

Call of Cthulhu

Arkham Special Cases Unit

The Arkham Special Cases Unit (commonly known as ASCU, affectionately or sometimes less-than-affectionately referred to as 'Askew') is actually pan-organizational task force which is the modern incarnation of various patchwork groups connected with the Innsmouth Raid. It is primarily associated with the Massachusetts state police (and any long-term civilian member of ASCU will be deputized by same), but at any given time its ranks may include Federal agents, local police, or civilian "consultants" of specialized skill. They are headquartered in Arkham primarily for its convenient location relative to such places as Innsmouth and Dunwich, but as they're only 40 minutes away from Boston, they're readily accessible to other state authorities if needed.

Genre: Mystery/Horror

Game System: CoC (Modern)

Characters: You may create your own, or select from pre-gens below.

House Rules: All characters begin with Credit Rating and Law of 40 (which you may improve normally). It is assumed that you are already an established and trusted member of ASCU, and you will be given an assignment rather than "becoming involved" in the case. (If your initial investigator should die or otherwise leave play, future characters may be brought in from outside and join ASCU later.)

Pregenerated Characters

Consulting Professor from Miskatonic U.

Str 14, Dex 12, Int 12, Con 6*

App 13, Pow 14, Siz 17*, Edu 16

San 70, Idea 60, Luck 70, Know 80

HP 12, Damage Bonus +1d4

Anthropology 32, Archaeology 40, Credit Rating 40,

History 50, Law 40, Library Use 50, Natural History

35, Occult 40, Other Language (Greek) 40, Psychology 30

Unspent Skill Points: 120

*Con 6, Siz 17! This character must be morbidly obese.

Police Detective

Str 11, Dex 12, Int 11, Con 10

App 10, Pow 13, Siz 16, Edu 12

San 65, Idea 55, Luck 65, Know 60

HP 13, Damage Bonus +1d4

Credit Rating 40, Fast Talk 40, Firearms (Handgun) 45,

Firearms (Shotgun) 40, Law 60, Persuade 50,

Psychology 40, Spot Hidden 45

Unspent Skill Points: 110

Poor Dumb Rookie

Str 10, Dex 14, Int 14*, Con 15

App 10, Pow 12, Siz 11, Edu 11

San 60, Idea 70, Luck 60, Know 55

HP 13, Damage Bonus –

Credit Rating 40, Firearms (Handgun) 65, Firearms

(Shotgun) 50, First Aid 45, Law 40, Melee (Grapple)

45, Psychology 30, Sneak 30, Spot Hidden 45

Unspent Skill Points: 140

*Not actually that dumb. Let's just say, "inexperienced!"

Special Agent from the D.A.'s Office

Str 8, Dex 11, Int 17, Con 12

App 8, Pow 9, Siz 13, Edu 15

San 45, Idea 85, Luck 45, Know 75

HP 13, Damage Bonus –

Accounting 30, Bargain 40, Credit Rating 55, Fast Talk 40, Law 65, Library Use 40, Other Language (Latin) 31, Persuade 60, Psychology 31

Unspent Skill Points: 140

Twitchy Forensic Investigator

Str 14, Dex 13, Int 16, Con 9

App 10, Pow 8, Siz 13, Edu 16

San 40, Idea 80, Luck 40, Know 80

HP 11, Damage Bonus +1d4

Anthropology 30, Biology 50, Chemistry 40, Climb 40, Credit Rating 40, First Aid 43, Law 40, Library Use 40, Medicine 50, Other Language (Latin) 21, Pharmacy 40, Spot Hidden 45

Unspent Skill Points: 140

Suggestions for Skill Point Use

- **Computer Use** might be good for somebody to have at least a smattering in, just so you don't find yourself stymied by a floppy disk.
- **Credit Rating** isn't just whether you can get a mortgage, it also is an abstraction of how "reputable" you seem. For investigators, a high credit rating can open up trust.
- **Dodge** is a terrific "second-chance" skill in combat. Any time you aren't dodging, you leave yourself open to the whims of your opponent's dice.
- **Drive Auto**, if you want to do any chasing (or fleeing) in a car.
- **Fist/Punch** is handy in a pinch, as is **Grapple**. Weapon skills are good against crooks and cultists, but not much use against monsters.

- **Library Use** is probably the second-most useful skill in Call of Cthulhu. The #1 is **Spot Hidden**.
- **Psychoanalysis** will allow you to treat people who have lost SAN; **Psychology**, on the other hand, will help you "read" people's moods and motives and help you sniff out lies.

Some Random Male Names

Heath Parker, Sean Carson, Oliver Wayfield, Bennie Cummings, Jack McCullough

Some Random Female Names:

Carole Machesi, Fiona Monroe, Gypsy Starnes, Katie Day, Maureen Gould