

Tickets-of-Leave are small self-contained additions to the [Convicts & Cthulhu](#) setting for Lovecraftian roleplaying in the early penal colonies of Australia. Each includes a selection of game elements which can either be used collectively as a thumbnail sketch of a mini-scenario, or can be used in isolation to provide pieces that enhance a scenario of your own invention.

Convicts & CTHULHU

TICKET of LEAVE #5

The Damned & The Degenerate

CREDITS

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Introduction

The early days of European settlement in Australia are marked by scarcity and resource shortages. However, there is one thing that the colonies never seemed to have had a short supply of ... and that's colourful and roguish characters. Whether it was immoral ne'er do-wells, ruthless peddlers in vice, or persons of virtue who had fallen on hard times – the early penal colonies seemed to be a magnet drawing such depraved and degenerate sorts. Naturally this was helped greatly by the circumstances of the colony's creation as a veritable dumping ground, first for the worst of the criminal classes from England and later for Irish political agitators who needed to be silenced. But, it wasn't just the convicts who were damned and depraved – the soldiers and colonial administrators who agreed to run the harsh prisons half a world away from civilisation were sometimes themselves persons of "questionable character". Even those who came to the colony voluntarily as free settlers were, more often than not, fleeing something iniquitous back in Europe – whether debt, persecution, or some dark deeds.

The dubious collection of rogues which made up the early European population in Australia would doubtless have made living in such places a kind of living hell. However, that same population of "damned and degenerates" make for an astounding backdrop to roleplaying games of horror and mystery. There is literally no darkness that a Keeper might dream up – whether murder, depravity, or cannibalism – that wasn't somehow present in the backgrounds or deeds of historical characters of this era.



The [Convicts & Cthulhu](#) sourcebook already includes a section which provides some basic game mechanics aimed at enabling players and Keepers to generate a diverse range of characters, both roguish and virtuous. For reasons of space that section of the book was deliberately kept brief, with only a dozen or so character templates defined. In reality that only scratches the surface of the types of scurrilous characters which could feature in your games of *Convicts & Cthulhu*. This Ticket of Leave revisits that list of character options, greatly expanding it. It also suggests a number of minor tweaks to the way that a few skills work for C&C investigators. Finally, as an aid to Keepers eager to populate their games with ready-made characters – whether as NPCs or as drop-in investigators – a number of real-world historical examples are provided. These illustrate some of the not-so-famous types of character, both good and bad, that are to be found throughout the penal colonies.

Convicts & Skills

The full list of standard skills relevant to the era is described on page 20 of *Convicts & Cthulhu*. For the most part the brief guidelines included on that page do a good job at modelling the types of characters commonly found in the Australian colonies. However, experience in writing for *Convicts & Cthulhu* as well as comparing the setting to other published material, has suggested a small number of tweaks to the skills list. None of these suggestions represents a major change to the setting (and if one or more of the tweaks isn't to the Keeper's liking, he or she should feel free to ignore them).

- **Own Language and Literacy:** In the *Convicts & Cthulhu* sourcebook, it is suggested that each character starts with an Own Language base skill of 1% and must purchase points to raise his or her language skill. This was intended to simulate that many people in this era did not get sufficient education to learn how to read and write English, and were functionally illiterate. Only persons that had formally invested time and effort in education could read at all. This method of handling literacy, while reasonable enough, is at odds with how the same situation has been handled in other 7th Edition historical settings (in particular those outlined in Chaosium's *Cthulhu Through The Ages*). In order to keep things consistent we've decided to adopt Chaosium's method – namely:
 - * each character begins as usual with an **Own Language** skill which has a base value equal to their EDU. This skill, however, only covers verbal communication.
 - * To interpret or create written documents characters must use a new skill, **Read/Write English**, which has a base of 1% but which can be raised by point spends during character generation.
 - * Note that this means that the list of skills intrinsic to certain professions (those that rely on an ability to read) have been updated to substitute Read/Write English in place of a less significant skill.
 - * The guidelines on character literacy included in the box on page 21 of *Convicts & Cthulhu* are now just a shorthand way for Keepers to handle literacy for NPCs

who have no detailed skills breakdown. For investigators, all attempts to read or write English translate into standard checks against the Read/Write English skill – if a character has only the base chance (1%) he or she is treated as functionally illiterate; if the character's Read/Write English skill is low (less than 25%) then the character would be thought of as being “semi-literate”.

- **Gambling Skill:** this is a new skill which measures the character's abilities to win at cards, dice, and other competitive games on which wagers are made. While there is no organised gambling in the colony, there are countless informal games played each night among groups of soldiers or convicts (or even mixed groups of soldiers and convicts). Most of these can be resolved by opposed rolls against the Gambling skill. If a gambler wishes to stack the odds by cheating, he or she can attempt an opposed **Sleight of Hand** roll against the **Spot Hidden** skill of the most observant player in the game. If the cheat wins the contest he or she receives a bonus die on the next Gambling roll; failure means that the cheating attempt has been detected (whether or not the observant character draws attention to the fact will depend on the situation).
- **Demolitions Skill:** Demolitions is an uncommon skill defined in the normal Call of Cthulhu 7th Edition rules; it is applicable to *Convicts & Cthulhu*, so should be available to characters with a base chance of 1%. It remains an uncommon skill. For a definition of the Demolitions skill, see the *Call of Cthulhu 7th Edition* rulebook.
- **Fighting Skill Specialisations** (and base chances): The following are appropriate fighting skills for *Convicts & Cthulhu* – Axe (base 15%), Bow (15%), Brawl (25%), Knife (25%), Garrote (15%), Sword/Bayonet (20%), Spear (20%), and Whip (5%).
- **Firearms Specialisations** (and base chances): The following are appropriate firearms skills for *Convicts & Cthulhu* – Flintlock (base 20%), Musket (25%), and Shotgun/Fowling Piece (25%). Boomerangs and thrown spears make use of the **Throw** skill instead.

A revised *Convicts & Cthulhu* character sheet is included at the back of this Ticket of Leave – this version incorporates the minor changes noted above.

Expanded Occupations

As described above, the colonies of early Australia are teeming with a diverse range of damned and the degenerate characters. The fourteen occupation templates included in *Convicts & Cthulhu* (on pages 21–23) cover many of the common character types. However, for players who have more diverse ideas about investigators they would like to play, and for Keepers who would benefit from additional NPC types, an expanded set of Convict-era occupations is provided in the pages which follow.

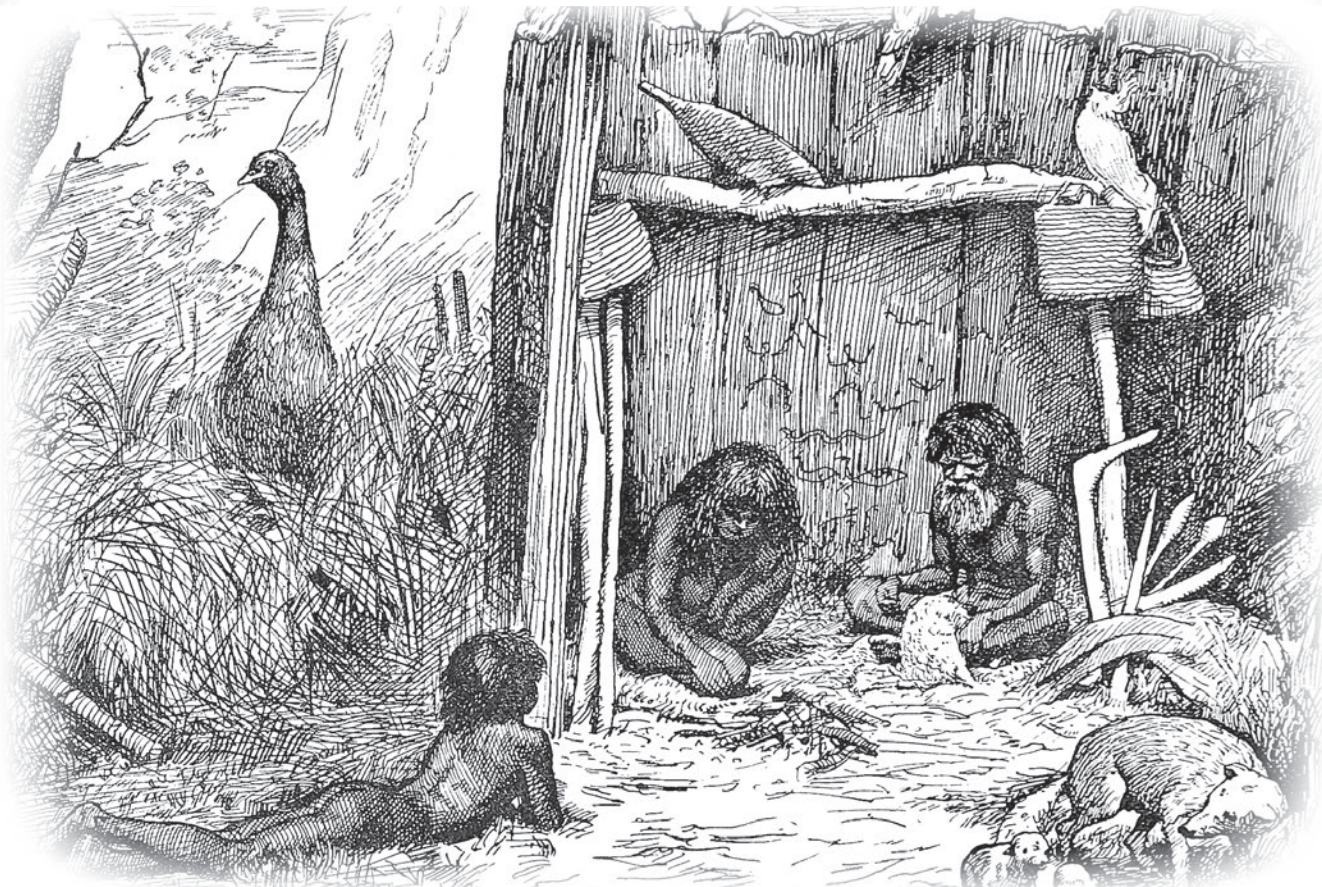
This list includes all the original professions from the *Convicts & Cthulhu* sourcebook, updated to reflect the skills tweaks described above. Thus this material can be considered a definitive single source of occupation templates for the setting.

Indigenous Investigators

As described in *Convicts & Cthulhu*, one particularly rewarding roleplaying challenge that players can take on is playing a member of one of the many indigenous groups displaced by the arrival of the Europeans in 1788.

One quirk of playing such a character is the need to independently track two different effective “Credit Rating” scores – one which reflects the character’s status among his or her own indigenous community, and another reflecting the (usually very low) status that they occupy within the power structure of the European community. In the occupational templates below, two different categories of indigenous character are defined – indigenous people who retain a largely traditional lifestyle and have little (intentional) contact with white people, and indigenous people who have taken up work for Europeans. In the case of the latter group, the “Credit Rating” score that is purchased during character generation reflects the individual’s status with Europeans (his or her effective status with Aboriginal groups is half that figure).

In the case of characters living a traditional lifestyle (marked [traditional] in the occupation description), the purchased “Credit Rating” governs the individual’s status within Indigenous groups. His or her effective Credit Rating with Europeans will be somewhere between 0 and 5, depending on whether dealing with charitable Europeans or the more common unenlightened population.





INDIGENOUS BUSH CONSTABLE/TRACKER

Bush Constables (sometimes simply called “trackers”) are Aboriginal people who have agreed to work with white authorities to hunt down convicts who have escaped. Occasionally they are also given the task of tracking down soldiers who have deserted their posts and fled into the bush to live. Although occasionally trusted with firearms and trained in their use, Bush Constables are not considered a part of the “law enforcement” of the colony. They are just handy specialists who can skilfully navigate the bush and bring escapees back for punishment.

Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: 10–30 within the Colonial community; within the Aboriginal community halve this number to reflect the distrust of those who choose to work with white fellas

Suggested Contacts: low-ranked NSW Corps officers, other bush constables, members of own indigenous community

Skills: Fighting or Throw, Firearms, Language (English), Lore (Aboriginal), Natural World, Stealth, Survival (Bush), Track.

INDIGENOUS CLEVER-MAN OR WOMAN TRADITIONAL

Indigenous peoples believe strongly in the existence of magic and the spirit realm; the members of their community who dabbled in the manipulation of such powers are called “clever men” or “clever women”. Such figures command respect and fear in equal measure and it is not uncommon for momentous events (whether good or ill) to be ascribed to the actions of one of these revered sorcerers. Rules concerning the unique magic of Australian Aboriginals can be found in Chaosium’s *Secrets of Australia*.

Occupation Skill Points: EDU×2 + (DEX×2 or POW×2)

Credit Rating: 50–99 within the Aboriginal community only; reduced to 0–5 in European colony

Suggested Contacts: members of own indigenous community

Skills: Alcheringa Lore, Dream Song, First Aid, Lore (Aboriginal), Medicine, Natural World, Occult or Track or Fighting, Survival (Bush).

INDIGENOUS GUIDE/ EXPLORER

While, to European eyes the landscape of the Australian bush is an entirely uncharted and unexplored territory, Aboriginal peoples have a close and intimate knowledge of the lands. Sometimes their people have been living there for many thousands of years. A few Europeans make use of this experience, acquiring the services of an Indigenous man or woman to act as a guide for their travels through more remote regions. Such guides are often called upon to help Europeans predict when and where they might run into dangerous Aboriginal warrior groups, and to negotiate with any Indigenous groups the party encounters – hostile or friendly – to get the best outcome for the white folk. Although usually paid only a pittance, this is a highly influential role since most Europeans who travel beyond the limits of “civilisation” are not well equipped for survival, and will likely perish if abandoned by their guide.

Occupation Skill Points: EDU×2 + (DEX×2 or CON×2)

Credit Rating: 5–30 within the Colonial community; within the Aboriginal community halve this number to reflect the distrust of those who choose to work with white fellas

Suggested Contacts: White explorers or surveyors, low-rank NSW Corps officers, botanists, members of own indigenous community

Skills: Fighting or Throw, Language (English), Language (other Aboriginal) or Listen, Lore (Aboriginal), Natural World, Navigate, Survival (Bush), Track.

INDIGENOUS HUNTER/ GATHERER TRADITIONAL

The majority of Aboriginal peoples want nothing more than to be left alone to live out the traditional life that their culture has followed for tens of thousands of years. Groups that are left to their own devices usually operate with the majority of men taking on hunting roles (catching the occasional

Indigenous Guide: Daniel Moowattin (1791—1816)

STR 70 CON 75 SIZ 90 DEX 65 INT 80
APP 65 POW 45 EDU 75 SAN 45 Hit Points: 16
Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 9

Skills: Charm/Bootlick 25%, Credit Rating 15%, Dodge 40%, Fighting (Brawl) 60%, Language (English) 25%, Language (various Sydney-region Aboriginal) 45%, Listen 60%, Lore (Aboriginal) 50%, Navigate 60%, Survival (Bush) 65%, Throw 40%, Track 75%.

Daniel Moowattin was an aboriginal guide for George Caley, the noted botanist; he was also a sailor and travelled to London. His name meant “bush path” in the local language. He was born around Parramatta and adopted by the NSW ‘left handed flogger’ convict Richard Partridge (aka Richard Rice). At aged 14 Daniel became Caley’s translator, bird-trapper, guide, and servant in Caley’s expeditions around the Sydney region. He lived in Caley’s cottage in Parramatta.

Caley claimed Daniel knew more inland languages than any other Aboriginal person he knew. He sailed to London with Caley and was known to hold forth in London coffee shops on the superiority of the bush. While in England he began to drink alcohol, which resulted in a falling out between him and Caley. After returning from London alone he went into the bush. He was employed as a farm labourer after that, but in 1816 was convicted of the rape and robbery of Hannah Russel, the daughter of a convict settler. He was hanged in November that year, becoming the first Aboriginal person legally executed in Australia.

Sources: Keith Vincent Smith in Australian Dictionary of Biography, <http://adb.anu.edu.au/biography/moowattin-daniel-13107> and Michael Anne Cameron in ‘Richard Partridge: The Left-Handed Flogger’ <https://stjohnscemeteryparramatta.org/bio/richard-partridge/>

kangaroo or other beast), while most women spend their days gathering vegetables and berries (which provide the bulk of the tribe’s sustenance). More information about traditional Aboriginal lifestyles can be found in Chaosium’s *Secrets of Australia*.



Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: 0—99 within the Aboriginal community only; reduced to 0—5 in European colony

Suggested Contacts: members of own indigenous community including elders and clever men/women

Skills: Alcheringa Lore, Art/Craft (any), Fighting or Throw, Listen, Lore (Aboriginal), Natural World, Stealth, Survival (Bush).

INDIGENOUS VOYAGER

European sailing expeditions to explore the more remote regions of Australia frequently include one or more Indigenous people. These voyagers are intended to act as a combination of seafarer and helper on board ship, and if other peoples are encountered, informal advisors and ambassadors—fulfilling a similar role to that described under guides. Sometimes the indigenous voyager is already a friend to one of the white people and board, and eager to travel out of curiosity and a sense of adventure.

Occupation Skill Points: EDU×2 + (APP×2 or POW×2)

Credit Rating: 10—40 within the Colonial community; within the Aboriginal community halve this number to reflect the distrust of those who choose to work with white fellas

Suggested Contacts: Ship captains, explorers or surveyors, merchant mariners or sealers, members of own indigenous community

Skills: Climb or Listen, Fighting or Throw, Language (English), Lore (Aboriginal), Natural World, Navigate, Pilot (Ship) or Drive Horse/Cart/Oxen, Survival (Bush) or Stealth.

Indigenous Voyager: Nanbarry (1781–1821)

STR 70 CON 55 SIZ 75 DEX 85 INT 85
APP 55 POW 75 EDU 65 SAN 70 Hit Points: 13
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 15

Skills: Climb 40%, Credit Rating 30%, Fighting (Spear) 70%,
Insight 55%, Jump 41%, Language (English) 40%, Lore
(Aboriginal) 45%, Natural World 40%, Navigate 40%,
Persuade 50%, Pilot (Ship) 30%, Stealth 62%, Throw 45%.

Nanbarry was the nephew of Colebee, the leader of the indigenous Cadigal people. He suffered smallpox as a boy of 9 after the same disease had killed his parents. He was successfully treated by surgeon John White, who adopted him. Nanbarry was believed to have spoken good English. While staying at Governor Phillip's house he acted as a spy for his people, alerting his uncle about various punitive expeditions. He was employed by John White to shoot game. At 15 he was initiated into manhood in a ceremony which concluded with his having his front tooth knocked out.

He became a sailor and sailed on several voyages to Norfolk Island on the *HMS Reliant*, and in 1802 went with Matthew Flinders on the ship *Investigator* to the Great Barrier Reef. He returned to Sydney where he regularly took part in ritual battles, involving the casting of spears. In July 1821 Nanbarry was injured in one such battle at a Corroboree at Kissing Point on the Parramatta River, and died days later on August 12. Circumstances of his private life have gone largely unrecorded, but it is believed he might have had a wife and daughter at Kissing Point.

Sources: Finding Bennelong <http://findingbennelong.com.au/nanbarry> and Keith Vincent Smith in Dictionary of Sydney <http://dictionaryofsydney.org/entry/nanbarry#page=all&ref=note5>; also note that this website compiles a list of all Aboriginal people who sailed aboard British Navy ships in the convict era (quite a few): http://www2.sl.nsw.gov.au/archive/events/exhibitions/2010/mari_nawi/docs/marinawi_guide.pdf

Convict Investigators

Numerically-speaking, convicts (and ex-convicts) make up the overwhelming majority of people to be encountered in the colonies. However, as described in the *Convicts & Cthulhu* sourcebook people were sent to the colonies for many different reasons – usually their crimes weren't serious (i.e., things that would be punished by execution), but beyond that any background could underlie a sentence of transportation. This includes political disobedience, and occasionally even being an innocent who was framed to “get them out of the way.”

The pages that follow provide many different examples of convicts. Note that the Credit Rating range for convict professions depends on whether the investigator is currently serving his or her sentence, has been granted a ticket-of-leave, or has been granted a pardon (see page 16–18 of *Convicts & Cthulhu* for descriptions of each of these).

The ranges for the Credit Rating skill are as follows:

- Serving sentence: Credit Rating 1–10
- Ticket-of-leave: 10–29
- Conditional Pardon: 20–35
- Full Pardon: 25–45

CAREER CRIMINAL

Some of those convicted of crimes and transported to the colonies were relatively innocent people who had fallen on hard times, but then others were individuals that had a long history of law-breaking. In other words, career criminals. Such convicted characters might have been simple low-class thieves, thugs and burglars, but alternatively might have been sophisticated gentleman (or lady) thieves who made a living by preying on the upper classes.

Occupation Skill Points: EDU×2 + (DEX×2 or APP×2)

Credit Rating: see note above

Suggested Contacts: Other convicts, criminal gangs in townships

Skills: Appraise, Art/Craft (Acting), Insight, Law, Sleight of Hand, Spot Hidden, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade).

Early Bushrangers

The Australian outlaws called “bushrangers” are mostly identified with a later period in Australia’s history, but the Bushranger phenomenon had its origins in the convict era. These first bushrangers were convicts who escaped and went into the bush. Some were recaptured, some quickly killed, and some moved in with Aboriginal groups. But others turned to living off the land and preying on settlers, government stores, and Aboriginal peoples.

The first bushranger is generally held to be John Caesar a black man from the West Indies who, in 1790, escaped and lived by fishing and hunting and receiving goods from sympathetic farmers. Governor Hunter put a price of five gallons of rum on his head, which was too hard for colonial society to risk. He was shot not long thereafter.

In Van Diemen’s Land (modern day Tasmania), during starvation periods governors armed convicts and sent them into the bush to hunt for meat. They probably should not have been surprised when many did not return, but soon became a pest, preying on white and Aboriginal communities alike.

A handy potted history of Bushrangers is available at: <http://www.australia.gov.au/about-australia/australian-story/early-austn-bushrangers>

In *Convicts & Cthulhu*, there is no specific bushranger “occupation”. These men and women

were individuals with other occupations who made the decision to flee from the colony and attempt to eke out a living in the hostile wilderness. The most likely individuals to make such a harsh choice are convict escapees, but soldiers who have reason to desert their post for some reason (say because they had killed their superior officer, accidentally or otherwise) might also take such actions.

In game terms, a bushranger character can be generated by first picking a base profession (convict or otherwise) and creating the character using that profession’s template. This represents the individual as he or she was before turning rogue. Then, assuming the bushranger character has found some way to survive for at least a few months in the wild, he or she obtains the following bonuses and penalties as a “package”:

- +25 to Survival (Bush),
- +15 to either Charm or Language (local Aboriginal tongue),
- +10 to Craft (Cooking), Craft (Fishing), or Craft (Hunting),
- -20 to CON,
- -10 to APP, and
- -2D4 Sanity Points.



DOWN-ON-LUCK CRAFTSMAN

Some of the most prized of all convicts in the colonies are those who have some kind of practical trade – blacksmiths, carpenters, stone masons and the like. In many cases skills such as these are simply not possessed by any of the military or free settler members of the community, so a convict who could also act as an able craftsman is a very handy individual to have around (sometimes this might even equate to favourable treatment in return).

Occupation Skill Points: EDU×2 + DEX×2

Credit Rating: see note above

Suggested Contacts: Other convicts, commissariat, free settlers

Skills: Appraise, Art/Craft (any two, including specialties like Blacksmith), Fighting (Brawl), Locksmith, Mechanical Repair, Operate Heavy Machinery, one other skill as personal speciality.

FALLEN CLERGY

Men (and occasionally women) of the cloth sometimes fall prey to temptations of a temporal nature, which end with criminal convictions and transportation. Others find themselves on the wrong side of powerful figures in England who have no difficulty in “arranging” for charges to be raised in order to remove the annoying clergy from the equation.

Occupation Skill Points: EDU×4

Credit Rating: see note above

Suggested Contacts: Other convicts, prison chaplains

Skills: Accounting, History, Insight, Language (Latin), Language (Own), Library Use, Read/Write (English), Religion, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade).

FORGER

In an era when the verification of authenticity of a written document, or even a bank note, is a difficult matter, the master forger is a highly-sought-after criminal. However, it is also a skill that is strongly

Fallen Clergyman: Henry Fulton (1761–1840)

STR 55 CON 60 SIZ 55 DEX 55 INT 70
APP 80 POW 60 EDU 75 SAN 45 Hit Points: 11
Damage Bonus: none Build: 0 Move: 7 Magic Points: 12

Skills: Charm/Bootlick 45%, Credit Rating (Conditional Pardon) 25%, Fighting (Brawl) 50%, History 22%, Insight 55%, Intimidate 30%, Language (Latin) 50%, Law 45%, Library Use 40%, Read/Write (English) 60%, Religion 55%, Sleight of Hand 40%, Stealth 50%.

Fulton was a minister of the Church of Ireland, noted for his scholarship. He was charged with sedition during the 1798 Irish Rebellion and sentenced to transportation for life (although it was believed his confession was extracted by threats of torture). Governor Hunter conditionally pardoned him and appointed him as assistant chaplain in the Hawkesbury in 1800 and on Norfolk Island in 1802. His work on Norfolk earned him a full pardon in 1805 and he returned to Sydney the following year. He assisted Reverend Samuel Marsden (see *Convicts & Cthulhu*, page 38), including sitting on the bench of the Civil Court.

Fulton was applying to become a chaplain in his own right but he was suspended from duty when Bligh was ousted. Like many from the Hawkesbury he remained loyal to Bligh and denounced the rebel administration. He even sailed to England with Bligh to appear in court on his behalf. He returned to Sydney and was reinstated by Governor Macquarie in 1810 and in 1811 secured an official chaplaincy. In 1814 he was sent to Castlereagh and Penrith where he remained active until his death in 1840. With his wife Ann he had seven children. He was involved in anti-Catholic political causes but also supported scientific and philanthropic groups. He had a lifelong interest in Education and opened a seminary where he taught young men Classics.

Sources: K J Cable in Australian Dictionary of Biography <http://adb.anu.edu.au/biography/fulton-henry-2074>

frowned upon by the authorities, meaning that forgers who are unlucky enough to be caught (or betrayed) usually find themselves facing long sentences in the

Domestic Servant: Margaret Catchpole (1762—1819)

STR 55 CON 80 SIZ 50 DEX 65 INT 85
APP 75 POW 55 EDU 70 SAN 55 Hit Points: 13
Damage Bonus: none Build: 0 Move: 9 Magic Points: 11

Skills: Charm/Bootlick 50%, Climb 70%, Craft (Cooking) 50%, Craft (Sewing) 30%, Credit Rating (Serving Sentence) 5%, Fast Talk 35%, First Aid 60%, Insight 80%, Listen 60%, Persuade 40%, Religion 45%, Ride 22%, Spot Hidden 75%.

Margaret Catchpole was a servant in Suffolk working as under-nurse and under-cook. During a long period of unemployment she stole a horse and was tried and sentenced to death, which was commuted to 7 years transportation. For three years she remained in England, in custody of the Keeper of the Gaol in Ipswich until she escaped, scaling a 22 foot high wall using a clothes line. When she was recaptured she was again sentenced to death, but this time the sentence was commuted to transportation to life.

Arriving in Sydney in 1801 she worked for John Palmer at the Commissary (see *Convicts & Cthulhu*, page 38). She worked for many respectable families, earning a position of trust from them. In 1814 she was pardoned, but despite saying often she wished to return to England, she stayed in New South Wales. She did not ever marry, and kept a small store at Richmond in the Hawkesbury and worked also as a nurse and midwife. It was while tending a patient in 1819 she caught influenza and died. Catchpole was known as a warm and kind woman of great integrity. Her letters are a great source of information about the convict days.

Sources: Joan Lynravn in *Australian Dictionary of Biography* <http://adb.anu.edu.au/biography/catchpole-margaret-1886> Also, the NSW State Library has some samples from among Margaret Catchpole's letters and a page devoted to her exploits: http://www2.sl.nsw.gov.au/archive/discover_collections/history_nation/justice/convict/MargaretCatchpole/catchpole.html

harshest of prisons. Naturally within the confines of those gaols the skills of the master forger can still prove quite valuable and in-demand.

Occupation Skill Points: EDU×4

Credit Rating: see note above

Suggested Contacts: Other convicts, criminal gangs in townships, merchants

Skills: Appraise, Art (Forgery), Fast Talk, History, Sleight of Hand, Spot Hidden, Stealth, any one other skill as a personal speciality.

GAMBLER / CONFIDENCE TRICKSTER

In every era there are those who have the self-confidence to believe that they can pull the wool over the eyes of lesser men and women, or to rob them of their money by games of chance. When those men or women find themselves on the wrong side of the law, or attract the ire of someone in high office, the punishment (whether deserved or otherwise) is usually severe. In the Australian colonies, gamblers and confidence tricksters can, if they so wish, continue to ply their trade in a quite lucrative way.

Occupation Skill Points: EDU×2 + APP×2

Credit Rating: see note above

Suggested Contacts: Other convicts, NSW Corps soldiers, merchants

Skills: Dodge, Disguise, Insight, Listen, Sleight of Hand or Gambling, Spot Hidden, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade).

FALLEN ARISTOCRAT

Not all of the convicts who find themselves transported to the Australian penal settlements are low-class men and women: some come from privileged backgrounds. Whether sent to the colonies as a result of having the wrong political or religious affiliations, or for crossing swords with the wrong person, aristocratic convicts soon find themselves cast into the ungodly pool of the damned and degenerate. Of course their money and former privilege isn't entirely useless – some among the gaolers are always happy to show preferential treatment to convicts that can arrange for special payments to reach them or their families back in England (see a future *Ticket of Leave* for more information on so-called "Gentlemen Convicts").



Occupation Skill Points: EDU×2 + APP×2

Credit Rating: see note above

Suggested Contacts: Other convicts, magistrates or other government officials, free settlers

Skills: Art (any), Appraise, Language (Other), Read/Write (English), Ride, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any two other skills as personal or era specialties.

FORMER DOMESTIC SERVANT

Some of the better jobs for lower-class members of society back in England and Scotland are domestic servant positions, working among the household staff for wealthy landowners and aristocrats. Unfortunately, such jobs are also subject to the sometimes-capricious whims of the lord or lady of the house – if a servant ends up on the wrong side of their betters it is usually an easy matter to accuse the servant of theft or other minor crime. This usually results in a hasty court hearing and a sentence of transportation to the colonies. Of course not all the domestic servants that end up in Australia truly were innocent of the crimes of which they were convicted, either ...

Occupation Skill Points: EDU×2 + (APP×2 or POW×2)

Credit Rating: see note above

Suggested Contacts: Other convicts, government officials or high ranking NSW Corps soldiers, free settlers

Skills: Appraise, Art/Craft (any, e.g., Cook, Tailor), Drive Horse/Oxen/Cart, Insight, Listen, Natural World, Spot Hidden, any two other skills as personal or era specialties.

LABOURER

Many men (and some women) in this era perform simple manual labouring jobs. Convicts that come from such backgrounds are well-equipped for dealing with the harsh and physical life in the penal colonies. Particularly capable or hard workers can attract good assignments with free settlers, who always have a long list of manual tasks that need to be performed to develop and run their landholdings.

Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: see note above

Suggested Contacts: Other convicts, free settlers

Skills: Climb, Drive Horse/Oxen/Cart, Jump, Fighting (Brawl), Natural World, Ride, Throw, any one other skill as a personal speciality.



POACHER

Poaching is the theft of livestock, and in a society where animals are a valuable item of property (as well as an essential source of food) this is not an uncommon occupation. Some poachers steal to feed their families, while others take a more profit-making approach.

Occupation Skill Points: EDU×2 + DEX×2

Credit Rating: see note above

Suggested Contacts: Other convicts, criminal gangs in townships, merchants

Skills: Animal Handling, Climb, Listen, Locksmith, Sleight of Hand, Spot Hidden, Stealth, any one other skill as a personal speciality.

POLITICAL AGITATOR / PRISONER OF WAR

Some men and women who end up serving as convicts in the Australian colonies are guilty of little more than protesting too hard against some political or religious cause in England. In this era there is considerable tension around the rule of Ireland, however this isn't the only cause whose radical proponents were conveniently sent half-way around the world to be 'out of the way'. In addition to such political prisoners, the colony also has a small number of prisoners of foreign nations at war with England (usually French).

Occupation Skill Points: EDU×2 + (APP×2 or POW×2)

Credit Rating: see note above

Suggested Contacts: Other convicts, magistrates, government officials, or free settlers with similar ideologies/backgrounds

Skills: Disguise, Fighting, Firearms, First Aid, Insight, Spot Hidden, Stealth, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade).

Government / Military Investigators

The administration of the Australian penal colonies was mostly undertaken by military gaolers of one type or another, assisted by a range of civilian bureaucrats. For a description of some of the specific offices that made up the colonial administration, see pages 18-19 of *Convicts & Cthulhu*.

BOTANIST / NATURALIST

From the perspective of European science, the flora and fauna of Australia are thoroughly alien. There is substantial interest back in England in the systematic documentation of the hundreds of strange new plant and animal species teeming through the bushland surrounding the colonies. The few scientifically-trained members of the colony bear the burden of this pressing need, something that can only be properly addressed by first-hand experience on expeditions out into the wilds.

Occupation Skill Points: EDU×4

Credit Rating: 20—80

Suggested Contacts: Government officials, ship's crews (merchant and naval), explorers and surveyors, indigenous trackers

Skills: Art/Craft (any), Natural World, Read/Write (English), Library Use, Science (Botany or Zoology), one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any two other skills as personal specialities.

DOCTOR

The colony is rife with disease. In part this is caused by the horrible sanitary conditions on the ships which bring convicts to Australia, but the debauched nature of life in the colonies is equally to blame. The individuals tasked with the unenviable job of treating sick and injured soldiers and convicts, are the colony's small cadre of doctors



and surgeons. Some of these are trained medical professionals, others have learned their trade as surgeons on-board merchant or naval ships.

Occupation Skill Points: EDU×4

Credit Rating: 30—80

Suggested Contacts: Government officials, NSW Corps soldiers, magistrates

Skills: First Aid, Insight, Language (Latin), Medicine, Natural World, Read/Write (English), Science (Biology), any one other skill as a personal speciality.

EXPLORER / SURVEYOR

The country immediately surrounding the penal colonies is now somewhat well explored, but if one goes just a few miles further from the settled regions it's a different story. As the numbers of convicts, ex-convicts, free settlers, and soldiers steadily increases there is a growing need to find land which is suitable for farming. The task of methodically surveying those areas marked for future expansion falls to the colony's surveyors. More ambitious and speculative exploration, whether of the unknown interior country or the vast undocumented coastline, is an even riskier proposition.

Occupation Skill Points: EDU×2 + (APP×2 or DEX×2 or STR×2)

Credit Rating: 45—75

Suggested Contacts: Government officials, merchants, merchant sailors, indigenous trackers or voyagers

Skills: Climb or Swim, Firearms (any), History, Language (Other) or Pilot (Ship), Natural World, Navigate, Survival (any), any one other skill as a personal speciality.

GOVERNMENT CLERK / BUREAUCRAT

The running of the penal colonies is surprisingly bureaucratic, and there is a healthy collection of administrative types who are required to ensure that all of the records required by the Colonial Office in London are properly maintained. Some

Civil Servant: William Broughton (1768—1821)

STR 55 CON 75 SIZ 75 DEX 75 INT 70
APP 70 POW 35 EDU 80 SAN 35 Hit Points: 15
Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 7

Skills: Accounting 40%, Credit Rating 50%, Firearms (Shotgun) 61%, History 35%, Intimidate 55%, Insight 55%, Law 60%, Library Use 25%, Listen 30%, Persuade 60%, Read/Write (English) 50%, Spot Hidden 60%.

Broughton was from Kent in England and sailed with the First Fleet as a servant to Surgeon John White. He became store keeper at Parramatta a year later and received grants of land. After a stint as Deputy Commissary on Norfolk Island between 1800 and 1804 (and having narrowly escaped court martial for unspecified reasons), Broughton returned to Sydney as Deputy Commissary. He was made acting Commissary by the rebel administration after the Rum Rebellion, and managed to please Macquarie enough to rise to Deputy Assistant Commissary General by 1813.

As a magistrate since 1809 he clashed with the Judge Jeffrey Bent over the return of a convict servant to the Judge's wife and was arrested for contempt. He was released when the charge could not be substantiated, and Macquarie sent him to Hobart Town to correct abuses of the commissariat there. He clashed with Edward Lord, the ex-marine officer who was an enemy of Macquarie's, and was charged with "malversation". This charge was later dropped and Broughton returned to NSW in 1818. He got in trouble again after criticizing the promissory notes used by then Commissary David Allen who had been issuing them to support his own trading activities. Broughton was accused of "scandalous and derogatory" conduct to Mrs Allen at a ball but the charge of "mutiny" was dropped because it did not cover the commissary officers.

Broughton was married to convict Elizabeth Heaton and had 5 children. Elizabeth died after her ship to England, the Boyd, put in at New Zealand; she and about 70 fellow crew and passengers were killed and eaten by Maoris after a tragic clash of cultures. Broughton's 2 year old daughter was rescued and returned to him. Broughton was married again to Elizabeth Charlotte, a widow of an army Captain. With her he had five more children. Broughton was considered a man of considerable integrity and talents though never rose to higher office because of a lack of patronage in London.

Sources: Vivienne Parsons in Australian Dictionary of Biography, <http://adb.anu.edu.au/biography/broughton-william-1831>. For details of the tragedy of the Boyd see New Zealand History site <https://nzhistory.govt.nz/culture/maori-european-contact-before-1840/the-boyd-incident>

NSW Corps Officer: Nicholas Bayly (1770—1823)

STR 75 CON 60 SIZ 60 DEX 70 INT 75
APP 65 POW 50 EDU 70 SAN 45 Hit Points: 12
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 10

Skills: Charm/Bootlick 50%, Credit Rating 60%, Dodge 55%, Firearms (Flintlock) 45%, Firearms (Musket) 50%, First Aid 50%, History 45%, Intimidate 60%, Language (French) 41%, Law 55%, Listen 40%, Read/Write (English) 41%, Ride 25%, Stealth 55%.

Bayly was the nephew of the Earl of Uxbridge. His family used connections to gain him a commission as Ensign in the NSW Corps. He sailed to NSW in 1797 and received land grants in Sydney. He served on Norfolk Island in 1800 and returned to Sydney in 1801 where he married Sarah Laycock, with whom he had nine children. Bayly was drawn to controversy: on his voyage out he decided a subordinate was conniving to seize the ship and had him arrested (the charge was later dismissed); he was on the bench of the trial of a Sydney publican that the Governor overturned when he suspect perjury among the witnesses.

Later he joined Macarthur in backing the Rum Rebellion against Bligh; fell out with Macarthur and allied with later Governor Lachlan Macquarie; fought with Macquarie and allied with his enemies to cause trouble. He was charged with distributing seditious lampoons against Governor King; cruel treatment of his convict servants; illegal possession of liquor and then failing to attend a meeting to discuss his illegal possession of liquor.

Despite this, he prospered for some time. He was promoted to Lieutenant in 1802 and resigned his commission in 1803. He then worked variously as a private secretary for Johnston in the military interregnum; as the colony's Naval Officer (the job not the rank – see *Convicts & Cthulhu*, page 19); as secretary to the fledgling Bank of New South Wales and had many properties including a farm at Cabramatta. He was one of the rare men who fought with virtually every opposing faction in New South Wales. There is also some suggestion from contemporaries he was insane when he died.

Sources: B H Fletcher in Australian Dictionary of Biography <http://adb.anu.edu.au/biography/bayly-nicholas-1758> and <http://www.the1788-1820pioneerassociation.org.au/Sarah%20Laycock.html>



of these roles are filled by low-level members of the military, but just as many are pure civil servants. Although not a glamorous job, it is far safer than many professions in the colonies, and there are always benefits to be had by controlling the colony's documents and which of them reach those in power.

Occupation Skill Points: EDU×4


Credit Rating: 30—70

Suggested Contacts: Other government officials, criminal gangs, convict assistants

Skills: Accounting, Law, Library Use, Listen, Persuade or Charm/Bootlick, Read/Write (English), Spot Hidden, any one other skill as academic or personal speciality.

LAWYER / MAGISTRATE

The Australian colonies are an incredibly litigious place. Since there is no actual parliament or other form of representative government to resolve issues, any disputes that arise can only be resolved through legal trials. While on the one hand courts in this era are often made up of tribunals with little legal finesse, convicts in NSW enjoyed greater legal rights than prisoners in England: they could own property and they could sue to defend their rights. This creates an environment where there is a surprisingly large requirement for lawyers and



magistrates. Some of these are filled by members of the military (who have no real legal training but can read and interpret written laws), while other roles are filled by individuals that have received formal training as a barrister or solicitor back in England. Some of the latter are even ex-convicts (see the biographical summary for George Crossley – page 39 of *Convicts & Cthulhu* – for an example).


Occupation Skill Points: EDU×4

Credit Rating: 50–80

Suggested Contacts: Government officials, NSW Corps senior ranks, convicts and gaolers

Skills: History, Intimidate, Insight, Law, Library Use, Listen, Read/Write (English), Persuade.

MAPMAKER (CARTOGRAPHER OR HYDROGRAPHER)



The colony's maps and charts of waterways all have one thing in common – huge swathes of blank space. Despite the Australian colonies having now existed for some time, the task of mapping this new territory is an endeavour that is in its early days. To prepare for the expansion of the settled areas the colonial government employs cartographers and hydrographers (people who draw charts of the ocean). While partly a desk job, map-makers frequently need to travel to remote places – on land or by ship – to check that their information is accurate.


Occupation Skill Points: EDU×4

Credit Rating: 30–60

Suggested Contacts: Government officials, merchants, merchant sailors, indigenous trackers or voyagers

Skills: Accounting, Art (Drawing), First Aid, Library Use, Listen or Survival (any), Navigate, Spot Hidden, Track or Pilot (Ship).

MARINE



While less numerous than the ubiquitous NSW Corps soldiers, there are a sizeable number of Royal Marines posted to the colony at New South Wales. These forces travelled with the First Fleet (although, owing to an administrative mix-up were sent without any of the ammunition and supplies

they needed to fight). While no marine garrison is stationed in NSW in this era, individual marines are attached to other garrisons. Ostensibly the Marines are present in the colony to counter the possible threat of indigenous resistance, but in practice they perform whatever military or ship-borne tasks that the colony requires.

Royal Marine ranks include (from highest to lowest): Major Commanding; Major; Captain; Lieutenant; Paymaster; Adjutant; Quartermaster; Surgeon; Assistant-Surgeon; Staff-Sergeants, Sergeants; Corporals; Drummers and Privates.


Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: 10–60

Suggested Contacts: Other military, ship's crews, explorers and surveyors

Skills: Dodge, Fighting, Firearms, First Aid, Intimidate, Stealth, Survival (Sea) or Mechanical Repair, any one other skill as a personal speciality.

MINERALOGIST



One of the biggest challenges facing the colony is a lack of known sources for the raw materials to construct anything more sophisticated than stone walls and wooden carts. This means that everything else – in particular anything made of iron – needs to be shipped out from England, a time-consuming proposition at best. Because of this the colonial government has an interest in discovering places close to settlement where good-quality ore might be found. Of course if someone were to find a deposit of gold or silver, the administrators wouldn't complain about that either ...

Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: 20–60

Suggested Contacts: Government officials, free settlers, indigenous guides and trackers

Skills: Appraise, Climb, Natural World, Navigate, Read/Write (English), Science (Geology), Spot Hidden, any one other skill as a personal speciality.

Mapmaker & Hydrographer: William Bradley (1757—1833)

STR 60 CON 60 SIZ 80 DEX 55 INT 80
APP 90 POW 50 EDU 90 SAN 50 Hit Points: 14
Damage Bonus: +1D4 Build: 1 Move: 5 Magic Points: 10

Skills: Accounting 30%, Art (Drawing) 65%, Credit Rating 35%, Firearms (Flintlock) 40%, First Aid 60%, Insight 37%, Library Use 35%, Lore (Aboriginal) 40%, Navigate 70%, Read/Write (English) 70%, Spot Hidden 65%, Survival (Bush) 50%, Track 46%.

Bradley was a Navy officer who sailed with the First Fleet as a Lieutenant. With future Governor John Hunter he surveyed Sydney Harbour and the north shore. He lived on board his vessel, the *Sirius*, preferring not to take part in colonial life. He sat as a magistrate on the court. He also surveyed the Parramatta River.

In his survey work he had a particular interest in the Aboriginal people he encountered and made many notes about them in his diaries. In 1790 Bradley was sailing on board the *Sirius* when it was wrecked on Norfolk Island. Stuck on the island he and his Captain John Hunter surveyed it and drew up charts. Governor Phillip recommended Bradley's promotion to Master and Commander and he returned to England in 1792.

Captaining the fireship *Comet* back in England he took part in the naval battle against the French known as the Glorious First of June. He went on to have an illustrious Naval career, eventually being promoted to Rear Admiral. Bradley appears to have suffered from mental illness, possibly stemming from his time in Australia. His behaviour in England eventually became very strange and displayed evidence of derangement, which led to a decline in his career. After legal difficulties he left England for France, where he died in 1833.

Sources: Janet D Hine in Australian Dictionary of Biography <http://adb.anu.edu.au/biography/bradley-william-1820> ; Also see also Phil Mulhearn 'Early Hydrographers of Sydney' at http://dictionaryofsydney.org/entry/early_hydrographers_of_sydney

Mineralogist: Adolarius William Henry Humphrey (1782—1829)

STR 65 CON 50 SIZ 65 DEX 70 INT 75
APP 45 POW 55 EDU 80 SAN 55 Hit Points: 11
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 11

Skills: Art (Scrimshaw) 20%, Appraise 50%, Climb 40%, Credit Rating 40%, Fast Talk 40%, Firearms (Musket) 40%, Jump 40%, Natural World 40%, Navigate 37%, Read/Write (English) 50%, Ride 45%, Science (Geology) 60%, Spot Hidden 60%, Swim 40%.

Aside from having perhaps the most awesome name in the Colony, Humphrey was the government mineralogist for the Van Diemen's Land colony, working out of the Surveyor's and Mineralogist's Office. A native of Westminster, London he sailed with David Collins to found the (aborted) colony at Port Phillip in 1803. In 1804 he surveyed the Port Dalrymple area then went with Collins to the Derwent River and explored the area there.

Between 1805 and 1807 Humphrey was in NSW and Norfolk Island, but in 1807 he returned to Launceston and settled in Van Diemen's Land. He discovered the Tunbridge Salt Pans which provided a boon to the colony. In 1812 he retired as mineralogist and in 1818 was appointed coroner, superintendent of police and chief magistrate, making him one of the most powerful men in Van Diemen's Land.

He became a member of the Legislative Council and the Executive Council of Van Diemen's Land and was praised by successive Governors for his diligence and integrity. He retired through ill health in 1828 and died the following year. His wife was a convict, Harriet Sutton, who managed his farm land so well it won the praise of the Land Commissioner.

Sources: G H Stancombe in Australian Dictionary of Biography <http://adb.anu.edu.au/biography/humphrey-adolarius-william-henry-2212>





NAVAL OFFICER

Members of His Majesty's Navy make up a key part of the colony. This is at least partly due to the Colonial Office's longstanding practice of appointing a Naval man to the role of Governor. Naval officers take a lead role in all matters relating to the maritime operation of the colonies and their harbours, but also get involved in other senior political wrangling as well.

Naval Officer Ranks include (from highest to lowest): Captain (6th Rate), Captain (1st Rate), Commander, Lieutenant, Master, Purser, Surgeon, Chaplain, Midshipman, Master's Mate, Surgeon's Mate.

Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: 20—70

Suggested Contacts: Other military, ship's crews, explorers and surveyors

Skills: Accounting, Firearms, Insight, Navigate, Pilot (Ship), Swim, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any one other skill as a personal speciality.

NAVAL RATING

Many of the ships which bring convicts and supplies to the colonies are vessels crewed by Navy rank-and-file. Some of those ratings are but brief visitors to the colonies before departing on some other voyage, while others stay longer-term (perhaps not entirely by choice). There is a strong mutual dislike between Naval men and the more numerous Army forces, in part due to the fact that the former tend to avoid dealing with unpleasant tasks like watching over convicts.

Naval Ratings could hold the following ranks (from highest to lowest): Gunner, Boatswain (Bo'sun), Carpenter, Petty Officers, Able Seaman, Ordinary Seaman, Landsman, Boy.

Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: 9—30

Suggested Contacts: Other naval ratings, naval officers, merchant sailors, NSW Corps

Skills: Climb, Fighting, Mechanical Repair, Navigate, Pilot (Ship), Spot Hidden, Survival (Sea), Swim.

NSW CORPS OFFICER

The role and reputation of the NSW Corps is described in *Convicts & Cthulhu* (on page 8). In short it is a force of Royal Army soldiers that was explicitly created to police the new colony, effectively making them military gaolers. Because such work wasn't attractive to very many current soldiers, most officers in the NSW Corps took on the assignment either because they were looking to escape something worse, or because they had been given no alternative. In particular, assignment to the NSW Corps was something that some officers were offered when found guilty of desertion or similar by a court martial. To say that the Corps represents all the worst excesses of the Royal Army would not be an exaggeration.

Officers in the NSW Corps could hold the following ranks (from highest to lowest): Lt Colonel, Major, Adjutant, Quartermaster, Engineer Officer, Captain, Lieutenant, 2nd Lieutenant.

Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: 20—70

Suggested Contacts: Other NSW Corps, merchants, smugglers, free settlers, criminal gangs

Skills: Disguise or Dodge, Fighting, Firearms, First Aid, Intimidate, Listen, Stealth, any one other skill as a personal speciality.

NSW CORPS SOLDIER

The task of day-to-day policing the colony falls largely upon the shoulders of the lower-ranks of the NSW Corps. As described above, the Corps has a terrible reputation for brutality and its members have been known to be somewhat liberal with the interpreting instructions when it suits their ends. In short, they are thoroughly corrupt.

Soldiers in the NSW Corps occupied the following ranks (from highest to lowest): Regimental Sergeant Major, Sergeant, Corporal, Drummer, Private.



Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: 15—45

Suggested Contacts: Other NSW Corps, common, smugglers, convicts

Skills: Charm/Bootlick, Fighting (Brawl), Firearms (any), Gambling, Insight, Ride, Spot Hidden, any one other skill as a personal speciality.

PARSON / CHAPLAIN

The spiritual well-being of all members of the new colonies – soldiers, free settlers, and even convicts – is a matter of some importance. To this end the colony has a handful of parsons and chaplains that are responsible for holding the appropriate Protestant services in settled places around the colony. Clergy can be either stationed permanently in one of the larger townships (Sydney Town or Parramatta Town), or might be given the assignment of travelling a circuit to perform services in a variety of smaller places.

Occupation Skill Points: EDU×2 + APP×2

Credit Rating: 9—50

Suggested Contacts: Other prison clergy, other minor government officials, doctors, convicts

Skills: History or Law, Insight, Language (Other), Library Use, Listen, Read/Write (English), Religion, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade).

SHIP'S PURSER

On a ship, one of the most trusted positions outside the normal chain-of-command is the ship's purser. This is because he is responsible for safeguarding all money and valuables on the ship. Sly pursers are not above misusing this privilege to line their own pockets. For the most part, though, the ship's purser is as honest as the day is long (and is usually chosen for that reason).

Occupation Skill Points: EDU×4

Credit Rating: 20—50

Suggested Contacts: Naval officers and ratings, merchant sailors

Skills: Accounting, Appraise, Law, Listen, Read/Write (English), Survival (Sea) or Swim, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any one other skills as a personal speciality.

Free Settler Investigators

Most people present in the Australian penal colonies were there either because they had been sentenced there (in the case of convicts), or had been stationed there (in the case of military and civil bureaucrats). However, there were others who came to the fledgling colonies entirely of their own free will – usually with either the optimistic hope of making a new life in the colonies, or at least escaping their old life. The various social outlooks of free settlers is summarised on page 18 of *Convicts & Cthulhu*.

FARMER SETTLER

Most of the free settlers that come to the new colonies in Australia do so to establish farms (in the hope of making it rich, or at least making a new life). This is also something that many convicts try to do in the years following the completion of their sentence, or after they have been pardoned. Farming is also a source of additional income for current or former military officers, some of whom have been awarded grants of land as recognition for their service.

Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: 30—70

Suggested Contacts: Other free settlers, government officials, assigned convicts

Skills: Art/Craft (Farming), Drive Horse/Oxen/Cart, Firearms (Musket), Natural World, Ride, Track, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any one other skill as a personal speciality.

FERRY PILOT

Between the two major settlements in New South Wales – Sydney Town and Parramatta – there is a constant flow of people and goods. Some of this goes via the (poorly-constructed) roadway, but a large part goes via the ferry boats that ply the waters of Port Jackson Harbour and the Parramatta River. Life as a ferry pilot can be profitable, but isn't an easy job – some of the individuals who pay the most for carriage of goods are not the most above-board of businessmen. And then there's always the possibility that the shore-dwelling Aboriginal people might decide to take revenge on you for some other settler's mistreatment of their tribe.

Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: 9—30

Suggested Contacts: NSW Corps, government officials who travel, convicts, indigenous groups that live close to water

Skills: Accounting, Mechanical Repair, Navigate, Pilot (Ship), Spot Hidden, Throw, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any one other skill as a personal speciality.

MERCHANT

While much of what comes via ship from England is destined for the Government warehouses, there is still a healthy trade in private importation of goods. And plenty of money to be made by those industrious enough to meet the local demand. The most successful merchants are those who have

Merchant: Richard Jones (1786—1852)

STR 55 CON 35 SIZ 75 DEX 65 INT 75
APP 70 POW 65 EDU 60 SAN 65 Hit Points: 11
Damage Bonus: +ID4 Build: 1 Move: 7 Magic Points: 13

Skills: Accounting 35%, Animal Handling 35%, Appraise 45%, Credit Rating 20%, Fast Talk 43%, Firearms (Flintlock) 35%, Insight 35%, Intimidate 53%, Law 35%, Pilot (Ship) 30%, Read/Write (English) 40%, Spot Hidden 50%, Stealth 66%.

Jones was a Shropshire merchant who migrated to NSW in 1809 and working as an agent for a Calcutta merchant, importing spirits during the military interregnum. He went into partnership as a general merchant with Edward and Alexander Riley but by Macquarie's time, the Governor was displeased with the virtual monopoly they had, referring to them as a "sordid rapacious House". Jones also ventured into sheep-breeding and pastoralism, introducing the Saxon breed of sheep into Australia. He was also the first to commence deep sea whaling in NSW and owned five whalers. In time he became one of the country's major landowners. By the 1840s his fortunes fell and he was forced to sell up, but he later became a landowner in the new northern settlement of Queensland. Jones had eight children, one becoming an Anglican minister and one of his daughters marrying the grandson of William Bligh.

Source: D Shineberg in Australian Dictionary of Biography <http://adb.anu.edu.au/biography/jones-richard-2280>

contacts back in England who can buy goods on their behalf (at rock bottom prices) and load them onto creaky ships bound for Australia. Sometimes it's the bare essentials that turn the greatest profits – food, rum, machinery – but other times it's the luxury items. Regardless, turning a profit in the colonies also involves keeping in good with the NSW Corps who maintain a monopoly on some items and like to extract a healthy tariff from most others. Of course sometimes it's possible to get items in stock in creative (read, illegal) ways that bypass this system of taxation altogether.

Free Women who Accompany Convict Husbands

A unique category of occupation for women is that of free women who chose to accompany their convict husbands into exile. (Some free men and families also accompanied convict women). Convict men can even find themselves assigned to their wives. For example, in 1803 William Stabler was transported and in 1806 he was assigned as a cook to his wife Rose's eating house at The Rocks (see her advertisement in the nearby clipping from the Sydney Gazette of July 3, 1803). Women are also known to sometimes apply for land and then have their husbands assigned to help them work it, thus building their fortunes in the new country. Of course, sometimes such plans turn out badly. One convict noted to his wife in England that women were known to "lose their character" on the voyage out, to find on their arrival their husbands "were not compelled to take them under such circumstances."

Sources: *Colonial Eve: Sources on Women in Australia 1788-1914*, p. 35; NSW State Library: *Families of Convicts in Convicts: Life in the Colony* <http://guides.sl.nsw.gov.au/content.php?pid=445387&sid=3649015>

Occupation Skill Points: EDU×2 + (APP×2 or POW×2)

Credit Rating: 9–70

Suggested Contacts: Other merchants (here and in England), government officials, NSW Corps, smugglers, merchant sailors, supercargos

Skills: Accounting, Appraise, Insight, Law, Sleight of Hand or Read/Write (English), Spot Hidden, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade).

MERCHANT SAILOR

The majority of the ships that come to the Australian colonies arrive on Government business – either the transportation of convicts, the carriage of free settlers, or the delivery of vital supplies. However, not all of those ships are operated by His Majesty's

been paid to the Advertisment of the
1st ultimo the undersigned is under the ne-
cessity (he being about to quit the Colony) of
giving this public Notice, that coercive
measures will be adopted for the recovery of
all Debts that shall remain unpaid after the
22d instant.

J. SPARROW.

NEW EATING HOUSE.

VICTUALS DRESSED IN THE ENGLISH
WAY,

At the House formerly occupied by Michael
Knowland, near the New Windmill, on the
rocks.

ROSETTA STABLER respectfully
acquaints the Public that she prepares
Boiled Mutton and Broths every day at 12
o'clock, and a Joint of Meat Roasted always
ready at One, which, from its quality and
mode of serving, she flatters herself will
attract the Notice of the Public.

Visitors from remote Settlements, Mari-
ners, &c., will find a convenient Accomoda-
tion at a moderate expence, and every exertion
will be made to render satisfaction.

From an Asiatic paper we copy the follow-
ing articles of intelligence – on or about
the 16th of last May, intelligence was received
at Leghorn, of a severe and

Navy. There are many commercially-run sailing vessels that are commissioned to carry out these important Government tasks; and there are an equal number of private ships that come to the colony for purely profit-making reasons – attempting to offload cargo in exchange for money. All of those vessels are crewed by sailors that – unlike their military brethren – are free to come and go as the tides of profit dictate.

Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: 20–40

Suggested Contacts: Marines and Naval forces, merchants, smugglers, criminal gangs

Skills: First Aid, Mechanical Repair, Natural World, Navigate, Pilot (Ship), Spot Hidden, Swim, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade).



MISSIONARY

During this historical era, nobody in the Church has yet determined that the indigenous peoples of Australia should be “civilised” by receiving the Christian religion. However, there are many places in the Pacific that are already actively being targeted by a variety of missionary orders. The Australian colonies are convenient transit points for many of those missionaries – either on their way to their island charges, or on their return.

Occupation Skill Points: EDU×2 + APP×2

Credit Rating: 0–30

Suggested Contacts: Chaplains, convict clergymen, minor government officials and lesser magistrates

Skills: Art/Craft (any), First Aid, Medicine, Mechanical Repair, Natural World, Read/Write (English), one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any one other skill as a personal speciality.

PUBLICAN (BAR OWNER)

The penal colonies of Australia flow with alcohol – rum is not only the drink of choice for many, but in many places it is also the legal tender. Soldiers and convicts alike enjoy drinking in a social environment, hence the many lucrative public drinking establishments that exist in the larger townships. Running one of these taverns can be a profitable trade, but no means is it easy work – for starters there are the frequent drunken brawls, and then there is the need to deal with the greedy and corrupt NSW Corps, who control the supply of liquor. Of course, the enterprising publican always has friends who can help bypassing some of the official taxes and tariffs ...

Occupation Skill Points: EDU×2 + APP×2

Credit Rating: 8–45

Suggested Contacts: Merchants, free settlers, NSW Corps, any free or convict types that visit drinking establishments

Skills: Accounting, Appraise, Fighting (Brawl), Insight, Listen, Stealth, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade).

SEALER / WHALER

The waters around the Australian colonies – particularly those to the south – are well-known to be good hunting grounds for both whales and seals. In this era, both are highly profitable catches. So it is not surprising that for almost as long as the continent has been settled there have been crews of men who ply the waters in search of their fortune. The life of a sealer or whaler is a harsh one, however, and many find reason to spend the time between voyages carousing among the seediest dockside bars the colonies have to offer.

Occupation Skill Points: EDU×2 + (DEX×2 or STR×2)

Credit Rating: 20–50

Suggested Contacts: Merchant sailors, marines, Naval officers and ratings, merchants

Skills: Fighting (Brawl), Listen or Spot Hidden, Natural World, Navigate or Operate Heavy Machinery, Pilot (Ship), Science (Biology or Zoology), Stealth, Survival (any) or Language (Other).

SHOPKEEPER

The larger townships of the colonies all have areas where independent privately-run shops can be set up. Some of these are ramshackle affairs peddling low-grade local goods, produce, or services. Others are very well-run and professional establishments which aim to sell high-class goods – imported at great expense from England – to those of means. Both types of stores compete with the corrupt and powerful NSW Corps that likes to create an uneven playing field favouring stores run by current or former soldiers.

Occupation Skill Points: EDU×2 + (APP×2 or DEX×2)

Credit Rating: 2–40

Suggested Contacts: Other shopkeepers, merchants, assigned convicts

Skills: Accounting, Appraise, Insight, Mechanical Repair, Read/Write (English), Spot Hidden, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade).

SMUGGLER

Not all the criminals in the Australian colonies are behind bars. Some of those who are notionally free men and women have ample incentive to break the law (see *Ticket of Leave #3: Criminal Enterprise*). The most profitable form of crime is smuggling, largely due to the incredibly large taxes and tariffs that the greedy and corrupt NSW Corps have placed on the importation of many types of goods. Those with sufficient contacts to arrange for ships to bring valuable goods – and in particular rum – from a foreign port, can make a killing. All they need to do is figure out how to sneak the illicit cargoes ashore without anyone noticing.

Occupation Skill Points: EDU×2 + (APP×2 or DEX×2)

Credit Rating: 6–70

Suggested Contacts: Criminal gangs, NSW Corps upper echelon officers, wealthy land owners

Skills: Appraise, Disguise, Firearms (any), Locksmith, Pilot (Ship), Spot Hidden, Stealth, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade).

SPY

England's relationships with its European neighbours is tense and fickle at this point in history – all of the major sea-faring nations are busily carving up the world to determine who will colonize which territories. Nations war with other nations frequently. Behind the scenes of this thrust and parry of conflict government-backed agents, spies in effect, fight a more subtle war. These men and women infiltrate territories to discover the strengths of their defences and their desirability for conquest. The French government is the foreign power that has expressed the most interest in the Australian continent, but that isn't to say that they are the only nation that is watching ...

Occupation Skill Points: EDU×2 + (APP×2 or DEX×2)

Credit Rating: 20–60

Suggested Contacts: Other spies, sailors who can convey messages back to homeland, highly-placed government officials

Supercargo: William Clarke

STR 70 CON 55 SIZ 45 DEX 70 INT 80
APP 70 POW 35 EDU 65 SAN 35 Hit Points: 10
Damage Bonus: none Build: 0 Move: 9 Magic Points: 7

Skills: Accounting 35%, Appraise 30%, Credit Rating 35%, Disguise 35%, Dodge 40%, Fighting (Brawl) 60%, Fighting (Knife) 50%, Insight 55%, Navigate 50%, Persuade 31%, Pilot (Ship) 36%, Read/Write (English) 30%, Spot Hidden 65%, Stealth 50%.


William Clarke was a supercargo for Campbell, Clarke & Co, a merchant concern part-owned by his uncle John Clarke along with Robert Campbell, one of Sydney's premier merchants (see *Convicts & Cthulhu*, page 43). Clarke was supercargo on the ill-fated ship *Sydney Cove*, which the company intended to use to supply the growing colony of New South Wales. The *Sydney Cove* sailed from Calcutta in 1796 with livestock, sugar, and clothing among other goods. As supercargo, William Clarke was in charge of the care and disposal of the cargo.

The ship was wrecked off the northern islands of Van Diemen's Land. Governor Hunter sent two ships – a schooner and a sloop – to rescue them. The schooner and some of those rescued arrived back safely to Sydney. However the second ship – the sloop, carrying Clarke along with the *Sydney Cove*'s Chief Mate, three European sailors and twelve 'Lascars' (a European term used for sailors of Indo-Arab descent) – was lost in a storm.

The sloop foundered on the southern coast of Australia and the survivors decided to walk the hundreds of miles along the coast back to Sydney. They encountered many native groups, some who had never met any other than their own kind. After both friendly and hostile encounters, and a walk of 600 kilometres, three survivors – Clarke, one European sailor and one Lascar sailor made it "in a deplorable state" back to Sydney township.

Clarke also distinguished himself by discovering coal while passing through Illawarra – this was only the second instance of coal discovery in NSW after Coal River.

Sources: Janette Holcomb, *Early Merchant Families of Sydney*, Anthem Press, 2014; Gutenberg's collection of letters and accounts of the wreck of the *Sydney Cove* is at: <http://gutenberg.net.au/ebooks13/1300541h.html>



Skills: Art (Acting) or Disguise, Fighting or Firearms, Insight, Language (Other) or Read/Write (English), Library Use or Navigate, Listen, Stealth, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade).

SUPERCARGO

In the Age of Sail the supercargo perform a very important job, namely guarding a valuable cargo from the moment it is released by its sender to the moment it is received at the other end. This task usually involves travelling many thousands of miles on potentially several vessels. The supercargo is different to most other members of a ship's complement because he or she is employed by the party that owns the cargo, and answerable only to that person (not the crew of the ship). In the Australian colonies, supercargos arrive accompanying valuable shipments of goods or liquor; some stay in the colonies only briefly while others remain for longer, scoping out their next great opportunity for profit.

Occupation Skill Points: EDU×2 + (APP×2 or DEX×2)

Credit Rating: 20–50

Suggested Contacts: Merchant sailors, shop keepers, merchants, naval officers and pursers

Skills: Accounting, Appraise, Fighting (Brawl), Insight, Navigate, Read/Write (English), Spot Hidden, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade).

UNDERTAKER

Death is a frequent part of life in the colonies. Poor conditions, occasional periods of extreme 'starvation rations', and brutal punishments all contribute to a harsh environment for convicts and free settlers alike. Others perish as the result of capital sentences (usually hangings) doled out as punishment for serious breaches of the colony's rules.

Whatever the cause of the death, there is always a need for someone to bury the body – at least when the deceased is from among the free settlers and government classes. (Convicts are buried by other convicts, the corpse often thrown into a shallow grave with lime poured over it).

(For more on convict and colonial-era burial customs see the forthcoming *Ticket of Leave: Night of the Convict Dead*).

Occupation Skill Points: EDU×4

Credit Rating: 20–40

Suggested Contacts: Prison guards, doctors, convicts

Skills: Accounting, Drive Horse/Cart/Oxen, History, Insight, Occult or Appraise, Science (Biology), Science (Chemistry), one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade).

Like what you've read, but don't yet own the core *Convicts & Cthulhu* sourcebook? [Head over to RPGNow or DrivethruRPG and grab yourself a copy](#), either in PDF or softcover Print-On-Demand. Either can be obtained under a "Pay-What-You-Want" pricing model where you pay only the basic cost of creating the copy (\$0 for PDF, or about USD \$4 for the softcover book) plus whatever extra you'd like to send the way of *Cthulhu Reborn* as a "thank you" donation.

Convict Era Investigator

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR DEX INT
 Idea
 CON APP POW
 SIZ EDU Move
 Know Rate

Major Wound **Max HP**

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane Indef. Insane **Start** **Max** Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Convicts & CTHULHU

Max MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

SKILLS

<input type="checkbox"/> Accounting (05%) <input type="text"/>	<input type="checkbox"/> Fast Talk (05%) <input type="text"/>	<input type="checkbox"/> Language (Own) (EDU) <input type="text"/>	<input type="checkbox"/> R/W Language (0r%) <input type="text"/>
<input type="checkbox"/> Alcheringa Dream Lore <input type="text"/>	<input type="checkbox"/> Fighting (Brawl) (25%) <input type="text"/>	<input type="checkbox"/> Law (05%) <input type="text"/>	<input type="checkbox"/> Ride (05%) <input type="text"/>
<input type="checkbox"/> Animal Handling (05%) <input type="text"/>	<input type="checkbox"/> _____ <input type="text"/>	<input type="checkbox"/> Library Use (05%) <input type="text"/>	<input type="checkbox"/> Science (0r%) <input type="text"/>
<input type="checkbox"/> Appraise (05%) <input type="text"/>	<input type="checkbox"/> _____ <input type="text"/>	<input type="checkbox"/> Listen (20%) <input type="text"/>	<input type="checkbox"/> _____ <input type="text"/>
<input type="checkbox"/> Art / Craft (05%) <input type="text"/>	<input type="checkbox"/> Firearms (Flintlock) (20%) <input type="text"/>	<input type="checkbox"/> Locksmith (0r%) <input type="text"/>	<input type="checkbox"/> Sleight of Hand (10%) <input type="text"/>
<input type="checkbox"/> _____ <input type="text"/>	<input type="checkbox"/> Firearms (Musket) (25%) <input type="text"/>	<input type="checkbox"/> Lore (Aboriginal) (0r%) <input type="text"/>	<input type="checkbox"/> Spot Hidden (25%) <input type="text"/>
<input type="checkbox"/> _____ <input type="text"/>	<input type="checkbox"/> _____ <input type="text"/>	<input type="checkbox"/> Mech. Repair (10%) <input type="text"/>	<input type="checkbox"/> Stealth (20%) <input type="text"/>
<input type="checkbox"/> Charm/Bootlick (15%) <input type="text"/>	<input type="checkbox"/> First Aid (30%) <input type="text"/>	<input type="checkbox"/> Medicine (0r%) <input type="text"/>	<input type="checkbox"/> Survival (10%) <input type="text"/>
<input type="checkbox"/> Climb (20%) <input type="text"/>	<input type="checkbox"/> Gambling (10%) <input type="text"/>	<input type="checkbox"/> Natural World (10%) <input type="text"/>	<input type="checkbox"/> _____ <input type="text"/>
Credit Rating (00%) <input type="text"/>	<input type="checkbox"/> History (05%) <input type="text"/>	<input type="checkbox"/> Navigate (10%) <input type="text"/>	<input type="checkbox"/> Swim (20%) <input type="text"/>
Cthulhu Mythos (00%) <input type="text"/>	<input type="checkbox"/> Intimidate (15%) <input type="text"/>	<input type="checkbox"/> Occult (05%) <input type="text"/>	<input type="checkbox"/> Throw (20%) <input type="text"/>
<input type="checkbox"/> Disguise (05%) <input type="text"/>	<input type="checkbox"/> Insight (05%) <input type="text"/>	<input type="checkbox"/> Op. Hv. Machine (0r%) <input type="text"/>	<input type="checkbox"/> Track (10%) <input type="text"/>
<input type="checkbox"/> Dodge (half DEX) <input type="text"/>	<input type="checkbox"/> Jump (20%) <input type="text"/>	<input type="checkbox"/> Persuade (10%) <input type="text"/>	<input type="checkbox"/> _____ <input type="text"/>
<input type="checkbox"/> Dream Song <input type="text"/>	<input type="checkbox"/> Language (Other) (0r%) <input type="text"/>	<input type="checkbox"/> Pilot Ship (0r%) <input type="text"/>	<input type="checkbox"/> _____ <input type="text"/>
<input type="checkbox"/> Drive Horse/Cart (20%) <input type="text"/>	<input type="checkbox"/> _____ <input type="text"/>	<input type="checkbox"/> Religion (20%) <input type="text"/>	<input type="checkbox"/> _____ <input type="text"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

Build

Dodge

