

PULP CTHULHU

Name **Mary O'Sullivan** Residence **Arkham, MA**
Occupation **Librarian** Birthplace **Boston, MA**
Archetype **Femme Fatale** Date of Birth **29 August 1887**



Characteristics

STR 40 / 20 / 8 **SIZ** 50 / 25 / 10 **Hit Points** 20 /
DEX 70 / 35 / 14 **POW** 104 / 52 / 20 **Magic Points** 20 /
CON 50 / 25 / 10 **APP** 60 / 30 / 12 **Luck** 45 / 52
INT 90 / 45 / 18 **EDU** 70 / 35 / 14 **Sanity** 60 / 56 / 12

Max Sanity 77 Temporary Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

Skills

☐ Accounting (5%)	40 / 20 / 8	☐ Firearms (Handgun) (20%)	75 / 37 / 15	☐ Persuade (10%)	50 / 25 / 10
☐ Appraise (5%)	___ / ___ / ___	☐ Firearms (Rifle/Shotgun) (25%)	___ / ___ / ___	☐ _____ (1%)	___ / ___ / ___
☐ Archaeology (1%)	___ / ___ / ___	☐ Firearms	___ / ___ / ___	☐ Psychoanalysis (1%)	___ / ___ / ___
☐ _____ (5%) <i>Art/Craft</i>	___ / ___ / ___	☐ First Aid (30%)	77 / 38 / 15	☐ Psychology (10%)	87 / 43 / 17
☐ _____	___ / ___ / ___	☐ History (5%)	81 / 40 / 16	☐ Read Lips (1%)	___ / ___ / ___
☐ Charm (15%)	84 / 42 / 16	☐ Intimidate (15%)	___ / ___ / ___	☐ Ride (5%)	___ / ___ / ___
☐ Climb (20%)	___ / ___ / ___	☐ Jump (20%)	___ / ___ / ___	☐ _____ (1%)	___ / ___ / ___
☐ Computer Use (0%)	___ / ___ / ___	☐ Latin (1%)	56 / 28 / 11	☐ _____	___ / ___ / ___
Credit Rating (0%)	40 / 20 / 8	☐ Mandarin Chinese (1%)	7 / 3 / 1	☐ _____	___ / ___ / ___
Cthulhu Mythos (0%)	22 / 10 / 4	☐ English (EDU)	70 / 35 / 14	☐ Sleight of Hand (10%)	___ / ___ / ___
☐ Demolitions (1%)	___ / ___ / ___	☐ Law (5%)	___ / ___ / ___	☐ Spot Hidden (25%)	78 / 39 / 15
☐ Disguise (5%)	___ / ___ / ___	☐ Library Use (20%)	72 / 36 / 14	☐ Stealth (20%)	40 / 20 / 8
☐ Diving (1%)	___ / ___ / ___	☐ Listen (20%)	65 / 32 / 13	☐ _____ (10%)	___ / ___ / ___
☐ Dodge (half DEX)	56 / 28 / 11	☐ Locksmith (1%)	10 / 5 / 2	☐ Swim (20%)	40 / 20 / 8
☐ Drive Auto (20%)	53 / 26 / 10	☐ Mech. Repair (10%)	___ / ___ / ___	☐ Throw (20%)	28 / 14 / 5
☐ Electrical Repair (10%)	___ / ___ / ___	☐ Medicine (1%)	___ / ___ / ___	☐ Track (10%)	___ / ___ / ___
☐ Fast Talk (5%)	___ / ___ / ___	☐ Natural World (10%)	11 / 5 / 2	☐ _____	___ / ___ / ___
☐ Fighting (Brawl) (25%)	62 / 31 / 12	☐ Navigate (10%)	16 / 8 / 3	☐ _____	___ / ___ / ___
☐ _____ <i>Fighting</i>	___ / ___ / ___	☐ Occult (5%)	76 / 38 / 15	☐ _____	___ / ___ / ___

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	8
Brawl	56 / 28 / 11	1D3	1	-	-	-	Build	0
Knife, small	56 / 28 / 11	1D4	1	-	-	-	Dodge	56 / 28 / 11
.38 automatic	75 / 37 / 15	1D10	1 (3)	15 yds	8	99	Damage Bonus	0

Mary's Story

Mary was born in Boston, the daughter of Catholic Irish immigrants who left for the United States during the Great Famine. She grew up near the Boston harbor, where her father worked as a dockworker. When she was 14, her house was destroyed by a fire of which the cause was never discovered. Her parents both died in the blaze and Mary lost her right hand and part of her forearm as a result of serious burn injuries she sustained.

Mary, now an orphan, left Boston to live with an aunt and uncle of hers in Arkham. After finishing high school, she managed to obtain a history scholarship at Miskatonic University. She became an avid reader and spent many nights at the university library. In order to generate some

extra needed income, she got a job there as a library assistant. After graduation, she applied for and was granted a promotion, becoming one of the university's chief librarians. She's worked in this position ever since.

Having a passion for books doesn't mean that Mary leads a boring social life. She enjoys hanging out with friends and colleagues after work. She knows a few speakeasies in town, where she frequently goes for a drink after work hours. Her favorite is the Bell Café.

Mary's appearance rarely goes unnoticed, her fiery red curls, eyepatch and split hook prosthesis drawing people's eye wherever she goes.

Backstory

Personal Description

History scholar working at Orne Library at Miskatonic University. Serious about her work but enjoys winding down with friends and colleagues. Believes good comes to those that do good.

Ideology & Beliefs

Raised a Catholic and still attends church every Sunday. Doesn't take everything in the Bible literally but tries to live according to the tenets of the faith.

Significant People

Aunt Katy & uncle Eamon, Arkham Historical Society, Miskatonic university & library colleagues, Arkham bookseller

Meaningful Locations

Small apartment in downtown Arkham, Miskatonic university & library, Bell Café.

Treasured Possessions

Silver O'Sullivan family crest signet ring, prosthetic arm

Traits

Fiercely independent, loves sidecar cocktails.

Injuries & Scars

Lower right arm amputation due to fire in her teens.
Left eye plucked out by a Living Hand.

Phobias & Manias

Slightly pyrophobic (but does smoke, of course).

Arcane Tomes & Spells

Tomes: Megapolisomancy: A New Science of Cities
Spells: shriveling (deeper magic version), call paramental, dominate, finger of dread, minor accursed eye

Encounters with Strange Entities

Lots by now.

Gear & Possessions

Fort Model T, ammo (100), flashlight
Ibnhotep's Scarab Amulet
Europe travel guide, dictionary (French)
Cigarettes, lighter

Wealth

Spending Level \$ 10
Cash \$ 80
Assets \$ 2000

Pulp Talents

Smooth Talker – gain a bonus die to Charm rolls.

Hardened – ignores Sanity point loss from attacking other humans, viewing horrific injuries, or the deceased.

Resilient – may spend Luck points to shrug-off points of Sanity loss, on a one-for-one basis.

Additional years natural lifespan: 54