

# SPIRIT OF THE TENTACLE

## CULT LEADER

### SKILLS

			Fists		
		Might	Resolve		
	Intimidation	Empathy	Rapport		
Mysteries	Deceit	Sleight of Hand	Guns		
Drive	Art	Pilot	Rapport	Stealth	

### COMBAT

Health Composure

1	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	
7	<input type="checkbox"/>	
8	<input type="checkbox"/>	
9	<input type="checkbox"/>	

Consequence 1  
Consequence 2  
Consequence 3  
Taken Out

### CHARACTER ASPECTS

Innsmouth Look  
True Believer  
I feel... nothing  
No Hope  
Unseeing Insight

### CONCEPT

The Cult Leader is persuasive, but also tough. He will engage freely in brawling and verbal confrontations. Feel free to have him know the other PC's aspects and compel them - particularly those about the darker side of the characters' natures.

### ASPECT SUMMARY

5 **SUPERB**  
4 **GREAT**  
3 **GOOD**  
2 **FAIR**  
1 **AVERAGE**

- ☒ **INVOKE AN ASPECT**  
Spend 1 Fate Point (FP) for a re-roll or for a +2
- ☒ **COMPELLING AN ASPECT**  
Receive 1 FP for the GM using or enforcing one of your aspects  
  
Spend 1 FP to compel a GM aspect.
- ☒ **REJECT AN ASPECT COMPELL**  
Spend 1 FP to ignore a compell (including combat consequences.)
- ☒ **TAG AN ASPECT**  
Spend 1 FP to invoke a 3rd party aspect. (Either of a scene, or character)
- ☒ **TEMPORARILY ADD AN ASPECT**  
You can put a temporary aspect on a 3rd party with a successful maneuver or as a consequence.
- ☒ **DRAMATIC EDITING**  
Spend 1 FP to nudge the game reality in a way suited to your aspects

### TRAPPINGS

### FATE POINTS

# ***SPIRIT OF THE TENTACLE***

## ***DR TENEBROUS***

### ***SKILLS***

Mysteries  
 Science      Rapport  
 Deceit      Oratory      Guns  
 Stealth      Sleight of Hand      Engineering      Gambling  
 Fists      Might      Intimidation      Investigation      Resolve

### ***COMBAT***

Health      Composure

1      ☐      ☐  
 2      ☐      ☐  
 3      ☐      ☐  
 4      ☐      ☐  
 5      ☐      ☐

### ***STRESS***

6      ☐      Consequence 1  
 7      ☐      Consequence 2  
 8      ☐      Consequence 3  
 9      ☐      Taken Out

### ***TRAPPINGS***

.45 Revolver  
 Trenchcoat  
 Offices in Mid-town

### ***FATE POINTS***

5

Mysteries

Science

Rapport

Deceit

Oratory

Guns

Stealth

Sleight of Hand

Engineering

Gambling

Fists

Might

Intimidation

Investigation

Resolve

### ***CHARACTER ASPECTS***

Ambiguous

### ***CONCEPT***

Raised by Dagon-worshipping Deep One Kinfolk in a remote part of New England. Poor family of inbred backwater types. He came to realize the kin were part of an aquatic cult, and was aghast at the horrors he found upon further investigation.

He fled to Boston and persuaded a band of investigators to return with him to his home and wipe out the corruption. The leaders of the cult scattered, and he spent years tracking them down and exacting justice.

### ***ASPECT SUMMARY***

***5 SUPERB***

☒ ***INVOKE AN ASPECT***

***4 GREAT***

Spend 1 Fate Point (FP) for a re-roll or for a +2

***3 GOOD***

***2 FAIR***

☒ ***COMPELLING AN ASPECT***

Receive 1 FP for the GM using or enforcing one of your aspects

***1 AVERAGE***

Spend 1 FP to compel a GM aspect.

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# SPIRIT OF THE TENTACLE

## CULT LIEUTENANT

### SKILLS

Maniacal Raving  
Guns  
Fists  
Weapons

### COMBAT

### CHARACTER ASPECTS

### STRESS

	Health	Composure	Fanatic Mad
1	<input type="checkbox"/>	<input type="checkbox"/>	
2	<input type="checkbox"/>	<input type="checkbox"/>	
3	<input type="checkbox"/>	<input type="checkbox"/>	
4	<input type="checkbox"/>	<input type="checkbox"/>	
5	<input type="checkbox"/>	<input type="checkbox"/>	
6		<input type="checkbox"/>	Consequence 1
7		<input type="checkbox"/>	Consequence 2
8		<input type="checkbox"/>	Consequence 3
9		<input type="checkbox"/>	Taken Out

### TRAPPINGS

### CONCEPT

There should always be one of these per PC in every fight, accompanied by at least a couple of cultists. Note that Cultists are just minions – they do not have stats themselves, but boost the strength of a Cult Lieutenant. Refer to the mook rules in the main book.

### FATE POINTS

1

### ASPECT SUMMARY

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# ***SPIRIT OF THE TENTACLE***

## ***BABY TENTACLE***

### ***SKILLS***

SMASH!  
Ignore Mortal      Slither  
Impossible

### ***STRESS***

#### ***COMBAT***

	Health	Composure
1	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>
6		<input type="checkbox"/>
7		<input type="checkbox"/>
8		<input type="checkbox"/>
9		<input type="checkbox"/>

Consequence 1  
Consequence 2  
Consequence 3  
Taken Out

#### ***CHARACTER ASPECTS***

Beyond the Mind's Comprehension  
Slimy  
Impossible  
Portent of Things to Come  
Spectacular Tentacular

#### ***CONCEPT***

Summoned from the realms beyond Man's Understanding, the Tentacle is in fact just bait they will use to summon the even larger monster that they worship. The tentacle is pretty much immune from personal-scale weaponry, and is effectively mindless.

#### ***TRAPPINGS***

#### ***FATE POINTS***

5

#### ***ASPECT SUMMARY***

**5 SUPERB**  
**4 GREAT**  
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## ***SPIRIT OF THE TENTACLE***

### ***VAL CARLOTA, RACKETEER***

#### ***SKILLS***

Intimidation  
Guns Fists  
Resources Gambling Driving  
Leadership Athletics Burglary Stealth

#### ***COMBAT***

#### ***CHARACTER ASPECTS***

#### ***STRESS***

	Health	Composure
1	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	Consequence 1
7	<input type="checkbox"/>	Consequence 2
8	<input type="checkbox"/>	Consequence 3
9	<input type="checkbox"/>	Taken Out

Lowlife  
Get back up  
Sadist  
"Nobody tells me what to do"  
Street Life

#### ***TRAPPINGS***

#### ***CONCEPT***

Val is a brute who beats people up and destroys their property... or rather, doesn't, for a fee.

#### ***FATE POINTS***

0

#### ***ASPECT SUMMARY***

##### ***5 SUPERB***

☒ ***INVOKE AN ASPECT***

##### ***4 GREAT***

Spend 1 Fate Point (FP) for a re-roll or for a +2

##### ***3 GOOD***

##### ***2 FAIR***

☒ ***COMPELLING AN ASPECT***

##### ***1 AVERAGE***

Receive 1 FP for the GM using or enforcing one of your aspects

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# ***SPRIT OF THE TENTACLE***

## ***JIM COTTON, BOOTLEGGER***

### ***SKILLS***

Contacting  
Resources      Bureaucracy  
Guns      Fists      Contacting  
Gambling      Sleight of Hand      Rapport      Stealth

### ***COMBAT***

### ***CHARACTER ASPECTS***

### ***STRESS***

	Health	Composure	
1	<input type="checkbox"/>	<input type="checkbox"/>	Plan B
2	<input type="checkbox"/>	<input type="checkbox"/>	Wheeler Dealer
3	<input type="checkbox"/>	<input type="checkbox"/>	It's just business
4	<input type="checkbox"/>	<input type="checkbox"/>	Raised on the street
5	<input type="checkbox"/>	<input type="checkbox"/>	Loyalty
6	<input type="checkbox"/>		Consequence 1
7	<input type="checkbox"/>		Consequence 2
8	<input type="checkbox"/>		Consequence 3
9	<input type="checkbox"/>		Taken Out

### ***TRAPPINGS***

### ***CONCEPT***

Jim began life on the streets. He was always one of the smaller kids, so had to learn fast how to manipulate people and work the systems. He knows every trick in the book, and everybody from the gutters to the penthouses. Sure, the prohibition's made him a man of relative wealth and importance: but he's never forgotten the skills that got him there, or the people. And when prohibition ends, he's got legitimate business that'll see him through.

### ***FATE POINTS***

1

### ***ASPECT SUMMARY***

***5 SUPERB***

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***4 GREAT***

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***3 GOOD***

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# ***SPIRIT OF THE TENTACLE***

## ***THE IDEAS MAN***

***SKILLS***

			Resources		
		Science	Mysteries		
	Engineering	Academics	Drive		
	Guns	Sleight of Hand	Investigation	Pilot	
Fists	Weapons	Alertness	Athletics	Mysteries	

### ***COMBAT***

### ***CHARACTER ASPECTS***

***STRESS***

	Health	Composure	
1	<input type="checkbox"/>	<input type="checkbox"/>	Prodigy of SCIENCE
2	<input type="checkbox"/>	<input type="checkbox"/>	Wealth of Midas
3	<input type="checkbox"/>	<input type="checkbox"/>	"I have a prototype..."
4	<input type="checkbox"/>	<input type="checkbox"/>	The Horrors of War
5	<input type="checkbox"/>	<input type="checkbox"/>	"There's always a rational explanation"
6			Except when...
7	<input type="checkbox"/>	Consequence 1	Everything has a use
8	<input type="checkbox"/>	Consequence 2	Mysteries of the Ancients
9	<input type="checkbox"/>	Consequence 3	Instant Expert
	<input type="checkbox"/>	Taken Out	Spark of Insight

## ***TRAPPINGS***

## ***CONCEPT***

Born into wealth beyond imagining, Carl Strongson used his family's wealth to explore the world around him. He was quickly recognized as a great scientist and engineer, and co-opted into the R&D section of the US Military, where he developed weapons of all shapes and sizes. When the US entered the great war, he travelled to the trenches, and upon seeing the carnage his ideas had wrought, swore to use his powers to combat evil and atone for his thoughtless invention.

## ***FATE POINTS***

5

## ***ASPECT SUMMARY***

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## ***SPIRIT OF THE TENTACLE***

### ***THE THREE FISTED MIDGET***

<b>SKILLS</b>				Fists					
			Might		Resolve				
		Intimidation		Alertness	Endurance				
	Athletics		Deceit		Gambling		Guns		
	Drive	Mysteries		Pilot	Rapport		Stealth		

#### ***COMBAT***

	Health	Composure
1	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	Consequence 1
7	<input type="checkbox"/>	Consequence 2
8	<input type="checkbox"/>	Consequence 3
9	<input type="checkbox"/>	Taken Out

#### ***TRAPPINGS***

Wrestling Costume

#### ***FATE POINTS***

5

#### ***CHARACTER ASPECTS***

Freak of Nature  
 Showman  
 Outsider  
 Three fisted  
 Death Defying  
 Heart of Darkness  
 Subtle... like a fist  
 The Worst is Yet to Come  
 Justice for all  
 Code of the Masked Wrestler

#### ***CONCEPT***

When Anselmo Reyes Cruz was born in his home town there was a day of mourning for his family, as he did not seem like he could live more than a few days. But his house was visited by an Angel, and Anselmo contained the strength of a large man in his tiny body. At a young age he became a masked wrestler, but the entertainment he gave did not fill his heart, and so he took his wrestling out of the ring to wherever there was oppression and injustice. He is half the man, but **DOUBLE THE FISTS.**

#### ***ASPECT SUMMARY***

- 5 SUPERB** ☒ **INVOKE AN ASPECT**  
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- 4 GREAT**
- 3 GOOD**
- 2 FAIR** ☒ **COMPELLING AN ASPECT**  
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## ***SPIRIT OF THE TENTACLE***

### ***TEMPERED STEEL***

<b>SKILLS</b>				Resolve			
			Deceit	Rapport			
		Investigation	Contacting	Intimidation			
		Resources	Survival	Empathy	Fists		
	Guns	Mysteries	Weapons	Alertness	Academics		

#### ***COMBAT***

	Health	Composure
1	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	
7	<input type="checkbox"/>	
8	<input type="checkbox"/>	
9	<input type="checkbox"/>	

Consequence 1  
Consequence 2  
Consequence 3  
Taken Out

Daughter of Dissembling  
Flair for adventure  
In the eye of the beholder  
Seen it all before...  
Smell of Alcohol  
Forged (not born)  
Justice, not revenge  
Always Welcome  
Femme Fatale  
The Right Word

#### ***CHARACTER ASPECTS***

### ***TRAPPINGS***

### ***FATE POINTS***

5

**CONCEPT**  
Sally Steele was raised in the international world of the Inveigler, the most famous thief of the Victorian Era.. He was her father, and taught her the most important parts of the trade. But Sally saw the misguided corruption of it all, and set her mind, and considerable charms, to righting her father's wrongs, and bringing him to Justice.

### ***ASPECT SUMMARY***

**5 SUPERB**  
**4 GREAT**  
**3 GOOD**  
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**1 AVERAGE**

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## ***SPIRIT OF THE TENTACLE***

### ***THE BRITISH BULLDOG***

#### ***SKILLS***

			Rapport	
		Weapons	Investigation	
	Survival	Resolve	Guns	
Academics	Fists	Contacting	Resources	
Gambling	Drive	Athletics	Stealth	Deceit

#### ***COMBAT***

#### ***STRESS***

	Health	Composure
1	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	
7	<input type="checkbox"/>	
8	<input type="checkbox"/>	
9	<input type="checkbox"/>	

Consequence 1  
Consequence 2  
Consequence 3  
Taken Out

Always prepared  
"Keyser Soze"  
Colonial Touch  
Sharpshooter  
Unexpected Friends  
Mountain Goat  
The Rich and Famous  
Swashbuckling  
Two Fisted  
Sucker for a Pretty Face

#### ***TRAPPINGS***

Sword Cane  
Ostentatious Dress  
Masked Costume

#### ***FATE POINTS***

5

#### ***CHARACTER ASPECTS***

#### ***CONCEPT***

Born in Kent, Algernon Pendlebury-Davenport enjoyed the typical childhood of the English Upper Classes before the War. As a child, his family emigrated to Africa, where he learned the way of the jungle. On a holiday to England, just before the War, his parents were murdered by person or persons unknown. Since then, he has devoted his life to finding the killer and bringing them to justice.

#### ***ASPECT SUMMARY***

**5 SUPERB**  
**4 GREAT**  
**3 GOOD**  
**2 FAIR**  
**1 AVERAGE**

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## ***SPIRIT OF THE TENTACLE***

### ***THE SILENT DRAGON***

#### ***SKILLS***

			Stealth		
		Fists	Weapons		
	Alertness	Athletics	Mysteries		
Might	Resolve	Endurance	Burglary		
Resources	Investigation	Intimidation	Empathy	Academics	

#### ***COMBAT***

Health Composure

1	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	
7	<input type="checkbox"/>	
8	<input type="checkbox"/>	
9	<input type="checkbox"/>	

Consequence 1  
Consequence 2  
Consequence 3  
Taken Out

Harbinger of the Apocalypse  
Secrets of the East  
Restless Dreams  
Will of the Dragon  
At home in Dark Places  
Watcher from Shadows  
Betrayed!  
There's always a bigger fish  
Do whatever it takes  
Sworn to Silence

#### ***CHARACTER ASPECTS***

#### ***TRAPPINGS***

Shuriken  
Katana  
Ninja Outfit  
Street Clothes

#### ***FATE POINTS***

5

#### ***CONCEPT***

William Jones travels through the orient with his Diplomat Father. When his father disappears in Shanghai, he must make his way on the streets of a strange world. Taken in by Tang-fu monks, William realizes that his father's disappearance was not coincidental. The monks are dark servants of the apocalypse, and William defeats their schemes, but at a terrible price: he will always know when a Deep One stirs. Horros beyond comprehension or speech haunt his nights, as he haunts their immortal slumber.

#### ***ASPECT SUMMARY***

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# SPIRIT OF THE TENTACLE

## THE GREEN GARGOYLE

<b>SKILLS</b>				Mysteries			
			Stealth	Investigation			
		Resolve		Alertness	Guns		
	Academics		Athletics	Fists	Intimidation		
	Rapport	Drive	Deceit	Endurance	Resources		

### COMBAT

	Health	Composure
1	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	Consequence 1
7	<input type="checkbox"/>	Consequence 2
8	<input type="checkbox"/>	Consequence 3
9	<input type="checkbox"/>	Taken Out

### TRAPPINGS

.45 Revolver  
Trenchcoat  
Offices in Mid-town

### FATE POINTS

5

### CHARACTER ASPECTS

Insmouth Look  
Horrors on which Man Was Not Meant to Gaze  
No Man will Ever Betray Me Again  
Watcher in Darkness  
The Power of Dreams  
I Know the city like the back of my hand  
Secrets of the dead  
There's Always Hope  
Horror does Not Always Wear an Ugly Face  
Mysterious Patron

### CONCEPT

Raised by Dagon-worshipping Deep One Kinfolk in a remote part of New England. Poor family of inbred backwater types. He came to realize the kin were part of an aquatic cult, and was aghast at the horrors he found upon further investigation.

He fled to Boston and persuaded a band of investigators to return with him to his home and wipe out the corruption. The leaders of the cult scattered, and he spent years tracking them down and exacting justice.

### ASPECT SUMMARY

<b>5 SUPERB</b>	<input checked="" type="checkbox"/>	<b>INVOKE AN ASPECT</b> Spend 1 Fate Point (FP) for a re-roll or for a +2
<b>4 GREAT</b>		
<b>3 GOOD</b>		
<b>2 FAIR</b>	<input checked="" type="checkbox"/>	<b>COMPELLING AN ASPECT</b> Receive 1 FP for the GM using or enforcing one of your aspects  Spend 1 FP to compell a GM aspect.
<b>1 AVERAGE</b>		
	<input checked="" type="checkbox"/>	<b>REJECT AN ASPECT COMPELL</b> Spend 1 FP to ignore a compell (including combat consequences.)
	<input checked="" type="checkbox"/>	<b>TAG AN ASPECT</b> Spend 1 FP to invoke a 3rd party aspect. (Either of a scene, or character)
	<input checked="" type="checkbox"/>	<b>TEMPORARILY ADD AN ASPECT</b> You can put a temporary aspect on a 3rd party with a successful maneuver or as a consequence.
	<input checked="" type="checkbox"/>	<b>DRAMATIC EDITING</b> Spend 1 FP to nudge the game reality in a way suited to your aspects