The book cover features a dramatic underwater scene. At the top, a bright blue sky with white clouds meets a clear blue ocean surface. Below the surface, the water is a deep, dark blue. In the center, a large, menacing sea creature with a wide, open mouth full of sharp, white teeth and multiple eyes is shown. The creature has long, thin tentacles hanging from its mouth. The overall atmosphere is mysterious and slightly scary.

# **Mythos Mysteries for Meddling Kids**

**Edited by Richard Shaw**

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To H.P. Lovecraft for creating  
his wonderful Universe of  
Horror and Sandy Petersen and  
Chaosium, Inc. for bringing it  
into our living rooms.

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# Introduction

## ***About this Book***

This book is designed as a source-book and guide for new and experienced players alike. There are useful tips for new players on playing as a group, new Game Masters (better known as “Keepers”) interested in running an adventure for their friends and tips for experienced players and Keepers who are interested in running an adventure for younger or less experienced role-players. In addition a few scenarios suitable for new or younger players together with pre-made characters and a quick start guide so you can begin playing right away!

This book was borne out of a number of threads on the forum of Yog-Sothoth.com, a website for fans of all Lovecraftian-themed games, including Call of Cthulhu, Trail of Cthulhu and Delta Green. We wondered how we could encourage more people to discover how fun role-playing games can be or how to make these games more accessible to younger players.

## ***What is Call of Cthulhu?***

Call of Cthulhu is a game of adventure, mystery and danger. Adventurers (better known as Investigators) attempt to solve mysteries and battle evildoers and monsters that are trying to either take over or destroy the world. Only you and your friends can defeat them because only you know about them - if you told anyone else they would not believe the strange, marvellous and scary things you have seen. “Call of Cthulhu” was originally created by Sandy Petersen, and is named after the H.P. Lovecraft story of the same name. It, and many add-ons and other materials are produced by Chaosium, Inc.

## ***What do I need to play a game?***

To play a game of Call of Cthulhu all you require is one or more other friends, a copy of the rules (either a copy of the rulebook itself or the Quick Start rules available free from [www.chaosium.com](http://www.chaosium.com)) and some ten, six and four-sided dice.

# ***Game Systems and Settings Overview***

## **Call of Cthulhu (BRP)**

Using the Basic Roleplay System (BRP) and produced by Chaosium, Inc. the original setting for Call of Cthulhu is America in the 1920s and remains the most popular era among players and keepers to this day.

## **Cthulhu by Gaslight**

This setting has players battling the cosmic horror of the Mythos in Victorian Britain in the 1890s.

## **Delta Green**

A setting for Call of Cthulhu created by Pagan Publishing, set in the 1990s and later. You are part of a secret government team dedicated to the eradication of the monsters of the Mythos while facing down enemies from within.

## **Cthulhu by Torchlight**

Call of Cthulhu set in the Dark Ages.

## **Cthulhu Invictus**

Call of Cthulhu set in the Iron Age, when the Roman Empire ruled the Europe and the Mediterranean .

## **Trail of Cthulhu (GUMSHOE)**

This game allows you to play more Pulp-based Cthulhu adventures set in the 1930s using the GUMSHOE game system and is produced by Pelgrane Press.

## **Call of Cthulhu (d20)**

Produced by Wizards of the Coast this game converts Call of Cthulhu to the d20 system, as used in Dungeons & Dragons and other games.

# Investigators Section



## Introduction

### The Players

In Call of Cthulhu players fall into two categories. One player acts as the **Game Master** and the rest of the players act as the adventurers, who are better known as **Investigators**.

The Game Master is a kind of storyteller. He or she reads the adventure, describing the surroundings and the people and the events when they happen and also answers any questions that the other players ask. In Call of Cthulhu the Game Master is more usually known as **The Keeper of Arcane Lore**, or **The Keeper** for short.

The players playing the Investigators then make a decision about what they want to do next and the Game Master carries on with the story, the course of which has now been changed by whatever action the players chose to do.

### The Aim of the Game

The aim of the game is to solve mysteries and go on great adventures. As the Game Master tells the story the other players should ask questions about what is going on in the story, and the Game Master will give more information if possible. Remember the more information the players have the more likely they are to solve the mystery. Occasionally the Game Master will ask the other players what they want their characters to do. You don't have to be very detailed

in what you say but the more imaginative and more detailed your description is then you might find a better clue or you are more likely to defeat the monster. If you are stuck for ideas then don't be afraid to ask the other players or the Game Master for help or ideas. This game is about having fun and cooperating as a group.

## Playing an Investigator

### Your Character

Each Investigator is a different character in the story, and each has different abilities, magical powers, weapons and characteristics. For your first adventure we suggest you use one of the characters we have provided with each adventure ready to use. Once you have played a couple of games you could try creating your own character using the simple rules at the end of this guide.

### Skills and Characteristics

Each character has a set of characteristics that show how smart, fast, strong or agile they are compared to other characters and creatures with a number. The higher the number the better at something that character is.

### Primary Characteristics

**Strength (STR)** measures the raw physical power your investigator can bring to bear. It influences the amount of damage he can deliver with a punch or kick, as well as his grip, or ability to lift heavy items.

**Constitution (CON)** is a measure of the hardness of your investigator. It influences the amount of damage you can take before going unconscious or dying as well as how resistant you are to diseases and poison.

**Dexterity (DEX)** is a measure of your investigator's agility and speed.

**Size (SIZ)** is a measure of your investigator's physical mass. It influences how much damage you can take, as well as how much you can deliver. Also, as a measure of your Investigator's weight, it

influences the ability of horrible monsters to pick him up and toss him around the room.

**Intelligence** (INT) is a rough guide to your investigator's cunning and ability to make leaps of logic and intuition.

**Power** (POW) is a combination of personal magnetism, spirit, and mental stability. It influences your character's ability to cast magical spells, as well as his resistance to the sanity-blasting horrors of the Cthulhu Mythos.

**Appearance** (APP) measures the charm and physical appeal of your character.

**Education** (EDU) is a measure of the knowledge which your investigator has accumulated through formal education, or through general life experience.

### **Secondary Characteristics**

**Idea** - This score is used as a percentile roll to give your investigator information, or to make leaps of deduction in certain situations.

**Knowledge** - This score is used as a percentile roll to show how your investigator's education and training gives insight in certain situations.

**Luck** - The Luck roll is often used to give your character a last chance in a crisis situation, or to cause bad things to happen to the only investigator in the group to fail the roll.

**Damage Bonus** - is how much extra damage your investigator does with a successful close-combat attack.

**Magic Points** - Magic Points are equal to your POW. MPs fluctuate up and down as you cast spells or activate arcane alien devices. If your investigator's MPs ever fall below 0, he goes unconscious until he can recover them as he/she is exhausted from casting spells.

**Hit Points** - As your investigator takes damage from combat or other events, your Hit Points (also known as HPs) will drop. If you drop to only 2 HPs, your investigator goes unconscious. If he hits -2 or lower, he is dead.

**(Sanity) SAN** - This score represents your investigator's ability to remain stoic in the face of the

dangers of the Cthulhu Mythos. As you face dangerous situations your SAN score fluctuates. It can raise above its starting level, but can never be higher than 99 minus the value of your Cthulhu Mythos skill. If it reaches zero then your character has gone mad and has lost control of themselves.

### **Skills**

Each character has a set of skills that represent your knowledge of various things, such as knowing how to use a camera or drive a car. The level of expertise is represented by a number between 0 and 100, the higher the number the more knowledgeable you are.

### **Dice Rolling**

The Game Master may ask you to roll some dice if you are attempting to do something that is very difficult. All you have to do is roll two 10-sided dice, with one dice being the tens and the other units, and add the values on the dice together. If the number is less than or equal to the value of the characteristic or skill the Game Master asked for then you have succeeded. If you go over the value of the characteristic then you have not succeeded.

### **Rewards**

As the adventure progresses you may find or be rewarded with items such as new weapons or potions or jewellery which give you new abilities or make your existing ones better. These will help your character overcome new obstacles and challenges and solve new mysteries. Also your characters may be rewarded with SAN points if you achieve certain objectives. You may also be penalised SAN if you fail to do anything.

## Creating An Investigator

A quick guide to creating your first investigator for Call of Cthulhu.

Once you've played a couple of games with the pre-made characters provided you might want to consider creating your own. Here's a quick guide to creating your first character using the Basic Roleplay System (BRP) as used in Call of Cthulhu.

### Primary Attributes

The primary attributes of your character are generated in the following way:

**STR**, **CON**, **DEX**, **APP** and **POW** are each calculated by rolling 3 six-sided dice (also known as a D6) and adding their values together. Before play starts you can swap any of those values around with each other until you are satisfied with them.

**SIZ** and **INT** are calculated by rolling 2 six-sided dice and adding 6 to the total. You can swap these two values around before play starts if you wish.

**EDU** is calculated by rolling 3 six-sided dice and adding 3 to the total.

If the values you roll for any attribute is abysmally low then you are allowed re-roll one or two. The average values are around 10 to 11.

### Secondary Attributes

Your secondary attributes are all derived from your primary attributes. They are worked out in the following way:

**Idea** is **INT** x5

**Knowledge** is **EDU**x5

**Luck** is **POW** x5

**Magic Points** is equal to **POW**

**Hit Points** is **SIZ** + **CON** divided by 2 and rounded up.

**SAN** is **POW** x 5

## Occupations and Skills

### Occupation

By this point you should have an idea about what your character does for a living, if they have one. Examples include Private Investigator, Journalist, Professor, Occultist and Archaeologist and as many more as you can think of.

### Occupation Skills

From the list of skills printed on your character sheet (or any other skills that your Game Master suggests) pick the 8 skills most suited to your character's occupation. Multiply your character's **EDU** by 15 and that is the number of points you can put into improving those skills. To do this simply add points to the Base Chance printed on the character sheet. This improves the percentage change of you succeeding at using one of those skills.

### Hobby Skills

Now you can choose Hobby Skills, these represent your character's interests in addition to their occupation skills. These are done in the same way as Occupation Skills but the number of points you have to spend is **INT** x 10. Don't forget to put some skill points into those combat skills you think you might need as well!

### Other Details

You can now take the time to fill out the rest of your details on the character sheet, such as name, age and gender, etc. If you have time have a go at filling out your character's background details and try to figure out who your character actually is and how you can play them.

## Playing in a group



*A few useful hints and tips for both players and Keepers. Originally written by "Gaffer" for his daughter's role-playing group.*

A few conventions to keep in mind.

1. You are not you. You are your character!
2. Know (or invent) your character's background: motivations, fears, likes, dislikes; but especially how you feel about the other player characters (PCs) and non-player characters (NPCs).
3. Play those relationships, not your ordinary feelings and reactions.
4. Keep in character; If you say it, your character says it and other players or NPCs may react.
5. Resist out-of-character comments (unless they're really fun for everyone and not too distracting or too frequent). Have fun in the game. If you want to discuss something, call for a sidebar or a break.
6. Do not fiddle with dice or figures or other materials.
7. Play your character, not everyone else's.
8. Suggestions should be minimal and only in the context of the scene.
9. Resist the urge to interfere with others' actions (except in character).
10. Say what you are doing/saying, not what you think others should.
11. If your character is not there, keep quiet, please. Play the scene.
12. Don't game the rules. It's more fun without "lawyering." Besides, the Game Master knows everything, you don't: You just might be getting a break.
13. If you think you're always being treated unfairly, talk it over with the Game Master.
14. Pay attention to what's happening. Otherwise, you might miss something that could affect your character. And don't depend on the Game Master or your comrades to repeat stuff you missed through inattention.
15. If it seems important, write it down (if you're allowed to).
16. Use your napkin and coaster. Be polite to everyone.
17. Remember, we're all in this together: HAVE FUN!!



# Keepers Section

## Advice for New Keepers

As the Keeper of Arcane Lore you control the story, explaining what happens in it to the other players and answering any questions they ask about what is happening.

All the information you need is usually provided in the scenario (you may need the main rulebook or another supplement depending on the scenario being played) - which of course only you can read as it would spoil the adventure for the other players. There will sometimes be some text that you can read out to the players, some text that contains information that you only reveal to them when they ask certain questions as well as hints at what the players could do if they are stuck for ideas. There will also be challenges for the player's characters to overcome and suggestions on how they can do it.

There are no strict rules about what happens in the story - you are in control and what you say is final - but you should always make things happen in a way that is fun and challenging to everyone involved. If you let the players succeed too often then the game will be boring. If you never let them succeed then they will stop playing because the game is too hard.

Preparation is very important for any game. Make sure you have read the scenario and know enough of what happens so you don't spend the entire time looking at your notes. Remember to make copies of any handouts (clues) to give out to the players beforehand so you don't cause any delays.



## Running games for younger players

So you're wanting to introduce the friends of your child to Call of Cthulhu (or role-playing in general)? Perhaps you are considering starting a group at a youth club, or even an after-school club. The problem is you're at a loose end as to how to make the horrors of the Mythos more accessible or playable. Well fear not, here are some tips from the members of Yog-Sothoth.com

1. **Don't talk down to children** – they know when you're doing it and they don't like it. Giving them a knock-off version of Scooby-Doo is a bad move. "Harry Potter", "Golden Compass", "Pirates of the Caribbean" and other recent successful children's series were popular because they didn't hold back on deaths, intrigue, or moral ambiguity. Children like that, because all children want to be grown ups.
2. **Children are not likely to understand cosmic horror** - but they would understand that a tentacled vampire monster that can turn invisible is in the basement and they have to figure out how to kill it.
3. **Start with something that is "winnable"** and that provides plenty of down-time for them to interact in a relatively safe environment, and have nary a Mythos critter in sight.
4. **Know your player's interests** - Tinker with the game depending on the players and what they like. If they do like mysteries then by all means, give them Nancy Drew and the Curse of the Pharaohs mask or something similar. Cut back on the whole cosmic bit and just have an evil cultist up to miscellaneous evil. Or with a more pulpy Indiana Jones feel to it, if they saw the films and liked them.
5. **Parents** – Obviously (and most importantly!) make sure you get the parents' consent for their child to be in your game but also make sure the parents understand what the game is about. Be careful about parental sensibilities too – if little Johnny comes home one night talking about cults and demons, etc. then the parents may want to pull their kid(s) out of

the game. Perhaps use a different setting – make it more fantasy or pulp-like. Most parents don't mind a game with elves and dwarfs or Indiana Jones-style action. They might be a little hesitant when it comes to cosmic horror.

## **Using Child Investigators**

A simple guide to creating child investigators for both players young and old, new and experienced.

### **Primary Attributes**

By child we mean an investigator (not necessarily players) who is perhaps 17 years old or younger i.e. they are still at school. It may be an idea to create characters at this age and then after a few sessions of the group playing together as kids have them roll up adult versions of the same characters – some years have passed and they're grown up but now they have established relationships with the other characters. At such a young age the character is perhaps smaller, less well educated or knowledgeable and is not as strong or magically powerful as they might be as teenagers or adults. To represent this when rolling multiple dice for determining Primary Attributes discard the lowest roll. For example, Tony rolls a 3, 5 and a 6 on his three D6 and discards the 3. Therefore giving him a size of 11 rather than 14.

Please note that you may roll stats that may seem high for a child to have. Just take this as if the character is somehow gifted – that's why they're an investigator in the first place!

### **Losing Courage instead of Sanity**

As the investigator is still young they still see the world through children's eyes, literally and so their world view is more simple and flexible. They may not perceive themselves as confronting cosmic horrors from beyond the stars – it's the monster from under the bed or something that jumps out and chases you when you visit the toilet at night such as the dreaded “Bog Hopper”,

For this reason SAN should be perhaps handled a little differently, and should perhaps be taken as an indicator of the character's *courage*. The character does not go *insane* but becomes *scared* and runs

away, hides or curls into a ball and cries for their mother. Perhaps as a result of extreme fear they develop a few phobias but that's probably as far as it might go. It's up to you to determine how exactly the characters react. See “Growing Up” in the next section on how to handle SAN and phobias if your character manages to survive to adulthood.

### **New Skills**

New skills suitable for the younger investigator.

#### **Dart/Spit Wad/Pea Shooter**

You can turn any tube and any chewable material into a fierce projectile weapon. Does not damage at all but does distract easily.

#### **Catapult/Sling**

Given an elastic material and something hard you can do some serious damage. Damage is firing player's damage bonus + 1D2.

#### **Throw Rocks/Stone Skipping**

You are adept at throwing stones at things and not breaking them, or breaking them if you wish.

#### **Hair Pull**

You can find things to pull on almost anything. A successful roll incapacitates your victim due to the pain of pulling on their hair. A victim may try to escape either by successfully grappling you or by pulling until their hair comes out. In order to do so they must pass a CONx5 roll to overcome the pain. If they pass their hair rips out and they take 1 point of damage.

### **New Occupations**

The following are new occupations suited for the younger investigator, based upon the stereotypical pupils you may find at an average elementary (primary) / high (secondary) school. A few could also be used as templates say college or university students or even mature students.

You may only choose up to 8 of the skills list if more than 8 are listed.

#### **Sportsman**

You're on every sports team and all the pretty girls love you.

Skills: (Choose 8)  
Climb, Dodge, Jump, Martial Arts, Pilot, Ride,  
Swim, Rifle, Throw, Fist, Grapple, Kick

### **Rich Kid**

You're so rich no one cares what grades you get. You're just waiting until you're old enough to go to Daddy's old college.

**Skills:** Credit Rating, Drive Auto (who cares if you're too young? You're rich!), Bargain, Persuade,

### **Cheerleader**

Your passion is guys and sports, with just a few good grades to keep you going.

**Skills:** Art, Craft, Credit Rating, Fast Talk, Jump, Hairpull (see above)

### **Nerd**

You crave academic knowledge.

**Skills:** (Choose 8) Anthropology, Archaeology, Astronomy, Biology, Chemistry, Geology, Hide (from bullies), History, Listen, Natural History, Physics, Psychology, Sneak,

### **Geek**

You crave the latest technology and gadgets

**Skills:** Astronomy, Computer Use, Library Use, Mech. Repair, Electr. Repair, Craft, Photography, Pilot, Physics, Hide, Sneak

### **Arty Kid**

Whether it's dance, painting or music traditional academia is not for you.

**Skills:** Art, Craft, Disguise, Conceal, Spot Hidden, Martial Arts, Occult, Other Language

## **Skill Level Guidelines**

You may be wondering what these skill percentages are the equivalent to in real life or want to make sure that your character's knowledge is as plausible as possible. Well we've put our heads together and come up with this handy ready-reckoner of minimum/maximum percentage values for each education, employment or sport type skill. The benchmark we've used is to assume that a skill at 50% allows you to be employed in a position of which that skill is primarily used. For example, a *Drive Auto* skill of 50% or more allows you to work as a truck or taxi driver.

Context			% range
Education	Sport	Work	
Uneducated	Beginner	Unemployable	0-15
Elementary	Novice	Trainee	16-25
High School	Amateur	Junior	26-45
College	Semi-Pro	Normal employee	46-55
University	Professional	Experienced	56-65
Doctorate	Legend	Supervisor	66+

## **Growing Up**

At some point you may wish to fast forward in time, to when your player's characters are all grown up. Here is a guide on how to do this.

### **Sanity and Mental Conditions**

Gain 1 sanity for each year after your last adventure, up to your 99-Mythos cap. In addition any mental illnesses/conditions such as phobias/philiias may be removed at the keeper's discretion if you think of a good enough reason. Maybe your parents blew your college fund on your treatment so you're "sane" now, but rather poorer.

### **Primary Attributes**

Re-roll your the character's attributes using the standard "Call of Cthulhu" method. However you may substitute up to 3 primary attributes from the child version of your character which were higher than your adult version.

### **Skill Points**

Though the skills your child character had are likely to fade with time they're unlikely to disappear altogether. For this reason when creating the adult version they must always put a minimum of 25% of the points they put into their child's skills into the same skills in the adult character.

# Scenario: The Grave

By Paul Hebron



## Introduction

Something attacked the night watchman at the local cemetery and left him horribly wounded. Can the players discover what lies in the North West corner of the ancient grave site, find the notes of an ancient sorcerer in a abandoned house, and banish the threat either through arcane magic or aid from some of the graveyards “odder” residents?

The scenario can be played by any size group or by a single player, and makes a decent introduction, being relatively survivable, and contains many typical elements of Call of Cthulhu scenarios, with the undead, Ghouls, ancient magic and mystical books. Some of the threat of the mythos beings and sanity loss has been lessened, but can easily be increased or decreased to make for a deadlier or easier scenario. The scenario was inspired by “The Case of Charles Dexter Ward” which is one of H.P. Lovecraft's most well regarded tales, and recommended reading for keepers running this scenario.

## Keeper Info

Nicholas Nesbith, an English scholar and occultist began practising some of the terrible rites he had learnt from his travels in the Middle East, and from some of the manuscripts he acquired while there. He

returned home in 1760, and set up an occult laboratory in the investigators home town. He had an interest in the spell “Call Forth the Immortal” a version of the Resurrection spell. He collected the remains of his deceased wife from London and cast the spell, unhinging himself in the process. He had bought his wife back, but the spell detailed no way of putting the dead back down again. From the spell description, he believed that the resurrected were immortal and it was impossible to kill them, and he only had half of the resurrection spell, the part for raising the dead.

Another spell he had learned was “Speak with the Eaters of the Dead,” which he believed was the only way of killing the resurrected. He locked his wife in a coffin, buried her in the local graveyard, and cast the spell. He met the local Ghoulish community, and he made a deal with them that he would provide them with corpses to eat, but only if they used their “special powers” to eat them. The Ghouls went along with this, and consumed Nesbith's wife. This didn't do Nesbith's sanity any good at all.

Since that day, he learned much from the people he resurrected, and learnt even more from the Ghouls in the graveyard. He gradually became more interested in the Cthulhu Mythos and began searching for the bodies of those who had knowledge of the mythos. In particular, Nesbith wanted the body of one Abdul Al-Hazred, writer of the Necronomicon and a mad wizard of Arabia. He found no leads to Al-Hazred, but he did obtain the ashes of one of Al-Hazred's followers, Ibn al-Gharban. Like so many others he resurrected al-Ghabran, and tried to learn Al-Hazred's secrets from him. He tried to learn all that he could before disposing of al-Gharban, and from that information he decided to travel to a location in the Arabian Desert to find Al-Hazred's resting place. He never returned to England.

This was in 1801, but one thing Nesbith had overlooked was that Ibn Al-Ghabran was a powerful sorcerer as well. In life he had learnt much of the mythos, especially on how to extend his life. He also knew the spell “Ward Ghoul” saving him from consumption by the creatures. He could not break free from his coffin however, and he remains in his grave today, running low on his reserves of magic. He is desperate to escape no matter what, and has started to reach out, exerting his influence on the cemetery, trying to cause somebody to open his grave.

## **Midnight on Sunday, 11<sup>th</sup> May 2008**

Jim Simpson is the elderly night watchman of the local graveyard. He is doing the rounds in the ancient North West Corner Cemetery, which has a large area of unmarked graves, 11 in all. As Simpson is passing by the most North Western grave, contemplating whether to have another look for his missing cat, or go back to the house to rest his feet, a tree branch overhanging the grave whips out and strikes him across the face. Bloodied, he struggles back to the cemetery gatehouse and calls an ambulance. His wounds are deemed severe, and he claims that the tree attacked him on purpose.

Enter the investigators.

### **Setting**

The scenario takes place in the present day, in this case 2008. The location is nominally Britain, and is assumed to take place in the investigators home town. The scenario could be set anywhere in the world, and just about any era, from Gaslight to 1920s, with little to no modification. It could easily be worked into a campaign, or played as a one-shot. For Delta Green, perhaps the graveyard is already known to Delta Green, or Simpson is even a retired Agent.

### **Why do the Players Care?**

The best way of introducing Jim Simpson is to have him be related to a player as a grandparent or uncle. This gives them a personal stake in his welfare, and gives them a solid reason to visit him in hospital. It is expected the players should try to help Simpson out of the good of their hearts. Another method for having the players be aware of Simpson should be worked out by the Keeper. Perhaps he helped out the investigators in a previous adventure? If so, introduce him before this adventure.

## **Chapter One: The Night Watchman**

### **The Phone Call**

On Monday the 12th of May, 2008, the players should state where ever they are, be it school, on holiday, or around town. The investigator related to Simpson receives a call on their mobile phone if they own one. If they do not, they will be asked to go to the main office if in school, or will have a relative or friend rush up to them and explain things if they are in town. The call is from Dr Celia Nettles, from the local hospital. She tells the investigators that Jim Simpson, the investigators relative, is seriously ill in hospital and advises for the investigator to come to the hospital immediately. He has suffered serious injuries in an accident at the cemetery where he works. The investigator knows that Simpson works as the night watchmen at the local cemetery, and lives in the gatehouse there. He is considered a little reclusive and distant, but always turns up at family events. The investigator knows him as a nice old man in his seventies with a love of cats and military history.

### **The Hospital**

The investigator makes his way to the local General Hospital. He can bring the rest of the investigator group with him, or relate what happens to them later. The players go there with their family, or on their own. The players will be taken to the Emergency Ward, on the second floor of the building. They are then taken to Simpson's room, where he is in bed, semi-conscious. He is under lots of beddings, with a large amount of bandages around his head. Few of his features can be seen under the wrappings. He is connected to an IV drip. Although the investigators do not know it, Simpson lost an eye in the attack, and he will not cause them alarm by telling them.

There is another woman in the room, Dr Celia Nettles, who contacted the players. She is a medium height woman in her thirties, with tied back blond hair, wearing a pair of green scrubs under a white lab coat. Dr Nettles is a useful NPC who could be used by the players. She has an interest in the supernatural, and a wide range of medical skills. At the keeper's decision, she may decide to help the players during this scenario. She is especially concerned about Simpson's condition and would like to know some more details about his 'accident.'

Jim Simpson will start to explain to the players what

happened to him on the night he was attacked. Despite his doctors and the police telling him he had an accident, and was maimed by falling onto a tombstone, Simpson maintains he was attacked by a tree. He was patrolling in the old North-West Corner Cemetery, when a tree whipped out a branch at him, maiming his face and ruining his eye. Simpson talks very slowly, and frequently coughs and splutters. He tells the investigators that over the past 10 years the cemetery has had a sense of dread around it. He gets very quiet when talking about his cat, Ginger, which he fears has met a horrible end in the graveyard. He also claims to have seen several ghosts over the years in the graveyard.

After a while, he has a severe coughing fit, and Dr Nettles ushers them out of the room. While a nurse attends to him, she explains that they shouldn't worry about Simpson, and that she believes he will come out fine. This is also when she tells them about Simpson's missing eye. She also says that she would like to know anything about what happened to Simpson, and that she might be interested in searching the graveyard. Perhaps the investigators could show her around?

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**Jim Simpson, Night Watchman and Relative**

STR: 7 DEX: 4 INT: 10 CON: 8 APP: 4 POW: 14  
SIZ: 10 SAN: 67 EDU: 12

Hit Points: 7

Skills: Craft(Gardening) 65%, History 50%, Listen 34%, Accounting 50%

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**Celia Nettles, Helpful Doctor**

STR: 7 DEX: 10 INT: 13 CON:8 APP: 16 POW:  
12 SIZ: 14 SAN: 60 EDU: 20

Hit Points: 11

Skills: First Aid 75%, Biology 68%, Medicine 70%,  
Pharmacy 60%, Credit Rating 45%, Occult 50%,  
Psychology 62%, Persuade 55%, History 40%

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## **Chapter Two: The Cemetery**

### **al-Gharban's Plan**

The magic that has sustained al-Gharban through hundred of years is slowly fading out. It is now or never that he plans to escape his tomb. He would try to get out on his own, but the Ghouls had already made off with his limbs when he banished them. He can affect things in the graveyard, in his immediate vicinity, such as the tree. A side effect of his abilities is that anyone entering the NW cemetery feel a profound sense of claustrophobia. His original plan was to try and animate a corpse to free him from his coffin, but all the bodies in his vicinity had either been eaten by the ghouls, or are too ancient to animate. He can also possess people, but this requires direct eye contact, something which is not going to happen when he is under several feet of dirt. He injured Simpson in an attempt to get someone to open his grave, so he could possess them and escape. He will try to do everything in his power to get the players to open his grave so he can escape.

### **The Next Day**

Unless the players want to explore the graveyard in the dead of night, the hospital visit lasts most of Monday, and it is now Tuesday the 13th of May. On Friday the 16th , for the first time in hundreds of years, the body of Owen Lindell, a man killed in a driving accident, will be interred in the North West Corner. As soon as it is dark, Al-Gharban will animate Lindell, dig up his now desiccated corps, take over Lindell's corpse and then flee. The investigators should have discovered a solution to the problem by the time of Friday night.

### **Research**

Before the players visit the cemetery, they may want to do some research. If the keeper decides to use his local cemetery, insert the events listed here into its history. Otherwise, tell the players it is a typical cemetery, dating back to around the 16th Century. It mostly contains residents of the town, with a few residents of a nearby town who died in a plague outbreak. The 11 unmarked graves are a bit of a mystery, but it was believed they contained the bodies of the children of a local noble, whose family was cursed with horrible deformities. A History roll suggests that this seems odd, as the local ruling family was regarded as kind and loving. A more

recent theory suggested the graves contained French Spies, but this theory was disputed by evidence that the graves had been there long before the 1800s. There are two recent events that might interest the players, and are shown via local newspapers, if they check the town's records at the library or local newspaper. The articles tell a little about the Ghouls, but nothing on Al-Gharban. With a two Library Use rolls, both articles are discovered. A Know roll allows the player to recognise the events, as heard from local discussion or hearsay.

### **Handout 1 - Keeper's Copy**

#### **Policeman Injured in Cemetery**

Local Police Inspector William Grisham, was badly injured last night in a nocturnal chase with an intruder at the North West Corner Cemetery. A passer-by had reported the intruder, and Grisham pursued the miscreant on foot. "The suspect was highly agile" said Grisham "I couldn't keep up with him, and it seemed like he was running on all fours, at times." Grisham was ambushed by the intruder, and bitten on his arm. His wounds are being treated for severe infection. The council has decided to employ a watchman at the historic cemetery. Local resident Jim Simpson is 'delighted' at being appointed the sites new guardian.

August 3, 1980

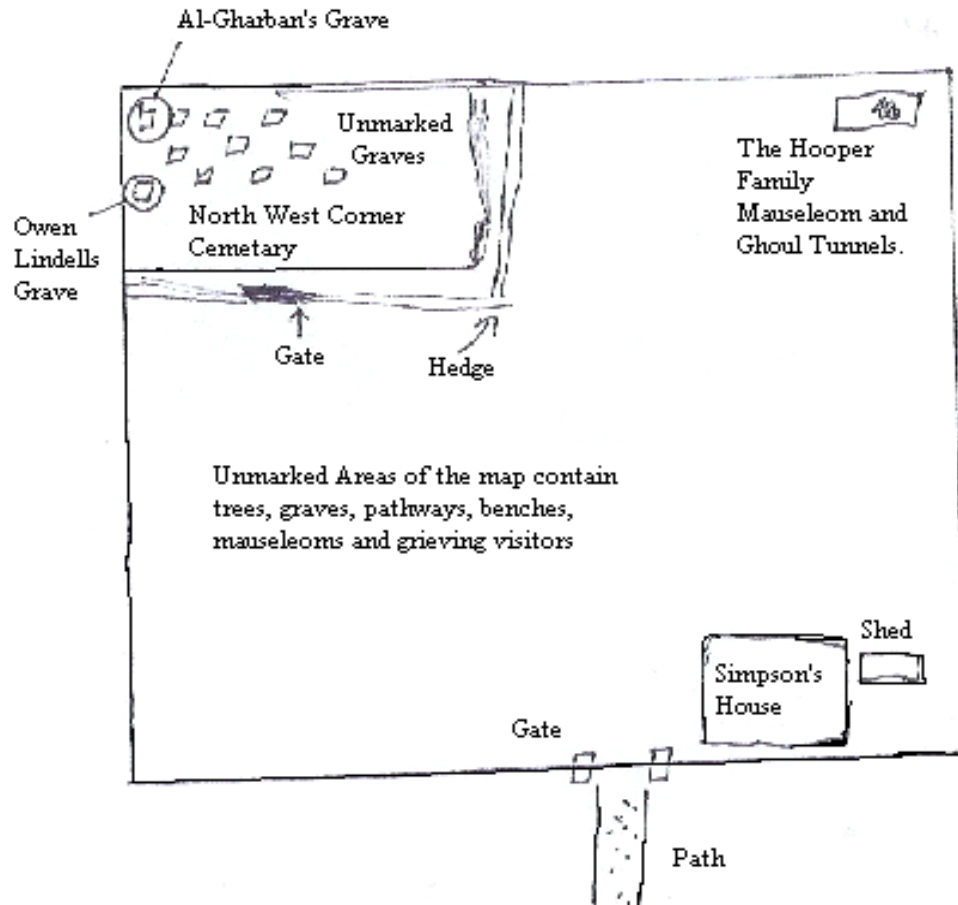
### **Handout 2 - Keeper's Copy**

#### **Missing Corpse in Connection to Murderer**

In connection to the investigation of murderer Jerome Cromwell, police excavating the body of his mother Judith from her grave in the North West Corner Cemetery, discovered her grave empty!

Police had believed Judith may have been a victim of renowned poisoner Cromwell, but were shocked to find no remains of Mrs Cromwell. "There are a few fragments of wood and an area of disturbance under the site" said Police Chief Richard Yates "but we suspect scavenging animals to be at blame, as even a man would leave some traces."

February 20, 1959



## The Cemetery

There is no more relevant information to be found, so it might be time to pay a visit at the cemetery. If the keeper has access to maps of the local cemetery, use those, adding relevant locations for the tomb and the North West corner. For player use, the map should be edited to remove the location of al-Gharban and the Hooper mausoleum. The players could decide to investigate Simpson's house. They will not be able to open it unless they have the key. When they arrive at Simpson's house, a ginger tabby cat is scratching at the door. This is Simpson's missing cat Ginger, which has only just returned after a misadventure in fields east of the cemetery. It would be very happy for some food. There is nothing of interest inside the house, which has a bedroom, living room, bathroom and shed outside.

There could be any number of people in the cemetery, but there is only one of importance to the players. This is Sheila Garrett, a lonely enthusiast with an interest in tracing her family tree. She sees the mystery of the unmarked graves as a challenge, and she is trying to discover who the graves belonged to. She has made some progress. Garrett is

a local college student, and is happy to have someone to talk with about her hobby. She tells the investigators that she found some papers while examining documents at the local museum. Apparently a travelling scholar called Nesbith had ordered the graves dug and secretly paid somebody to deface the graves. These were all the documents of a lawyer investigating Nesbith's practices, and the lawyer claims he was going to try and bribe Nesbith. No results of what happened are recorded. The lawyer gives Nesbith's address as 7 Boleyn Street, which still stands today.

## The North West Corner Cemetery

The players only meet Garrett if they enter the North West Corner. It is sectioned off from the rest of the cemetery behind a tangled hedge. There are 11 unmarked graves here, with a few others. All the graves are suitable ancient and crumbly, except for one. This grave is being refurbished to contain the body of Owen Lindell, to save space. It was deemed more economical to have Lindell interred in the old cemetery, although this move is being challenged by the local historical society. The most North Western grave has a tree growing close by it, next to a bench.



Investigators who make a POWX2 roll feel a palpable sense of menace in the graveyard. No animals pass through this area, and when a bird moves to land on the tree, it shrieks and flies away. This the were Simpson was wounded. Investigators approaching the area of the tree suddenly feel like they are buried under tons of earth, filling their mouths and surrounding them. If an Idea roll is passed, the players start to try and spit out the imaginary dirt and lose D3 Sanity points. If the Idea roll is failed the investigator can brush it off as morbidity and lose 1 Sanity Point. If three points of Sanity are lost, the investigators start to hear the thumping of their hearts in their chests as fists hammering on a coffin. They will feel queasy and want to leave the cemetery. If an investigator suffers from Claustrophobia, double sanity loss. If they stay the night, there is a chance they will be attacked by the tree. Sheila Garrett suggests that they should investigate 7 Boleyn Street, after striking up a conversation with the players about the mystery of the graves.

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**Sheila Garrett**

STR 9 DEX 9 INT 15 CON 10 APP 8 POW 12  
SIZ 12 SAN 60 EDU 13

Hit Points: 11

Skills: Library Use 65%, Trace Family Tree 53%,  
History 65%, Mechanical Repair 35%, Photography  
50%, Cricket Bat 45%, Latin 28%, Spot Hidden  
60%, Ride 30%, Law 41%

(Cricket Bat does 1D8+damage bonus. Garrett has  
no damage bonus.)

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**The Tree**

Attack with Branch 40%

Each branch does 1D4 damage. Two branches may  
attack an investigator a round. There are six  
branches. If a branch scores a critical success (01-  
05) the branch has poked out an investigators eye.  
The loss for this is D6+1 Hit points. The sanity cost  
to see the tree attacking is 1/D6. The trees attacks  
can be dodged and each branch has three hit points.  
The main bulk has ten. After seven rounds of combat  
the tree stops all movements. A large amount of  
leaves blow off, landing on the grave.

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## **Chapter Three: 7 Boleyn Street**

### **The House of Nesbith**

7 Boleyn Street is about one hours walk from the  
cemetery. It is a very old house, rising up from  
between a boarded up electronics shop and a block  
of flats. The building was refurbished in the 1980s,  
but the attic has remained untouched. The building is  
abandoned. Sheila Garrett has a cricket bat sticking  
out of her backpack, which contains the lawyer  
Winston Hewitt's documents, and various other  
useful items, at the keeper's discretion. If asked  
about the cricket bat, Sheila tells them that the last  
time she was here the place was full of squatters,  
whom she chased away. Various bedrolls,  
newspapers and 'suspicious packages' support this.  
As they enter the building, there is a chance they  
will meet some squatters. Have the player with the  
lowest luck make a Luck roll to determine if there  
are any squatters. If they fail, there are three  
squatters. They will be more interested in getting  
away from "that bloody nutter with the cricket bat  
who chased them away last time," than stopping to  
talk. If they are somehow convinced to stay, they say  
that they have never been in the attic, because of a  
strong lock. Above the fifth floor is the attic, the  
supposed room of Nicholas Nesbith. The hatch has  
been securely locked, and there are scratches around  
the lock from when Garrett tried to open it. A player  
who succeeds with a Mechanical Repair or  
Architecture roll realises that the hatch to the attic is  
fake! The fifth floor contains the various possessions  
of squatters, dead mice, a suspicious looking  
bookcase and a very ornate fireplace. It is a  
complicated mechanism which opens a passage up  
to the attic. A Spot Hidden or Architecture roll  
reveals that the fireplace is slightly different from  
the rest of the room in style and is too wide. An Idea  
roll tells the investigators that they remember seeing  
no chimney.

A Mechanical Repair roll is needed to understand  
the pressures needed to open the fireplace roof, and  
needs a lot of strength to open (the fireplace has  
resistance fourteen). Once opened, the fireplace roof  
swings up, and metal rungs leading up are visible.  
Garrett carries a torch to illuminate the attic,  
displaying the dusty space above. The room has a  
bed, several desks, bookcases, and most unusually, a  
man sized cage. The tables are covered with odd  
looking instruments, such as mortar and pestles,

alembics and other odd things. A menacing furnace stands in the corner. A History roll tells the players that the most of things in the room look about 500 years or so old. The room and its contents seem remarkably well preserved, as though time has no effect here. There is little or no trace of the smell of decay in this room, but it does smell like a second hand bookshop.

The desks and bookcase contain various notes on occultism, religious texts, books about the Middle East and books of medicine. On a shelf are several jars, each containing a fine blue powder. These are 'essential saltes' and just who or what can be raised from them is up to the keeper. Also on this shelf is "Accounts of Practices 1760-1801." This is Nesbith's diary, where he recorded his occult knowledge, the secrets told to him by "those whom I bought back," and his search for the remains of

"Abdul Alhazarad, Ye Source o All Knowledge." The book is written in English and requires a read English roll for the archaic style, and takes two days to read and comprehend. It adds 7 Cthulhu Mythos points and costs 1/D8 Sanity points for the disturbing experiments contained within. It also includes the spells "Call Forth the Immortal" an incomplete version of the resurrection spell, and "Speak with the Eaters of the Dead" which is Contact Ghoul. Both of these spells are detailed in the Call of Cthulhu rulebook. In this case Resurrection only brings the person back to life, and does not contain the incantation for returning them to their essential salts. From reading the book, the players receive Handouts 3 and 4.

Garrett says that she recognise the spell listed in the book. In the lawyer's writings, he says that he has uncovered various things about Nesbith, and plans to hold him to ransom with a powerful spell he has obtained from his reading. It is the full version of the resurrection spell. The lawyer's documents take 4 hours to read and comprehend, and add 1 Cthulhu Mythos, and contain the full resurrection spell, with a sanity loss of 0/D2 to read.

### Handout 3 – Keeper's Copy

**IN MY QUEST FOR KNOWLEDGE I IDENTIFIED THESE MEN AS MOST LIKKLY TO KNOW OF THE MAD MOSLEM ALHAZARADS LOCATION.**

**IBN AL-GHARBAN  
EFUD SHUHTFIK  
AN-SALMAR ABDUL**

**OF THESE AL-GHARBAN IS THE MOST POSSIBLE TO OBTAIN, I SHALL ATTEMPT YE RAISING ON THIS SABBATH NIGHT. HOWEVER HE IS SED TO HAVE BEEN A MIGHTY WIZARD, SO I SHALL WAX CAUTION WITH HIM.**

### Handout 4 – Keeper's Copy

**FROM MY TALK WITH THE ARAB IBN AL-GHARBAN I HAVE LEARNED THAT THE BODIE OF AL-HAZARARD IS SAID TO BE IN THE CITY OF IREM IN ARABY!**

**AL-GHARBAN SAYS THAT HE IS A POWERFUL MYSTICK BUT MY WARDS SEEM TO HAVE HELD HIM OFF. I SHALL INTERN HIS BODY WITH THE TEN OTHERS, AT YE MOST NORTH WESTERLY POINT AND LET THE GRAVEYARD DWELLERS FEAST UPON HIM.**

**THEY SHUD BE ABLE TO DISPOSE OF HIM IN THE CUSTOMARY MANNER, DESPITE HIS MAGICKS. I GO NOW TO IREM, YE CITY OF PILLARS. I SHALL LEAVE THIS DAIRY BEHIND, AS I FEEL SUCH WORLDLY GOODS WILL NOT BE NEEDED WHERE I AM GOING. ABBAT HRE YOK ZOTHOKK, GLOON SABOAT.**

**WEDNESDAY 20<sup>TH</sup>, DECEMBER, 1801**

## Chapter Four: The Thing in the Grave

### Contacting the Ghouls

By now, the players should have enough indication that there is something horrible in the grave, effecting things in the cemetery. From the information gathered at 7 Boleyn Street, they should be presented with two ways of taking care of al-Gharban: Using the reverse Resurrection Spell, or Contacting the Ghouls to remove the threat. The reverse Resurrection spell requires they are close to the grave, possibly causing them to dig up al-Gharban. For the Contact Ghoul spell it is suggested the spell be cast in the Hooper Mausoleum, where a opening to the underworld is located.

The Hooper's were an old family with some 'links' to the Ghoulish community. al-Gharban no longer has the strength to cast Ward Ghoul, and if the Ghouls were contacted they would drag al-Gharban down out of his grave and consume him. The players must first make some kind of deal with the Ghouls before they will take care of Al-Gharban.

When the Contact Ghoul spell is cast in the mausoleum, a hollow and doom laden voice will ring out from below a tomb in the centre of the mausoleum, costing 1/D4 sanity points. It will inquire about the player's purpose. If they can think off some kind of bargain, the voice will vanish into the earth, and a horrifying scream will ring out from the North West Corner. al-Gharban is gone, his grave opening onto a tunnel into the Earth. If it is Friday night, Owen Lindell will have been resurrected and will try to save al-Gharban. He will not succeed and the players will find Lindell's corpse crumpled in the half dug out remains of the grave. The contact Ghoul spell costs 8 magic points and 1D3 sanity points.

### Reverse Resurrection

To cast the Resurrection spell, the players are required to be close to the person they are trying to put down. When they arrive at the grave, they will be attacked by the tree. If they survive that, the spell requires they be face to face to the person they are de-resurrecting. They are going to have to dig up al-Gharban. If it is Friday night, they are likely to be attacked by Owen Lindell. As the player's spades first hit the ground, they hear a very meaty thump, followed by a scrabbling sound. If they turn around,

the refurbished grave further down has fallen over, and a body is clawing its way through the earth. It looks like about a 30ish year old man, but the face is a gruesome mess of pulpy scars, and the fingers are crooked and bloody, and full of splinters. Lindell will try and kill the players and then dig up al-Gharban.

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#### Owen Lindell, Undead Attacker

STR 16 CON 13 SIZ 14 POW 1 DEX 9

Hit Points 14 Damage Bonus +1D4

Weapons: Bite 45%, damage D3

Claw 35%, damage D6+db

Sanity Cost: 1/D8

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#### Ibn Al-Gharban, Several-hundred-year old corpse

STR 1 DEX 1 INT 16 CON 5 APP 1 SIZ 7 POW 16

Hit Points 6 Magic Points 16

Spells: Ward Ghoul (requires 20 Magic Points to cast), Possess, Animate Corpse

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When the investigators dig up the grave, after possibly dealing with Lindell, they eventually strike a void further down. When cleared out, they discover a ancient desiccated corpse lying in the ruins of a coffin. It is essentially just a torso and head, with only stubs of limbs. It costs 0/1 Sanity Points to see. There is no other way to destroy Al-Gharban, with the exception of an acid bath, other than the resurrection spell. Right after the sanity rolls are made, the eyes of the corpse flick open! This costs 1/D8+1 to see. Al-Gharban then tries to possess a character. Use the resistance table to match Al-Gharban's power against the person he is trying to possess. If Dr Nettles or Garrett are there with them, it could be better for them to be possessed rather than the players. When possessed the person shakes and convulses, shouting in Arabic. Anyone who passes an Arabic roll, understands what the person is saying as "I am free, free, after all these years!" The only way to save that person is to cast the reverse resurrection spell. The player who is casting a spell needs to match their magic points against Al-Gharban, who only has 8 magic points due to the possession, with 2 rounds of chanting. After nine rounds if al-Gharban is not dead, that person is taken over for good. That person's mind is transferred to the corpse and gone for good. If the caster wins, the possessed person screams and collapses, and Al-Gharban disintegrates into a cloud of bluish dust,

covering the whole cemetery. Al-Gharban is dead, for good this time.

## **Rewards and Conclusion**

If the players destroy al-Gharban via the resurrection spell, reward 2D6 Sanity Points.

If al-Gharban is destroyed by the Ghouls, reward 1D6+1 Sanity Points

If the players find another way to destroy al-Gharban, reward 1D6 Sanity points, with more or less points depending on the method (for example, less for blowing up the cemetery with dynamite, as it causes damage to a historical site and the players will likely be arrested)

For doing nothing, penalise D6 Sanity Points, and report that on Friday night there was a huge amount of vandalism at the cemetery, with the body of Lindell missing and al-Gharban's grave dug up. Nobody ever finds the bodies.

## **Further Adventures**

- If Al-Gharban escapes, where does he go in the hideous corpse of Lindell. What does a sorcerer who is hundreds of years old do in modern day Britain?
- If a player was possessed by al-Gharban, what ancient knowledge do they start to remember?
- What connection did the Hooper Family have to the Ghouls?
- What do the players do now they know the local graveyard has a population of Ghouls?
- Maybe they want to examine the case of the poisoner Cromwell?
- What of Alhazred? Do the players want to follow Nesbitt to the Middle East?

## Adventure Seeds

A lot of the fun of being a Keeper can come from coming up with your own scenarios to run, instead of using a pre-written scenario. However if it's your first time then you may find the following ideas for adventures (also known as “seeds”) useful. These provide you with the general plot and motivations for the scenario yet there's plenty of scope for you flesh out the details to make them your own.

### The Dunwich Horror Picture Show

In this scenario the investigators visit the local movie theatre/cinema to watch the latest hit horror B-movie when it arrives in their town. However wherever this show has been shown strange and awful things have often followed shortly after each showing.

Unknown to the investigators the show is based on the events in Dunwich many years earlier, that a film maker heard of an through his own investigations has unwittingly created a film version of the ritual of summoning to Yog-Sothoth. Every time this film is played inter dimensional beings are allowed into the local area for a short time, causing mayhem. The film maker at first was oblivious to this but the more he and other people see this film the more insane has become and now he travels the country showing this film whose power grows each time it is shown. The investigators must discover that the film is the source of the summoning ritual and uncover it's ties to the events in Dunwich over 30 years earlier.

The investigators succeed if the film is destroyed, the entities banished or vanquished and the film maker is committed/apprehended or destroyed. To find the spell to banish the creatures they must watch the film, however the characters risk going insane by doing so. They lose 1/1D4 on first viewing and then 0/1D3 on each subsequent viewing. This is because they more they watch it the more of the ritual they understand, etc. Anyone who watches the film successfully learns the spell if they pass an INT roll. The spell requires at least 3 participants.

The recommended era for this scenario is the USA in the 1950s or perhaps later – say the 1990s. If the latter era then you could possible replace the b-movie with a horror movie video (perhaps a “video nasty” from the 1980s?).

## The Steel Tentacle

1926. Yorkshire, England. Centre of industry and location of world renown steel manufacturing. England dominates the world with ships and weapons – and cutlery – made from this famous metal. But now the dominance of “Sheffield Steel” is threatened by the manufacture of a new, superior metal-alloy produced by the Sheffield steel-mills' foreign rivals in Europe. In this scenario the Investigators are hired by a steel baron to find out the source of the ore and alloys of this new metal, known as Ocean Steel - after it's colour, and whom is making it. Find out the secrets of this metal – which could threaten the Empire itself if Britain's rivals get exclusive access to it – or destroy it's manufacture.

The secret is the metal itself is produced by an Austrian who uses a Mi-Go relic in the vague shape of a tentacle. When it is dipped into the molten steel the molecular structure is changed by the alien technology into a much stronger and malleable metal. However the metal, and whatever it is made into is now controllable by whomever uses the relic, like a remote control.

## Undead and Kicking

An obsessive-fan come necromancer has dug up the bodies of several famous sportsmen, with the aid of a lesser Mythos-tome the discovery of which sent him mad in the first place...

The reason for this? To never be apart from his sporting heroes. But now he has all the dead ones only the living remain and he'll stop at nothing, even using his ghoulish army to get the rest of his sporting icons.

The investigators become involved a when they first hear of graves being robbed. Maybe one of the investigators is a fan of one of the deceased or relation. After they start investigating the missing bodies they will hear of a live sportsman being attacked or kidnapped. Either they free him before he becomes zombified or the Necromancer has one more member for his unliving team.

The investigators need to discover who and what is behind all of this and try to find a way to eliminate both the necromancer and his army of Undead.

## Pre-Generated Investigators

*Provided by FNH*

Stuck for a character idea or just want to get started really quickly? Well here are 100 characters for you to pick from, courtesy of FNH, creator of the Cthulhu Podcast (<http://cthulhupodcast.co.uk>)

You might notice that there are a lot of unexpected weapon related skills that you may have to try to rationalise when you create your character's background. However if something isn't to your taste then simply swap unwanted weapon skills onto other hobbies. e.g. SMG 20% moved to Fishing 20%. Please note that all skills include the base skill-level. Characters are organised by stated profession.

### Acrobat



#### Deborah Gibson : Acrobat

STR:11 CON:12 DEX:8 SIZ:12 INT:14 POW:13  
APP:16 EDU:15 SAN:65  
Idea:70 Knowledge:75 Luck:65 Magic Points:13 Hit  
Points:12 Damage Bonus:+0  
*Occupation Skills* ; Climb:75 Dodge:31 Jump:60  
Ride:30 Throw:45 Grapple:60 Tumble:41 Listen:60  
*Hobby Skills* ; Accounting:15 Astronomy:16  
Biology:6 Disguise:11 Fast Talk:10 Geology:11  
History:25 Martial Arts:6 Medicine:10 Natural  
History:15 Operate Hvy Mch.:6 Sneak:15 Spot  
Hidden:30 Swim:35 Track:20 Hand Gun:25 Rifle:30  
SMG:20 Fist:55 Head:15 Kick:30 Italian:6

#### Natasha Gibson : Acrobat

STR:9 CON:13 DEX:9 SIZ:16 INT:15 POW:12  
APP:14 EDU:9 SAN:60  
Idea:75 Knowledge:45 Luck:60 Magic Points:12 Hit  
Points:14 Damage Bonus:+1D4

*Occupation Skills* ; Climb:60 Dodge:43 Jump:35  
Ride:15 Throw:60 Grapple:35 Tumble:28 Listen:40  
*Hobby Skills* ; Accounting:15 Anthropology:6  
Bargain:15 Biology:6 Conceal:20 Credit Rating:20  
Electrical Repair:20 Fast Talk:10 Law:10  
Locksmith:6 Mech. Repair:25 Occult:10 Operate  
Hvy Mch.:6 Own Language:55 Persuade:20  
Pharmacy:6 Pilot:11 Psychoanalysis:6  
Psychology:10 Spot Hidden:30 Machine Gun:20  
Rifle:30 Kick:30 French:6 Italian:6 Knife:30

#### Sidney Halls : Acrobat

STR:15 CON:11 DEX:15 SIZ:12 INT:12 POW:11  
APP:11 EDU:15 SAN:55  
Idea:60 Knowledge:75 Luck:55 Magic Points:11 Hit  
Points:11 Damage Bonus:+1D4  
*Occupation Skills* ; Climb:75 Dodge:55 Jump:65  
Ride:20 Throw:55 Grapple:55 Tumble:50 Listen:55  
*Hobby Skills* ; Archaeology:6 Bargain:10 Biology:16  
Drive Auto:25 Electrical Repair:15 First Aid:35  
Law:10 Martial Arts:6 Mech. Repair:25 Operate  
Hvy Mch.:6 Sneak:15 Spot Hidden:30 Swim:30  
Track:20 Machine Gun:20 Rifle:30 SMG:20 Fist:55  
French:11 German:6

#### Alice Wander : Acrobat

STR:10 CON:13 DEX:10 SIZ:9 INT:15 POW:7  
APP:10 EDU:8 SAN:35  
Idea:75 Knowledge:40 Luck:35 Magic Points:7 Hit  
Points:11 Damage Bonus:+0  
*Occupation Skills* ; Climb:65 Dodge:35 Jump:45  
Ride:25 Throw:35 Grapple:40 Tumble:25 Listen:35  
*Hobby Skills* ; Anthropology:6 Art:10 Astronomy:6  
Biology:11 Conceal:20 Credit Rating:25 Fast  
Talk:10 History:30 Law:10 Library Use:15 Martial  
Arts:6 Medicine:15 Navigate:20 Own Language:45  
Photography:20 Physics:6 Pilot:6 Psychology:10  
Spot Hidden:30 Swim:30 Shotgun:35 Kick:30  
Spanish:6

## Actor



### Gertrude Faye : Actor

STR:6 CON:5 DEX:6 SIZ:12 INT:12 POW:9 APP:8  
EDU:7 SAN:45

Idea:60 Knowledge:35 Luck:45 Magic Points:9 Hit  
Points:8 Damage Bonus:+0

*Occupation Skills* ; Acting:50 Memorise Script:5  
Disguise:16 Own Language:35 Psychology:10  
Library Use:25 Ride:20 Art:10

*Hobby Skills* ; Accounting:15 Bargain:15 Biology:6  
Chemistry:6 Dodge:17 Fast Talk:10 Hide:20  
History:25 Medicine:10 Natural History:15 Operate  
Hvy Mch.:6 Spot Hidden:30 Swim:30 Throw:35  
Track:15 Hand Gun:30 Fist:55 Grapple:35 Kick:30

### David Faye : Actor

STR:11 CON:7 DEX:12 SIZ:11 INT:12 POW:7 APP:11  
EDU:16 SAN:35

Idea:60 Knowledge:80 Luck:35 Magic Points:7 Hit  
Points:9 Damage Bonus:+0

*Occupation Skills* ; Acting:75 Memorise Script:30  
Disguise:41 Own Language:80 Psychology:35 Library  
Use:35 Ride:25 Art:30

*Hobby Skills* ; Archaeology:6 Biology:6 Chemistry:16  
Drive Auto:25 Electrical Repair:15 Geology:6 Law:10  
Listen:30 Mech. Repair:25 Occult:10 Swim:35 Throw:30  
Track:20 Rifle:30 Shotgun:35 Fist:55 Grapple:30  
French:11 German:6 Shotgun:35 Fist:55 Grapple:30  
French:6 German:6

### Nevil Carlson : Actor

STR:8 CON:9 DEX:10 SIZ:14 INT:12 POW:5  
APP:10 EDU:11 SAN:25

Idea:60 Knowledge:55 Luck:25 Magic Points:5 Hit

Points:11 Damage Bonus:+0

*Occupation Skills* ; Acting:25 Memorise Script:20

Disguise:41 Own Language:75 Psychology:20

Library Use:40 Ride:15 Art:15

*Hobby Skills* ; Anthropology:6 Dodge:25 Drive

Auto:25 Fast Talk:10 First Aid:40 Hide:15

History:25 Law:10 Locksmith:6 Listen:35 Mech.

Repair:30 Persuade:20 Photography:15 Pilot:6

Sneak:20 Spot Hidden:30 Track:15 Rifle:30 Kick:30

German:6

### Harriot Garcia : Actor

STR:11 CON:8 DEX:12 SIZ:14 INT:15 POW:9

APP:12 EDU:9 SAN:45

Idea:75 Knowledge:45 Luck:45 Magic Points:9 Hit  
Points:11 Damage Bonus:+1D4

*Occupation Skills* ; Acting:50 Memorise Script:20

Disguise:16 Own Language:65 Psychology:15

Library Use:20 Ride:10 Art:15

*Hobby Skills* ; Anthropology:6 Astronomy:6

Bargain:10 Chemistry:11 Craft:10 Credit Rating:25

Fast Talk:10 History:30 Jump:30 Law:10

Locksmith:6 Listen:30 Mech. Repair:25

Medicine:10 Natural History:20 Persuade:20

Physics:11 Pilot:11 Sneak:15 Swim:30 Track:15

SMG:20 Kick:30 Spanish:6

### Eric Garnett : Actor

STR:10 CON:15 DEX:7 SIZ:13 INT:8 POW:10

APP:11 EDU:8 SAN:50

Idea:40 Knowledge:40 Luck:50 Magic Points:10 Hit  
Points:14 Damage Bonus:+0

*Occupation Skills* ; Acting:20 Memorise Script:20

Disguise:1 Own Language:60 Psychology:25

Library Use:30 Ride:15 Art:20

*Hobby Skills* ; Astronomy:6 Craft:10 Dodge:19

Law:15 Mech. Repair:25 Operate Hvy Mch.:6

Persuade:20 Photography:15 Swim:40 Track:15

Rifle:30 SMG:20 French:6

### Iona Faye : Actor

STR:8 CON:5 DEX:7 SIZ:13 INT:14 POW:11

APP:11 EDU:11 SAN:55

Idea:70 Knowledge:55 Luck:55 Magic Points:11 Hit  
Points:9 Damage Bonus:+0

*Occupation Skills* ; Acting:25 Memorise Script:25

Disguise:26 Own Language:70 Psychology:35

Library Use:30 Ride:15 Art:25

*Hobby Skills* ; Accounting:15 Conceal:20 Craft:10

Credit Rating:20 Drive Auto:25 Fast Talk:10

Geology:16 History:25 Medicine:10 Navigate:15

Occult:10 Pharmacy:6 Photography:20 Physics:6

Spot Hidden:35 Swim:30 Hand Gun:30 Rifle:30

Head:15 Kick:30 Italian:11 Knife:30  
**Ermintrude Garnett : Actor**  
 STR:13 CON:15 DEX:11 SIZ:9 INT:16 POW:12  
 APP:8 EDU:13 SAN:60  
 Idea:80 Knowledge:65 Luck:60 Magic Points:12 Hit  
 Points:12 Damage Bonus:+0  
*Occupation Skills* ; Acting:25 Memorise Script:35  
 Disguise:31 Own Language:75 Psychology:35  
 Library Use:40 Ride:25 Art:25  
*Hobby Skills* ; Accounting:20 Conceal:20 Craft:10  
 Credit Rating:20 Drive Auto:25 Fast Talk:10  
 Geology:16 History:25 Locksmith:6 Medicine:10  
 Navigate:15 Occult:15 Pharmacy:6 Photography:20  
 Physics:6 Spot Hidden:35 Swim:30 Hand Gun:35  
 Rifle:30 Head:15 Kick:30 Italian:11 Knife:30

**Humphrey Dukov : Actor**  
 STR:11 CON:13 DEX:15 SIZ:14 INT:8 POW:12  
 APP:9 EDU:11 SAN:60  
 Idea:40 Knowledge:55 Luck:60 Magic Points:12 Hit  
 Points:13 Damage Bonus:+1D4  
*Occupation Skills* ; Acting:25 Memorise Script:25  
 Disguise:26 Own Language:70 Psychology:35  
 Library Use:30 Ride:15 Art:25  
*Hobby Skills* ; Drive Auto:25 Fast Talk:10  
 Geology:11 History:25 Medicine:10 Pharmacy:6  
 Physics:6 Spot Hidden:35 Swim:30 Hand Gun:25  
 Rifle:30 Italian:11 Knife:30

**Ivor Sanders : Actor**  
 STR:8 CON:14 DEX:10 SIZ:11 INT:13 POW:10  
 APP:9 EDU:17 SAN:50  
 Idea:65 Knowledge:85 Luck:50 Magic Points:10 Hit  
 Points:12 Damage Bonus:+0  
*Occupation Skills* ; Acting:40 Memorise Script:45  
 Disguise:36 Own Language:85 Psychology:50  
 Library Use:50 Ride:35 Art:30  
*Hobby Skills* ; Accounting:15 Craft:10 Credit  
 Rating:20 Drive Auto:25 Fast Talk:10 Geology:16  
 History:25 Medicine:10 Occult:10 Pharmacy:6  
 Photography:20 Physics:6 Spot Hidden:35 Swim:30  
 Hand Gun:30 Rifle:30 Head:15 Kick:30 Italian:11  
 Knife:30

## Archaeologist



**Raymond Learson : Archaeologist**  
 STR:15 CON:11 DEX:11 SIZ:13 INT:16 POW:7 APP:11  
 EDU:15 SAN:35  
 Idea:80 Knowledge:75 Luck:35 Magic Points:7 Hit  
 Points:12 Damage Bonus:+1D4  
*Occupation Skills* ; Archaeology:36 History:45 Spot  
 Hidden:65 Library Use:20 Geology:31 Photography:40  
 Persuade:35 Anthropology:31  
*Hobby Skills* ; Astronomy:11 Chemistry:11 Climb:50  
 Dodge:32 Drive Auto:25 Electrical Repair:15 First Aid:35  
 Locksmith:6 Martial Arts:6 Medicine:10 Operate Hvy  
 Mch.:6 Pharmacy:6 Pilot:6 Psychoanalysis:6 Throw:35  
 Track:15 Hand Gun:30 Rifle:30 Shotgun:35 Fist:55  
 Grapple:30 French:16 German:11

**Elizabeth King : Archaeologist**  
 STR:8 CON:13 DEX:14 SIZ:11 INT:11 POW:4 APP:6  
 EDU:10 SAN:20  
 Idea:55 Knowledge:50 Luck:20 Magic Points:4 Hit  
 Points:12 Damage Bonus:+0  
*Occupation Skills* ; Archaeology:21 History:45 Spot  
 Hidden:35 Library Use:20 Geology:36 Photography:25  
 Persuade:25 Anthropology:21  
*Hobby Skills* ; Accounting:15 Art:10 Chemistry:11  
 Craft:10 Drive Auto:25 Electrical Repair:15 Fast Talk:10  
 Law:10 Occult:10 Operate Hvy Mch.:6 Own  
 Language:55 Pharmacy:11 Physics:6 Psychology:15  
 Throw:30 Rifle:30 Shotgun:35 Kick:30 Italian:6

**John Haythornthwaite : Archaeologist**  
 STR:13 CON:9 DEX:9 SIZ:14 INT:10 POW:7 APP:4  
 EDU:14 SAN:35  
 Idea:50 Knowledge:70 Luck:35 Magic Points:7 Hit  
 Points:11 Damage Bonus:+1D4  
*Occupation Skills* ; Archaeology:31 History:35 Spot  
 Hidden:65 Library Use:35 Geology:31 Photography:30  
 Persuade:35 Anthropology:26  
*Hobby Skills* ; Bargain:10 Biology:6 Chemistry:11  
 Craft:10 Disguise:6 Law:10 Locksmith:6 Medicine:10



Natural History:15 Navigate:20 Psychoanalysis:6  
Psychology:10 Sneak:15 Throw:30 Track:15 Fist:55  
Kick:30 Spanish:6

**Calum Childs : Archaeologist**

STR:12 CON:14 DEX:5 SIZ:9 INT:14 POW:11 APP:12  
EDU:11 SAN:55

Idea:70 Knowledge:55 Luck:55 Magic Points:11 Hit  
Points:11 Damage Bonus:+0

*Occupation Skills* ; Archaeology:31 History:40 Spot  
Hidden:40 Library Use:15 Geology:21 Photography:35  
Persuade:35 Anthropology:26

*Hobby Skills* ; Astronomy:11 Chemistry:11 Climb:50  
Drive Auto:25 Electrical Repair:15 First Aid:35  
Locksmith:6 Martial Arts:6 Medicine:10 Operate Hvy  
Mch.:6 Pilot:6 Throw:35 Track:15 Hand Gun:30 Rifle:30  
Shotgun:35 Fist:55 Grapple:30 French:16 German:11

**Baker**



**Terrence Bilboa : Baker**

STR:10 CON:14 DEX:8 SIZ:13 INT:11 POW:14  
APP:9 EDU:11 SAN:70

Idea:55 Knowledge:55 Luck:70 Magic Points:14 Hit  
Points:13 Damage Bonus:+0

*Occupation Skills* ; Baking:25 Accounting:25  
Craft:20 Credit Rating:15 Drive Auto:30 First  
Aid:60 Bargain:45 Library Use:40

*Hobby Skills* ; Biology:6 Chemistry:6 Disguise:6  
Jump:30 Locksmith:6 Martial Arts:6 Persuade:20  
Psychoanalysis:6 Sneak:20 Swim:35 Track:15  
SMG:20 Fist:60 Grapple:40 Kick:30 German:6  
Latin:6

**Ann Wigley : Baker**

STR:14 CON:15 DEX:6 SIZ:13 INT:16 POW:5  
APP:9 EDU:10 SAN:25

Idea:80 Knowledge:50 Luck:25 Magic Points:5 Hit  
Points:14 Damage Bonus:+1D4

*Occupation Skills* ; Baking:45 Accounting:30  
Craft:30 Credit Rating:15 Drive Auto:35 First  
Aid:40 Bargain:25 Library Use:25

*Hobby Skills* ; Archaeology:6 Biology:16  
Chemistry:6 Conceal:25 Disguise:6 Fast Talk:10  
Geology:6 History:30 Locksmith:11 Martial Arts:6  
Persuade:20 Physics:6 Psychology:10 Ride:10 Spot  
Hidden:30 Rifle:40 Shotgun:40 Grapple:30  
French:11 German:6 Latin:11 Knife:30

**Graham Gressek : Baker**

STR:13 CON:11 DEX:14 SIZ:16 INT:18 POW:14  
APP:17 EDU:14 SAN:70

Idea:90 Knowledge:70 Luck:70 Magic Points:14 Hit  
Points:13 Damage Bonus:+1D4

*Occupation Skills* ; Baking:55 Accounting:35  
Craft:40 Credit Rating:15 Drive Auto:40 First  
Aid:40 Bargain:40 Library Use:40

*Hobby Skills* ; Chemistry:11 Disguise:6 Dodge:33  
Electrical Repair:15 Fast Talk:10 History:25  
Jump:30 Listen:30 Martial Arts:6 Mech. Repair:25  
Navigate:15 Operate Hvy Mch.:6 Persuade:20  
Pharmacy:11 Physics:6 Psychology:15 Ride:10 Spot  
Hidden:35 Swim:35 Throw:35 Track:20 Hand  
Gun:25 Rifle:30 Shotgun:40 Head:15 Spanish:6  
Latin:6 Knife:30

**Ivor Gressek : Baker**

STR:7 CON:7 DEX:4 SIZ:10 INT:17 POW:8  
APP:13 EDU:13 SAN:40

Idea:85 Knowledge:65 Luck:40 Magic Points:8 Hit  
Points:8 Damage Bonus:+0

*Occupation Skills* ; Baking:55 Accounting:35  
Craft:35 Credit Rating:15 Drive Auto:40 First  
Aid:40 Bargain:35 Library Use:35

*Hobby Skills* ; Archaeology:6 Biology:16  
Chemistry:6 Conceal:25 Disguise:6 Fast Talk:10  
Geology:6 History:30 Locksmith:16 Martial Arts:6  
Persuade:25 Physics:6 Psychology:10 Ride:10 Spot  
Hidden:30 Rifle:40 Shotgun:40 Grapple:30  
French:11 German:6 Latin:11 Knife:30

**David Bilboa : Baker**

STR:10 CON:12 DEX:10 SIZ:14 INT:14 POW:11  
APP:8 EDU:6 SAN:55

Idea:70 Knowledge:30 Luck:55 Magic Points:11 Hit  
Points:13 Damage Bonus:+0

*Occupation Skills* ; Baking:5 Accounting:10 Craft:25  
Credit Rating:35 Drive Auto:30 First Aid:45  
Bargain:15 Library Use:20

*Hobby Skills* ; Archaeology:6 Disguise:6 History:30  
Law:15 Martial Arts:6 Medicine:30 Own  
Language:40 Persuade:20 Photography:15

Psychoanalysis:6 Psychology:10 Swim:30 Throw:35  
Track:15 SMG:20 Fist:55 Grapple:30 French:6  
German:6 Italian:6

**Anthea Passon : Baker**

STR:9 CON:13 DEX:13 SIZ:10 INT:9 POW:11 APP:3  
EDU:10 SAN:55  
Idea:45 Knowledge:50 Luck:55 Magic Points:11 Hit  
Points:11 Damage Bonus:+0  
*Occupation Skills* ; Baking:55 Accounting:20 Craft:15  
Credit Rating:25 Drive Auto:25 First Aid:55 Bargain:25  
Library Use:25  
*Hobby Skills* ; Art:10 Climb:50 Geology:6 Jump:30  
Martial Arts:6 Navigate:15 Pharmacy:6 Swim:30  
Throw:30 Hand Gun:30 Rifle:30 Shotgun:35 Fist:55  
Grapple:30 French:6 German:6

**Body Guard**



**Jacob Franko : Body Guard**

STR:10 CON:5 DEX:11 SIZ:14 INT:12 POW:6 APP:11  
EDU:11 SAN:30  
Idea:60 Knowledge:55 Luck:30 Magic Points:6 Hit  
Points:9 Damage Bonus:+0  
*Occupation Skills* ; Fist:75 Grapple:50 Disguise:6 Hand  
Gun:45 Spot Hidden:45 Dodge:52 Ride:25 Drive Auto:35  
*Hobby Skills* ; Archaeology:6 Astronomy:6 Bargain:10  
Biology:16 Chemistry:6 Craft:10 Credit Rating:20  
Electrical Repair:15 Hide:15 Library Use:10 Locksmith:6  
Operate Hvy Mch.:6 Own Language:60 Persuade:20  
Physics:11 Pilot:6 Psychology:10 Throw:30 Track:15  
SMG:20 Italian:6

**Singon Morse : Body Guard**

STR:12 CON:11 DEX:14 SIZ:12 INT:15 POW:10  
APP:10 EDU:7 SAN:50  
Idea:75 Knowledge:35 Luck:50 Magic Points:10 Hit  
Points:11 Damage Bonus:+0  
*Occupation Skills* ; Fist:55 Grapple:40 Disguise:6 Hand

Gun:25 Spot Hidden:45 Dodge:53 Ride:25 Drive Auto:30  
*Hobby Skills* ; Astronomy:6 Climb:45 Craft:10 Electrical  
Repair:15 Geology:6 Jump:30 Law:10 Library Use:10  
Medicine:10 Navigate:15 Occult:15 Own Language:40  
Photography:15 Physics:6 Psychoanalysis:16  
Psychology:15 Swim:40 Track:15 Machine Gun:25  
Head:15 Spanish:6 Latin:6 Knife:30

**Jed Franko : Body Guard**

STR:11 CON:14 DEX:7 SIZ:12 INT:10 POW:11 APP:12  
EDU:11 SAN:55  
Idea:50 Knowledge:55 Luck:55 Magic Points:11 Hit  
Points:13 Damage Bonus:+0  
*Occupation Skills* ; Fist:55 Grapple:40 Disguise:26 Hand  
Gun:55 Spot Hidden:45 Dodge:39 Ride:25 Drive Auto:40

*Hobby Skills* ; Conceal:20 First Aid:40 History:30 Library  
Use:10 Locksmith:11 Natural History:20 Navigate:15  
Persuade:20 Psychoanalysis:6 Psychology:15 Rifle:30  
SMG:20 French:6 German:6 Italian:6

**Mark Lumb : Body Guard**

STR:14 CON:11 DEX:11 SIZ:10 INT:13 POW:13 APP:7  
EDU:11 SAN:65  
Idea:65 Knowledge:55 Luck:65 Magic Points:13 Hit  
Points:10 Damage Bonus:+0  
*Occupation Skills* ; Fist:60 Grapple:45 Disguise:26 Hand  
Gun:35 Spot Hidden:55 Dodge:52 Ride:20 Drive Auto:40  
*Hobby Skills* ; Accounting:15 Climb:45 Craft:10  
Electrical Repair:15 First Aid:35 Geology:16 History:25  
Mech. Repair:25 Navigate:15 Own Language:60  
Persuade:25 Pharmacy:6 Psychoanalysis:11  
Psychology:10 Throw:35 Track:15 Kick:35 Italian:6  
Spanish:6 Knife:30

## Chemist



EDU:12 SAN:70

Idea:55 Knowledge:60 Luck:70 Magic Points:14 Hit Points:11 Damage Bonus:+0

*Occupation Skills* ; Chemistry:26 Craft:35 Spot Hidden:40 Biology:16 History:65 Library Use:20 Pharmacy:16 Bargain:25

*Hobby Skills* ; Accounting:15 Anthropology:6 Climb:50 Disguise:6 Fast Talk:10 First Aid:35 Geology:6 Locksmith:6 Operate Hvy Mch.:6 Own Language:65 Persuade:20 Photography:20 Physics:6 Psychology:15 Throw:30 Rifle:30 Shotgun:35 Kick:30 Italian:6

### Antoinette Torres : Chemist

STR:7 CON:4 DEX:6 SIZ:16 INT:14 POW:12 APP:9  
EDU:8 SAN:60

Idea:70 Knowledge:40 Luck:60 Magic Points:12 Hit Points:10 Damage Bonus:+0

*Occupation Skills* ; Chemistry:1 Craft:10 Spot Hidden:50 Biology:31 History:35 Library Use:25 Pharmacy:11 Bargain:20

*Hobby Skills* ; Archaeology:6 Disguise:6 Geology:11 Jump:35 Listen:30 Martial Arts:11 Mech. Repair:35 Operate Hvy Mch.:11 Own Language:45 Persuade:20 Pilot:6 Psychoanalysis:6 Swim:30 Throw:35 Track:15 SMG:20 Fist:55 Grapple:30 French:6 German:6 Italian:6

### Annabelle Travers : Chemist

STR:7 CON:14 DEX:7 SIZ:12 INT:11 POW:7 APP:14  
EDU:16 SAN:35

Idea:55 Knowledge:80 Luck:35 Magic Points:7 Hit Points:13 Damage Bonus:+0

*Occupation Skills* ; Chemistry:11 Craft:25 Spot Hidden:75 Biology:46 History:45 Library Use:65 Pharmacy:16 Bargain:20

*Hobby Skills* ; Anthropology:6 Electrical Repair:15 Fast Talk:10 First Aid:35 Geology:6 Hide:15 Law:10 Locksmith:6 Listen:30 Martial Arts:6 Mech. Repair:30 Natural History:20 Photography:15 Pilot:6 Ride:10 Sneak:15 Swim:30 Rifle:30 Kick:30 Italian:6

### Quentin Torres : Chemist

STR:14 CON:7 DEX:8 SIZ:12 INT:12 POW:9 APP:12  
EDU:8 SAN:45

Idea:60 Knowledge:40 Luck:45 Magic Points:9 Hit Points:9 Damage Bonus:+1D4

*Occupation Skills* ; Chemistry:6 Craft:15 Spot Hidden:55 Biology:26 History:35 Library Use:25 Pharmacy:6 Bargain:15

*Hobby Skills* ; Anthropology:6 Electrical Repair:15 Fast Talk:10 First Aid:35 Geology:6 Hide:15 Law:10 Locksmith:6 Listen:30 Martial Arts:6 Mech. Repair:30 Natural History:20 Photography:15 Pilot:6 Psychology:10 Ride:10 Sneak:15 Swim:30 Hand Gun:25 Rifle:30 Kick:30 Italian:6

### Eric Torres : Chemist

STR:9 CON:9 DEX:15 SIZ:13 INT:11 POW:14 APP:12

## Civil Servant



### Humphrey Thomson : Civil Servant

STR:14 CON:12 DEX:13 SIZ:13 INT:14 POW:13 APP:8  
EDU:6 SAN:65

Idea:70 Knowledge:30 Luck:65 Magic Points:13 Hit  
Points:12 Damage Bonus:+1D4

*Occupation Skills* ; Typing:15 Speech Writing:6  
Administration/Organisation:25 Accounting:10 Credit  
Rating:50 Drive Auto:25 Law:15 Library Use:10  
*Hobby Skills* ; Accounting:15 Anthropology:6 Bargain:15  
Chemistry:6 Climb:45 Disguise:6 Electrical Repair:15  
Fast Talk:10 First Aid:35 Locksmith:6 Martial Arts:6  
Medicine:10 Operate Hvy Mch.:6 Own Language:35  
Persuade:20 Pharmacy:6 Photography:15 Physics:6  
Psychoanalysis:11 Sneak:15 Swim:30 Machine Gun:20  
Rifle:30 Kick:30 French:6 Italian:6

### Charlotte Thomson : Civil Servant

STR:9 CON:7 DEX:11 SIZ:11 INT:12 POW:14 APP:14  
EDU:12 SAN:70

Idea:60 Knowledge:60 Luck:70 Magic Points:14 Hit  
Points:9 Damage Bonus:+0

*Occupation Skills* ; Typing:10 Speech Writing:11  
Administration/Organisation:55 Accounting:45 Credit  
Rating:35 Drive Auto:40 Law:25 Library Use:25  
*Hobby Skills* ; Craft:10 Geology:11 History:25 Jump:30  
Martial Arts:6 Mech. Repair:35 Medicine:10 Own  
Language:70 Persuade:20 Pharmacy:6 Pilot:6 Spot  
Hidden:30 Swim:35 Track:15 SMG:20 Grapple:30  
French:6 German:6 Italian:6

### Janet Winston : Civil Servant

STR:14 CON:10 DEX:11 SIZ:15 INT:16 POW:7 APP:9  
EDU:14 SAN:35

Idea:80 Knowledge:70 Luck:35 Magic Points:7 Hit  
Points:12 Damage Bonus:+1D4

*Occupation Skills* ; Typing:10 Speech Writing:16  
Administration/Organisation:55 Accounting:50 Credit  
Rating:40 Drive Auto:50 Law:30 Library Use:25  
*Hobby Skills* ; Art:10 Craft:15 Fast Talk:10 Geology:11

History:25 Jump:30 Martial Arts:6 Mech. Repair:40  
Medicine:10 Own Language:75 Persuade:20 Pharmacy:6  
Pilot:6 Psychology:10 Spot Hidden:30 Swim:35  
Throw:30 Track:15 SMG:20 Fist:55 Grapple:30 Head:15  
Kick:30 French:6 German:6 Italian:6

### Antonia Winston : Civil Servant

STR:10 CON:6 DEX:14 SIZ:11 INT:17 POW:6 APP:11  
EDU:7 SAN:30

Idea:85 Knowledge:35 Luck:30 Magic Points:6 Hit  
Points:8 Damage Bonus:+0

*Occupation Skills* ; Typing:25 Speech Writing:6  
Administration/Organisation:25 Accounting:15 Credit  
Rating:20 Drive Auto:40 Law:25 Library Use:15  
*Hobby Skills* ; Art:15 Biology:6 Chemistry:16 Electrical  
Repair:20 Fast Talk:10 First Aid:35 Hide:15 History:25  
Listen:35 Medicine:10 Natural History:15 Persuade:20  
Photography:15 Pilot:6 Psychoanalysis:6 Swim:35  
Throw:30 Track:20 Rifle:30 Shotgun:35 SMG:20  
Grapple:30 French:21 German:6

## Grave Digger

### Fanny Fabian : Grave Digger

STR:9 CON:12 DEX:10 SIZ:12 INT:12 POW:5 APP:11  
EDU:10 SAN:25  
Idea:60 Knowledge:50 Luck:25 Magic Points:5 Hit  
Points:12 Damage Bonus:+0  
*Occupation Skills* ; Fast Talk:15 Conceal:25 Geology:16  
Dig Grave:10 Jump:35 First Aid:60 Operate Hvy Mch.:41  
Climb:75  
*Hobby Skills* ; Astronomy:6 Bargain:10 Credit Rating:20  
Law:10 Library Use:10 Listen:30 Pharmacy:6  
Psychoanalysis:6 Spot Hidden:35 Swim:30 Throw:30  
Hand Gun:25 Machine Gun:20 SMG:20 Fist:60  
Grapple:40 French:6 German:6 Spanish:6 Latin:6

### Adrian Fabian : Grave Digger

STR:11 CON:11 DEX:14 SIZ:17 INT:13 POW:12  
APP:15 EDU:12 SAN:60  
Idea:65 Knowledge:60 Luck:60 Magic Points:12 Hit  
Points:14 Damage Bonus:+1D4  
*Occupation Skills* ; Fast Talk:15 Conceal:35 Geology:21  
Dig Grave:30 Jump:55 First Aid:75 Operate Hvy Mch.:21  
Climb:55  
*Hobby Skills* ; Bargain:10 Craft:10 Disguise:6 Drive  
Auto:25 Law:10 Martial Arts:11 Persuade:20  
Photography:20 Physics:6 Ride:10 Sneak:15 Swim:40  
Throw:35 Track:15 Rifle:30 Shotgun:40 Head:15  
Spanish:6 Latin:6 Knife:30

### Charlotte Gale : Grave Digger

STR:13 CON:8 DEX:9 SIZ:13 INT:12 POW:7 APP:9  
EDU:12 SAN:35  
Idea:60 Knowledge:60 Luck:35 Magic Points:7 Hit  
Points:10 Damage Bonus:+1D4  
*Occupation Skills* ; Fast Talk:10 Conceal:25 Geology:26  
Dig Grave:70 Jump:50 First Aid:50 Operate Hvy Mch.:16  
Climb:60  
*Hobby Skills* ; Credit Rating:20 History:30 Library  
Use:15 Martial Arts:6 Mech. Repair:25 Medicine:20  
Persuade:25 Pharmacy:6 Photography:15  
Psychoanalysis:6 Swim:30 Throw:35 Track:15 SMG:20  
Grapple:30 French:6 German:6 Italian:6

### Josephine Coonts : Grave Digger

STR:13 CON:15 DEX:11 SIZ:13 INT:9 POW:14 APP:10  
EDU:9 SAN:70  
Idea:45 Knowledge:45 Luck:70 Magic Points:14 Hit  
Points:14 Damage Bonus:+1D4  
*Occupation Skills* ; Fast Talk:5 Conceal:20 Geology:26  
Dig Grave:60 Jump:40 First Aid:45 Operate Hvy Mch.:11  
Climb:55  
*Hobby Skills* ; Hide:20 Law:10 Listen:30 Mech. Repair:30  
Own Language:55 Persuade:20 Psychoanalysis:6  
Swim:30 Throw:35 SMG:20 Grapple:30 French:6  
German:6 Italian:6

### Terrence Gleason : Grave Digger

STR:13 CON:11 DEX:8 SIZ:11 INT:13 POW:12 APP:16  
EDU:10 SAN:60  
Idea:65 Knowledge:50 Luck:60 Magic Points:12 Hit  
Points:11 Damage Bonus:+0  
*Occupation Skills* ; Fast Talk:5 Conceal:20 Geology:26  
Dig Grave:70 Jump:40 First Aid:50 Operate Hvy Mch.:11  
Climb:55  
*Hobby Skills* ; Archaeology:6 Credit Rating:20 Hide:20  
Law:15 Listen:30 Mech. Repair:40 Own Language:60  
Persuade:20 Photography:15 Psychoanalysis:6 Swim:30  
Throw:35 Track:15 SMG:20 Fist:55 Grapple:30 French:6  
German:6 Italian:6

### Dominic Coonts : Grave Digger

STR:11 CON:13 DEX:13 SIZ:13 INT:9 POW:9 APP:8  
EDU:14 SAN:45  
Idea:45 Knowledge:70 Luck:45 Magic Points:9 Hit  
Points:13 Damage Bonus:+0  
*Occupation Skills* ; Fast Talk:10 Conceal:30 Geology:26  
Dig Grave:70 Jump:55 First Aid:55 Operate Hvy Mch.:31  
Climb:60  
*Hobby Skills* ; History:30 Library Use:10 Martial Arts:6  
Medicine:15 Persuade:25 Pharmacy:6 Psychoanalysis:6  
Swim:30 Throw:35 SMG:20 Grapple:30 French:6  
German:6 Italian:6

### Joe Gleason : Grave Digger

STR:5 CON:11 DEX:5 SIZ:16 INT:10 POW:8 APP:8  
EDU:9 SAN:40  
Idea:50 Knowledge:45 Luck:40 Magic Points:8 Hit  
Points:13 Damage Bonus:+0  
*Occupation Skills* ; Fast Talk:10 Conceal:30 Geology:26  
Dig Grave:20 Jump:50 First Aid:55 Operate Hvy Mch.:11  
Climb:60  
*Hobby Skills* ; Art:10 Credit Rating:25 Drive Auto:25  
Martial Arts:6 Mech. Repair:25 Navigate:15  
Photography:20 Psychoanalysis:6 Swim:35 Throw:30  
Track:15 Hand Gun:25 Rifle:30 SMG:20 French:6  
Italian:6 Latin:6

## Historian

### Sanfred Krupa : Historian

STR:13 CON:12 DEX:13 SIZ:11 INT:10 POW:16  
APP:12 EDU:13 SAN:80  
Idea:50 Knowledge:65 Luck:80 Magic Points:16 Hit  
Points:11 Damage Bonus:+0  
*Occupation Skills* ; History:55 Library Use:20 Natural  
History:40 Credit Rating:40 Occult:20 Drive Auto:55  
Geology:21 Persuade:35  
*Hobby Skills* ; Accounting:15 Astronomy:16 Biology:6  
Fast Talk:10 Hide:20 Jump:30 Navigate:15  
Photography:15 Swim:30 Throw:30 Track:15 Hand  
Gun:30 Fist:55 Head:20 Kick:30

### Robert Sandberg : Historian

STR:9 CON:13 DEX:16 SIZ:13 INT:11 POW:9 APP:13  
EDU:11 SAN:45  
Idea:55 Knowledge:55 Luck:45 Magic Points:9 Hit  
Points:13 Damage Bonus:+0  
*Occupation Skills* ; History:45 Library Use:30 Natural  
History:40 Credit Rating:15 Occult:20 Drive Auto:30  
Geology:31 Persuade:45  
*Hobby Skills* ; Anthropology:6 Astronomy:11 Bargain:10  
Chemistry:11 Dodge:37 Fast Talk:10 Jump:35 Own  
Language:60 Physics:6 Psychology:10 Ride:10 Swim:30  
Rifle:30 Shotgun:35 Grapple:30 French:6 Latin:11  
Knife:30

### Kenneth Lokar : Historian

STR:9 CON:6 DEX:8 SIZ:12 INT:11 POW:12 APP:13  
EDU:8 SAN:60  
Idea:55 Knowledge:40 Luck:60 Magic Points:12 Hit  
Points:9 Damage Bonus:+0  
*Occupation Skills* ; History:40 Library Use:20 Natural  
History:20 Credit Rating:25 Occult:40 Drive Auto:25  
Geology:11 Persuade:30  
*Hobby Skills* ; Accounting:15 Anthropology:6 Bargain:15  
Climb:45 Dodge:21 Electrical Repair:15 Fast Talk:10  
Law:10 Own Language:45 Pharmacy:6 Photography:15  
Physics:11 Pilot:6 Ride:15 Throw:30 Rifle:30 Shotgun:35  
Kick:30 Italian:6

### Benjamin Scott : Historian

STR:11 CON:17 DEX:7 SIZ:13 INT:10 POW:13 APP:12  
EDU:12 SAN:65  
Idea:50 Knowledge:60 Luck:65 Magic Points:13 Hit  
Points:15 Damage Bonus:+0  
*Occupation Skills* ; History:25 Library Use:20 Natural  
History:35 Credit Rating:55 Occult:30 Drive Auto:45  
Geology:26 Persuade:35  
*Hobby Skills* ; Conceal:20 Fast Talk:15 Jump:35 Listen:30  
Martial Arts:11 Own Language:70 Pharmacy:6  
Psychoanalysis:6 Swim:30 Throw:35 SMG:20 Grapple:30  
French:6 German:6 Italian:6

### Gordon Lokar : Historian

STR:14 CON:9 DEX:11 SIZ:17 INT:16 POW:10 APP:11  
EDU:11 SAN:50  
Idea:80 Knowledge:55 Luck:50 Magic Points:10 Hit  
Points:13 Damage Bonus:+1D4  
*Occupation Skills* ; History:25 Library Use:20 Natural  
History:35 Credit Rating:50 Occult:25 Drive Auto:45  
Geology:21 Persuade:35  
*Hobby Skills* ; Archaeology:6 Climb:45 Conceal:20  
Dodge:27 Fast Talk:15 Jump:35 Listen:30 Martial Arts:21  
Mech. Repair:25 Own Language:65 Pharmacy:6  
Physics:6 Psychoanalysis:6 Ride:10 Swim:30 Throw:35  
Hand Gun:25 SMG:20 Fist:55 Grapple:30 Head:15  
French:11 German:6 Italian:6

### Claire Perry : Historian

STR:10 CON:13 DEX:12 SIZ:14 INT:10 POW:12  
APP:11 EDU:13 SAN:60  
Idea:50 Knowledge:65 Luck:60 Magic Points:12 Hit  
Points:13 Damage Bonus:+0  
*Occupation Skills* ; History:30 Library Use:20 Natural  
History:35 Credit Rating:55 Occult:35 Drive Auto:50  
Geology:26 Persuade:35  
*Hobby Skills* ; Conceal:20 Fast Talk:15 Jump:35 Listen:30  
Martial Arts:11 Own Language:75 Pharmacy:6  
Psychoanalysis:6 Swim:30 Throw:35 SMG:20 Grapple:30  
French:6 German:6 Italian:6



## Librarian

### Natasha DeDoe : Librarian

STR:8 CON:10 DEX:8 SIZ:9 INT:14 POW:3 APP:4  
EDU:14 SAN:15  
Idea:70 Knowledge:70 Luck:15 Magic Points:3 Hit  
Points:9 Damage Bonus:+0  
*Occupation Skills* ; Art:30 Credit Rating:45 Spot  
Hidden:65 History:30 Listen:55 Natural History:35 Own  
Language:75 Library Use:50  
*Hobby Skills* ; Anthropology:6 Bargain:15 Biology:6  
Climb:50 Conceal:20 Dodge:21 Drive Auto:25 First  
Aid:40 Hide:20 Law:10 Persuade:20 Physics:6  
Psychology:15 Swim:30 Rifle:35 Shotgun:35 Grapple:30  
French:6 German:6 Latin:11 Knife:30

### Nicholos Tragor : Librarian

STR:11 CON:6 DEX:11 SIZ:16 INT:11 POW:12 APP:12

EDU:13 SAN:60  
Idea:55 Knowledge:65 Luck:60 Magic Points:12 Hit  
Points:11 Damage Bonus:+1D4  
*Occupation Skills* ; Art:40 Credit Rating:30 Spot  
Hidden:55 History:45 Listen:45 Natural History:45 Own  
Language:75 Library Use:30  
*Hobby Skills* ; Bargain:10 Biology:6 Craft:10 First Aid:35  
Hide:15 Law:10 Persuade:20 Pilot:6 Sneak:20 Swim:30  
Throw:30 Hand Gun:25 SMG:20 Fist:60 Grapple:40  
French:6 German:6 Latin:6

**Cheryl Warbrick : Librarian**

STR:12 CON:13 DEX:9 SIZ:16 INT:12 POW:7 APP:9  
EDU:9 SAN:35  
Idea:60 Knowledge:45 Luck:35 Magic Points:7 Hit  
Points:14 Damage Bonus:+1D4  
*Occupation Skills* ; Art:10 Credit Rating:35 Spot  
Hidden:50 History:25 Listen:50 Natural History:35 Own  
Language:55 Library Use:25  
*Hobby Skills* ; Accounting:15 Disguise:6 Drive Auto:25  
Fast Talk:10 First Aid:45 Hide:15 Navigate:15  
Persuade:20 Physics:6 Pilot:11 Psychoanalysis:6 Swim:35  
Throw:30 Machine Gun:20 Rifle:30 Kick:35 Italian:6  
Spanish:6 Knife:30

**Nicholos Haywrd : Librarian**

STR:3 CON:10 DEX:12 SIZ:9 INT:13 POW:5 APP:7  
EDU:11 SAN:25  
Idea:65 Knowledge:55 Luck:25 Magic Points:5 Hit  
Points:9 Damage Bonus:-1D6  
*Occupation Skills* ; Art:15 Credit Rating:35 Spot  
Hidden:50 History:35 Listen:55 Natural History:40 Own  
Language:70 Library Use:25  
*Hobby Skills* ; Accounting:15 Conceal:20 Disguise:6  
Drive Auto:25 Fast Talk:10 First Aid:45 Hide:15  
Navigate:15 Persuade:20 Physics:6 Pilot:11  
Psychoanalysis:6 Swim:35 Throw:30 Machine Gun:25  
Rifle:30 Kick:35 Italian:6 Spanish:6 Knife:30

**Hubert Tragor : Librarian**

STR:10 CON:13 DEX:6 SIZ:12 INT:14 POW:7 APP:12  
EDU:12 SAN:35  
Idea:70 Knowledge:60 Luck:35 Magic Points:7 Hit  
Points:12 Damage Bonus:+0  
*Occupation Skills* ; Art:15 Credit Rating:40 Spot  
Hidden:55 History:35 Listen:55 Natural History:45 Own  
Language:75 Library Use:25  
*Hobby Skills* ; Accounting:15 Conceal:25 Disguise:6  
Drive Auto:25 Fast Talk:10 First Aid:45 Hide:15  
Navigate:15 Operate Hvy Mch.:6 Persuade:20 Physics:6  
Pilot:11 Psychoanalysis:6 Swim:35 Throw:30 Machine  
Gun:25 Rifle:30 Kick:35 Italian:6 Spanish:6 Knife:30

**Helen Tragor : Librarian**

STR:11 CON:6 DEX:7 SIZ:11 INT:17 POW:7 APP:12  
EDU:11 SAN:35  
Idea:85 Knowledge:55 Luck:35 Magic Points:7 Hit  
Points:8 Damage Bonus:+0

*Occupation Skills* ; Art:35 Credit Rating:35 Spot  
Hidden:40 History:30 Listen:45 Natural History:35 Own  
Language:75 Library Use:30  
*Hobby Skills* ; Archaeology:11 Biology:11 Chemistry:11  
Dodge:24 Drive Auto:25 Electrical Repair:15 First Aid:35  
Geology:6 Law:15 Martial Arts:6 Medicine:10  
Persuade:20 Photography:15 Pilot:6 Psychoanalysis:6  
Throw:35 Track:15 Hand Gun:30 Rifle:30 Shotgun:35  
Fist:55 Grapple:30 French:16 German:11

**Sanfred Codor : Librarian**

STR:8 CON:11 DEX:13 SIZ:12 INT:14 POW:11 APP:14  
EDU:8 SAN:55  
Idea:70 Knowledge:40 Luck:55 Magic Points:11 Hit  
Points:11 Damage Bonus:+0  
*Occupation Skills* ; Art:10 Credit Rating:25 Spot  
Hidden:50 History:25 Listen:50 Natural History:30 Own  
Language:50 Library Use:25  
*Hobby Skills* ; Accounting:15 Conceal:25 Disguise:6  
Drive Auto:25 Fast Talk:10 First Aid:45 Hide:15  
Navigate:15 Operate Hvy Mch.:6 Persuade:20 Physics:6  
Pilot:11 Psychoanalysis:6 Swim:35 Throw:30 Machine  
Gun:25 Rifle:30 Kick:35 Italian:6 Spanish:6 Knife:30

**Novelist**

**Deirdre Merrick : Novelist**

STR:5 CON:16 DEX:10 SIZ:15 INT:14 POW:15 APP:9  
EDU:7 SAN:75  
Idea:70 Knowledge:35 Luck:75 Magic Points:15 Hit  
Points:15 Damage Bonus:+0  
*Occupation Skills* ; Own Language:50 Credit Rating:25  
Library Use:15 Art:20 Write Fiction:31 Persuade:40  
Law:20 Spot Hidden:30  
*Hobby Skills* ; Anthropology:6 Astronomy:6 Biology:11  
Drive Auto:30 Electrical Repair:15 Fast Talk:10 Hide:15  
Locksmith:6 Martial Arts:11 Natural History:15  
Navigate:15 Pharmacy:6 Physics:6 Sneak:20 Swim:35  
Hand Gun:25 Shotgun:35 Head:25 French:6 Italian:6  
Knife:30

**Nicholas Talbott : Novelist**

STR:11 CON:8 DEX:11 SIZ:12 INT:15 POW:9 APP:13  
EDU:11 SAN:45  
Idea:75 Knowledge:55 Luck:45 Magic Points:9 Hit  
Points:10 Damage Bonus:+0  
*Occupation Skills* ; Own Language:65 Credit Rating:30  
Library Use:20 Art:5 Write Fiction:53 Persuade:45  
Law:45 Spot Hidden:60  
*Hobby Skills* ; Astronomy:6 Bargain:10 Chemistry:6  
Conceal:20 First Aid:35 Hide:15 Jump:30 Occult:10  
Pilot:6 Ride:15 Swim:35 Track:15 Hand Gun:25 Machine  
Gun:20 SMG:20 Fist:65 Grapple:40 Kick:30 French:6  
German:11 Spanish:6 Latin:11

**Eric Cambell : Novelist**

STR:9 CON:13 DEX:9 SIZ:12 INT:10 POW:14 APP:8

EDU:14 SAN:70  
Idea:50 Knowledge:70 Luck:70 Magic Points:14 Hit  
Points:12 Damage Bonus:+0  
*Occupation Skills* ; Own Language:75 Credit Rating:45  
Library Use:35 Art:20 Write Fiction:72 Persuade:75  
Law:25 Spot Hidden:45  
*Hobby Skills* ; Biology:6 Conceal:20 Disguise:6 Drive  
Auto:25 Locksmith:11 Pharmacy:11 Photography:15  
Psychology:10 Swim:40 Throw:30 Rifle:30 Shotgun:40  
Head:15 Spanish:6 Latin:6

**Mack Talbott : Novelist**

STR:9 CON:7 DEX:7 SIZ:10 INT:13 POW:10 APP:10  
EDU:8 SAN:50  
Idea:65 Knowledge:40 Luck:50 Magic Points:10 Hit  
Points:8 Damage Bonus:+0  
*Occupation Skills* ; Own Language:65 Credit Rating:20  
Library Use:25 Art:15 Write Fiction:34 Persuade:45  
Law:20 Spot Hidden:30  
*Hobby Skills* ; Accounting:15 Bargain:20 Chemistry:6  
Dodge:24 Fast Talk:10 Geology:11 History:25  
Medicine:10 Natural History:15 Operate Hvy Mch.:6  
Swim:30 Throw:30 Track:20 Hand Gun:30 Machine  
Gun:20 Shotgun:35 Fist:55 Grapple:30 Head:15 Kick:30

**Calum Merrick : Novelist**

STR:10 CON:11 DEX:9 SIZ:8 INT:14 POW:5 APP:11  
EDU:12 SAN:25  
Idea:70 Knowledge:60 Luck:25 Magic Points:5 Hit  
Points:9 Damage Bonus:+0  
*Occupation Skills* ; Own Language:70 Credit Rating:35  
Library Use:35 Art:20 Write Fiction:66 Persuade:50  
Law:25 Spot Hidden:45  
*Hobby Skills* ; Accounting:15 Conceal:25 Disguise:6  
Drive Auto:25 Fast Talk:10 First Aid:40 Geology:6  
History:25 Medicine:10 Navigate:15 Operate Hvy Mch.:6  
Photography:15 Pilot:11 Psychoanalysis:6 Swim:40 Hand  
Gun:25 Machine Gun:20 Rifle:30 Kick:35 Italian:6  
Spanish:6 Knife:30

**Ian Merrick : Novelist**

STR:9 CON:10 DEX:10 SIZ:13 INT:16 POW:10 APP:10  
EDU:15 SAN:50  
Idea:80 Knowledge:75 Luck:50 Magic Points:10 Hit  
Points:11 Damage Bonus:+0  
*Occupation Skills* ; Own Language:75 Credit Rating:30  
Library Use:30 Art:45 Write Fiction:75 Persuade:55  
Law:35 Spot Hidden:70  
*Hobby Skills* ; Astronomy:6 Bargain:15 Biology:6  
Chemistry:6 Craft:15 Drive Auto:25 Geology:6  
Locksmith:6 Listen:30 Martial Arts:6 Medicine:10  
Occult:10 Pharmacy:16 Pilot:6 Swim:35 Throw:30  
Track:15 Hand Gun:25 Rifle:30 Shotgun:35 SMG:20  
Head:15 Kick:30 French:6 Italian:6 Spanish:6 Latin:6

## Photographer

**Launa Storm : Photographer** STR:13 CON:7 DEX:5  
SIZ:13 INT:14 POW:6 APP:15 EDU:12 SAN:30

Idea:70 Knowledge:60 Luck:30 Magic Points:6 Hit  
Points:10 Damage Bonus:+1D4  
*Occupation Skills* ; Photography:40 Chemistry:56  
Craft:15 Credit Rating:40 Drive Auto:30 Chemistry:56  
Persuade:40 Library Use:30  
*Hobby Skills* ; Anthropology:6 Art:10 Bargain:15 Fast  
Talk:15 First Aid:35 Geology:6 Jump:30 Listen:30 Mech.  
Repair:30 Navigate:15 Occult:10 Pharmacy:6 Pilot:6 Spot  
Hidden:35 Swim:35 Hand Gun:25 Shotgun:35 Head:25  
French:6 Italian:6 Knife:30

**Jack Storm : Photographer**

STR:14 CON:12 DEX:7 SIZ:11 INT:14 POW:13 APP:14  
EDU:8 SAN:65

Idea:70 Knowledge:40 Luck:65 Magic Points:13 Hit  
Points:11 Damage Bonus:+1D4  
*Occupation Skills* ; Photography:15 Chemistry:31  
Craft:35 Credit Rating:40 Drive Auto:35 Chemistry:31  
Persuade:20 Library Use:15  
*Hobby Skills* ; Anthropology:6 Dodge:19 Electrical  
Repair:15 Fast Talk:10 Geology:11 Hide:15 Jump:30  
Law:10 Locksmith:6 Listen:35 Martial Arts:6 Mech.  
Repair:25 Medicine:15 Natural History:15 Physics:6  
Psychoanalysis:6 Psychology:10 Sneak:20 Swim:30  
Track:15 Hand Gun:25 Rifle:30 Kick:30 German:6

**Ethel Defelice : Photographer**

STR:8 CON:10 DEX:8 SIZ:15 INT:15 POW:16 APP:8  
EDU:13 SAN:80

Idea:75 Knowledge:65 Luck:80 Magic Points:16 Hit  
Points:12 Damage Bonus:+0  
*Occupation Skills* ; Photography:35 Chemistry:51  
Craft:20 Credit Rating:45 Drive Auto:40 Chemistry:51  
Persuade:40 Library Use:35  
*Hobby Skills* ; Art:10 Astronomy:6 Bargain:10 Biology:6  
Disguise:11 Fast Talk:10 History:25 Listen:30 Martial  
Arts:6 Natural History:15 Operate Hvy Mch.:6  
Pharmacy:16 Psychoanalysis:6 Swim:35 Throw:30  
Track:15 Hand Gun:25 Rifle:30 Shotgun:35 SMG:20  
Head:15 Kick:30 French:6 Italian:6 Spanish:6 Latin:6



## **Pilot**

### **Molly Steiner : Pilot**

STR:9 CON:16 DEX:8 SIZ:10 INT:15 POW:14 APP:9  
EDU:9 SAN:70  
Idea:75 Knowledge:45 Luck:70 Magic Points:14 Hit  
Points:13 Damage Bonus:+0  
*Occupation Skills* ; Pilot:16 Navigate:25 Mech. Repair:30  
Credit Rating:40 Astronomy:11 Operate Hvy Mch.:26  
Bargain:25 Drive Auto:35  
*Hobby Skills* ; Anthropology:6 Archaeology:6 Art:10  
Chemistry:11 Fast Talk:15 First Aid:40 Jump:30  
Locksmith:6 Listen:30 Martial Arts:6 Occult:10 Own  
Language:50 Photography:15 Physics:6 Spot Hidden:30  
Swim:40 Machine Gun:20 Shotgun:40 Head:25 French:6  
Italian:6 Knife:30

### **Catherine Steiner : Pilot**

STR:8 CON:12 DEX:13 SIZ:10 INT:15 POW:14 APP:3  
EDU:14 SAN:70  
Idea:75 Knowledge:70 Luck:70 Magic Points:14 Hit  
Points:11 Damage Bonus:+0  
*Occupation Skills* ; Pilot:11 Navigate:40 Mech. Repair:55  
Credit Rating:35 Astronomy:31 Operate Hvy Mch.:41  
Bargain:30 Drive Auto:40  
*Hobby Skills* ; Accounting:20 Craft:15 Dodge:31 Fast  
Talk:10 Geology:6 Hide:25 Jump:30 Locksmith:6 Natural  
History:15 Own Language:75 Persuade:20 Physics:6  
Psychoanalysis:11 Psychology:10 Swim:35 Throw:30  
Machine Gun:25 Rifle:30 Kick:35 Italian:6 Spanish:6  
Knife:30

### **Clive Steiner : Pilot**

STR:12 CON:8 DEX:6 SIZ:13 INT:11 POW:11 APP:11  
EDU:9 SAN:55  
Idea:55 Knowledge:45 Luck:55 Magic Points:11 Hit  
Points:10 Damage Bonus:+1D4  
*Occupation Skills* ; Pilot:6 Navigate:15 Mech. Repair:45  
Credit Rating:50 Astronomy:16 Operate Hvy Mch.:21  
Bargain:20 Drive Auto:35  
*Hobby Skills* ; Disguise:6 Geology:11 Jump:35  
Locksmith:6 Listen:40 Own Language:55 Persuade:20  
Photography:15 Psychoanalysis:6 Swim:30 Throw:35  
SMG:20 Grapple:30 French:6 German:6 Italian:6

### **Fanny Bryne : Pilot**

STR:15 CON:15 DEX:12 SIZ:15 INT:11 POW:7 APP:15  
EDU:11 SAN:35  
Idea:55 Knowledge:55 Luck:35 Magic Points:7 Hit  
Points:15 Damage Bonus:+1D4  
*Occupation Skills* ; Pilot:31 Navigate:30 Mech. Repair:35  
Credit Rating:25 Astronomy:21 Operate Hvy Mch.:26  
Bargain:25 Drive Auto:45  
*Hobby Skills* ; Archaeology:6 Chemistry:11 Climb:50 Fast  
Talk:10 First Aid:35 Hide:15 Library Use:10 Listen:30  
Medicine:10 Persuade:20 Throw:35 Hand Gun:30  
Rifle:30 Shotgun:35 Fist:55 Grapple:30 French:6  
German:6

## **Police Inspector**

### **Nicholas Flanagan : Police Inspector**

STR:8 CON:7 DEX:8 SIZ:15 INT:10 POW:12 APP:7  
EDU:13 SAN:60  
Idea:50 Knowledge:65 Luck:60 Magic Points:12 Hit  
Points:11 Damage Bonus:+0  
*Occupation Skills* ; Persuade:40 Locksmith:26 Spot  
Hidden:60 Hand Gun:25 Listen:45 Conceal:30 Law:40  
Library Use:40  
*Hobby Skills* ; Anthropology:6 Astronomy:11 Bargain:10  
Chemistry:11 Dodge:21 Fast Talk:10 Geology:11  
Photography:15 Psychoanalysis:11 Sneak:15 Rifle:30  
Shotgun:35 French:6 Latin:11 Knife:30

### **Nolene Edwards : Police Inspector**

STR:4 CON:11 DEX:6 SIZ:11 INT:14 POW:8 APP:13  
EDU:10 SAN:40  
Idea:70 Knowledge:50 Luck:40 Magic Points:8 Hit  
Points:11 Damage Bonus:-1D4  
*Occupation Skills* ; Persuade:20 Locksmith:16 Spot  
Hidden:65 Hand Gun:50 Listen:40 Conceal:45 Law:10  
Library Use:15  
*Hobby Skills* ; Anthropology:6 Credit Rating:20  
Disguise:6 Dodge:17 Drive Auto:25 Electrical Repair:15  
Fast Talk:10 Geology:6 Hide:15 History:30 Jump:30  
Martial Arts:11 Mech. Repair:25 Medicine:15  
Pharmacy:6 Physics:6 Psychoanalysis:6 Psychology:10  
Ride:10 Sneak:15 Track:15 Machine Gun:20 Rifle:30  
Kick:30 Italian:6

### **Harriot Allen : Police Inspector**

STR:10 CON:5 DEX:12 SIZ:17 INT:9 POW:10 APP:12  
EDU:8 SAN:50  
Idea:45 Knowledge:40 Luck:50 Magic Points:10 Hit  
Points:11 Damage Bonus:+1D4  
*Occupation Skills* ; Persuade:35 Locksmith:16 Spot  
Hidden:35 Hand Gun:30 Listen:60 Conceal:20 Law:15  
Library Use:20  
*Hobby Skills* ; Anthropology:6 Bargain:15 Dodge:29  
Electrical Repair:15 Hide:15 Operate Hvy Mch.:6 Own  
Language:45 Pharmacy:11 Photography:15  
Psychoanalysis:11 Swim:30 Rifle:30 Shotgun:35 Kick:30  
Italian:6

### **Humphrey Atkinson : Police Inspector**

STR:12 CON:8 DEX:18 SIZ:10 INT:13 POW:11 APP:13  
EDU:16 SAN:55  
Idea:65 Knowledge:80 Luck:55 Magic Points:11 Hit  
Points:9 Damage Bonus:+0  
*Occupation Skills* ; Persuade:55 Locksmith:31 Spot  
Hidden:65 Hand Gun:35 Listen:55 Conceal:45 Law:30  
Library Use:35  
*Hobby Skills* ; Archaeology:6 Bargain:15 Biology:11  
Dodge:41 Drive Auto:25 Fast Talk:10 History:25 Martial  
Arts:6 Medicine:10 Operate Hvy Mch.:6 Swim:35  
Throw:30 Track:20 Rifle:30 Shotgun:35 Fist:55  
Grapple:30 French:16 German:11

**Kyle Livingstone : Police Inspector**

STR:11 CON:6 DEX:13 SIZ:13 INT:13 POW:7 APP:10  
EDU:10 SAN:35

Idea:65 Knowledge:50 Luck:35 Magic Points:7 Hit  
Points:9 Damage Bonus:+0

*Occupation Skills* ; Persuade:45 Locksmith:16 Spot  
Hidden:35 Hand Gun:30 Listen:40 Conceal:40 Law:25  
Library Use:30

*Hobby Skills* ; Archaeology:6 Bargain:15 Biology:11  
Dodge:31 Drive Auto:25 Fast Talk:10 History:25 Martial  
Arts:6 Medicine:10 Operate Hvy Mch.:6 Swim:35  
Throw:30 Track:20 Rifle:30 Shotgun:35 Fist:55  
Grapple:30 French:16 German:11

**Private Investigator****Nathan Cordy : Private Investigator**

STR:7 CON:13 DEX:11 SIZ:13 INT:11 POW:7 APP:8  
EDU:6 SAN:35

Idea:55 Knowledge:30 Luck:35 Magic Points:7 Hit  
Points:13 Damage Bonus:+0

*Occupation Skills* ; Fast Talk:20 Locksmith:11 Spot  
Hidden:35 Hand Gun:35 Fist:50 First Aid:55 Law:15  
Library Use:10

*Hobby Skills* ; Anthropology:6 Art:10 Bargain:10  
Disguise:6 Dodge:27 Drive Auto:25 Hide:15 Mech.  
Repair:30 Navigate:15 Occult:10 Photography:15 Ride:15  
Sneak:20 Track:15 Shotgun:35 Head:20 Italian:6  
Knife:30

**Saul Shipton : Private Investigator**

STR:8 CON:9 DEX:5 SIZ:10 INT:16 POW:10 APP:14  
EDU:13 SAN:50

Idea:80 Knowledge:65 Luck:50 Magic Points:10 Hit  
Points:9 Damage Bonus:+0

*Occupation Skills* ; Fast Talk:20 Locksmith:21 Spot  
Hidden:45 Hand Gun:30 Fist:65 First Aid:65 Law:50  
Library Use:40

**Hobby Skills** ; Astronomy:6 Bargain:10 Biology:6  
Conceal:20 Credit Rating:20 Electrical Repair:15 Hide:15  
Jump:30 Navigate:15 Operate Hvy Mch.:6  
Photography:15 Psychology:15 Ride:10 Sneak:15  
Throw:30 Track:15 Machine Gun:20 Shotgun:35 SMG:30  
Grapple:40 French:6 German:16 Spanish:6 Latin:11

**Fergus Browne : Private Investigator**

STR:9 CON:15 DEX:8 SIZ:16 INT:14 POW:8 APP:9  
EDU:5 SAN:40

Idea:70 Knowledge:25 Luck:40 Magic Points:8 Hit  
Points:15 Damage Bonus:+1D4

*Occupation Skills* ; Fast Talk:15 Locksmith:6 Spot  
Hidden:35 Hand Gun:20 Fist:75 First Aid:35 Law:15  
Library Use:15

*Hobby Skills* ; Accounting:15 Anthropology:6 Bargain:15  
Biology:6 Climb:45 Craft:10 Dodge:26 Drive Auto:25  
Jump:30 Martial Arts:6 Medicine:10 Operate Hvy Mch.:6  
Own Language:30 Persuade:25 Pharmacy:6  
Photography:15 Psychoanalysis:11 Ride:10 Swim:30  
Machine Gun:20 Rifle:30 Kick:30 French:6 Italian:6

**Samual Browne : Private Investigator**

STR:11 CON:12 DEX:14 SIZ:12 INT:16 POW:14 APP:8  
EDU:15 SAN:70

Idea:80 Knowledge:75 Luck:70 Magic Points:14 Hit  
Points:12 Damage Bonus:+0

*Occupation Skills* ; Fast Talk:15 Locksmith:36 Spot  
Hidden:60 Hand Gun:45 Fist:75 First Aid:75 Law:30  
Library Use:30

*Hobby Skills* ; Accounting:20 Climb:50 Craft:10  
Disguise:6 Drive Auto:25 Electrical Repair:25 Hide:15  
Listen:30 Natural History:15 Occult:10 Operate Hvy  
Mch.:11 Pharmacy:6 Photography:20 Physics:6 Ride:15  
Sneak:15 Track:25 Machine Gun:20 Kick:35 Italian:6  
Spanish:6 Knife:30

**Eric Collins : Private Investigator**

STR:8 CON:14 DEX:8 SIZ:13 INT:12 POW:9 APP:9  
EDU:4 SAN:45

Idea:60 Knowledge:20 Luck:45 Magic Points:9 Hit  
Points:13 Damage Bonus:+0

*Occupation Skills* ; Fast Talk:5 Locksmith:1 Spot  
Hidden:40 Hand Gun:30 Fist:55 First Aid:45 Law:5  
Library Use:20

*Hobby Skills* ; Conceal:20 Electrical Repair:20 Geology:6  
Hide:15 Law:10 Locksmith:16 Listen:30 Navigate:20  
Occult:10 Operate Hvy Mch.:6 Pharmacy:6  
Psychology:10 Ride:15 Swim:30 Shotgun:35 Grapple:30  
French:6 German:6 Italian:6

**Hubert Shipton : Private Investigator**

STR:8 CON:15 DEX:10 SIZ:16 INT:12 POW:11 APP:8  
EDU:13 SAN:55

Idea:60 Knowledge:65 Luck:55 Magic Points:11 Hit  
Points:15 Damage Bonus:+0

*Occupation Skills* ; Fast Talk:20 Locksmith:16 Spot  
Hidden:50 Hand Gun:60 Fist:75 First Aid:60 Law:30

Library Use:25  
*Hobby Skills* ; Conceal:20 Drive Auto:30 Hide:20  
Listen:30 Martial Arts:16 Mech. Repair:25 Occult:15  
Operate Hvy Mch.:6 Persuade:20 Photography:15  
Ride:10 Sneak:20 Throw:30 Shotgun:35 Grapple:30  
French:6 German:6 Italian:6

**Mark Johnson : Private Investigator**

STR:10 CON:11 DEX:6 SIZ:13 INT:12 POW:10 APP:8  
EDU:11 SAN:50  
Idea:60 Knowledge:55 Luck:50 Magic Points:10 Hit  
Points:12 Damage Bonus:+0  
*Occupation Skills* ; Fast Talk:35 Locksmith:21 Spot  
Hidden:40 Hand Gun:30 Fist:70 First Aid:55 Law:25  
Library Use:30  
*Hobby Skills* ; Archaeology:6 Bargain:15 Biology:11  
Disguise:6 Dodge:17 Electrical Repair:15 Jump:30  
Martial Arts:6 Medicine:10 Operate Hvy Mch.:6  
Sneak:20 Swim:30 Throw:35 Machine Gun:20 Rifle:30  
SMG:20 Grapple:30 French:11 German:6

**Fiona Black : Private Investigator**

STR:13 CON:7 DEX:16 SIZ:15 INT:17 POW:13 APP:9  
EDU:12 SAN:65  
Idea:85 Knowledge:60 Luck:65 Magic Points:13 Hit  
Points:11 Damage Bonus:+1D4  
*Occupation Skills* ; Fast Talk:35 Locksmith:21 Spot  
Hidden:55 Hand Gun:30 Fist:70 First Aid:55 Law:25  
Library Use:30  
*Hobby Skills* ; Archaeology:11 Bargain:15 Biology:11  
Credit Rating:25 Disguise:6 Dodge:37 Electrical  
Repair:15 Geology:6 Jump:35 Martial Arts:6 Medicine:10  
Operate Hvy Mch.:6 Persuade:20 Photography:15  
Physics:6 Sneak:20 Swim:30 Throw:35 Machine Gun:20  
Rifle:30 SMG:20 Grapple:30 French:16 German:11

**Tailor**



**Hermione Leader : Tailor**

STR:13 CON:11 DEX:14 SIZ:11 INT:17 POW:8 APP:10  
EDU:12 SAN:40  
Idea:85 Knowledge:60 Luck:40 Magic Points:8 Hit  
Points:11 Damage Bonus:+0  
*Occupation Skills* ; Tailoring:47 Spot Hidden:50 Craft:30  
Credit Rating:15 Accounting:25 First Aid:40 Persuade:45  
Library Use:35  
*Hobby Skills* ; Archaeology:6 Bargain:20 Biology:6  
Climb:50 Credit Rating:20 Drive Auto:25 Electrical  
Repair:15 Geology:11 Jump:40 Locksmith:6 Operate Hvy  
Mch.:11 Photography:15 Psychoanalysis:6 Psychology:10  
Sneak:15 Rifle:40 Shotgun:40 Grapple:30 French:11  
German:6 Latin:11 Knife:30

**Alison Hartwell : Tailor**

STR:15 CON:10 DEX:8 SIZ:14 INT:12 POW:13 APP:5  
EDU:13 SAN:65  
Idea:60 Knowledge:65 Luck:65 Magic Points:13 Hit  
Points:12 Damage Bonus:+1D4  
*Occupation Skills* ; Tailoring:47 Spot Hidden:50 Craft:20  
Credit Rating:30 Accounting:55 First Aid:45 Persuade:30  
Library Use:25  
*Hobby Skills* ; Anthropology:6 Archaeology:6 Biology:11  
Conceal:20 Fast Talk:15 Geology:6 Locksmith:6 Martial  
Arts:6 Operate Hvy Mch.:6 Own Language:70  
Pharmacy:11 Photography:15 Physics:6 Psychology:15  
Throw:30 Rifle:30 Shotgun:35 Kick:30 French:6 Italian:6

**Calum Alder : Tailor**

STR:6 CON:11 DEX:12 SIZ:15 INT:14 POW:7 APP:7  
EDU:14 SAN:35  
Idea:70 Knowledge:70 Luck:35 Magic Points:7 Hit  
Points:13 Damage Bonus:+0  
*Occupation Skills* ; Tailoring:62 Spot Hidden:45 Craft:35  
Credit Rating:25 Accounting:30 First Aid:55 Persuade:35  
Library Use:30  
*Hobby Skills* ; Art:15 Biology:6 Chemistry:16 Electrical

Repair:15 Fast Talk:10 Hide:15 Locksmith:6 Mech.  
Repair:25 Medicine:10 Own Language:75 Pilot:6  
Swim:30 Throw:30 Track:15 Hand Gun:30 Rifle:30  
Shotgun:35 Fist:55 Grapple:30 French:21 German:6

**Roy Leader : Tailor**

STR:13 CON:8 DEX:9 SIZ:15 INT:16 POW:7 APP:9  
EDU:8 SAN:35  
Idea:80 Knowledge:40 Luck:35 Magic Points:7 Hit  
Points:11 Damage Bonus:+1D4  
*Occupation Skills* ; Tailoring:47 Spot Hidden:30 Craft:15  
Credit Rating:20 Accounting:15 First Aid:50 Persuade:35  
Library Use:15  
*Hobby Skills* ; Art:15 Biology:6 Chemistry:16 Drive  
Auto:25 Electrical Repair:20 Fast Talk:10 Hide:15  
Locksmith:6 Mech. Repair:25 Medicine:10 Own  
Language:45 Photography:15 Pilot:6 Psychoanalysis:6  
Swim:30 Throw:30 Track:15 Hand Gun:30 Rifle:30  
Shotgun:35 Fist:55 Grapple:30 French:21 German:6

**Catherine Alder : Tailor**

STR:14 CON:9 DEX:10 SIZ:13 INT:11 POW:10 APP:13  
EDU:5 SAN:50  
Idea:55 Knowledge:25 Luck:50 Magic Points:10 Hit  
Points:11 Damage Bonus:+1D4  
*Occupation Skills* ; Tailoring:12 Spot Hidden:30 Craft:15  
Credit Rating:15 Accounting:15 First Aid:50 Persuade:30  
Library Use:15  
*Hobby Skills* ; Art:10 Biology:6 Chemistry:16 Drive  
Auto:25 Electrical Repair:15 Hide:15 Locksmith:6  
Martial Arts:6 Medicine:10 Operate Hvy Mch.:6 Swim:35  
Track:20 Rifle:30

**Gertrude Hartwell : Tailor**

STR:8 CON:7 DEX:12 SIZ:12 INT:16 POW:13 APP:18  
EDU:12 SAN:65  
Idea:80 Knowledge:60 Luck:65 Magic Points:13 Hit  
Points:9 Damage Bonus:+0  
*Occupation Skills* ; Tailoring:22 Spot Hidden:45 Craft:30  
Credit Rating:30 Accounting:40 First Aid:60 Persuade:35  
Library Use:25  
*Hobby Skills* ; Anthropology:11 Conceal:25 Dodge:29  
Electrical Repair:15 Geology:6 Hide:20 History:25  
Law:10 Martial Arts:6 Natural History:15 Occult:10 Own  
Language:70 Photography:15 Pilot:11 Psychoanalysis:6  
Swim:40 Hand Gun:25 Machine Gun:25 Rifle:30 Kick:35  
Italian:6 Spanish:6 Knife:30

**Norene Brookes : Tailor**

STR:14 CON:16 DEX:13 SIZ:13 INT:13 POW:12 APP:8  
EDU:10 SAN:60  
Idea:65 Knowledge:50 Luck:60 Magic Points:12 Hit  
Points:14 Damage Bonus:+1D4  
*Occupation Skills* ; Tailoring:52 Spot Hidden:35 Craft:15  
Credit Rating:25 Accounting:15 First Aid:55 Persuade:35  
Library Use:25  
*Hobby Skills* ; Art:10 Biology:6 Chemistry:16 Electrical  
Repair:15 Fast Talk:10 Hide:15 Locksmith:6 Mech.

Repair:25 Medicine:10 Own Language:55 Swim:30  
Throw:30 Track:15 Hand Gun:30 Rifle:30 Shotgun:35  
Fist:55 Grapple:30 French:21 German:6

**George Alder : Tailor**

STR:11 CON:10 DEX:11 SIZ:12 INT:17 POW:13 APP:8  
EDU:10 SAN:65  
Idea:85 Knowledge:50 Luck:65 Magic Points:13 Hit  
Points:11 Damage Bonus:+0  
*Occupation Skills* ; Tailoring:32 Spot Hidden:40 Craft:5  
Credit Rating:35 Accounting:30 First Aid:55 Persuade:30  
Library Use:30  
*Hobby Skills* ; Astronomy:6 Bargain:15 Biology:6  
Chemistry:6 Craft:15 Drive Auto:25 Hide:15 Listen:35  
Martial Arts:6 Natural History:20 Occult:10 Own  
Language:55 Pharmacy:11 Physics:6 Swim:45 Track:20  
Rifle:35 SMG:20 Head:15 Kick:30 French:6 Italian:6  
Spanish:6 Latin:6

**John French : Tailor**

STR:6 CON:9 DEX:11 SIZ:12 INT:13 POW:12 APP:9  
EDU:13 SAN:60  
Idea:65 Knowledge:65 Luck:60 Magic Points:12 Hit  
Points:10 Damage Bonus:+0  
*Occupation Skills* ; Tailoring:22 Spot Hidden:50 Craft:35  
Credit Rating:30 Accounting:40 First Aid:65 Persuade:35  
Library Use:25  
*Hobby Skills* ; Anthropology:6 Conceal:20 Dodge:27  
Electrical Repair:15 Geology:6 Hide:20 History:25  
Law:10 Natural History:15 Own Language:70  
Photography:15 Pilot:11 Psychoanalysis:6 Swim:40 Hand  
Gun:25 Machine Gun:20 Rifle:30 Kick:35 Italian:6  
Spanish:6 Knife:30

**Taxidermist**

**Melissa Ward : Taxidermist**

STR:8 CON:12 DEX:10 SIZ:14 INT:13 POW:4 APP:11  
EDU:14 SAN:20  
Idea:65 Knowledge:70 Luck:20 Magic Points:4 Hit  
Points:13 Damage Bonus:+0  
*Occupation Skills* ; Taxidermy:21 Anthropology:26  
Craft:30 Library Use:20 Natural History:45 Chemistry:56  
Credit Rating:35 Bargain:20  
*Hobby Skills* ; Climb:45 Dodge:25 Electrical Repair:15  
First Aid:35 Jump:30 Martial Arts:11 Persuade:20  
Photography:20 Physics:6 Ride:10 Sneak:15 Swim:40  
Throw:35 Track:15 Rifle:30 Shotgun:40 Head:15  
Spanish:6 Latin:6 Knife:30

**Liticia Mandy : Taxidermist**

STR:11 CON:15 DEX:12 SIZ:18 INT:12 POW:15  
APP:12 EDU:7 SAN:75  
Idea:60 Knowledge:35 Luck:75 Magic Points:15 Hit  
Points:16 Damage Bonus:+1D4  
*Occupation Skills* ; Taxidermy:26 Anthropology:11  
Craft:15 Library Use:5 Natural History:45 Chemistry:6  
Credit Rating:25 Bargain:15  
*Hobby Skills* ; Accounting:15 Archaeology:6 Climb:50

Dodge:29 Geology:11 Hide:15 Locksmith:6 Martial Arts:6 Own Language:40 Persuade:20 Pharmacy:6 Photography:15 Physics:6 Pilot:6 Psychology:15 Swim:30 Rifle:35 Kick:30 French:6 Italian:6

**Dolores Landsburg : Taxidermist**

STR:10 CON:12 DEX:9 SIZ:11 INT:11 POW:18 APP:9  
EDU:12 SAN:90

Idea:55 Knowledge:60 Luck:90 Magic Points:18 Hit Points:11 Damage Bonus:+0

*Occupation Skills* ; Taxidermy:41 Anthropology:26  
Craft:15 Library Use:20 Natural History:50 Chemistry:16  
Credit Rating:30 Bargain:25

*Hobby Skills* ; Accounting:15 Archaeology:6 Climb:50  
Dodge:23 Geology:11 Hide:15 Listen:30 Persuade:20  
Pharmacy:6 Photography:20 Physics:6 Pilot:6 Ride:15  
Throw:30 Rifle:30 Shotgun:35 Kick:30 Italian:6

**Jacob Ward : Taxidermist**

STR:16 CON:11 DEX:10 SIZ:11 INT:13 POW:9 APP:13  
EDU:10 SAN:45

Idea:65 Knowledge:50 Luck:45 Magic Points:9 Hit Points:11 Damage Bonus:+1D4

*Occupation Skills* ; Taxidermy:16 Anthropology:21  
Craft:30 Library Use:15 Natural History:35 Chemistry:26  
Credit Rating:25 Bargain:25

*Hobby Skills* ; Accounting:15 Dodge:25 Electrical Repair:15 First Aid:35 Hide:15 History:30 Jump:30  
Locksmith:6 Occult:10 Pharmacy:6 Physics:6  
Psychoanalysis:11 Psychology:10 Swim:40 Hand Gun:25  
Machine Gun:20 Rifle:30 Kick:35 Italian:6 Spanish:6  
Knife:30

## Thief



**Brenda Gordon : Thief**

STR:15 CON:11 DEX:7 SIZ:14 INT:8 POW:10 APP:3  
EDU:12 SAN:50

Idea:40 Knowledge:60 Luck:50 Magic Points:10 Hit Points:12 Damage Bonus:+1D4

*Occupation Skills* ; Fast Talk:15 Locksmith:21 Spot Hidden:40 Hand Gun:30 Knife:35 Dodge:49 Law:50  
Climb:75

*Hobby Skills* ; Astronomy:6 Craft:10 Geology:6 Operate Hvy Mch.:6 Psychology:10 Ride:10  
Sneak:15 Throw:30 Shotgun:35 SMG:25 Fist:60  
Kick:30 French:6 Spanish:6

**Mark Chrisculio : Thief**

STR:10 CON:8 DEX:9 SIZ:9 INT:11 POW:9 APP:7  
EDU:17 SAN:45

Idea:55 Knowledge:85 Luck:45 Magic Points:9 Hit Points:8 Damage Bonus:+0

*Occupation Skills* ; Fast Talk:20 Locksmith:36 Spot Hidden:55 Hand Gun:55 Knife:60 Dodge:73 Law:25  
Climb:70

*Hobby Skills* ; Accounting:15 Astronomy:16 Biology:6 Disguise:6 First Aid:35 Hide:20  
History:25 Medicine:10 Natural History:15 Own Language:85 Ride:10 Sneak:15 Swim:35 Throw:35  
SMG:20 Grapple:35 Head:15

**Sanfred Lend : Thief**

STR:12 CON:3 DEX:10 SIZ:14 INT:14 POW:8  
APP:9 EDU:10 SAN:40

Idea:70 Knowledge:50 Luck:40 Magic Points:8 Hit Points:8 Damage Bonus:+1D4

*Occupation Skills* ; Fast Talk:10 Locksmith:16 Spot Hidden:65 Hand Gun:50 Knife:40 Dodge:50 Law:10  
Climb:50

*Hobby Skills* ; Anthropology:6 Credit Rating:20 Disguise:6 Drive Auto:25 Electrical Repair:15 First

Aid:35 Geology:6 History:25 Jump:30 Library Use:15 Listen:30 Martial Arts:11 Mech. Repair:25 Medicine:15 Persuade:20 Photography:15 Pilot:6 Psychoanalysis:6 Psychology:10 Ride:10 Throw:30 Track:15 Machine Gun:20 Head:15 German:6

### **Karen Kay : Thief**

STR:12 CON:8 DEX:15 SIZ:14 INT:18 POW:13 APP:8 EDU:13 SAN:65  
Idea:90 Knowledge:65 Luck:65 Magic Points:13 Hit Points:11 Damage Bonus:+1D4  
Occupation Skills ; Fast Talk:15 Locksmith:16 Spot Hidden:70 Hand Gun:60 Knife:40 Dodge:75 Law:15 Climb:55  
Hobby Skills ; Accounting:15 Anthropology:6 Credit Rating:20 Disguise:6 Drive Auto:25 Electrical Repair:15 First Aid:35 Geology:11 Hide:15 History:25 Jump:30 Library Use:15 Listen:30 Martial Arts:11 Mech. Repair:25 Medicine:15 Natural History:15 Persuade:20 Photography:15 Pilot:6 Psychoanalysis:6 Psychology:15 Ride:10 Sneak:15 Throw:30 Track:20 Machine Gun:20 Grapple:30 Head:15 German:6

### **Stanley Gordon : Thief**

STR:14 CON:9 DEX:11 SIZ:9 INT:13 POW:12 APP:9 EDU:11 SAN:60  
Idea:65 Knowledge:55 Luck:60 Magic Points:12 Hit Points:9 Damage Bonus:+0  
Occupation Skills ; Fast Talk:10 Locksmith:16 Spot Hidden:50 Hand Gun:55 Knife:45 Dodge:47 Law:25 Climb:60  
Hobby Skills ; Archaeology:6 Craft:10 First Aid:40 History:30 Listen:30 Martial Arts:16 Mech. Repair:25 Occult:15 Operate Hvy Mch.:6 Persuade:20 Photography:15 Ride:10 Sneak:20 Throw:30 Shotgun:35 SMG:20 Fist:55 Kick:30 French:6 German:6

### **Michella Williams : Thief**

STR:12 CON:15 DEX:11 SIZ:9 INT:16 POW:10 APP:9 EDU:9 SAN:50  
Idea:80 Knowledge:45 Luck:50 Magic Points:10 Hit Points:12 Damage Bonus:+0  
Occupation Skills ; Fast Talk:10 Locksmith:21 Spot Hidden:50 Hand Gun:25 Knife:50 Dodge:47 Law:15 Climb:60  
Hobby Skills ; Accounting:20 Conceal:25 Credit Rating:20 Drive Auto:25 First Aid:35 Geology:16 History:25 Listen:30 Natural History:15 Occult:10 Operate Hvy Mch.:11 Pharmacy:6 Photography:20 Physics:6 Ride:15 Sneak:15 Track:25 Machine Gun:20 Head:20 German:6 Italian:6 Latin:6

## **Useful Non-Player Characters (NPCs)**

*By Paul Hebron*

These NPCs are all supposed to have some kind of skill that investigators may find lacking. They are supposed to fill gaps that investigators may not have thought off. Need a gunfighter to help out the scholars, someone who can read Sanskrit, or a Doctor of Medicine? A short story hook is also provided for each.

### **Craig Bradshaw, Geography Teacher, Geology and Natural History Expert**

STR 14 DEX 15 INT 15 CON 7 APP 9 POW 12 SIZ 8 SAN 60 EDU 20  
Hit Points: 8 Magic Points: 12  
Skills: Teach Geography 75%, Credit Rating 52%, Geology 66%, History 46%, Natural History 62%, Library Use 50%, Physics 41%, First Aid 40%, Listen 45%, Dream Lore 12%, Dreaming 30%  
How he could know the investigators: Bradshaw could be an investigator's Geography teacher.

Character Hook: One day in class, Bradshaw puts a map onto the wall while teaching Geography, but quickly becomes horrified and removes it. A Cthulhu Mythos or Dream Lore roll reveals it to be a map of the city of Ulthar! Bradshaw is a dreamer, but does not know it. In his spare time he sketches out the maps he remembers from his dreams. He plans to write a fantasy series about his dreams, and make some cash from it.

### **Felicity Rothman, Local Artist, Art and Occult Expert**

STR 11 DEX 13 INT 17 CON 14 APP 16 POW 8 SIZ 11 SAN 40 EDU 14  
Hit Points: 13 Magic Points: 8  
Skills: Art(Painting) 60%, Art(Sculpture) 55%, Astronomy 26%, Fast Talk 46%, History 37%, Art History 60%, Occult 50%, Spot Hidden 45%, Photography 50%

How she could know the investigators: Rothman is an artist local to the players. They could have purchased things from her art shop before. She could be related to the players.

Character Hook: Rothman recently acquired an odd painting mounted in a plinth frame, depicting an odd surrealist land. She left it lying in the backroom for

years. One day when her assistant Marty was looking for something in the backroom, he tripped and fell threw the painting. He is now trapped inside the painting and exerting his influence via poltergeist activity, causing havoc in the shop.

**Josef Strahkov, Librarian, Language, Anthropology and Accounting Expert**

STR 12 DEX 15 INT 12 CON 12 APP 8 POW 13  
SIZ 13 SAN 65 EDU 24

Hit Points: 13 Magic Points: 13

Skills: Anthropology 66%, Accounting 63%, Bargain 45%, Sword Cane 50%, Law 55%, Library Use 58%, Latin 65%, Sanskrit 52%, Russian 42%, Rifle 40%, Credit Rating 40%, Persuade 48%, English 120%

How he could know the investigators: Mr Strahkov runs the local library, so could be known from there. He also runs language courses, so could be teaching the players in a language.

Character Hook: A few days ago, a very odd old woman asked Strahkov if he could translate a book for her, written in Russian. She gave her address as in Innsmouth, MA. Something about her so put off Strahkov that he refused to translate it. In her rage and anger, the woman blindly rushed out of the room, assaulting members of staff. After “some very odd disturbances” harmed members of staff, the woman was arrested. The book remains with the librarian. It is a mythos tome detailing Dagon worship among fishing villages in Russia, and a group of Innsmouthers have been dispatched to recover it.

**Bill Andrews, Former Soldier, Combat, Tracking and Locksmith Expert**

STR 13 DEX 16 INT 9 CON 15 APP 10 POW 10  
SIZ 11 SAN 50 EDU 13

Hit points: 14 Magic Points 10

Skills: Locksmith 51%, Fighting Knife 55%, Rifle 50%, Handgun 44%, Sneak 30%, Throw 50%, German 20%, French 26%, Track 59%, Grapple 50%, Kick 60%, Head Butt 50%, Craft(Makeshift Defences) 65%, First Aid 40%, Drive Auto 37%

How the investigators know him: Bill makes a little money coming into schools telling children about the war he fought in. He could know the investigators that way. He could also make an interesting neighbour to the investigator.

Character Hook: One of Andrews’s friends from the war, Ned Higgins, returned with a pendant he looted from the Germans. Now he is becoming weak from some unknown disease. The pendant is used for summoning a Star Vampire, and he mutters the words needed to activate it in his sleep. It is slowly draining him of blood.

**Sarah Yates, Nurse, First Aid, Medicine and Psychology Expert**

STR 13 DEX 13 INT 14 CON 7 APP 12 POW 9  
SIZ 12 SAN 45 EDU 19

Hit Points: 10 Magic Points: 9

Skills: First Aid 65%, Medicine 61%, Pharmacy 53%, Biology 50%, Conceal 35%, Electrical Repair 30%, Persuade 58%, Law 25%, Spanish 32%, Psychology 60%, Spot Hidden 40%

How the investigators know her: Yates works as a nanny for many children in town. She could know the players from there. She is also a nurse at the local hospital.

Character Hook: Yates has been having trouble with one child she has been caring for in particular. The young child has been causing problems by being unusually intelligent and knowledgeable for a child that age. The child has also proved to be highly vicious and even set a trap for Yates, almost injuring her. What is wrong with the child is anybody’s guess.

## Player Handouts

The Grave – Handout 1

### **Policeman Injured in Cemetery**

Local Police Inspector William Grisham, was badly injured last night in a nocturnal chase with an intruder at the North West Corner Cemetery. A passer-by had reported the intruder, and Grisham pursued the miscreant on foot. “The suspect was highly agile” said Grisham “I couldn’t keep up with him, and it seemed like he was running on all fours, at times.” Grisham was ambushed by the intruder, and bitten on his arm. His wounds are being treated for severe infection. The council has decided to employ a watchman at the historic cemetery. Local resident Jim Simpson is ‘delighted’ at being appointed the sites new guardian.

August 3, 1980

The Grave – Handout 2

### **Missing Corpse in Connection to Murderer**

In connection to the investigation of murderer Jerome Cromwell, police excavating the body of his mother Judith from her grave in the North West Corner Cemetery, discovered her grave empty!

Police had believed Judith may have been a victim of renowned poisoner Cromwell, but were shocked to find no remains of Mrs Cromwell. “There are a few fragments of wood and an area of disturbance under the site” said Police Chief Richard Yates “but we suspect scavenging animals to be at blame, as even a man would leave some traces.”

February 20, 1959

The Grave – Handout 4

FROM MY TALK WITH THE ARAB  
IBN AL-GHARBAN I HAVE  
LEARNED THAT THE BODIE OF AL-  
HAZARARD IS SAID TO BE IN THE  
CITY OF IREM IN ARABY!  
AL-GHARBAN SAYS THAT HE IS A  
POWERFUL MYSTICK BUT MY  
WARDS SEEM TO HAVE HELD HIM  
OFF. I SHALL INTERN HIS BODY  
WITH THE TEN OTHERS, AT YE  
MOST NORTH WESTERLY POINT  
AND LET THE GRAVEYARD  
DWELLERS FEAST UPON HIM.  
THEY SHUD BE ABLE TO DISPOSE  
OF HIM IN THE CUSTOMARY  
MANNER, DESPITE HIS MAGICKS.  
I GO NOW TO IREM, YE CITY OF  
PILLARS. I SHALL LEAVE THIS  
DAIRY BEHIND, AS I FEEL SUCH  
WORLDLY GOODS WILL NOT BE  
NEEDED WHERE I AM GOING.  
ABBAT HRE YOK ZOTHOKK,  
GLOON SABOAT.

WEDNESDAY 20<sup>TH</sup>, DECEMBER,  
1801

The Gave – Handout 3

IN MY QUEST FOR KNOWLEDGE I  
IDENTIFIED THESE MEN AS MOST  
LIKKLY TO KNOW OF THE MAD  
MOSLEM ALHAZARADS  
LOCATION.

IBN AL-GHARBAN  
EFUD SHUHTFIK  
AN-SALMAR ABDUL

OF THESE AL-GHARBAN IS THE  
MOST POSSIBLE TO OBTAIN, I  
SHALL ATTEMPT YE RAISING ON  
THIS SABBATH NIGHT.  
HOWEVER HE IS SED TO HAVE  
BEEN A MIGHTY WIZARD, SO I  
SHALL WAX CAUTION WITH HIM.