

The Black Seal #2



d20 Call of Cthulhu
Stat Conversions



D20 Call of Cthulhu conversions by Adam Crossingham and Daniel Harms © 2002, 2003

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In addition to the d20 Call of Cthulhu rule book, readers should also have access to the *d20 Call of Cthulhu Gamemaster's Pack* and *H.P. Lovecraft's Arkham* (both published by Chaosium Inc.) to make best use of this document.

Unusual Suspects

Unusual Suspects: Wilbur Bromley, page 21



Human form:

Wilbur Bromley, The Imprisoned Favoured One, age 62 (physical age 32)
7th-Level Male Offence Option; hp 30; Init +6 (+Dex, +Feat); AC 12 (+1 Def); Spd 30 ft.; Atk. +8/+3 melee (1d3+2 punch) or +8/+3 ranged; SV Fort +7, Ref +13, Will +14; SZ M; Str 14, Con 8, Wis 28, Dex 14, Int 30, Cha 3, San. 0.

Languages: English

Skills: Bluff +4, Cthulhu Mythos +5, Diplomacy +10, Knowledge (anthropology) +10, Knowledge (biology) +9, Knowledge (history) +11, Knowledge (natural history) +9, Knowledge (occult) +14, Listen +12, Spot +6, Torture Animals and Humans +16

Feats: Cleave, Improved Initiative, Power Attack, Weapon Focus (grapple)

Spell: Contact Y'gonolac

Indefinite Insanity: Psychopath and Sadist.

Sanity Cost: 1/1D20 Sanity points to witness Wilbur transform into Y'gonolac; 1/1D10+1 Sanity points to see Y'gonolac; 1/1D6+1 Sanity points to witness Wilbur perform a torture.

Avatar form:

Wilbur Bromley, Avatar of Y'gonolac

Use statistics on page 41 of the d20 Call of Cthulhu Gamemaster's Pack.

Ref : 105-AQ-9328-11





The Avengers: Off-beat espionage in the Swinging Sixties, page 26



John Steed, Debonair man about town

6th-Level Male Offence Option; hp 42; Init +2 (Dex); AC 12 (+1 Def); Spd 30 ft.; Atk. +6 melee (1d6+1 sword cane) or +7 ranged; SV Fort +9, Ref +13, Will +10; SZ M; Str 12, Con 15, Wis 17, Dex 14, Int 17, Cha 13, San. 99.

Languages: English

Skills: Bluff +7, Disguise +4, Forensics +8, Knowledge (military) +8, Knowledge (natural history) +6, Knowledge (psychology) +8, Ride +8, Spot +2, Tradecraft +10, Wilderness Lore +10

Feats: Persuasive, Sharp-Eyed, Wealth, Weapon Proficiency (Melee Weapons)

Weapons: Sword cane, silenced handgun



Mrs. Emma Peel, Brilliant, independent but married

5th-Level Female Defence Option; hp 34; Init +4 (Dex); AC 14 (+3 Def); Spd 30 ft.; Atk. +3 melee (1d4+1 punch) or +6 ranged (1d8, .32 handgun); SV Fort +8, Ref +10, Will +5; SZ M; Str 13, Con 14, Wis 15, Dex 18, Int 16, Cha 17, San. 99.

Languages: English

Skills: Bluff +8, Craft (photography) +9, Disguise +6, Drive +8, Heal +4, Knowledge (art) +11, Knowledge (psychology) +8, Knowledge (zoology) +7, Pilot (aircraft) +8, Research +4, Ride +10

Feats: Martial Artist, Wealth, Weapon Proficiency (handgun)

Weapons: Small calibre handgun



Purdey, An adolescent fantasy

4th-Level Female Offence Option; hp 24; Init +4 (Dex); AC 14 (+0 Def); Spd 30 ft.; Atk. +5 melee (1d4+2 punch) or +7 ranged; SV Fort +6, Ref +11, Will +6; SZ M; Str 14, Con 15, Wis 15, Dex 18, Int 16, Cha 17, San. 99.

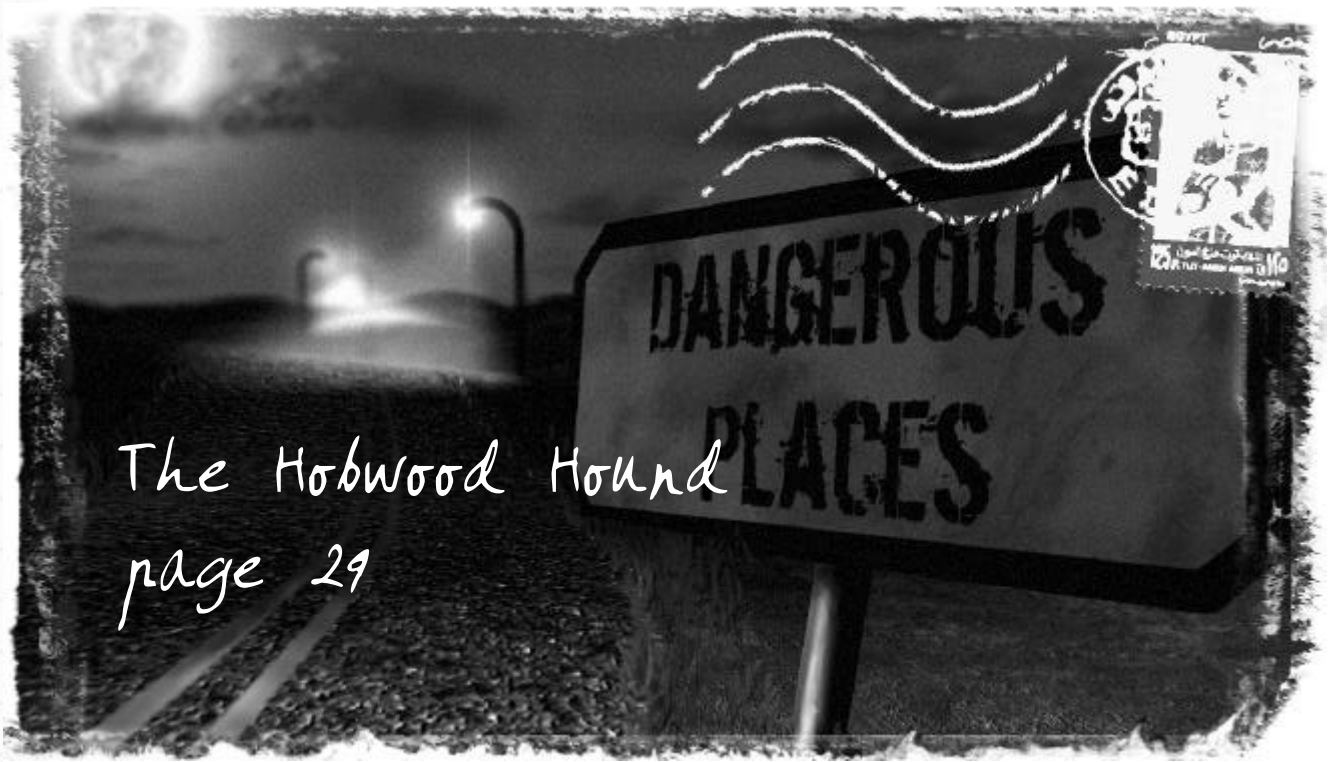
Languages: English, French +10, Russian +9

Skills: Bluff +9, Craft (photography) +7, Disguise +6, Drive +10, Heal +3, Knowledge (art[modern dance]) +6, Knowledge (psychology) +8, Knowledge (zoology) +7, Pilot (aircraft) +8, Pilot (boat) +8, Research +4, Ride +10

Feats: Dodge, Martial Artist, Mobility

Weapons: None, but has used handguns and shotguns when circumstances arise.





The Hobwood Hound
page 29

Use the Hound of Tindalos stats, page 173 of the d20 Cthulhu rulebook.





Perfidious Albion: PISCES operations in the United States, page 39



Colonel Robert Fellowes, PISCES ambassador, age 47

4th-Level Male Offence Option; hp 28; Init +1 (Dex); AC 11 (+0 Def); Spd 30 ft.; Atk. +5 melee (1d3+2 punch) or +4 ranged (1d10 FN HP35); SV Fort +7, Ref +5, Will +4; SZ M; Str 14, Con 10, Wis 11, Dex 12, Int 17, Cha 11, San. 50.

Languages: English, French +7

Skills: Computer Use +6, Cthulhu Mythos +1, Diplomacy +5, Gather Information +6, Knowledge (history) +6, Knowledge (law) +6, Knowledge (logistics) +7, Knowledge (military) +9, Knowledge (occult) +5, Knowledge (psychology) +10, Listen +2, Research +3, Sense Motive +6, Search +1, Wilderness Lore +1

Feats: Skill Emphasis (Gather Information), Trustworthy, Wealth

Weapons: FN-Browning HP35, Enfield L85A2



Major William Martin, The man from PISCES, age 35

13th-Level Male Offence Option; hp 85; Init +2 (Dex); AC 12 (+2 Def); Spd 30 ft.; Atk. +12/+7 melee (1d4+2 commando knife) or +12/+7 ranged (1d10 P228); SV Fort +13, Ref +13, Will +13; SZ M; Str 15, Con 15, Wis 10, Dex 15, Int 17, Cha 12, San. 49.

Languages: English, French +6, Mandarin Chinese +5, Russian +6

Skills: Climb +3, Cthulhu Mythos +2, Drive +5, Heal +1, Hide +4, Knowledge (military) +7, Listen +2, Move Silently +5, Pilot (boat) +4, Search +2, Swim +4, Tumble +5, Wilderness Lore +4

Feats: Alertness, Martial Artist, Point-Blank Shot, Sharp-Eyed, Weapon Proficiency (handgun), Weapon Proficiency (rifle)

Weapons: SIG-Sauer P228, Colt M16A2, Fairburn-Sykes commando knife, grenades



Dr. Alexander Blackwell, Unwitting MJ-12 scientist and Godot agent, age 51

6th-Level Male Defence Option; hp 26; Init +0; AC 10 (+3 Def); Spd 30 ft.; Atk. +4 melee (1d3+1 punch) or +3 ranged; SV Fort +8, Ref +5, Will +9; SZ M; Str 13, Con 11, Wis 12, Dex 10, Int 19, Cha 12, San. 60.

Languages: English, French +6, German +7

Skills: Computer Use +12, Diplomacy +3, Knowledge (astronomy) +8, Knowledge (chemistry) +10, Knowledge (physics) +14, Knowledge (psychology) +6, Repair +6, Research +11, Sense Motive +3,

Feats: Research Frenzy, Skill Emphasis (Physics), Skill Emphasis (Research), Wealth

Weapons: None



Paragon Foundation

Paragon Foundation Investigator

Computer Use [INT]

Craft (photography) [INT]

Heal [WIS]

Knowledge (occult) [INT]

Knowledge (psychology) [INT]

Listen [WIS]

Research [INT]

Choose two skills from the following:

Bluff [CHA]

Knowledge (forensics) [INT]

Knowledge (law) [INT]

Knowledge (pharmacy) [INT]

Move Silently [DEX]

Psychoanalysis [WIS]

Speak Other Language [INT]

+ three more of the player's choice

British Defence Staff

[Washington] (BDS[W]) Agency

Military Staff

Use appropriate template for each service arm

Civilian Staff

Computer Use [INT]

Diplomacy [CHA]

Knowledge (history) [INT]

Knowledge (psychology) [INT]

Research [INT]

Sense Motive [WIS]

Choose three skills from the following:

Knowledge (accounting) [INT]

Knowledge (electronics) [INT]

Knowledge (law) [INT]

Knowledge (military) [INT]

Knowledge (physics) [INT]

+ three more of the player's choice



Government Intelligence Section 19, page 51

Guy Pembleton, Hard man of the operation, age 51

9th-Level Male Offence Option; hp 36; Init +3 (-Dex, +Feat); AC 8 (+1 Def); Spd 30 ft.; Atk. +9/+4 melee (1d3+2 punch) or +5/+0 ranged (1d10 FN HP35); SV Fort +9, Ref +6, Will +9; SZ M; Str 15, Con 8, Wis 13, Dex 7, Int 16, Cha 7, San. 65.

Languages: English, German +7, Russian +8

Skills: Disguise +4, Knowledge (law) +7, Knowledge (psychology) +7, Move Silently +2, Psychoanalysis +3, Research +7, Search +3, Sense Motive +6, Tradecraft +8

Feats: Alertness, Improved Initiative, Persuasive, Weapon Focus (FN HP35), Weapon Proficiency (handgun)

Weapons: FN-Browning HP35

Charles Harcourt, Brains of the operation, age 47

5th-Level Male Defence Option; hp 22; Init -1 (Dex); AC 8 (+3 Def); Spd 30 ft.; Atk. +4 melee (1d3+2 punch) or +0 ranged; SV Fort +4, Ref +4, Will +4; SZ M; Str 14, Con 13, Wis 5, Dex 6, Int 20, Cha 8, San. 25.

Languages: English, Greek +12, Latin +10, Russian +10

Skills: Diplomacy +4, Knowledge (cryptography) +9, Knowledge (law) +13, Knowledge (psychology) +9, Psychoanalysis +3, Research +10, Tradecraft +9

Feats: Alertness, Cryptic Mind, Skill Emphasis (knowledge (psychology))

Weapons: None.





The Penhew-Carlyle Foundation, page 55

David Edward Miley, Cultis, age 59



6th-level Male Defence Option; hp 19; Init +0; Spd 30 ft.; AC 10 (+3 Def); Atk +2 melee or +3 ranged; SV Fort +4, Ref +2, Will+11; SZ M; Str 9, Dex 11, Con 8, Int 17, Wis 22, Cha 14, San. 0.

Languages: English, Arabic +8, Egyptian Hieroglyphs +6

Skills: Appraise +12, Bluff +13, Diplomacy +13, Forgery +7, Intimidate +13, Knowledge (archaeology) +9, Knowledge (history) +7, Listen +15, Sense Motive +15, Spellcraft +12, Spot +13

Feats: Persuasive, Toughness, Trustworthy, Wealth

Weapons: None, prefers to use Mind Blast.

Spells: Contact deity (Nyarlathotep), Mindblast, Sekhmenkenhep's Word, Shrivelling, Voice of Ra

Magic Items: 1. *The Twin Sceptres:* One with a hook, the other with an ankh. Crossing them in front of one's chest provides 1D20 points that can be substituted for characteristic points when spells are cast. The sceptres also add a +2 enhancement bonus to saves versus spells, and remove 1D10 points from any magical damage directed at the holder. These points last as long as the sceptres are crossed.

2. *The Mirror of Gal:* This artefact can be used to scry anywhere within 200 miles of London for 1 temporary point of Wisdom. Miley can also use it to make an attack, sacrificing 1 permanent Wisdom for every 1D8 damage inflicted. The damage appears to be a heart attack, but Miley is reluctant to use it due to the amount of Wisdom required for a successful death.

Anton Slaughter, Idiot Savant, age 39



5th-level Male Defence Option; hp 56; Init +2 (Dex); Spd 30 ft.; AC 12 (+3 Def); Atk +4 melee (1d6+2 wrench) or +4 ranged; SV Fort +10, Ref +6, Will+3; SZ M; Str 15, Dex 14, Con 22, Int 10, Wis 15, Cha 8, San. 0.

Languages: English

Skills: Climb +8, +Craft (electronics) +8, Disable Device +8, Hide +10, Knowledge (cryptography) +11*, Open Lock +6, Operate Heavy Machinery +10, Repair +12, Spot +10, Use Rope +6

* *Substitute for any Speak Other Language skill. If the roll succeeded but is within 9 points of the difficulty, Anton may have missed some nuance of meaning.*

Feats: Skill Emphasis (cryptography), Gearhead, Weapon Proficiency (Melee Weapons)

Weapons: Wrench



Martin Harris, Archaeologist & enforcer, age 31



5th-level Male Offence Option; hp 31, Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Def); Atk +7 melee (1d4 punch) or +5 ranged (1d10 Glock 17); SV Fort +3, Ref +5, Will+4; SZ M; Str 16, Dex 12, Con 14, Int 15, Wis 17, Cha 15, San. 0.

Languages: English, Arabic +7, Egyptian Hieroglyphs +5

Skills: Bluff +10, Disguise +6, Gather Information +10, Hide +8, Intimidate +10, Knowledge (archaeology) +10, Listen +8, Move Silently +6, Search +10, Sense Motive +11, Spot +11

Feats: Martial Artist, Weapon Proficiency (Pistol), Quick Draw.

Weapons: Glock 17

Spells: Mindblast

Tautet, Immortal priest, age 5000



7th-level Male Defence Option with Cult Sorcerer Template; hp 57, Init +8 (+Dex, +Feat); Spd 30 ft.; AC 15 (+1 Def); Atk +4 melee (1d6 cult club) or +7 ranged (weapon); SV Fort +6, Ref +9, Will +15; SZ M; Str 13, Dex 18, Con 19, Int 19, Wis 25, Cha 12, San. 0.

Languages: Ancient Egyptian, English +7, Arabic +9

Skills: Bluff +9, Diplomacy +11, Heal +12, Hide +22*, Knowledge (history) +12, Knowledge (archaeology) +12, Knowledge (occult) +11, Listen +15, Move Silently +14, Sleight of Hand +9, Spellcraft +14, Spot +17

** Includes +8 circumstance bonus to Hide.*

Feats: Track, Weapon Proficiency (Melee weapons), Improved Initiative, Dodge, Iron Will

Weapons: None.

Spells: Contact Deity (Nyarlathotep), Darkness, Summon/Bind Creature (Hunting Horror), Ward against Psychics

Special Abilities: Damage Reduction 10, Madman's Intuition, Enhanced Pineal Gland, Shadow Walk.

Shadow Walk: For 10 temporary Wisdom, Tautet can walk into any shadow of approximately his size, and exit through another within 100 yards. This process is taxing; Tautet's Strength, Constitution and Dexterity are halved for 10 minutes after he does this. Witnessing Tautet's ability costs 1/1D4 Sanity.



Investigator Templates, page 76

Environment Agency

Environment Protection Officer

Animal Empathy [Cha]
 Diplomacy [Cha]
 Gather Information [Cha]
 Knowledge (biology) [Int]
 Knowledge (chemistry) [Int]
 Knowledge (law) [Int]
 Knowledge (natural history) [Int]
 Search [Int]
 Sense Motive [Wis]
 + three more of the player's choice

National Laboratory Service Technician

Computer Use [Int]
 Craft (laboratory technician) [Int]
 Knowledge (biology) [Int]
 Knowledge (botany) [Int]
 Knowledge (chemistry) [Int]
 Knowledge (geology) [Int]
 Knowledge (zoology) [Int]
 Research [Int]
 Spot [Wis]
 + three more of the player's choice

Bhupinder Sankoli, Environment Agency inspector, age 29

6th-Level Male Defence Option; hp 32; Init +1 (Dex); AC 11 (+3 Def); Spd 30 ft.; Atk. +2 melee (1d3-1 punch) or +4 ranged; SV Fort +8, Ref +9, Will +8; SZ M; Str 9, Con 10, Wis 16, Dex 12, Int 18, Cha 17, San. 80.

Languages: Hindi, English +14

Skills: Animal Empathy +4, Diplomacy +6, Gather Information +8, Knowledge (biology) +9, Knowledge (chemistry) +11, Knowledge (law) +7, Knowledge (natural history) +6, Knowledge (zoology) +8, Search +3

Feats: Sharp-Eyed, Skill Emphasis (biology), Skill Emphasis (law), Trustworthy

Weapons: None

Serious Fraud Office

Financial Investigator

Appraise [Int]
 Bluff [Cha]
 Computer Use [Int]
 Diplomacy [Cha] or Intimidate [Cha]
 Knowledge (accounting) [Int]
 Knowledge (business) [Int]
 Knowledge (law) [Int]
 Research [Int]
 Search [Int]
 + three more of the player's choice

Forensic Computer Analyst

Computer Use [Int]
 Disable Device [Int]
 Knowledge (accounting) [Int]
 Knowledge (cryptography) [Int]
 Knowledge (electronics) [Int]
 Knowledge (mathematics) [Int]
 Repair [Int]
 Search [Int]
 Spot [Wis]
 + three more of the player's choice

Lawyer

Bluff [Cha]
 Diplomacy [Cha]
 Intimidate [Cha]
 Knowledge (accounting) [Int]
 Knowledge (business) [Int]
 Knowledge (law) [Int]
 Knowledge (psychology) [Int]
 Research [Int]
 Sense Motive [Wis]
 + three more of the player's choice

Police Officer

Bluff [Cha]
 Computer Use [Int]
 Diplomacy [Cha]
 Drive [Dex]
 Knowledge (accounting) [Int]
 Knowledge (law) [Int]
 Listen [Wis]
 Sense Motive [Wis]
 Search [Int]
 + three more of the player's choice



Alan Strong, Forensic computer analyst, age37

5th-Level Male Offence Option; hp 12; Init +0; AC 10 (+1 Def); Spd 30 ft.; Atk. +5 melee (1d4+1 punch) or +4 ranged; SV Fort +4, Ref +9, Will +6; SZ M; Str 13, Con 6, Wis 10, Dex 10, Int 20, Cha 14, San. 50.

Languages: English

Skills: Computer Use +15, Craft (photography) +7, Drive +3, Knowledge (accounting) +10, Knowledge (business) +11, Knowledge (cryptography) +11, Knowledge (electronics) +10, Knowledge (mathematics) +9, Listen +3, Research +8, Search +3, Tumble +2

Feats: Gearhead, Martial Artist, Skill Emphasis (knowledge (cryptography))

Weapons: None.

PISCES

Kilmaur Manor Archivist

- Computer Use [Int]
- Craft (librarian) [Int]
- Knowledge (folklore) [Int]
- Knowledge (history) [Int]
- Knowledge (occult) [Int]
- Knowledge (world literature) [Int]
- Research [Int]
- Speak Other Language [Int]
- Speak Other Language [Int]
- + three more of the player's choice

Magnia Researcher

- Computer Use [Int]
- Knowledge (occult) [Int]
- Research [Int]
- Spellcraft [Int]
- Choose five skills from the following:*
- Knowledge (alien science) [Int]
- Knowledge (astronomy) [Int]
- Knowledge (biology) [Int]
- Knowledge (botany) [Int]
- Knowledge (chemistry) [Int]
- Knowledge (cryptography) [Int]
- Knowledge (electronics) [Int]
- Knowledge (forensics) [Int]
- Knowledge (mathematics) [Int]
- Knowledge (medicine) [Int]
- Knowledge (pharmacy) [Int]
- Knowledge (physics) [Int]
- Knowledge (xenobiology) [Int]
- Knowledge (zoology) [Int]
- Psychoanalysis [Wis]
- + three more of the player's choice

Paranormal Organisation Recruiter

- Computer Use [Int]
- Craft (photography) [Int]
- Gather Information [Cha]
- Heal [Wis]
- Knowledge (occult) [Int]
- Knowledge (psychology) [Int]
- Listen [Wis]
- Psychoanalysis [Wis]
- Research [Int]
- + three more of the player's choice

PIA Investigator

- Clean [Wis]
- Drive [Dex]
- Interrogate [Cha]
- Intimidate [Cha]
- Knowledge (military) [Int]
- Listen [Wis]
- Move Silently [Dex]
- Search [Int]
- Tradecraft [Int]
- + three more of the player's choice

Suggested Feats: Martial Arts, Weapons Proficiency (handgun), Weapons Proficiency (heavy weapons), Weapons Proficiency (melee weapons), Weapons Proficiency (rifle), Weapons Proficiency (sub-machinegun), Weapons Proficiency (thrown weapons)

PISCES Operator

- Knowledge (law) [Int]
- Knowledge (occult) [Int]
- Knowledge (psychology) [Int]
- Search [Int]
- Tradecraft [Int]



Choose four skills from the following:

Clean [Wis]
 Computer Use
 Craft (photography) [Int]
 Drive [Dex]
 Knowledge (electronics) [Int]
 Listen [Wis]
 Move Silently [Dex]
 Pick Locks [Dex]
 Sleight of Hand [Dex]
 Speak Other Language [Int]
 Spot [Wis]
 + three more of the player's choice

SAS Detachment

Entry requirements: an SAS character has to have Str, Con and Dex stats at 12 or higher.

Climb [Str]
 Demolitions [Int]
 Drive [Dex]
 Intuit Direction [Wis]
 Jump [Str]
 Knowledge (military) [Int]
 Parachuting [Dex]
 Pilot (boat) [Dex]
 SCUBA [Con]
 Signals [Int]
 Swim [Str]
 Wilderness Lore [Wis]

Special: SAS detachment characters get an additional bonus feat of their choice in addition to the standard two feats at character creation.

Suggested Feats: Martial Arts, Weapons Proficiency (handgun), Weapons Proficiency (heavy weapons), Weapons Proficiency (melee weapons), Weapons Proficiency (rifle), Weapons Proficiency (sub-machinegun), Weapons Proficiency (thrown weapons)

Section H Researcher

Knowledge (anthropology) [Int]
 Knowledge (archaeology) [Int]
 Knowledge (history) [Int]
 Knowledge (occult) [Int]
 Knowledge (philosophy) [Int]
 Knowledge (religion) [Int]
 Research [Int]
 Speak Other Language [Int]
 Speak Other Language [Int]
 + three more of the player's choice

Seven Aerospace Admin Staff

Use 'White collar worker/businessman' page 13, d20 Cthulhu rulebook

Seven Aerospace Engineering Staff

Computer Use [Int]
 Disable Device [Int]
 Knowledge (aeronautics) [Int]
 Knowledge (alien science) [Int]
 Knowledge (electronics) [Int]
 Knowledge (mathematics) [Int]
 Knowledge (physics) [Int]
 Repair [Int]
 Research [Int]
 + three more of the player's choice

Talent

Choose any professional template but two of the player's choice of skills must be the Concentration [Con] and Psychic Focus [Wis] skills. Talents get an additional bonus psychic feat of their choice in addition to the standard two feats at character creation.

Talent Handler

Bluff [Cha]
 Diplomacy [Cha]
 Heal [Wis]
 Intimidate [Cha]
 Knowledge (anthropology) [Int]
 Knowledge (occult) [Int]
 Knowledge (psychology) [Int]
 Performance [Cha]
 Sense Motive [Wis]
 + three more of the player's choice



Andrea Steele, PISCES field agent, age 27

4th-Level Female Defence Option; hp 24; Init +0; AC 10 (+2 Def); Spd 30 ft.; Atk. +1 melee (1d3-1 punch) or +2 ranged (1d10 P228); SV Fort +6, Ref +6, Will +3; SZ M; Str 8, Con 11, Wis 11, Dex 11, Int 18, Cha 15, San. 55.

Languages: English

Skills: Bluff +3, Clean +9, Computer Use +6, Craft (photography) +8, Drive +2, Intuit Direction +2, Knowledge (law) +9, Knowledge (occult) +10, Knowledge (psychology) +7, Pick Locks +4, Spot +5, Tradecraft +10, Tumble +2

Feats: Alertness, Sharp-Eyed, Weapon Proficiency (handgun)

Weapons: SIG-Sauer P228

Royal Military Police

CP Specialist

Diplomacy [Cha]
 Drive [Dex]
 Heal [Wis]
 Intuit Direction [Wis]
 Knowledge (law) [Int]
 Knowledge (military) [Int]
 Search [Int]
 Spot [Wis]
 Tumble [Dex]
 + three more of the player's choice

Suggested feats: Martial Arts, Weapons Finesse (grapple), Weapons Proficiency (handgun), Weapons Proficiency (sub-machinegun)

Military Policeman

Craft (photography) [Int]
 Diplomacy [Cha]
 Drive [Dex]
 Heal [Wis]
 Intimidate [Cha]
 Intuit Direction [Wis]
 Knowledge (law) [Int]
 Sense Motive [Wis]
 + three more of the player's choice

SIB Investigator

Bluff [Cha]
 Craft (photography) [Int]
 Intimidate [Cha]
 Intuit Direction [Wis]
 Knowledge (forensics) [Int]
 Knowledge (law) [Int]
 Knowledge (psychology) [Int]
 Search [Int]
 Sense Motive [Wis]
 + three more of the player's choice

SIB SoCO

Computer Use [Int]
 Craft (photography) [Int]
 Knowledge (biology) [Int]
 Knowledge (chemistry) [Int]
 Knowledge (forensics) [Int]
 Knowledge (geology) [Int]
 Knowledge (pharmacy) [Int]
 Knowledge (physics) [Int]
 Search [Int]
 + three more of the player's choice



Lt. Jessica Marlowe, SIB investigator, age 23

3rd-Level Female Defence Option; hp 20; Init +1 (Dex); AC 11 (+2 Def); Spd 30 ft.; Atk. +1 melee (1d3 punch) or +2 ranged (1d10 FN HP35); SV Fort +4, Ref +6, Will +3; SZ M; Str 10, Con 11, Wis 13, Dex 13, Int 15, Cha 14, San. 65.

Languages: English

Skills: Bluff +7, Drive +3, Intimidate +5, Intuit Direction +4, Knowledge (forensics) +6, Knowledge (law) +8, Knowledge (military) +6, Knowledge (psychology) +7, Search +4

Feats: Martial Artist, Weapon Proficiency (handgun), Weapon Proficiency (rifle)

Weapons: FN-Browning HP35, Enfield L85A2

Irish Republican Army

Active Service Unit Operator

Demolitions [Int]

Drive [Dex]

Knowledge (history) [Int]

Knowledge (military) [Int]

Knowledge (psychology) [Int]

Move Silently [Dex]

Pick Locks {Dex}

Speak Irish [Int]

Spot [Wis]

+ three more of the player's choice

Stiophan MacGriolaish, Active service unit player, age 35

4th-Level Male Offence Option; hp 23; Init +1 (Dex); AC 11 (+0 Def); Spd 30 ft.; Atk. +4 melee (1d3+1 punch) or +4 ranged (1d10 .38 revolver); SV Fort +5, Ref +5, Will +7; SZ M; Str 12, Con 13, Wis 11, Dex 13, Int 15, Cha 12, San. 55.

Languages: English, Irish +8

Skills: Demolitions +3, Drive +7, Hide +3, Knowledge (history) +4, Knowledge (military) +4, Move Silently +5, Pick Locks +6, Spot +3, Tumble +3

Feats: Drive-By Attack, Weapon Focus (unarmed strike), Weapon Proficiency (handgun)

Weapons: Kalashnikov AK-47, S&W .38 revolver



Ulster Defence Association

UDA Operator

Demolitions [Int]

Drive [Dex]

Knowledge (history) [Int]

Knowledge (military) [Int]

Knowledge (psychology) [Int]

Move Silently [Dex]

Pick Locks [Dex]

Repair [Int]

Spot [Wis]

+ three more of the player's choice

Billy Covey, UDA member, age 28

3rd-Level Male Offence Option; hp 18; Init +2 (Dex); AC 12 (+0 Def); Spd 30 ft.; Atk. +5 melee (1d3+2 punch) or +5 ranged (1d10 .380 Browning); SV Fort +5, Ref +8, Will +4; SZ M; Str 14, Con 13, Wis 11, Dex 14, Int 14, Cha 13, San. 55.

Languages: English

Skills: Computer Use +5, Demolitions +7, Drive +6, Knowledge (history) +5, Knowledge (military) +3, Knowledge (psychology) +4, Operate Heavy Machinery +4, Move Silently +3, Repair +7, Spot +4, Swim +3

Feats: Cautious, Weapon Proficiency (handgun), Weapon Proficiency (Melee Weapons)

Weapons: Browning .380 pistol

New Skills, page 45

Alien Science (00%) = Knowledge (alien science) [Int]

Aeronautics (00%) = Knowledge (aeronautics) [Int]

Clean (00%) = Clean [Wis]

Interrogate (05%) = Interrogate [Cha]

Xenobiology (00%) = Knowledge (xenobiology) [Int]

Previously published skills (Delta Green & Delta Green: Countdown):

Forensics (00%) = Knowledge (forensics) [Int]

Military Science (00%) = Knowledge (military) [Int]

Parachuting (00%) = Parachuting [Dex]

SCUBA (00%) = SCUBA [Con]

Signals (05%) = Signals [Int]

Tradecraft (05%) = Tradecraft [Int]



The Strangers

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The Strangers

Small-size Humanoid (Lesser Independent race)

Hit Dice: 2D8 (9hp)

Initiative: +3 (Dex)

Speed: 30 ft.

Armour Class: 14 (+3 Dex, +1 size)

Attacks: 2 claws, Tok'l metal knife or axe

Damage: Claw 1D4+3, Axe or knife 1D6+3

Face/Reach: 5 ft. by 5 ft./5ft.

Special Qualities: Blindsight (Ex), Damage Reduction 2, Darkvision 60 ft., Intuit Direction (Ex)

Saves: Fort +1, Ref +2, Will +0

Abilities: Str 16, Dex 17, Con13, Int13, Wis 7, Cha 10

Skills: Hide +6, Listen +4, Move Silently +6, Spot (prey) +3, Wilderness Lore +5

Feats: Blind-fight, Track

CR: 1

Climate/Terrain: Subterranean caverns

Advancement: None.

Sanity Loss: 0/1D6

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This freely downloadable document contains all the NPC and Mythos monster statistics for d20 Call of Cthulhu, adapted from the classic BRP Call of Cthulhu examples to be found in issue #2 of The Black Seal, the magazine of modern horror gaming.

You need The Black Seal #2 to make full sense of the statistics presented here. The Black Seal #2 is available in all good UK games shops, online from The Outsider (<http://www.tccorp.com>) and Tradetalk (<http://www.tradetalk.de>). Alternatively The Black Seal #2 can be ordered direct from the publishers at <http://www.theblackseal.org>.