

General Hospital

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**BRP STATS FOR THE ADVENTURE PUBLISHED IN ISSUE ONE OF THE
UNBOUND BOOK (OCTOBER 2003)**

THE UNBOUND BOOK

Introduction

General Hospital is short adventure designed for 2 or more Investigators.

Being quite short it should be completed in one session and allows the Investigators to face a different type of adversary.

Notes on Layout

As the original adventure was designed to be played using D20 rules published by Wizards of the Coast the following Skill rolls, NPC stats and Spells have been converted for use with the BRP Rule set.

Skill Difficulties

Skill difficulties for the BRP system have been presented using a short description of the events followed by the appropriate Skill or Stat roll.

Example: Gaining further information from the man requires a **Fast talk** roll.

NPC/Adversaries Stats

The standard BRP format has been used to describe the main NPCs and Adversaries.

For Example:

George Brown - Butler and Killer

Sex: M *Age:* 42

STR: 14 DEX: 11 APP: 12 CON: 14 SIZ: 16 INT: 13
POW: 8 EDU: 14 HP: 15 Sanity: 58 Damage Bonus: +1D4

Skills: Listen 60%, Dodge 40%, Hide 25%, Natural History 20%, Grind Teeth 25%, Cook 45%

Weapons: Meat Cleaver 60%, damage 1D6+1+1D4.

Sanity Loss

As the Sanity Rules in both the d20 and the original BRP versions of Call of Cthulhu are the same, it is recommended that the Sanity gains/losses listed in the adventure remain as published.

Finally...

We hope that you enjoy these adventures, regardless of system you choose to run it in.

If you have any questions or queries about any of these rules please feel free to contact The Unbound Book at <http://www.unboundbook.org/contact.htm>.

Regards,

The Editor

Skill Difficulties

The following skill difficulties replace those in the original adventure. At all times it is advised that the GM adapts these difficulties to suit his or her individual party members.

Farm Truck

A quick examination reveals that Gideon is very pale and his breathing is shallow. A First Aid roll reveals that Gideon is unconscious, while a successful Medicine roll reveals that he is actually in a coma. Elwood Barber is also looking a little ashen and pale, but with all the excitement, a successful ½ (half) Spot Hidden roll is required to notice.

Arriving at the Hospital

During this time, Elwood Barber is starting to feel woozier and Investigators will notice his ungainly nature with a successful ½ (half) Spot Hidden roll.

After taking care of Elwood, Estelle will tell the party she is going to get the Doctor and admittance forms for Father Gideon. As she leaves, any of the party remaining with the Priest, should make a Listen roll.

Elwood's Room

When the party enters Elwood's room, something doesn't feel right. Players with a POW of 15 or more should make a Sanity roll. A player that passes this will feel strangely cold in the room.

Meanwhile any Investigator that makes a successful Listen roll will hear the faint sound of dripping from somewhere in the room.

Even a cursory examination of Elwood shows that he is bleeding heavily from a small incision on the left side of his chest. A successful First Aid roll or ½ (half) Spot Hidden will reveal that the wound on Elwood's body is some sort of surgical incision.

If any of the Investigators look around the room, a successful Spot Hidden notices a bloodstain on the floor next to the bed.

The Doctor Arrives

As the group leaves Room 10, each should make a Spot Hidden roll. Those who succeed think they see something in Room 9, but again nothing is there when they look closer.

Meet the Sheriff

Investigators still listening to the Sheriff and the Nurse should make a Spot Hidden. Those who succeed see Dr. Cleave start and an odd reaction cross his face.

Room Four

A successful First Aid or ½ (half) Spot Hidden will reveal that the wound on Mrs. Dahl's body is a surgical incision, while with a successful Spot Hidden roll, a bloodstain can be found on the floor next to the bed.

Investigating the Hospital

Business Office

Second Desk

A successful Spot Hidden roll will reveal that the corner of an old newspaper is sticking out of the left side drawer of the second desk.

Doctor's Office 1

Filing Cabinet

While a subsequent successful Spot Hidden roll will uncover a clipping from another event – the disappearance of Dr. Cleave's sister, Sissy, fifty-odd years previously (see General Hospital Handout 5).

Potted Plant

A thorough search or a successful Spot Hidden roll will reveal that one of the plants can easily be removed from its pot. Under the plant is Dr. Cleave's Journal (see General Hospital Handout 6).

Pharmacy

The door to the pharmacy is locked, but is not difficult to pick with a successful Locksmith roll.

A successful Spot Hidden roll will reveal that a number of the prescription sleeping pill packets are empty. These have been taken by Dr. Cleave to help him sleep.

Operating Theater B

With a successful Listen roll from Investigators entering this theater, the faint sounds of an operation can be heard. The noise is distant, but voices can be plainly distinguished and identified as those of Dr. Cleave and Nurse Todd.

With a successful Spot Hidden roll, a small bloodstain can be seen on the floor at the head of the operating table. An Investigator with a POW of 15 or more will get the impression that something very wrong happened in this room.

Room Nine

This is the room in which Elvis Green died and is currently empty. However on a successful Listen roll, the faint sounds of raspy and pained breathing can be heard and then with a successful Spot Hidden roll, a small bloodstain can be found on the floor at the foot of the bed.

Any Investigator with a POW of 15 or more will get the impression that the room is occupied by a non-corporeal force.

Adversaries and NPCs

Dr. Adam Cleave – Doctor and Killer

Sex: M Age: 45

STR: 11 DEX: 13 APP: 15 CON: 8 SIZ: 12 INT: 17
POW: 16 EDU: 20 HP: 15 Sanity: 50 Damage Bonus: nil

Skills: Bargain 75%, Chemistry 65%, Credit Rating 50%, Dodge 30%, Fast Talk 50%, First Aid 65%, Hide 40%, Library Use 60%, Listen 40%, Medicine 65%, Pharmacy 60%, Spot Hidden 70%

Weapons:

Scalpel 70%, damage 1D4.

Hypodermic Syringe 50%, damage nil*.

.38 Revolver 40%, damage 1D10

* = impale result enters vital organ or releases POT 16 poison.

Sheriff Tiberius "T" Carter- The Law

Sex: M Age: 54

STR: 14 DEX: 9 APP: 15 CON: 14 SIZ: 14 INT: 14
POW: 14 EDU: 15 HP: 15 Sanity: 70 Damage Bonus: +1D4

Skills: Bargain 65%, Climb 55%, Credit Rating 50%, Dodge 30%, Drive Automobile 35%, Fast Talk 70%, Law 50%, Jump 50%, Library Use 40%, Listen 55%, Persuade 60%, Sneak 25%, Spot Hidden 50%

Weapons:

Fist 65%, damage 1D4 + db

.45 Revolver 70%, damage 1D10+2

Elvis Green – Vengeful Spirit

STR: 16 DEX: 13 APP: 12 CON: - SIZ: 12 INT: 9 POW: 14
EDU: - HP: 15 Sanity: - Damage Bonus: +1D4

Weapons:

Fist 35%, damage 1D4 + db*

* = Elvis has a Corrupting Touch, which he uses to kill his victims. When Elvis successfully hits (or touches a victim) match the target's POW versus Elvis's POW on the Resistance Table. If Elvis overcomes the target POW then they lose 3 POW. This loss is temporary only and all POW returns after 24 hours – unless the victim's POW is reduced to zero in which case their body goes into massive shock and results in a painful death.