations first. (see below) The men guarding SONNET will be watching how the base personnel react and will be ready for trouble. The armed security people will shoot anyone who approaches closer than forty yards, although they will issue a verbal warning first. If the resistance against the "visiting staff" turns into a full-blown armed uprising, the SONNET crew will turn off the device, call for help from the security team at the staging area 100 miles distant, and then turn the device up to full power in order to try and disrupt the

mutineers by driving them insane. It'll take the helicopters half an hour to show up. By then the Mi-go ship will arrive and crash (see below). In the meantime the Majestic security men will work as a team and will not allow themselves to be split up or separated. They will not prevent men from fleeing, but will return fire on any who shoot at them.

If the Investigators sit tight, the NPCs on guard duty will be the first to wig out. Unfortunately they are close to the Investigators and the other base personnel at PX Poker Night. If they become violent and attack other base personnel (primarily focused on Major Sprague as the source of their misery) the Majestic-12 Security men will callously not interfere so long as it's just the base personnel being attacked. They will shoot any insane base personnel who look like they are going to fire on the SONNET device.

At the moment things seem most desperate for the Investigators, a horrible whine and an electrical sizzle are heard from near the van. Above the van, outlined in an arcing blue-white aura, is a large crystalline craft. Pulses of energy are shooting between it and the van. Anyone wearing one of the protective helmets (i.e. the Majestic security men and technicians) will be struck by bolts of energy and instantly killed. A stray bolt hits a transformer and all the lights on the base go out. The crystal craft suddenly plummets, sporadically glowing, falling among the mothballed aircraft on the north end of the base. It audibly impacts the aircraft, causing great damage to the aircraft. The crystal's lights pulse brightly once, then fades to a dull glow. Anyone viewing this sight must make a successful Sanity check or lose 1 point of Sanity.

A successful Spot Hidden roll reveals that the strange light from within the van still shines, lit by the fragment of crystal inside the EM weapon.

The Investigators' Predicament

After the chaos leading up to the crash, the Investigators may be saddled with several wounded or insane base personnel. The Investigators will need help to deal with the casualties, but as long as the crystal is pulsing all electrical devices on the base will not function. That includes the phone lines, the base radio, cell-phones, digital watches and even the batteries in the base vehicles. Yes, that includes flashlights too. Furthermore, none of the BLUE FLY helicopters or aircraft will be able to get within two miles of the base without suffering system failures and crashing. Of course, as long as the crystal is pulsing, the base personnel will continue to lose Sanity points too. There may still be violently insane base personnel stalking the base, and as time goes by, more and more personnel will join the ranks of the insane. Shutting off SONNET will be a priority.

The Van

The van is locked, its windows are bulletproof glass, so the doors will have to be forced. A crowbar would do nicely. The door's strength is 15. Each STR vs. STR contest takes a minute to complete. Inside the Project SONNET van are the two corpses of

the scientists; their eyes have exploded and they appear to have suffered from massive internal bleeding (0/1 Sanity points). They wear the same bulky helmets as the guards outside the van, who also have the same symptoms. A large electronic device fills the back half of the van. Behind a safe-like door in the device, with a glass window in it, is mounted a glowing piece of crystal. Investigators who've seen the crashed ship will recognize the similarity of the glow both emit. The EM weapon is currently on. A counter slowly ticks digital time. It gets faster and faster, cresting for awhile, and then gets slower and slower. It operates on a five-minute cycle, and the device pulses once at the crest of each cycle. The device can easily be shut down using a well-marked mechanical lever marked "emergency shutdown." It drops the crystal into a lead-lined safe.

Once the SONNET device is off, the Investigators may use the Base's radio to call for help, or get in a vehicle and leave the base. Calling for help will bring the nearby BLUE FLY team running to secure the base (see below).

On the top of a stack of papers is a sheet stamped: TOP SECRET/ORCON/SONNET. The documents describe, in technical terms, the EM pulse device. A summary paragraph begins the document:

Device #5491, Project SONNET test model, High-Yield EM Screen

Approved for field test against UAC 08/24/01

Reclamation operations are to follow any successful test.

Platte AFB, Platte County Nebraska, twelve personnel. See attached dossiers.

All non-MOONDUST personnel deemed expendable.

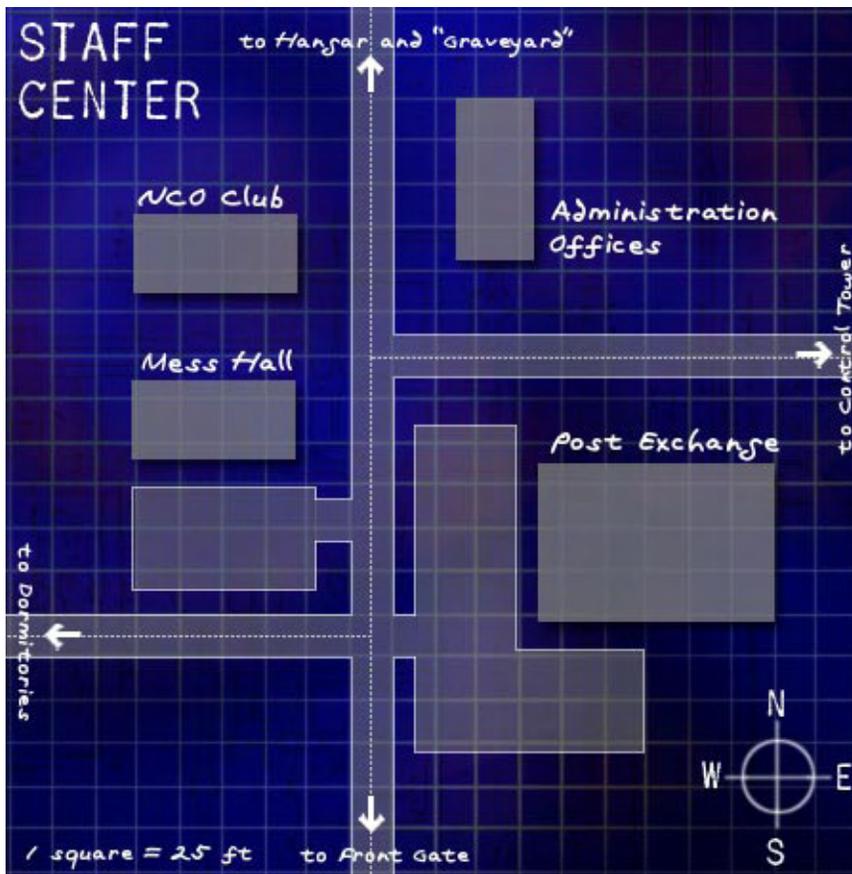
Any casualties are to be retained for autopsy and tissue sampling.

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If the Investigators blast the van with weapons fire or burn it with Molotov cocktails they will still manage to turn off the device. Once the Sonnet device's self-monitoring systems detect any malfunctions, an automatic shut down protocol will drop the crystal into its lead-lined coffin. If they manage to blow the van to pieces, with dynamite or serious munitions they fortunately don't have access to, they could destroy the lead container, thus leaving them with no way to block the crystal's emanations. With any luck, your Investigators will not be so ingenious.

The Mi-Go's Predicament

The Platte-area Mi-Go were unaware of the device in the van or the clandestine operation underway. Once they detected the emanations of the crystal they decided to perform a quiet fly-by of the base, in case it was one of their ships in trouble. Once they fell within the range of the EM field the Mi-Go gate-ship malfunctioned. A horrible explosion occurred on board the gate-ship and a feedback of energy caused the two scientists in the van and the



three guards to be electrocuted. The gate was destroyed, cutting the Mi-go off from its brethren back at the mine. The lone Mi-go on board the craft brought it down as well as it could, impacting roughly among the moth-balled aircraft. The Mi-go was pinned within the ship during the crash and is unable to free itself. The Mi-go had six Grey automatons on board, but only two survived the crash. They are far too weak to free the trapped alien. The Mi-go is badly hurt and cannot contact the other Mi-go in the area due to the condition of the ship, so it will send the Greys to the nearby humans.

The Mi-go's goal is to get a couple of humans to follow the Greys back to the Mi-go and free it so it can escape. It sees its predicament as an opportunity to learn: can it manipulate the humans' emotions enough to overcome their natural fear of the unknown?

First Contact

The crystalline ship lies among the wreckage of the aircraft on the north side of the base, about a half-mile from the barracks and NCO club. It is clearly visible from the NCO club and is still within range of the EM device. About ten minutes after the crash, two beings can be seen walking away from the crash site, followed by a glowing light. Carefully, the two of them make their way towards the nearest base personnel. These are the Greys moving under the direction of the trapped Mi-go, and viewing them costs 0/1 Sanity points. A glowing ball follows behind

them, hovering about waist level, making no movements except to follow the Grey's movement. The Greys are unarmed and approach the camp in an exaggerated gesture of surrender: arms up, far away from each other. All are naked. The apparent leader is holding a piece of crystal atop its head, balancing it carefully and replacing it when it falls to the ground. The leader says in a deep voice, with no nasal quality to it at all:

Us require assistance, our Dog are injured, and must be freed before it ceases. Us are weak, and the door are beyond our capacities. Us require assistance.

Just hearing this comment requires a Sanity check (0/1).

Speaking with the Greys is a difficult proposition, but several things will be obvious about them:

- They do not understand plurals very well.
- Whatever one hears, sees, or learns, all the others know as well.
- They have little understanding of human culture; the apparent leader's wearing of the crystal atop its head is a ham-fisted attempt to approximate the human custom of insignia used to demonstrate rank.

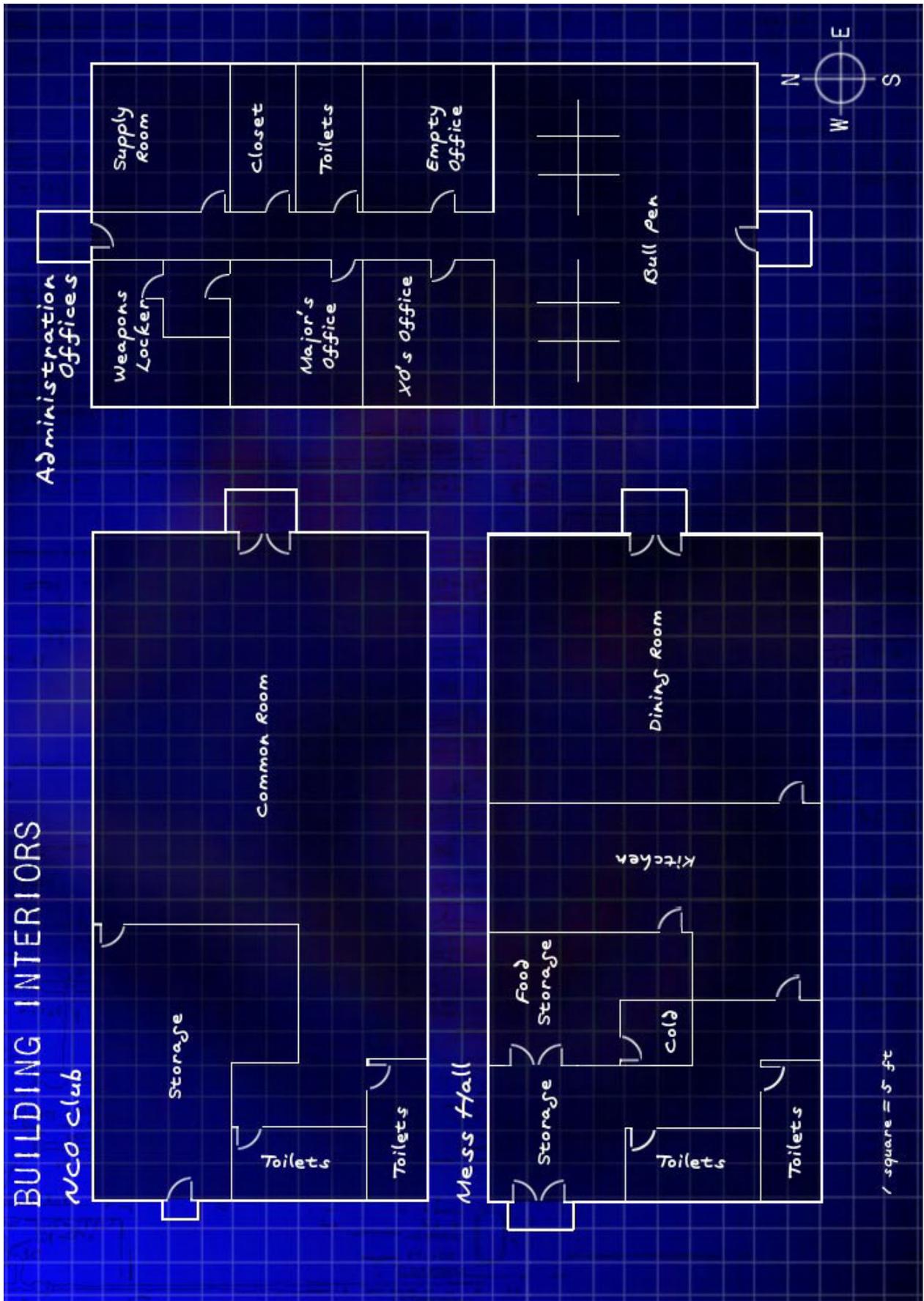
What can be understood through the conversation, limited as it is, is that a "dog" (that is, a pet or something) is trapped in the nearby ship and that their fragile bodies are unable to move the wreckage enough to free it. They have come searching for help. The Greys will answer simple questions very literally. If asked who they are, they assert: *We are.*

- Where they came from? *A far place.*
- Why they are here? *To understand.*
- What is the glowing ball of light? *A mind.*
- What do they want with humans? *Mutual benefit.*
- Why do they mutilate cattle? *To understand.*
- Do they take people? *Yes.*
- Why? *To understand.*

And so on.

If the investigators are more demanding of an explanation before they help, the leader explains the following. It is in fact a prepared statement, one the Mi-go have been using since their first involvement with the U.S. government (or rather Majestic-12). It is a total fabrication.

The Greys say they are a race similar to ours from a planet in



the M-31 star cluster. They travel through space because a catastrophe destroyed their home world and their parent species. They desperately need genetic material to propagate, because they were bred as a sterile, cloned species intended only for space travel and exploration. They want only peace and free trade with all species. They will put humans in contact with other races in the galaxy . . .

When you are ready.

The Greys will wait peacefully for one or more humans to accompany them back to their ship. If it appears that no one will come, the second Grey will grab his side and collapse. The other will mull sadly about it, and point towards the ship and repeat: "He will cease." If the investigators go with the Greys to the ship, the ill one will seem to revive. It's a terribly obvious ploy, but its poor execution may give the Investigators some hope that the Greys are harmless.

The Ship

The ship is a 30'x30' eight-sided crystal, shaped much like an eight-sided die. Although it was heard to impact roughly, its surface appears unmarked. The runway is pitted from the impact. The craft glows dimly and surrounding its hull are what seems to be debris only from the inside of the ship, including three inanimate Grey bodies which are badly burned.

The Entrance: The entrance appears as if by magic. It begins as an apparently solid surface which opens up, beginning with a pinpoint hole and silently widening to a diameter of six feet. The opening reveals a strange packed-dirt-like interior, like an underground tunnel. The tunnel interior seems much larger than the exterior of the craft would allow. A successful Idea or Spot Hidden roll will reveal this fact, those who notice take a 0/1 SAN loss. The tunnel is littered with debris and strange objects. The door stays open behind the investigators as they enter.

The Intersection: Branch tunnels lead in three different directions; straight ahead, a smashed Grey body can be found whose arms are broken at both the forearms and shoulders. This tunnel leads to the gate room where the "dog" is trapped.

The Gate Room: This is the room in the gateship that contained a transdimensional gate back to the nearby underground Mi-go base. The room is spherical and all the surfaces seem to be made of clay. A very large chunk, what used to be the gate, has peeled off in a thick strip and pinned a small, hideous creature to the ground. The creature is approximately six feet long, not much bigger than a human being and is built somewhat like a crab, composed of sponge-like material covered in irregularly spaced bits of chitinous exo-skeleton. The part that appears to be the head changes colors as the investigators watch, from red to blue and back again. It has no offensive-looking teeth or claws. If the players begin to move the rubble, the Mi-Go will produce an exceptionally emulated whimper – it sounds almost eerily like the recorded sound of a dog. In its non-threatening condition, the Mi-Go only costs the investigators 1/1D3 Sanity points. The pile of rubble has a SIZ of 22 and will require the Investigators and the Greys working together to move it. Once the Mi-Go is

freed, the lights in the craft will go out and the Greys will grab the investigators with astonishing speed while the creature zips out the tunnel. Once the Mi-Go is gone, the Greys will collapse, inert and lifeless. The ball of light will shoot out of the ship first in an attempt to distract anyone attempting to stop the Mi-go's escape, then it will fly away and disappear.

Investigators or NPCs waiting outside will see the glow of the gate-ship wink off. A dark shape, the Mi-go, scurries out of the ship and into the maze of twisted aircraft wreckage after the glowing sphere shoots out first. Successful Spot Hidden earns the witness a Sanity roll of 0/1d6. NPCs will not be interested in following the "horrible thing" into the dark maze of wreckage and dusty aircraft hulls. From there it will unfold its wings and fly away into the dark night.

The Abduction Room: This room is to the right of the intersection, down a small corridor. It is the typical abduction room from UFO folklore, including bizarre medical tools and a human-scale examination chair with restraints. Its strange clay walls all glow with a luminous white fungus that clings to every surface.

The Storage Room: The last room is cream-colored with six drawers set in the wall. Piled on the floor of this room are human artifacts, personal items like watches, wallets, glasses and such, some dating back almost fifty years. A random example would be an old watch with an engraving on the back that reads "For Jenny, 10-5-55"; the watch is still running. Each of the drawers contains a hollow shaped like a Grey laying on its back with its arms at its sides. The interior is made of a plastic-like material that smells bad and is wet to the touch.

Oh, We Almost Forgot . . .

. . . the Dimensional Shambler. Brought to Platte AFB by this dimensional accident, this critter will now make the situation ever more problematic. It will stalk silently through the base picking off the personnel one by one, starting with isolated, wounded, and insane personnel who have been left on their own. It will also interfere with activities like turning off the SONNET crystal and any attempt to follow the Mi-go once it scurries away. Not because it has any affinity for the Mi-go or the crystal, but because it will try and attack whenever the base personnel are distracted by another task. Given the chance it will also attack the Greys and may even go after the trapped Mi-go. Once freed, however, the Mi-go will be able take wing and leave the "helpful" humans to their fate. The Investigators may be able to kill the Dimensional Shambler with the few weapons available, or they may try to flee from it. Unfortunately, since it can phase through walls, barricading themselves inside a secure location is not an option. It will pursue the base personnel until it loses all but its last three hit points, then it will flee by phasing out of this dimension. Fortunately it will stalk the base personnel slowly since it has no idea that the Blue Fly commandos are on the way. The Keeper should remember to play the Dimensional Shambler as cunning and stealthy. It will not simply charge into the Investigators' gun sights.

Scenario Timeline

The following timeline is meant to aid Keepers in the effective running of this scenario. Events at Platte AFB take place over little more than ten hours, with the real meat of the action taking as little as 50 minutes before it is resolved. The Keeper should to always stress the urgency of the situation to the Investigators.

1:00pm The van from Project MOONDUST arrives at the front gate.

3:00pm The SONNET device is activated at low levels of emission. The base personnel feel the first effects of the SONNET device.

9:00pm The SONNET device is turned up to full strength. Base personnel begin suffering catastrophic sanity losses.

9:05pm The Mi-go Gate-ship appears, violently reacts with the

SONNET device, and crashes. The Dimensional Shambler is gated onto the base by the reaction. It hides and begins to look for lone base personnel to pick off one at a time.

9:15pm The two Greys emerge from the Gate Ship.

9:20pm The two Greys cross the airfield and approach the base personnel.

9:40pm The first Apache helicopter arrives on the scene to scout out the base and the crash site. It crashes if SONNET is not deactivated.

9:45pm If the base personnel deactivated SONNET, the Blue Fly Commandos arrive by helicopter to secure the base.

11:00pm If SONNET was not deactivated by the base personnel, the first Blue Fly commandos arrive by foot to secure the base.

Special Time considerations: Blue Fly commandos will arrive at the base 30 minutes after the base personnel succeed in making a radio or telephone call for help.

We're From the Government — We're Here to Help

Once the investigators have freed the Mi-Go, turned off the SONNET device in the van, and disposed of the Dimensional Shambler, there is still one last problem; the BLUE FLY Team.

They will arrive on the scene with an Apache AH-64 attack helicopter to scout the area forty minutes after the crash. If the Investigators have not deactivated the SONNET crystal, they will be treated to a fireworks display as the EM pulse of the crystal causes the helicopter to crash outside the base's perimeter fence. Following this the BLUE FLY team will not attempt to approach the base by helicopter, but will instead fly to within four miles, put a team of eleven commandos down on the ground and have them fast march to the base. They will not get there until two hours after the crash, but are equipped with the proper protection gear to survive the march without losing Sanity points. Once they get to the base they will deactivate SONNET, secure the crash site, kill any hostiles (madmen, the Dimensional Shambler, any Investigators who don't know when not to pick a fight), and round up the other base personnel. The survivors will be checked for injuries and delivered for debriefing.

If SONNET is deactivated, the AH-64 will circle the base and relay observations back to the rest of the team. If the Investigators are out in the open and being chased by the Dimensional Shambler, the AH-64 will hose the beast with its chain gun. The AH-64 gunner has a skill of 65%, and the weapon does 4D6/ 2 yard radius. They will not hesitate to fire on the Dimensional Shambler even if it is too close to the players to safely attack. Five minutes after the AH-64 scouts the base, a Black Hawk will arrive and disgorge a team of commandos who will proceed as described above.

If the Investigators take a base vehicle and flee, either getting past the two mile EM radius, or leaving after the SONNET device is deactivated, they will be quickly tracked down and inter-

cepted by the BLUE FLY helicopters. Sharpshooters will disable the vehicles with gunfire if the Investigators refuse to stop. All fleeing base personnel will be taken into "protective custody" and debriefed. Investigators trying to walk away from the base will be treated the same way. Investigators picked up on the open road are advanced to the end of the scenario.

Once the BLUE FLY commandos take the Investigators into custody the scenario is at an end. Tell the Investigators that they are flown to Offutt Air Force Base in Omaha NB where they receive excellent medical care, which may seem perhaps a bit too good. Are the Air Force doctors examining them like lab rats? Then a team from Air Force Intelligence debriefs them at length and warns them not to speak to the press or public about the incident. The "alien" aspects of the incident are classified Top Secret. The Investigators are finally told that an experimental device being temporarily stored at Platte AFB (but not in operation) malfunctioned, causing extensive hallucinations among the staff; there were no aliens, no documents referring to "expendable" personnel, no monsters, and so on. It was all in the Investigators' minds, and if they ever tell anyone differently they'll find themselves in jail for espionage and treason. Finally the Air Force offers the surviving base personnel immediate honorable discharges with full benefits and a fat compensation bonus of \$25,000.00.

Sanity Rewards

- Freeing the Mi-go grants no san reward since, after all, they were tricked.
- Killing the Mi-go: +1D6 (but only if the encounter with the Mi-go turns violent)
- Killing the Dimensional Shambler: +1D10
- All base personnel survive: +1D8 (unlikely, but possible)

If the Keeper is running PX Poker Night as a one-nighter, the scenario ends here. If it is being run as an introduction to a

Delta Green campaign, the Keeper should give the Investigator the "Recruitment Pass." Being recruited by Delta Green should allow the Investigators a +1D2 Sanity bonus.

The Recruitment Pass

Everything seems to have been wrapped up until, weeks after the incident, while performing some everyday task like shopping or eating in a restaurant, the Investigators are approached individually by a stylishly dressed black woman with a head full of long braids and sporting a tiny set of blue-tinted sunglasses. She introduces herself as "Ms. Green" and offers the Investigators her condolences over the loss of their "buddy" and presents the Investigator with an obituary. The obituary chronicles the death, by natural causes of one of the other surviving base personnel. Keepers should improvise something to fit the survivors' situations. Insane survivors could "commit suicide" in a mental institution. Sane survivors could suffer a fatal car crash. Injured survivors could die of an "infection" related to their injuries. If no other personnel survived the incident at Platte AFB, she will merely tell the Investigators that they are in danger. The Investigators will probably have a few questions.

Why are we in danger?

"Because you saw things not meant to be seen. Someone has decided that bribes and threats are not enough to ensure your silence and more permanent solutions are being arranged."

Who were those guys at Platte?

"They're a faction in the intelligence community who've got more ambition than good sense."

What are they up to?

"Selling out this country to invaders."

What invaders?

"You've already seen them."

If this faction and the invaders are working together, then what was happening at Platte AFB?

"Some of the worst fights happen in the best families, y'know?"

Who are you?

"I'm with another faction, one that doesn't want to kill you."

What is the name of your "faction?"

"If the intelligence community were a family, we'd be the uncle nobody talks about."

What does your faction do?

"What we do is more like pest control than law enforcement. What you saw in Nebraska is just the tip of the iceberg. There are things out there that need putting down. Things nobody believes in."

Can you protect us?

"No. The President of the United States couldn't protect you. He couldn't protect himself if these guys wanted him dead. The best we can do is hide you."

What do you want from us?

"Information. Your official report to the Air Force has been censored. We want to know what really happened at Platte AFB. You help us and we'll help you stay alive. We may even be able to give you a job."

Obviously, Ms. Green will not be very forthcoming, but she will tell them that she is a member of an "agency" she cannot reveal the name of. In truth she is a member of the Delta Green conspiracy. Delta Green is opposed to Majestic-12 and its unholy alliance with the Grey, and also suspects that the Greys are a front for a much darker, even more alien force. If the Investigators balk at joining the conspiracy, feel free to have Ms. Green mail them a few more obituaries over the next couple of weeks showing that the survivors of Platte AFB are dying (of natural causes) at an alarming rate. If there were no other survivors, the Keeper may want to have the brakes on the Investigators car mysteriously fail.

Just about the time they're thinking about running for it, Ms. Green will make another recruitment pass. She will offer them new identities and a safe house in rural Oregon to hide out in. She will also suggest that as "un-persons," the Investigators might prove useful to her organization doing "deniable" operations for them. After all, who can they inform on if they never know who they are working for. If the Investigator agree to Ms. Green's proposition, they have just been recruited by Delta Green. Now their real problems are about to begin.

Pre-Generated Characters/ Base Personnel

2nd Lt. Michael O'Shea, Executive Officer Platte AFB

Sex: M Age: 25 Race: Caucasian

STR: 12 CON: 11 SIZ: 13 INT: 16 POW: 12

DEX: 12 APP: 10 EDU: 17 SAN: 60 HP: 12

LUCK: 60% KNOW: 85% IDEA: 80%

Damage Bonus: +1d4

Attacks: Handgun 50%

Rifle 35%

Skills: Air Navigation 35%, Computer Use 20%, Drive Automobile 70%, Electrical Repair 30%, Electronics 20%, Fast Talk 25%, Hide 40%, Land navigation 30%, Listen 45%, Mechanical Repair 35%, Military Science 25%, Pilot Aircraft Jet Fighter 70%, Pilot Aircraft Prop 40%, Psychology 35%, Sneak 40%, Spot Hidden 65%, Swim 45%

Background: 2nd Lt. O'Shea is at Platte AFB to disabuse him of the delusion that he can travel at Mach 3 when he's not in an F-

16. O'Shea is an adrenaline junkie. He's all about the speed. He's had his driver's license revoked for street racing and other moving violations. Then he violated his CO's order not to drive without a license. Rather than prosecute him for the violation of the Code of Military Justice, sent O'Shea to Platte AFB to cool his heels in Nebraska. O'Shea didn't have to spend a day at Platte before he realized that this was not where he wanted to end up. Now he's desperate to be rotated out of Platte so he can get his career back on track, if he can.

San-loss Effects: As O'Shea loses sanity, he will begin to get restless. He will have no idea what the problem is, but he won't be able to keep still. He will fidget non-stop. Temporary insanity will cause O'Shea to babble incoherently with terror. Indefinite insanity will leave him with amnesia, unable to understand how he came to be at Platte AFB. At zero sanity O'Shea is overcome by a suicidal mania, taking his life by either crashing a car or throwing himself off the roof of the control tower.

Physical Description: O'Shea is a trim, wiry man. He stands 5'8" and weighs 176 lbs. He has red hair, blue eyes and a freckled complexion. He is a plain looking man who appears younger than his true age.

Technical Sgt. Robert Bach, Chief of Operations

Sex: M Age: 37 Race: Caucasian
STR: 13 CON: 15 SIZ: 16 INT: 14 POW: 16
DEX: 15 APP: 9 EDU: 19 SAN: 80 HP: 16
LUCK: 80% KNOW: 95% IDEA: 70%
Damage Bonus: +1d4
Attacks: Fist/Punch 55% 1d3+db
 Handgun 40%
 Rifle 50%

Skills: Computer Use 40%, Drive Automobile 50%, Electronics 40%, Fast Talk 55%, Forensics 40%, Hide 35%, Listen 45%, Law 35%, Persuade 65%, Photography 30%, Psychology 65%, Sneak 35%, Spot Hidden 65%

Background: Sgt. Bach is doing someone else's penance. Last year, while working for the Air Force Office of Special Investigations, AFOSI, his team was involved in a massive counter-intelligence failure. A laptop computer full of classified data was lost and (as far as Bach can tell) records were altered to make it look like he was the last person to use it. He was transferred out of OSI and dumped at Platte AFB to finish out his twenty-year career. He is bitterly disappointed that this has ruined his chances of doing work for any other government agency. Bach expects to just get through this year and start looking for work in the private sector.

San-loss Effects: As he begins to lose Sanity points, Sgt. Bach will become more irritable, but will reserve his ire for the officers. Officers ruined his career. If temporarily insane, Bach will have hysterical outbursts of anger directed at the officers, berating their incompetence, dishonesty and sloth. If indefinitely insane Bach will become convinced that the Major and the Lt. are somehow involved with the events at the base and that steps will have to be taken to stop them. At zero sanity, Bach will murder any officer

he sees. When he runs out of officers, everyone will start to look like officers.

Physical Description: Bach is tall and well built, 6'4" and 230 lbs. His hair is greyed at the temples. Other than his height he has a non-descript appearance befitting someone who once worked counter-intelligence.

Staff Sgt. Frank Long, Fire/Rescue and Medic

Sex: M Age: 33 Race: African American
STR: 14 CON: 11 SIZ: 13 INT: 15 POW: 13
DEX: 11 APP: 12 EDU: 15 SAN: 65 HP: 12
LUCK: 65% KNOW: 75% IDEA: 75%
Damage Bonus +1d4
Attacks: Handgun 30%
 Rifle 45%

Skills: Chemistry 50%, Climb 70%, Demolitions 40%, Drive Auto 40%, Fire Fighting 60%, First Aid 80%, Jump 65%, Listen 45%, Medicine 35%, Operate Hvy. Mach 30%, Pharmacy 30%, Spot Hidden 45%, Throw 55%

Background: Staff Sgt. Long has a problem; a gambling problem. Gambling losses cost him his house and his marriage, and now his career. In order to pay off his debts, he hired his talents as a fire fighter out as an arsonist. He did these jobs off base to assist insurance defrauders to get past the arson investigators. He succeeded for months, but eventually the suspicions of arson investigators began to close in. He was transferred to Platte AFB when the military police failed to turn up any direct evidence, but the suspicions about his involvement were not dispelled. Now Long lives in perpetual fear that the insurance scammers he worked with will roll on him and rat him out to the authorities.

San-loss Effects: As Sgt. Long will suffer from an inability to focus. He will be especially distracted by anyone who is smoking, or by any open flame, seemingly becoming stupefied by the flame until it is extinguished. Temporary insanity will cause Long to obsessively insist that fire is the only way to deal with the problems on the base: the truck, the Greys, the Dimensional Shambler, etc. He will try and secure Molotov cocktails or other incendiary weapons. Indefinite insanity results in pyromania, which manifests in Long deciding to burn the base to the ground using the aviation fuel trucks. Once Long's sanity is at zero he will try to commit suicide by immolating himself.

Physical Description: Staff Sgt. Long is a tall, muscular man who stand 6'2" and weighs 176 lbs. He keeps his head shaved and his eyes are mild hazel. He is strong featured and competent looking.

Cpl. Bob Price, Base Security

Sex: M Age: 23 Race: Caucasian
STR: 17 CON: 13 SIZ: 16 INT: 12 POW: 13
DEX: 10 APP: 10 EDU: 17 SAN: 65 HP: 15
LUCK: 65% KNOW: 85% IDEA: 60%
Damage Bonus: +1d6
Attacks: Club 45%
 Fist/punch 80% 1d3+db
 Grapple 55%, special

Kick 55% 1d6+db
 Handgun 60%
 Rifle 65%

Skills: Climb 55%, Computer Use 20%, Dodge 30%, Drive Automobile 50%, First Aid 50%, Hide 30%, Jump 40%, Law 25%, Listen 50%, Persuade 25%, Sneak 30%, Spot Hidden 50%, Track 40%

Background: Airman Price was an Air force MP, a member of the Security Police. He transferred to Platte because he brutally beat an Air Force Colonel during an arrest. The reason he received a transfer rather than a general court-marshal was that the colonel had been in the process of beating up his wife. Price was the first officer on the scene and he couldn't resist giving the Colonel a taste of his own medicine. The provost marshal suspected that the Colonel didn't resist arrest as much as Price suggested, but the Colonel's wife backed up Price's version of events. Price knows he narrowly escaped serious disciplinary action and hopes he can get out of Platte soon and get his career back on track.

San-loss Effects: As Cpl. Price's sanity slips he will become angry over the slightest confrontation. He will snap and curse, even at an officer. He will get even angrier if he is put on report for his behavior. If temporarily insane Price will single-mindedly attack the cause of his sanity loss, ignoring the safety of others. If indefinitely insane Price will become incoherent, unable to communicate with anyone. Any san loss after that will provoke a violent reaction. At zero sanity, Price is just a rabid dog, uncommunicative and homicidal.

Physical Description: Airman Price is a strongly built, well muscled man. He stands 6'1" and weights in at 223 lbs. His hair is brown, his eyes hazel. His prominent chin dominates his profile. His eyes are narrow slits.

Cpl. Ted Klien, Aircraft Maintenance

Sex: M Age: 21 Race: Caucasian
 STR: 13 CON: 14 SIZ: 12 INT: 12 POW: 9
 DEX: 12 APP: 18 EDU: 15 SAN: 45 HP: 13
 LUCK: 45% KNOW: 75% IDEA: 60%
 Damage Bonus: +1d4
 Attacks: Handgun 40%
 Rifle 45%

Skills: Climb 50%, Drive Auto 30%, Electrical Repair 50%, Electronics 40%, Fast Talk 75%, Jump 35%, Listen 35%, Mechanical Repair 50%, Operate Hvy. Mach. 50%, Persuade 65%, Psychology 45%, Spot Hidden 45%

Background: Cpl. Ted Klien once bragged he could get any woman he wanted. When he found out there was a betting pool worth \$3,400 for the man who could bring back proof that they had seduced the base commander's daughter, Klien accepted the challenge. The good news is Klien brought back proof; a videotape. The bad news is that videotapes tend to get copied and passed around. While this isn't exactly a violation of the Uniform Code of Military Justice, it is a career ender when it gets back to the girl's father. The General made sure Klien would have lots of time without distractions to contemplate the error of his ways at Platte

AFB. Klien has done so and decided that as soon as he's out of the Air Force he's going to try modeling or maybe acting.

San-loss Effects: As Klien's Sanity drains away he will become pre-occupied with his appearance. He will become convinced that he looks sick. He will keep checking his eyes, gums, complexion etc. The first instance of temporary insanity will result in panicked flight. Indefinite insanity will cause hallucinations that his skin, particularly on his face, is peeling and flaking off, causing him to seek first aid. Permanent insanity will cause Klien to believe he has withered away like a corpse. He will be intensely phobic about letting people see him, fleeing scrutiny and hiding his face.

Physical Description: Ted Klien is a little too good looking to be believed. He stands 5'9" and weight 168 pounds, with black hair and pale blue eyes. He is all white teeth and dimples and fetching soulful eyes. Like most folks with an honest face, he isn't.

Airman Tommy Ligotti, Motorpool Maintenance

Sex: M Age: 24 Race: Caucasian
 STR: 12 CON: 11 SIZ: 13 INT: 14 POW: 10
 DEX: 15 APP: 9 EDU: 13 SAN: 50 HP: 12
 LUCK: 50% KNOW: 65% IDEA: 70%
 Damage Bonus: +1d4
 Attacks: Brass Knuckles 70% add 1d3 to any Fist/punch attack
 Fist/Punch 70% 1d3+db
 Head Butt 25% 1d4+db
 Kick 35% 1d6+db
 Handgun 30%
 Rifle 35%

Skills: Conceal 45%, Climb 60%, Electrical Repair 40%, Fast Talk 45%, Hide 55%, Jump 35%, Listen 35%, Locksmith 50%, Mechanical Repair 50%, Psychology 25%, Sneak 55%, Spot Hidden 45%

Background: Things go missing around Airman Ligotti. Aircraft components; liquor from the officer's club; weapons from the arsenal; vehicles from the motorpool; nothing is immune when Ligotti is on base. While Ligotti is just doing the same job he used to do when he was working for a Mob-connected crew back in New Jersey. While has been slippery enough to avoid getting caught, he has not avoided the attention of the military police. The provost marshal at the last airbase he served on made sure that Ligotti was transferred someplace where there was nothing worth stealing. Still, Ligotti is sure that the things he learned stealing from the Air Force will help him maintain a long career stealing from Uncle Sam.

San-loss Effects: Initial Sanity loss will cause Ligotti to become paranoid about some of the missing items around the base. He will get the unreasonable idea that the men in the van are with Air Force OSI and are here to investigate him. Temporary insanity will result in paranoia, suspecting all around him of being part of the current threat. Indefinite insanity causes Ligotti to become obsessed with burning down the PX so as to cover up the packs of cigarettes he's been lifting. He will slip away from the group to accomplish this. Then he will begin to worry that someone knows about the liquor he lifted from the NCO club. At zero

sanity points, Ligotti will believe that the other base personnel are here to rub him out and that he's got to kill them first.

Physical Description: Ligotti is a short, thick man, standing 5'7" and weighing in at 169 pounds. He has thick black hair, dark eyes, bushy brows and a pock-marked face. He smokes as much as he can get away with.

Airman Laura Dunsany, Administrative Assistant

Sex: F Age: 20 Race: African American
 STR: 9 CON: 13 SIZ: 10 INT: 13 POW: 18
 DEX: 9 APP: 10 EDU: 14 SAN: 90 HP: 12
 LUCK: 90% KNOW: 70% IDEA: 65%
 Attacks: Handgun 30%
 Rifle 35%
 Fist/Punch 60% 2d3
 Grapple 45% special
 Kick 50% 2d6

Skills: Accounting 60%, Bargain 25%, Climb 65%, Computer Use 50%, Dodge 38%, Drive Automobile 40%, Jump 50%, Law 20%, Library Use 35%, Listen 45%, Martial Arts 60%, Spot Hidden 45%

Background: Airman Dunsany suffers from what could be charitably called "personality deficit disorder." In other words, she is a jerk. She has an uncanny ability to rub everyone she encounters the wrong way. This had led to a long series of poor performance reviews, a lack of promotions and transfers where various commanders have attempted to make her someone else's problem. She thinks she knows more than everyone around her. While she is competent at her job, but so arrogant that it inevitably leads to alienating her co-workers.

San-loss Effects: As Dunsany loses Sanity she will become more and more arrogant, prone to open insubordination of her superiors and condescension to her cohorts. If she suffers from temporary insanity she Dunsany will throw a fit, raging against the stupidity and incompetence of all around her and accusing everyone else of getting her into this mess. If indefinitely insane she disconnects from whatever is happening around her, and wanders away babbling about all the idiots around her. At zero sanity Dunsany is stupefied; curled up like a fetus and unresponsive.

Physical Description: Dunany is a dark eyed and darks skinned woman with extremely short black hair. Her face wears a perpetual sour scowl. She stands 5'5" and weighs in at 130 lbs.

Airman Lynn Carter, Air Traffic Control

Sex: F Age: 23 Race: Caucasian
 STR: 10 CON: 11 SIZ: 11 INT: 14 POW: 12
 DEX: 13 APP: 16 EDU: 17 SAN: 60 HP: 11
 LUCK: 60% KNOW: 85% IDEA: 70%
 Attacks: Handgun 30%
 Rifle 35%
 Can of Pepper Spray 65% (DEX x 5)
 Stun 2d10 minutes

Skills: Computer Use 60%, Drive Automobile 40%, Electrical Repair 55%, Electronics 55%, History 25%, Law 10%, Library Use

55%, Listen 45%, Mechanical Repair 40%, Military Science 30%, Navigation (air/sea) 30%, Navigation (land) 30%, Persuade 35%, Psychology 35%, Spot Hidden 75%, Swim 35%

Background: When Airman Carter refused to submit to her ROTC instructor's sexual advances, he ensured she flunked out and didn't receive her officer's commission. Even worse she had to finish her service requirement as an enlisted person. When she took the Air Force and the ROTC program to court over this the suit failed spectacularly. She made a lot of enemies and was portrayed as a malcontent who was trying to use the courts to strike a blow for radical feminism. This punishment detail didn't surprise her. She is determined to get through this and leave the Air Force behind her.

San-loss Effects: Carter will be easily offended by any contact with the male base personnel. Verbal exchanges will be perceived as come-ons. Physical contact will be perceived unwanted advances. This will make her very anxious. Temporary insanity will cause Carter will flee in panic, looking for a place to hide. If Carter becomes indefinitely insane, she will become phobic about any physical contact with people. As her sanity slips towards zero she will be horrified by any physical contact with anything; people, clothes, the floor, water, even her own skin.

Physical Description: Carter is a very attractive young woman, who is unpretentious and natural in her demeanor. She stands 5'9" and weights 138 lbs. She wears her shoulder length brown hair pinned up when on duty, and wears glasses when she reads. Her eye color is blue.

Airman Brian Lundy, Groundskeeper

Sex: M Age: 19 Race: Caucasian
 STR: 13 CON: 12 SIZ: 13 INT: 8 POW: 7
 DEX: 14 APP: 13 EDU: 13 SAN: 35 HP: 13
 LUCK: 25% KNOW: 65% IDEA: 40%
 Damage Bonus: +1d4
 Attacks: Rifle 45%
 Handgun 40%
 Wood Axe 40% 1d8+2+db
 Chainsaw 40% 2d8+db

Skills: Climb 65%, Drive Automobile 45%, Hide 50%, Jump 65%, Listen 45%, Mechanical repair 45%, Sneak 50%, Spot Hidden 65%, Swim 40%, Throw 45%

Background: Airman Lundy is a screw up with a long string of poor performance reviews dating back from basic training. The Air Force has wisely assigned him to the place he can do the least damage. Fortunately Lundy hasn't quite tumbled to the fact that Platte is a punishment detail. He still thinks he's being all he can be and is looking forward to putting the fact that he was "head groundskeeper" on his resume. He is often assigned to guard duty since he actually enjoys it and thinks it is a way to distinguish himself . . . not that he's really any good at it.

San-loss Effects: San loss will cause Lundy to become more and more jumpy. He will feel afraid for no explainable reason. He will become particularly jumpy in the dark. Temporary insanity will result in hallucinations that provoke thoughtless panic. If armed he

may fire at any movement. Indefinite insanity will cause Lundy to believe the darkness is closing in on him and attack or flee from shadows. Zero san will leave Lundy catatonic with fear when there is no light.

Physical Description: Lundy is a fresh-faced, good-looking kid, with not a lot going on upstairs. He stands 5'9" and weighs 170 lbs. Blonde hair and vapid blue eyes.

Airman Clark Smith, Aircraft Maintenance

Sex: M Age: 19 Race: Caucasian

STR: 15 CON: 15 SIZ: 13 INT: 11 POW: 5

DEX: 10 APP: 14 EDU: 12 SAN: 25 HP: 14

LUCK: 35% KNOW: 60% IDEA: 55%

Damage Bonus: +1d4

Attacks: Fist/Punch 60% 1d3+db

Grapple 55% special

Head Butt 30% 1d4+db

Kick 45% 1d6+db

Lock-blade Knife 40% 1d4+db

Pistol 30%

Rifle 35%

Skills: Climb 55%, Drive Auto 45%, Drive Motorcycle 50%, Fast Talk 35%, Hide 50%, Mechanical Repair 35%, Sneak 50%, Throw 40%

Background: Airman Smith joined the air force to escape the scrutiny of the local law enforcement in his hometown of Houston TX. Smith has a long juvenile record, including auto theft, vandalism, even violent crime. Had the Air Force known, Smith would have been turned away by the recruiters, but the Juvenile records were sealed. However, there were discipline problems at basic training and he was sent to Platte AFB on the theory that putting him out of the way was the best thing to do.

San-loss Effects: As his sanity erodes, Airman Smith will become more aggressive and short-tempered. He will be one of the first people to get into a fight. Temporary insanity will cause Smith to faint dead away following a screaming fit. If indefinitely insane, Smith will instigate violent and lascivious attacks on the female airmen. At zero sanity, a naked Smith will be stalking and attacking anyone he encounters.

Physical Description: Airman Smith is a good-looking young man, but has a contemptuous air about him. His hair is blonde and his blue eyes. He stands 5'10" and weight 173 lbs. He still sports the garish tattoos from his days as a gang member.

Airman Randy Campbell, Fire/Rescue

Sex: M Age: 25 Race: Caucasian

STR: 15 CON: 13 SIZ: 14 INT: 10 POW: 8

DEX: 11 APP: 7 EDU: 19 SAN: 40 HP: 13

LUCK: 40% KNOW: 95% IDEA: 50%

Damage Bonus: +1d4

Attacks: Axe 40% 1d8+2+db

Fist/Punch 70% 1d3+db

Grapple 50% Special

Head Butt 40% 1d4+db

Kick 50% 1d6+db

Handgun 40%

Rifle 45%

Skills: Computer Use 20%, Climb 70%, Dodge 42%, Drive Auto 40%, Fire Fighting 50%, First Aid 60%, Jump 55%, Listen 55%, Mechanical Repair 35%, Operate Hvy. Mach. 40%, Spot Hidden 65%, Throw 45%

Background: Airman Campbell is an experienced, competent fire-fighter who can't stay out of trouble when he's not putting out fires. He was once Sgt. Campbell, but his insubordination cost him his rank. Now he's stuck at Platte AFB, waiting for his last year to run out so he can be discharged and go looking for work with a municipal fire department. He's also sensitive about his looks. This combined with his tendency to act before thinking can easily start a fight.

San-loss Effects: As his sanity erodes, Campbell like many of the others, will feel uncomfortable and irritated for no explainable reason. If he goes temporarily insane he will react by becoming catatonic. Once he snaps out of it, he will deny it happened. If he goes indefinitely insane, he will become enraged at Cpl. Klien, attempting to beat the man to death for no other reason than he "always hated Klien's face." If his sanity is reduced to zero, Campbell will be reduced to a near catatonic stupor and engage in acts of self-mutilation unless restrained.

Physical Description: Airman Campbell is a fit, well built man, who is singularly unattractive. He stands 6'3" and weighs 194 lbs. His hair is brown, as are his eyes.

NPCs

Major Louis Sprague, Base Commander, Platte AFB, NB

Sex: M Age: 41 Race: Caucasian

STR: 14 CON: 9 SIZ: 15 INT: 12 POW: 11

DEX: 8 APP: 13 EDU: 15 SAN: 55 HP: 11

Damage Bonus: +1d4

Skills: Accounting 30%, Air Navigation 30%, Bargain 35%, Computer Use 30%, Dodge 36%, Drive Automobile 35%, Electrical Repair 40%, Electronics 40%, Jump 55%, Listen 35%, Military Science 50%, Persuade 35%, Spot Hidden 55%, Throw 65%

Attacks: Grapple 50%, Special

Handgun attack: 30%

Rifle Attack: 45%

Background: Major Sprague is an Alcoholic. That's what landed him this plum assignment. It has also seriously eroded his health. Major Sprague is not terribly imaginative or flexible in his thinking. He will brook no talk about "ghost lights" or UFOs. As far as he's concerned, the subject was closed when the Air Force closed Project Blue Book. He does not permit any deviation from his orders and never fails to remind the men under his command that staying in his good graces are all that stands between them and a court marshal or dishonorable discharge. When things get dangerous, Sprague will be of little or no help. In fact, he will be an impediment.

San-loss Effects: Major Sprague's early sanity loss will manifest as a paranoia about his authority being undermined. He will react angrily to any questioning of his decisions and will become even more the martinet than usual. Temporary san loss will cause Sprague to deny anything unusual is going on. Contradictions will be met with hysterical accusations of insubordination. With higher or indefinite san loss, Sprague will become convinced that the men are mutinying. Sprague will arm himself and try to kill the mutineers.

Physical Description: He is still a big, strong and imposing looking man, standing 6'2" and weighing in at 210 lbs. He used to play football in high school. His face is florid and his thick nose heavily veined, showing the signs of long term alcohol abuse. His grey eyes are often bloodshot. His steel grey hair is cut to regulation.

Majestic-12 Security Officer, Ruthless Killer

STR: 12 CON: 14 SIZ: 12 INT: 15 POW: 11
DEX: 14 APP: 10 EDU: 18 SAN: 47 HP: 13

Skills: Conceal 52%, Dodge 38%, Drive Automobile 61%, Electronics 34%, Hide 43%, Listen 46%, Lockpick 47%, Martial Arts 54%, Sneak 56%, Spot Hidden 47%, Psychology 53%

Attacks: .45 SOCOM automatic pistol, 1d10+2

Fist/Punch 48% 2d3

Grapple 54%, special

Head Butt 27% 2d4

Kick 54% 2d6

Armor: Light Kevlar vest, 6HP; Shielded Helmet 5 HP

(If the Investigators somehow manage to get into a fight with the two PLATO scientists in the van, just use the Security Officer stats but without the body armor, combat skills or weapons.)

BLUE FLY COMMANDO, Elite Soldier

STR: 16 CON: 17 SIZ: 13 INT: 12 POW: 12
DEX: 14 APP: 11 EDU: 18 SAN: 60 HP: 15

Damage Bonus: +1d4

Skills: Climb 63%, First Aid 42%, Hide 64%, Jump 52%, Listen 49%, Martial Arts 52%, Sneak 66%, Spot Hidden 47%

Attacks: Baretta M92 9mm 61% 1d10

Fist Punch 77% 1d3+db

Grapple 53% special

Kick 53% 1d6+db

M16A2 Assault Rifle 82%, 2d8

M203 Grenade Launcher 72% 3d6, 3 yard radius

Armor: Heavy Body Armor 12 HP, Shielded Helmet 5HP

The Mi-go, a Fun-guy from Yuggoth

STR: 10 CON: 11 SIZ: 12 INT: 16 POW: 16

DEX: 15 HP: 12 (-5 due to injuries from crash)

Move 7/9 flying

Attacks: Nippers 30%, 1d6 + grapple

Armor: All Impaling weapons do minimum damage

Spells: Create Gate, Cloud Memory, Deflect Harm

San Loss: 0/1d6

Typical Grey, Mindless Puppet

STR: 6 CON: 11 SIZ: 6 INT: 0 POW: 0

DEX: 9 HP: 9 Move 7

Attacks: Grapple 25%, special

Armor: Grey's regenerate 2 points per round until dead.

San Loss: 0/1d3

Dimensional Shambler, Cunning Brute

STR: 20 CON: 20 SIZ: 21 INT: 9 POW: 12 DEX: 11

HP: 21 Move 7

Damage Bonus: +2d6

Attacks: x2 claws 30%, 1d8 + db

Armor: 3 points of thick hide

San Loss: 0/1d10

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Name 2nd Lieutenant Michael O'Shea Occupation Executive Office, Platte AFB
 Age 25 Nationality USA Gender M Race Caucasian
 Affiliation USAF Code Name None

INVESTIGATOR STATISTICS

STR 12	DEX 12	INT 16	Idea 80
CON 11	APP 10	POW 12	Luck 60
SIZ 13	SAN 60	EDU 17	Know 85

Damage Bonus +1d4
 Current Date _____

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

[99 - Cthulhu Mythos: _____] Insanity

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	
67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	
99	PHOBIAS	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	

INSANITIES _____

INVESTIGATOR SKILLS

- | | | |
|--|--|--|
| <input type="checkbox"/> Accounting (10) _____ | <input type="checkbox"/> Electronics (00) 20 | Other Language (00) |
| <input type="checkbox"/> Air Navigation (00) 35 | <input type="checkbox"/> Fast Talk (05) 25 | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Anthropology (00) _____ | <input type="checkbox"/> First Aid (30) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Archeology (00) _____ | <input type="checkbox"/> Forensics (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Architecture (00) _____ | <input type="checkbox"/> Forgery (00) _____ | Own Language (EDUx5) |
| <input type="checkbox"/> Art (05) _____ | <input type="checkbox"/> Geology (00) _____ | <input type="checkbox"/> English (EDUx5) 85 |
| <input type="checkbox"/> Astronomy (00) _____ | <input type="checkbox"/> Hide (10) 40 | <input type="checkbox"/> Parachuting (00) _____ |
| <input type="checkbox"/> Bargain (05) _____ | <input type="checkbox"/> History (20) _____ | <input type="checkbox"/> Persuade (15) _____ |
| <input type="checkbox"/> Biology (00) _____ | <input type="checkbox"/> Hypnosis (00) _____ | <input type="checkbox"/> Pharmacy (00) _____ |
| <input type="checkbox"/> Boating (10) _____ | <input type="checkbox"/> Jump (25) _____ | <input type="checkbox"/> Photography (10) _____ |
| <input type="checkbox"/> Botany (00) _____ | <input type="checkbox"/> Land Navigation 30 | <input type="checkbox"/> Physics (00) _____ |
| <input type="checkbox"/> Carpentry (10) _____ | <input type="checkbox"/> Law (05) _____ | <input type="checkbox"/> Pilot (00) (Jet Fighter) 70 |
| <input type="checkbox"/> Cartography (00) _____ | <input type="checkbox"/> Library Use (25) _____ | <input type="checkbox"/> Pilot (00) (Prop) 40 |
| <input type="checkbox"/> Chemistry (00) _____ | <input type="checkbox"/> Listen (25) 45 | <input type="checkbox"/> Psychoanalysis (00) _____ |
| <input type="checkbox"/> Climb (40) _____ | <input type="checkbox"/> Locksmith (00) _____ | <input type="checkbox"/> Psychology (05) _____ |
| <input type="checkbox"/> Conceal (15) _____ | <input type="checkbox"/> Martial Arts (00) _____ | <input type="checkbox"/> Ride (05) _____ |
| <input type="checkbox"/> Computer Use (00) 20 | <input type="checkbox"/> Mathematics (10) _____ | <input type="checkbox"/> Sailing (00) _____ |
| <input type="checkbox"/> Credit Rating (15) _____ | <input type="checkbox"/> Mechanical Repair (20) 35 | <input type="checkbox"/> SCUBA (00) _____ |
| <input type="checkbox"/> Cryptography (00) _____ | <input type="checkbox"/> Medicine (05) _____ | <input type="checkbox"/> Sneak (10) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00) _____ | <input type="checkbox"/> Military Science (00) 25 | <input type="checkbox"/> Spot Hidden (25) 65 |
| <input type="checkbox"/> Demolitions (00) _____ | <input type="checkbox"/> Natural History (10) _____ | <input type="checkbox"/> Surgery (00) _____ |
| <input type="checkbox"/> Disguise (05) _____ | <input type="checkbox"/> Navigation/Land (10) _____ | <input type="checkbox"/> Swim (25) 45 |
| <input type="checkbox"/> Dodge (DEX x2) _____ | <input type="checkbox"/> Navigation/Sea, Air (00) _____ | <input type="checkbox"/> Throw (25) _____ |
| <input type="checkbox"/> Drive Car (20) 70 | <input type="checkbox"/> Occult (05) _____ | <input type="checkbox"/> Track (10) _____ |
| <input type="checkbox"/> Electrical Repair (10) 30 | <input type="checkbox"/> Operate Hvy. Machine (00) _____ | <input type="checkbox"/> Zoology (00) _____ |
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| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |



Name 2nd Lieutenant Michael O'Shea

Schools & Degrees High School, AFROTC at University of Wisconsin, USAF Flight School

CHARACTER DESCRIPTION

2nd Lt. O'Shea is at Platte AFB to disabuse him of the delusion that he can travel at Mach 3 when he's not in an F-16. O'Shea is an adrenaline junkie. He's all about the speed. He's had his driver's license revoked for street racing and other moving violations. Then he violated his CO's order not to drive without a license. Rather than prosecute him for the violation of the Code of Military Justice, sent O'Shea to Platte AFB to cool his heels in Nebraska. O'Shea didn't have to spend a day at Platte before he realized that this was not where he wanted to end up. Now he's desperate to be rotated out of Platte so he can get his career back on track, if he can.

Physical Description: O'Shea is a trim, wiry man. He stands 5'8" and weighs 176 lbs. He has red hair, blue eyes and a freckled complexion. He is a plain looking man who appears younger than his true age.

San-loss Effects: As O'Shea loses sanity, he will begin to get restless. He will have no idea what the problem is, but he won't be able to keep still. He will fidget non-stop. Temporary insanity will cause O'Shea to babble incoherently with terror. Indefinite insanity will leave him with amnesia, unable to understand how he came to be at Platte AFB. At zero sanity O'Shea is overcome by a suicidal mania, taking his life by either crashing a car or throwing himself off the roof of the control tower.

COMBAT SKILLS

Attack	Attack %	Impale %	Attack #	Damage	HP	Ammo
Handgun (20)	50	10				
Rifle (25)	35	7				
Shotgun (30)						
Submachine						
Gun (15)						
Machinegun (15)						
Fist/Punch (50)				1d3+db		
Kick (25)				1d6+db		
Headbutt (10)				1d4+db		
Grapple (25)				special		
Large Club (25)						
Small Club (25)						
Knife (25)						



Name Technical Sgt. Robert Bach Occupation Chief of Operations
 Age 37 Nationality USA Gender M Race Caucasian
 Affiliation USAF Code Name None

INVESTIGATOR STATISTICS

STR 13	DEX 15	INT 14	Idea 80
CON 15	APP 9	POW 16	Luck 70
SIZ 16	SAN 80	EDU 19	Know 95

Damage Bonus +1d4
 Current Date _____

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

[99 - Cthulhu Mythos: _____] Insanity

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	
67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	
99	PHOBIAS	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	

INSANITIES _____

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (10) _____	<input type="checkbox"/> Electronics (00) 40	Other Language (00)
<input type="checkbox"/> Air Navigation (00) _____	<input type="checkbox"/> Fast Talk (05) 55	<input type="checkbox"/> _____
<input type="checkbox"/> Anthropology (00) _____	<input type="checkbox"/> First Aid (30) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Archeology (00) _____	<input type="checkbox"/> Forensics (00) 40	<input type="checkbox"/> _____
<input type="checkbox"/> Architecture (00) _____	<input type="checkbox"/> Forgery (00) _____	Own Language (EDUx5)
<input type="checkbox"/> Art (05) _____	<input type="checkbox"/> Geology (00) _____	<input type="checkbox"/> English (EDUx5) 95
<input type="checkbox"/> Astronomy (00) _____	<input type="checkbox"/> Hide (10) 35	<input type="checkbox"/> Parachuting (00) _____
<input type="checkbox"/> Bargain (05) _____	<input type="checkbox"/> History (20) _____	<input type="checkbox"/> Persuade (15) 65
<input type="checkbox"/> Biology (00) _____	<input type="checkbox"/> Hypnosis (00) _____	<input type="checkbox"/> Pharmacy (00) _____
<input type="checkbox"/> Boating (10) _____	<input type="checkbox"/> Jump (25) _____	<input type="checkbox"/> Photography (10) 30
<input type="checkbox"/> Botany (00) _____	<input type="checkbox"/> Land Navigation _____	<input type="checkbox"/> Physics (00) _____
<input type="checkbox"/> Carpentry (10) _____	<input type="checkbox"/> Law (05) 35	<input type="checkbox"/> Pilot (00) (Jet Fighter) _____
<input type="checkbox"/> Cartography (00) _____	<input type="checkbox"/> Library Use (25) _____	<input type="checkbox"/> Pilot (00) (Prop) _____
<input type="checkbox"/> Chemistry (00) _____	<input type="checkbox"/> Listen (25) 45	<input type="checkbox"/> Psychoanalysis (00) _____
<input type="checkbox"/> Climb (40) _____	<input type="checkbox"/> Locksmith (00) _____	<input type="checkbox"/> Psychology (05) 65
<input type="checkbox"/> Conceal (15) _____	<input type="checkbox"/> Martial Arts (00) _____	<input type="checkbox"/> Ride (05) _____
<input type="checkbox"/> Computer Use (00) 40	<input type="checkbox"/> Mathematics (10) _____	<input type="checkbox"/> Sailing (00) _____
<input type="checkbox"/> Credit Rating (15) _____	<input type="checkbox"/> Mechanical Repair (20) _____	<input type="checkbox"/> SCUBA (00) _____
<input type="checkbox"/> Cryptography (00) _____	<input type="checkbox"/> Medicine (05) _____	<input type="checkbox"/> Sneak (10) 35
<input type="checkbox"/> Cthulhu Mythos (00) _____	<input type="checkbox"/> Military Science (00) _____	<input type="checkbox"/> Spot Hidden (25) 65
<input type="checkbox"/> Demolitions (00) _____	<input type="checkbox"/> Natural History (10) _____	<input type="checkbox"/> Surgery (00) _____
<input type="checkbox"/> Disguise (05) _____	<input type="checkbox"/> Navigation/Land (10) _____	<input type="checkbox"/> Swim (25) _____
<input type="checkbox"/> Dodge (DEX x2) _____	<input type="checkbox"/> Navigation/Sea, Air (00) _____	<input type="checkbox"/> Throw (25) _____
<input type="checkbox"/> Drive Car (20) 50	<input type="checkbox"/> Occult (05) _____	<input type="checkbox"/> Track (10) _____
<input type="checkbox"/> Electrical Repair (10) _____	<input type="checkbox"/> Operate Hvy. Machine (00) _____	<input type="checkbox"/> Zoology (00) _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____



Name Technical Sgt. Robert Bach

Schools & Degrees High School, USAF Basic Training, USAF OSI School, USAF OSI Electronics Surveillance Training

CHARACTER DESCRIPTION

Sgt. Bach is doing someone else's penance. Last year, while working for the Air Force Office of Special Investigations, AFOSI, his team was involved in a massive counter-intelligence failure. A laptop computer full of classified data was lost and (as far as Bach can tell) records were altered to make it look like he was the last person to use it. He was transferred out of OSI and dumped at Platte AFB to finish out his twenty-year career. He is bitterly disappointed that this has ruined his chances of doing work for any other government agency. Bach expects to just get through this year and start looking for work in the private sector.

Physical Description: Bach is tall and well built, 6'4" and 230 lbs. His hair is greyed at the temples. Other than his height he has a non-descript appearance befitting someone who once worked counter-intelligence.

San-loss Effects: As he begins to lose Sanity points, Sgt. Bach will become more irritable, but will reserve his ire for the officers. Officers ruined his career. If temporarily insane, Bach will have hysterical outbursts of anger directed at the officers, berating their incompetence, dishonesty and sloth. If indefinitely insane Bach will become convinced that the Major and the Lt. are somehow involved with the events at the base and that steps will have to be taken to stop them. At zero sanity, Bach will murder any officer he sees. When he runs out of officers, everyone will start to look like officers.

COMBAT SKILLS

Attack	Attack %	Impale %	Attack #	Damage	HP	Ammo
Handgun (20)	40	8				
Rifle (25)	50	10				
Shotgun (30)						
Submachine						
Gun (15)						
Machinegun (15)						
Fist/Punch (50)	55			1d3+db		
Kick (25)				1d6+db		
Headbutt (10)				1d4+db		
Grapple (25)				special		
Large Club (25)						
Small Club (25)						
Knife (25)						



Name Staff Sgt. Frank Long Occupation Fire/Rescue and Medic
 Age 33 Nationality USA Gender M Race African American
 Affiliation USAF Code Name None

INVESTIGATOR STATISTICS

STR 14	DEX 11	INT 15	Idea 75
CON 11	APP 12	POW 13	Luck 65
SIZ 13	SAN 65	EDU 15	Know 75

Damage Bonus +1d4
 Current Date _____

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

[99 - Cthulhu Mythos: _____] Insanity

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	
67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	
99	PHOBIAS	_____	INSANITIES	_____												

INVESTIGATOR SKILLS

- | | | |
|---|---|---|
| <input type="checkbox"/> Accounting (10) _____ | <input type="checkbox"/> Electronics (00) _____ | Other Language (00) |
| <input type="checkbox"/> Air Navigation (00) _____ | <input type="checkbox"/> Fast Talk (05) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Anthropology (00) _____ | <input type="checkbox"/> Fire Fighting (00) 60 | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Archeology (00) _____ | <input type="checkbox"/> First Aid (30) 80 | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Architecture (00) _____ | <input type="checkbox"/> Forensics (00) _____ | Own Language (EDUx5) |
| <input type="checkbox"/> Art (05) _____ | <input type="checkbox"/> Forgery (00) _____ | <input type="checkbox"/> English (EDUx5) 75 |
| <input type="checkbox"/> Astronomy (00) _____ | <input type="checkbox"/> Geology (00) _____ | <input type="checkbox"/> Parachuting (00) _____ |
| <input type="checkbox"/> Bargain (05) _____ | <input type="checkbox"/> Hide (10) _____ | <input type="checkbox"/> Persuade (15) _____ |
| <input type="checkbox"/> Biology (00) _____ | <input type="checkbox"/> History (20) _____ | <input type="checkbox"/> Pharmacy (00) 30 |
| <input type="checkbox"/> Boating (10) _____ | <input type="checkbox"/> Hypnosis (00) _____ | <input type="checkbox"/> Photography (10) _____ |
| <input type="checkbox"/> Botany (00) _____ | <input type="checkbox"/> Jump (25) 65 | <input type="checkbox"/> Physics (00) _____ |
| <input type="checkbox"/> Carpentry (10) _____ | <input type="checkbox"/> Land Navigation _____ | <input type="checkbox"/> Pilot (00) (Jet Fighter) _____ |
| <input type="checkbox"/> Cartography (00) _____ | <input type="checkbox"/> Law (05) _____ | <input type="checkbox"/> Pilot (00) (Prop) _____ |
| <input type="checkbox"/> Chemistry (00) 50 | <input type="checkbox"/> Library Use (25) _____ | <input type="checkbox"/> Psychoanalysis (00) _____ |
| <input type="checkbox"/> Climb (40) 70 | <input type="checkbox"/> Listen (25) 45 | <input type="checkbox"/> Psychology (05) _____ |
| <input type="checkbox"/> Conceal (15) _____ | <input type="checkbox"/> Locksmith (00) _____ | <input type="checkbox"/> Ride (05) _____ |
| <input type="checkbox"/> Computer Use (00) _____ | <input type="checkbox"/> Martial Arts (00) _____ | <input type="checkbox"/> Sailing (00) _____ |
| <input type="checkbox"/> Credit Rating (15) _____ | <input type="checkbox"/> Mathematics (10) _____ | <input type="checkbox"/> SCUBA (00) _____ |
| <input type="checkbox"/> Cryptography (00) _____ | <input type="checkbox"/> Mechanical Repair (20) _____ | <input type="checkbox"/> Sneak (10) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00) _____ | <input type="checkbox"/> Medicine (05) 35 | <input type="checkbox"/> Spot Hidden (25) 45 |
| <input type="checkbox"/> Demolitions (00) 40 | <input type="checkbox"/> Military Science (00) _____ | <input type="checkbox"/> Surgery (00) _____ |
| <input type="checkbox"/> Disguise (05) 40 | <input type="checkbox"/> Natural History (10) _____ | <input type="checkbox"/> Swim (25) _____ |
| <input type="checkbox"/> Dodge (DEX x2) _____ | <input type="checkbox"/> Navigation/Land (10) _____ | <input type="checkbox"/> Throw (25) 55 |
| <input type="checkbox"/> Drive Car (20) _____ | <input type="checkbox"/> Navigation/Sea, Air (00) _____ | <input type="checkbox"/> Track (10) _____ |
| <input type="checkbox"/> Electrical Repair (10) _____ | <input type="checkbox"/> Occult (05) _____ | <input type="checkbox"/> Zoology (00) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Operate Hvy. Machine (00) 30 | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |



Name Staff Sgt. Frank Long

Schools & Degrees High School, USAF Basic Training, USAF Pararescue School, USAF Firefighting School

CHARACTER DESCRIPTION

Staff Sgt. Long has a problem; a gambling problem. Gambling losses cost him his house and his marriage, and now his career. In order to pay off his debts, he hired his talents as a fire fighter out as an arsonist. He did these jobs off base to assist insurance defrauders to get past the arson investigators. He succeeded for months, but eventually the suspicions of arson investigators began to close in. He was transferred to Platte AFB when the military police failed to turn up any direct evidence, but the suspicions about his involvement were not dispelled. Now Long lives in perpetual fear that the insurance scammers he worked with will roll on him and rat him out to the authorities.

Physical Description: Staff Sgt. Long is a tall, muscular man who stand 6'2" and weighs 176 lbs. He keeps his head shaved and his eyes are mild hazel. He is strong featured and competent looking.

San-loss Effects: As Sgt. Long will suffer from an inability to focus. He will be especially distracted by anyone who is smoking, or by any open flame, seemingly becoming stupefied by the flame until it is extinguished. Temporary insanity will cause Long to obsessively insist that fire is the only way to deal with the problems on the base: the truck, the Greys, the Dimensional Shambler, etc. He will try and secure Molotov cocktails or other incendiary weapons. Indefinite insanity results in pyromania, which manifests in Long deciding to burn the base to the ground using the aviation fuel trucks. Once Long's sanity is at zero he will try to commit suicide by immolating himself.

COMBAT SKILLS

Attack	Attack %	Impale %	Attack #	Damage	HP	Ammo
Handgun (20)	30	6				
Rifle (25)	45	9				
Shotgun (30)						
Submachine						
Gun (15)						
Machinegun (15)						
Fist/Punch (50)				1d3+db		
Kick (25)				1d6+db		
Headbutt (10)				1d4+db		
Grapple (25)				Special		
Large Club (25)						
Small Club (25)						
Knife (25)						



Name Cpl. Bob Price Occupation Base Security
 Age 23 Nationality USA Gender M Race Caucasian
 Affiliation USAF Code Name None

INVESTIGATOR STATISTICS

STR 17	DEX 10	INT 12	Idea 60
CON 13	APP 10	POW 13	Luck 65
SIZ 16	SAN 65	EDU 17	Know 85

Damage Bonus +1d6
 Current Date _____

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

[99 - Cthulhu Mythos: _____] Insanity

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	
67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	
99	PHOBIAS _____	INSANITIES _____														

INVESTIGATOR SKILLS

- | | | |
|---|--|---|
| <input type="checkbox"/> Accounting (10) _____ | <input type="checkbox"/> Electronics (00) _____ | Other Language (00) |
| <input type="checkbox"/> Air Navigation (00) _____ | <input type="checkbox"/> Fast Talk (05) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Anthropology (00) _____ | <input type="checkbox"/> First Aid (30) 50 | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Archeology (00) _____ | <input type="checkbox"/> Forensics (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Architecture (00) _____ | <input type="checkbox"/> Forgery (00) _____ | Own Language (EDUx5) |
| <input type="checkbox"/> Art (05) _____ | <input type="checkbox"/> Geology (00) _____ | <input type="checkbox"/> English (EDUx5) 85 |
| <input type="checkbox"/> Astronomy (00) _____ | <input type="checkbox"/> Hide (10) 30 | <input type="checkbox"/> Parachuting (00) _____ |
| <input type="checkbox"/> Bargain (05) _____ | <input type="checkbox"/> History (20) _____ | <input type="checkbox"/> Persuade (15) 25 |
| <input type="checkbox"/> Biology (00) _____ | <input type="checkbox"/> Hypnosis (00) _____ | <input type="checkbox"/> Pharmacy (00) _____ |
| <input type="checkbox"/> Boating (10) _____ | <input type="checkbox"/> Jump (25) 40 | <input type="checkbox"/> Photography (10) _____ |
| <input type="checkbox"/> Botany (00) _____ | <input type="checkbox"/> Land Navigation _____ | <input type="checkbox"/> Physics (00) _____ |
| <input type="checkbox"/> Carpentry (10) _____ | <input type="checkbox"/> Law (05) 25 | <input type="checkbox"/> Pilot (00) (Jet Fighter) _____ |
| <input type="checkbox"/> Cartography (00) _____ | <input type="checkbox"/> Library Use (25) _____ | <input type="checkbox"/> Pilot (00) (Prop) _____ |
| <input type="checkbox"/> Chemistry (00) _____ | <input type="checkbox"/> Listen (25) 50 | <input type="checkbox"/> Psychoanalysis (00) _____ |
| <input type="checkbox"/> Climb (40) 55 | <input type="checkbox"/> Locksmith (00) _____ | <input type="checkbox"/> Psychology (05) _____ |
| <input type="checkbox"/> Conceal (15) _____ | <input type="checkbox"/> Martial Arts (00) _____ | <input type="checkbox"/> Ride (05) _____ |
| <input type="checkbox"/> Computer Use (00) 20 | <input type="checkbox"/> Mathematics (10) _____ | <input type="checkbox"/> Sailing (00) _____ |
| <input type="checkbox"/> Credit Rating (15) _____ | <input type="checkbox"/> Mechanical Repair (20) _____ | <input type="checkbox"/> SCUBA (00) _____ |
| <input type="checkbox"/> Cryptography (00) _____ | <input type="checkbox"/> Medicine (05) _____ | <input type="checkbox"/> Sneak (10) 30 |
| <input type="checkbox"/> Cthulhu Mythos (00) _____ | <input type="checkbox"/> Military Science (00) _____ | <input type="checkbox"/> Spot Hidden (25) 50 |
| <input type="checkbox"/> Demolitions (00) _____ | <input type="checkbox"/> Natural History (10) _____ | <input type="checkbox"/> Surgery (00) _____ |
| <input type="checkbox"/> Disguise (05) _____ | <input type="checkbox"/> Navigation/Land (10) _____ | <input type="checkbox"/> Swim (25) _____ |
| <input type="checkbox"/> Dodge (DEX x2) 30 | <input type="checkbox"/> Navigation/Sea, Air (00) _____ | <input type="checkbox"/> Throw (25) _____ |
| <input type="checkbox"/> Drive Car (20) 50 | <input type="checkbox"/> Occult (05) _____ | <input type="checkbox"/> Track (10) 40 |
| <input type="checkbox"/> Electrical Repair (10) _____ | <input type="checkbox"/> Operate Hvy. Machine (00) _____ | <input type="checkbox"/> Zoology (00) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |



Name Cpl. Bob Price

Schools & Degrees High School, USAF Basic Training, USAF SP School

CHARACTER DESCRIPTION

Airman Price was an Air force MP, a member of the Security Police. He transferred to Platte because he brutally beat an Air Force Colonel during an arrest. The reason he received a transfer rather than a general court-marshal was that the colonel had been in the process of beating up his wife. Price was the first officer on the scene and he couldn't resist giving the Colonel a taste of his own medicine. The provost marshal suspected that the Colonel didn't resist arrest as much as Price suggested, but the Colonel's wife backed up Price's version of events. Price knows he narrowly escaped serious disciplinary action and hopes he can get out of Platte soon and get his career back on track.

Physical Description: Airman Price is a strongly built, well muscled man. He stands 6'1" and weights in at 223 lbs. His hair is brown, his eyes hazel. His prominent chin dominates his profile. His eyes are narrow slits.

San-loss Effects: As Cpl. Price's sanity slips he will become angry over the slightest confrontation. He will snap and curse, even at an officer. He will get even angrier if he is put on report for his behavior. If temporarily insane Price will single-mindedly attack the cause of his sanity loss, ignoring the safety of others. If indefinitely insane Price will become incoherent, unable to communicate with anyone. Any san loss after that will provoke a violent reaction. At zero sanity, Price is just a rabid dog, uncommunicative and homicidal.

COMBAT SKILLS

Attack	Attack %	Impale %	Attack #	Damage	HP	Ammo
Handgun (20)	60					
Rifle (25)	65					
Shotgun (30)						
Submachine						
Gun (15)						
Machinegun (15)						
Fist/Punch (50)	80			1d3+db		
Kick (25)	55			1d6+db		
Headbutt (10)				1d4+db		
Grapple (25)	55			special		
Large Club (25)						
Small Club (25)	45			1d6+dn		(NightStick)
Knife (25)						



Name Cpl. Ted Klien Occupation Aircraft Maintenance
 Age 21 Nationality USA Gender M Race Caucasian
 Affiliation USAF Code Name None

INVESTIGATOR STATISTICS

STR 13	DEX 12	INT 12	Idea 60
CON 14	APP 18	POW 9	Luck 45
SIZ 12	SAN 45	EDU 15	Know 75

Damage Bonus +1d4
 Current Date _____

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

[99 - Cthulhu Mythos: _____] Insanity

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	
67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	
99	PHOBIAS	_____	INSANITIES	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (10) _____	<input type="checkbox"/> Electronics (00) 40	Other Language (00)
<input type="checkbox"/> Air Navigation (00) _____	<input type="checkbox"/> Fast Talk (05) 75	<input type="checkbox"/> _____
<input type="checkbox"/> Anthropology (00) _____	<input type="checkbox"/> First Aid (30) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Archeology (00) _____	<input type="checkbox"/> Forensics (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Architecture (00) _____	<input type="checkbox"/> Forgery (00) _____	Own Language (EDUx5)
<input type="checkbox"/> Art (05) _____	<input type="checkbox"/> Geology (00) _____	<input type="checkbox"/> English (EDUx5) 75
<input type="checkbox"/> Astronomy (00) _____	<input type="checkbox"/> Hide (10) _____	<input type="checkbox"/> Parachuting (00) _____
<input type="checkbox"/> Bargain (05) _____	<input type="checkbox"/> History (20) _____	<input type="checkbox"/> Persuade (15) 65
<input type="checkbox"/> Biology (00) _____	<input type="checkbox"/> Hypnosis (00) _____	<input type="checkbox"/> Pharmacy (00) _____
<input type="checkbox"/> Boating (10) _____	<input type="checkbox"/> Jump (25) 35	<input type="checkbox"/> Photography (10) _____
<input type="checkbox"/> Botany (00) _____	<input type="checkbox"/> Land Navigation _____	<input type="checkbox"/> Physics (00) _____
<input type="checkbox"/> Carpentry (10) _____	<input type="checkbox"/> Law (05) _____	<input type="checkbox"/> Pilot (00) (Jet Fighter) _____
<input type="checkbox"/> Cartography (00) _____	<input type="checkbox"/> Library Use (25) _____	<input type="checkbox"/> Pilot (00) (Prop) _____
<input type="checkbox"/> Chemistry (00) _____	<input type="checkbox"/> Listen (25) 35	<input type="checkbox"/> Psychoanalysis (00) _____
<input type="checkbox"/> Climb (40) 50	<input type="checkbox"/> Locksmith (00) _____	<input type="checkbox"/> Psychology (05) 45
<input type="checkbox"/> Conceal (15) _____	<input type="checkbox"/> Martial Arts (00) _____	<input type="checkbox"/> Ride (05) _____
<input type="checkbox"/> Computer Use (00) _____	<input type="checkbox"/> Mathematics (10) _____	<input type="checkbox"/> Sailing (00) _____
<input type="checkbox"/> Credit Rating (15) _____	<input type="checkbox"/> Mechanical Repair (20) 50	<input type="checkbox"/> SCUBA (00) _____
<input type="checkbox"/> Cryptography (00) _____	<input type="checkbox"/> Medicine (05) _____	<input type="checkbox"/> Sneak (10) _____
<input type="checkbox"/> Cthulhu Mythos (00) _____	<input type="checkbox"/> Military Science (00) _____	<input type="checkbox"/> Spot Hidden (25) 45
<input type="checkbox"/> Demolitions (00) _____	<input type="checkbox"/> Natural History (10) _____	<input type="checkbox"/> Surgery (00) _____
<input type="checkbox"/> Disguise (05) _____	<input type="checkbox"/> Navigation/Land (10) _____	<input type="checkbox"/> Swim (25) _____
<input type="checkbox"/> Dodge (DEX x2) _____	<input type="checkbox"/> Navigation/Sea, Air (00) _____	<input type="checkbox"/> Throw (25) _____
<input type="checkbox"/> Drive Car (20) 30	<input type="checkbox"/> Occult (05) _____	<input type="checkbox"/> Track (10) _____
<input type="checkbox"/> Electrical Repair (10) 50	<input type="checkbox"/> Operate Hvy. Machine (00) 50	<input type="checkbox"/> Zoology (00) _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____



Name Cpl. Ted Klien

Schools & Degrees High School, USAF Basic Training, USAF SP School

CHARACTER DESCRIPTION

Cpl. Ted Klien once bragged he could get any woman he wanted. When he found out there was a betting pool worth \$3,400 for the man who could bring back proof that they had seduced the base commander's daughter, Klien accepted the challenge. The good news is Klien brought back proof; a videotape. The bad news is that videotapes tend to get copied and passed around. While this isn't exactly a violation of the Uniform Code of Military Justice, it is a career ender when it gets back to the girl's father. The General made sure Klien would have lots of time without distractions to contemplate the error of his ways at Platte AFB. Klien has done so and decided that as soon as he's out of the Air Force he's going to try modeling or maybe acting.

Physical Description: Ted Klien is a little too good looking to be believed. He stands 5'9" and weight 168 pounds, with black hair and pale blue eyes. He is all white teeth and dimples and fetching soulful eyes. Like most folks with an honest face, he isn't.

San-loss Effects: As Klien's Sanity drains away he will become preoccupied with his appearance. He will become convinced that he looks sick. He will keep checking his eyes, gums, complexion etc. The first instance of temporary insanity will result in panicked flight. Indefinite insanity will cause hallucinations that his skin, particularly on his face, is peeling and flaking off, causing him to seek first aid. Permanent insanity will cause Klien to believe he has withered away like a corpse. He will be intensely phobic about letting people see him, fleeing scrutiny and hiding his face.

COMBAT SKILLS

Attack	Attack %	Impale %	Attack #	Damage	HP	Ammo
Handgun (20)	40	8				
Rifle (25)	45	9				
Shotgun (30)						
Submachine						
Gun (15)						
Machinegun (15)						
Fist/Punch (50)				1d3+db		
Kick (25)				1d6+db		
Headbutt (10)				1d4+db		
Grapple (25)				Special		
Large Club (25)						
Small Club (25)						
Knife (25)						



Name Airman Tommy Ligotti Occupation Motorpool Maintenance
 Age 24 Nationality USA Gender M Race Caucasian
 Affiliation USAF Code Name None

INVESTIGATOR STATISTICS

STR 12	DEX 15	INT 14	Idea 70
CON 11	APP 9	POW 10	Luck 50
SIZ 13	SAN 50	EDU 13	Know 65

Damage Bonus
+1d4
Current Date

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

[99 - Cthulhu Mythos: _____] Insanity

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68
69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85
86	87	88	89	90	91	92	93	94	95	96	97	98	99	PHOBIAS	INSANITIES	

INVESTIGATOR SKILLS

- | | | |
|---|---|--|
| <input type="checkbox"/> Accounting (10) ___ | <input type="checkbox"/> Electronics (00) ___ | Other Language (00) |
| <input type="checkbox"/> Air Navigation (00) ___ | <input type="checkbox"/> Fast Talk (05) 45 | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Anthropology (00) ___ | <input type="checkbox"/> First Aid (30) ___ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Archeology (00) ___ | <input type="checkbox"/> Forensics (00) ___ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Architecture (00) ___ | <input type="checkbox"/> Forgery (00) ___ | Own Language (EDUx5) |
| <input type="checkbox"/> Art (05) ___ | <input type="checkbox"/> Geology (00) ___ | <input type="checkbox"/> English (EDUx5) 65 |
| <input type="checkbox"/> Astronomy (00) ___ | <input type="checkbox"/> Hide (10) 55 | <input type="checkbox"/> Parachuting (00) ___ |
| <input type="checkbox"/> Bargain (05) ___ | <input type="checkbox"/> History (20) ___ | <input type="checkbox"/> Persuade (15) ___ |
| <input type="checkbox"/> Biology (00) ___ | <input type="checkbox"/> Hypnosis (00) ___ | <input type="checkbox"/> Pharmacy (00) ___ |
| <input type="checkbox"/> Boating (10) ___ | <input type="checkbox"/> Jump (25) 35 | <input type="checkbox"/> Photography (10) ___ |
| <input type="checkbox"/> Botany (00) ___ | <input type="checkbox"/> Land Navigation ___ | <input type="checkbox"/> Physics (00) ___ |
| <input type="checkbox"/> Carpentry (10) ___ | <input type="checkbox"/> Law (05) ___ | <input type="checkbox"/> Pilot (00) (Jet Fighter) ___ |
| <input type="checkbox"/> Cartography (00) ___ | <input type="checkbox"/> Library Use (25) ___ | <input type="checkbox"/> Pilot (00) (Prop) ___ |
| <input type="checkbox"/> Chemistry (00) ___ | <input type="checkbox"/> Listen (25) 35 | <input type="checkbox"/> Psychoanalysis (00) ___ |
| <input type="checkbox"/> Climb (40) 60 | <input type="checkbox"/> Locksmith (00) 50 | <input type="checkbox"/> Psychology (05) 25 |
| <input type="checkbox"/> Conceal (15) 45 | <input type="checkbox"/> Martial Arts (00) ___ | <input type="checkbox"/> Ride (05) ___ |
| <input type="checkbox"/> Computer Use (00) ___ | <input type="checkbox"/> Mathematics (10) ___ | <input type="checkbox"/> Sailing (00) ___ |
| <input type="checkbox"/> Credit Rating (15) ___ | <input type="checkbox"/> Mechanical Repair (20) 50 | <input type="checkbox"/> SCUBA (00) ___ |
| <input type="checkbox"/> Cryptography (00) ___ | <input type="checkbox"/> Medicine (05) ___ | <input type="checkbox"/> Sneak (10) 55 |
| <input type="checkbox"/> Cthulhu Mythos (00) ___ | <input type="checkbox"/> Military Science (00) ___ | <input type="checkbox"/> Spot Hidden (25) 45 |
| <input type="checkbox"/> Demolitions (00) ___ | <input type="checkbox"/> Natural History (10) ___ | <input type="checkbox"/> Surgery (00) ___ |
| <input type="checkbox"/> Disguise (05) ___ | <input type="checkbox"/> Navigation/Land (10) ___ | <input type="checkbox"/> Swim (25) ___ |
| <input type="checkbox"/> Dodge (DEX x2) ___ | <input type="checkbox"/> Navigation/Sea, Air (00) ___ | <input type="checkbox"/> Throw (25) ___ |
| <input type="checkbox"/> Drive Car (20) ___ | <input type="checkbox"/> Occult (05) ___ | <input type="checkbox"/> Track (10) ___ |
| <input type="checkbox"/> Electrical Repair (10) 40 | <input type="checkbox"/> Operate Hvy. Machine (00) ___ | <input type="checkbox"/> Zoology (00) ___ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |



Name Airman Tommy Logotti

Schools & Degrees 2 Years of High School, GED, USAF Basic Training, USAF Vehicle Mechanic School

CHARACTER DESCRIPTION

Things go missing around Airman Ligotti. Aircraft components; liquor from the officer's club; weapons from the arsenal; vehicles from the motorpool; nothing is immune when Ligotti is on base. While Ligotti is just doing the same job he used to do when he was working for a Mob-connected crew back in New Jersey. While has been slippery enough to avoid getting caught, he has not avoided the attention of the military police. The provost marshal at the last airbase he served on made sure that Ligotti was transferred someplace where there was nothing worth stealing. Still, Ligotti is sure that the things he learned stealing from the Air Force will help him maintain a long career stealing from Uncle Sam.

Physical Description: Ligotti is a short, thick man, standing 5'7" and weighing in at 169 pounds. He has thick black hair, dark eyes, bushy brows and a pock-marked face. He smokes as much as he can get away with.

San-loss Effects: Initial Sanity loss will cause Ligotti to become paranoid about some of the missing items around the base. He will get the unreasonable idea that the men in the van are with Air Force OSI and are here to investigate him. Temporary insanity will result in paranoia, suspecting all around him of being part of the current threat. Indefinite insanity causes Ligotti to become obsessed with burning down the PX so as to cover up the packs of cigarettes he's been lifting. He will slip away from the group to accomplish this. Then he will begin to worry that someone knows about the liquor he lifted from the NCO club. At zero sanity points, Ligotti will believe that the other base personnel are here to rub him out and that he's got to kill them first.

COMBAT SKILLS

Attack	Attack %	Impale %	Attack #	Damage	HP	Ammo
Handgun (20)	30	6				
Rifle (25)	35	7				
Shotgun (30)						
Submachine						
Gun (15)						
Machinegun (15)						
Fist/Punch (50)	70			1d3+db (+1d3)		(Brass Knuckles)
Kick (25)	35			1d6+db		
Headbutt (10)	25			1d4+db		
Grapple (25)				Special		
Large Club (25)						
Small Club (25)						
Knife (25)						



Name Airman Laura Dunsany Occupation Administrative Assistant
 Age 20 Nationality USA Gender F Race African American
 Affiliation USAF Code Name None

INVESTIGATOR STATISTICS

STR 9	DEX 9	INT 13	Idea 65
CON 13	APP 10	POW 18	Luck 90
SIZ 10	SAN 90	EDU 14	Know 70

Damage Bonus +0
 Current Date _____

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

[99 - Cthulhu Mythos: _____] Insanity

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	
67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	
99	PHOBIAS	_____	INSANITIES	_____												

INVESTIGATOR SKILLS

- | | | |
|---|--|---|
| <input type="checkbox"/> Accounting (10) 60 | <input type="checkbox"/> Electronics (00) _____ | Other Language (00) |
| <input type="checkbox"/> Air Navigation (00) _____ | <input type="checkbox"/> Fast Talk (05) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Anthropology (00) _____ | <input type="checkbox"/> First Aid (30) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Archeology (00) _____ | <input type="checkbox"/> Forensics (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Architecture (00) _____ | <input type="checkbox"/> Forgery (00) _____ | Own Language (EDUx5) |
| <input type="checkbox"/> Art (05) _____ | <input type="checkbox"/> Geology (00) _____ | <input type="checkbox"/> English (EDUx5) 70 |
| <input type="checkbox"/> Astronomy (00) _____ | <input type="checkbox"/> Hide (10) _____ | <input type="checkbox"/> Parachuting (00) _____ |
| <input type="checkbox"/> Bargain (05) 25 | <input type="checkbox"/> History (20) _____ | <input type="checkbox"/> Persuade (15) _____ |
| <input type="checkbox"/> Biology (00) _____ | <input type="checkbox"/> Hypnosis (00) _____ | <input type="checkbox"/> Pharmacy (00) _____ |
| <input type="checkbox"/> Boating (10) _____ | <input type="checkbox"/> Jump (25) 50 | <input type="checkbox"/> Photography (10) _____ |
| <input type="checkbox"/> Botany (00) _____ | <input type="checkbox"/> Land Navigation _____ | <input type="checkbox"/> Physics (00) _____ |
| <input type="checkbox"/> Carpentry (10) _____ | <input type="checkbox"/> Law (05) 20 | <input type="checkbox"/> Pilot (00) (Jet Fighter) _____ |
| <input type="checkbox"/> Cartography (00) _____ | <input type="checkbox"/> Library Use (25) 35 | <input type="checkbox"/> Pilot (00) (Prop) _____ |
| <input type="checkbox"/> Chemistry (00) _____ | <input type="checkbox"/> Listen (25) 45 | <input type="checkbox"/> Psychoanalysis (00) _____ |
| <input type="checkbox"/> Climb (40) 65 | <input type="checkbox"/> Locksmith (00) _____ | <input type="checkbox"/> Psychology (05) _____ |
| <input type="checkbox"/> Conceal (15) _____ | <input type="checkbox"/> Martial Arts (00) 60 | <input type="checkbox"/> Ride (05) _____ |
| <input type="checkbox"/> Computer Use (00) 50 | <input type="checkbox"/> Mathematics (10) _____ | <input type="checkbox"/> Sailing (00) _____ |
| <input type="checkbox"/> Credit Rating (15) _____ | <input type="checkbox"/> Mechanical Repair (20) _____ | <input type="checkbox"/> SCUBA (00) _____ |
| <input type="checkbox"/> Cryptography (00) _____ | <input type="checkbox"/> Medicine (05) _____ | <input type="checkbox"/> Sneak (10) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00) _____ | <input type="checkbox"/> Military Science (00) _____ | <input type="checkbox"/> Spot Hidden (25) 45 |
| <input type="checkbox"/> Demolitions (00) _____ | <input type="checkbox"/> Natural History (10) _____ | <input type="checkbox"/> Surgery (00) _____ |
| <input type="checkbox"/> Disguise (05) _____ | <input type="checkbox"/> Navigation/Land (10) _____ | <input type="checkbox"/> Swim (25) _____ |
| <input type="checkbox"/> Dodge (DEX x2) 38 | <input type="checkbox"/> Navigation/Sea, Air (00) _____ | <input type="checkbox"/> Throw (25) _____ |
| <input type="checkbox"/> Drive Car (20) 40 | <input type="checkbox"/> Occult (05) _____ | <input type="checkbox"/> Track (10) _____ |
| <input type="checkbox"/> Electrical Repair (10) _____ | <input type="checkbox"/> Operate Hvy. Machine (00) _____ | <input type="checkbox"/> Zoology (00) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |



Name Airman Laura Dunsany

Schools & Degrees High School, USAF Basic Training, USAF Administrative Specialist School

CHARACTER DESCRIPTION

Airman Dunsany suffers from what could be charitably called “personality deficit disorder.” In other words, she is a jerk. She has an uncanny ability to rub everyone she encounters the wrong way. This had led to a long series of poor performance reviews, a lack of promotions and transfers where various commanders have attempted to make her someone else’s problem. She thinks she knows more than everyone around her. While she is competent at her job, but so arrogant that it inevitably leads to alienating her co-workers.

Physical Description: Dunany is a dark eyed and darks skinned woman with extremely short black hair. Her face wears a perpetual sour scowl. She stands 5’5” and weighs in at 130 lbs.

San-loss Effects: As Dunsany loses Sanity she will become more and more arrogant, prone to open insubordination of her superiors and condescension to her cohorts. If she suffers from temporary insanity she Dunsany will throw a fit, raging against the stupidity and incompetence of all around her and accusing everyone else of getting her into this mess. If indefinitely insane she disconnects from whatever is happening around her, and wanders away babbling about all the idiots around her. At zero sanity Dunsany is stupefied; curled up like a fetus and unresponsive.

COMBAT SKILLS

Attack	Attack %	Impale %	Attack #	Damage	HP	Ammo
Handgun (20)	30	6				
Rifle (25)	35	7				
Shotgun (30)						
Submachine						
Gun (15)						
Machinegun (15)						
Fist/Punch (50)	60			2d3		
Kick (25)	50			2d6		
Headbutt (10)				2d4		
Grapple (25)	45			special		
Large Club (25)						
Small Club (25)						
Knife (25)						



Name Airman Lynn Carter Occupation Air Traffic Control
 Age 23 Nationality USA Gender F Race Caucasian
 Affiliation USAF Code Name None

INVESTIGATOR STATISTICS

STR 10	DEX 13	INT 14	Idea 70
CON 11	APP 16	POW 12	Luck 60
SIZ 11	SAN 60	EDU 17	Know 85

Damage Bonus
xxx
Current Date

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

[99 - Cthulhu Mythos: _____] Insanity

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	
67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	
99	PHOBIAS	INSANITIES														

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (10)	---	<input type="checkbox"/> Electronics (00)	55	Other Language (00)	
<input type="checkbox"/> Air Navigation (00)	---	<input type="checkbox"/> Fast Talk (05)	---	<input type="checkbox"/> _____	---
<input type="checkbox"/> Anthropology (00)	---	<input type="checkbox"/> First Aid (30)	---	<input type="checkbox"/> _____	---
<input type="checkbox"/> Archeology (00)	---	<input type="checkbox"/> Forensics (00)	---	<input type="checkbox"/> _____	---
<input type="checkbox"/> Architecture (00)	---	<input type="checkbox"/> Forgery (00)	---	Own Language (EDUx5)	
<input type="checkbox"/> Art (05)	---	<input type="checkbox"/> Geology (00)	---	<input type="checkbox"/> English (EDUx5)	85
<input type="checkbox"/> Astronomy (00)	---	<input type="checkbox"/> Hide (10)	---	<input type="checkbox"/> Parachuting (00)	---
<input type="checkbox"/> Bargain (05)	---	<input type="checkbox"/> History (20)	25	<input type="checkbox"/> Persuade (15)	35
<input type="checkbox"/> Biology (00)	---	<input type="checkbox"/> Hypnosis (00)	---	<input type="checkbox"/> Pharmacy (00)	---
<input type="checkbox"/> Boating (10)	---	<input type="checkbox"/> Jump (25)	---	<input type="checkbox"/> Photography (10)	---
<input type="checkbox"/> Botany (00)	---	<input type="checkbox"/> Land Navigation	---	<input type="checkbox"/> Physics (00)	---
<input type="checkbox"/> Carpentry (10)	---	<input type="checkbox"/> Law (05)	10	<input type="checkbox"/> Pilot (00) (Jet Fighter)	---
<input type="checkbox"/> Cartography (00)	---	<input type="checkbox"/> Library Use (25)	55	<input type="checkbox"/> Pilot (00) (Prop)	---
<input type="checkbox"/> Chemistry (00)	---	<input type="checkbox"/> Listen (25)	45	<input type="checkbox"/> Psychoanalysis (00)	---
<input type="checkbox"/> Climb (40)	---	<input type="checkbox"/> Locksmith (00)	---	<input type="checkbox"/> Psychology (05)	35
<input type="checkbox"/> Conceal (15)	---	<input type="checkbox"/> Martial Arts (00)	---	<input type="checkbox"/> Ride (05)	---
<input type="checkbox"/> Computer Use (00)	60	<input type="checkbox"/> Mathematics (10)	---	<input type="checkbox"/> Sailing (00)	---
<input type="checkbox"/> Credit Rating (15)	---	<input type="checkbox"/> Mechanical Repair (20)	40	<input type="checkbox"/> SCUBA (00)	---
<input type="checkbox"/> Cryptography (00)	---	<input type="checkbox"/> Medicine (05)	---	<input type="checkbox"/> Sneak (10)	---
<input type="checkbox"/> Cthulhu Mythos (00)	---	<input type="checkbox"/> Military Science (00)	30	<input type="checkbox"/> Spot Hidden (25)	75
<input type="checkbox"/> Demolitions (00)	---	<input type="checkbox"/> Natural History (10)	---	<input type="checkbox"/> Surgery (00)	---
<input type="checkbox"/> Disguise (05)	---	<input type="checkbox"/> Navigation/Land (10)	30	<input type="checkbox"/> Swim (25)	35
<input type="checkbox"/> Dodge (DEX x2)	---	<input type="checkbox"/> Navigation/Sea, Air (00)	30	<input type="checkbox"/> Throw (25)	---
<input type="checkbox"/> Drive Car (20)	40	<input type="checkbox"/> Occult (05)	---	<input type="checkbox"/> Track (10)	---
<input type="checkbox"/> Electrical Repair (10)	55	<input type="checkbox"/> Operate Hvy. Machine (00)	---	<input type="checkbox"/> Zoology (00)	---
<input type="checkbox"/> _____	---	<input type="checkbox"/> _____	---	<input type="checkbox"/> _____	---
<input type="checkbox"/> _____	---	<input type="checkbox"/> _____	---	<input type="checkbox"/> _____	---



Name Airman Lynn Carter

Schools & Degrees High School, AF ROTC University of Texas, USAF Basic Training, USAF Air Traffic Controller School

CHARACTER DESCRIPTION

When Airman Carter refused to submit to her ROTC instructor's sexual advances, he ensured she flunked out and didn't receive her officer's commission. Even worse she had to finish her service requirement as an enlisted person. When she took the Air Force and the ROTC program to court over this the suit failed spectacularly. She made a lot of enemies and was portrayed as a malcontent who was trying to use the courts to strike a blow for radical feminism. This punishment detail didn't surprise her. She is determined to get through this and leave the Air Force behind her.

Physical Description: Carter is a very attractive young woman, who is unpretentious and natural in her demeanor. She stands 5'9" and weights 138 lbs. She wears her shoulder length brown hair pinned up when on duty, and wears glasses when she reads. Her eye color is blue.

San-loss Effects: Carter will be easily offended by any contact with the male base personnel. Verbal exchanges will be perceived as come-ons. Physical contact will be perceived unwanted advances. This will make her very anxious. Temporary insanity will cause Carter will flee in panic, looking for a place to hide. If Carter becomes indefinitely insane, she will become phobic about any physical contact with people. As her sanity slips towards zero she will be horrified by any physical contact with anything; people, clothes, the floor, water, even her own skin.

COMBAT SKILLS

Attack	Attack %	Impale %	Attack #	Damage	HP	Ammo
Handgun (20)	30	6				
Rifle (25)	35	7				
Shotgun (30)						
Submachine						
Gun (15)						
Machinegun (15)						
Fist/Punch (50)				1d3+db		
Kick (25)				1d6+db		
Headbutt (10)				1d4+db		
Grapple (25)				special		
Large Club (25)						
Small Club (25)						
Knife (25)						
Pepper Spray (DEXx5) 65					stun 2d10 minutes	



Name Airman Brian Lundy Occupation Groundskeeper
 Age 19 Nationality USA Gender M Race Caucasian
 Affiliation USAF Code Name None

INVESTIGATOR STATISTICS

STR 13	DEX 14	INT 08	Idea 40
CON 12	APP 13	POW 07	Luck 25
SIZ 13	SAN 35	EDU 13	Know 65

Damage Bonus
+1d4
Current Date

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

[99 - Cthulhu Mythos: _____] Insanity

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	
67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	
99	PHOBIAS	INSANITIES														

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (10) _____	<input type="checkbox"/> Electronics (00) _____	Other Language (00)
<input type="checkbox"/> Air Navigation (00) _____	<input type="checkbox"/> Fast Talk (05) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Anthropology (00) _____	<input type="checkbox"/> First Aid (30) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Archeology (00) _____	<input type="checkbox"/> Forensics (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Architecture (00) _____	<input type="checkbox"/> Forgery (00) _____	Own Language (EDUx5)
<input type="checkbox"/> Art (05) _____	<input type="checkbox"/> Geology (00) _____	<input type="checkbox"/> English (EDUx5) 65
<input type="checkbox"/> Astronomy (00) _____	<input type="checkbox"/> Hide (10) 50	<input type="checkbox"/> Parachuting (00) _____
<input type="checkbox"/> Bargain (05) _____	<input type="checkbox"/> History (20) _____	<input type="checkbox"/> Persuade (15) _____
<input type="checkbox"/> Biology (00) _____	<input type="checkbox"/> Hypnosis (00) _____	<input type="checkbox"/> Pharmacy (00) _____
<input type="checkbox"/> Boating (10) _____	<input type="checkbox"/> Jump (25) 65	<input type="checkbox"/> Photography (10) _____
<input type="checkbox"/> Botany (00) _____	<input type="checkbox"/> Land Navigation _____	<input type="checkbox"/> Physics (00) _____
<input type="checkbox"/> Carpentry (10) _____	<input type="checkbox"/> Law (05) _____	<input type="checkbox"/> Pilot (00) (Jet Fighter) _____
<input type="checkbox"/> Cartography (00) _____	<input type="checkbox"/> Library Use (25) _____	<input type="checkbox"/> Pilot (00) (Prop) _____
<input type="checkbox"/> Chemistry (00) _____	<input type="checkbox"/> Listen (25) 45	<input type="checkbox"/> Psychoanalysis (00) _____
<input type="checkbox"/> Climb (40) 65	<input type="checkbox"/> Locksmith (00) _____	<input type="checkbox"/> Psychology (05) _____
<input type="checkbox"/> Conceal (15) _____	<input type="checkbox"/> Martial Arts (00) _____	<input type="checkbox"/> Ride (05) _____
<input type="checkbox"/> Computer Use (00) _____	<input type="checkbox"/> Mathematics (10) _____	<input type="checkbox"/> Sailing (00) _____
<input type="checkbox"/> Credit Rating (15) _____	<input type="checkbox"/> Mechanical Repair (20) 45	<input type="checkbox"/> SCUBA (00) _____
<input type="checkbox"/> Cryptography (00) _____	<input type="checkbox"/> Medicine (05) _____	<input type="checkbox"/> Sneak (10) 50
<input type="checkbox"/> Cthulhu Mythos (00) _____	<input type="checkbox"/> Military Science (00) _____	<input type="checkbox"/> Spot Hidden (25) 65
<input type="checkbox"/> Demolitions (00) _____	<input type="checkbox"/> Natural History (10) _____	<input type="checkbox"/> Surgery (00) _____
<input type="checkbox"/> Disguise (05) _____	<input type="checkbox"/> Navigation/Land (10) _____	<input type="checkbox"/> Swim (25) 40
<input type="checkbox"/> Dodge (DEX x2) _____	<input type="checkbox"/> Navigation/Sea, Air (00) _____	<input type="checkbox"/> Throw (25) 45
<input type="checkbox"/> Drive Car (20) 45	<input type="checkbox"/> Occult (05) _____	<input type="checkbox"/> Track (10) _____
<input type="checkbox"/> Electrical Repair (10) _____	<input type="checkbox"/> Operate Hvy. Machine (00) _____	<input type="checkbox"/> Zoology (00) _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____



Name Airman Brian Lundy

Schools & Degrees High School, USAF Basic Training

CHARACTER DESCRIPTION

Airman Lundy is a screw-up with a long string of poor performance reviews dating back from basic training. The Air Force has wisely assigned him to the place he can do the least damage. Fortunately Lundy hasn't quite tumbled to the fact that Platte is a punishment detail. He still thinks he's being all he can be and is looking forward to putting the fact that he was "head groundskeeper" on his resume. He is often assigned to guard duty since he actually enjoys it and thinks it is a way to distinguish himself . . . not that he's really any good at it.

Physical Description: Lundy is a fresh-faced, good-looking kid, with not a lot going on upstairs. He stands 5'9" and weighs 170 lbs. Blonde hair and vapid blue eyes.

San-loss Effects: San loss will cause Lundy to become more and more jumpy. He will feel afraid for no explainable reason. He will become particularly jumpy in the dark. Temporary insanity will result in hallucinations that provoke thoughtless panic. If armed he may fire at any movement. Indefinite insanity will cause Lundy to believe the darkness is closing in on him and attack or flee from shadows. Zero san will leave Lundy catatonic with fear when there is no light.

COMBAT SKILLS

Attack	Attack %	Impale %	Attack #	Damage	HP	Ammo
Handgun (20)	40	8				
Rifle (25)	45	9				
Shotgun (30)						
Submachine						
Gun (15)						
Machinegun (15)						
Fist/Punch (50)				1d3+db		
Kick (25)				1d6+db		
Headbutt (10)				1d4+db		
Grapple (25)				special		
Large Club (25)						
Small Club (25)						
Knife (25)						
Axe (25)	40	8		1d8+2+db		(wood axe)
Chainsaw (20)	40	8		2d8+db		



Name Airman Clark Smith Occupation Aircraft Maintenance
 Age 19 Nationality USA Gender M Race Caucasian
 Affiliation USAF Code Name None

INVESTIGATOR STATISTICS

STR 15	DEX 10	INT 11	Idea 55
CON 15	APP 14	POW 05	Luck 35
SIZ 13	SAN 25	EDU 12	Know 60

Damage Bonus
+1d4
Current Date

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

[99 - Cthulhu Mythos: _____] Insanity

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	
67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	
99	PHOBIAS	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	

INSANITIES _____

INVESTIGATOR SKILLS

- | | | |
|---|--|---|
| <input type="checkbox"/> Accounting (10) _____ | <input type="checkbox"/> Electronics (00) _____ | <input type="checkbox"/> Other Language (00) _____ |
| <input type="checkbox"/> Air Navigation (00) _____ | <input type="checkbox"/> Fast Talk (05) 35 | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Anthropology (00) _____ | <input type="checkbox"/> First Aid (30) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Archeology (00) _____ | <input type="checkbox"/> Forensics (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Architecture (00) _____ | <input type="checkbox"/> Forgery (00) _____ | Own Language (EDUx5) |
| <input type="checkbox"/> Art (05) _____ | <input type="checkbox"/> Geology (00) _____ | <input type="checkbox"/> English (EDUx5) 60 |
| <input type="checkbox"/> Astronomy (00) _____ | <input type="checkbox"/> Hide (10) 50 | <input type="checkbox"/> Parachuting (00) _____ |
| <input type="checkbox"/> Bargain (05) _____ | <input type="checkbox"/> History (20) _____ | <input type="checkbox"/> Persuade (15) _____ |
| <input type="checkbox"/> Biology (00) _____ | <input type="checkbox"/> Hypnosis (00) _____ | <input type="checkbox"/> Pharmacy (00) _____ |
| <input type="checkbox"/> Boating (10) _____ | <input type="checkbox"/> Jump (25) _____ | <input type="checkbox"/> Photography (10) _____ |
| <input type="checkbox"/> Botany (00) _____ | <input type="checkbox"/> Land Navigation _____ | <input type="checkbox"/> Physics (00) _____ |
| <input type="checkbox"/> Carpentry (10) _____ | <input type="checkbox"/> Law (05) _____ | <input type="checkbox"/> Pilot (00) (Jet Fighter) _____ |
| <input type="checkbox"/> Cartography (00) _____ | <input type="checkbox"/> Library Use (25) _____ | <input type="checkbox"/> Pilot (00) (Prop) _____ |
| <input type="checkbox"/> Chemistry (00) _____ | <input type="checkbox"/> Listen (25) _____ | <input type="checkbox"/> Psychoanalysis (00) _____ |
| <input type="checkbox"/> Climb (40) 55 | <input type="checkbox"/> Locksmith (00) _____ | <input type="checkbox"/> Psychology (05) _____ |
| <input type="checkbox"/> Conceal (15) _____ | <input type="checkbox"/> Martial Arts (00) _____ | <input type="checkbox"/> Ride (05) _____ |
| <input type="checkbox"/> Computer Use (00) _____ | <input type="checkbox"/> Mathematics (10) _____ | <input type="checkbox"/> Sailing (00) _____ |
| <input type="checkbox"/> Credit Rating (15) _____ | <input type="checkbox"/> Mechanical Repair (20) 35 | <input type="checkbox"/> SCUBA (00) _____ |
| <input type="checkbox"/> Cryptography (00) _____ | <input type="checkbox"/> Medicine (05) _____ | <input type="checkbox"/> Sneak (10) 50 |
| <input type="checkbox"/> Cthulhu Mythos (00) _____ | <input type="checkbox"/> Military Science (00) _____ | <input type="checkbox"/> Spot Hidden (25) _____ |
| <input type="checkbox"/> Demolitions (00) _____ | <input type="checkbox"/> Natural History (10) _____ | <input type="checkbox"/> Surgery (00) _____ |
| <input type="checkbox"/> Disguise (05) _____ | <input type="checkbox"/> Navigation/Land (10) _____ | <input type="checkbox"/> Swim (25) _____ |
| <input type="checkbox"/> Dodge (DEX x2) _____ | <input type="checkbox"/> Navigation/Sea, Air (00) _____ | <input type="checkbox"/> Throw (25) 40 |
| <input type="checkbox"/> Drive Car (20) 45 | <input type="checkbox"/> Occult (05) _____ | <input type="checkbox"/> Track (10) _____ |
| <input type="checkbox"/> Electrical Repair (10) _____ | <input type="checkbox"/> Operate Hvy. Machine (00) _____ | <input type="checkbox"/> Zoology (00) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |



Name Airman Clark Smith

Schools & Degrees High School, USAF Basic Training, USAF Aircraft Mechanic School

CHARACTER DESCRIPTION

Airman Smith joined the air force to escape the scrutiny of the local law enforcement in his hometown of Houston TX. Smith has a long juvenile record, including auto theft, vandalism, even violent crime. Had the Air Force known, Smith would have been turned away by the recruiters, but the Juvenile records were sealed. However, there were discipline problems at basic training and he was sent to Platte AFB on the theory that putting him out of the way was the best thing to do.

Physical Description: Airman Smith is a good-looking young man, but has a contemptuous air about him. His hair is blonde and his blue eyes. He stands 5'10" and weight 173 .lbs. He still sports the garish tattoos from his days as a gang member.

San-loss Effects: As his sanity erodes, Airman Smith will become more aggressive and short-tempered. He will be one of the first people to get into a fight. Temporary insanity will cause Smith to faint dead away following a screaming fit. If indefinitely insane, Smith will instigate violent and lascivious attacks on the female airmen. At zero sanity, a naked Smith will be stalking and attacking anyone he encounters.

COMBAT SKILLS

Attack	Attack %	Impale %	Attack #	Damage	HP	Ammo
Handgun (20)	30	6				
Rifle (25)	35	7				
Shotgun (30)						
Submachine						
Gun (15)						
Machinegun (15)						
Fist/Punch (50)	60			1d3+db		
Kick (25)	45			1d6+db		
Headbutt (10)	30			1d4+db		
Grapple (25)	55			special		
Large Club (25)						
Small Club (25)						
Knife (25)	40	8		1d4+db		(lockblade knife)



Name Airman Randy Campbell Occupation Fire/Rescue
 Age 25 Nationality USA Gender M Race Caucasian
 Affiliation USAF Code Name None

INVESTIGATOR STATISTICS

STR 12	DEX 11	INT 10	Idea 50
CON 13	APP 07	POW 08	Luck 40
SIZ 14	SAN 40	EDU 19	Know 95

Damage Bonus
+1d4
Current Date

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

[99 - Cthulhu Mythos: _____] Insanity

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	
67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	
99	PHOBIAS	INSANITIES														

INVESTIGATOR SKILLS

- | | | |
|---|---|---|
| <input type="checkbox"/> Accounting (10) _____ | <input type="checkbox"/> Electronics (00) _____ | Other Language (00) |
| <input type="checkbox"/> Air Navigation (00) _____ | <input type="checkbox"/> Fast Talk (05) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Anthropology (00) _____ | <input type="checkbox"/> Fire Fighting (00) 50 | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Archeology (00) _____ | <input type="checkbox"/> First Aid (30) 60 | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Architecture (00) _____ | <input type="checkbox"/> Forensics (00) _____ | Own Language (EDUx5) |
| <input type="checkbox"/> Art (05) _____ | <input type="checkbox"/> Forgery (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Astronomy (00) _____ | <input type="checkbox"/> Geology (00) _____ | <input type="checkbox"/> Parachuting (00) _____ |
| <input type="checkbox"/> Bargain (05) _____ | <input type="checkbox"/> Hide (10) _____ | <input type="checkbox"/> Persuade (15) _____ |
| <input type="checkbox"/> Biology (00) _____ | <input type="checkbox"/> History (20) _____ | <input type="checkbox"/> Pharmacy (00) _____ |
| <input type="checkbox"/> Boating (10) _____ | <input type="checkbox"/> Hypnosis (00) _____ | <input type="checkbox"/> Photography (10) _____ |
| <input type="checkbox"/> Botany (00) _____ | <input type="checkbox"/> Jump (25) 55 | <input type="checkbox"/> Physics (00) _____ |
| <input type="checkbox"/> Carpentry (10) _____ | <input type="checkbox"/> Land Navigation _____ | <input type="checkbox"/> Pilot (00) (Jet Fighter) _____ |
| <input type="checkbox"/> Cartography (00) _____ | <input type="checkbox"/> Law (05) _____ | <input type="checkbox"/> Pilot (00) (Prop) _____ |
| <input type="checkbox"/> Chemistry (00) _____ | <input type="checkbox"/> Library Use (25) _____ | <input type="checkbox"/> Psychoanalysis (00) _____ |
| <input type="checkbox"/> Climb (40) 70 | <input type="checkbox"/> Listen (25) 55 | <input type="checkbox"/> Psychology (05) _____ |
| <input type="checkbox"/> Conceal (15) _____ | <input type="checkbox"/> Locksmith (00) _____ | <input type="checkbox"/> Ride (05) _____ |
| <input type="checkbox"/> Computer Use (00) 20 | <input type="checkbox"/> Martial Arts (00) _____ | <input type="checkbox"/> Sailing (00) _____ |
| <input type="checkbox"/> Credit Rating (15) _____ | <input type="checkbox"/> Mathematics (10) _____ | <input type="checkbox"/> SCUBA (00) _____ |
| <input type="checkbox"/> Cryptography (00) _____ | <input type="checkbox"/> Mechanical Repair (20) 35 | <input type="checkbox"/> Sneak (10) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00) _____ | <input type="checkbox"/> Medicine (05) _____ | <input type="checkbox"/> Spot Hidden (25) 65 |
| <input type="checkbox"/> Demolitions (00) _____ | <input type="checkbox"/> Military Science (00) _____ | <input type="checkbox"/> Surgery (00) _____ |
| <input type="checkbox"/> Disguise (05) _____ | <input type="checkbox"/> Natural History (10) _____ | <input type="checkbox"/> Swim (25) _____ |
| <input type="checkbox"/> Dodge (DEX x2) 42 | <input type="checkbox"/> Navigation/Land (10) _____ | <input type="checkbox"/> Throw (25) 45 |
| <input type="checkbox"/> Drive Car (20) 40 | <input type="checkbox"/> Navigation/Sea, Air (00) _____ | <input type="checkbox"/> Track (10) _____ |
| <input type="checkbox"/> Electrical Repair (10) _____ | <input type="checkbox"/> Occult (05) _____ | <input type="checkbox"/> Zoology (00) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Operate Hvy. Machine (00) 40 | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |



Name Airman Randy Campbell

Schools & Degrees High School, USAF Basic Training, USAF Firefighting School

CHARACTER DESCRIPTION

Airman Campbell is an experienced, competent fire-fighter who can't stay out of trouble when he's not putting out fires. He was once Sgt. Campbell, but his insubordination cost him his rank. Now he's stuck at Platte AFB, waiting for his last year to run out so he can be discharged and go looking for work with a municipal fire department. He's also sensitive about his looks. This combined with his tendency to act before thinking can easily start a fight.

Physical Description: Airman Campbell is a fit, well built man, who is singularly unattractive. He stands 6'3" and weighs 194 lbs. His hair is brown, as are his eyes.

San-loss Effects: As his sanity erodes, Campbell like many of the others, will feel uncomfortable and irritated for no explainable reason. If he goes temporarily insane he will react by becoming catatonic. Once he snaps out of it, he will deny it happened. If he goes indefinitely insane, he will become enraged at Cpl. Klien, attempting to beat the man to death for no other reason than he "always hated Klien's face." If his sanity is reduced to zero, Campbell will be reduced to a near catatonic stupor and engage in acts of self-mutilation unless restrained.

COMBAT SKILLS

Attack	Attack %	Impale %	Attack #	Damage	HP	Ammo
Handgun (20)	40	8				
Rifle (25)	45	9				
Shotgun (30)						
Submachine						
Gun (15)						
Machinegun (15)						
Fist/Punch (50)	70			1d3+db		
Kick (25)	50			1d6+db		
Headbutt (10)	40			1d4+db		
Grapple (25)	50			special		
Large Club (25)						
Small Club (25)						
Knife (25)						
Axe (00)	40	8		1d8+2+db		



Name _____ Occupation _____
 Age _____ Nationality _____ Gender _____ Race _____
 Affiliation _____ Code Name _____

INVESTIGATOR STATISTICS

STR	DEX	INT	Idea	Damage Bonus
CON	APP	POW	Luck	
SIZ	SAN	EDU	Know	Current Date

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

[99 - Cthulhu Mythos: _____] Insanity

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	
67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	
99	PHOBIAS _____	INSANITIES _____														

INVESTIGATOR SKILLS

- | | | |
|---|--|--|
| <input type="checkbox"/> Accounting (10) _____ | <input type="checkbox"/> Electronics (00) _____ | Other Language (00) |
| <input type="checkbox"/> Anthropology (00) _____ | <input type="checkbox"/> Fast Talk (05) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Archeology (00) _____ | <input type="checkbox"/> First Aid (30) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Architecture (00) _____ | <input type="checkbox"/> Forensics (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Art (05) _____ | <input type="checkbox"/> Forgery (00) _____ | Own Language (EDUx5) |
| <input type="checkbox"/> Astronomy (00) _____ | <input type="checkbox"/> Geology (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Bargain (05) _____ | <input type="checkbox"/> Hide (10) _____ | <input type="checkbox"/> Parachuting (00) _____ |
| <input type="checkbox"/> Biology (00) _____ | <input type="checkbox"/> History (20) _____ | <input type="checkbox"/> Persuade (15) _____ |
| <input type="checkbox"/> Boating (10) _____ | <input type="checkbox"/> Hypnosis (00) _____ | <input type="checkbox"/> Pharmacy (00) _____ |
| <input type="checkbox"/> Botany (00) _____ | <input type="checkbox"/> Jump (25) _____ | <input type="checkbox"/> Photography (10) _____ |
| <input type="checkbox"/> Carpentry (10) _____ | <input type="checkbox"/> Law (05) _____ | <input type="checkbox"/> Physics (00) _____ |
| <input type="checkbox"/> Cartography (00) _____ | <input type="checkbox"/> Library Use (25) _____ | <input type="checkbox"/> Pilot (00) _____ |
| <input type="checkbox"/> Chemistry (00) _____ | <input type="checkbox"/> Listen (25) _____ | <input type="checkbox"/> Psychoanalysis (00) _____ |
| <input type="checkbox"/> Climb (40) _____ | <input type="checkbox"/> Locksmith (00) _____ | <input type="checkbox"/> Psychology (05) _____ |
| <input type="checkbox"/> Conceal (15) _____ | <input type="checkbox"/> Martial Arts (00) _____ | <input type="checkbox"/> Ride (05) _____ |
| <input type="checkbox"/> Computer Use (00) _____ | <input type="checkbox"/> Mathematics (10) _____ | <input type="checkbox"/> Sailing (00) _____ |
| <input type="checkbox"/> Credit Rating (15) _____ | <input type="checkbox"/> Mechanical Repair (20) _____ | <input type="checkbox"/> SCUBA (00) _____ |
| <input type="checkbox"/> Cryptography (00) _____ | <input type="checkbox"/> Medicine (05) _____ | <input type="checkbox"/> Sneak (10) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00) _____ | <input type="checkbox"/> Military Science (00) _____ | <input type="checkbox"/> Spot Hidden (25) _____ |
| <input type="checkbox"/> Demolitions (00) _____ | <input type="checkbox"/> Natural History (10) _____ | <input type="checkbox"/> Surgery (00) _____ |
| <input type="checkbox"/> Disguise (05) _____ | <input type="checkbox"/> Navigation/Land (10) _____ | <input type="checkbox"/> Swim (25) _____ |
| <input type="checkbox"/> Dodge (DEX x2) _____ | <input type="checkbox"/> Navigation/Sea, Air (00) _____ | <input type="checkbox"/> Throw (25) _____ |
| <input type="checkbox"/> Drive Car (20) _____ | <input type="checkbox"/> Occult (05) _____ | <input type="checkbox"/> Track (10) _____ |
| <input type="checkbox"/> Electrical Repair (10) _____ | <input type="checkbox"/> Operate Hvy. Machine (00) _____ | <input type="checkbox"/> Zoology (00) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

