

PULP CTHULHU

Name **Cordelia Cavendish** Residence **Hollywood, CA**
Occupation **Dilettante** Birthplace **Salisbury, England**
Archetype **Thrill Seeker** Date of Birth **21 October 1895**



Characteristics

STR	60 / 30 / 12	SIZ	55 / 27 / 11	Hit Points	23 /
CON	60 / 30 / 12	POW	75 / 37 / 15	Magic Points	15 /
DEX	85 / 42 / 17	APP	74 / 36 / 14	Luck	65 /
INT	60 / 30 / 12	EDU	65 / 32 / 13	Sanity	75 / / 15

Max Sanity **96** Temporary Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

Skills

☐ Accounting (5%)	23 / 11 / 4	☐ Firearms (Handgun) (20%)	23 / 11 / 4	☐ Persuade (10%)	51 / 25 / 10
☐ Appraise (5%)	25 / 12 / 5	☐ Firearms (Rifle/Shotgun) (25%)	75 / 37 / 15	☐ <u> </u> (1%)	___ / ___ / ___
☐ Archaeology (1%)	___ / ___ / ___	☐ Firearms	___ / ___ / ___	☐ <i>Pilot</i>	___ / ___ / ___
☐ Acting (5%)	38 / 19 / 7	☐ First Aid (30%)	38 / 19 / 7	☐ Psychoanalysis (1%)	___ / ___ / ___
☐ <i>Art/Craft</i>		☐ History (5%)	15 / 7 / 3	☐ Psychology (10%)	57 / 28 / 11
☐ Dancing (5%)	20 / 10 / 5	☐ Intimidate (15%)	___ / ___ / ___	☐ Read Lips (1%)	___ / ___ / ___
☐ <i>Art/Craft</i>		☐ Jump (20%)	30 / 15 / 6	☐ Ride (5%)	35 / 17 / 7
☐ Charm (15%)	75 / 37 / 15	☐ French (1%)	21 / 10 / 4	☐ <u> </u> (1%)	___ / ___ / ___
☐ Climb (20%)	___ / ___ / ___	☐ <i>Language (Other)</i>	___ / ___ / ___	☐ <u> </u>	___ / ___ / ___
☐ Computer Use (0%)	___ / ___ / ___	☐ <u> </u> (1%)	___ / ___ / ___	☐ <u> </u>	___ / ___ / ___
☐ Credit Rating (0%)	80 / 40 / 16	☐ <i>Language (Other)</i>	___ / ___ / ___	☐ <u> </u>	___ / ___ / ___
☐ Cthulhu Mythos (0%)	3 / 0 / 0	☐ English (EDU)	___ / ___ / ___	☐ Sleight of Hand (10%)	___ / ___ / ___
☐ Demolitions (1%)	___ / ___ / ___	☐ <i>Language (Own)</i>	___ / ___ / ___	☐ Spot Hidden (25%)	70 / 35 / 15
☐ Disguise (5%)	72 / 36 / 14	☐ Law (5%)	___ / ___ / ___	☐ Stealth (20%)	55 / 27 / 11
☐ Diving (1%)	___ / ___ / ___	☐ Library Use (20%)	___ / ___ / ___	☐ <u> </u> (10%)	___ / ___ / ___
☐ Dodge (half DEX)	57 / 28 / 11	☐ Listen (20%)	40 / 20 / 8	☐ <i>Survival</i>	___ / ___ / ___
☐ Drive Auto (20%)	26 / 13 / 5	☐ Locksmith (1%)	___ / ___ / ___	☐ Swim (20%)	40 / 20 / 8
☐ Electrical Repair (10%)	___ / ___ / ___	☐ Mechanical Repair (10%)	___ / ___ / ___	☐ Throw (20%)	___ / ___ / ___
☐ Fast Talk (5%)	___ / ___ / ___	☐ Medicine (1%)	___ / ___ / ___	☐ Track (10%)	___ / ___ / ___
☐ Fighting (Brawl) (25%)	25 / 12 / 5	☐ Natural World (10%)	18 / 9 / 3	☐ <u> </u>	___ / ___ / ___
☐ <u> </u>	___ / ___ / ___	☐ Navigate (10%)	___ / ___ / ___	☐ <u> </u>	___ / ___ / ___
☐ Sword	56 / 28 / 11	☐ Occult (5%)	___ / ___ / ___	☐ <u> </u>	___ / ___ / ___
☐ <i>Fighting</i>				☐ <u> </u>	___ / ___ / ___

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	9
Brawl	25 / 12 / 5	1D3 + DB	1	Touch	-	-	Build	0
Knife, large	25 / 12 / 5	1D8 + DB	1	Touch	-	-	Dodge	52 / 26 / 10
Toledo Salamanca	56 / 28 / 11	1D8+1+DB	1	Touch	-	-	Damage Bonus	0
.303 Lee-Enfield	75 / 37 / 15	2D6+4	1	110 yds	10	100		

My Story

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

Backstory

Personal Description

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

Ideology & Beliefs

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

Significant People

Despite their differences, she truly loves her brother Rupert. She also has a close friend living in London called Victoria Southcliffe.

Meaningful Locations

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

Treasured Possessions

Travel wallet containing a photograph of her family in happy times, an old golden amulet given to her by her dearly departed mother.

Gear & Possessions

Handbag, wallet, makeup set, hairbrush
Playing cards, cigarettes, binoculars, hunting knife

Pulp Talents

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

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

Old Golden Amulet

The origins of the amulet are unknown, handed down the generations, its story faded. Handed down mother to daughter, it was said to contain a bit of the spirit and strength of the women who wore it before.

Effect – when the wearer is subject to an opposed POW roll, the amulet acts as a +10 POW to the dice roll.

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

Traits

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

Injuries & Scars

Scar on the neck from a kharisiri bite.

Phobias & Manias

Nothing serious.

Arcane Tomes & Spells

None.

Encounters with Strange Entities

Kharisiri.

Wealth

Spending Level \$ 50
Cash \$ 400
Assets \$ 40,000
Inheemse Units ▣