



LEROY "BO" BRYANT

DRIVE: Weight of the World

OCCUPATION: Smuggler (Criminal)

SPECIAL: Gain a free spend on Locksmith or Streetwise checks, twice per session.

BUILD POINTS: 0

Sanity 6, Stability 8, Health 8

ACADEMIC ABILITIES

Biology, Language (German), Occult 2

INTERPERSONAL ABILITIES

Assess Honesty 2, Credit Rating, Flattery, Intimidation 2, Streetwise 2

TECHNICAL ABILITIES

Craft, Locksmith 2, Outdoorsman

GENERAL ABILITIES

Conceal 4, Filch 6, Firearms 6, Fleeing 8, Piloting (Boat) 8, Sense Trouble 12, Shadowing 10, Stealth 10

LEROY "BO" BRYANT SMUGGLER (CRIMINAL), AGE 18

Bo was born the sixth child of seven in Montgomery, Alabama. One of his enduring memories is of the Great Migration and being in the backseat of a car fleeing the South. His family worked on a farm for a less-than-kind white family. Most of his days were spent outside working in the fields for as long as he can remember. Never having attended school, he knew only one way out. He enlisted in the service at 15 in 1918 and got "lucky."

He managed to get overseas, see some of the world and the Great War. He got caught in the trenches and saw enemy soldiers' bodies riddled with the bullets that keep coming at you. The young man passed out and woke up three weeks later and was sent home.

The next couple of years he bounced around ending up in Harlem. And then prohibition hit. It was fate that drew him there, as his connections from the service enable him to set up a tiny smuggling business. He pays protection money for the right to work and dances through different territories. Most of his business is done by boat. A little over a year ago, he was on a midnight run and heard screams. Against his better judgment he stopped and ended up saving Jackson Stone from a band of knife-wielding cultists along with something that defies description, beginning a fast friendship.

Bo still has nightmares of what they did in the swamps, knowing that he killed Jack's wife who has returned from the dead and married some buggy-eyed stiff named Mark.

STR 50	CON 65	SIZ 55	DEX 60	INT 60
APP 55	POW 60	EDU 40	SAN 60	HP 12
DB 0	Build 0	Move 9	MP 12	Luck 47

Special: You know the best ways in and out of town without being seen.

Brawl: 25% (12/5), damage 1D3

.41 Revolver: 40% (20/8), damage 1D10, attacks per round 1(3)

Dodge: 50% (25/10)

Armor: None

Skills: Fast Talk 45%, Fighting (Brawl) 25%, Firearms (Handgun) 40%, Language Own (English) 40%, Language (German) 11%, Listen 40%, Locksmith 61%, Navigate 50%, Pilot (Boat) 60%, Psychology 47%, Sleight of Hand 30%, Spot Hidden 55%, Stealth 60%

Equipment: Flask of whiskey, revolver, handful of bullets, lockpick, and boat (at the dock)

BACKSTORY

- **Description:** young-looking and worldly
- **Significant People:** Jack Stone, five sisters
- **Meaningful Location:** Doiléir Íochtair
- **Treasured Possession:** Lockpick
- **Personality:** Tough
- **Trait:** a natural survivor



ROSE GOLDSTEIN

DRIVE: Activism

OCCUPATION: Sociologist

SPECIAL: Gain a free spend on Reassurance checks, twice per session.

BUILD POINTS: 0

Sanity 10, Stability 6, Health 7

ACADEMIC ABILITIES

Anthropology 2, Archaeology 2, History 2, Language (Hebrew, Spanish, Russian) 3, Library Use 2

INTERPERSONAL ABILITIES

Bureaucracy, Credit Rating 2, Oral History, Renaissance 2, Reassurance

TECHNICAL ABILITIES

Art

GENERAL ABILITIES

Conceal 3, Driving 4, Firearms 2, First Aid 4, Fleeing 4, Preparedness 10, Psychoanalysis 4, Riding 3, Sense Trouble 6, Weapon 8

ROSE GOLDSTEIN

SOCIOLOGIST (RESEARCHER), AGE 31

Rose was born in Arkham to a lawyer father and nurse mother in a very religious home. She graduated from Brown University in Providence, Rhode Island in the top five percent of her class. Always a talented researcher, she discovered a flair for history and likely would have become a teacher, what her parents wanted, if not for taking a class taught by Elsie Clews Parsons, anthropologist and feminist. Parsons studied the indigenous people in New Mexico and Mexico, and changed Rose's life.

She told her parents about her new dream and it was met with a cold response. The next few years are more of a blur for Rose; she traveled with Parsons for a year. She got a job as an assistant librarian. Now at night, Rose has taken up studying the political, social, and artistic movement of Harlem. She wants to understand how it started, what is going on, and how it will change the world. She knows it's important and not her story to tell, but wants to help.

STR 50 **CON** 60 **SIZ** 60 **DEX** 70 **INT** 55
APP 55 **POW** 45 **EDU** 80 **SAN** 60 **HP** 12
DB 0 **Build** 0 **Move** 8 **MP** 9 **Luck** 67

Special: Gain a bonus die on persuasion checks 3 times a session when first meeting someone from a different background.

Fencing: 60% (30/15), damage 1D6

Dodge: 35% (17/7)

Armor: None

Skills: Anthropology 66%, Archaeology 41%, Credit Rating 40%, Fighting (Brawl) 25%, Fighting (Fencing) 60%, Firearms (Handgun) 20%, History 55%, Library Use 55%, Persuade 50%, Language Own (English) 80%, Language Other (Hebrew) 40%, Language Other (Spanish) 40%, Language Other (Russian) 30%, Renaissance 26%, Spot Hidden 45%

Equipment: Sword sane and backpack-sized purse of items

BACKSTORY

- **Description:** Well-dressed and upper crust
- **Significant People:** Parents Levi and Doris
- **Meaningful Location:** City College of New York City
- **Treasured Possession:** Star of David
- **Personality:** Activist
- **Trait:** Idealistic



ALFEO "AL" MARCHESI

DRIVE: Wrong Place, Right Time

OCCUPATION: Police Detective

SPECIAL: No Stability test to witness a dead body, and reduced Difficulty Number to witnessing violence against people or experience being attacked.

BUILD POINTS: 0

Sanity 9, Stability 8, Health 9

ACADEMIC ABILITIES

Accounting, Law 2,
Language (Italian)

INTERPERSONAL ABILITIES

Assess Honesty 2, Cop Talk 3,
Credit Rating 2, Reassurance 2

TECHNICAL ABILITIES

Evidence Collection 3, Forensic

GENERAL ABILITIES

Athletics 10, Driving 8, Firearms
10, Scuffling 10, Sense Trouble 10,
Stealth 6, Weapon 5

ALFEO "AL" MARCHESI DETECTIVE (COP), AGE 45

Al has known both sides of the law; his family has been in bed with the 107th Street Mob and its various incarnations. He spent his youth running the streets with his brothers and sister, transporting brown envelopes. The money was flush, and the risk high.

Al decided to take the harder path and gave up the mob life. He worked on the docks and then fell into being a cop and out with his family. He was good at the figuring out what wiseguys were doing, because he used to be one. He worked his way up the chain of command and became a detective. His family has hated him for two decades, he sees the corruption in the cops around him now that Prohibition is in full swing, and he knows any day could be his last, if he keeps doing his job.

STR 55	CON 75	SIZ 75	DEX 40	INT 50
APP 65	POW 45	EDU 50	SAN 65	HP 15
DB 0	Build 0	Move 6	MP 9	Luck 37

Special: No **SAN** loss for witnessing violence or dead bodies.

Brawl: 25% (12/5), damage 1D3

.41 Revolver: 50% (25/10), damage 1D10, attacks per round 1(3)

Dodge: 50% (25/10)

Armor: None

Skills: Art/Craft (Acting) 25%, Credit Rating 25%, Firearms 50%, Intimidate 45%, Language Own (English) 50%, Language (Italian) 21%, Law 25%, Listen 60%, Lore (Harlem Italian Street Gangs) 60%, Psychology 45%, Spot Hidden 45%

Equipment: Badge, .41 revolver, cigarettes and lighter

BACKSTORY

- **Description:** Hard-bitten smoking cop
- **Significant People:** Mary
- **Meaningful Location:** Desk at the station
- **Treasures Possession:** Picture of his brothers when they were 9
- **Personality:** Rebel
- **Trait:** Standoffish