

PULP CTHULHU



Name **Elias Vermeer** Residence **Haarlem**
 Occupation **Scientist** Birthplace **Amsterdam**
 Archetype **Scholar** Date of Birth **12 September 1897**

Characteristics

STR 55 / 27 / 11 **SIZ** 75 / 37 / 15 **Hit Points** 24 /
CON 45 / 22 / 9 **POW** 55 / 27 / 11 **Magic Points** 11 /
DEX 80 / 40 / 16 **APP** 75 / 37 / 14 **Luck** 65 /
INT 70 / 35 / 14 **EDU** 85 / 42 / 17 **Sanity** 55 / / 11

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

Skills

<input type="checkbox"/> Accounting (5%)	___ / ___ / ___	<input type="checkbox"/> Firearms (Handgun) (20%)	60 / 30 / 12	<input type="checkbox"/> Persuade (10%)	65 / 32 / 13
<input type="checkbox"/> Appraise (5%)	___ / ___ / ___	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	___ / ___ / ___	<input type="checkbox"/> _____ (1%) <i>Pilot</i>	___ / ___ / ___
<input type="checkbox"/> Archaeology (1%)	___ / ___ / ___	<input type="checkbox"/> Firearms	___ / ___ / ___	<input type="checkbox"/> Psychoanalysis (1%)	___ / ___ / ___
<input type="checkbox"/> Acting (5%) <i>Art/Craft</i>	___ / ___ / ___	<input type="checkbox"/> First Aid (30%)	40 / 20 / 8	<input type="checkbox"/> Psychology (10%)	30 / 15 / 6
<input type="checkbox"/> Dancing (5%) <i>Art/Craft</i>	___ / ___ / ___	<input type="checkbox"/> History (5%)	30 / 15 / 6	<input type="checkbox"/> Read Lips (1%)	___ / ___ / ___
<input type="checkbox"/> Charm (15%)	___ / ___ / ___	<input type="checkbox"/> Intimidate (15%)	___ / ___ / ___	<input type="checkbox"/> Ride (5%)	___ / ___ / ___
<input type="checkbox"/> Climb (20%)	___ / ___ / ___	<input type="checkbox"/> Jump (20%)	___ / ___ / ___	<input type="checkbox"/> Anthropology (1%) <i>Science</i>	76 / 38 / 15
<input type="checkbox"/> Computer Use (0%)	___ / ___ / ___	<input type="checkbox"/> English (1%) <i>Language (Other)</i>	41 / 20 / 8	<input type="checkbox"/> Biology (1%) <i>Science</i>	31 / 15 / 6
Credit Rating (0%)	40 / 20 / 8	<input type="checkbox"/> Spanish (1%) <i>Language (Other)</i>	41 / 20 / 8	<input type="checkbox"/> Cryptology (1%) <i>Science</i>	26 / 13 / 5
Cthulhu Mythos (0%)	0 / 0 / 0	<input type="checkbox"/> Dutch (EDU) <i>Language (Own)</i>	85 / 42 / 17	<input type="checkbox"/> Sleight of Hand (10%)	___ / ___ / ___
<input type="checkbox"/> Demolitions (1%)	___ / ___ / ___	<input type="checkbox"/> Law (5%)	___ / ___ / ___	<input type="checkbox"/> Spot Hidden (25%)	70 / 35 / 14
<input type="checkbox"/> Disguise (5%)	___ / ___ / ___	<input type="checkbox"/> Library Use (20%)	65 / 32 / 13	<input type="checkbox"/> Stealth (20%)	25 / 12 / 5
<input type="checkbox"/> Diving (1%)	___ / ___ / ___	<input type="checkbox"/> Listen (20%)	35 / 17 / 7	<input type="checkbox"/> Jungle (10%) <i>Survival</i>	30 / 15 / 6
<input type="checkbox"/> Dodge (half DEX)	40 / 20 / 8	<input type="checkbox"/> Locksmith (1%)	___ / ___ / ___	<input type="checkbox"/> Swim (20%)	___ / ___ / ___
<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%)	15 / 7 / 3	<input type="checkbox"/> _____	___ / ___ / ___
<input type="checkbox"/> Fighting (Brawl) (25%)	55 / 27 / 11	<input type="checkbox"/> Navigate (10%)	___ / ___ / ___	<input type="checkbox"/> _____	___ / ___ / ___
<input type="checkbox"/> _____ <i>Fighting</i>	___ / ___ / ___	<input type="checkbox"/> Occult (5%)	20 / 10 / 4	<input type="checkbox"/> _____	___ / ___ / ___

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	55 / 27 / 11	1D3 + 1D4	1	Touch	-	-	8
Knife, large	55 / 27 / 11	1D8 + 1D4	1	Touch	-	-	Build +1
.38 automatic	60 / 30 / 12	1D10	1 (3)	15 yards	8	99	Dodge 40 / 20 / 8
							Damage Bonus +1D4

Elias' Story

Elias Vermeer didn't start out wanting to carry a rifle.

Raised in the Netherlands, he studied cultural anthropology with a focus on ritual behavior and belief systems – particularly how communities respond to extreme stress: war, famine, disease. His academic work caught the attention of international observers, and eventually he was contracted to accompany military expeditions as a cultural advisor.

At first, his role was simple – translate customs, prevent diplomatic disasters, explain why a village might resist aid. But the longer he stayed embedded, the more he realized something wasn't right.

In multiple regions – thousands of miles apart – he began documenting eerily similar customs and rituals. Not just vaguely alike, but structurally identical: same symbols, same offerings, same fear in the eyes of those performing them.

When he asked questions, people either shut down... or warned him to stop.

During one operation in a remote jungle region, his unit entered an abandoned settlement. No signs of struggle. No bodies. Just ritual markings carved into every surface – and a central pit that no one could explain.

That night, something moved in the treeline.

The soldiers opened fire, but some of them were dragged screaming into the jungle, never to be seen again. They reported it as an ambush. Filed it, buried it, moved on. Vermeer didn't.

He kept his notes. Cross-referenced everything. The patterns only grew stronger. Now he no longer believes he's studying culture. He believes he's mapping something older.

Backstory

Personal Description

Ruggedly handsome, athletic, dresses practically.

Ideology & Beliefs

An agnostic, but respects local beliefs...until they align too closely with what he's seen before.

Significant People

Vera Bergman (colleague at University of Amsterdam).

Meaningful Locations

Faculty of Arts and Philosophy, small apartment in Haarlem.

Treasured Possessions

A silver cigarette case, received from a soldier who disappeared in the jungle, with the inscription "*non est mortuum quod in aeternum potest iacere*"

Gear & Possessions

Hunting knife, .38 automatic pistol, first aid kit
Electric torch & batteries, field notebook & pens

Pulp Talents

Linguist – able to determine what language is being spoken (or what is written); gains a bonus die to Language rolls.

Nimble – does not lose next action when "diving for cover" versus firearms.

Traits

Calm under pressure, but always observing
Practical thinker: if something is dangerous, it gets treated like a threat – no matter how "ritualistic" it looks.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

Wealth

Spending Level \$ 10
Cash \$ 80
Assets \$ 2,000