

# 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	75 / 37 / 15	Luck	65 /
INT	60 / 30 / 12	EDU	65 / 32 / 13	Sanity	75 / / 15

Max Sanity **99** Temporary Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

## Skills

<input type="checkbox"/> Accounting (5%)	23 / 11 / 4	<input type="checkbox"/> Firearms (Handgun) (20%)	___ / ___ / ___	<input type="checkbox"/> Persuade (10%)	40 / 20 / 8
<input type="checkbox"/> Appraise (5%)	25 / 12 / 5	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	75 / 37 / 15	<input type="checkbox"/> _____ (1%)	___ / ___ / ___
<input type="checkbox"/> Archaeology (1%)	___ / ___ / ___	<input type="checkbox"/> Firearms	___ / ___ / ___	<input type="checkbox"/> Psychoanalysis (1%)	___ / ___ / ___
<input type="checkbox"/> Acting (5%)	36 / 18 / 7	<input type="checkbox"/> First Aid (30%)	___ / ___ / ___	<input type="checkbox"/> Psychology (10%)	40 / 20 / 8
<input type="checkbox"/> Dancing (5%)	20 / 10 / 5	<input type="checkbox"/> History (5%)	___ / ___ / ___	<input type="checkbox"/> Read Lips (1%)	___ / ___ / ___
<input type="checkbox"/> Charm (15%)	70 / 35 / 14	<input type="checkbox"/> Intimidate (15%)	___ / ___ / ___	<input type="checkbox"/> Ride (5%)	35 / 17 / 7
<input type="checkbox"/> Climb (20%)	___ / ___ / ___	<input type="checkbox"/> Jump (20%)	30 / 15 / 6	<input type="checkbox"/> _____ (1%)	___ / ___ / ___
<input type="checkbox"/> Computer Use (0%)	___ / ___ / ___	<input type="checkbox"/> French (1%)	21 / 10 / 4	<input type="checkbox"/> _____	___ / ___ / ___
<input type="checkbox"/> Credit Rating (0%)	75 / 37 / 15	<input type="checkbox"/> Language (Other) (1%)	___ / ___ / ___	<input type="checkbox"/> _____	___ / ___ / ___
<input type="checkbox"/> Cthulhu Mythos (0%)	___ / ___ / ___	<input type="checkbox"/> English (EDU) Language (Own)	___ / ___ / ___	<input type="checkbox"/> Sleight of Hand (10%)	___ / ___ / ___
<input type="checkbox"/> Demolitions (1%)	___ / ___ / ___	<input type="checkbox"/> Law (5%)	___ / ___ / ___	<input type="checkbox"/> Spot Hidden (25%)	65 / 32 / 13
<input type="checkbox"/> Disguise (5%)	72 / 36 / 14	<input type="checkbox"/> Library Use (20%)	___ / ___ / ___	<input type="checkbox"/> Stealth (20%)	55 / 27 / 11
<input type="checkbox"/> Diving (1%)	___ / ___ / ___	<input type="checkbox"/> Listen (20%)	40 / 20 / 8	<input type="checkbox"/> _____ (10%)	___ / ___ / ___
<input type="checkbox"/> Dodge (half DEX)	52 / 26 / 10	<input type="checkbox"/> Locksmith (1%)	___ / ___ / ___	<input type="checkbox"/> Swim (20%)	40 / 20 / 8
<input type="checkbox"/> Drive Auto (20%)	___ / ___ / ___	<input type="checkbox"/> Mechanical Repair (10%)	___ / ___ / ___	<input type="checkbox"/> Throw (20%)	___ / ___ / ___
<input type="checkbox"/> Electrical Repair (10%)	___ / ___ / ___	<input type="checkbox"/> Medicine (1%)	___ / ___ / ___	<input type="checkbox"/> Track (10%)	___ / ___ / ___
<input type="checkbox"/> Fast Talk (5%)	___ / ___ / ___	<input type="checkbox"/> Natural World (10%)	___ / ___ / ___	<input type="checkbox"/> _____	___ / ___ / ___
<input type="checkbox"/> Fighting (Brawl) (25%)	55 / 27 / 11	<input type="checkbox"/> Navigate (10%)	___ / ___ / ___	<input type="checkbox"/> _____	___ / ___ / ___
<input type="checkbox"/> _____	___ / ___ / ___	<input type="checkbox"/> Occult (5%)	___ / ___ / ___	<input type="checkbox"/> _____	___ / ___ / ___

## Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	9
Brawl	55 / 27 / 11	1D3 + DB	1	Touch	-	-	Build	0
Knife, large	55 / 27 / 11	1D8 + DB	1	Touch	-	-	Dodge	52 / 26 / 10
.303 Lee-Enfield	75 / 37 / 15	2D6+4	1	110 yds	10	100	Damage Bonus	0

# 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, curling iron  
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 Power roll, the amulet acts as a +10 Power 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

So far so good.

### Phobias & Manias

Nothing serious.

### Arcane Tomes & Spells

None.

### Encounters with Strange Entities

None yet.

## Wealth

Spending Level \$ 50

Cash \$ 375

Assets \$ 37,500