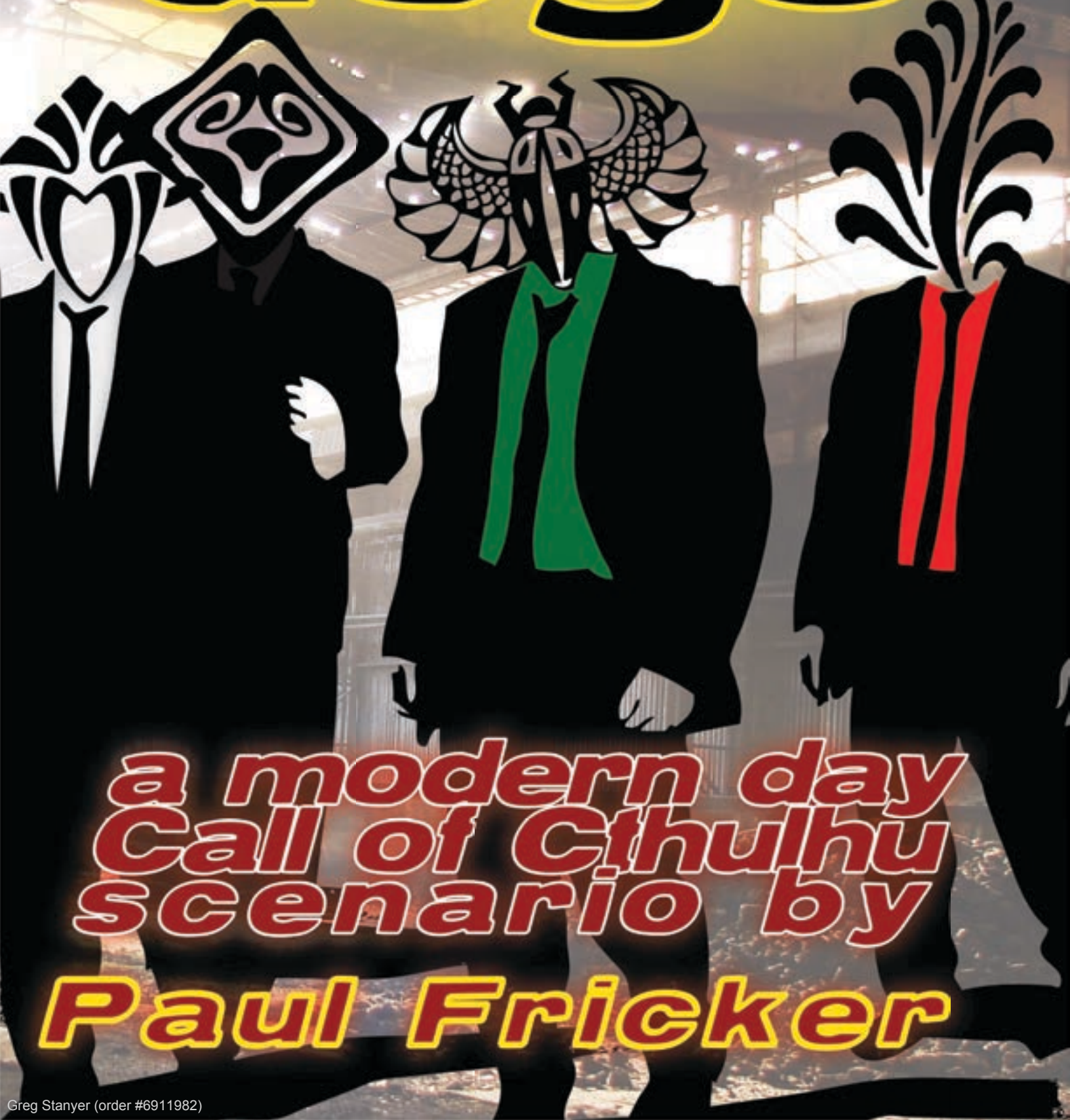# dockside dogs

a modern day Call of Cthulhu scenario by

Paul Fricker

This was supposed to be a simple heist

A group of well-dressed criminals arrive at a warehouse to rendezvous after pulling off an extraordinary crime.

They know each other only by their pseudonyms — Mister Black, Mister Red, Mister Green, Mister Purple, Mister Beige, Mister Silver, Mister Grey.

The plan is simply to sit tight until midnight when someone will arrive to ferry them — and the loot — across the bay to make a final delivery to the boss.

Sounds easy, right?

But things take a turn for the weird; strange things happen in and around the warehouse. Things which make the criminals doubt the allegiances of the compatriots, their own sanity, and ultimately the very nature of reality.

It is going to be a long wait for the ferryman.

Dockside Dogs is a one-shot scenario for *Call of Cthulhu*. Four to six players take on the roles of the well-dressed criminals, hoping against all odds that they will make it through the night.

All proceeds from the sale of this scenario will go towards Cancer Research courtesy of the Relay for Life UK charity

RELAY FOR LIFE

dockside dogs

A Modern-day Scenario for Call of Cthulhu

by Paul Fricker

"A cop sleeps inside each one of us. We must kill him."
— **Graffiti, France 1968**

Thank you for buying this scenario.

All money generated by sales of this PDF are going to the Relay for Life charity, raising money for Cancer Research.

If you come by this scenario by other means then please consider making a charitable donation.

I'd like to dedicate this scenario to my father, Henry Alec Fricker, who passed away at his home this morning, 19th May 2012.

Paul Fricker

CLEAR CREDIT

Call of Cthulhu is Chaosium's classic roleplaying game of Lovecraftian horror in which ordinary people are confronted by the terrifying and alien forces of the Cthulhu Mythos. A free copy of the *Call of Cthulhu* Quickstart rules can be downloaded from the Chaosium website: www.chaosium.com

Introduction

This is a one-off scenario for three to six players. This scenario is clearly influenced by a certain film, in which the characters argue about their pseudonyms and the boss tells them that he has people on another job. That is the starting premise for this scenario: another bunch of well-dressed criminals arrive at a warehouse having just committed a robbery.

All is not as it seems, however:

- The warehouse seems to be haunted.
- The stolen loot is of a curious (perhaps occult) nature.
- Unbeknownst to the players, all the player characters have the same real name.
- An NPC disappears and some members of the group fail to remember he ever existed.

There are multiple levels of reality in this game. In the game's real world setting, a writer by the name of Robert Meldrum is reading a film script. The script is having a strange effect on Robert, who is externalising the characters within the play, lending them a level of reality. It is this reality that the players inhabit. Ultimately Robert Meldrum will be invited to the alien world of Carcosa, an other-dimensional realm associated with artists and decadence.

Robert Meldrum

Robert Meldrum is an actor and filmmaker. He lives with his cat in a third-floor apartment. His agent recently passed him a copy of a play or film script titled 'Dockside Dogs', which he is now reading. The manuscript tells the story of this scenario as played by your players, with the opening scene being that of the player characters arriving at the warehouse. The words your players' characters speak will form the dialogue of the play; their actions become stage directions.

An overview of the scenario and advice on running it

Our story starts at the warehouse and the heist is not played out. Inform the players that the player characters have been instructed to stay in the warehouse from arrival on Friday afternoon until midnight when a man is due to collect them and take them in a boat across the bay to meet the boss. Of course whether they stay or not is up to them.

Carcosa and the King in Yellow

The King in Yellow and Carcosa are fictional creations of Robert W. Chambers. Whilst they have become associated with the Cthulhu Mythos, H.P. Lovecraft made only oblique references to them in his works. No knowledge of the King in Yellow stories is required to run this scenario beyond that which is given below. You are free to reinterpret and elaborate on the material as you wish.

The original King in Yellow was a nineteenth-century French play that was rarely, if ever, performed, and was reputedly associated with insanity and death. In this scenario, the manuscript entitled 'Dockside Dogs' is analogous to the play 'The King in Yellow'; a modern-day version, if you like.

Carcosa is a strange and dreamlike city, not of this Earth; a haven for decadent artists of all kinds. Carcosa may be the ultimate destination for some characters in this scenario. It will not be explored and need only be loosely described in the final scene.

The character of the King in Yellow is an enigmatic figure, sometimes of dread, other times held in reverence, and is intimately bound up with the legends of Carcosa. He does not feature in person in the play, but will be alluded to as residing in Carcosa.

Some of the scenes must come in order; others can come out of sequence or not at all. Begin with the **Opening Scene**, in which the player characters arrive at the warehouse. Take time to paint a picture of the place, tell them someone's already injured, then play out **Flashback Number One** to see who it was that arrived already wounded at the warehouse.

After the first flashback the direction of play falls into the players' hands. If your players are proactive, you may allow them to take the lead and interject when you wish to alter the pace of play. If your players are passive you are advised to use any of the following scenes to create drama and friction between the player characters. Whilst the player characters are all part of a group, the group is not the usual cohesive party, but a criminal gang sitting on a pile of loot. Tensions are likely to be high and you should stoke the flames of paranoia and suspicion among the players to create excitement and drama. It is quite likely in this game that one player character will kill another.

The scenes listed below do not have to come in strict order, but are likely to follow this sequence:

- **Random Events (for use in various scenes)**
- **Apparitions (for use in various scenes)**
- **The treasure in the van**
- **The vanishing Mr Grey**
- **Cop in the boot**
- **Flashback Number Two: Planning the heist**
- **Graffiti**
- **Meldrum**
- **Endgame**
- **Epilogues**

If the players decide to leave the warehouse before the end of the game you'll have to be creative. There's no reason to railroad the players in to staying at the warehouse, but the game is set up with the expectation of them staying there.

The game features two flashbacks. Whatever happens, events in the flashbacks will not prevent the characters arriving (in one piece) with the loot at the warehouse. The flashbacks are intended to break up the story and provide colour.

Ultimately a boatman will arrive and offer them passage across the water, but it will be a lake, not a sea. The light on the distant shore is not a lighthouse. This is a journey from which there is no return. An audience with the King who sits in his golden hall awaits those who choose to sail.

Note that where the text refers to Robert, it is referring to the Robert Meldrum in his apartment reading the script. When referring to player characters, their colour name will be used.

Beginning the game: Opening scene

When you give out the character sheets tell the players to read them thoroughly and to keep the information on their background sheets hidden as some of it is personal to them. Stress the need to play up their motivations and personalities as this is an important element of this game. Also state that what took place at the heist is largely up to the players; what they say took place is what happened, and you should step in only if they go way off the mark.

Picture an empty warehouse standing anonymously amongst a row of similar buildings. Sea winds ruffle seagulls' feathers as they cry and stalk along the dockside. The sea laps against barnacled concrete and crumbling wooden piers. A blue sky meets the sea. A stretch of land can be seen on the other side of the bay. The rusting carcasses of several boats are moored along the quay. The sound of a vehicle approaching can be heard. A van arrives together with one car (the second car will follow shortly).

Mr Beige arrives in his own car, with cop secreted in the trunk. Some more player characters turn up along with Mr Grey (an NPC) in the van. Let the characters settle in. Lay out the map of the warehouse and ask them where they park their vehicles. Record the location of the vehicles on the map.

Van: Mr Purple, Mr Silver and Mr Grey
Car 1: Mr Beige (cop secreted in trunk)

The warehouse is mostly empty. There is a large roller door at the front through which they enter. There are other rooms in the warehouse, offices, toilets, a gantry, but essentially it's a big room. Feel free to insert whatever abandoned junk you wish, perhaps the shell of an old car beneath a sheet, empty crate, piles of old pallets, etc. There is a small door beside the roller door. There is also a fire exit at the rear.

The warehouse is situated at the docks and from the gantry one can look through a grimy window and see the sea, and in the distance, the other side of the bay. At night a flashing light can be seen in the distance; perhaps a lighthouse on the far shore, or a ship.

Inside the warehouse, supplies have been laid down. Cans of beer and soft drinks, food, a radio, deck of cards and whatever else the keeper wants to throw in.

Explain the prior agreement to stay at the warehouse until midnight, by which time a man will come and ferry them across the bay to meet the boss. Once there, they are to deliver the loot and get paid. At least that was the plan.
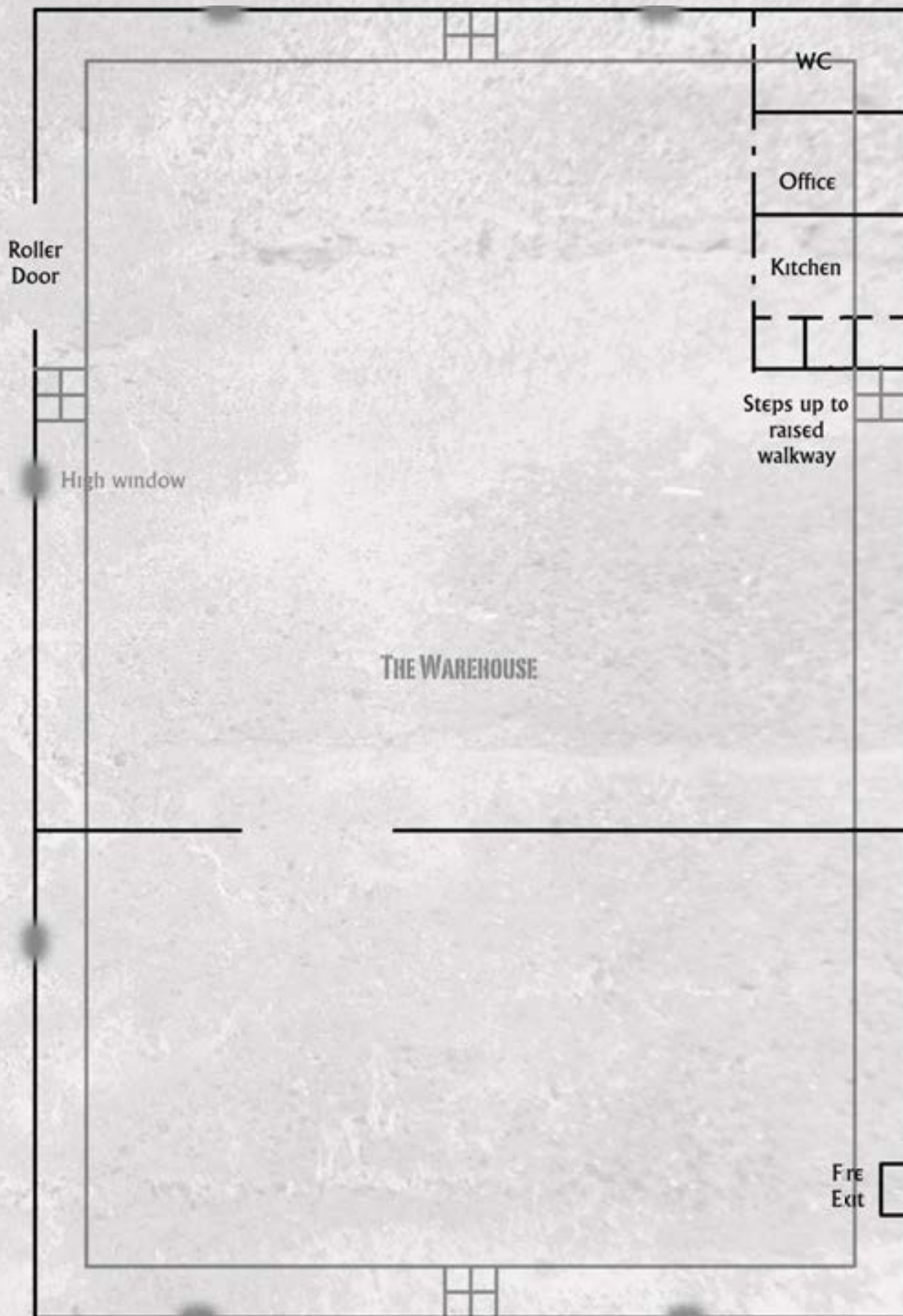
Now Mr Green, Mr Red and Mr. Black turn up — announce that one of them is wounded and bleeding over the back seat (we'll find out who in *Flashback Number One*).

Car 2: Mr Green, Mr Red and Mr Black (one of whom is wounded)

WC

Office

Kitchen

Roller
Door

Steps up to
raised
walkway

High window

THE WAREHOUSE

F re
Exit

Scene: Flashback Number One: The Escape

(feat. Mr Green, Mr Red and Mr Black)

Framing the scene

Mr Red just saved Mr Black's life on this job. It's on their background sheets. Ask the players, "So what happened to the three of you that led to Mr Red saving Mr Black's life?"

Ask all players involved to roll percentage dice. This is the order in which they are targeted by gunfire, with the highest roll going first. The chance of a player character getting hit is 10% on the first shot, increasing by 10% each time until one of them is shot, taking 1d6 damage (it is not a serious wound). Once this has happened they manage to escape without further harm.

Here's an example of how this scene it might go:

Green and Red are driving away from the job when they see Black on foot, pinned down by two cops behind some bins in a back alley. Green and Red come to the rescue, but who gets hit? Give them free rein from here on in, but if they don't attempt to save Black then he still gets to the warehouse somehow.

What's at stake?

What is at stake here is which one of the player characters gets injured. Tell the players at the outset that one of them is already wounded as they arrive at the warehouse. The backseat of the car is covered in blood. The intention is for the players to have fun describing the scene and the cool stuff their characters do, without much need for rules. If they try something really difficult, such as some trick driving, put it to them that they can try it but if they fail they'll wreck the car and have to steal another — do they still want to try it? Don't call for too many dice rolls, remember this is a flashback to a gunfight with the cops; you can't strictly game it in the regular way or you may end up with three dead player characters. Once one player character is wounded somehow, just let the players narrate how they gunned or drove their way out (without the need for further dice rolls).

First aid can be administered at the warehouse. The player with the wounded character should be assured that they are not debilitated by the wound and whilst they should remember that they have been shot, it should not impede their actions in the game.

Scenes: Random Events

These minor events can be inserted whenever you wish:

- The sound of sirens can be heard outside — are the cops closing in?
- The electricity supply to the warehouse fails.
- Street kids or homeless people start snooping around.
- Plot errors in the script that Robert is reading. Perhaps a dead person turns up for a line or two. The loot might change. The position of a window might be altered.
- Consider the continuity errors that might plague a real film. Use this as license to move the time on a few hours if you wish.

Scenes: Apparitions

As Robert Meldrum reads the manuscript of Dockside Dogs alone in his room, he identifies with each of the characters, and will find his mind wandering from the script as he idly daydreams of talking to each of them. The characters in the manuscript are the player characters. Robert's daydreams impinge upon the scenario in the form of 'apparitions'. These aspects are snapshots of different stages of Robert's life, a kind of seven ages of man idea.

Vary the feel of these encounters. Some should be outright haunting, with blood on the walls, screaming and horror, the figure becoming a zombie-like beast. Others can be benign, simply a baffled character wandering and lost. It may not be necessary to use all seven apparitions, and certainly not in order.

How they are played is up to you; if you prefer them subtle, ghostly and enigmatic go for that, if you prefer brutal, visceral and in your face then that's fine too.

At some point throw in a reference to two sets of shadows or twin beams of light coming through the windows (Carcosa has two suns). This needn't be constant, but adds to the atmosphere. Throw in sanity checks as you feel appropriate. Anyone seeing more than one apparition and making an Idea roll will realise that these are the same person, or if the player asks if they appear to be related, tell them so.

When presenting apparitions, try to split the players. When one player character goes off alone, to the bathroom or to explore, take the player to one side and hit them with an apparition. When the player rejoins the group, allow that player to explain or not as they choose.

One of the apparitions could appear in the back of the van and could even be rooting through the loot. Another could be lurking in a bathroom cubicle. Another might be in the kitchen or among the debris.

- **The baby:** just the sound of a baby crying somewhere, perhaps a baby in a cradle, perhaps crawling around, maybe a toddler with a real gun.

- **The child:** playing with a toy boat. The boat is a small sailboat with people in it. If inspected carefully (Spot Hidden roll) the figures in boat look like the player characters, an extra one is dressed in yellow fishing waterproofs. A reference to the final scene of the game.

- **The adolescent:** angry teenager tries to scare the player characters, screaming at them asking, "Will you go?" (Will they go across the lake?)

- **The young man:** reading 'The Lord of the Rings'. Specifically a section which tells of the elves going across the sea to the western lands never to return, alluding to their possible one-way trip to Carcosa.

- **The middle aged man:** reading 'The Great Gatsby' by F. Scott Fitzgerald, in which the characters are looking across the bay. The man is reading aloud:

  "I could have sworn he was trembling. Involuntarily I glanced seaward – and distinguished nothing except a single yellow light, minute and far way, that might have been the end of a dock. When I looked once more for Gatsby he had vanished, and I was alone again in the unquiet darkness."

  The title of the book may change to 'Dockside Dogs'.

- **The old man:** grey haired and infirm, perhaps sitting in an old armchair, he peers with misty eyes asking, "Did you go?" (Did they cross the lake?)

- **The dying man:** cloudy-eyed and wheezing with a death-rattle. He will ask anyone nearby to place two coins on his eyes to pay the ferryman. If the player character agrees the old man will hold out his hand to them, giving them two French gold 20 franc coins known as 'Angels', dated 1895 (the year of the publication of Chambers' King in Yellow). He will then collapse, dead.

- **The cat:** in addition to the above apparitions, Meldrum's cat may appear, or the sound of meowing might be heard.

Scene: The treasure in the van

The van, white and unmarked, contains four metal chests, each of which is locked. They are heavy, but no one yet knows what they contain. The player characters hope the boxes contain a collection of precious jewellery. The locks can be picked or the boxes can be levered open with appropriate dice rolls. This should be a challenge but by no means impossible. If they do get the crates open they find well-packed, fine gold jewellery, tiaras, necklaces, large pearls and gold.

The intention here is to mislead players. The proximity of the sea and presence of curiously-fashioned gold tiaras may lead some to suspect the presence of sea monsters, such as Deep Ones.

It is quite likely that no one will wish to open the loot at this point in the game. There is no need to push it; allow it to play on their minds and bring it up later.

Scene: The vanishing Mr Grey

Mr Grey is present at the heist but not before, though the players will not be aware of this. He will not appear in Flashback Number Two. He has a notebook which he occasionally checks or writes in. Partway through the game, after a couple of scenes, Grey asks for a quiet chat with either:

- the player character who has lost most sanity points
- the player who has said the least

Allow the two of them to wander off together. Take the player to one side to do this scene, out of earshot of the other players. Other player characters may choose to follow or spy on Grey and the chosen player character if they are aware of what is happening.

Grey will talk with the chosen player character briefly — a few enigmatic words about life and work — then give his notebook to the player character. A prop notebook would be useful at this point. It doesn't need to contain writing, but a physical representation of the item will allow everyone to be clear who is holding it at any given moment. If the notebook is opened by the player character to whom it was given, the book, entitled 'Dockside Dogs', contains everything that has happened in the game so far, and as people speak or act their words and actions appear on the page. It is all written in the form of a play script, with dialogue and stage instructions (Sanity roll 1/1D6). Grey then leaves. In fact he will vanish altogether, though the chosen player will not realise this.

Leave the chosen player away from the main group and return to the other players. Explain that they have no memory whatsoever of a Mr Grey; it is as if he never existed. Tell them that Mr Grey is simply a product of the chosen player character's insanity. Make it clear to the players that it is not that their characters have forgotten Mr Grey, but that he never even existed. Tell them that the deluded player character has been muttering to himself and making notes in a small book from time to time.

Now invite the chosen player with the notebook to re-enter. Sit back and allow the players to do the talking. If the chosen player character is tight-lipped, allow the other players' characters to see the book he is concealing and to observe his distress. The intent here is to instil a sense of madness and paranoia. Impossible things are happening; whose memory is correct? Was Grey real?

If anyone spied on Mr Grey giving the book to the chosen player character, they too can read the book, but have no memory of Mr Grey. To anyone else it appears to be a mess of scribbles and smudges, with some intelligible words that make no sense. As the game progresses and sanity is lost the words will become more legible to all.

If anyone insists on being present while the book is handed over by Mr Grey to the chosen player character, treat them in the same manner as the chosen player character (they also remember Mr Grey).

Scene: Cop in the boot

Unless Mr Beige takes action to prevent it, the cop will be heard banging around in the boot of his car at an opportune moment. He is beaten up and has no gun. He may recognise two of the player characters:

- Mr Green (his brother-in-law); the cop didn't realise he was a criminal and probably won't be too pleased about it. He may be too frightened to make the relationship public knowledge.

- Mr Silver (a fellow cop); the cop will do what he can to protect Silver's identity, but he is soft, fleshy and fallible.

Whether he divulges any of this, or gives false information, depends on what the players choose to do.

If Beige chooses to park his car outside the warehouse, have one of the characters spot (perhaps from a window) a fisherman approaching Beige's car. He has heard the knocking and is about to investigate.
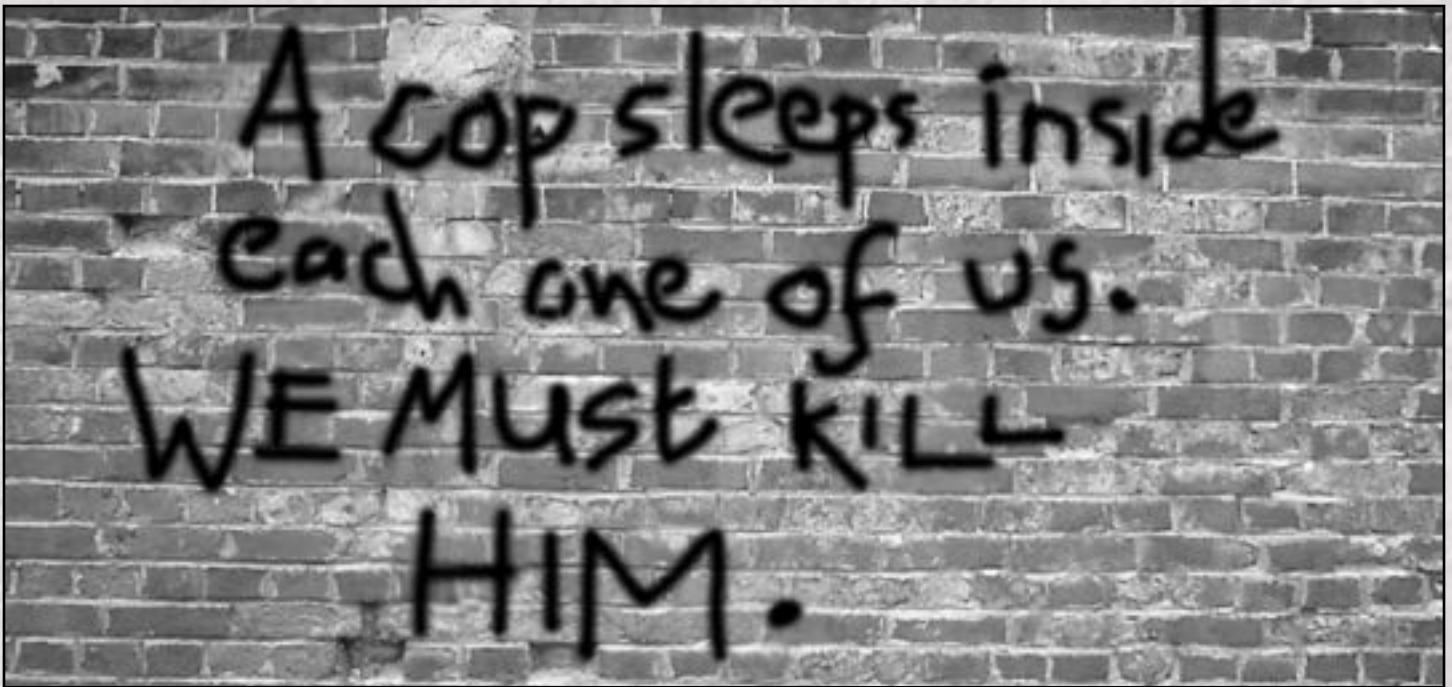
Scene: Flashback Number Two: Planning the Heist

This scene involves all the players and the boss, talking in a restaurant about the forthcoming job. The boss sets out the rules as stated on the character sheets. Tell the players that this scene allows them to ask questions about the job. This is a time for the players to set up the heist and the ground-rules for what happens during and after. It is a time for questions and answers, all done in character.

One thing the boss will tell them is that they are to keep all their cell phones turned off and not make any calls, as these may be traced. Pick your moment to start this scene, perhaps at a lull, or perhaps at a cliffhanger action moment as two player characters are pointing guns at each other.

Set the scene in a cafe, two weeks ago, with all the player characters and the boss (Mr Grey is not present and the boss knows nothing of him).

Establish yourself as the boss by asking questions of the player characters. Ask a player what password is to be used with the ferryman. Whatever the player answers, slap your hand on the table and insult them (in the character of the boss), then and ask someone else. Accept their answer as the correct one and compliment them.

When people are done asking questions, wrap the scene up with the boss ordering some tacos and cut straight back to what was happening in the warehouse.

Scene: Graffiti

Somewhere, maybe on a bathroom wall, maybe written large on the wall in the main area, some writing appears. Ensure it is somewhere the player characters have been already, so they realise the writing wasn't there earlier. The words read: "A cop sleeps inside each one of us. We must kill him."

Pass the graffiti hand-out to the players. Tell any player who looks at the hand-out that they know for certain (as a player not just as a player character) that one of the player characters is an undercover cop. Allow events to unfold as they will.

Scene: Meldrum

As you come toward the end of the game, so Robert Meldrum comes to the end of the script, and loses himself completely in the fiction.

Robert manifests as a man in his mid-thirties, pacing up and down while reading the script. At this point if one of the player characters is dead you can allow that player to take on the role of Robert. The hand-out should tell the player all that he or she needs to know. Neither the player nor Robert really know what is going on, so having a player take on the role of Robert can work very well.

If real names have not yet been divulged then make sure Robert gives his real name when asked. If possible have him tell just one player initially. That player will wonder why the two of them share the same name, not realising at that point that all the player characters have the same name. Don't offer any explanation.

If anyone hurts Robert the Reader, they risk hurting themselves and all the other player characters. Whenever Robert takes damage ask every player to make a sanity roll — anyone who fails takes the same damage roll as Robert just took (re-roll the dice for damage in each case). In this way some player characters may end up suffering greater damage than Robert, but those who have the strongest sense of their own identity (using sanity as a gauge) manage to differentiate themselves as individuals and will not be harmed.

> *For example:* Robert the Reader is punched in the face for 1D3 damage. The player rolls a 2, the Keeper marks off 2 damage, then asks everyone to roll a sanity check. Everyone who fails feels pain in their face and 1D3 damage is rolled for each individual.

If Robert the Reader is killed, the surroundings will change to Robert's lounge, his body laid on the floor, the manuscript alongside it. From that point on nothing new will appear in the manuscript, Robert's story being finished. The player characters have become truly real, independent human beings at this point.

Scene: Endgame

A man in yellow plastic waterproofs and hat arrives, either at the warehouse or Robert's apartment, depending on the player character's present location. If your players have hightailed it out of the warehouse and are driving across town, you'll have to pull some weirdness to get them all together; maybe Mr. Grey will be a guy who squeegees their windscreen clean at an intersection. Remember the player characters are in Robert's world; you can simply have them all appear in Robert's flat.

The man in the yellow waterproofs will give the password if asked. Strangely he looks just like Mr Grey. Was he real or wasn't he real? It doesn't matter now. Play out the endgame in whatever way suits what is happening in your game.

Grey invites the player characters (including Robert) to join him in his boat. He will ferry them across the bay to meet with the boss. He will remind them to bring the loot. If at the warehouse, his boat is moored at the end of the pier. If at the apartment, it is floating curiously outside the lounge window (yes, several floors up). No one is compelled to go.

If the player characters ask for an explanation, Mr Grey will tell them, "I cannot tell you the truth, for I am only a phantom of truth".

Through the mist, a distant light can be seen shining. The sea is no longer a sea, but a mass of roiling fog. Silver sails billow as Mr Grey raises his arms and the boat drifts across the lake towards Carcosa.

Epilogues

Treat the players to a brief epilogue.

Any who take the boat will find themselves landing on a far shore and walking through the streets towards a palace and a meeting with the 'boss', AKA Mr Yellow, AKA The King in Yellow, who awaits their presence. There is no need to explore it further: just describe enough to inspire thoughts of strange cities, exotic palaces and another life.

Ask any who stay behind what they will do. Follow their plan; at some point they will inevitably have to interact with other people. Fast-forward to a scene in a petrol station or supermarket and have strangers recoil at the player characters' touch. Perhaps fingers touch as purchases are made or they shake hands with someone. Make it clear to them that they are like Mr Grey in one respect; they are as cold as a side of pork in a meat locker, and they always will be. Theirs will be a sad life devoid of human company.

Supplementary

Mr Grey, The Phantom of Truth, Herald of the King in Yellow

Mr Grey is as cold as a corpse; his skin is soft and pale. When he first appears at the robbery, all the player characters believe him to have been a part of their group all along. The boss has no knowledge of Mr Grey if asked in the flashback. Mr Grey cannot be killed permanently in this game. Bullets will only take out chunks of his flesh.

The cop in the boot

You probably don't need any game statistics for this guy. He is at the mercy of the player characters. Feel free to improvise should you need to.

Number of players

By default the game is designed for six players.

If you have five players: have Mr Red just not show up at the warehouse. Don't explain what happened to him, he simply got lost. This may be a concern for the players. He might appear as an apparition.

If you have four players: as above, but lose Mr Red and Mr Purple.

If you only have three players: allow Mr Black to be killed in the first flashback, with the possibility that Mr Green is also wounded.

Mr Silver (23, looks 18)

- Goatee and his first suit.
- Undercover cop.
- Strongest / Ugliest.

Mr Beige (41)

- Hard-man and the image to match, with a scar on his face, a chunky gold chain and tobacco-stained fingers.
- Has been in prison and didn't grass up Mr Purple.
- On a previous job with Mr Green he made a run for it.
- Believes they were set up on this job.
- Has a cop in his car boot.
- Cleverest/unluckiest.

Mr Green (47)

- Has a reputation as a veteran gangster.
- Greying hair and fading knuckle tattoos.
- Avoids doing violence, for whatever reason.
- Cop in Beige's boot is his brother in law.
- Good-looking/smallest.

Mr Black (23)

- A friend of boss's son.
- Dark curly hair and wears a shell-suit.
- He watched Mr Silver's back recently and he seems glad of it.
- This was his first job with this team.
- Toughest/dumbest.

Mr Purple (31)

- Of Italian descent.
- Well-tailored suit and has a manicure regularly. He can take the pressure.
- Luckiest/slowest.

Mr Red (23)

- New to the group
- Nice suit and trendy haircut.
- He saved Mr Black's life on the job just now.
- Fastest/weakest.

Mr Black

You are a friend of the boss's son. You're 23, have dark curly hair and wear a shellsuit.

You watched Mr Silver's back recently and he seems glad of it. This was your first job with this team. Your real name, which you've not divulged to anyone (for security), is Robert Meldrum, or Bob to your friends.

You are not sure all these guys can be trusted. No one knows quite what the loot consists of. Perhaps you should inspect it all and catalogue it before someone decides to help themselves.

Other team members:

Mr Red

Youngster (early twenties), new to the group, with an off-the-peg suit and trendy haircut. He's fastest. He's also the weakest.

You can probably trust this guy, especially since he just saved your life on this job.

Mr Green

Reputed to be a veteran gangster (middle-aged). He has greying hair and fading knuckle tattoos. He's the best-looking. He's also the smallest.

You've never seen him hurt anyone, and he seems to shy away from doing violence.

Can you trust him?

Mr Purple

Italian guy (thirties), wears a well-tailored suit and has manicured nails. He's the luckiest son of a bitch, which makes up for him being the slowest.

Mr Beige

Scar-faced guy (middle-aged), wears a chunky gold chain, has tobacco-stained fingers. He's the cleverest, but he's also the unluckiest.

Mr Silver

Scruffy kid (around eighteen), with a meagre goatee and a suit that looked better on the hanger. He's the strongest, but boy, is he ugly.

Investigator Name _Mr Black_____

Occupation _Gangster_____

Sex M **Age** ___ **Birthplace** _____

Colleges, Degrees _____

Characteristics & Rolls

STR _10	**DEX** _9	**INT** _12	**Idea** _65_
CON _17	**APP** _11	**POW** _9	**Luck** _45_
SIZ _12	**SAN** _45	**EDU** _12	**Know** _95_

99 - Cthulhu Mythos _99_   Damage bonus _N/A_

Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 **45** 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious   0   1
2   3   4   5   6   7
8   9   10 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25

Hit Points

Dead   -2   -1   0   1
2   3   4   5   6   7
8   9   10 11 12 13
14 **15** 16 17 18 19
20 21 22 23 24 25

Investigator Skills

Accounting (10%)	_75_	Locksmith (01%)	____	
Anthropology (01%)	____	Martial Arts (01%)	____	
Archaeology (01%)	____	Mechanical repair (20%)	_50_	
Art (05%)		Medicine (05%)	____	
_Play Harmonica__	_53_	Natural History (10%)	____	
_____	____	Navigate (10%)	____	
Astronomy (01%)	____	Occult (05%)	____	
Bargain (05%)	____	Operate Hvy. Mach (01%)	____	
Biology (01%)	____	Other Language (01%):		
Chemistry (01%)	____	_French_____	_45_	
Climb (40%)	____	_____	____	
Conceal (15%)	____	_____	____	
Credit rating (15%)	_35_	Own Language (EDU x 5):		
Cthulhu Mythos (00%)	____	_English_____	_60_	
Dodge (DEX x 2)	_25_	Persuade (15%)	_38_	
Drive Auto (20%)	_30_	Pharmacy (01%)	____	
Electrical repair (10%)	_56_	Photography (10%)	____	
Fast talk (05%)	____	Physics (01%)	____	
First Aid (30%)	____	Pilot (01%):		
Forensics (01%)	____	_____	____	
Geology (01%)	____	_____	____	
Hide (10%)	____	_____	____	
History (20%)	____	Psychoanalysis (01%)	____	
Jump (25%)	____	Psychology (05%)	_21_	
Law (05%)	_54_	Ride (05%)	____	
Library Use (25%)	_35_	Sneak (10%)	_30_	
Listen (25%)	_45_	Spot Hidden (25%)	_52_	

DOCKSIDE dogs

Swim (25%)	_60_
Throw (25%)	_45_
Track (10%)	____
Zoology (01%)	____
_____	____
_____	____
_____	____
_____	____

Firearms ____

Handgun (20%)	_47_
Machine Gun (15%)	____
Rifle (25%)	____
Shotgun (30%)	____
Submachine Gun (15%)	____

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
Fist/Punch (50%)	_60_	1D3+db	1	n/a
Head Butt (10%)	____	1D4+db	1	n/a
Kick (25%)	____	1D6+db	1	n/a
Grapple (25%)	_35_	special	1	n/a
_____	____	____	___	___

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
Colt 380 Automatic	_47_	_D10_	_15_	_2_	_7_	_98_	____
___(.38 pistol)_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____

Mr Red

You are 23, new to the group, with a nice suit and trendy haircut. You saved Mr Black's life on the job just now. There's no doubt about it, you were set up on this job.

The cops seemed to know you were coming, but still, you got away with the goods.

Your real name, which you've not divulged to anyone (for security), is Robert Meldrum.

If this is a set-up, the police may be watching this place. There may be surveillance devices hidden from view, or your vehicles might be bugged. You can't be too careful.

Even the loot might have some kind of tracking device in it.

Other team members:

Mr Black

Friend of the boss's son (early twenties), has dark curly hair and a shell-suit. He's the toughest, but he's also the dumbest.

Mr Green

Reputed to be a veteran gangster (middle-aged). He has greying hair and fading knuckle tattoos. He's the best-looking. He's also the smallest.

You instincts tell you to trust him because he reminds you of your father.

Mr Purple

Italian guy (thirties), wears a well-tailored suit and has manicured nails.

He's a loose cannon, you over heard him discussing plans with a girl on the phone.

He's the luckiest son of a bitch, makes up for him being the slowest.

Mr Beige

Scar-faced guy (middle-aged), wears a chunky gold chain, has tobacco-stained fingers. He's the cleverest, but he's also the unluckiest.

Mr Silver

Scruffy kid (about eighteen), with a meagre goatee and a suit that looked better on the hanger. He's the strongest, but boy, is he ugly.

Investigator

Investigator Name _Mr Red_____

Occupation _Gangster_____

Sex M Age ___ Birthplace _____

Colleges, Degrees _____

Characteristics & Rolls

STR _9_ DEX 18_ INT 13_ Idea _65_
CON 13_ APP 10_ POW 12_ Luck _60_
SIZ 14_ SAN 60_ EDU 16_ Know _80_
99 - Cthulhu Mythos _99_   Damage bonus N/A_

Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 **60** 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1
2 3 4 5 6 7
8 9 10 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25

Hit Points

Dead -2 -1 0 1
2 3 4 5 6 7
8 9 10 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25

Investigator Skills

Accounting (10%) _____
Anthropology (01%) _____
Archaeology (01%) _____
Art (05%)
_____ _____
_____ _____
Astronomy (01%) _____
Bargain (05%) _____
Biology (01%) _____
Chemistry (01%) _____
Climb (40%) _50_
Conceal (15%) _25_
Credit rating (15%) _25_
Cthulhu Mythos (00%) _____
Dodge (DEX x 2) _36_
Drive Auto (20%) _60_
Electrical repair (10%) _____
Fast talk (05%) _20_
First Aid (30%) _____
Forensics (01%) _____
Geology (01%) _____
Hide (10%) _____
History (20%) _____
Jump (25%) _____
Law (05%) _31_
Library Use (25%) _34_
Listen (25%) _____

Locksmith (01%) _____
Martial Arts (01%) _____
Mechanical repair (20%) _____
Medicine (05%) _____
Natural History (10%) _____
Navigate (10%) _____
Occult (05%) _____
Operate Hvy. Mach (01%) _____
Other Language (01%):
_____ _____
_____ _____
_____ _____
Own Language (EDU x 5):
__English_____ _75_
Persuade (15%) _____
Pharmacy (01%) _____
Photography (10%) _____
Physics (01%) _____
Pilot (01%):
_____ _____
_____ _____
_____ _____
Psychoanalysis (01%) _____
Psychology (05%) _15_
Ride (05%) _____
Sneak (10%) _43_
Spot Hidden (25%) _46_

Swim (25%) _____
Throw (25%) _15_
Track (10%) _____
Zoology (01%) _____
__Demolitions__ _25_
_____ _____
_____ _____
_____ _____
_____ _____

Firearms _____
Handgun (20%) _68_
Machine Gun (15%) _____
Rifle (25%) _78_
Shotgun (30%) _____
Submachine Gun (15%) _____

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
Fist/Punch (50%)	_____	1D3+db	1	n/a
Head Butt (10%)	_____	1D4+db	1	n/a
Kick (25%)	_____	1D6+db	1	n/a
Grapple (25%)	_____	special	1	n/a
_____	_____	_____	___	___

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
S&W M12 Airweight .38 Revolver	_68_	_D10_	_15_	_2_	_6_	_00_	_____
M24 Sniper Rifle 7.62 bolt action	_78_	2D6+4	_110_	_0.5_	_1_	_00_	_____
_____							

DOCKSIDE dogs

Mr Green

You have a reputation as a veteran gangster. You are 47, with greying hair and fading knuckle tattoos. You avoid doing violence yourself, for whatever reason (you decide why). Your sister is married to a cop, who does not know your line of work. At this moment you are blissfully unaware of the fact, but your brother-in-law will be the first uniformed officer to enter the story (and not as part of a flashback). That cop is father to your nephew, Mikey, who you love very much. Would you want Mikey to have to grow up without a father, like you did?

Your real name, which you've not divulged to anyone (for security), is Robert Meldrum, or Bobby to your friends.

If this all goes wrong then the loot could be lost. Would it really do any harm to secretly hide some in this old warehouse? The others are probably planning to rip you off anyway.

Other team members:

Mr Black

Friend of the boss's son (early twenties), has dark curly hair and a shell-suit. He's the toughest, but he's also the dumbest.

Mr Red

Youngster (early twenties), new to the group, with off-the-peg suit and trendy haircut. He's fastest. He's also the weakest.

Mr Purple

Italian guy (thirties), wears a well-tailored suit and has manicured nails.

He's cool and you've never seen him lose his nerve; attributes that might inspire some confidence and trust. He's the luckiest son of a bitch, which makes up for him being the slowest.

Mr Beige

Scar-faced guy (middle-aged), wears a chunky gold chain, has tobacco-stained fingers.

He lost his nerve once and ran off while on a job. Can you trust him? He's the cleverest, but he's also the unluckiest.

Mr Silver

Scruffy kid (around eighteen), with a meagre goatee and a suit that looked better on the hanger. He's the strongest, but boy, is he ugly.

Investigator Name _Mr Green_____

Occupation _Gangster_____

Sex M Age 47_ Birthplace _____

Colleges, Degrees _School of Hard Knocks_

Characteristics & Rolls

STR _12	DEX _10	INT _13	Idea _65_
CON _9	APP _12	POW _10	Luck _50_
SIZ _10	SAN _50	EDU _17	Know 85

99 - Cthulhu Mythos _99_   Damage bonus _N/A

Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 **50** 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1
2 3 4 5 6 7
8 9 10 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25

Hit Points

Dead -2 -1 0 1
2 3 4 5 6 7
8 9 **10** 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25

Investigator Skills

Accounting (10%) _____
Anthropology (01%) _____
Archaeology (01%) _____
Art (05%) _____
_____ _____
_____ _____
Astronomy (01%) _____
Bargain (05%) _55_
Biology (01%) _____
Chemistry (01%) _21_
Climb (40%) _____
Conceal (15%) _____
Credit rating (15%) _20_
Cthulhu Mythos (00%) _____
Dodge (DEX x 2) _25_
Drive Auto (20%) _30_
Electrical repair (10%) _____
Fast talk (05%) _45_
First Aid (30%) _____
Forensics (01%) _____
Geology (01%) _____
Hide (10%) _____
History (20%) _____
Jump (25%) _____
Law (05%) _43_
Library Use (25%) _35_
Listen (25%) _____

Locksmith (01%) _____
Martial Arts (01%) _____
Mechanical repair (20%) _____
Medicine (05%) _____
Natural History (10%) _____
Navigate (10%) _____
Occult (05%) _____
Operate Hvy. Mach (01%) _____
Other Language (01%):
_____ _____
_____ _____
_____ _____
Own Language (EDU x 5):
__English_____ _85_
Persuade (15%) _75_
Pharmacy (01%) _____
Photography (10%) _____
Physics (01%) _____
Pilot (01%):
_____ _____
_____ _____
_____ _____
Psychoanalysis (01%) _____
Psychology (05%) _30_
Ride (05%) _____
Sneak (10%) _____
Spot Hidden (25%) _60_

DOCKSIDE dogs

Swim (25%) _40_
Throw (25%) _39_
Track (10%) _____
Zoology (01%) _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Firearms _____
Handgun (20%) _____
Machine Gun (15%) _____
Rifle (25%) _____
Shotgun (30%) _____
Submachine Gun (15%) _____

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
Fist/Punch (50%)	_55_	1D3+db	1	n/a
Head Butt (10%)	_____	1D4+db	1	n/a
Kick (25%)	_30_	1D6+db	1	n/a
Grapple (25%)	_35_	special	1	n/a
_____	___	_____	___	___

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
Ruger Super Redhawk Revolver (.44 Magnum)	_51_	D10+D4+2	_15_	__1__	__6__	_00_	_____
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____

Mr Purple

You are 31 years old and of Italian descent. You wear a well-tailored suit and have a manicure regularly. You can take the pressure. Your real name, which you've not divulged to anyone (for security), is Roberto Meldrum, or Robbo to your girlfriends.

Is this place really a safe hideout? Surely it would be better if there were some booby traps around the place to catch anyone sneaking in, or for that matter, to catch anyone double-crossing you and sneaking out with the loot. There's a lot of loot in that van, and a lot of people all too eager to get their hands on it. Best it stays sealed until the boss opens the boxes and shares it out fairly.

Other team members:

Mr Black

Friend of the boss's son (early twenties), has dark curly hair and a shell-suit. He's the toughest, but he's also the dumbest.

Mr Red

Youngster (early twenties), new to the group, with off-the-peg suit and trendy haircut. He's fastest. He's also the weakest.

Mr Green

Reputed to be a veteran gangster (middle-aged), with greying hair and fading knuckle tattoos. He's the best-looking. He's also the smallest.

Mr Beige

Scar-faced guy (middle-aged), wears a chunky gold chain, has tobacco stained fingers. He's the cleverest, but he's also the unluckiest.

He did time and didn't grass you up when he could have, so you can probably trust him.

Mr Silver

Scruffy kid (about eighteen), with a meagre goatee and a suit that looked better on the hanger. He's the strongest, but boy, is he ugly.

He's just a kid, too young for this job. Can he be trusted?

Investigator

Investigator Name _Mr Purple_____

Occupation _Gangster_____

Sex M Age 31_ Birthplace _____

Colleges, Degrees _____

Characteristics & Rolls

STR 13_	DEX _7_	INT 12_	Idea _60_
CON 13_	APP _11	POW 18_	Luck _90_
SIZ 15_	SAN _90	EDU 16_	Know _80_

99 - Cthulhu Mythos _99_   Damage bonus +D4

Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 **90** 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1
2 3 4 5 6 7
8 9 10 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25

Hit Points

Dead -2 -1 0 1
2 3 4 5 6 7
8 9 10 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25

Investigator Skills

Accounting (10%) _____
Anthropology (01%) _21_
Archaeology (01%) _____
Art (05%)
_____ _____
_____ _____
Astronomy (01%) _____
Bargain (05%) _____
Biology (01%) _____
Chemistry (01%) _26_
Climb (40%) _____
Conceal (15%) _____
Credit rating (15%) _44_
Cthulhu Mythos (00%) _____
Dodge (DEX x 2) _14_
Drive Auto (20%) _25_
Electrical repair (10%) _____
Fast talk (05%) _55_
First Aid (30%) _____
Forensics (01%) _____
Geology (01%) _____
Hide (10%) _22_
History (20%) _____
Jump (25%) _____
Law (05%) _37_
Library Use (25%) _____
Listen (25%) _____

Locksmith (01%) _16_
Martial Arts (01%) _____
Mechanical repair (20%) _____
Medicine (05%) _21_
Natural History (10%) _____
Navigate (10%) _____
Occult (05%) _40_
Operate Hvy. Mach (01%) _____
Other Language (01%):
__English_____ _50_
_____ _____
_____ _____
Own Language (EDU x 5):
__Italian_____ _80_
Persuade (15%) _68_
Pharmacy (01%) _____
Photography (10%) _____
Physics (01%) _18_
Pilot (01%):
_____ _____
_____ _____
_____ _____
Psychoanalysis (01%) _60_
Psychology (05%) _____
Ride (05%) _____
Sneak (10%) _20_
Spot Hidden (25%) _70_

DOCKSIDE dogs

Swim (25%) _37_
Throw (25%) _____
Track (10%) _____
Zoology (01%) _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Firearms _____
Handgun (20%) _____
Machine Gun (15%) _____
Rifle (25%) _____
Shotgun (30%) _____
Submachine Gun (15%) _____

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
Fist/Punch (50%)	_____	1D3+db	1	n/a
Head Butt (10%)	_____	1D4+db	1	n/a
Kick (25%)	_____	1D6+db	1	n/a
Grapple (25%)	_____	special	1	n/a
_____	_____	_____	___	___

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
Colt Delta Elite Pistol (semi automatic 10mm)	_25_	D10+1	_15_	_1_	_7_	_98_	_____
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____

Mr Beige

You are a hard-man (aged 41) and have the image to match, with a scar on your face, a chunky gold chain and tobacco-stained fingers. You've been in prison and didn't grass up Mr Purple. On a previous job with Mr Green you made a run for it; the boss had told you that job was every man for himself.

There's no doubt about it; you were set up on this job. The cops seemed to know you were coming, but still, you got away with the goods. Your real name, which you've not divulged to anyone (for security), is Robert Meldrum, Robby to your friends.

You are an experienced mechanic and ought to ensure your vehicle is in ready in case you need to make a quick getaway. Sabotaging the other vehicles might be an idea, to slow the others down so they get caught rather than you. There is always the chance that someone will get impatient and try to drive off with the loot. Should it all be in one vehicle?

No one else knows you've got a cop in the boot of your car.

Other team members:

Mr Black

Friend of the boss's son (early twenties), has dark curly hair and a shell-suit.

He's new and unproven. Can he be trusted? He's the toughest but he's also the dumbest.

Mr Red

Youngster (early twenties), new to the group, with off-the-peg suit and trendy haircut. He's fastest. He's also the weakest.

Mr Green

Reputed to be a veteran gangster (middle-aged), with greying hair and fading knuckle tattoos. He's the best-looking. He's also the smallest.

Mr Purple

Italian guy (thirties), wears a well-tailored suit and has manicured nails. He's the luckiest son of a bitch, makes up for him being the slowest.

Mr Silver

Scruffy kid (around eighteen), with a meagre goatee and a suit that looked better on the hanger. He's the strongest, but boy, is he ugly.

He reminds you of yourself when you were that age, like the son you never had, perhaps you feel empathy with him.

Investigator Name _Mr Beige_____

Occupation _Badass_____

Sex M **Age** 41 **Birthplace** _____

Colleges, Degrees _____

Characteristics & Rolls

STR _14	**DEX** _15	**INT** _16	**Idea** _80
CON _10	**APP** _9	**POW** _8	**Luck** _40
SIZ _14	**SAN** _35	**EDU** _17	**Know** _85

99 - Cthulhu Mythos _99_   Damage bonus _N/A

Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 **35** 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1
2 3 4 5 6 7
8 9 10 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25

Hit Points

Dead -2 -1 0 1
2 3 4 5 6 7
8 9 10 11 **12** 13
14 15 16 17 18 19
20 21 22 23 24 25

Investigator Skills

Accounting (10%) _____
Anthropology (01%) _____
Archaeology (01%) _____
Art (05%)
_____ _____
_____ _____
Astronomy (01%) _____
Bargain (05%) _____
Biology (01%) _____
Chemistry (01%) _____
Climb (40%) _60_
Conceal (15%) _42_
Credit rating (15%) _20_
Cthulhu Mythos (00%) _____
Dodge (DEX x 2) _40_
Drive Auto (20%) _30_
Electrical repair (10%) _20_
Fast talk (05%) _15_
First Aid (30%) _____
Forensics (01%) _15_
Geology (01%) _____
Hide (10%) _39_
History (20%) _____
Jump (25%) _44_
Law (05%) _25_
Library Use (25%) _38_
Listen (25%) _51_

Locksmith (01%) _63_
Martial Arts (01%) _____
Mechanical repair (20%) _45_
Medicine (05%) _____
Natural History (10%) _____
Navigate (10%) _____
Occult (05%) _15_
Operate Hvy. Mach (01%) _____
Other Language (01%):
_____ _____
_____ _____
_____ _____
Own Language (EDU x 5):
_____ _85_
Persuade (15%) _30_
Pharmacy (01%) _____
Photography (10%) _____
Physics (01%) _____
Pilot (01%):
_____ _____
_____ _____
_____ _____
Psychoanalysis (01%) _____
Psychology (05%) _____
Ride (05%) _____
Sneak (10%) _43_
Spot Hidden (25%) _31_

DOCKSIDE dogs

Swim (25%) _____
Throw (25%) _____
Track (10%) _____
Zoology (01%) _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Firearms _____
Handgun (20%) _51_
Machine Gun (15%) _____
Rifle (25%) _____
Shotgun (30%) _40_
Submachine Gun (15%) _____

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
Fist/Punch (50%)	_65_	1D3+db	1	n/a
Head Butt (10%)	____	1D4+db	1	n/a
Kick (25%)	_30_	1D6+db	1	n/a
Grapple (25%)	_38_	special	1	n/a
_____	____	____	___	___

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
_Switchblade_____	_40_	_D4_	____	____	____	____	____
Pair of Smith & Wesson	____	____	____	____	____	____	____
Model 4006 Pistols	_51_	_D10_	_15_	_2_	_11_	_98_	____
Using both guns at once	_31_	____	____	_4_	____	____	____
_____	____	____	____	____	____	____	____

Mr Silver

You are the youngest here at 18. You sport an impressive goatee and your first suit.

You're actually 23 and an undercover cop. Your job is to be undercover and stay with the gang. The objective is to catch Mr Big with the goods.

You are unaware of the fact at present, but a uniformed cop will enter the story soon (not in a flashback). You will recognise him, (but probably can't recall his name) and chances are he'll recognise you too.

Your real name which, you've not divulged to anyone (for security), is Robert Meldrum.

It's your life on the line here. How far will you break the law and transgress your own moral code to prevent everyone else realising you are a cop? Not every cop plays it by the book and how you play it is up to you. Be warned: at some point everyone will know that there is a cop in the group, but not who it is.

Your trainers taught you to keep the criminals busy; if they sit still for too long they get itchy and paranoid. You may have to be creative.

Other team members:

Mr Black

Friend of the boss's son (early twenties), has dark curly hair and a shell-suit.

He watched your back recently. Of course you couldn't trust him if he knew you were a cop, but until he finds out you can probably trust him. He's the toughest but he's also the dumbest.

Mr Red.

Youngster (early twenties), new to the group, with off-the-peg suit and trendy haircut. He's fastest. He's also the weakest.

He reminds you of your bastard older brother; you know his kind.

Mr Green

Reputed to be a veteran gangster (middle-aged), with greying hair and fading knuckle tattoos. He's the best-looking. He's also the smallest.

Mr Purple

Italian guy (thirties), wears a well-tailored suit and has manicured nails. He's the luckiest son of a bitch, makes up for him being the slowest.

Mr Beige

Scar-faced guy (middle-aged), wears a chunky gold chain, has tobacco stained fingers. He's the cleverest, but he's also the unluckiest.

Investigator

Investigator Name _Mr Silver_____

Occupation _Gangster_____

Sex M **Age** 23_ **Birthplace** _____

Colleges, Degrees _____

Characteristics & Rolls

STR _15	**DEX** _17	**INT** _12	**Idea** _70
CON _8	**APP** _7	**POW** _11	**Luck** _55
SIZ _14	**SAN** _55	**EDU** _20	**Know** 100

99 - Cthulhu Mythos _99_   Damage bonus _+D4

Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 **55** 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1
2 3 4 5 6 7
8 9 10 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25

Hit Points

Dead -2 -1 0 1
2 3 4 5 6 7
8 9 10 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25

Investigator Skills

Accounting (10%) _____
Anthropology (01%) _16_
Archaeology (01%) _____
Art (05%)
_____ _____
_____ _____
Astronomy (01%) _____
Bargain (05%) _____
Biology (01%) _46_
Chemistry (01%) _66_
Climb (40%) _____
Conceal (15%) _25_
Credit rating (15%) _40_
Cthulhu Mythos (00%) _____
Dodge (DEX x 2) _46_
Drive Auto (20%) _45_
Electrical repair (10%) _25_
Fast talk (05%) _50_
First Aid (30%) _40_
Forensics (01%) _26_
Geology (01%) _____
Hide (10%) _25_
History (20%) _____
Jump (25%) _40_
Law (05%) _41_
Library Use (25%) _35_
Listen (25%) _35_

Locksmith (01%) _10_
Martial Arts (01%) _15_
Mechanical repair (20%) _30_
Medicine (05%) _____
Natural History (10%) _____
Navigate (10%) _____
Occult (05%) _____
Operate Hvy. Mach (01%) _____
Other Language (01%):
_____ _____
_____ _____
_____ _____
Own Language (EDU x 5):
__English_____ _80_
Persuade (15%) _40_
Pharmacy (01%) _____
Photography (10%) _28_
Physics (01%) _66_
Pilot (01%):
_____ _____
_____ _____
_____ _____
Psychoanalysis (01%) _____
Psychology (05%) _15_
Ride (05%) _____
Sneak (10%) _25_
Spot Hidden (25%) _45_

Swim (25%) _____
Throw (25%) _____
Track (10%) _____
Zoology (01%) _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Firearms _____
Handgun (20%) _50_
Machine Gun (15%) _____
Rifle (25%) _____
Shotgun (30%) _40_
Submachine Gun (15%) _____

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
Fist/Punch (50%)	_60_	1D3+db	1	n/a
Head Butt (10%)	____	1D4+db	1	n/a
Kick (25%)	_48_	1D6+db	1	n/a
Grapple (25%)	_31_	special	1	n/a
_____	____	____	___	___

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
Colt 380 Pistol (.38)___	_42_	_D10_	_15_	__2__	__7__	_98__	____
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____

DOCKSIDE dogs

I'm sorry to hear that your character just died . . .

You now take on a new role; that of Robert Meldrum, an independent filmmaker and actor. Yes, that is the same name as your last character. Read on.

Robert is a single man who is alone (except for his cat) in a flat reading through a script entitled 'Dockside Dogs'. The script tells the story of everything that has happened in the game up to this point, from the opening scene to this moment.

You've been reading for a couple of hours now. At times your concentration has drifted and you've found yourself talking to the characters in the story, even imagined yourself there in the warehouse with them.

Your agent, Anthony Grey, supplied you with the script.

You can no longer tell what's real and what's not, so much so that everything in the script seems to be becoming real. This is one hell of a script You really need to meet the author and make a deal with him. Grey has arranged a meeting already. Apparently the guy, Mr King (not the Mr King surely?) lives across the bay.

These characters around you (the other player characters) are great; don't lose them, as they would be wonderful in the film you hope to make. In fact they should come with you to the meeting too.

Investigator Name _R Meldrum_____

Occupation _Actor and director_____

Sex M **Age** 38 **Birthplace** _____

Colleges, Degrees __Drama Graduate____

Characteristics & Rolls

STR	11	**DEX**	9	**INT**	15	**Idea**	_75_
CON	13	**APP**	14	**POW**	7	**Luck**	_35_
SIZ	14	**SAN**	35	**EDU**	20	**Know**	100

99 - Cthulhu Mythos _99_   Damage bonus +D4

Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 **23** 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious   0   1
2   3   4   5   6   7
8   9   10 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25

Hit Points

Dead -2 -1   0   1
2   3   4   5   6   7
8   9   10 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25

Investigator Skills

Accounting (10%) __23_
Anthropology (01%) _____
Archaeology (01%) _____
Art (05%)
___Acting_____ _49_
___Painting_____ _62_
Astronomy (01%) _____
Bargain (05%) _____
Biology (01%) _____
Chemistry (01%) _____
Climb (40%) _____
Conceal (15%) _____
Credit rating (15%) _____
Cthulhu Mythos (00%) _____
Dodge (DEX x 2) _22_
Drive Auto (20%) _____
Electrical repair (10%) _____
Fast talk (05%) _20_
First Aid (30%) _____
Forensics (01%) _____
Geology (01%) _____
Hide (10%) _____
History (20%) _65_
Jump (25%) _____
Law (05%) _25_
Library Use (25%) _55_
Listen (25%) _30_

Locksmith (01%) _____
Martial Arts (01%) _____
Mechanical repair (20%) _____
Medicine (05%) _____
Natural History (10%) _35_
Navigate (10%) _____
Occult (05%) _____
Operate Hvy. Mach (01%) _____
Other Language (01%):
_French_____ _56_
_Italian_____ _65_
_____ _____
Own Language (EDU x 5):
_English_____ _100_
Persuade (15%) _37_
Pharmacy (01%) _____
Photography (10%) _48_
Physics (01%) _____
Pilot (01%):
_____ _____
_____ _____
_____ _____
Psychoanalysis (01%) _____
Psychology (05%) _15_
Ride (05%) _23_
Sneak (10%) _____
Spot Hidden (25%) _30_

Swim (25%) _____
Throw (25%) _____
Track (10%) _____
Zoology (01%) _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Firearms
Handgun (20%) _____
Machine Gun (15%) _____
Rifle (25%) _____
Shotgun (30%) _____
Submachine Gun (15%) _____

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
Fist/Punch (50%)	_____	1D3+db	1	n/a
Head Butt (10%)	_____	1D4+db	1	n/a
Kick (25%)	_____	1D6+db	1	n/a
Grapple (25%)	_____	special	1	n/a
_____	____	____	___	___

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____

A cop sleeps inside each one of us. WE MUST KILL HIM.