

GATSBY AND THE GREAT RACE



ONE NIGHT OF HORROR
FOR MANY PLAYERS



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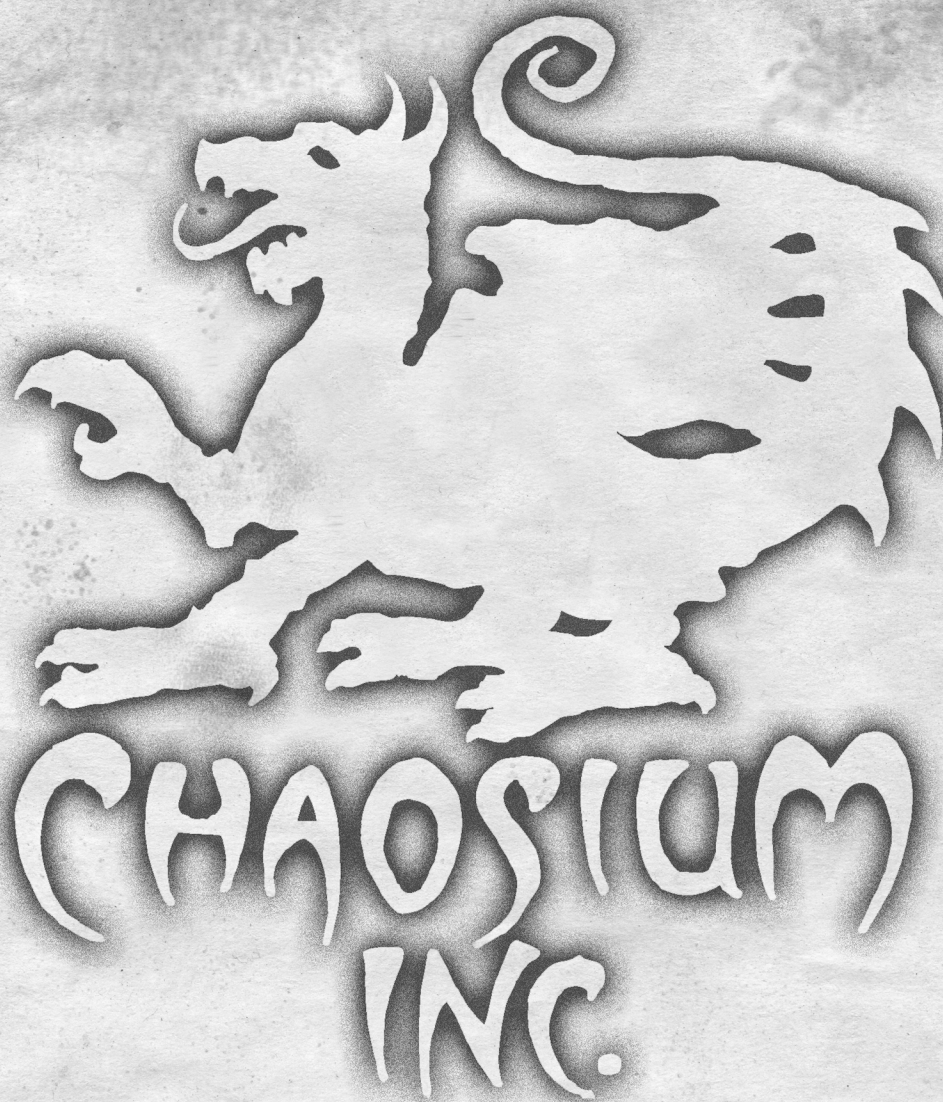
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Gatsby

and the Great Race



Call of Cthulhu
One Night of Horror
for Many People

Paul Fricker



“So we beat on, boats against the current,
borne back ceaselessly into the past.”

The Great Gatsby

F. Scott Fitzgerald

Credits

Author – Paul Fricker

Conceived and developed with Keary Birch, Wim van Hove,
Rik Kershaw-Moore, Mike Lay, Mike Mason and Matt Nixon

Artwork and cover – Paul Fricker

Copy editor – Scott Dorward

Contributions by Rik Kershaw-Moore and Mike Mason

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Address questions and comments by mail to

Chaosium Inc.

22568 Mission Blvd. #423

Hayward CA 94541 U.S.A.

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Introduction

Imagine a game in which unseen forces draw characters away and the players actually leave the room and do not return.

Imagine your character wants to summon a spirit, and when successful, one actually appears for the players to question.

Imagine shifting to an alternate reality and finding yourself with a different Keeper and set of players looking at you.

All this and more is possible.

This scenario has the capacity for up to 32 people to be involved, playing in several overlapping games. On the surface this scenario is in the traditional Call of Cthulhu mould, based at a country house in the late 1920s. It can be run as a single game with one Keeper and up to six players, in the usual manner, but what sets it apart is that it is designed to be run as two or more parallel games. To date it has been run successfully with four simultaneous games, using a total of seven Keepers and twenty-four players. Whichever option you go for, the basic game concept remains the same: Julian Gatsby has meddled in matters that he should not have, leaving the players and himself to relive the afternoon again and again, until the players find a way out.

The book is laid out in four chapters. The first chapter explains the scenario, the background and so on, and contains all the common elements to which are added either the second chapter for a multi-game or the third chapter for the single game option. The fourth chapter contains other resources, including character sheets and maps.

How This All Came to be

This scenario came about over the period of a year, based on a conversation about how Call of Cthulhu could be run in a different way. Perhaps more than one game could be integrated and run simultaneously? The game mechanic of moving people from room to room without running into problems of time-keeping or other story conflicts took a lot of work to resolve.

Here in the UK, Mike Mason is the head of the Kult of Keepers, a group which write and run Call of Cthulhu scenarios at UK conventions. I am pleased to be part of it and would like to offer my thanks to the other members who trusted me to write this scenario based upon a half-formed presentation of the plot some months previously.

What is presented in this book was first run at Continuum 2004 in Leicester, in the UK, with four Keepers (Matt Nixon, Mike Lay, Wim van Hove and me) running simultaneous games, whilst 3 other Keepers (Mike Mason, Keary Birch and Steve Knott) played with the minds of the blindfolded players in the corridors. After much anxiety (mostly on my part) about how the game would run (only compounded by having Charlie Krank as a player!) the game was a resounding success, so much so that I am proud to say Charlie invited me to submit the scenario for publication as a Chaosium monograph.

“If it reads easy, it was hard writ”, Hemingway said. This was certainly hard writ, but you will have to judge if it reads easy. What you hold in your hands is the product of many sleepless nights and painstaking work - I hope that you enjoy it and give your players sleepless nights too!

Paul Fricker, October 2005

Acknowledgements

Mike Mason, for his contributions and above all for organising the Kult of Keepers. More information, including dread images of many of the good people below, can be found at:
www.starrywisdom.co.uk

Scott Dorward, for his time and talents in editing and proofreading.

Rik Kershaw-Moore, for his speedy work, his creativity in corridor work, and for his wonderful work in generating handouts.

Matt ‘take no prisoners’ **Nixon** and **Wim van Hove**, for Keeping.

Mike Lay, for his assistance in character generation and organisation.

Keary Birch and **Steve** ‘treasures from the deep’ **Knott**, for their contributions to corridor work.

All those who took part in the first run at Continuum 2004 at Digby Hall, Leicester.

The H.P. Lovecraft Historical Society (www.cthulhulives.org) for use of the Persnickety font.

My wonderful wife **Lucy**, for her ideas and, above all, patience. (“You don’t plan to write any more scenarios soon - *do you?*”, she said as she went to bed at midnight the day before the con, leaving me lost in the piles of paper being strewn from the printer all over the lounge carpet).

KULT OF
KEEPERS

If you should end up running this we would love to hear how it goes. Please post your comments and feedback on the Kult of Keepers forum on www.yog-sothoth.com.



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Chapter One

The Scenario

Introduction

This scenario is designed to be run by several keepers simultaneously, with separate groups of players who would begin to overlap as the games progressed. An alternative version allows for it to be run as a single game.

This chapter deals with aspects of the scenario that are common to all games, whether multiple or singular. In addition to this core chapter you should use either Chapter Two for multiple games or Chapter Three for a single game. Chapters Two and Three deal with game mechanics for the relevant number of games.

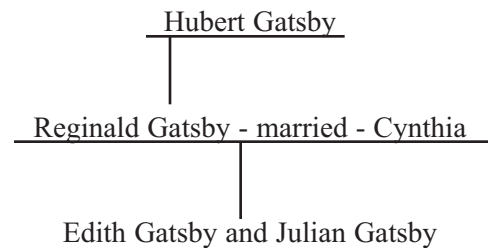
A Brief Overview Of the Plot

The player characters have been invited to an afternoon garden party with Julian Gatsby. Sadly life has found Gatsby short of money and he decides to use information in his grandfather's journal to create a time jump, which he hopes will allow him to win money on a horse race. Gatsby uses the ritual to jump time back one hour, but unfortunately things go awry and the enchanted disc, central to the ritual, is broken into several pieces. The pieces each fall into separate alternate realities. This results in the same hour continuing to loop again and again until the disc is repaired. Due to the strange nature of this split-reality, characters begin to move between worlds. Eventually the characters should succeed in getting the disc back together, which leads to the end of the loop, but simultaneously unleashes some unpleasant occurrences.

Game Background

This part deals with the background of the non-player characters and the build up to the story.

Gatsby's Relatives



'Gatsby' - Julian Alexander Gatsby

Gatsby (as he will be referred to in the scenario) was born in 1901 to Reginald and Cynthia Gatsby. Julian's home life as a child was not extraordinary for someone born of a wealthy family. He was sent to boarding school, and from there on to University. On his father's wish, Julian spent a few years in the motor business learning his father's trade, but the two did not see eye to eye and Julian soon agreed to leave. He then spent time travelling, using the money his grandfather (Hubert Gatsby) had left to him in a way that he thought Hubert would approve of. Through the 1920s, Julian toured Europe and Africa. Julian is a free-spirited, happy-go-lucky sort of fellow, not accustomed to being settled in once place for too long.

Gatsby's Parents

Reginald Gatsby (Julian's father, deceased six months previously) was a well-to-do businessman in the automotive construction business, for which he saw a great future. Sadly, **Cynthia Gatsby** (Julian's mother, deceased) passed away last year (aged 57) following a brief illness and was followed by Reginald (aged 61) who, when his company was failing in the wake of the stock market crash, took his own life with a shotgun in the woods near the family

home. Reginald resented his father as a romantic whose obsession took him away from home when Reginald was a child. Reginald turned against his father's way of life to become a hard-headed businessman.

Gatsby's Grandfather - Hubert Samuel Gatsby

Julian is the grandson of Hubert Gatsby (father to Reginald) who died (aged 79) in 1910 from a tropical fever. Hubert was a great traveller and explorer. He sailed the seven seas, from India to the South Pacific. He recorded his travels in journals and collected all manner of curiosities, now all lovingly boxed and preserved.

All of Hubert's journals and possessions were shut away in the attic after his death. The boxes reminded Reginald of a father he wanted to connect with, but resented too much to attempt reconciliation.

Gatsby's Sister - Edith Gatsby

Julian also has an older sister, Edith (born 1896), who was old enough to accompany Hubert on his last voyage in 1908, much to the young Julian's envy. Sadly, Edith has developed a degenerative neurological condition, which is poorly understood, and has been placed in an asylum. Whilst she will not appear in person in the scenario, references to her may form a red herring regarding her degenerative disorder possibly being related to travelling with her grandfather in the South Pacific. As Keeper you should feel free to throw in Deep One references as you see fit.

Gatsby's Staff - the Butler and the Cook

The butler will certainly play a role in the proceedings. The butler and the cook can be considered stable points around which the madness revolves, neither of them being aware of the time loops. Both of these characters can be played as stereotypes and fleshed out by the Keepers as they see fit.

Recent Events Leading to the Party

Following the death of his father, Julian has recently inherited the family home and suddenly experiences a new sensation — responsibility. He may have a big old house, but has no money with which to run it. Any spare cash was taken up by his father's business debts and funeral expenses. He has

spent the past few months going through his parents' and grandfather's possessions. He has kept on a couple of staff just to help him run the place, a butler and a cook from the local village.

After finding his grandfather's possessions shut away in a dusty attic, Gatsby brought them down and opened them up. On reading his grandfather's journals it became apparent that the old man had a keen interest in the supernatural world of magic and myths. His journals describe all manner of weird and wonderful tales, rituals and experiences. One of these details the creation of a time-jump. Driven by a lack of ready cash, Gatsby seizes on this as a potential way out of his predicament. The jump created is only an hour, but enough for his purposes. Gatsby intends to use the hour to learn the outcome of some event, then jump back and place a bet on it. What he needs is a long shot to back, and begins following the horse races very carefully. An important event in the horse racing calendar takes place on the day of the party — the race might be won by an outsider, and if it is he plans to call a bookmaker and register a bet.

His first, characteristically rash deed when taking the place on was to invite his friends to a grand house-warming party. Some were invited to stay the night and will arrive on the Saturday morning (the player characters), others are due to arrive for the evening only (after the scenario — which may never come at all if things go badly). The trouble is, the race is on the same day as the party, but Gatsby decides: "never mind — it might add to the fun!"

Grandfather's Artefacts

In the attic of the Gatsby homestead, several packing crates have lain undisturbed for about two decades, until a couple of months ago when Julian bought them down and levered them open. Within, he found a selection of books and journals, as well as all sorts of odd artefacts. Most have stood the test of time well, having been kept dry.

As well as the time-jump ritual, described later, there may also be:

- Directions for sending one's own spirit into the etheric realm
- An essay on the Watchers Outside — beings that wait outside time, hungering to enter through the cracks of our reality (a reference to what may happen when the loop is closed)

- Descriptions and drawings of the Easter Island statues
- Carved whale teeth
- Copies of minor mythos tomes at the Keeper's discretion (of no use, as the characters only have limited time)
- Anything else you fancy putting in – I have purposefully dropped a few Deep One red herrings – play on this as you wish.

The journals

Journal Entry (ii): Time-Travel Ritual

Gatsby's grandfather kept a written account of all his journeys, and his interest in the occult is apparent. The volume located in Gatsby's 'secret casting room' (to be found on to the floor) describes a 'time travel' ritual. It relates the story of a Peruvian man who lost his mind for many months only to recover after a period in convalescence. The man had been host to one of the Great Race, and during his subsequent recovery managed to remember enough to design a small artefact that would enable some degree of time travel.

The account has had numerous notes added by another hand (Julian's) alongside. It begins with a description of the ceramic disc that must be made (see handout), recording the various symbols that must be carved into it and how they must later be filled with a metallic silver lustre, before being fired with hardwood to create iridescent symbols upon the surface of the disc. The disc must be well balanced upon a central point which stands just proud of the base, allowing the disc to spin when placed upon a firm, flat surface.

Gatsby's (that is Julian's) notes record his many efforts at making this disc over the last few months, prior to contacting a professional potter named Leach, who assisted him in the process. Dozens were made before his design was fulfilled. The time jump in one transcript is described as '30 diameters of the sun'. The sun takes about 2 minutes to traverse a distance equivalent to its own diameter in the sky, thus 30 diameters is about an hour.

Anyone examining the journal for information about the time-travel ritual should have a good chance of reading about the dangers from 'outside time' to those who travel through time without adequate precaution (a reference to what might happen in a later

section entitled 'End Time').

The actual ritual, as it is written, uses the burning of incense, linear patterns laid out in powdered silver and lines of polysyllabic chants. Some of the latter is just for effect and only serves to focus the mind of the caster. The disc should be spun counter-clockwise at speed while chanting, to focus the caster's attention. The spell, if cast successfully, drains 10 MP from the caster. The chance of success is based upon the quality of the disc, being half the potter's skill, plus the caster's POW times 2. Each additional MP adds 2%, to a maximum of 95%. A successful roll draws an aspect of Yog-sothoth's awareness into the disc, causing it to glow brightly, and results in a jump backwards in time of 55 + D10 minutes. A failure has no effect. A result of 96+ draws the attention of Yog-Sothoth to a greater degree than one would desire, with dire consequences determined by the Keeper. There is no need to make this roll during this game. The ritual is described here purely for reference.

At the end of the hour (or so) the glow of the disc will begin to fade as normal time resumes. Normally only the caster would be aware of anything strange having happened, everyone else having been no more aware of the repeated hour than they are of a faded dream, perhaps experiencing incidents of *deja vu* but nothing more. The journal describes a closing ritual in which one should spin the disc clockwise while repeating the chant, though again the chanting is only for effect and is not essential. Note if performed correctly it should be a single time jump, not a repeated loop as is the case in this game.

Journal Entry (ii): Hauntings and Summonings

Directions for summoning spirits – this is a brief entry that features a transcription in a different language in each reality. In reality one it is in German, in two in Chinese and in three in Spanish. There are no appropriate foreign language dictionaries in the house. Resourceful characters may phone someone and spell the words out to them and get a translation slowly. Any solution like this should be allowed, but will take numerous loops to get a reading and any resultant read language roll should be made at a penalty. Note this will put characters through the repeated 'risks of looping' (see entry).

Ending the Loop

The loop can be ceased at any time. On the floor of the casting room (unless Gatsby has moved it) can be found a fragment of the ceramic disc. The directions in the grandfather's journal are thorough enough for another ceramic disc to be made, but even if they had the skill, it is not possible in one hour. No mention is made in the journal of what to do if the disc is broken.

Locations

As stated, the disc broke and pieces fell into alternative realities. To simulate these realities, three house plans are provided, each with its own description. Each is similar, but with minor differences both in layout and décor. In each one, in a different location, is a secret room which Gatsby uses as his 'casting room'.

The Garden Shed

In the grounds to the rear of the house is a potting shed which Gatsby has used for making test discs. A makeshift kiln has been built using bricks, and some wood remains nearby for firing it. A pile of clay shards can be found to the side of the kiln, each looking vaguely like a fragment of the disc. None of them have any value. Inside the shed is some clay and some tools. Player characters (or Gatsby) may spend some time here searching for useful fragments or attempting to make a new disc. Their efforts will be in vain, but by all means let them try. This would be a nice place for any insane NPCs to spend some time doing some art therapy.

The Casting Room

Having made the disc and preparations, the ritual will only take Gatsby about ten minutes to cast on the day. Everything is laid out on the table in Gatsby's casting room, which is concealed from prying eyes in a different location on each map.

The room is of dark-panelled wood, with a table and chair. The table has been cleared; books and papers are piled on the floor around it. Placed on the table were an open journal, three incense burners, a ceramic disc and a pattern of lines laid out in powdered silver, but these are now scattered.

What Happens During the Ritual and After

When Gatsby concludes the initial ritual, having gone back one hour, he finds himself unexpectedly fatigued and falls against the desk. Putting a hand out to save himself as he falls, he knocks the journal and disc to the floor, scattering the powder. As the disc hits the floor it breaks into several pieces and each one falls into a separate alternate reality. Each of these realities forms a separate game and has subtle differences in the layout of the house, the characters' relationships and backgrounds. Due to the disc no longer being in one piece, the time jump does not cease but continues to jump back again and again, forming a time loop in which everyone at the house is trapped. The only way out is to somehow get the pieces of the disc back together.

The Disc Fragment

Prior to the game, create a prop from card or any suitable material and tear it up in to three pieces (or as many pieces as there are games for the multiple game option). The picture on page 4 may be copied for that purpose.

On the floor of the casting room lies the piece of disc. Do not tell the players what proportion of the disc it is; just give them the prop and let them figure it out. If you make some pieces bigger than others they may not immediately realise how many pieces there are.

The fragment of disc does not glow visibly, but will be seen to do so if taken into the dark.

Running the Game

This section deals with the actual timelines and details for running the scenario.

The Game is Divided into Five Time Periods:

'First Time' - this is the period leading up to the ritual and is the *first time* you play through the hour that will loop.

'Point Zero' - the actual moment at which the ritual takes effect, and time loops; the moment that begins each recurrence. What is happening in that moment will be established during play, and from then on this moment will be identical for each loop. In 'Groundhog Day' this was the moment that the pro-

tagonist woke up to the radio.

‘First Recurrence’ - the first repeat of the loop-hour. This is not actually played out in the game, but is described below.

‘Successive Recurrence’ - additional repeats of the hour, repeated until the disc is remade.

‘End Time’ - the variable amount of time remaining in the loop after the moment the disc is remade.

To complicate matters further, the ritual has a slightly differing effect in each alternate reality. The loop is two minutes longer in the second reality and four minutes longer in the third reality. This will not become apparent unless the players take very careful note of the time. The reason for this discrepancy is to explain why the different games may be out of synch time-wise.

The game gets under way with the section entitled First Time. This will end with Gatsby having casting the ritual. This is a must. The justification for forcing this is that during playing through First Time, the players are experiencing how they got to *where they are*, rather than just telling them. *Where they are* is on the umpteenth repeat of the time-loop, though they do not realise this. Up until this point they have been forgetting each Successive Recurrence so that each loop appears to flow on naturally from the First Time. The strangeness really begins when the players begin the first Successive Recurrence, being the first loop the characters are aware of.

Setting

Decide whether you are setting the game in the USA or the UK. If you choose the USA then the date is August 1930 and the horse race they will be listening to will be the Traver’s Stakes, run on a track in Saratoga, New York State. If it is set in Britain, the date is May 1928 and the horse race will be the Grand National. You may prefer to research an alternate setting. For the multiple-game option, all of the games taking place must use the same setting.

Preparation

Distributing the Player Characters

Three sets of eight characters are provided,

although it is not intended that all of them will be used as Player Characters. Each character is given a number, one to eight (on the Keepers character reference sheet). The order is not the same for each set of characters. If, for some reason, you have eight players in one game, then use the whole lot. Ideally, the game is intended for use with six players, leaving the last two characters (seven and eight) as NPCs. If you have less than six players, simply use the characters in numerical order, then use the next two as NPCs and disregard any others. The character relationships and motivations are set up in a hierarchical manner, such that the latter ones can be omitted without causing many problems.

For example, if running the game for 4 players, use characters 1 to 4 as player characters, 5 and 6 as non-player characters and do not use characters 7 or 8. Ensure that you, as Keeper, read through the characters thoroughly, especially noting their relationships to Gatsby, as this will be a major NPC role for the GM to play. Take note of the NPCs’ personas, as you will be playing these, and some of them have existing relationships with the PCs with which you should familiarise yourself.

The character backgrounds are included on the character sheets and are not repeated here. A brief reminder of the characters’ relationships and backgrounds is included on a sheet for the Keeper to refer to.

Introduction for the Players

(CAN BE READ ALOUD)

“You all know Julian Gatsby. He has recently inherited the family home following the sad demise of his father. Julian is a free-spirited young man in his mid-20s. You arrived in the late morning by various modes of transport and were shown to your rooms, where you freshened up and have come out on to the lawn for lunch. It is about 2 PM now on a sunny Saturday afternoon in (fill in month and year according to setting). More guests are expected this evening for a big party. As you are all staying for the night, you were invited earlier to give you time to settle in.”

(END READING ALOUD)

Starting the Game Off

Give the players a few moments to read their backgrounds and look around the table and become aware of who they know and who they do not. It may, depending on how experienced your players are, be worth telling them that anything they say from this point on is being said in character and will be heard by everyone. This is to counter anyone asking questions out loud such as “so who am I having an affair with?” (yes, that happened). The Keeper should ask if any players want to physically move places to be nearer their character’s spouse or fiancé. This may help players to know who is who and will emphasise the differences when characters change later. They should then be given their portrait photos, which they should stand clearly in front of themselves on the table. The Keeper should likewise stand his NPC photos on the table. Draw the players’ attention to the pictures so that they focus on them, as they may later change. You will need to devise some way of standing the photos up. Sticking them to drinks bottles works pretty well if all else fails. If you chose to allow players to wear them as badges, which some players will do, just be sure they take them off when they leave the room in a multiple game.

Ask players to introduce their characters and do likewise for NPCs. Encourage each player to get into character from the outset. Prompt them to tell you how they arrived and how they are dressed for the occasion. Have the butler ask them what they would like to drink, and so on.

How this part goes will depend on how animated your players are. This will vary from looking at you blankly, waiting for the Keeper to speak, to finding that you can hardly get a word in. If the latter, then just stay quiet and enjoy listening to the players role-playing for a while. If they do not take the initiative in this respect they maybe encouraged by your doing so through the NPCs. Perhaps one of the NPCs asks a character about some aspect of business, their health or how a relative is recovering from a recent illness. Make it something that is not described on their character sheet to encourage them to improvise and expand their character backgrounds.

The key here is to establish the characters and the setting. There is a fair amount of conflict built in to the character descriptions that should be drawn out and established early on, as it will get forgotten once

the time loop begins. Laying the groundwork now by establishing the mundanity of the characters and setting will pay off later.

When opportunity presents itself, take some time to describe the setting and the period. This should be done through descriptions of the house, the formal gardens, the food and drink, the manners of the staff, topics of conversation and so on. Describe the well-cut lawn and the flowerbeds. Perhaps a fountain sprays over a statue. The gardens extend to the wooded grounds which surround the house. Be sure to establish who is in which bedroom. If there are insufficient bedrooms, members of the same sex should be invited to share a room. Unmarried couples will not be given a room together.

First Time

Explanation of First Time

This time period runs from when the game begins at 2 PM until the ritual is cast and time loops back at 3.25 PM. There should be nothing supernatural taking place in this time period. Any attempts to hold a seance during this period should be at base chance only. If successful, a spirit has been contacted, but not as described later in this scenario. The spirit may or may not be helpful, at the discretion of the Keeper, and should be dealt with completely within this game without reference to any extra Keepers. In the multi-game do not allow any séances/summoning to send or summon people out of the room until the first round of possession has been completed.

First Time Timeline

2.00 PM: (approximately) Begin with everyone coming out on to the lawn (there is no option to be elsewhere at this point – this is where they begin – what they do from now on is up to them). This is where the section above (“Starting the Game Off”) fits in.

2.20 PM: Gatsby is interrupted by his butler, who notifies him that he has received an important telephone call. Gatsby told the butler to do this, but not why. The reason for the pretence of the phone call is to account for his anticipated absence from the lawn in the First Recurrence. If any of the players listen in they may (successful listen roll) hear that the butler sounds unsure about what he is saying.



[Point zero] **2.27 PM** (2.25 PM in the second reality, 2.23PM in the third):

This is the moment that the time loop will jump back to on future loops, but this is the first time through and it has not looped yet. Gatsby has anticipated that at the moment time jumps back he would be in his casting room and would appear to vanish in thin air from the lawn (assuming that's where he is) during the First Recurrence. Then, when time does jump back in an hour, he will appear in his casting room and will simply walk out to rejoin his guests as if returning from the phone call. The time jump does not allow there to be two copies of the same person; the person doing the ritual jumps back an hour and relives that hour differently.

IMPORTANT: record, or simply remember where everyone is at this point in time – this is where they will be with the start of each loop. Take note of any key phrases that any of the NPCs say, so that they can be repeated at the start of each loop. The butler is a good one here, offering tea, opening champagne, or some such. Whatever it is, try to have some memorable occurrence at this point. It may be quite mundane, but the effect is fun when repeated several times.

Anyone following Gatsby into the house will find that he simply goes in and paces up and down in one of the downstairs rooms, or perhaps hides in the study. He does not enter his secret room. If discovered, he will become a little flustered and attempt to escape to the solitude of his bedroom.

2.33 PM: Gatsby walks out to hear the horse race with everyone else on the lawns, or wherever they are at this point. Lots of pleasant chat, sunny weather, drinks, food and so on.

3.00 PM: The horse race begins around now.

3.11 PM: The winner is announced.

The Great Race

If using the USA setting: The race is the 1930 'Traver's Stakes'. An outsider named 'Jim Dandy' (owned by Chaffee Earl) shocks the crowd as he wins the race with odds of 100 to 1 with a finishing time of 2.08 (a delayed start accounts for the finishing time of 3.11 PM). The Traver's Stakes is run at the one-and-a-quarter-mile track at Saratoga Race Course,

Saratoga Springs, New York. The date of the race is Saturday, August the 5th, 1930.

Or, if using the British setting: The race is the 1928 Grand National at Aintree, run at 3 PM on Saturday, May the 13th. The winner is Tipperary Tim (jockey Bill Dutton, owner Harold Kenyon) with odds of 100/1. Forty-two horses start, but Easter Hero falls at Canal Turn causing a pileup and only 2 horses finish. Other famous jumps include Bechers brook, the Chair, and Valentines.

Gatsby excuses himself and rushes off to his casting room. If players seek to follow him, use any means to prevent them, barring the supernatural. The cook, butler and NPCs are at your disposal.

3.14 PM: Gatsby casts his ritual - taking about 10 minutes - causing time to jump back 57 minutes. To complicate matters, the second reality (House 2) jumps 59 minutes and the third (House 3) 61 minutes. This is unlikely to become apparent to anyone, but may become relevant if the players try to make some correlation between the realities. It is a detail included to account for the lack of chronological synchronisation between realities and can be ignored as you see fit.

3.25 PM: Time flips back to Point Zero of the First Recurrence (see below).

That is the end of the First Time. The ritual is complete and time now makes the first loop back. From the players' point of view you should now move to the Zero Point section in Successive Recurrences.

First Recurrence

Explanation

Keeper's note: players will not play through this section, and should jump on to Successive Recurrence below – the reason for this is that the game joins the action when numerous loops have already occurred, though the players do not know it. Each loop (up to now) has been forgotten and has seemed to the player characters to continue on from the First Time as above. This section is included to provide a fuller picture for the Keeper, and this is where it fits chronologically, in between First Time and Successive Recurrence.

Three times are now given. You may wish to highlight the times that relate to your game.

Timeline for First Recurrence:

Point zero **2.27 PM** (Reality two 2.25 PM / Reality three 2.23 PM)

Everyone except Gatsby will be on the lawns or wherever they were at this point during the First Time.

Gatsby appears semi-conscious in his casting room, having just travelled back one hour in time subsequent to casting the ritual. As Gatsby collapses he knocks the ceramic disc to the floor where it breaks (he is unaware that he has broken anything at this stage). The disc breaks into pieces which, imbued with enchantments, fall into separate alternate realities (one in each game).

Five minutes later **2.32 PM** (Reality two 2.30 PM / Reality three 2.28 PM): Gatsby starts to wake up in his casting room.

Three minutes later **2.35 PM** (Reality two 2.33 PM / Reality three 2.31 PM): Gatsby recalls what he has done and phones in his bet, feeling a mixture of elation and trepidation. He is not aware that the disc is broken at this time.

Six minutes later **2.41 PM** (Reality two 2.39 PM / Reality three 2.37 PM): Gatsby confidently joins guests on lawn, all of whom are unaware of the time flip.

3.00 PM: The horse race begins around this time, maybe a bit late starting. Gatsby would have wanted to hear it again and the other characters will not realise they've already heard it.

3.11 PM: Winner announced, to Gatsby's glee.

3.12 PM: Gatsby excuses himself and rushes off to casting room.

3.14 PM: Gatsby intends to complete the ritual to cancel the effects, which should take about 5 minutes. On returning to his casting room he quickly realises the implications of his having broken the disc. He spends the next 10 minutes panicking and trying to mend the item.

3.25 PM: Time flips back. The first of many Successive Recurrences now begin.

Successive Recurrence

This is where the fun really starts. The loop will now keep happening again and again until it is stopped. From the players' point of view it should follow seamlessly from the end of the First Time section above. Try not to point out any signs of a time jump overtly to the players; the sun is still shining, the party is going on. Imagine you are in a garden on a sunny afternoon with friends. How soon would you notice if time jumped back an hour?

Timeline For Successive Recurrences

Point Zero **2.27 PM** (Reality two 2.25 PM / Reality three 2.23 PM)

Everyone moves back to their position at Point Zero. Every time you play through this section, Gatsby will begin in his casting room semi-conscious just as he was after casting the ritual. As Gatsby collapses he knocks the ceramic disc to the floor where it breaks. He should enter the game in a few minutes.

If Gatsby was in view at the end of the previous Successive Recurrence, he appears to vanish. Everyone else will be on the lawns or where ever they were at Point Zero. If they were already on the lawn at the end of the last cycle this may just be a slight change of position; if they are elsewhere, it is a major wrench. If they had travelled into the house to look for Gatsby at the end of First Time, just have the butler politely ask them if they would care for another drink or some such. When they ask how the butler got there, point out how pleasant it is out on the lawn. If there is any confusion here it is up to the players to resolve it. Passively agree with any players that point out perceived inconsistencies. Unless anyone was clock-watching, you should be vague about the time – they were after all, enjoying a relaxing afternoon on the lawn.

Either of the NPCs can begin acting strangely from this point onwards - refer to the section below on playing the NPCs.

Five minutes later **2.32 PM** (Reality two 2.30 PM / Reality three 2.28 PM): Gatsby starts to wake up in his casting room

Three minutes later **2.35 PM** (Reality two 2.33 PM / Reality three 2.31 PM): Gatsby may recall what he has done and may recall his failure to close the ritual. How he acts for the rest of this cycle depends on his state of mind, what he remembers and, of course, what

others may do. These factors will vary with each Successive Recurrence. Refer to the section about playing Gatsby below.

3.00 PM: The horse race – this takes about eleven minutes, though no one may be aware of it unless they are listening to the radio. On the first Successive Recurrence you may wish to have an NPC turn the radio off, or even smash the radio to pieces in a frenzy. This can serve to delay the realisation that the characters are in a time loop.

3.11 PM: The winner is announced, if anyone is listening to the radio.

3.25 PM: Time flips back ... again. Return to the start of this section (Point Zero in Successive Recurrences).

Playing Gatsby and the NPCs

The cook and the butler remain unaware of the loop and thus unaffected by it, providing a counterpoint to the other NPCs, who begin acting very strangely. On each successive loop, Gatsby and the two NPCs may remember or forget that they are in a time loop. They can each be imagined to have multiple personality disorder, with a fresh personality for each loop.

Suggestions for Gatsby's Actions:

- Forget the ritual and the loop altogether, and simply entertain the guests. Treat any talk of time loops as a jolly jape.
- Forget his failure to close the ritual and carry on as in the first recurrence. This will cause him confusion if the players confront him with knowledge of time jumps.
- Depression at his fate. Realising his ritual has doomed them all, he breaks down sobbing, walking around in a trance.
- Resignation to his fate of repeating this hour forever. This leads to him trying to enjoy himself through direct sensational experience, such as drinking, sex (if he can get it), drugs, or bizarre games of risk, perhaps involving the other players.
- Pleas to the player characters, or anyone who will

help.

- Fleeing the place in the vain hope that this will set him free. If a player character tries to get in the car with Gatsby, let them. Gatsby is not a very safe driver, especially if an unseen truck comes around a bend. Such an occurrence presents a lovely opportunity for an accidental character death. Roll the dice in full view and act a little surprised when the player tells you they are dead. See the section on death.

- Stay in his casting room, trying to mend the item/read manuscripts/do something to reverse the ritual.

- Suicide, by any means - hanging, gun, etc.

- A mad crusade of violence targeted against player characters.

- Arson, perhaps killing himself also.

- Purely irrational behaviour. For example an obsession with topiary, collecting bottle tops or singing to his shoes.

Some Suggestions for How to Play the Other NPCs:

- One of the NPCs remembers every loop – this, however, has a detrimental effect on her sanity. Choose the female NPC and have her politely excuse herself at the start of each loop to go into the house to hide in one of the secret rooms (not the casting room). She remembers a loop that the PCs have forgotten, when several male characters got drunk and chased her, yelling threats. The situation got as distasteful as the Keeper wishes to allow. She is convinced they will do it again. If discovered by a player character in her hiding place, she may explain her reasons. On hearing the explanation, the player character may remember their part in her humiliation on a successful idea roll. The Keeper should fabricate whatever memory seems appropriate, calling for a minor SAN roll as the character is forced to recall their awful acts toward a fellow victim of fate.

- Begin dismantling, then reassembling the radio, using a handful of forks, with the intention of capturing the cosmic vibrations emanating from the third moon.

- Any of the ones for Gatsby, adjusted as appropriate.

Remember that they may have lost their sanity, so anything is possible.

Memories

All player characters remember everything that has gone by during the game – unless subject to ‘Amnesia’; as described later. However there are things the player characters do not remember (i.e. the players are unaware of): several loops have taken place when they start what for them appears to be the first time-loop, as has already been explained.

Amnesia

On each repeat of Successive Recurrence (not the first time you play it) roll a D10 and give the Amnesia card (handout) to the player character with the corresponding character number. If you roll 7 - 10, no one is affected this loop. The card informs them that the last thing they recall was listening to the horse race, then Gatsby going inside – that was about 10 minutes ago. They have forgotten any subsequent loops and find themselves at Point Zero, with the same intentions as they had in the First Time section. Once a friend reminds them of the truth they may slowly recall what has happened (just allow them to role-play this as they see fit). The effect of forgetting then remembering reopens the mental wound regarding the whole situation and requires a SAN roll (1/1D4). The player is given the option of denial, in which case he must role-play complete denial of anything strange taking place and is not required to make a SAN roll until he allows himself to be convinced otherwise. This SAN roll is a mechanism that seals the player’s fate inexorably to that of insanity unless they can free themselves from the loop, and should serve to give the game a sense of urgency. The other alternative they have is to become passive (but ironically sane) guests at a never-ending garden party. I hope this is not an option many character’s would choose.

Death is Not the End

The beauty of the time loop is that the Keeper can find all sorts of ways to kill the players, then have them come back again within the hour. It is best to let Gatsby or another NPC die first, as this will provide intrigue when the body disappears or the person is later found to be alive. Later the player characters may die, only to come to life again. This ‘near-death’ expe-

rience can provide them with insights into the scenario, as well as cost them sanity. Dying should not be treated lightly, and the erosion of sanity is there to reinforce this. Anyone who dies will return to life at Point Zero in some form at the start of the next loop.

You may wish to give the impression that you regret it happening, but that the dice have demanded it. Suggest that there may be a minor role the player can take on in a little while, if you need to do so to keep the player’s interest. The players will soon realise that this is how it works, but make the most of the novelty first time round.

Hauntings and Summonings

The pieces of broken disc have pulled several alternate realities into close alignment. This has the effect of blurring the boundaries, allowing for the projection of the characters’ spirits between bodies in different realities. Characters may find their bodies possessed or they may find their own awareness in one of the other realities.

One side effect of this is the appearance of poltergeist-type phenomena, caused by spirit bodies moving or bumping into things. This needs no explanation or rationalisation, and is purely random.

The phenomena include such things as chairs being nudged, cups being knocked over, muffled voices, cold chills and so on.

The mechanics of summoning are explained in the following sections.

The World Beyond

The players are not cut off from the larger world. They can leave the house and run off or drive away. If they do this in either First Time or Successive Recurrences they will still find themselves back at their starting point as Point Zero is reached.

Likewise they can call the police, doctor or whoever. If this is done in either First Time or Successive Recurrences the persons called may arrive if there is time before the end of that recurrence. Once Point Zero is reached then everything in that reality turns back, so no call would be registered and no one will come. They can be called again and will have no memory of the earlier call.

Closing the Loop

The way out of the puzzle for the players is relatively simple: collect together the pieces of broken disc, and so close the time loop. There is a catch of course.

The loop can be ended at any time. The time (End Time) between the completion of the disc and the end of the hour is strange and dangerous. It is no longer part of the time loop, as that has now ceased, nor is it yet back to normal time; it is a gap in the time continuum, and nasty things creep in through gaps.

The End Time

This is the last chunk of time that the characters will experience prior to rejoining normal time.

The group should have had some warning that this will happen. It may have been in the form of cryptic clues gleaned from the revelations of death, or through reading Hubert Gatsby's journals, or perhaps from Gatsby himself. Whatever information they have will be vague and should serve to make them apprehensive. At best it may allow the group to work out that they should complete the disc near the end of the loop.

The Keeper should take note of when in the Successive Recurrence the loop ends, and how long they have to go until 3.25 PM. This may be a few minutes, or almost an hour, depending on when they put the disc back together.

Initially the players may enjoy a moment of relief at having the disc back together, in the manner of a standard horror movie false ending. This should then be dispelled as the characters realise they are not alone. Have fun in this section throwing some challenges at the players. Whatever it is will have limited duration and should give at least some of the players a chance of survival; other than that, use your imagination.

An example follows:

Begin with sounds in other parts of the house: pipes rattle then burst; the sound and vibration of something large moving from room to room on another floor. Whatever it is it doesn't seem to be using the doors... Dimensional Shamblers perhaps; alternatively an NPC might become an avatar of Nyarlathotep, with a message of vengeance direct from Yog Sothoth.

Whatever you choose, it should give the players a run for their money – some may die, and they will not come back to life this time!

Anyone placing a bet in the End Time will stand to gain from it should they survive to collect. Any bets taken during previous loops are ignored.

After 3.25 PM

The game is now complete. From this point time flows on normally. Wind things up as you see fit.

Risks of Looping

I can foresee several reasons (and I'm sure the players will come up with more) why at some point the players may lose their sense of urgency or need for survival, since they know that when the hour is up they will be back to square one. To discourage this, the inherent dangers of repeated looping should become apparent to the characters. These are:

There is a chance each time that a character loops that he or she will forget about the time loop. This is not really a problem until he or she remembers again, at which point the psyche is assaulted once more (SAN roll 1/1D4, see section on 'Memories' for more details).

Gatsby's or other NPCs' random acts may cause problems – though these are only temporary setbacks. Even if an NPC kills everyone and burns the house down, it will all reappear within an hour. However, getting killed and coming back to life is also not good for the sanity (see section on getting killed in either chapter two or three).

Troubleshooting

“What if the characters follow Gatsby inside before he does the ritual?”

Have the cook or butler intervene long enough for Gatsby to hide. You can let them get inside, but if you allow them to prevent Gatsby from casting the ritual you will not have much of a game.

“There does not seem to be enough for the characters to do.”

In some ways there is not much for them to do. Their task, though they do not know it, is simple. Encourage them to role-play, interact with them in the

NPC roles, throw in bizarre NPC actions. Plan some actions for the NPCs, especially Gatsby, to perform in the first game hour. Once the loops and the room-swapping starts there will be plenty to keep them busy.

“My players realise that they are in a loop and decide to just do crazy things knowing they can’t die.”

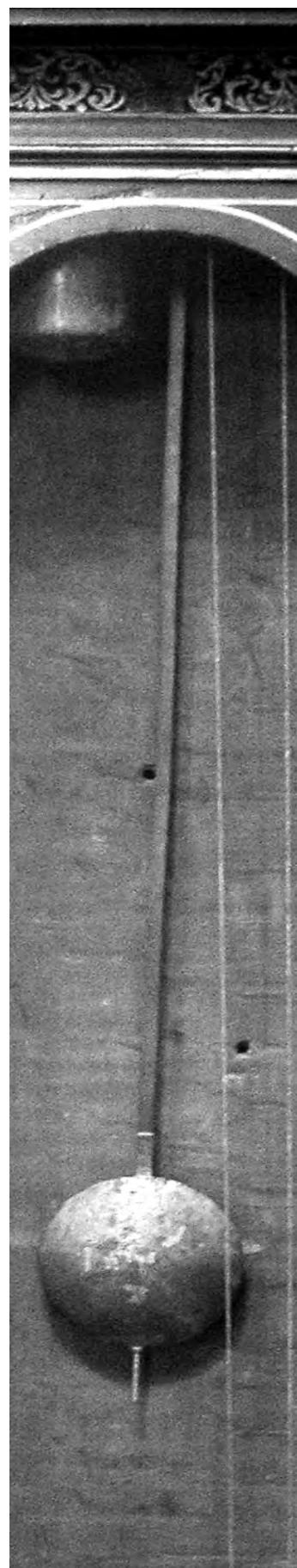
Fine. Let them. However bear in mind the side-effects and the sanity loss that repeated loops and deaths incur. However if they want to play it that way, so long as they are enjoying themselves, that is fine.

Time and Place

In the interest of flexibility, the game’s details regarding geographical location have been left unspecified. The house is near the coast, but more that that is up to the Keeper. Two settings have been described based up on two horse races — one in America, one in Britain — each won by an outsider. Clearly you should decide which setting to use prior to running the game. The choice of setting will also dictate the specific year. It would require only a little research to place this in an alternate setting in another country to suit your preferences.

Sanity Effects

Event	SAN loss
On first becoming convinced of the time loop (something every character will go through once)	1/1D6
Amnesia (use Amnesia card handout) costs no SAN, but the subsequent repeated realization of the time loop does	1/1D4
Dying (see special rules)	1/1D6
Finding oneself in a different physical body - lose 1/D6	1/1D6





Chapter Two

For Running Multiple Games

Preparation

This chapter presents the scenario for playing with more than one group of players.

As stated, the scenario is designed to be run in several simultaneous games. Each game should have its own Keeper, with 3 to 6 players, plus an extra Keeper or two in another location called the 'Extra Dimension'. The Extra Dimension is not a 'game' in itself, but is another area that players may move into for brief periods.

Spread the players as evenly as possible between the games. At barest minimum you could run it with 9 people (2 Keepers each running a game with 3 players and an extra Keeper). It has been run with 31 people; 4 Keepers each with 6 players and 3 extra Keepers. For clarity, let me emphasise the term 'player' refers to the actual person and 'character' refers to

the fictional persona they are playing.

How Many Players, How Many Rooms, How Many Games?

In deciding how many games to run there are several factors to balance. One is the gross number of people involved (first column), second is the number of rooms you have at your disposal (third column) and third is the number of people willing to act as Keepers (fourth column). The following table should help to clarify the numbers.

The game is presented with 3 variants, one for each of 3 games. Each variant has its own map and set of characters, but everything else is much the same. If you want to run a 4th game, just duplicate game 2. There is a rationale for duplicating game 2: as the

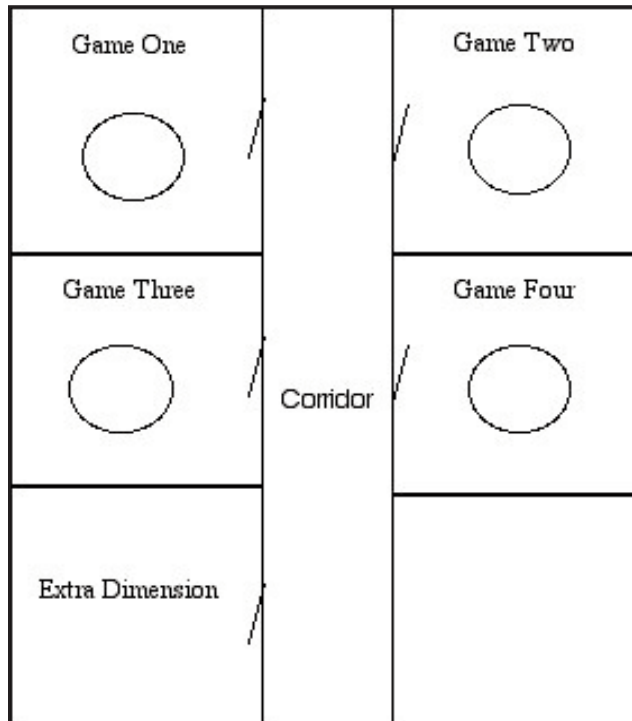
People	Games	Rooms	Keepers	Players	Notes
Up to 8	1	1	1 or 2	Up to 7	Use Chapter Three
9	2	3	3	6	Minimum for 2 games
15	3	4	4	11	Minimum for 3 games
17	2	3	5	12	Maximum for 2 games
20	4	5	6	14	Minimum for 4 games
24	3	4	6	18	Maximum for 3 games
32	4	5	8	24	Maximum for 4 games

players move from game to game, anyone moving up or down a game by number will not move directly into a similar game.

Venue

As well as needing enough players and Keepers, you also need a venue. Ideally each game needs a separate room connected by a corridor to another room, for the Extra Dimension. The Extra Dimension location does not have to be a full-size room with furniture, and could simply be a cloakroom, bathroom/washroom (but not one that people will need to use) or small kitchen. The rooms need to be reasonably close such that you can walk from one to another. During the game the Extra-Dimensional Keepers will move from room to room frequently so bear this in mind. Having a flight of stairs separating the game rooms would be acceptable, so long as some of your Keepers are reasonably fit! It is preferable to have an Extra Dimension location that will not be seen by players who leave their own game room to use the bathroom, get a drink or whatever.

When running a multi-game version of Gatsby, we used several rooms connected by a corridor. It could be run in a large hall, such as might be used by some games conventions, but if the players can see the other games it will spoil the effect somewhat. At the Tentacles convention in Germany we used a castle tower for three of the games, which required a lot of



movement up and down spiral stairs, as each game was on a separate floor. Adapt and survive.

What Each Keeper Needs

Each game Keeper should have a complete edition of the scenario, together with a copy of the maps and the character sheets for their game only. They do not need to concern themselves with the characters or maps of the other games. There should also be a disc which is broken or torn into as many parts as there are games, with one piece going to each game Keeper. The Extra Dimension Keepers do not need any maps, character sheets or disc segments, but should have several blindfolds and any appropriate props they choose (see later). All the Keepers should read through the whole scenario as laid out in Chapter One, then meet prior to the game to talk through the mechanics of the game. It is essential that everyone knows their responsibilities before you begin.

Notes

I planned to write up a sample game as it played, to give an idea of what to expect; however, on doing so, I realised it was a potential mistake, the danger being that each Keeper would follow it and the games would come out too similarly. If you've played Call of Cthulhu with a selection of Keepers, you will realize that there are a variety of styles of play, and individual Keepers vary in character and the way in which they present a game. This game intentionally makes use of this variety, allowing each Keeper to impose his or her own interpretation on the game. As players move from one game to another, they will encounter these variations. Embrace your differences.

Given that this is a game which requires a number of Keepers, it may well be that some groups have to recruit new Keepers to run it. I have therefore integrated tips and advice that I hope will be of use to less experienced Keepers.

Overview of the Plot for Multiple Games

This remains much the same as in Chapter One. The difference is that each game is an alternate reality and has one piece of the disc. The realities are closely linked, causing characters to move from one game to another, where they find a world that is similar but not quite the same as the one they began in.

Gatsby's Staff - the Butler and the Cook

Information is intentionally withheld on these two secondary characters to encourage individual Keepers to elaborate as they like, creating differences that will be noticed by players as they move from game to game.

Organising the Games

This part deals with the interaction between games, the Extra Dimension and the Keepers that look after them. As it is complex to explain, I have chosen to give a code to each game and Keeper. Before you play this I strongly recommend you have a thorough talk through with all Keepers present.

Begin by assigning a number to each game; Game 1, Game 2 and so on. These are then referred to as G1, G2, etc. Give each Keeper a corresponding number to match the game they are running. If you are using fewer games then obviously adjust accordingly. Extra-Dimensional Keepers will not get a number associated with a specific game; they should just be numbers EK1, EK2, etc. Tasks for the Extra-Dimensional Keepers are only given below for EK1 and EK2, but should be shared out among them as they see fit.

G1 - Game 1

G2 - Game 2

G3 - Game 3

G4 - Game 4 (a duplicate version of Game 2)

K1 - Keeper of Game 1 (G1)

K2 - Keeper of Game 2 (G2)

K3 - Keeper of Game 3 (G3)

K4 - Keeper of Game 4 (G4)

EK1 – Extra-Dimensional Keeper number 1, who runs activities in the corridor between the various games.

EK2, EK3 optional Extra-Dimensional Keepers who assist EK1. They may exchange their roles through the evening.

First Hour of the Game

Each game is initially run independently, as one would normally run a game of Call of Cthulhu, for the first hour. This is a nominal period that should be agreed on before commencing play. If you have fewer players, or tend to play at a fast pace then reduce this to 45 minutes. What is important here is that all the

Keepers are aware of the time at which they must ensure they have reached a certain point in the game. The point they must reach is that of having completed the First Time and be in the Successive Recurrence period. Other than being aware of this, the Keeper does not need to know anything else about what is happening in the other games. He can improvise the details of the game he is running, as will the other Keepers, and any discrepancies will only add to the confusion as the players later move from game to game. Past experience has shown that it is the details (made up on the spur of the moment by a Keeper) that caused the players the most interest.

The Extra Dimension – Description

First there are the alternate realities that form each game. In addition to these, there are other alternate realities out there that are not being played and are experiencing similar events. These ‘virtual realities’ have the power, just as the players do, to summon characters from alternate realities. The characters they summon will be player characters, of course. The summoners in such a case are NPCs from one of a multitude of alternate universes. When summoned, in what will be referred to as ‘possession’, the player will leave their gaming room and meet an Extra-Dimensional Keeper. This Extra-Dimensional Keeper will then lead them through their experiences in the Extra Dimension game room. Ideally the Extra Dimension should be situated in a room of its own, as described under the heading ‘Preparation’ above.

Each time a ‘possession’ takes place, it will be to a different alternate reality, as created by the imaginations of the Extra-Dimensional Keepers. Each time it should be a slight variant of Gatsby's house.

Also in the Extra Dimension is a location which all possessed characters will experience. This location will be known as the Frozen Moment, and is a mysterious version of the house where time is frozen. It is the house at the moment when the disc broke. There is only one version of the Frozen Moment. This Frozen Moment, experienced in a multitude of similar alternate realities, forms the link between them all. There are no NPCs in the Frozen Moment, only player characters who find themselves there subsequent to possession or summoning. If more than one player is there, they may meet and talk.

First Possession Circuit

Possession is handled by exploiting a common technique used by GMs. When dealing with a single player who is experiencing something the rest of the group is not, it is common practise to take the player out of the room, where they can be spoken to in private. However in this case the Keeper returns to the room without the player. To add to the effect, when the character's player does return they will be a different person altogether.



Once the first hour has been completed, the Keeper of Game 1 (K1) chooses an appropriate moment to have player 1 (Amelia) faint. Amelia is used because every game will have an Amelia, which keeps things easier at this stage. Keeper 1 should try to portray this such that there appears to be some explanation for her fainting; perhaps she was studying something ominous, or was speaking secretively to an NPC. Ask the player to accompany you for a moment and lead the person out of the game room - ensure they bring their character sheet, though their character photo must remain on the table in front of them. If the character has a piece of the disc, they should bring it with them. Lead the player out of the room where EK1 should be waiting for you. Simply ask the player to accompany EK1 and return to the game room a few moments later without the player. If the other players ask where their companion has gone, simply tell them that Amelia has fainted and cannot be roused (if they try) and that her player should return shortly. They may well think that the player has taken this opportunity to use the toilet.

Due to the staggered nature of the various realities and their multiple loops, some are starting as others are ending. In other 'virtual' games (other loops not being played) the characters have figured out how to 'contact' other groups, though they may not know

what they are contacting. This is created as an experience for the player in the Extra Dimension with the Extra-Dimensional Keepers that will be referred to as 'possession', though it is not possession in the traditional sense.

Once EK1 meets the player in the corridor he should ask the person to put on a blindfold. EK1 tells the blindfolded player that the world around them has changed. They are still in the house, but things look strange and blurry, sounds are muffled. Things can be touched but are hard to move. After a brief period of experiencing this, the player is led to the location of the Extra Dimension. This depends on your venue, but may be a room, or part of the corridor joining the game rooms. Being led whilst blindfolded can be quite an unnerving experience, and the EK should use their judgement in leading the person.

Please note that the Extra-Dimensional Keepers are responsible for the player's physical safety while blindfolded and must act as their eyes, especially if there are any steps or obstacles. Whilst subjectively the player may feel nervous and confused, there should of course be no real danger. The effect of being blindfolded should not be underestimated - we had one player who told me he was scared because he thought that he was going to be pushed down the stairs!

Once in the Extra Dimension location, the player (still blindfolded) is approached unseen (for added effect) from behind by EK2, who takes the role of the 'voices' that the player hears. The voices are those of characters in another virtual game questioning the character they have somehow made contact with (this parallels what the PCs themselves may do - see 'summoning' below). The questions will vary with each encounter and should not give too much away, depending as they do on the mental states of the NPCs (as played by EK2) and their understanding of the situation. If you have only one Extra-Dimensional Keeper, they can do this all on their own, but it adds to the effect if the player is blindfolded by one person and then asked questions by someone they do not see. If you do have two Extra-Dimensional Keepers then have them divide the roles - EK1 does not play any NPCs but acts as a Keeper who talks to the player, answering questions about the environment and giving instructions. EK2, assisted by any other EKs, plays the NPC roles and talks to the character, answering any questions that the player asks in character.

This should be good fun for EK2 (and assistants) who can put on voices as they see fit, perhaps scary, mad, frightened, etc. If asked for a name they can use any name of the player characters (including the 2 NPCs, but not the cook, butler or Gatsby). They should have read through all the character sheets, but as they are from an alternate reality they can improvise as they wish.

The following are some suggestions for roles that EK2 might take on:

- From a group of characters who have grasped what is going on and want to know how to escape the loop. They are curious and relatively calm:

“How do I get out of here?”

“What do you know about Gatsby?”

“How do we remake the disc?”

“Who are you?”

“Where are you?”

- From a group where Gatsby went mad and killed several people before running off naked into the woods. This group sound somewhat desperate:

“Where is Gatsby?”

“What drove Gatsby to kill (insert PC name)?”

“What’s in the woods?”

- From a group who have gone off at a tangent about Deep Ones for some reason:

“What do you know about Gatsby’s grandfather?”

“Do you know anything about the people from the sea?”

“Is all this tied in to Atlantis?”

“Who is the Atlantean priest?”

“Gatsby’s sister is a child of the deep – she is changing!”

- From a group that becomes freaked out by contacting someone whom they believe they know:

“What is your name?”, then if told, “No, no that can’t be. OK prove it, tell us” (Ask for some secret relevant to the character)

“But I’m not dead – how can you be me?”

- To drop some red herrings and generally unnerve the player.

“We can sssee yoooo...”

“Just out of reach.. come closer...and we can taste your flesh!”

“What’s this? What pretty bauble have you here?”

The player will probably want to ask questions in return. EK2 can answer these questions as they see fit. EK2 is playing a role of one specific character from another reality. This character should be from a different alternate reality with each encounter. The character may be secretive, lying, delusional or just not know what is going on, or whatever you prefer. Therefore any information the player gains may be contrary to that which other players get. This encounter should prove confusing for the player character, but some of the information they gain should be useful. Whether they can filter out the useful information from the disinformation is up to the player.

Do not be too tight with information; in one of the playtests one of the players was so scared and confused that they couldn’t remember anything that had been said in the extra dimension.

After a few minutes of this ‘possession’ (at the discretion of the Extra-Dimensional Keepers) EK2 leaves and the player removes his blindfold and experiences the Frozen Moment (see section below). When that section is complete, the blindfold is then replaced and the player is taken by EK1 to the corridor and asked to stand still and wait a few moments.

Game Two is then prompted to have a character possessed. This should be a character with the same name – Amelia on the first circuit. EK1 knocks on the door of Game Two. The Keeper of Game Two (K2) then asks his players to excuse him for a moment and answers the door, at which point EK1 whispers that he is ready for Amelia. K2 returns to their game and has Amelia faint in the next minute or so, and takes her player (with their character sheet and piece of disc, should they have one) out of the room and hands them over to EK1. EK1 asks this player from Game Two to put a blindfold on, and once it is on he collects the blindfolded player from Game One, asks them to remove their blindfold and passes them to K2. The Keeper of Game Two then re-enters their game with an unfamiliar player (from Game One) and asks them to sit in the vacant seat.

The new player in Game Two is told they are now becoming conscious. It is the ‘spirit’ that has moved, and in this game that is taken to mean that all the skills, personality, background and attributes (other

than those listed below) which are on the character sheet that the player brought with them from Game One. As the player enters, take their character sheet and change their SIZ, STR, CON and APP stats, as well as hit points, damage bonus to those on the Keeper sheet. Any physical damage the character received in their previous game is ignored. Any possessions they had are gone, other than pieces of the disc they may have bought with them. Their physical body is now that of the recently vacated body in Game Two. If that character has just been shot, they will soon discover they are in pain and bleeding, probably requiring a SAN roll. Of course the action of appearing in a different body requires a SAN roll anyway.

It may be that the character finds himself with a new face, looking at another player who has what he believes should be his face (i.e. the character photo that this player had in front of them in Game One). Make sure the new player has this drawn to their attention if they do not immediately pick up on it. The new player should just roleplay their character as they see fit.

As the characters talk they will quickly discover common events: Gatsby, the party, the horse race, the time loop, but then they will start to ask each other about other things, events that have not occurred in their present reality (this game). Details such as which horse came second and the name of the butler will probably be mentioned and found to vary. As the Keeper you can sit back and listen as the players try to make sense of this situation. If the new player asks you, the Keeper, what they recall, tell them they remember everything they have experienced and leave it to them. They do not remember anything that has happened in their present reality because they only entered it a few moments ago. It may be that they believe themselves to be married to a character who, in this reality, claims that is not the case. It may be that they were seeking to get revenge on someone, who, in this reality, never wronged them, but of course they will not know that for sure.

This is repeated with each game until it comes back to Game One, which at last gains a player for the unconscious Amelia. At this point one compete circuit of character possession is complete. It is now up to the Extra-Dimensional Keepers to take charge of initiating further circuits. In the interests of all players getting a thorough experience of the game, they should try to 'possess' different characters in turn, trying to

get through as many as possible without rushing unduly. In combination with the 'summoning' effect, they should be able to give most players an experience of moving between games. They can now knock on the door of a game and ask the Keeper for another character. They carry out the same procedure, this time reversing the direction of the circuit. For a four-game event that would mean that the player from G1 will now pass to G4, the player from G4 to G3, and so on.

This is the reason that Game Four is a duplicate of Game Two, since players from either of these games will pass to either Game One or Three. It should make it unlikely that anyone leaving a version of Game Two will pass into Game Four. This may happen, but by the time it does the games will have diverged enough for it to not be a problem. Another reason for reversing the circuit is that the second new player entering a game will not be recognised by the first, thus the game will again get a second new player who will not recognise any of the other players.

Troubleshooting:

It may come to pass that a player enters a room to possess a body, only to find that their character in this game is an NPC. In this case there is no player to leave the room, and the game gains a player. In such a case it is the responsibility of the Extra-Dimensional Keepers to maintain a balance of numbers among the games. This allows NPCs to become PCs and change the group dynamic. The beauty of this, from the Keepers' point of view, is that the new player does not need to be told any background information about the NPC he or she has taken over – the player just continues to play his or her character.

It may happen that a player enters a room to find there is already someone playing the character that has his name. This should not really happen, but if it does then simply have that player play any free character, whether PC or NPC. This may result in a man finding himself in a woman's body or vice versa, which should provide some entertainment!

Possession Circuit, Step By Step

- Step 1: K1 watches time, and after 1 hour takes Player 1 to the door and passes him to EK1
- Step 2: EK1 blindfolds Amelia and leads the player to the Extra Dimension
- Step 3: EK2 questions player

Step 4: EK2 exits
 Step 5: Player removes blindfold
 Step 6: Player experiences the Frozen Moment
 Step 7: EK1 replaces player's blindfold and tells them to wait.
 Step 8: EK1 asks for Amelia from Game 2
 Step 9: K2 brings player out
 Step 10: EK1 blindfolds the player and takes him to the Extra Dimension.
 Step 11: EK1 takes the player from Game 1 to K2, who re-enters their game with the new player
 Step 12: EK 1 continues with player from Game 2, continuing with step 3.
 Step 13: When the circuit is complete another one is begun, with a different character going in the other direction.

The Frozen Moment

The Frozen Moment is an aspect of the Extra Dimension mentioned in the possession chapter above.

After the conversation with EK2 has ended (during possession) it is time for EK1 to take over again. The Keeper describes the world as becoming less hazy, more real, very solid and silent. The player is in a Frozen Moment of time within the house. It is a strange house. Time has stopped here at the point where the disc broke: any clocks are stopped at *around 2.25* – vary them a little each time. Flies may be seen suspended in mid air, sunlight is caught in the air on motionless dust, and so on. The character is as he was when he was possessed; anything in his hand is still there for example. He will be in this world for a few minutes or maybe just 30 seconds – play it by ear. He may realize that he can alter this place (leave things or take things) by seeing evidence that other people have been here – footprints, minor things dropped (some hair, blood, clothing, monographed handkerchief, hat, etc.). Objects (like a piece of the disc) can be left here so long as the character was holding them when possessed, or they can be taken back when the character returns. Leaving things requires no effort. Anything small (such as pieces of the disc) can be taken without a POW roll. Larger things require more work – a chair requiring roll of POW x3 or less, a large table POW x1. They can take one thing and get one chance. Note that this only applies to additional items - they don't have to roll to continue to hold items they entered with. If successful, EK1 should give them a piece of paper with the

item written on it, which the player can show to the Keeper of the game they enter.

Props can be used to make the Frozen Moment more interesting and interactive. One suggestion is to have a book or blackboard in one of the Extra Dimension area that the players can write on. If you need to prompt, mislead or confuse the players, the EKs could write something here themselves. Any writing may be viewed by future possessed characters (and by everyone after the game). Later, at the discretion of the EKs, players may even overlap in the Extra Dimension. This can lead to discussion between players from different games about what should be done, prior to their being sent off to different games.

Summary of the Extra Dimension

So long as the extra Keepers fulfil their role of possessing characters, they should be encouraged to improvise and be creative in the way in which they manage the Extra Dimension and interact with the players. The players begin with characters at a mundane garden party at which strange events begin to unfold. When they are taken into the Extra Dimension this should be a contrast. They are blindfolded and told they are in a strange environment, then asked questions by someone they have not met, playing a character whose name they probably know. Do not reassure them that everything will be OK. Rather, be creative in ways of confusing the players. To further this, the Extra-Dimensional Keepers should make use of props.

Some Suggestions:

- Auditory: use of recorded sound effects; use of items to create sounds
- Tactile: describe something in the room, and if the player says they touch it or pick it up, ask the player to reach out and place the an item in reach of their hand and allow them to touch it. Use curious items such as a coconut, tinsel, or anything with a strange texture. Even some quite mundane items feel strange when they are out of context and cannot be seen.
- Multi-sensory: roll a coconut along the floor behind the player.
- Deprivation: simply ask the player to stand in the corner for a while, perhaps while another character is

dealt with.

Summoning

This is a second way in which players may interact with other games. This section covers the use of portals and séances, which are treated with the same game mechanics. It is not possible for this to occur until first circuit of possession has been completed, otherwise it may take some of the surprise out of that event. Only the Keeper of Game One will know for sure when the First Circuit is complete, but about an hour and half into the game should be a good guide.

The term 'Portal' is used to denote a gateway between alternate realities (games). A Portal could be any item within the house, for example a mirror, the glass eye of a trophy animal's head on the wall, a seashell, the gap between two floorboards or the writing on a piece of paper. Each Portal can work in a way that is sympathetic to its form: a reflective one will probably draw the person in with their vision; a seashell or radio would do it through the medium of sound. The Portal allows the player character to see or hear characters in another reality. How the effect is achieved is up to the individual Keeper, but the outcome is the same: the character becomes transfixed in some way. It is preferable to use something that the player focuses their attention on - if they are searching a room, mention the seashells on a shelf. The player may volunteer to hold one to their ear. The character would then begin to hear the sound of characters (from another reality) talking. Once their attention is drawn, they become transfixed by the sensation. If the character wants to stop at this stage they have to make a die roll:

- If they initially stated that they were studying the item, they must roll under 2 X their POW to recover their wits and walk away unaffected.
- If the Keeper drew their attention to the item and they showed little interest, they only need roll under 4 X their POW.
- If they fail the roll, or choose not to resist, they will find that they are hearing or seeing things that others cannot.

Urge the player to choose a character to focus on. Prompt them as required, suggesting that they might be able to speak to that person. Unless they success-

fully and actively resist, they will enter into a trance and make a connection with a named character, and a summoning will take place.

Physical Logistics of Summoning

The Keeper of the game in which the character has entered a trance goes to the door and speaks to an Extra-Dimensional Keeper, asking them for a person of the specified name from another game (if the Extra-Dimensional Keepers are all busy then he can wait or declare the summoning unsuccessful). The EK then chooses another game and knocks on the door, speaks to the Keeper of that game and asks for the player of the named character. That player is then told they feel strange sensations drawing them away from where they are. These sensations can vary - a feeling of vertigo, hearing a voice calling their name, seeing swirling colours, etc. If they actively resist (judge this by what the player states their character is doing) they may have a chance to resist the summons by rolling less than 2 times their POW on a D100. If they succeed, they are not summoned away, but, as the connection has been made, it is instead reversed. In such a case the character that initiated the summoning (the one that went into a trance) in the first game is the one that is summoned. The Keeper of the second game should tell the EK that the summoning was reversed and the EK passes this news to the Keeper of the original game.

Whichever direction it goes in, the person being summoned is taken out of their game by their Keeper and handed to the EK, who asks them to put a blindfold on.

The Keeper of the game which has succeeded in summoning a character tells the group that the character doing the summoning has entered a trance and that in a moment two people will enter the room. Make it clear to the players that their characters will not see anyone appear. Explain further to them that one of the people will be blindfolded and one will not. When the blindfolded one speaks his words, from the characters' point of view, they will be coming from the mouth of the player who is in a trance.

Instruct the players that when the other people enter the room, none of the players in the room is to speak, but they may ask questions by writing them down (the Keeper should use a 'silence' notice to reinforce this, if need be, during the forthcoming sum-

moning). Tell them that, of course, the characters would be speaking them out loud to their friend who is in the trance, but from a game point of view they are required to write them down.

If the players speak, the summoning is broken and the summoned character returns to their own game. The only ones to speak out loud during the summoning should be the two who enter the room (the summoned player and the EK who accompanies him).

From the summoned person's perspective, they have been taken out of their game, blindfolded and asked questions by an EK – thus they will not see their summoners, nor will they hear their voices. As far as they are concerned this should feel like a possession. That is the reason the players are asked not to speak.

From the other characters' point of view, one of their number has entered into a trance and begins to speak strangely. When (if) they ask him questions, they may find that he claims to be someone else. Also he may ask them curious questions.

At the game Keeper's discretion, the summoning ceases and the EK leads the player to the Frozen Moment (as per a possession) then back to their room.

Active Contact

Among Gatsby's grandfather's journals there is a section passage that describes researches into mediumship, ouija boards and the like. He describes several methods by which contact with spirits may be achieved. If attempted, contact is relatively easy to achieve due to the close nature of the split reality and the fact that they are likely to be calling the living rather than the dead. They may even try to summon up Gatsby's grandfather for help. If successful, this should be dealt with by the Keeper as they see fit. He should be able to give some useful information at least.

One person leads the séance and others may assist.

Base Chance of Active Contact = POW + 1 per person holding hands (all participants spend 1 MP, which is not regained in this game) plus one of the following four options:

(1) Best chance: add the lead character's 'Medium' skill, plus a bonus for reading the journal (see below).

(2) Next best: add the lead character's Medium skill alone.

(3) Next best: add the journal bonus alone if the lead character lacks the Medium skill.

(4) Least chance: improvised without either Medium skill or journal bonus; base chance only.

There are two factors to consider – one is success or failure and the other is accuracy of who you get.

Determine the chances of success by adding the character's Medium skill (if any) to the journal bonus (if any) to the base chance – the character carrying out the summoning then makes the roll.

- **Clear Success** (under half the target number) – they get the person they want (if specifying a particular person).

- **Just Successful** (between the target number and half the target number) – they get a person at random.

- 96 or above is a **Critical Failure** – the summoner gets sent away to another reality and their character is unconscious and enters a possession episode.

Studying the Journal

The first reading requires an uninterrupted 30 minutes, after which they gain a bonus chance of summoning of 10%. For each subsequent block of 30 continuous minutes the player gains a diminishing bonus first 8%, then 6%, then 4%, then 2%, after which no bonus is gained. Each reading requires a successful read English roll.

Each reading also requires an idea roll. Making this idea roll will require a SAN roll (0/1D2) (for a different reason each time - the horror of possession dawns on them; the realization of the void between the realities; the fear that they may be lost in another dimension; the fear of things coming in from the outside).

If active contact is successful then they have made contact with someone, in which case treat this in the same manner as a summoning – it can be resisted and reversed in the same way. If they roll a critical failure, simply take them out, tell an EK what happened and

ask them to put him in another game, preferably in a 'wrong' body.

Mending the Disc

The disc has unique properties in the game. To close the time loop, the disc must be remade whole, but where this is done has an effect on the outcome. This section looks at the disc in more detail.

The disc has split into as many pieces as there are games, initially one in the casting room of each game. If a piece is taken out of the casting room it does not revert to the casting room at the start of the next loop. It is the only exception to that rule. If a player character has a piece of the disc, it stays with them if they move between games. If two pieces of the disc are held together, they will become one and will begin to glow a little brighter. If re-broken before it is whole, the pieces of the disc will fall into the Frozen Moment.

What happens when the disc is complete depends on where it is done:

If Done in the Frozen Moment: all games progress to the End Time scenario. When made whole, a disc will materialize in each game. It will be shining brightly either on Gatsby's table in his casting room in each game, or in the case of the person who remade it, in the hands of a player character returning from the Extra Dimension with the disc. If the disc is re-broken once whole, that single game will descend into chaos, never entering reality again - play it to destruction.

If the Disc is Remade in Any One Game, and Not the Frozen Moment: the disc is shining in their hands where they joined it together. The other games will also have a disc on Gatsby's table. All games enter the End Time phase, but the game where the disc was remade should experience a less severe version of the End Time. The Keeper of this game should notify an EK, who should immediately inform all the other Keepers that the disc is whole.

When the disc is made whole, and if using props, ensure that each Keeper already has a whole disc that they can present to the party when they find it.

The End Time

On learning that the disc is remade, all game

Keepers should then take note of how far they are through their present time-loop and calculate the time remaining before 3.25 PM. The players now have to live through that remaining time as threats from the mythos break through the gap in time between the loop and reality.

The Extra Dimension and Frozen Moment are no longer used, as characters are now fixed in their own reality.

The Extra-Dimensional Keepers can now enter any game they wish and become an aspect of the mythos. There should be several NPCs which they can possess as avatars of Nyarlathotep, or they may prefer to be a Dimensional Shambler, smashing through the walls of the house. This episode should be improvised between the EK and the game Keeper. At any point the EK can leave and enter another game.

Have the Extra-Dimensional Keepers set a real-time deadline for all the games to finish once the disc is complete. Whatever chaos happens, it has a limited duration and vanishes as the hands of the clock reach 3.25 PM and normal time is rejoined.

It is nice to get everyone together as the games finish. This gives the players a chance to ask questions about what happened and lets the Keepers answer any questions as they see fit. People will want to chat and share their experiences. A nice touch would be to have a small reward of some kind for anyone who successfully placed a bet in the End Time.

When a Player Character Dies

When a character dies, ask the player for their character sheet. At the start of the next loop (the next Point Zero) ask the player of the previously deceased character to make a roll. Do not tell them what it is for, but check to see if they made an Idea roll. If they fail it hand them their character sheet and the Amnesia card (handout) and begin the successive recurrence calmly telling everyone (including the previously deceased) that they are all back at point zero. Let the players work out any confusion in character. Use the amnesia rules for the recently deceased character, but when they remember they are in a loop they will inevitably recall their own death, which is worth another San roll, or lose 1/1D6 San (the first time at least).



If the player makes a successful idea roll, take him to one side and explain that he is aware of having died:

“You remember how you died, and then falling into blackness. Your awareness drifted and suddenly you were in that place we go when we die; you began to understand the things that man was not meant to know. However, now that you are alive again, that memory has become like a dream that you are struggling to remember and cannot. The harder you try, the more it slips from your mind. You are left with nothing but the memory of something malevolent just beyond the confines of this reality. It is close to this place and waiting for a ‘gap in time’ through which it can come in.”

This should be delivered as menacing news to the player – experience of death is no light matter. Awareness of death grants the character +1 POW (to a max of 21), +1D6 Cthulhu mythos knowledge and a San roll 1/1D6. The mythos skill represents an intuitive understanding the character has gained that they cannot explain in words.

Troubleshooting:

“What if a character tries to carry out a summoning (perhaps a séance) prior to the completion of the first circuit of possession?”

If they are successful before the first round of possession has been completed, the Keeper of that game should deal with the situation within their own game and not allow the character to actually communicate with other games. The Keeper can take the role of the spirit being contacted. Too many people moving early on can spoil the pace of the game.

Alternative Titles

When running the game, we have always used a different name for each of the four games. This gives the illusion that the games are not connected, and thus increases the surprise and confusion for the players.

The titles used were:

Hesitation
Deviation
Repetition
Machination



Chapter Three

For the Single Game

This chapter presents the single game scenario for one group of up to six players (eight at a stretch). You will need copies of all three sets of characters and maps, but only the photos for game one. The basic premise of the game remains the same.

Clearly with one game there can be no moving of players, so instead the whole group moves between the realities with the start of each loop. Everyone in the grounds of the house moves; the player characters, non-player characters, Gatsby, his butler and cook. As an added twist, anyone who dies returns at the start of the next loop, but as a version of their character from an alternate reality.

Each of the three realities that they visit has a fragment of the disc. When all three are put together the game enters End Time and the characters stay in the reality in which they made the disc whole. Players will retain the characters they have at that point and be forced to deal with the consequences.

Care should be taken not to reveal the nature of the disc too early, as once they have this it is relatively simple to collect the pieces and end the game. The game-play should mostly come from interaction between the players and between the players and NPCs, especially Gatsby. Gatsby should be the star of the show, acting a different role with each new loop. The detective work comes in getting facts from Gatsby and searching the house.

Venue

This is not as crucial as it is in the multi-game version. Any venue will do so long as there is somewhere the players can be taken to experience the extra dimension, but this does not need to be anything other than just out of earshot of the other players.

Running the Scenario

Use the House Map One for the opening section and first Successive Recurrence. As stated, the characters are assumed to have cycled through a few loops already that they have not remembered, and for convenience and the flow of the story the first Successive Recurrence the players experience is in the same location they began in. On the second Successive Recurrence move the same characters to Map Two. On the third to Map Three, on the fourth go back to Map One, and so on.

At the start of each loop the characters will appear at their location as it was at Point Zero. This may cause some confusion if they were in the house at this point, as the houses have differing layouts and some rooms that do not exist in alternate realities. Simply move the players as you see fit, placing them in a nearby room. Gatsby appears in his casting room at the start of each loop as he breaks the disc. On Map One, the casting room is in the priest hole next to Bedroom Two. When he appears in the same location in Game Two he will find himself in Bedroom Three, and will not know the location of either of the secret rooms in Game Two.

In Game Three he will appear in the priest hole, but in this reality it is not the casting room. However he does know the location of the second hidden room and, if he thinks to check it, he will find that it is the casting room. Of course he will have no reason to think this might be the case.

Prior to playing, it would be advisable to mark these points on the Keeper's maps for your own reference. This has not been done in this book because the same maps are used for the multi-game version, which would cause confusion.

The game begins on Map One, where the player characters choose a bedroom and settle in during the time prior to the ritual. When they shift realities to House Two (and later to House Three) the rooms their alternate selves have chosen may well be different. It will not be immediately apparent who is in each room, but attempts at deduction might be made based on the evidence found listed below. What the players make of these differences is up to them. Be sure to present the players only with an account of what they find, with no attempt at explanation. They may uncover an affair between two characters in an alternate reality that is not taking place among the player characters for example. These differences are included to provide interest for the characters, and while to the plot they are something of a red herring, they may provide some interesting avenues for role-play.

Not listed below are the general luggage and so on. Some of this may have been put away in wardrobes. There will be ball gowns, suits, shoes, makeup, jewellery and so on, as the Keeper judges appropriate. When describing the clothes, a Size rating is given (that is the game statistic) and also a guide to the value of the statistic in brackets. Do not quote this to players, but use it to inform your description. Unless otherwise stated, the clothes are all of a good quality, appropriate to people with a credit rating of forty to fifty. Remember the clothes found in the rooms will not be what is shown in the photographs, as those clothes are being worn.

The character photographs for Games Two and Three could be used to illustrate some of the photographs the players will find in the rooms below.

Death

Death is treated in the same way as in Chapter Two, except that when the character comes back to life at the start of the subsequent loop they are given the corresponding character sheet (the one with the same first name) from Game Two. If that same character dies again, they get the one from Game Three. A third death returns them to their original self. This change of relationships could lead to sanity effects.

Note that the character's portrait photo that stands before them does not change throughout the game, however the alternate character may have a different idea of what they should look like that no longer matches their face in the mirror. That image is on their

character sheet.

This shuffling of characters is due to the interconnectedness of the alternate realities. The disc has pulled these worlds into close alignment. When one of the characters dies, their spiritual link snaps back like broken elastic as time loops, causing the displacement of spirits among their alternate selves. In terms of game mechanics it is there to promote interesting role-playing and intrigue.

The player may expect a new portrait photo to stand on the table or may think an error has been made due to the difference in the picture on their character sheet and the one on their portrait photo. Instead of reassuring them that no error has been made, invite them to look in a mirror or inspect their body and clothes.

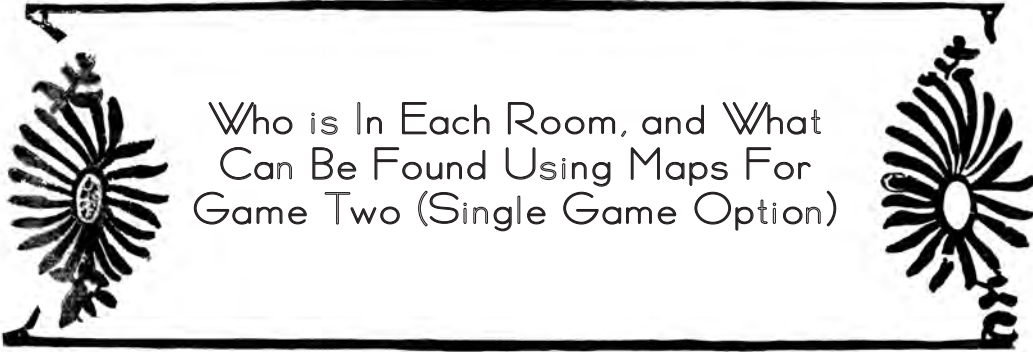
From the character's point of view they do not remember specifics from before they died. If quizzed about actions taken by the players earlier in the game, the new character will not recall them, but will have a different set of vague memories which seem to more or less tie in with the events recounted by the other players up to the end of First Time. It is a lot easier going for amnesia here rather than trying to fabricate a whole set of memories for the new character.

Contact

There are two ways in which player characters may encounter characters from alternate worlds. The first is passive contact, which happens to a player character whether they are seeking it or not. The second is active contact through some process that the players initiate.

Passive contact is like possession in the multi-game. This will begin to occur during the Successive Recurrences stage at the Keeper's discretion. In this case it does not have to begin with Amelia. If a character goes off alone, or if one of your players is getting a bit left out of the action, this maybe a good time. The Keeper can simply take a player out of the room, as with multi-game possession, then describe their experience to them. They will then have a brief period in the Frozen Moment (see Chapter Two)

There is no need for blindfolds here, unless you have a second Keeper who can assist in the out-of-room experience. The Keeper simply takes on the job



This information should be used in addition to the descriptions of the house in Chapter Four.

Bedroom 1: (Gatsby)

Bedroom 2. (Ameila Cosgrove)

There is a photograph by the bed of a woman whom the characters from other realities will recognise as Felicity. In this reality it is Amelia. She is pictured in a romantic pose with a man they do not recognise. There are fashionable clothes here for a woman, Size 14 (tall).

Bedroom 3: (Shared by Andrew Collingworth and Michael Martin)

A catalogue can be found concealed among the luggage. It is a compendium of antiques with a number of Gatsby's household items circled. Clothes in this room would fit a man, Size 8 (short and slim).

On the other side of the room is a case containing a number of recent theatre programmes and clothes for a man, Size 15 (large). Concealed among the luggage is a love letter from M to A (uses initial letters only).

Bedroom 4: (Oswald Rendall)

The clothes here would fit a man, Size 9 (short). Beside the bed is a photo of 2 young boys with a woman whose face has been torn from the picture.

Bedroom 5: (Christopher Marsh)

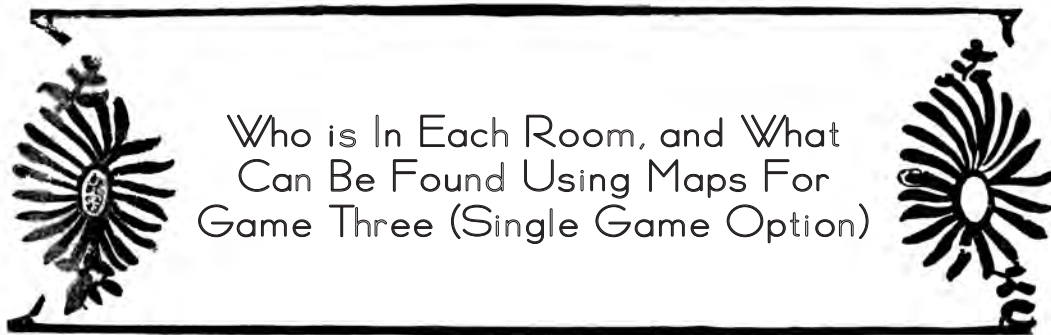
Here are well-tailored clothes to fit a man, Size 12 (average build). There are also several novels and plays, as well as a journal that contains a poem dedicated to Felicity.

Bedroom 6: (Felicity Lamarsh)

Expensive clothes for a lady, Size 8 (petite). Also concealed is an old love letter from Christopher, with a photo of the two of them together – however to the characters from other realities, this will look like a photo of two people they don't know at all

Bedroom 7: (Lawrence and Sylvia Carrington)

A couple's room containing very expensive clothes for a woman, Size 13 (above-average build) and for a man, Size 16 (tall and well-built). There is a box containing some particularly fine jewellery, as well as papers tracing a family tree of the Carringtons back to Arthur Warner, who married a Gatsby in 1760. A photograph shows the two of them together, which to players from other realities appears to be of Michael and a woman they do not know.



This information should be used in addition to the descriptions of the house in Chapter Four.

Master Bedroom 1: (Gatsby)

Bedroom 2: (Amelia Cosgrove)

Clothes for a lady, SIZ 12. On a bedside table are manuscripts for a play and a photo of two people in love, (actually Amelia and Andrew) looking like Sylvia and Christopher (unless the viewer is from the second reality in which case it looks like Oswald and an unknown woman). Also concealed among the luggage is a love letter from Michael, though it will be signed with a pet name.

Bedroom 3: (Andrew Collingworth)

Clothes for man, SIZ 9 (small). There is also a metal flask, containing brandy.

Bedroom 4: (Michael Martin and Oswald Rendall)

On one side of the room are clothes for a man, SIZ 15 (above-average build). Concealed in the luggage is a love letter from Amelia to Michael, and another from Chris to Sylvia. The latter was stolen by Michael for potential use in blackmail.

On the other side of the room are clothes for a man, SIZ 13. Among Michael's luggage can also be found wire, cutters, files and tools for lock-picking.

Bedroom 5: (Felicity Lamarsh)

Clothes for a lady, SIZ 8 (petite). By the bed is a photo of two young children, and a half-finished love letter to Chris, unsigned.

Bedroom 6: (Chris Warner)

Clothes for a gentleman, SIZ 16 (tall). By the bed are notes about a family tree, which goes back to Cecilia Warner, who married a Gatsby in 1760.

Bedroom 7: (Lawrence and Sylvia Carrington)

Well-tailored clothes for a gentleman, SIZ 15 (large, well-built) and for a lady, SIZ 14 (tall). The lady's clothes are particularly fine. Among the luggage are playing cards and several racing journals.



of the Extra-Dimensional Keepers as described in Chapter Two.

Active Contact

If active contact is successful (as per Summoning in Chapter Two) they have made contact with someone. As Keeper, take the role of a character from an alternate reality. Use the guidelines in the passive contact/possession section for guidelines of what the character might be. This would be an opportunity to play on any interests the players may have developed about characters from the alternate realities, based up on findings in the bedrooms.

Note that the player characters will not get any time in the Frozen Moment area after an active contact.

Mending the Disc

The only way to get the disc together again is to collect the other pieces from the alternate realities by some manner. There are two ways to do this. At the start of each loop everything and everyone returns to their position at Point Zero, except the disc. If a character was holding it at the end of the previous loop then they have it still.

When the character moves from one reality to another at the end of a loop and has a fragment of disc about their person (either in their hand or pocket) at the end of the previous loop, the piece they had will move with them to the new loop. This allows them to have more than one fragment in the same reality.

Another way is for them to take a piece from a character that they summon. This requires a successful summoning, followed by a critical Luck roll (one fifth of the summoner's Luck). If successful, a piece of the disc manifests in the summoner's hand.



Chapter Four

Various Resources

The Gatsby House - Game One

The overall impression is of a well-preserved old house, with numerous high-quality antiques (which Gatsby is reluctant to part with). The house was originally built in the late 1700s. The walls of the old house are heavily panelled in dark oak. Some floors are of marble or another stone, while others have oriental rugs.

Whilst in this house, try to communicate the sense of dark brooding corners hidden from the light of day. It is situated near the coast, with a view of the sea from the library.

Lower Floor

The Hall

The entrance hall has a wonderful marble floor, and the walls are panelled with dark oak. In front of the staircase is a small Georgian hall table with a black granite top. Hanging from the staircase is a portrait painting entitled 'Sir Arthur Marsh'.

The Study

This is a tiny room that is lined with bookshelves containing many dusty ledger books. There is a small Chubb safe in the Northwest corner of the room; against the south wall is a large mahogany desk. The safe contains the deeds to the house, and a small jewellery box containing 3 silver rings – each set with precious stones – as well as a pearl necklace and a tiara of filigree gold.

The Dining Room

The walls of the dining room are panelled with the same oak as the hall. The floor is bare polished mahogany. There is a long Queen Anne-style dining table with ten chairs. From the walls hang a number of large, moth-eaten tapestries, showing scenes from ancient Greece. There is a lead-lined wine cooler against the east wall, next to a drinks cabinet.

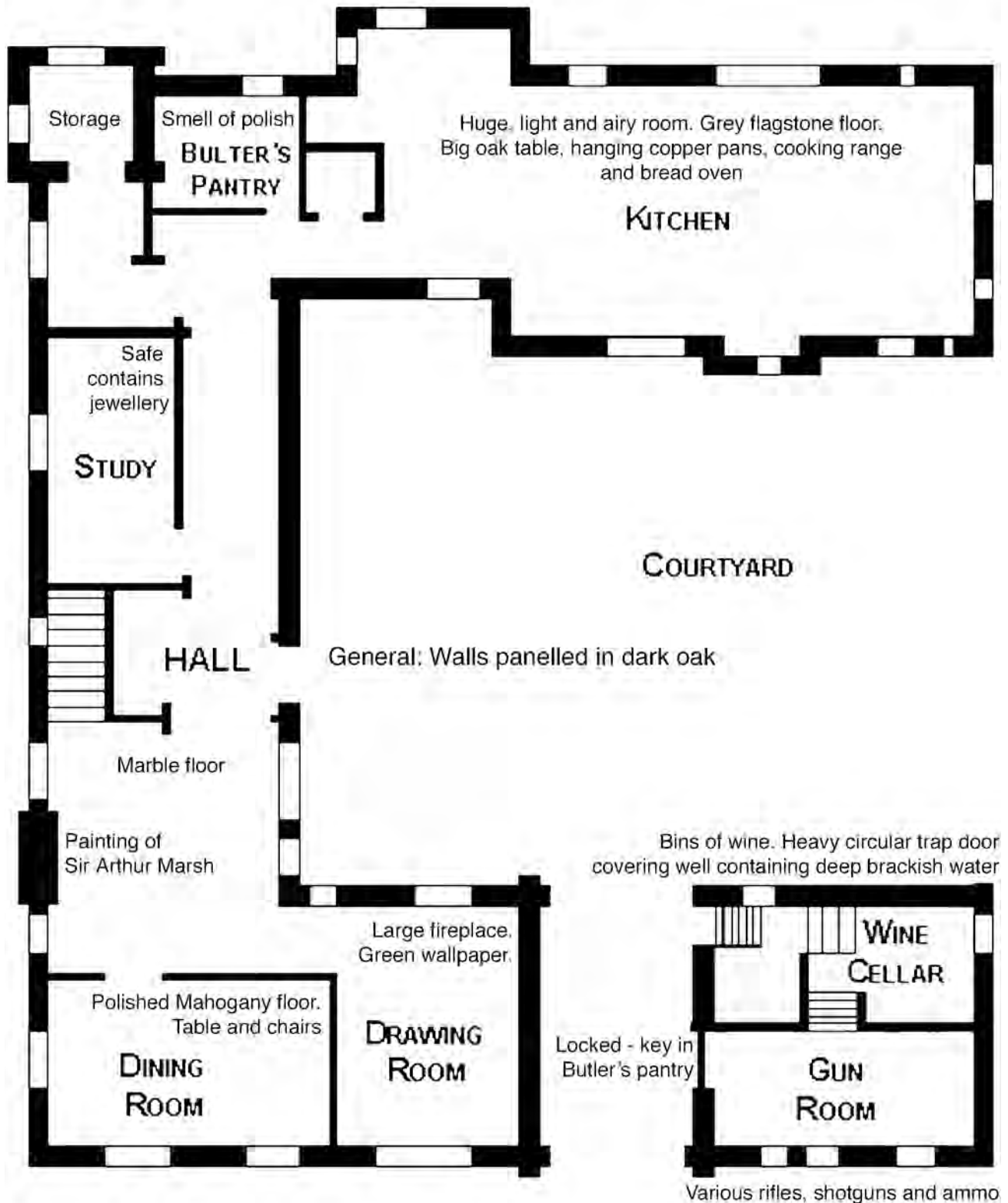
Drawing room

The drawing room has mint-green wallpaper and a bare mahogany floor covered by a fine red Persian carpet. The room is dominated by a large Georgian-style fireplace. There are four large smoking chairs, and an impressive drinks cabinet.

Butler's Pantry

This rather plain room has a simple oak table, two chairs and a big, locked dresser which contains the household silver. The room smells of polish. To the west of the butler's pantry are a number of store rooms and cupboards full of dried and canned foods.

Keeper's Map - Lower Floor (Game One)



Kitchen

A very light and airy room. There is a huge oak kitchen table standing on the light grey flagstone floor. In the east wall is a strange divided range; the right side is mostly ovens and spit, the left side is a bread oven. The west wall has a large dresser full of the household china and crockery. The room is hung with huge copper pans of various sizes.

The Gun Room

Note: this area is not complete on the players map, as they have no idea what is inside. This can be drawn in as appropriate when they enter.

Across the courtyard is the gun room. The room is normally kept locked, the key located in the butler's pantry. The gun room has six racks full of hunting rifles and shotguns. There is a small ammo bin full of ammunition for the guns. The guns are locked up.

Wine Cellar

The gun room opens up into the wine cellar. This door is also kept locked, and the butler has the only key. The wine cellar has nine bins half full of French wines from various châteaux. In the middle of the cellar floor is a large metal ring. This is a trap door that covers the well. It will take a Strength resistance roll vs Strength 21 to lift the trapdoor. Beneath the trapdoor is a 6-foot drop to cold brackish water. The well is a nasty place to be.

The Upper Floor

There are eight bedrooms on the upper floor. The bedrooms at the rear of the house are more modern than the ones at the front of the house. The second floor is panelled in dark oak, whilst the floors are of polished mahogany. The bedrooms all have thick Persian rugs.

Moving clockwise from the Library:

Bedroom 1

Situated next to the library, the room has dark old panels, a magnificent mahogany double bed, a pine chest of drawers, and a large wardrobe. There is also a rosewood dressing table and a Wedgwood chamber pot.

Yellow Bedroom

So called because it has pale yellow wallpaper. The room has a half-tester bed (similar to a 4 poster bed, but with only two posts), a pale rosewood wardrobe, a creamy white dressing table and a plain pine chest of drawers.

Bedroom 2

To the north of the stairs is one of the newer bedrooms. It has the same oak panelling as the rest of the house, but it is less ornamental. The bed is a single one, with a steel frame and a rosewood headboard. There is a small combined wardrobe and chest of drawers. It is a guest bedroom. The carpet is dark crimson.

Bedroom 3

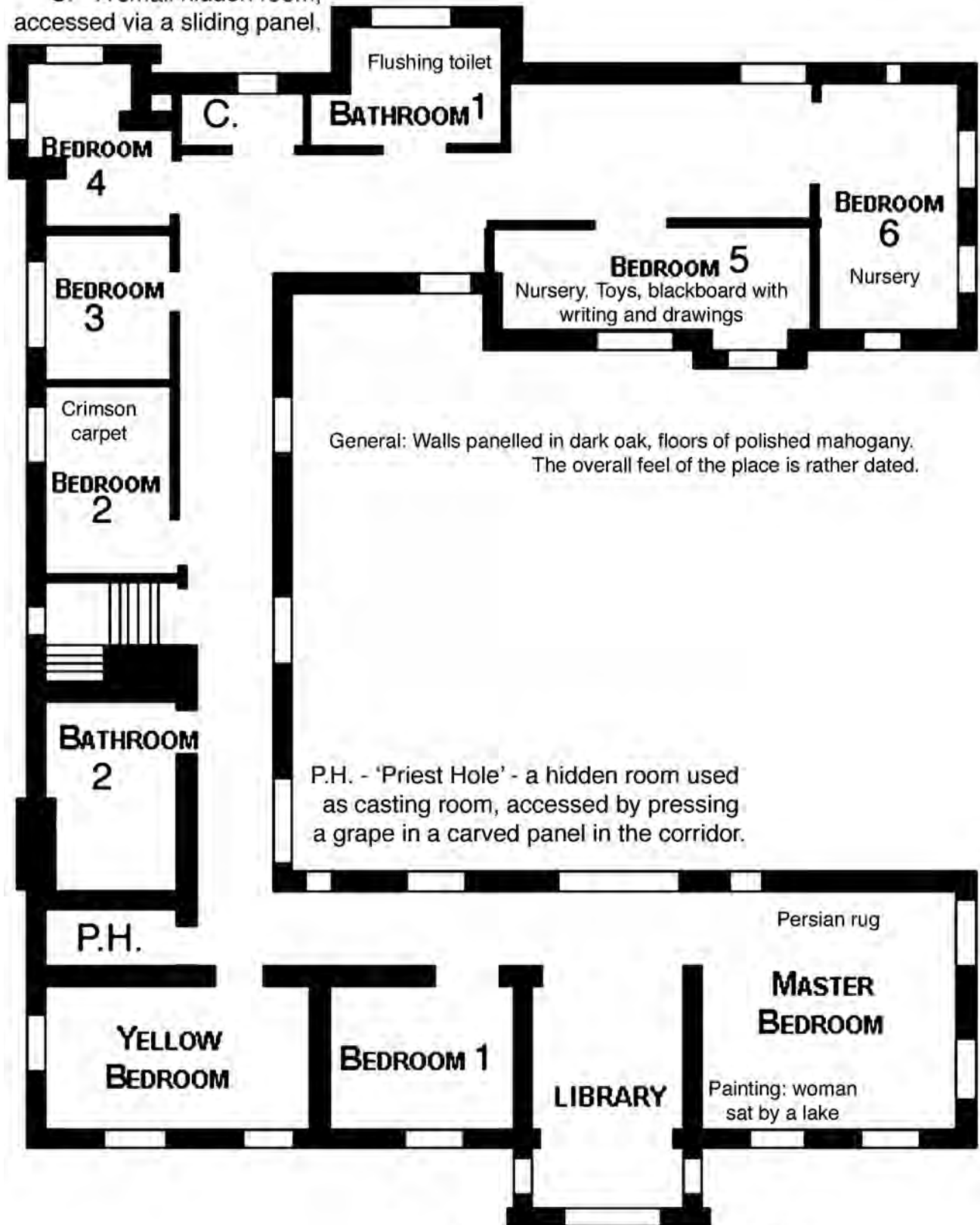
Another guest room. It has a double bed of similar design to the single bed next door. It also has a combined wardrobe and chest of drawers. The rug in this room is pale blue.

Bedroom 4

The tower room. The bedroom has a single bed of slightly less ornate design than the others in the guest rooms. The bed takes up most the room, with the wardrobe and chest of drawers in the tower room itself.

Keeper's Map - Upper Floor (Game One)

C. - A small hidden room, accessed via a sliding panel.



Distant view of sea from Library window



Bedrooms 5 and 6

These rooms are larger and are bedrooms/nurseries. They have both have bunk beds, chests of drawers, wardrobes, two boxes of toys (which had not been played with for many years until Gatsby had a play with them recently), and blackboards. One of the blackboards has been used by Gatsby to doodle on while he was reminiscing with the toys. His writing has been rubbed off, but if studied may provide some clue to his plans (Keeper's discretion).

The Master Bedroom

A large room, filled with a mammoth mahogany four-poster bed. There is a large portrait of a young woman sitting by a lake above the bed. There is a large wardrobe made of teak, a dressing table and chest of drawers. The floor has a threadbare but much loved Persian rug showing an oriental scene.

The Bathrooms

Both are pretty state-of-the-art. They have flushing toilets done out in Wedgwood blue, whilst the sinks are white porcelain and the baths are the finest enamelled cast iron.

The Library

Nothing more than an upstairs room lined with bookcases full of the usual kinds of books - travelogues, religious histories, back issues of Hansard's and gentlemen's magazines. It has a couple of very easy-looking chairs, and has a wonderful view out towards the sea.

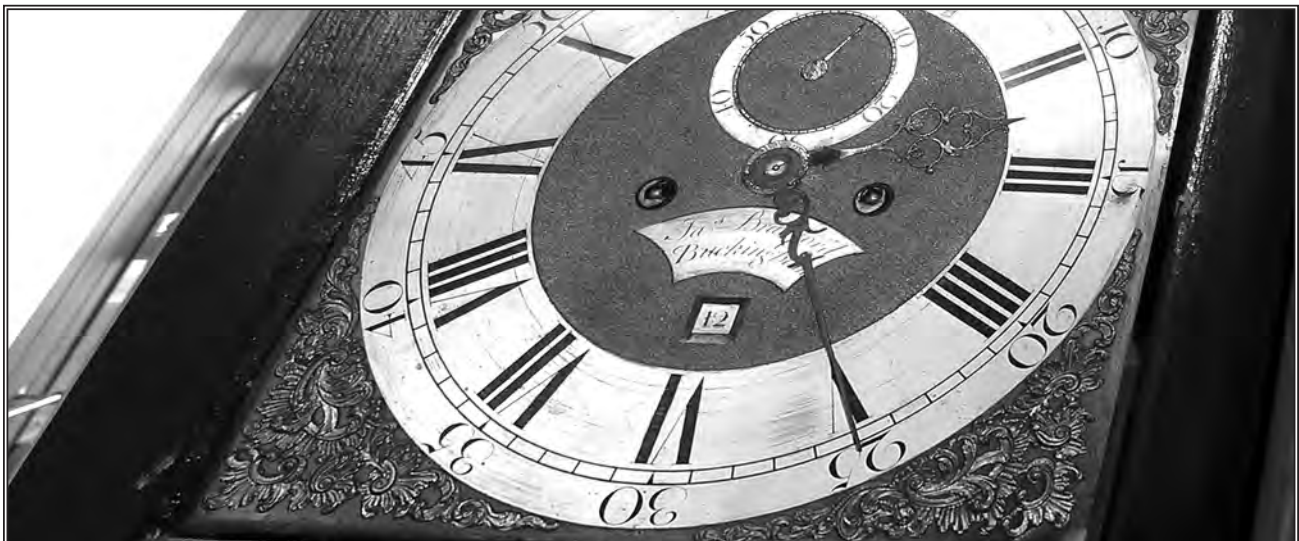
The Priest Hole *(note difference on Players' map)*

This will not be noticed by player characters unless they are searching the bathroom or Yellow Bedroom. On a successful spot hidden (taking about 5 minutes) they will realise the bathroom should be slightly larger, implying there must be a space in the wall – the priest hole. This appears to be nothing more than a simple oak panel from the hallway.

However, unlike the other panels, this is not plain, but has instead a carved bas-relief of a bunch of grapes. By pressing the largest of the grapes, the hidden door swings open to reveal a tiny dusty area. The room is largely filled with a strange cast iron table upon which are various arcane bits and pieces (this is Gatsby's secret ritual room).

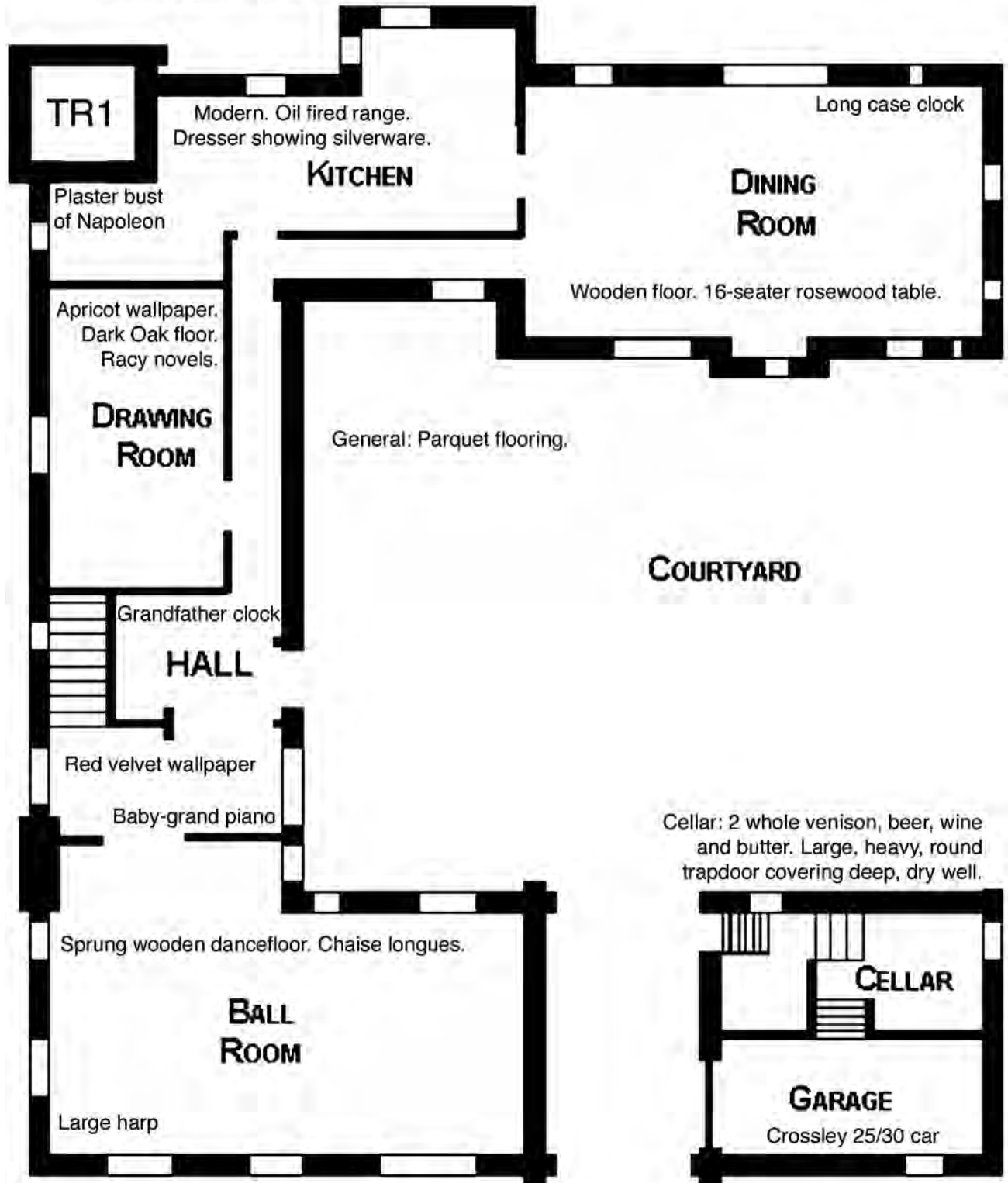
The Other Secret Room

There is another secret room between Bathroom 1 and Bedroom 4 (again notice the difference on players' map). The entrance is concealed by a sliding panel, and can be used for any purpose. Possibly one of the NPCs uses it as a hiding place.



Keeper's Map - Lower Floor (Game Two)

C.: Secret tower room used as casting room, revealed by moving a nearby plaster bust of Napoleon.



The Gatsby House - Game Two

The house was originally built in the late 1800s. It is situated near the coast, with a view of the sea from the window of Bathroom 2.

This house displays more personal qualities. There are numerous musical instruments. Upstairs, the motif is that of waterfowl, which appear on the wallpaper.

Whilst in this house, try to communicate the sense of other people having lived there – the instruments that someone played, the portraits of people who lived there, the novels that someone read and so on.

Lower Floor

The Hall

The entrance hall has a parquet floor, red velvet wallpaper and a large grandfather clock before the staircase. There is a Bluthner Baby-Grand piano next to the entrance to the ballroom.

The Ballroom

This is a large room, with a fine wooden sprung floor. There are a number of chaise longues dotted around the walls of the room, and in the southwest corner of the room is a large harp.

The Drawing Room (a substitute for the Study of House 1)

The drawing room has apricot-coloured wallpaper and a fine dark oak floor. There are three wing-backed smoking chairs and a couple of small tables. There is also an empty drinks cabinet and a tiny bookcase full of rather racy novels.

The Kitchen

This is a large and fairly modern kitchen. It has an oil-fired range, a large cold store and a big modern-looking sink. From the ceiling hang a number of pots and pans, whilst in the dresser there is a mixture of silver plate and fine china.

Secret Tower Room 1 (*notice difference on players' map*)

Finding this room requires a successful spot hidden roll, representing at least five minutes searching the kitchen. There is a plaster bust of Napoleon III on a plinth next to the hidden doorway. Pulling the plaster bust away from the wall activates the door. At this point there is a click and the door swings open, revealing Gatsby's Ritual room. Given its location the cook knows about it, but is sworn to secrecy.

The Dining Room

This is beyond the kitchen. It has a lovely wooden floor and a rosewood sixteen-seater table. There are ten high-backed Parker-Knoll dining chairs and a long case clock.

The Garage

Note that this area is not complete on the players' map, as they have not had a chance to look inside as they have with the main house. This can be drawn in as appropriate.

Across the courtyard is a small garage that holds a 'Crossley 25/30' car. There is a door from the garage into the cellar. Also stored here is a croquet set, including several mallets.

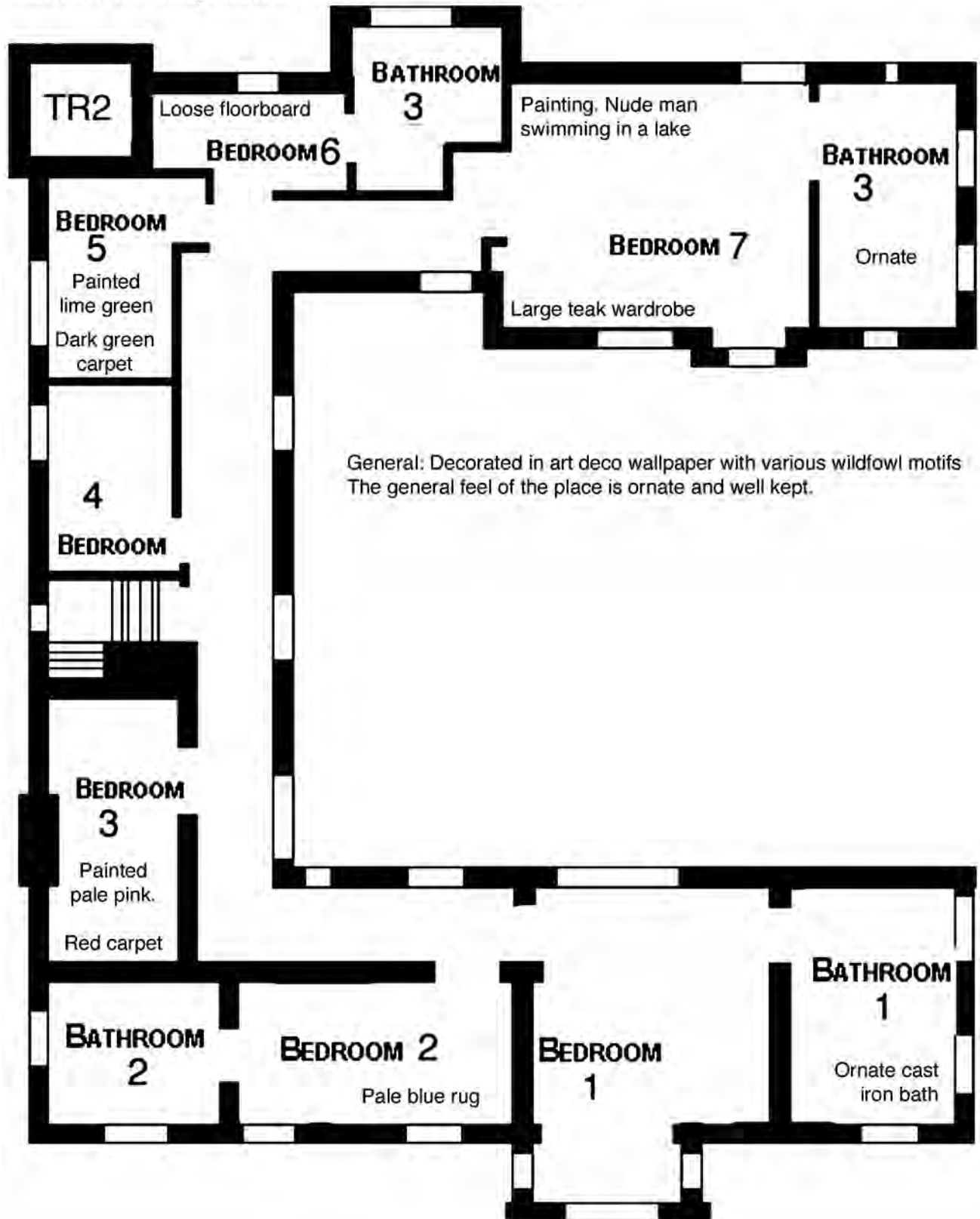
The Cellar.

The cellar is a mixture between cold store and wine cellar. There are two whole venison carcasses hanging from the ceiling, a barrel of beer and a tub of butter, as well as two bins of assorted wine. In the centre of the room is a large metal ring. This is a trap door that covers the well. It will take a successful roll on the resistance table against a Strength of 21 to lift the trapdoor. Beneath the trapdoor is a well that long ago ran dry – there is a 25-foot drop to the bottom.

Keeper's Map - Upper Floor (Game Two)

C2: Secret Tower Room 2. Accessed via a loose floorboard in the adjoining bedroom, which opens a hidden door.

Bath 2 has a distant view of the sea



The Upper Floor

The upper floors have been mostly wallpapered with art deco scenes of various wildfowl.

Bedrooms

In this house there are seven bedrooms, three of which have en-suite bathrooms.

Bedroom 1

This room looks out over the front of the house. The bedroom has a single bed of slightly more ornate design than the others in the guest rooms, which takes up most the room, as well as a wardrobe and chest of drawers.

Bedroom 2

One of the guest bedrooms. It has a double bed of similar design to the single bed next door. It also has a combined wardrobe and chest of drawers. The rug in this room is pale blue. It has an en-suite bathroom, complete with large porcelain bath, washbasin and toilet.

Bathroom 1

The Bathroom at the front of the house has a large wash basin, toilet and a very ornate cast iron bath.

Bedroom 3

Beside the stairs is a simple guest bedroom. The room is painted pale pink, and the floor is carpeted with a red carpet. The bed is a single, and there is a combined wardrobe and chest of drawers.

Bedroom 4

By the stairs is a simple guest bedroom. The room is painted pale pink and the floor is carpeted in light orange. The bed is a single and there is a combined wardrobe and chest of drawers.

Bedroom 5

Another guest room, only this time it painted in lime green with a dark green carpet.

Bedroom 6

It has a double bed and with a tiny wardrobe. This is also the entrance to the second secret room (see below). The bathroom is small, yet still manages to have all the right accoutrements.

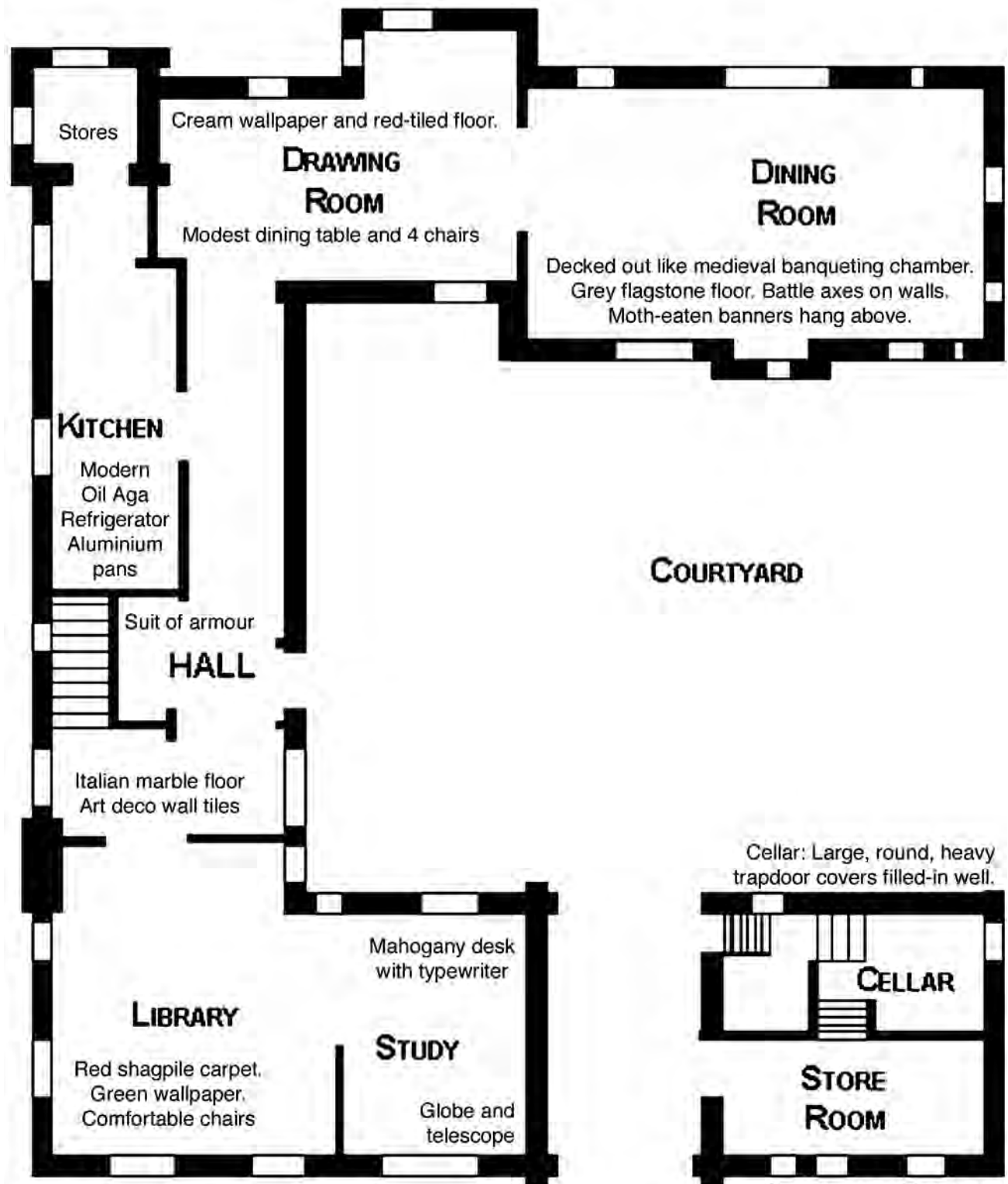
The Secret Tower Room 2 *(notice difference on players' map)*

The secret lair is opened by means of a loose floorboard in the adjoining bedroom. The room is totally empty, except for the skeleton of an exceptionally large rat. It may be used as a hiding place by an NPC, or can hold anything else you wish.

Bedroom 7

The master bedroom. It has a good-sized tester bed. There is a large portrait of a nude man swimming in a lake, above the bed. There is a large wardrobe made of teak and the dressing table and chest of drawers are of oak. The bathroom is large and ornately presented.

Keeper's Map - Lower Floor (Game Three)



The Gatsby House – Game Three

The house was originally built in the mid 1800s and has a modern feel, incorporating art deco designs and modern appliances. Aspects of the décor display a quirky or eccentric taste, such as the medieval banqueting hall. Whilst in this house try to communicate the sense of curiosity and incongruity; why such interest in astronomy? What was being typewritten? Why the medieval hall?

Lower Floor

The Hall

The Entrance hall has a wonderful Italian marble floor, and the walls are covered in art deco tiles. The hall table is rosewood, and there is a suit of armour by the the stairs.

The Library

The room has pale green wallpaper and a thick red shagpile carpet. There are six really comfortable arm-chairs, and the walls are lined with row after row of bookcases.

The Study

This is a bright room, possessing a pleasant aspect. There is a lovely mahogany desk in front of the windows. On the desk is an Olivetti typewriter. In the corner of the study is a globe of the earth, and there is a brass telescope by the south window.

The Kitchen

This is a modern kitchen, with the latest in oil-powered Agas, and even a refrigerator. The kitchen has more art deco tiles and some very modern-looking aluminium pans. Beyond the kitchen is the storeroom – placed in the base of the tower. Within the storeroom are a variety of condiments and dried goods.

Drawing Room

The drawing room has creamy white wallpaper and a red-tiled floor. There is a modest-sized dining table that takes up most of the room. Sat around the dining table are four plain back Parker-Knoll chairs.

The Dining Room

This is beyond the drawing room. It has a stone-flagged floor and has been decked-out like a medieval banqueting chamber. There are battle-axes hanging from the walls and a number of rather moth-eaten banners hang from the ceiling.

The Storeroom

Note that this area is not complete on the players' map, as they have not had a chance to look inside as they have with the main house. This can be drawn in as appropriate.

Across the courtyard is the storeroom. The room currently holds the cold store for the house. There are three sides of pork hanging from the ceiling. There are three barrels of beer and a tub of butter in here as well. The Storeroom opens up into the cellar.

The Cellar.

This has nothing of any note in it, except that in the centre of the room there is a large metal ring. This is a trapdoor that covers the well. It will take a successful roll on the resistance table versus Strength 21 to lift it. Beneath the trapdoor is well that has been filled in, leaving nothing more than an inch gap.

The Upper Floor

The upper floors have been mostly papered with art deco designs of flowers.

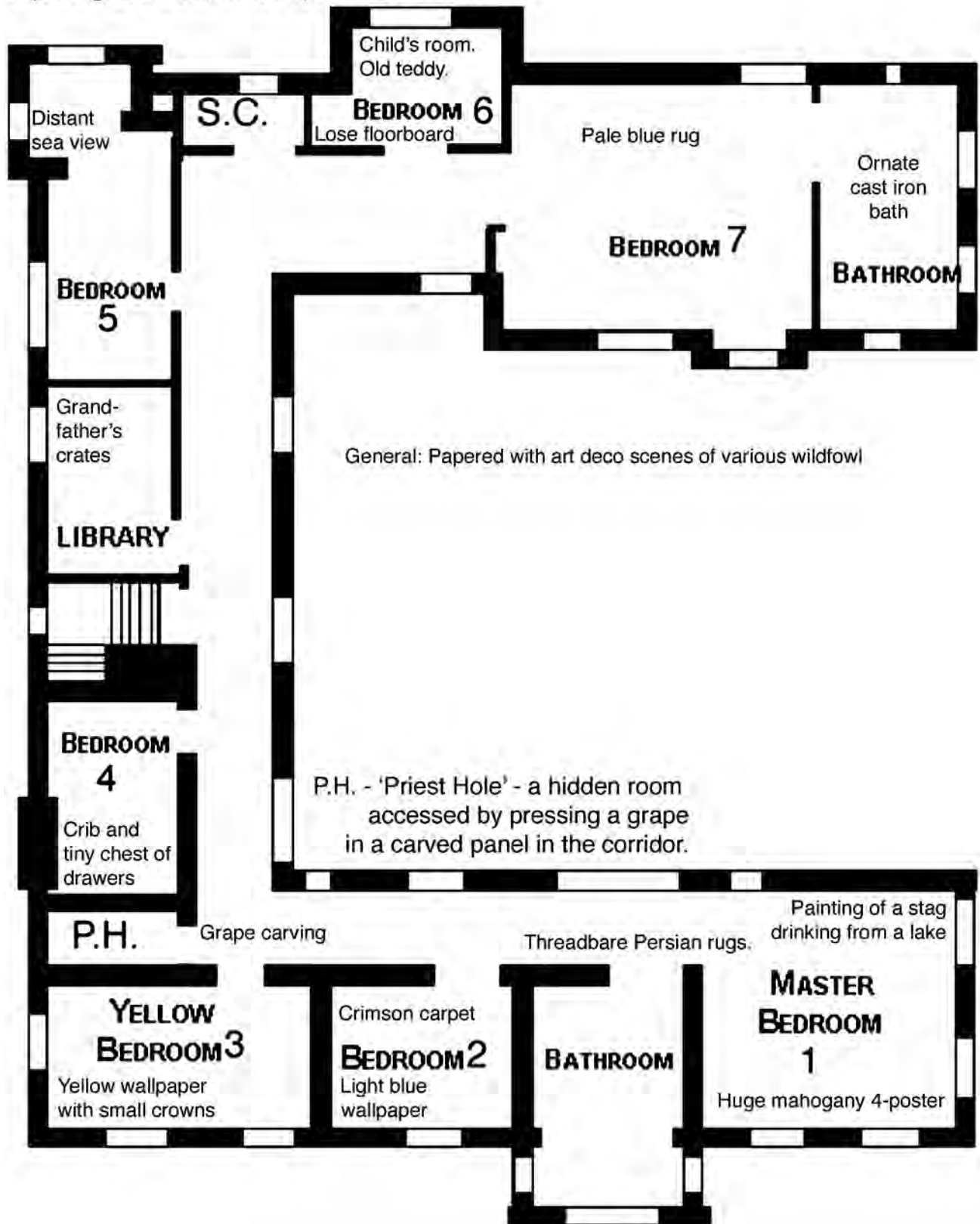
Bedrooms

In this house there are seven bedrooms. The bedrooms at the back of the house are slightly more modern, and a number have been converted into en-suite bathrooms.

Keeper's Map - Upper Floor (Game Three)

S.C.: Secret cupboard used as casting room.

Accessed by moving a loose floorboard in adjoining bedroom, which opens hidden door.



Bedroom 1

The master bedroom is large, containing a mammoth mahogany four-poster bed. There is a large portrait above the bed of a stag drinking from a lake. There is a large wardrobe made of teak, a dressing table and chest of drawers of oak. The floor has a threadbare but much-loved Persian rug, showing an oriental scene.

Bedroom 2

One of the newer bedrooms, used as a guest room. It has soft, light blue wallpaper. The bed is a single one, with a steel frame and a rosewood headboard. There is a small combined wardrobe and chest of drawers. The carpet is dark crimson.

The Yellow Bedroom 3

So called because it has pale yellow wallpaper, embossed with small crowns. The room has a full four-poster bed, a pale rosewood wardrobe, a creamy white dressing table and a plain pine chest of drawers.

Bedroom 4 (*notice difference on player map*)

Next to the priest hole is an extremely small bedroom. It has only a child's crib and a tiny chest of drawers.

The Priest Hole (*Secret – notice difference on player map*)

Can be detected with a spot hidden, if the characters spend time (at least five minutes) searching Bedrooms 3 and 4 – they will notice that the intervening wall appears too thick. A further spot hidden or a good guess may show the way in.

This appears to be nothing more than a simple oak panel. However, unlike the other panels, this is not plain, but has instead a carved bas relief of bunch of grapes. By pressing the largest of the grapes, the hidden door swings open to reveal a tiny, dusty area. The room is totally empty. It can be used as a hiding place for an NPC, or whatever else the keeper wants.

Bedroom 5

The tower room. The bedroom has a single bed of slightly more ornate design than the others in the guest rooms. The bed takes up most of the room, with the wardrobe and chest of drawers in the tower room itself.

Bedroom 6 (*Notice difference on player map*)

A tiny room, which is another child's bedroom. The small bed has a pink and purple bedspread and a threadbare teddy bear at the end of it.

The Secret Cupboard (S.C.) (*not on player map*)

The secret lair is opened by means of a loose floorboard in the child's room (Bedroom 6). Once opened, a room is revealed. It contains a small desk complete with a series of bizarre artefacts. This is Gatsby's secret ritual room.

Bedroom 7

One of the new guest bedrooms. It has a double bed of similar design to the single bed next door. It also has a combined wardrobe and chest of drawers. The rug in this room is pale blue. It has an en-suite bathroom, complete with large porcelain bath, washbasin and toilet.

The Bathrooms

The bathroom at the front of the house has a large washbasin, toilet and a very ornate cast-iron bath.

Library

This has been given over to a number of opened wooden crates that contained Gatsby's grandfather's artefacts. Among the collection are several journals, some masks, drawings, a shrunken head, and a couple of stuffed animals - now rather moth-eaten.

Notes Regarding Player Maps, Character Sheets and Handouts

On the following pages are the maps for players. They are not labelled with game numbers, so as not to give additional information to the players. However, they do have the page numbers, and can also be differentiated as follows. Permission is granted to photocopy the following pages for personal use only.

P52 Game One, Lower Floor. Has a butler's pantry.

P53 Game One, Upper Floor. Has a library next to the master bedroom.

P54 Game Two, Lower Floor. Has a ball room.

P55 Game Two, Upper Floor. Has a library next to the stairs.

P56 Game Three, Lower Floor. Has a library.

P57 Game Three, Upper Floor. Has no library

Followed by the character sheets:

P58 - 73 Character sheets for Game One.

P74 - 89 Character sheets for Game Two (and Four if used).

P90 - 104 Character sheets for Game Three.

These are easily confused once copied - one solution is to use a different tint of paper for each set.

P105 Handout - a page from Gatsby's grandfather's journal.

P4 This is a drawing of the disc that can be copied onto card, then torn into one piece for each game, plus a whole one for each game for when it is reassembled.

P107 - 108 Character photographs for Game One.

P109 - 110 Character photographs for Games Two and Four.

P111 - 112 Character photographs for Game Three.

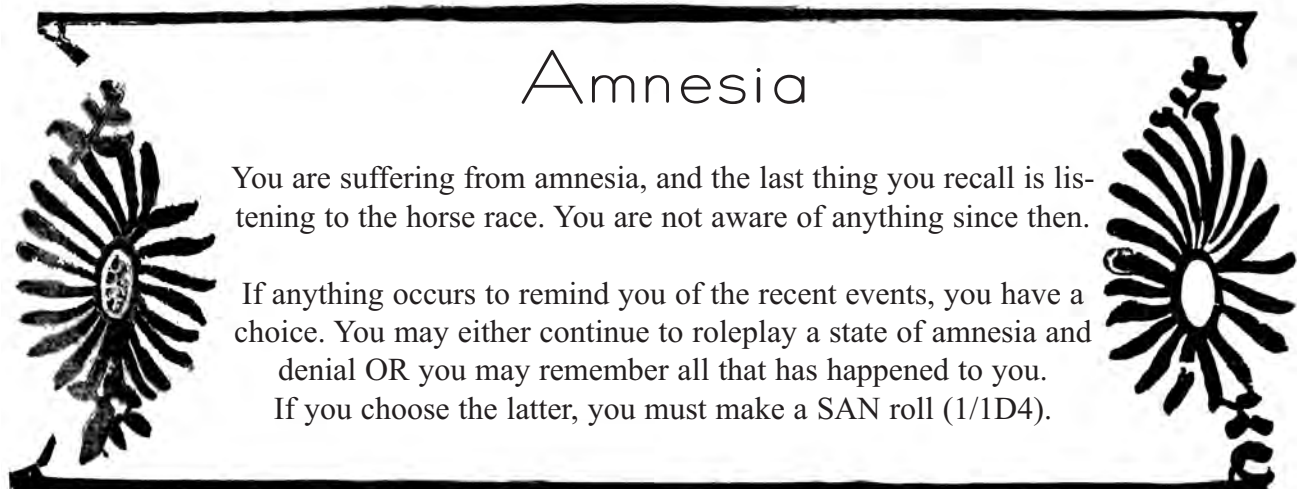
I suggest you copy the photographs on to heavy paper and mount each one onto card.

P113 - 115 Keeper character reference sheets for each game.

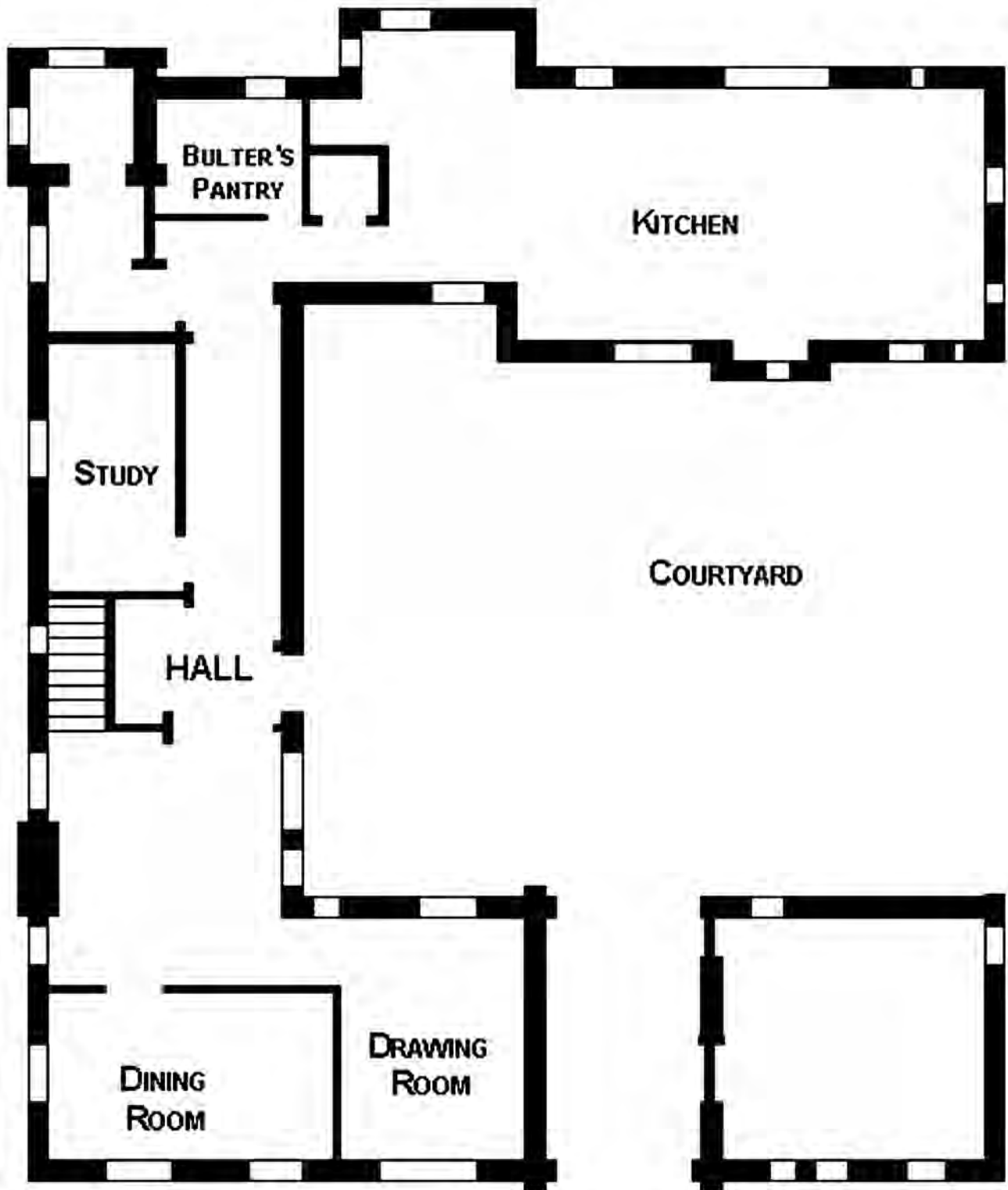
P116 A letter from Gatsby's grandfather. This can be discovered as and when the Keeper desires.

P117 - 118 Last, but not least, Gatsby himself.

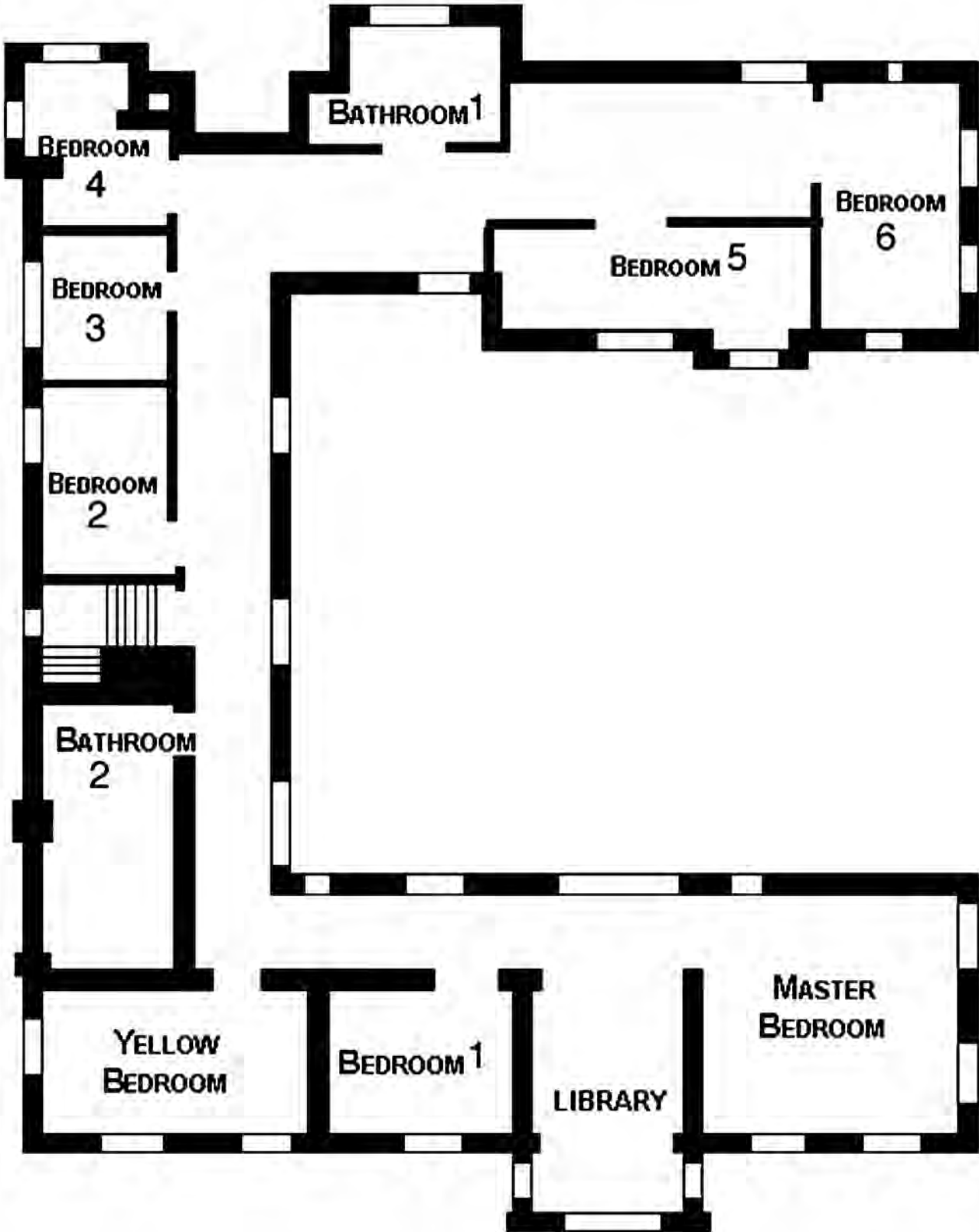
The Amnesia card handout:



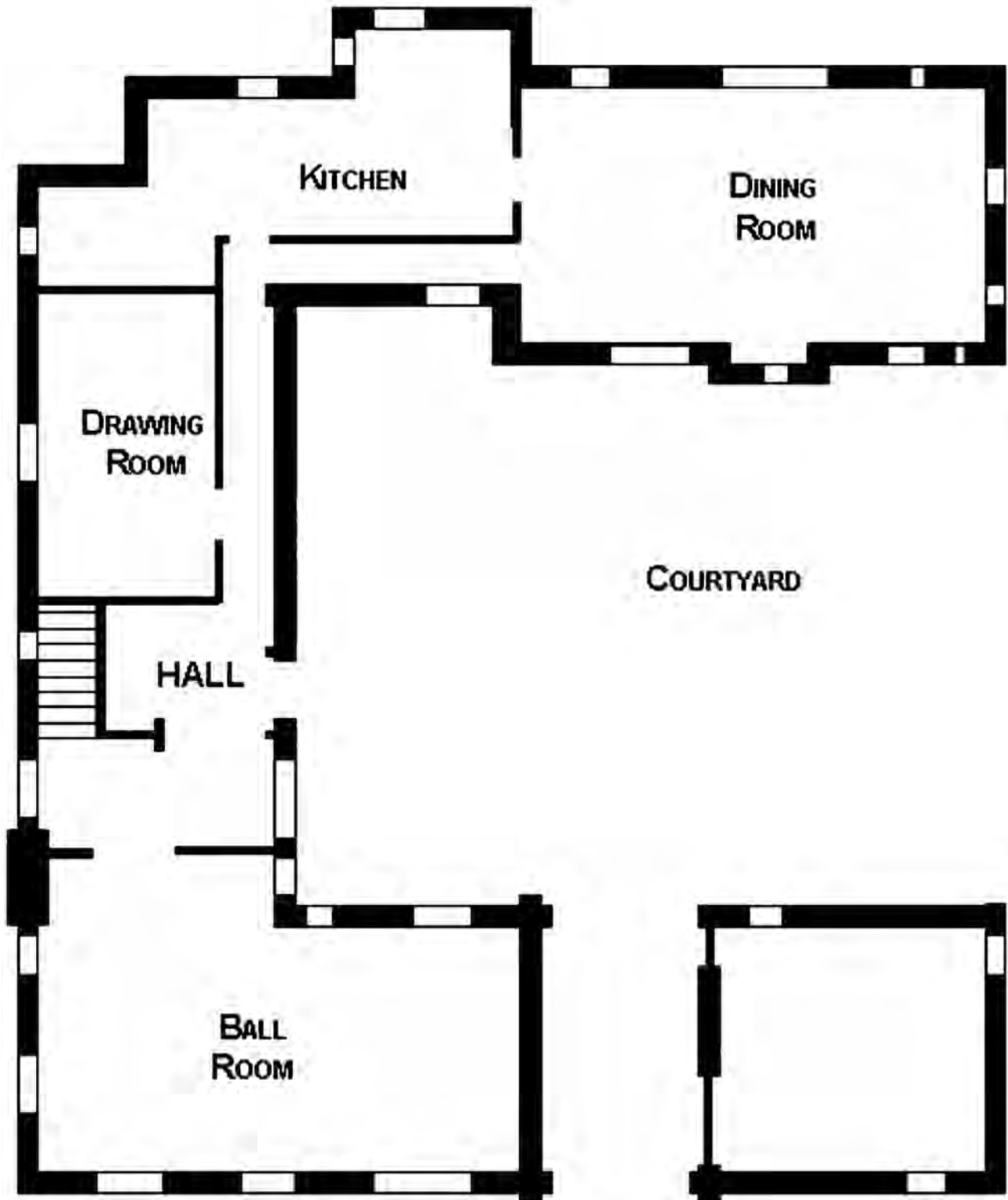
Lower Floor



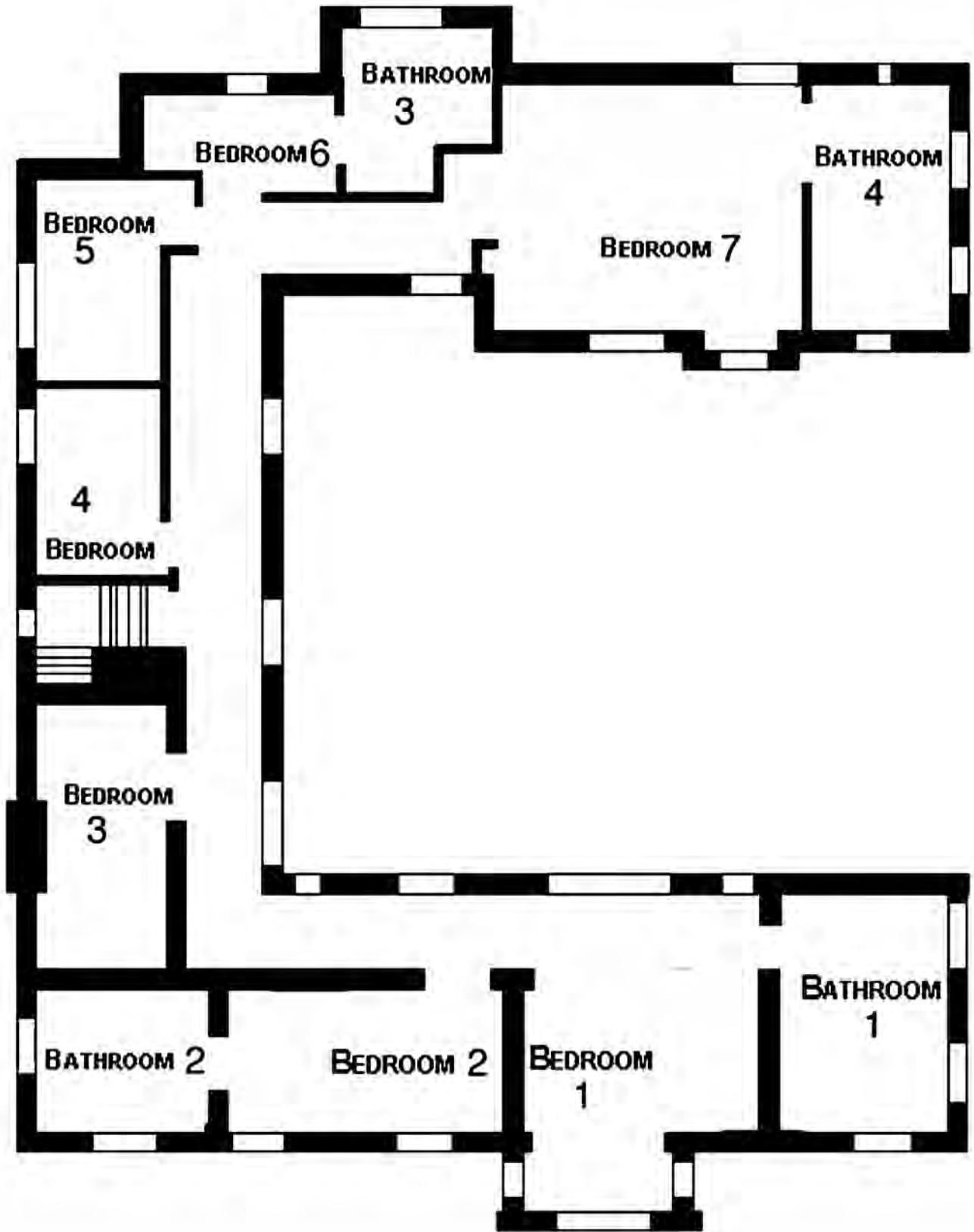
Upper floor



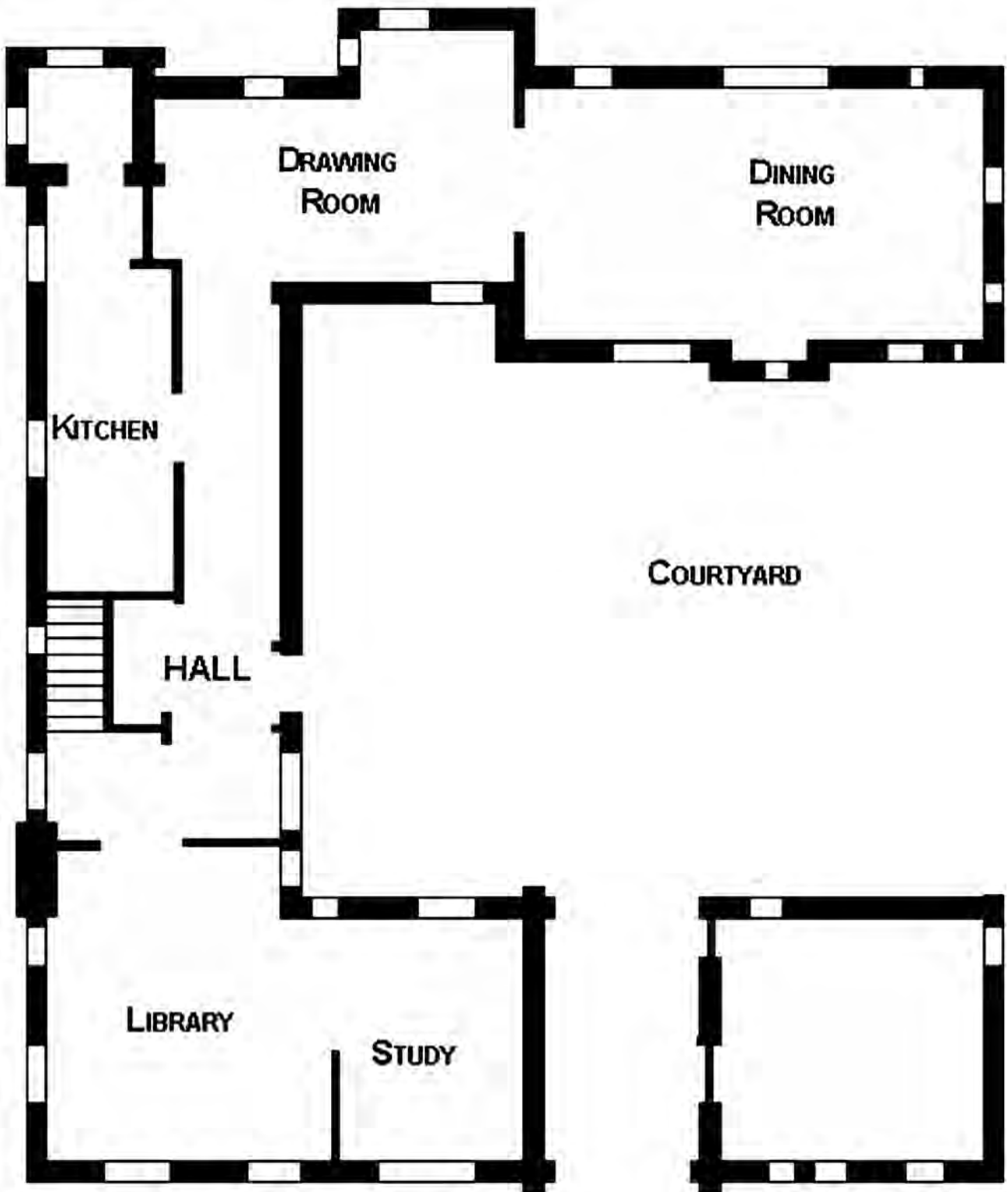
Lower floor



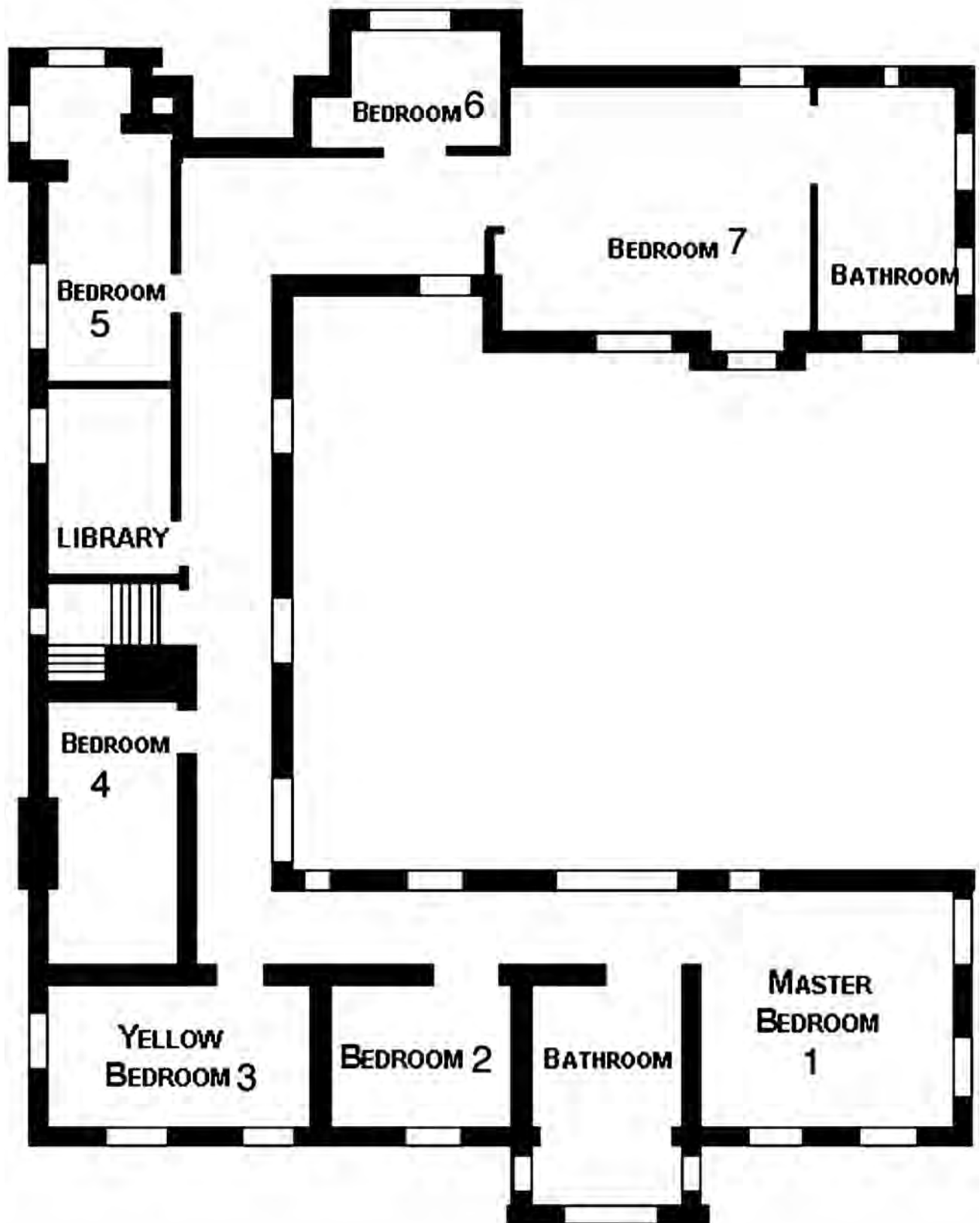
Upper floor



Lower floor



Upper floor





Investigator Name Sylvia Warner
Occupation Lady of Leisure
Sex F **Age** 29 **Birthplace**
 Colleges, Degrees

Characteristics & Rolls

STR 12	DEX 11	INT 13	Idea 65
CON 14	APP 15	POW 11	Luck 55
SIZ 12	SAN 55	EDU 52	Know 65
99 - Cthulhu Mythos 99			Damage bonus --

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Painting	31	<input type="checkbox"/> Natural History (10%)	21
<input type="checkbox"/> Music	44	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Occult (05%)	12
<input type="checkbox"/> Bargain (05%)	11	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	1	Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> German	21
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/> Spanish	61
<input type="checkbox"/> Conceal (15%)	21	<input type="checkbox"/> French	41
<input type="checkbox"/> Credit rating (15%)	63	Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	80
<input type="checkbox"/> Dodge (DEX x 2)	22	<input type="checkbox"/> Persuade (15%)	33
<input type="checkbox"/> Drive Auto (20%)	20	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	11
<input type="checkbox"/> Fast talk (05%)	12	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	21	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	44	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	21
<input type="checkbox"/> Law (05%)	5	<input type="checkbox"/> Ride (05%)	44
<input type="checkbox"/> Library Use (25%)	32	<input type="checkbox"/> Sneak (10%)	11
<input type="checkbox"/> Listen (25%)	41	<input type="checkbox"/> Spot Hidden (25%)	42



<input type="checkbox"/> Swim (25%)	41
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/> Spirit Medium	14
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	34
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Personal Description

You are a tall, elegant woman. You pride yourself on your good manners, and dislike rudeness.

Key Relationships To Other Investigators

You are engaged to Oswald, but having an affair with Chris.

Friends & Family

You are betrothed to Oswald, but this has not stopped you from having an affair with Chris. However Chris has just lost your diamond engagement ring in Gatsby's garden he took it perform a sleight-of-hand trick. You both searched for ages, but to no avail. His playfulness is growing tiresome.

You knew Gatsby as a child; your parents were friends and you played together often. You recall how Gatsby's father disliked fish; even the smell drove him mad. You did not go to the same school as Gatsby, but saw each other in the holidays. You also recall that Gatsby has an elder sister named Edith.

Investigator History

You are the daughter of wealthy businessman (an importer of fine fabrics) and a Spanish lady. With time on your hands, you entertain yourself mainly through reading and research. You have traced your family tree back many generations to Arthur Warner (your maiden name) of 1760, who married a Gatsby. You are intrigued by the tales you have heard about Gatsby's grandfather's journals having just been found what secrets might they hold? Some links in your family tree?

Over the years you believe that you have seen ghosts. You are able to talk to them, and have done so for several people. It is not always an enjoyable experience, but one that you find fascinating.

Thoughts On Others At The Party

Oswald Rendall You and he are engaged.

Christopher Marsh You and he are seeing each other secretly.

Andrew Collingworth A large fellow; Gatsby's cousin.

Amelia Cosgrove Pretty and petite.

Lawrence Carrington The son of Lord Carrington; appears very rich.

Michael Martin A large, well-built man; married to Felicity Martin.

Felicity Martin Attractive; married to Michael.



Investigator Name Oswald Rendall
Occupation Tea Importer
Sex M **Age** 35 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 13	DEX 11	INT 12	Idea 60
CON 11	APP 10	POW 13	Luck 65
SIZ 14	SAN 65	EDU 15	Know 75
99 - Cthulhu Mythos		99	Damage bonus +D4

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	21	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Anthropology (01%)	6	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	22
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	11
<input type="checkbox"/> Music	32	<input type="checkbox"/> Natural History (10%)	32
<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Occult (05%)	5
<input type="checkbox"/> Bargain (05%)	32	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	1	<input type="checkbox"/> Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	10	<input type="checkbox"/> French	33
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/> Chinese	31
<input type="checkbox"/> Conceal (15%)	23	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	37	<input type="checkbox"/> Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	85
<input type="checkbox"/> Dodge (DEX x 2)	22	<input type="checkbox"/> Persuade (15%)	33
<input type="checkbox"/> Drive Auto (20%)	36	<input type="checkbox"/> Pharmacy (01%)	11
<input type="checkbox"/> Electrical repair (10%)	11	<input type="checkbox"/> Photography (10%)	21
<input type="checkbox"/> Fast talk (05%)	31	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	<input type="checkbox"/> Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/> Boat	12
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	10	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	20	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	31	<input type="checkbox"/> Psychology (05%)	11
<input type="checkbox"/> Law (05%)	11	<input type="checkbox"/> Ride (05%)	22
<input type="checkbox"/> Library Use (25%)	31	<input type="checkbox"/> Sneak (10%)	21
<input type="checkbox"/> Listen (25%)	38	<input type="checkbox"/> Spot Hidden (25%)	44



<input type="checkbox"/> Swim (25%)	25
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	

Firearms

<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	33
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Personal Description

You are a short, smartly-dressed man.

Key Relationships To Other Investigators

Separated from your wife, now engaged to Sylvia.

Friends & Family

You are betrothed to Sylvia and recently presented her with an expensive diamond ring. You met Gatsby while travelling in Hong Kong on work.

Investigator History

Your marriage fell apart several years ago due to a weakness and mistake on your part – you accepted a loan from Andrew. However, when you could not manage the repayments, associates of his started taking your possessions. When your wife found out it caused trouble and you ended up separating. When the marriage broke, up your wife took your children away and you have not seen them since; neither have you seen the man who did this to you.

You grew up with a strict maiden aunt; your parents died when you were young.

Thoughts On Others At The Party

Sylvia Warner – An attractive, well-dressed 29-year-old lady with Spanish accent, engaged to you. She knew Gatsby as a child. She has many talents – she can ride a horse, play music and shoot straight, though not all at once.

Christopher Marsh – A playwright; seems to have an eye for Sylvia.

Andrew Collingworth – Gatsby's cousin, and a despicable fellow who caused a lot of problems over a loan that led to the break-up of your marriage.

Amelia Cosgrove – Pretty and petite.

Lawrence Carrington – The son of Lord Carrington; appears very rich.

Michael Martin – A large, well-built man; married to Felicity Martin.

Felicity Martin – Attractive; married to Michael.





Investigator Name Christopher Marsh
Occupation Playwright
Sex M **Age** 33 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 9	DEX 5	INT 16	Idea 80
CON 13	APP 11	POW 9	Luck 45
SIZ 9	SAN 45	EDU 14	Know 70
99 - Cthulhu Mythos 99			Damage bonus --

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Anthropology (01%)	4	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	4	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	6
<input type="checkbox"/> Drawing	11	<input type="checkbox"/> Natural History (10%)	32
<input type="checkbox"/> Calligraphy	21	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Occult (05%)	6
<input type="checkbox"/> Bargain (05%)	21	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	1	<input type="checkbox"/> Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> French	54
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/>	
<input type="checkbox"/> Conceal (15%)	31	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	38	<input type="checkbox"/> Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	70
<input type="checkbox"/> Dodge (DEX x 2)	26	<input type="checkbox"/> Persuade (15%)	34
<input type="checkbox"/> Drive Auto (20%)	31	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	34
<input type="checkbox"/> Fast talk (05%)	23	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	<input type="checkbox"/> Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	21	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	55	<input type="checkbox"/> Psychoanalysis (01%)	5
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	33
<input type="checkbox"/> Law (05%)	11	<input type="checkbox"/> Ride (05%)	5
<input type="checkbox"/> Library Use (25%)	57	<input type="checkbox"/> Sneak (10%)	21
<input type="checkbox"/> Listen (25%)	43	<input type="checkbox"/> Spot Hidden (25%)	44



<input type="checkbox"/> Swim (25%)	42
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	30
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Personal Description

You are of a small build, and are slightly clumsy.

Key Relationships To Other Investigators

You are single, but having a secret affair with Sylvia, who is engaged to Oswald

Friends & Family

You have just borrowed Sylvia's engagement ring for a sleight-of-hand trick, and lost it in Gatsby's garden (you palmed it into your pocket, then continued the trick as you walked along with Sylvia, only to find that you had lost it).

You know Gatsby from a club you both frequent. He has told you about his plans for his new home – rumours have it that he wants to develop it into some kind of safari park, with wild animals and so on.

Investigator History

You are a playwright, and your work is important, though no one but you realises how much, least of all your parents (country gentry) who think you should get a real job. You are short of ideas but are intrigued by what you have heard about the lost treasures that are being unearthed in Gatsby's attic – stuff that belonged to his Grandfather, apparently. This could spawn a new play, and the fame you deserve.

Thoughts On Others At The Party

Sylvia Warner – An attractive, well dressed-woman with Spanish accent; engaged to Oswald.

Oswald Rendall – Engaged to Sylvia.

Andrew Collingworth – A large fellow; Gatsby's cousin.

Amelia Cosgrove – Pretty and petite.

Lawrence Carrington – The son of Lord Carrington; appears very rich.

Michael Martin – A large, well-built man; married to Felicity Martin.

Felicity Martin – Attractive; married to Michael.





Investigator Name Andrew Collingworth
Occupation Banking
Sex M **Age** 42 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 14 **DEX** 11 **INT** 15 **Idea** 75
CON 8 **APP** 14 **POW** 8 **Luck** 40
SIZ 15 **SAN** 60 **EDU** 18 **Know** 90
 99 - Cthulhu Mythos 99 Damage bonus +D4

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

- | | | | |
|--|----|--|----|
| <input type="checkbox"/> Accounting (10%) | 43 | <input type="checkbox"/> Library Use (25%) | 42 |
| <input type="checkbox"/> Anthropology (01%) | 1 | <input type="checkbox"/> Listen (25%) | 33 |
| <input type="checkbox"/> Archaeology (01%) | 1 | <input type="checkbox"/> Locksmith (01%) | 10 |
| <input type="checkbox"/> Art (05%) | | <input type="checkbox"/> Martial Arts (01%) | 1 |
| <input type="checkbox"/> Sculpture | 21 | <input type="checkbox"/> Mechanical repair (20%) | 20 |
| <input type="checkbox"/> Painting | 45 | <input type="checkbox"/> Medicine (05%) | 5 |
| <input type="checkbox"/> Astronomy (01%) | 1 | <input type="checkbox"/> Natural History (10%) | 10 |
| <input type="checkbox"/> Bargain (05%) | 55 | <input type="checkbox"/> Navigate (10%) | 10 |
| <input type="checkbox"/> Biology (01%) | 1 | <input type="checkbox"/> Occult (05%) | 5 |
| <input type="checkbox"/> Chemistry (01%) | 21 | <input type="checkbox"/> Operate Hvy. Mach (01%) | 1 |
| <input type="checkbox"/> Climb (40%) | 40 | Other Language (01%): | |
| <input type="checkbox"/> Conceal (15%) | 24 | <input type="checkbox"/> French | 33 |
| <input type="checkbox"/> Craft Carpentry | 21 | <input type="checkbox"/> | |
| <input type="checkbox"/> Credit rating (15%) | 52 | <input type="checkbox"/> | |
| <input type="checkbox"/> Cthulhu Mythos (00%) | 0 | Own Language (EDU x 5): | |
| <input type="checkbox"/> Disguise | 14 | <input type="checkbox"/> English | 90 |
| <input type="checkbox"/> Dodge (DEX x 2) | 22 | <input type="checkbox"/> Persuade (15%) | 44 |
| <input type="checkbox"/> Drive Auto (20%) | 44 | <input type="checkbox"/> Pharmacy (01%) | 4 |
| <input type="checkbox"/> Electrical repair (10%) | 10 | <input type="checkbox"/> Photography (10%) | 23 |
| <input type="checkbox"/> Fast talk (05%) | 36 | <input type="checkbox"/> Physics (01%) | 1 |
| <input type="checkbox"/> First Aid (30%) | 30 | Pilot (01%): | |
| <input type="checkbox"/> Forensics (01%) | 1 | <input type="checkbox"/> | |
| <input type="checkbox"/> Geology (01%) | 1 | <input type="checkbox"/> | |
| <input type="checkbox"/> Hide (10%) | 21 | <input type="checkbox"/> | |
| <input type="checkbox"/> History (20%) | 23 | <input type="checkbox"/> Psychoanalysis (01%) | 1 |
| <input type="checkbox"/> Jump (25%) | 25 | <input type="checkbox"/> Psychology (05%) | 34 |
| <input type="checkbox"/> Law (05%) | 12 | <input type="checkbox"/> Ride (05%) | 21 |



- | | |
|---|----|
| <input type="checkbox"/> Sneak (10%) | 33 |
| <input type="checkbox"/> Spot Hidden (25%) | 45 |
| <input type="checkbox"/> Swim (25%) | 25 |
| <input type="checkbox"/> Throw (25%) | 25 |
| <input type="checkbox"/> Track (10%) | 10 |
| <input type="checkbox"/> Zoology (01%) | 1 |
| <input type="checkbox"/> | |
| <input type="checkbox"/> | |
| <input type="checkbox"/> | |
| Firearms | |
| <input type="checkbox"/> Handgun (20%) | 25 |
| <input type="checkbox"/> Machine Gun (15%) | 15 |
| <input type="checkbox"/> Rifle (25%) | 25 |
| <input type="checkbox"/> Shotgun (30%) | 30 |
| <input type="checkbox"/> Submachine Gun (15%) | 15 |

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Personal Description

You are a large, well-dressed man with a monocle.

Possessions

A diamond ring, recently found in the garden, and secretly stashed in your pocket.

Key Relationships To Other Investigators

None. You are a divorcee.

Friends & Family

You are Gatsby's cousin. As such you know that Gatsby's elder sister is in an asylum; she has some degenerative nervous disorder, but the family tend not to talk about it.

You met **Lawrence** before, as a child – he can be fun if you treat him well.

You loaned **Oswald** money some years ago, and he was a poor re-payer. But that's business, and anyway, it was a long time ago.

You want revenge on Amelia, as she testified against your partner in crime.

Investigator History

You are the son of a politician. When you turned to crime you were disowned by your father and have since changed your name. You have many contacts and make a good living from crime. Two years ago you almost went to prison (your partner did) for trying to pass off fake antiques as genuine. Oh, what you would do if you got your hands on the woman who testified against him – you recognise **Amelia** as that woman.

You understand that Gatsby has recently come into money that could be yours if the fellow met an untimely end. You should be next of kin so long as his sister is locked away. You have a ruthless, violent streak, but control it in polite company.

Thoughts On Others At The Party

Sylvia Warner – An attractive, well-dressed woman with a Spanish accent; engaged to Oswald.

Oswald Rendall – Engaged to Sylvia.

Christopher Marsh – A short gentleman; an aspiring playwright.

Amelia Cosgrove – A pretty, petite, devious cow who testified against your 'business' partner.

Lawrence Carrington – The son of Lord Carrington; appears very rich. You knew him as a child; he can be fun.

Michael Martin – A large, well-built man; married to Felicity Martin.

Felicity Martin – An attractive woman; married to Michael; vaguely familiar for some reason.





Investigator Name Amelia Cosgrove
Occupation Lady of Leisure
Sex F **Age** 34 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 7	DEX 12	INT 15	Idea 75
CON 16	APP 16	POW 12	Luck 60
SIZ 8	SAN 60	EDU 16	Know 80
99 - Cthulhu Mythos		99	Damage bonus -D4

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Locksmith (01%)	11
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	6
<input type="checkbox"/> Seduction	66	<input type="checkbox"/> Natural History (10%)	10
<input type="checkbox"/> Music	45	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Occult (05%)	5
<input type="checkbox"/> Bargain (05%)	38	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	1	Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> German	35
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/> French	44
<input type="checkbox"/> Conceal (15%)	34	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	43	Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	80
<input type="checkbox"/> Dodge (DEX x 2)	24	<input type="checkbox"/> Persuade (15%)	56
<input type="checkbox"/> Drive Auto (20%)	32	<input type="checkbox"/> Pharmacy (01%)	11
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	28
<input type="checkbox"/> Fast talk (05%)	44	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	24	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	21	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	43
<input type="checkbox"/> Law (05%)	21	<input type="checkbox"/> Ride (05%)	45
<input type="checkbox"/> Library Use (25%)	55	<input type="checkbox"/> Sneak (10%)	49
<input type="checkbox"/> Listen (25%)	53	<input type="checkbox"/> Spot Hidden (25%)	55



<input type="checkbox"/> Swim (25%)	38
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	30
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points

Personal Description

You are single. You want Lawrence to love you, but if not him, then someone.

Key Relationships To Other Investigators

A very pretty, petite young woman.

Friends & Family

You were a friend of Gatsby's sister when younger, although you have not seen her in years, and that is how you know Gatsby . She went travelling with Gatsby's grandfather as a child and, though she never said why, you know it gave her recurring nightmares.

Investigator History

You liked to play practical jokes as a child. In fact, you never stopped, only now the tricks have a financial reward. It's amazing how easy it is to get money out of people – you just have to find out a bit about them and learn how to 'twist the knife', either with blackmail or by conning them.

Your parents are in the theatre business and love your tricks. Two years ago you conned a guy into buying a load of fake antiques that you had got hold of; unfortunately (for him) he tried to sell them on and, on your testimony, got sent to prison. You managed to get off without conviction. You recognise **Andrew**, but cannot place him, and suspect that he may have been somehow involved in the case.

Thoughts On Others At The Party

Sylvia Warner – An attractive, well-dressed woman with a Spanish accent; engaged to Oswald.

Oswald Rendall – Engaged to Sylvia.

Christopher Marsh – A short gentleman; an aspiring playwright.

Andrew Collingworth – A large fellow; Gatsby's cousin. Was he involved in the court case in which you testified?

Lawrence Carrington – The son of Lord Carrington; appears very rich.

Michael Martin – A large, well-built man; married to Felicity Martin.

Felicity Martin – An attractive woman; married to Michael.





Investigator Name Lawrence Carrington
Occupation Gentleman
Sex M **Age** 41 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 13	DEX 15	INT 13	Idea 65
CON 11	APP 13	POW 11	Luck 55
SIZ 13	SAN 55	EDU 17	Know 85
99 - Cthulhu Mythos		99	Damage bonus +D4

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	21	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Music	34	<input type="checkbox"/> Natural History (10%)	33
<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	32
<input type="checkbox"/> Astronomy (01%)	12	<input type="checkbox"/> Occult (05%)	5
<input type="checkbox"/> Bargain (05%)	33	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	1	Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> German	33
<input type="checkbox"/> Climb (40%)	45	<input type="checkbox"/> French	43
<input type="checkbox"/> Conceal (15%)	15	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	85	Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	85
<input type="checkbox"/> Dodge (DEX x 2)	30	<input type="checkbox"/> Persuade (15%)	32
<input type="checkbox"/> Drive Auto (20%)	55	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	12	<input type="checkbox"/> Photography (10%)	33
<input type="checkbox"/> Fast talk (05%)	43	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/> Boat	34
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	10	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	45	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	33	<input type="checkbox"/> Psychology (05%)	7
<input type="checkbox"/> Law (05%)	12	<input type="checkbox"/> Ride (05%)	54
<input type="checkbox"/> Library Use (25%)	41	<input type="checkbox"/> Sneak (10%)	10
<input type="checkbox"/> Listen (25%)	25	<input type="checkbox"/> Spot Hidden (25%)	44



<input type="checkbox"/> Swim (25%)	32
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	44
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	45
<input type="checkbox"/> Shotgun (30%)	47
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You were previously in a relationship with Amelia. You are now single, but having an affair with Felicity.

Personal Description

A dapper fellow, with a moustache and monocle.

Friends & Family

You were previously in a relationship with **Amelia**, who would like to get back together with you, but she does not know about **Felicity**.

You met Gatsby previously via Amelia and have remained friends.

Investigator History

You are independently wealthy (your father is Lord Carrington). You have done most of the things you want to do. You seek people who entertain you for whatever reason. When you find such persons you are happy to help them out financially if that is their need. You have met **Andrew** before, as a child; he was a funny fat kid then, and has gained an air of disrepute since.

Thoughts On Others At The Party

Sylvia Warner – An attractive, well-dressed woman with Spanish accent; engaged to Oswald.

Oswald Rendall – Engaged to Sylvia.

Christopher Marsh – A short gentleman; an aspiring playwright.

Andrew Collingworth – A large fellow; Gatsby's cousin.

Amelia Cosgrove – A pretty, petite woman. You had a previous relationship with her.

Michael Martin – A large, well-built man; married to Felicity Martin.

Felicity Martin – An attractive woman; married to Michael. You are having an affair with her.





Investigator Name Michael Martin
Occupation Writer
Sex M **Age** 29 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 17	DEX 13	INT 15	Idea 75
CON 10	APP 14	POW 9	Luck 45
SIZ 16	SAN 45	EDU 16	Know 80
99 - Cthulhu Mythos		99	Damage bonus +D6

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Anthropology (01%)	21	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	33	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	11
<input type="checkbox"/> Writing	69	<input type="checkbox"/> Natural History (10%)	16
<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	21
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Occult (05%)	11
<input type="checkbox"/> Bargain (05%)	21	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	11	<input type="checkbox"/> Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	11	<input type="checkbox"/> French	80
<input type="checkbox"/> Climb (40%)	46	<input type="checkbox"/>	
<input type="checkbox"/> Conceal (15%)	21	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	40	<input type="checkbox"/> Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	80
<input type="checkbox"/> Dodge (DEX x 2)	26	<input type="checkbox"/> Persuade (15%)	15
<input type="checkbox"/> Drive Auto (20%)	41	<input type="checkbox"/> Pharmacy (01%)	3
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	13
<input type="checkbox"/> Fast talk (05%)	12	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	<input type="checkbox"/> Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	11	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	10	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	54	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	31	<input type="checkbox"/> Psychology (05%)	13
<input type="checkbox"/> Law (05%)	16	<input type="checkbox"/> Ride (05%)	37
<input type="checkbox"/> Library Use (25%)	47	<input type="checkbox"/> Sneak (10%)	12
<input type="checkbox"/> Listen (25%)	25	<input type="checkbox"/> Spot Hidden (25%)	29



<input type="checkbox"/> Swim (25%)	31
<input type="checkbox"/> Throw (25%)	28
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	30
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	67	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are married to Felicity.

Personal Description

You are a tall, handsome fellow.

Friends & Family

You are married to **Felicity**. You went to school with Gatsby. He had a sister who went travelling with her grandfather; Gatsby was too young to go, to his great disappointment.

Investigator History

You are a born risk-taker; nothing in life is as much fun as a gamble. Your father was an architect and keen theatregoer. You have an ingrained dislike of theatrical types, with their false pretences. You speak fluent French, and spent considerable time in Paris researching obscure novels upon which to base your own 'original' work. You have something on the go, but are always on the lookout for inspiration.

Thoughts On Others At The Party

Sylvia Warner – An attractive, well dressed-woman with Spanish accent; engaged to Oswald.

Oswald Rendall – Engaged to Sylvia.

Christopher Marsh – A short gentleman; an aspiring playwright

Andrew Collingworth – A large fellow; Gatsby's cousin.

Amelia Cosgrove – Pretty and petite.

Lawrence Carrington – The son of Lord Carrington; appears very rich.

Felicity Martin – Attractive. Your wife. Wealthy daughter of an oil merchant. Keen on music, art and riding.





Investigator Name Felicity Martin
Occupation Lady
Sex F **Age** 30 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 11	DEX 8	INT 16	Idea 80
CON 15	APP 14	POW 11	Luck 55
SIZ 14	SAN 55	EDU 17	Know 85
99 - Cthulhu Mythos		99	Damage bonus +D4

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	11	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Music	35	<input type="checkbox"/> Natural History (10%)	11
<input type="checkbox"/> Painting	46	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Astronomy (01%)	3	<input type="checkbox"/> Occult (05%)	8
<input type="checkbox"/> Bargain (05%)	11	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	3	Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Climb (40%)	45	<input type="checkbox"/>	
<input type="checkbox"/> Conceal (15%)	23	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	56	Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	85
<input type="checkbox"/> Dodge (DEX x 2)	16	<input type="checkbox"/> Persuade (15%)	35
<input type="checkbox"/> Drive Auto (20%)	20	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	12
<input type="checkbox"/> Fast talk (05%)	12	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	21	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	44	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	45
<input type="checkbox"/> Law (05%)	5	<input type="checkbox"/> Ride (05%)	65
<input type="checkbox"/> Library Use (25%)	27	<input type="checkbox"/> Sneak (10%)	12
<input type="checkbox"/> Listen (25%)	45	<input type="checkbox"/> Spot Hidden (25%)	42



<input type="checkbox"/> Swim (25%)	55
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

Firearms

<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	36
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points

Key Relationships To Other Investigators

You are married to Michael, but having an affair with Laurence.

Personal Description

You are an attractive woman of medium build.

Friends & Family

You are happily married to Michael, but are also having an affair with Lawrence. You know Gatsby via your husband. You would like to exact your revenge on **Andrew**.

Investigator History

You are the daughter of an oil importer, who died when you were a child. You have inherited money and love to spend it having a good time. You have two distinct sides: one is the hedonist, always up for fun; the second is the introvert, damaged from being attacked at Gatsby's 18th Birthday party by a boy who promised the world. You fantasise about revenge on him. You recognise him as **Andrew**, but he does not appear to remember you.

Thoughts On Others At The Party

Sylvia Warner – An attractive, well-dressed woman with a Spanish accent; engaged to Oswald.

Oswald Rendall – Engaged to Sylvia.

Christopher Marsh – A short gentleman; an aspiring playwright.

Andrew Collingworth – A large fellow; Gatsby's cousin. Seek revenge on him.

Amelia Cosgrove – A pretty, petite woman.

Michael Martin - Your husband; a large, well-built man. He is a famous author.

Lawrence Carrington – The son of Lord Carrington; appears very rich.





Investigator Name Amelia Cosgrove
Occupation Flapper
Sex F **Age** 31 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 11	DEX 10	INT 12	Idea 60
CON 15	APP 14	POW 10	Luck 50
SIZ 14	SAN 50	EDU 15	Know 75
99 - Cthulhu Mythos		99	Damage bonus +D4

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Locksmith (01%)	11
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Music	56	<input type="checkbox"/> Natural History (10%)	10
<input type="checkbox"/> Painting	20	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Occult (05%)	11
<input type="checkbox"/> Bargain (05%)	11	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	1	Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> German	34
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/>	
<input type="checkbox"/> Conceal (15%)	45	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	44	Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	75
<input type="checkbox"/> Dodge (DEX x 2)	20	<input type="checkbox"/> Persuade (15%)	39
<input type="checkbox"/> Drive Auto (20%)	26	<input type="checkbox"/> Pharmacy (01%)	11
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	32
<input type="checkbox"/> Fast talk (05%)	55	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	11	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	21	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	45	<input type="checkbox"/> Psychology (05%)	34
<input type="checkbox"/> Law (05%)	11	<input type="checkbox"/> Ride (05%)	34
<input type="checkbox"/> Library Use (25%)	32	<input type="checkbox"/> Sneak (10%)	42
<input type="checkbox"/> Listen (25%)	31	<input type="checkbox"/> Spot Hidden (25%)	44



<input type="checkbox"/> Swim (25%)	31
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/> Spirit Medium	11
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	34
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are engaged to Andrew.

Personal Description

You are a tall, well-dressed woman.

Friends & Family

You are betrothed to Andrew, but this has not stopped you having an affair with Michael. However Michael has just lost your engagement ring – he took it to perform a sleight-of-hand trick and lost it in the garden. You both searched for ages, but to no avail. His playfulness is growing tiresome.

Investigator History

You knew Gatsby as a child, Your parents were friends, and you played together often. You recall how Gatsby's father hated fish; even the smell drove him mad. You did not go to the same school, but saw each other in the holidays. Gatsby has an elder sister named Edna.

You liked to play practical jokes as a child, and you learned a lot from tricking people. In fact you never stopped – only now the tricks have a financial reward. It's amazing how easy it is to get money out of people – you just have to find out a bit about them and learn how to 'twist the knife', either with blackmail or by conning them. Your parents are in the theatre business and love your tricks.

Over the years you believe you have seen ghosts. You are able to talk to them, and have done so for several people. It is not always an enjoyable experience, and more than once you have faked it, but never as a joke – this is the one thing you dare not joke with.

Thoughts On Others At The Party

Thoughts on others at the party:

Andrew Collingworth – A small, handsome man to whom you are engaged. He is a businessman who is involved with banking in some way. He does not discuss his business affairs with you.

Michael Martin – A single, large, well-built man, with whom you are having an affair.

Oswald Rendall – Short; smartly-dressed; single.

Felicity Lamarsh – Pretty and petite.

Christopher Marsh – You believe that he and Sylvia are having an affair.

Lawrence Carrington – A tall man with a strong build; married to Sylvia.

Sylvia Carrington – Married to Lawrence. You believe she and Chris are having an affair.





Investigator Name Andrew Collingworth
Occupation Banker
Sex M **Age** 26 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 10	DEX 12	INT 15	Idea 75
CON 10	APP 11	POW 13	Luck 65
SIZ 8	SAN 65	EDU 16	Know 80
99 - Cthulhu Mythos		99	Damage bonus

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	32	<input type="checkbox"/> Listen (25%)	55
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Locksmith (01%)	12
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Calligraphy	11	<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/>		<input type="checkbox"/> Natural History (10%)	11
<input type="checkbox"/> Astronomy (01%)	11	<input type="checkbox"/> Navigate (10%)	23
<input type="checkbox"/> Bargain (05%)	45	<input type="checkbox"/> Occult (05%)	5
<input type="checkbox"/> Biology (01%)	1	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Chemistry (01%)	41	<input type="checkbox"/> Other Language (01%):	
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/>	
<input type="checkbox"/> Conceal (15%)	34	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	41	<input type="checkbox"/>	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> Own Language (EDU x 5):	
<input type="checkbox"/> Disguise	17	<input type="checkbox"/> English	80
<input type="checkbox"/> Dodge (DEX x 2)	24	<input type="checkbox"/> Persuade (15%)	23
<input type="checkbox"/> Drive Auto (20%)	32	<input type="checkbox"/> Pharmacy (01%)	12
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	11
<input type="checkbox"/> Fast talk (05%)	23	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	31	<input type="checkbox"/> Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/> Boat	32
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	22	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	20	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	35	<input type="checkbox"/> Psychology (05%)	12
<input type="checkbox"/> Law (05%)	27	<input type="checkbox"/> Ride (05%)	44
<input type="checkbox"/> Library Use (25%)	31	<input type="checkbox"/> Sneak (10%)	38



<input type="checkbox"/> Spot Hidden (25%)	52
<input type="checkbox"/> Swim (25%)	27
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	44
<input type="checkbox"/> Shotgun (30%)	30
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are engaged to Amelia.

Personal Description

You are a small-framed gentleman in a dark suit.

Investigator History

You grew up as the son of a wealthy politician. When you turned to crime you were disowned by your father and have since changed your name. You have many contacts and make a good living from crime. Three years ago you almost went to prison (your partner in crime did) for trying to pass off fake antiques as genuine – the case was swayed against you by an expert witness. Oh, what you would do if you got your hands on him. You recognise him here today as Oswald and want revenge, which should be easy as he does not seem to recognise you.

You understand that Gatsby has recently come into money (and possibly a lot of antiques from his father and grandfather – the latter was quite a traveller and collector, so you have heard) – maybe he can be parted from it just as easily in some manner.

Thoughts On Others At The Party

Amelia Cosgrove – A tall woman. You are engaged to her. She was a childhood friend of Gatsby. She claims to see spirits, though she does like playing tricks on people, and you are not sure you believe her about the ghosts.

Michael Martin – A single, large, well-built man.

Oswald Rendall – A short, smartly-dressed, single man; seek revenge on him.

Felicity Lamarsh – Pretty and petite.

Christopher Marsh – A rather serious-looking fellow.

Lawrence Carrington – A tall, strongly-built man; married to Sylvia.

Sylvia Carrington – Married to Lawrence.





Investigator Name Michael Martin
Occupation Gentleman
Sex M **Age** 28 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 14	DEX 7	INT 9	Idea 45
CON 8	APP 14	POW 14	Luck 70
SIZ 15	SAN 70	EDU 12	Know 60
99 - Cthulhu Mythos 99 Damage bonus +D4			

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	21	<input type="checkbox"/> Locksmith (01%)	21
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Painting	31	<input type="checkbox"/> Natural History (10%)	12
<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	44
<input type="checkbox"/> Astronomy (01%)	44	<input type="checkbox"/> Occult (05%)	5
<input type="checkbox"/> Bargain (05%)	21	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	5	Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	21	<input type="checkbox"/> Afrikaans	11
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/>	
<input type="checkbox"/> Conceal (15%)	22	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	49	Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	60
<input type="checkbox"/> Dodge (DEX x 2)	23	<input type="checkbox"/> Persuade (15%)	21
<input type="checkbox"/> Drive Auto (20%)	45	<input type="checkbox"/> Pharmacy (01%)	11
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	10
<input type="checkbox"/> Fast talk (05%)	12	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/> Balloon	43
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	10	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	20	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	56	<input type="checkbox"/> Psychology (05%)	11
<input type="checkbox"/> Law (05%)	5	<input type="checkbox"/> Ride (05%)	38
<input type="checkbox"/> Library Use (25%)	35	<input type="checkbox"/> Sneak (10%)	11
<input type="checkbox"/> Listen (25%)	39	<input type="checkbox"/> Spot Hidden (25%)	31



<input type="checkbox"/> Swim (25%)	34
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	12
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	31
<input type="checkbox"/> Shotgun (30%)	35
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	55	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are a single man, having an affair with Amelia.

Personal Description

You are a large, well-built man.

Friends & Family

You just borrowed Amelia's engagement ring for a sleight-of-hand trick and lost it in Gatsby's garden. You palmed it into your pocket, then continued the trick as you walked along with Amelia, only to find that you'd lost it.

Investigator History

A born risk-taker; nothing in life is as much fun as a gamble. Your father was an architect and keen theatregoer. You have an ingrained dislike of theatrical types, with their false pretences. You know Gatsby from a club that you both frequent. He has told you about his plans for his new home – rumour has it that he wants to develop it into some kind of safari park, with wild animals and so on.

Thoughts On Others At The Party

Amelia Cosgrove – A tall woman; engaged to Andrew. You are having an affair with her. She was a childhood friend of Gatsby's. She loves your tricks and is quite a joker herself.

Andrew Collingworth – A small man; engaged to Amelia.

Oswald Rendall – A short, smartly-dressed man; single.

Felicity Lamarsh – Pretty and petite.

Christopher Marsh – A rather serious-looking fellow.

Lawrence Carrington – A tall, strongly-built man; married to Sylvia.

Sylvia Carrington – Married to Lawrence.





Investigator Name Oswald Rendall
Occupation Gentleman
Sex M **Age** 33 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 9	DEX 11	INT 16	Idea 80
CON 13	APP 11	POW 8	Luck 40
SIZ 9	SAN 40	EDU 18	Know 90
99 - Cthulhu Mythos		99	Damage bonus

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	23	<input type="checkbox"/> Library Use (25%)	52
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Listen (25%)	25
<input type="checkbox"/> Archaeology (01%)	42	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Sculpture	45	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Antiques	67	<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Natural History (10%)	12
<input type="checkbox"/> Bargain (05%)	34	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Biology (01%)	1	<input type="checkbox"/> Occult (05%)	7
<input type="checkbox"/> Chemistry (01%)	31	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/> Other Language (01%):	
<input type="checkbox"/> Conceal (15%)	21	<input type="checkbox"/> Italian	33
<input type="checkbox"/> Craft Engraving	12	<input type="checkbox"/> French	32
<input type="checkbox"/> Credit rating (15%)	34	<input type="checkbox"/>	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> Own Language (EDU x 5):	
<input type="checkbox"/> Disguise	21	<input type="checkbox"/> English	90
<input type="checkbox"/> Dodge (DEX x 2)	22	<input type="checkbox"/> Persuade (15%)	23
<input type="checkbox"/> Drive Auto (20%)	44	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	21
<input type="checkbox"/> Fast talk (05%)	32	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	<input type="checkbox"/> Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	21	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	56	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	7
<input type="checkbox"/> Law (05%)	12	<input type="checkbox"/> Ride (05%)	5



<input type="checkbox"/> Sneak (10%)	21
<input type="checkbox"/> Spot Hidden (25%)	45
<input type="checkbox"/> Swim (25%)	25
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	30
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

None

Personal Description

You are a rather short and smartly dressed divorcee.

Friends & Family

You are Gatsby's cousin (you know that Gatsby's elder sister is in an asylum; she has some degenerative nervous disorder, but the family tend not to talk about it as it reflects badly on them). You have met Lawrence before as a child – he can be fun if you treat him well.

You want revenge on Felicity.

Investigator History

Your marriage fell apart several years ago due to a weakness and mistake on your part, with another woman – Felicity. She took advantage of you to get at your wife, who she despised. When the marriage broke up, your wife took your children away and you have not seen them since. Neither have you seen the bitch who did this to you.

You grew up with a strict maiden aunt, as your parents died when you were young. You were in court a couple of years back, testifying in an antiques case as an expert witness for the prosecution. You recognise Andrew from the case, but you are not sure what part he had to play in it.

Thoughts On Others At The Party

Amelia Cosgrove – A tall woman; engaged to Andrew.

Andrew Collingworth – A small man; engaged to Amelia. You recognise him from court.

Michael Martin – A single, large, well-built man.

Felicity Lamarsh – Pretty and petite; she caused your marriage to break up.

Christopher Marsh – A rather serious-looking fellow.

Lawrence Carrington – A tall, strongly-built man; married to Sylvia. You knew him as a child – he used to be fun.

Sylvia Carrington - Married to Lawrence.





Investigator Name Felicity Lamarsh
Occupation Lady
Sex F **Age** 34 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 7	DEX 16	INT 14	Idea 70
CON 15	APP 14	POW 11	Luck 55
SIZ 8	SAN 45	EDU 16	Know 80
99 - Cthulhu Mythos		99	Damage bonus -D4

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Tennis	47	<input type="checkbox"/> Natural History (10%)	12
<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	43
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Occult (05%)	5
<input type="checkbox"/> Bargain (05%)	12	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	1	<input type="checkbox"/> Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> Italian	44
<input type="checkbox"/> Climb (40%)	44	<input type="checkbox"/>	
<input type="checkbox"/> Conceal (15%)	15	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	75	<input type="checkbox"/> Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	80
<input type="checkbox"/> Dodge (DEX x 2)	32	<input type="checkbox"/> Persuade (15%)	39
<input type="checkbox"/> Drive Auto (20%)	20	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	12
<input type="checkbox"/> Fast talk (05%)	05	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	<input type="checkbox"/> Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/> Aircraft	44
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/> Boat	56
<input type="checkbox"/> Hide (10%)	10	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	20	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	12
<input type="checkbox"/> Law (05%)	5	<input type="checkbox"/> Ride (05%)	56
<input type="checkbox"/> Library Use (25%)	25	<input type="checkbox"/> Sneak (10%)	10
<input type="checkbox"/> Listen (25%)	44	<input type="checkbox"/> Spot Hidden (25%)	44



<input type="checkbox"/> Swim (25%)	56
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	56
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are single. You were in a relationship with Christopher until recently.

Personal Description

You are pretty and petite.

Friends & Family

You were a friend of Gatsby's sister when younger, and that is how you know Gatsby (although have not seen his sister in years). You were in a relationship with Christopher until recently, when he called it off. He is now playing hard to get. You want Chris to love you – but if not him, then someone.

Investigator History

You are the daughter of an oil importer who died when you were a child. You have inherited money, and love to spend it having a good time. You have two distinct sides: one is the hedonist, always up for fun; the second is the introvert, damaged from being attacked at Gatsby's 18th Birthday party by a boy who promised the world. You fantasise about taking revenge on him. You recognise him here today as Lawrence.

Thoughts On Others At The Party

Amelia Cosgrove – A tall woman; engaged to Andrew.

Andrew Collingworth – A small man; engaged to Amelia.

Michael Martin – A single, large, well-built man.

Oswald Rendall – A short, smartly-dressed, single man.

Christopher Marsh – You would like to get back together with him. He is an aspiring playwright and very academic.

Lawrence Carrington – A tall, strongly-built man, married to Sylvia.

Sylvia Carrington - Married to Lawrence.





Investigator Name Christopher Marsh
Occupation Playwright
Sex M **Age** 26 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 12	DEX 13	INT 17	Idea 85
CON 6	APP 10	POW 12	Luck 60
SIZ 12	SAN 60	EDU 20	Know 100
99 - Cthulhu Mythos		99	Damage bonus

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Listen (25%)	31
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Boswell	56	<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Shakespeare	62	<input type="checkbox"/> Natural History (10%)	11
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Bargain (05%)	12	<input type="checkbox"/> Occult (05%)	9
<input type="checkbox"/> Biology (01%)	1	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> Other Language (01%):	
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/> Classical Greek	56
<input type="checkbox"/> Conceal (15%)	15	<input type="checkbox"/> French	32
<input type="checkbox"/> Craft Writing	65	<input type="checkbox"/> Latin	12
<input type="checkbox"/> Credit rating (15%)	57	<input type="checkbox"/> Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	100
<input type="checkbox"/> Dodge (DEX x 2)	26	<input type="checkbox"/> Persuade (15%)	23
<input type="checkbox"/> Drive Auto (20%)	44	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	11
<input type="checkbox"/> Fast talk (05%)	05	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	<input type="checkbox"/> Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	3	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	32	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	59	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	44
<input type="checkbox"/> Law (05%)	5	<input type="checkbox"/> Ride (05%)	5
<input type="checkbox"/> Library Use (25%)	56	<input type="checkbox"/> Sneak (10%)	10



<input type="checkbox"/> Spot Hidden (25%)	42
<input type="checkbox"/> Swim (25%)	25
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	65

Firearms

<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	30
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are single, but having an affair with Sylvia.

Personal Description

You are a rather serious-looking fellow.

Friends & Family

Until recently you were in a relationship with Felicity, who would like to get back with you, but she does not know about your affair with Sylvia.

Investigator History

You are a playwright and your work is important, though no one but you realises how much, least of all your parents (country gentry) who think you should get a real career. You are short of ideas, but are intrigued by what you have heard about the lost treasures that are being unearthed in Gatsby's attic – stuff that belonged to his grandfather, apparently. This could spawn a new play, and the fame you deserve. You first met Gatsby in Paris several years ago.

Thoughts On Others At The Party

Amelia Cosgrove – A tall woman; engaged to Andrew.

Andrew Collingworth – A small man; engaged to Amelia.

Michael Martin – A single, large, well-built man.

Oswald Rendall – A short, smartly-dressed, single man.

Felicity Lamarsh – Pretty and petite. She wants to get back together with you. She is keen on sports, including tennis and boating. She is even an amateur pilot. She is friends with Gatsby's sister.

Lawrence Carrington – A tall, strongly-built man, married to Sylvia.

Sylvia Carrington – Married to Lawrence. She is keen on music and painting. You and she are having an affair.





Investigator Name Lawrence Carrington
Occupation Gentleman
Sex M **Age** 29 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 17	DEX 8	INT 13	Idea 65
CON 13	APP 12	POW 9	Luck 45
SIZ 14	SAN 45	EDU 17	Know 85
99 - Cthulhu Mythos		99	Damage bonus +D4

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Listen (25%)	45
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Music	11	<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Flyfishing	59	<input type="checkbox"/> Natural History (10%)	21
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Bargain (05%)	12	<input type="checkbox"/> Occult (05%)	5
<input type="checkbox"/> Biology (01%)	1	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> Other Language (01%):	
<input type="checkbox"/> Climb (40%)	42	<input type="checkbox"/> French	12
<input type="checkbox"/> Conceal (15%)	15	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	87	<input type="checkbox"/>	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> Own Language (EDU x 5):	
<input type="checkbox"/> Disguise	12	<input type="checkbox"/> English	85
<input type="checkbox"/> Dodge (DEX x 2)	16	<input type="checkbox"/> Persuade (15%)	23
<input type="checkbox"/> Drive Auto (20%)	41	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	10
<input type="checkbox"/> Fast talk (05%)	12	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	<input type="checkbox"/> Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/> Sailboat	45
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	10	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	20	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	28	<input type="checkbox"/> Psychology (05%)	5
<input type="checkbox"/> Law (05%)	5	<input type="checkbox"/> Ride (05%)	55
<input type="checkbox"/> Library Use (25%)	26	<input type="checkbox"/> Sneak (10%)	49



<input type="checkbox"/> Spot Hidden (25%)	42
<input type="checkbox"/> Swim (25%)	44
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	32
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	47
<input type="checkbox"/> Shotgun (30%)	49
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are married to Sylvia.

Personal Description

You are a tall, strongly-built man.

Friends & Family

You are independently wealthy (your father is Lord Carrington) and have done most of the things you want to do. What you seek now are people who entertain you for whatever reason. When you find such persons you are happy to help them with money or whatever. Even your marriage is starting to bore you. Felicity looks very attractive to you.

Investigator History

You are married to Sylvia. You went to school with Gatsby; the two of you were buddies. He had a sister who went travelling with her grandfather; Gatsby was too young to go, to his great disappointment. You have met Oswald before, as a child; he was a funny fat kid then. You used to tease him.

Thoughts On Others At The Party

Amelia Cosgrove – A tall woman; engaged to Andrew.

Andrew Collingworth – A small man; engaged to Amelia.

Michael Martin – A single, large, well-built man.

Oswald Rendall – A short, smartly-dressed, single man. You knew him as a funny fat kid.

Felicity Lamarsh – Pretty and petite.

Christopher Marsh – A serious looking fellow; rather tiresome.

Sylvia Carrington – A delicate flower; keen on painting and music.





Investigator Name Sylvia Carrington
Occupation Lady
Sex F **Age** 27 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 10	DEX 9	INT 10	Idea 50
CON 8	APP 14	POW 15	Luck 75
SIZ 13	SAN 55	EDU 16	Know 80
99 - Cthulhu Mythos		99	Damage bonus

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Anthropology (01%)	11	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	12
<input type="checkbox"/> Painting	45	<input type="checkbox"/> Natural History (10%)	11
<input type="checkbox"/> Music	34	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Occult (05%)	5
<input type="checkbox"/> Bargain (05%)	21	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	1	Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> Italian	11
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/> French	11
<input type="checkbox"/> Conceal (15%)	21	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	81	Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	80
<input type="checkbox"/> Dodge (DEX x 2)	18	<input type="checkbox"/> Persuade (15%)	39
<input type="checkbox"/> Drive Auto (20%)	44	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	10
<input type="checkbox"/> Fast talk (05%)	49	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	21	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	20	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	11
<input type="checkbox"/> Law (05%)	11	<input type="checkbox"/> Ride (05%)	56
<input type="checkbox"/> Library Use (25%)	41	<input type="checkbox"/> Sneak (10%)	10
<input type="checkbox"/> Listen (25%)	44	<input type="checkbox"/> Spot Hidden (25%)	31



<input type="checkbox"/> Swim (25%)	33
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

Firearms

<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	41
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are married to Lawrence Carrington.

Personal Description

You are a well-dressed, pleasant young woman.

Friends & Family

You are happily married to Lawrence, but also having an affair with Chris. You know Gatsby via your husband.

Investigator History

You are the daughter of wealthy businessman (an importer of fine fabrics) and have a good parental allowance. With time on your hands, you entertain yourself mainly through hosting soirées, reading and research. You have traced your family tree back many generations to Arthur Warner (your maiden name) who married a Gatsby in 1760. You are intrigued by the tales you have heard about Gatsby's grandfather's journals just being found – what secrets might they hold? Some links in your family tree?

You pride yourself on your good manners, and dislike rudeness.

Thoughts On Others At The Party

Amelia Cosgrove – A tall woman; engaged to Andrew.

Andrew Collingworth – A small man; engaged to Amelia.

Michael Martin – A single, large, well-built man.

Oswald Rendall – A short, smartly-dressed, single man.

Felicity Lamarsh – Pretty and petite.

Christopher Marsh – You and he are having an affair. Until recently, he and Sylvia were involved, but he ended it when the two of you started seeing each other.

Lawrence Carrington – A tall, strongly-built man. Your husband, who treats you like you were made of thin porcelain. He is keen on fishing, of all things!





Investigator Name Amelia Cosgrove
Occupation Writer
Sex F **Age** 31 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 12	DEX 15	INT 16	Idea 80
CON 14	APP 15	POW 13	Luck 65
SIZ 12	SAN 65	EDU 18	Know 90
99 - Cthulhu Mythos 99			Damage bonus --

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	12	<input type="checkbox"/> Listen (25%)	41
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Archaeology (01%)	11	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Painting	31	<input type="checkbox"/> Medicine (05%)	11
<input type="checkbox"/> Writing	59	<input type="checkbox"/> Natural History (10%)	19
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Bargain (05%)	32	<input type="checkbox"/> Occult (05%)	9
<input type="checkbox"/> Biology (01%)	1	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Chemistry (01%)	11	<input type="checkbox"/> Other Language (01%):	
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/> Italian	31
<input type="checkbox"/> Conceal (15%)	19	<input type="checkbox"/> French	29
<input type="checkbox"/> Credit rating (15%)	38	<input type="checkbox"/> Spanish	19
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> Own Language (EDU x 5):	
<input type="checkbox"/> Disguise	31	<input type="checkbox"/> English	90
<input type="checkbox"/> Dodge (DEX x 2)	30	<input type="checkbox"/> Persuade (15%)	29
<input type="checkbox"/> Drive Auto (20%)	20	<input type="checkbox"/> Pharmacy (01%)	21
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	11
<input type="checkbox"/> Fast talk (05%)	31	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	<input type="checkbox"/> Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	11	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	32	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	49	<input type="checkbox"/> Psychoanalysis (01%)	7
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	19
<input type="checkbox"/> Law (05%)	11	<input type="checkbox"/> Ride (05%)	5
<input type="checkbox"/> Library Use (25%)	56	<input type="checkbox"/> Sneak (10%)	31



<input type="checkbox"/> Spot Hidden (25%)	51
<input type="checkbox"/> Swim (25%)	25
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	34
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are engaged to Andrew, but having an affair with Michael.

Personal Description

You are an elegant, well-dressed woman.

Friends & Family

You got to know Gatsby as a child; your parents were friends, and you played together often. You did not go to the same school, but saw each other in the holidays.
You are betrothed to Andrew, but this has not stopped you having an affair with Michael.

Investigator History

You are a writer and your work is important, though no one but you realises how much, least of all your parents (country gentry) who think you should get married and settle down. You are short of ideas, but are intrigued by what you have heard about the lost treasures that are being unearthed in Gatsby's attic – stuff that belonged to his grandfather, apparently. This could spawn a new play, and the fame you deserve.

Thoughts On Others At The Party

Andrew Collingworth – Your fiancée, a small-framed and well-dressed man. He is the wealthy son of an oil baron. He tends to drink too much of late.

Michael Martin – A distinctive-looking gentleman in a quality suit. You are having an affair with him. He is quite the artist.

Oswald Rendall - Gatsby's cousin, medium build, with a moustache and a monocle.

Felicity Lamarsh – A pretty and petite lady.

Christopher Warner – A tall, strong and handsome man.

Lawrence Carrington – He is well-built and handsome and appears very wealthy. He is married to Sylvia.

Sylvia Carrington – A tall, attractive lady; married to Lawrence.





Investigator Name Andrew Collingworth
Occupation Colonial Servant
Sex M **Age** 29 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 9	DEX 12	INT 17	Idea 85
CON 13	APP 11	POW 12	Luck 60
SIZ 9	SAN 45	EDU 17	Know 85
99 - Cthulhu Mythos 99			Damage bonus --

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	32	<input type="checkbox"/> Listen (25%)	25
<input type="checkbox"/> Anthropology (01%)	11	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/>		<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/>		<input type="checkbox"/> Natural History (10%)	11
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Navigate (10%)	41
<input type="checkbox"/> Bargain (05%)	29	<input type="checkbox"/> Occult (05%)	8
<input type="checkbox"/> Biology (01%)	1	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> Other Language (01%):	
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/> Chinese (Cantonese)	63
<input type="checkbox"/> Conceal (15%)	23	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	55	<input type="checkbox"/>	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> Own Language (EDU x 5):	
<input type="checkbox"/> Disguise	15	<input type="checkbox"/> English	85
<input type="checkbox"/> Dodge (DEX x 2)	24	<input type="checkbox"/> Persuade (15%)	38
<input type="checkbox"/> Drive Auto (20%)	49	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	10
<input type="checkbox"/> Fast talk (05%)	38	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	44	<input type="checkbox"/> Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	31	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	20	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	17
<input type="checkbox"/> Law (05%)	39	<input type="checkbox"/> Ride (05%)	48
<input type="checkbox"/> Library Use (25%)	41	<input type="checkbox"/> Sneak (10%)	31



<input type="checkbox"/> Spot Hidden (25%)	44
<input type="checkbox"/> Swim (25%)	25
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	41
<input type="checkbox"/> Zoology (01%)	1

Firearms

<input type="checkbox"/> Handgun (20%)	38
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	44
<input type="checkbox"/> Shotgun (30%)	49
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points

Key Relationships To Other Investigators

You are engaged to Amelia.

Personal Description

You are small-framed and well-dressed.

Friends & Family

You are the son of an oil importer, who died when you were a child. You have inherited money and love to spend it having a good time.

Your doctor has recommended that you reduce your intake of alcohol, but you ignore the damned fool of a man. Indeed you are partial to the good things in life: wine, women and food.

You live by a strong code of honour and will not tolerate men being rude to women for any reason.

Investigator History

You met Gatsby while travelling in Hong Kong. You are betrothed to Amelia.

Thoughts On Others At The Party

Amelia Cosgrove – An elegant, well-dressed lady. You are engaged to her. She was a childhood friend of Gatsby's and is an aspiring author.

Michael Martin – A distinctive-looking gentleman in a quality suit. You suspect that he is attracted to Amelia.

Oswald Rendall – Gatsby's cousin, medium build, with a moustache and a monocle.

Felicity Lamarsh – A pretty and petite lady.

Christopher Warner – A tall man.

Lawrence Carrington – A large, well-built man who appears very wealthy. He is married to Sylvia.

Sylvia Carrington – A tall, attractive lady, married to Lawrence.





Investigator Name Michael Martin
Occupation Gentleman
Sex M **Age** 29 **Birthplace**
 Colleges, Degrees

Characteristics & Rolls

STR 12	DEX 16	INT 16	Idea 80
CON 6	APP 13	POW 13	Luck 65
SIZ 15	SAN 45	EDU 14	Know 70
99 - Cthulhu Mythos		99	Damage bonus +D4

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	39	<input type="checkbox"/> Locksmith (01%)	21
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Drawing	29	<input type="checkbox"/> Natural History (10%)	10
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Bargain (05%)	59	<input type="checkbox"/> Occult (05%)	11
<input type="checkbox"/> Biology (01%)	1	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Chemistry (01%)	1	Other Language (01%):	
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/>	
<input type="checkbox"/> Conceal (15%)	44	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	35	<input type="checkbox"/>	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	Own Language (EDU x 5):	
<input type="checkbox"/> Disguise	29	<input type="checkbox"/> English	70
<input type="checkbox"/> Dodge (DEX x 2)	32	<input type="checkbox"/> Persuade (15%)	15
<input type="checkbox"/> Drive Auto (20%)	44	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	33
<input type="checkbox"/> Fast talk (05%)	41	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	39	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	20	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	31
<input type="checkbox"/> Law (05%)	21	<input type="checkbox"/> Ride (05%)	41
<input type="checkbox"/> Library Use (25%)	39	<input type="checkbox"/> Sneak (10%)	39
<input type="checkbox"/> Listen (25%)	44	<input type="checkbox"/> Spot Hidden (25%)	45



<input type="checkbox"/> Swim (25%)	39
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	31
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/> Spirit medium	17
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	44
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	30
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	69	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are single, but having an affair with Amelia.

Personal Description

You are a distinctive-looking gentleman in a quality suit.

Friends & Family

You are currently single, but in an affair with Amelia. You know Gatsby from a club you both frequent.

Investigator History

It is amazing how easy it is to get money out of people – you just have to find out a bit about them and learn how to ‘twist the knife’, either with blackmail or by conning them.

Over the years you have seen ghosts. You are able to talk to them, and have done so for a few people. It is not always an enjoyable experience, and more than once you have faked it, but never as a joke. This is one thing you dare not joke with.

Thoughts On Others At The Party

Amelia Cosgrove – An elegant, well-dressed lady. She is engaged to Andrew, but having an affair with you. She was a childhood friend of Gatsby’s and is an aspiring author.

Andrew Collingworth – A small-framed and well-dressed man, who is engaged to Amelia. He is rich and tends to drink too much.

Oswald Rendall – Gatsby’s cousin, medium build, with a moustache and a monocle.

Felicity Lamarsh – A pretty, petite lady.

Christopher Warner – A tall, strong and handsome man.

Lawrence Carrington – A large, well-built and handsome man who appears very wealthy. He is married to Sylvia.

Sylvia Carrington – A tall, attractive lady; married to Lawrence.





Investigator Name Oswald Rendall
Occupation Gentleman
Sex M **Age** 35 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 13 **DEX** 4 **INT** 13 **Idea** 65
CON 11 **APP** 13 **POW** 12 **Luck** 60
SIZ 13 **SAN** 60 **EDU** 18 **Know** 90
 99 - Cthulhu Mythos 99 Damage bonus +D4

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

- | | | | |
|--|----|--|----|
| <input type="checkbox"/> Accounting (10%) | 39 | <input type="checkbox"/> Law (05%) | 29 |
| <input type="checkbox"/> Anthropology (01%) | 1 | <input type="checkbox"/> Library Use (25%) | 49 |
| <input type="checkbox"/> Archaeology (01%) | 11 | <input type="checkbox"/> Listen (25%) | 27 |
| <input type="checkbox"/> Art (05%) | | <input type="checkbox"/> Locksmith (01%) | 19 |
| <input type="checkbox"/> Printmaking | 49 | <input type="checkbox"/> Martial Arts (01%) | 1 |
| <input type="checkbox"/> Antiques | 69 | <input type="checkbox"/> Mechanical repair (20%) | 20 |
| <input type="checkbox"/> Astronomy (01%) | 1 | <input type="checkbox"/> Medicine (05%) | 5 |
| <input type="checkbox"/> Bargain (05%) | 29 | <input type="checkbox"/> Natural History (10%) | 10 |
| <input type="checkbox"/> Biology (01%) | 1 | <input type="checkbox"/> Navigate (10%) | 10 |
| <input type="checkbox"/> Chemistry (01%) | 11 | <input type="checkbox"/> Occult (05%) | 5 |
| <input type="checkbox"/> Climb (40%) | 40 | <input type="checkbox"/> Operate Hvy. Mach (01%) | 1 |
| <input type="checkbox"/> Conceal (15%) | 15 | Other Language (01%): | |
| <input type="checkbox"/> Craft Forgery | 44 | <input type="checkbox"/> Italian | 42 |
| <input type="checkbox"/> Craft Engraving | 49 | <input type="checkbox"/> | |
| <input type="checkbox"/> Credit rating (15%) | 43 | <input type="checkbox"/> | |
| <input type="checkbox"/> Cthulhu Mythos (00%) | 0 | Own Language (EDU x 5): | |
| <input type="checkbox"/> Disguise | 31 | <input type="checkbox"/> English | 90 |
| <input type="checkbox"/> Dodge (DEX x 2) | 8 | <input type="checkbox"/> Persuade (15%) | 39 |
| <input type="checkbox"/> Drive Auto (20%) | 20 | <input type="checkbox"/> Pharmacy (01%) | 1 |
| <input type="checkbox"/> Electrical repair (10%) | 10 | <input type="checkbox"/> Photography (10%) | 12 |
| <input type="checkbox"/> Fast talk (05%) | 44 | <input type="checkbox"/> Physics (01%) | 1 |
| <input type="checkbox"/> First Aid (30%) | 30 | Pilot (01%): | |
| <input type="checkbox"/> Forensics (01%) | 1 | <input type="checkbox"/> | |
| <input type="checkbox"/> Geology (01%) | 1 | <input type="checkbox"/> | |
| <input type="checkbox"/> Hide (10%) | 12 | <input type="checkbox"/> | |
| <input type="checkbox"/> History (20%) | 41 | <input type="checkbox"/> Psychoanalysis (01%) | 1 |
| <input type="checkbox"/> Jump (25%) | 25 | <input type="checkbox"/> Psychology (05%) | 19 |



- | | |
|---|----|
| <input type="checkbox"/> Ride (05%) | 5 |
| <input type="checkbox"/> Sneak (10%) | 19 |
| <input type="checkbox"/> Spot Hidden (25%) | 25 |
| <input type="checkbox"/> Swim (25%) | 25 |
| <input type="checkbox"/> Throw (25%) | 25 |
| <input type="checkbox"/> Track (10%) | 10 |
| <input type="checkbox"/> Zoology (01%) | 1 |
| <input type="checkbox"/> | |
| <input type="checkbox"/> | |
| Firearms | |
| <input type="checkbox"/> Handgun (20%) | 20 |
| <input type="checkbox"/> Machine Gun (15%) | 15 |
| <input type="checkbox"/> Rifle (25%) | 25 |
| <input type="checkbox"/> Shotgun (30%) | 30 |
| <input type="checkbox"/> Submachine Gun (15%) | 15 |

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

None

Personal Description

You are of medium build, with a moustache and a monocle.

Friends & Family

You are Gatsby's cousin. You know that Gatsby's elder sister is in an asylum – she has some degenerative nervous disorder, but the family tend not to talk about it as it reflects badly on them.

You have met Lawrence before, as a child – he can be fun if you treat him well. You understand that Gatsby has recently come in to money that could be yours if the fellow met an untimely end. You should be next of kin so long as his sister is locked away.

Investigator History

You grew up as the son of a policeman. When you turned to crime you were disowned by your Father and have since changed your name. You have many contacts and make a good living from crime. Three years ago you almost went to prison (your partner did) for trying to pass off fake antiques as genuine. The case was swayed against you by an expert witness – Christopher. Oh, what you would do if you got your hands on him. You want revenge on him, and he does not seem to recognise you.

Thoughts On Others At The Party

Amelia Cosgrove – An elegant, well-dressed lady. She is engaged to Andrew.

Andrew Collingworth – A small-framed and well-dressed man who is engaged to Amelia.

Michael Martin – A distinctive-looking gentleman in a quality suit.

Felicity Lamarsh – A pretty and petite lady.

Christopher Warner – A tall, strong and handsome man.

Lawrence Carrington – A large, well-built and handsome man, who appears very wealthy. He is married to Sylvia. You knew him as a child – he was a bully.

Sylvia Carrington – A tall, attractive lady; married to Lawrence.





Investigator Name Felicity Lamarsh
Occupation Lady
Sex F **Age** 35 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR	7	DEX	11	INT	18	Idea	90
CON	16	APP	16	POW	7	Luck	35
SIZ	8	SAN	35	EDU	19	Know	95
99 - Cthulhu Mythos				99	Damage bonus -D4		

Sanity Points

Insanity	0	1	2	3	4	5	6	7	8	9	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											

Magic Points

Unconscious	0	1
2	3	4
5	6	7
8	9	10
11	12	13
14	15	16
17	18	19
20	21	22
23	24	25

Hit Points

Dead	-2	-1	0	1
2	3	4	5	6
7	8	9	10	11
12	13	14	15	16
17	18	19	20	21
22	23	24	25	

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	12	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	7
<input type="checkbox"/> Music	44	<input type="checkbox"/> Natural History (10%)	21
<input type="checkbox"/> Painting	49	<input type="checkbox"/> Navigate (10%)	11
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Occult (05%)	8
<input type="checkbox"/> Bargain (05%)	5	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	1	Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> German	31
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/> Italian	11
<input type="checkbox"/> Conceal (15%)	29	<input type="checkbox"/> French	42
<input type="checkbox"/> Credit rating (15%)	39	Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	95
<input type="checkbox"/> Dodge (DEX x 2)	22	<input type="checkbox"/> Persuade (15%)	24
<input type="checkbox"/> Drive Auto (20%)	49	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	10
<input type="checkbox"/> Fast talk (05%)	23	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	11	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	10	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	45	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	9
<input type="checkbox"/> Law (05%)	7	<input type="checkbox"/> Ride (05%)	49
<input type="checkbox"/> Library Use (25%)	58	<input type="checkbox"/> Sneak (10%)	10
<input type="checkbox"/> Listen (25%)	39	<input type="checkbox"/> Spot Hidden (25%)	42



<input type="checkbox"/> Swim (25%)	44
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	49
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/> _____	_____	_____	_____	_____

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You once had an affair with Lawrence.

Personal Description

You are pretty and petite.

Friends & Family

You are divorced and your parents are deceased. Your children were put in their father's care.

Investigator History

Your marriage fell apart several years ago due to a weakness and mistake on your part, with another man. He – Lawrence – took advantage of you to get at your husband, who he despised. When the marriage broke up, your husband took your children away and you have not seen them since. Neither have you seen the bastard who did this to you.

You grew up with a strict maiden aunt, as your parents died when you were young.

You were a friend of Gatsby's sister when younger, and that is how you know Gatsby, although you have not seen his sister in years.

You want revenge on Lawrence.

You are in love with Christopher. You persuaded Gatsby to invite him here today, but he is oblivious to your advances. Perhaps you have been too subtle?

Thoughts On Others At The Party

Amelia Cosgrove – An elegant, well-dressed woman. She is engaged to Andrew.

Andrew Collingworth – A small-framed and well-dressed man, who is engaged to Amelia.

Michael Martin – A distinctive-looking gentleman in a quality suit.

Oswald Rendall - Gatsby's cousin; medium build, with a moustache and a monocle.

Christopher Warner – A tall, strong and handsome man. He is so cultured, speaks Greek and does calligraphy.

Lawrence Carrington – A large, well-built and handsome man, who appears very wealthy. He is married to Sylvia. He is a gambler. He and Gatsby were school friends.

Sylvia Carrington – A tall, attractive woman; married to Lawrence.





Investigator Name Christopher Warner
Occupation Gentleman
Sex M **Age** 33 **Birthplace**
Colleges, Degrees

Characteristics & Rolls							
STR	17	DEX	11	INT	17	Idea	85
CON	10	APP	14	POW	13	Luck	65
SIZ	16	SAN	65	EDU	19	Know	95
99 - Cthulhu Mythos				99	Damage bonus +D6		

Sanity Points															
Insanity	0	1	2	3	4	5	6	7	8	9	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					

Magic Points						
Unconscious	0	1				
	2	3	4	5	6	7
	8	9	10	11	12	13
	14	15	16	17	18	19
	20	21	22	23	24	25

Hit Points					
Dead	-2	-1	0	1	
	2	3	4	5	6
	7	8	9	10	11
	12	13	14	15	16
	17	18	19	20	21
	22	23	24	25	

Call of Cthulhu

Investigator Skills			
<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Anthropology (01%)	32	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	33	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Calligraphy	47	<input type="checkbox"/> Natural History (10%)	21
<input type="checkbox"/> Antiques	64	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Occult (05%)	11
<input type="checkbox"/> Bargain (05%)	5	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	11	Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	11	<input type="checkbox"/> Ancient Greek	43
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/> French	21
<input type="checkbox"/> Conceal (15%)	15	<input type="checkbox"/> Latin	44
<input type="checkbox"/> Credit rating (15%)	51	Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	95
<input type="checkbox"/> Dodge (DEX x 2)	22	<input type="checkbox"/> Persuade (15%)	15
<input type="checkbox"/> Drive Auto (20%)	34	<input type="checkbox"/> Pharmacy (01%)	11
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	21
<input type="checkbox"/> Fast talk (05%)	05	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	11	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	10	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	69	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	5
<input type="checkbox"/> Law (05%)	21	<input type="checkbox"/> Ride (05%)	5
<input type="checkbox"/> Library Use (25%)	59	<input type="checkbox"/> Sneak (10%)	10
<input type="checkbox"/> Listen (25%)	29	<input type="checkbox"/> Spot Hidden (25%)	54
		<input type="checkbox"/> Swim (25%)	25
		<input type="checkbox"/> Throw (25%)	25
		<input type="checkbox"/> Track (10%)	10
		<input type="checkbox"/> Zoology (01%)	1
		<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	
		Firearms	
		<input type="checkbox"/> Handgun (20%)	20
		<input type="checkbox"/> Machine Gun (15%)	15
		<input type="checkbox"/> Rifle (25%)	25
		<input type="checkbox"/> Shotgun (30%)	30
		<input type="checkbox"/> Submachine Gun (15%)	15



Hand-To-Hand Weapons				
Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms							
Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunct. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are single, but having an affair with Sylvia.

Personal Description

You are tall, strong and handsome.

Friends & Family

You are single, but having an affair with Sylvia. You were previously in a relationship with Felicity, who would like to get back together with you, but she does not know about Sylvia. It was through Felicity that you were invited here today.

Investigator History

You are the son of a wealthy businessman, an importer of fine fabrics, and have a good parental allowance. With time on your hands you entertain yourself mainly through reading and research. You have traced your family tree back many generations to Cecilia Warner, who married a Gatsby in 1760.

You are intrigued by the tales you have heard about Gatsby's grandfather's journals just being found – what secrets might they hold? Some links in your family tree? You pride yourself on your good manners, and dislike rudeness.

You have a good knowledge of antiques and have been called as an expert witness in several court cases.

You met Gatsby while staying in Paris a few years ago.

Thoughts On Others At The Party

Amelia Cosgrove – An elegant, well-dressed woman. She is engaged to Andrew.

Andrew Collingworth – A small-framed and well-dressed man who is engaged to Amelia.

Michael Martin – A distinctive-looking gentleman in a quality suit.

Oswald Rendal – Gatsby's cousin, medium build, with a moustache and a monocle.

Felicity Lamarsh – A pretty and petite woman. She is infatuated with you, but are more interested in Sylvia.

Lawrence Carrington – A large, well-built and handsome man, who appears very wealthy. He is married to Sylvia. He is a gambler. He and Gatsby were school friends.

Sylvia Carrington – A tall, attractive lady; married to Lawrence. You and she are in an affair. She is very rich, and has a wonderful singing voice.





Investigator Name Lawrence Carrington
Occupation Gentleman
Sex M **Age** 30 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 14	DEX 10	INT 10	Idea 50
CON 8	APP 14	POW 6	Luck 30
SIZ 15	SAN 30	EDU 15	Know 75
99 - Cthulhu Mythos		99 Damage bonus +D4	

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Fly fishing	59	<input type="checkbox"/> Natural History (10%)	21
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Navigate (10%)	33
<input type="checkbox"/> Bargain (05%)	34	<input type="checkbox"/> Occult (05%)	5
<input type="checkbox"/> Biology (01%)	1	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> Other Language (01%):	
<input type="checkbox"/> Climb (40%)	59	<input type="checkbox"/> French	32
<input type="checkbox"/> Conceal (15%)	21	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	59	<input type="checkbox"/>	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> Own Language (EDU x 5):	
<input type="checkbox"/> Disguise	11	<input type="checkbox"/> English	75
<input type="checkbox"/> Dodge (DEX x 2)	20	<input type="checkbox"/> Persuade (15%)	19
<input type="checkbox"/> Drive Auto (20%)	53	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	21
<input type="checkbox"/> Fast talk (05%)	29	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	<input type="checkbox"/> Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/> Plane	32
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	10	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	20	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	34	<input type="checkbox"/> Psychology (05%)	11
<input type="checkbox"/> Law (05%)	5	<input type="checkbox"/> Ride (05%)	49
<input type="checkbox"/> Library Use (25%)	34	<input type="checkbox"/> Sneak (10%)	10
<input type="checkbox"/> Listen (25%)	25	<input type="checkbox"/> Spot Hidden (25%)	39



<input type="checkbox"/> Swim (25%)	33
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	49
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	49
<input type="checkbox"/> Shotgun (30%)	59
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	55	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are married to Sylvia.

Personal Description

You are large, well-built and handsome.

Investigator History

You are a born risk taker; nothing in life is as much fun as a gamble. Your father was an architect and keen theatregoer. You have an ingrained dislike of theatrical types, with their false pretences.

You went to school with Gatsby. He had a sister who went travelling with her grandfather. Gatsby was too young to go, to his great disappointment.

You have met Oswald before as a child; he was a funny fat kid then.

You had a brief affair with Felicity years ago, but it broke up when her husband found out; that was the way you wanted it: her husband owed you a lot of money and refused to pay.

Thoughts On Others At The Party

Amelia Cosgrove – An elegant, well-dressed woman. She is engaged to Andrew.

Andrew Collingworth – A small-framed and well-dressed man who is engaged to Amelia.

Michael Martin – A distinctive-looking gentleman in a quality suit.

Oswald Rendall - Gatsby's cousin, medium build, with a moustache and a monocle.

Felicity Lamarsh – A pretty and petite woman.

Christopher Warner – A tall, strong and handsome man.

Sylvia Carrington – A tall, attractive lady, and your wife. She is a wonderful singer and comes from a very wealthy family.





Investigator Name Sylvia Carrington
Occupation Lady
Sex F **Age** 29 **Birthplace**
Colleges, Degrees

Characteristics & Rolls

STR 11	DEX 11	INT 12	Idea 60
CON 15	APP 14	POW 8	Luck 40
SIZ 14	SAN 40	EDU 13	Know 65
99 - Cthulhu Mythos		99	Damage bonus +D4

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Call of Cthulhu

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Locksmith (01%)	1
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	20
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	8
<input type="checkbox"/> Music	54	<input type="checkbox"/> Natural History (10%)	12
<input type="checkbox"/> Singing	59	<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Astronomy (01%)	21	<input type="checkbox"/> Occult (05%)	6
<input type="checkbox"/> Bargain (05%)	11	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	5	<input type="checkbox"/> Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> Italian	56
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/>	
<input type="checkbox"/> Conceal (15%)	29	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	85	<input type="checkbox"/> Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	0	<input type="checkbox"/> English	65
<input type="checkbox"/> Dodge (DEX x 2)	22	<input type="checkbox"/> Persuade (15%)	29
<input type="checkbox"/> Drive Auto (20%)	43	<input type="checkbox"/> Pharmacy (01%)	1
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	21
<input type="checkbox"/> Fast talk (05%)	12	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	<input type="checkbox"/> Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	21	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	58	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	18
<input type="checkbox"/> Law (05%)	18	<input type="checkbox"/> Ride (05%)	49
<input type="checkbox"/> Library Use (25%)	43	<input type="checkbox"/> Sneak (10%)	10
<input type="checkbox"/> Listen (25%)	44	<input type="checkbox"/> Spot Hidden (25%)	45



<input type="checkbox"/> Swim (25%)	49
<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

Firearms

<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> Shotgun (30%)	44
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	25	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Key Relationships To Other Investigators

You are married to Lawrence Carrington, but also having an affair with Chris.

Personal Description

You are a tall woman.

Friends & Family

You are married to Lawrence, but also having an affair with Chris.

Investigator History

You are independently wealthy and have done most of the things that you want to do. What you seek is people who entertain you for whatever reason. When you find such a person you are happy to help them with money or whatever. Even your marriage is starting to bore you. You know Gatsby via your husband. You have a wonderful singing voice.

Thoughts On Others At The Party

Amelia Cosgrove – An elegant, well-dressed woman. She is engaged to Andrew.

Andrew Collingworth – A small-framed and well-dressed man who is engaged to Amelia.

Michael Martin – A distinctive-looking gentleman in a quality suit.

Oswald Rendall - Gatsby's cousin, medium build, with a moustache and a monocle.

Felicity Lamarsh – A pretty and petite woman.

Christopher Warner – A tall, strong and handsome man. You are having an affair with him. He is fascinated by genealogy. How did he come to be invited today?

Lawrence Carrington – A large, well-built, handsome and wealthy man; your husband.



To conjure is nothing else than to observe anything rightly, to know and to understand what it is. The Cantus is a figure of the air. Whatever appears in the air, movable or inmovable, the same appears also in the speculum or crystal as a wave. For the air, the water, and the crystal, so far as vision is concerned, are one, like a mirror in which an inverted copy of an object is seen.

When you have the Stone made and achieved at fifth step of the operation, one shall you take to serve for your self and this prepare to effect projection.

We shall speak first of the powders of protection, the crushed mumia and the ground moon, and the smoke of M'arib, Celandine and Moonwort. The powders are scattered but in fine so that the forces can travel not in curvas but directly towards the apex. Yet encircle all lest corruption enter into your heart.

Take you the platter and fulcum, and stand with at the crossroads, proscribed by moon and her attendants, and stand not far. Light the Celandine and Moonwort and M'arib and let the smoke rise plentiful, then you are set on your course.

Spin you the platter widdershins at four score and eight circumvolutions per single minute, and chant you

Yg nhlai yg naiith,
 y'haa gn-agn gnh-gua,
 Yg nhlai yg naiith,
 aih of-ayagh aih of-arrech
 Yg nhlai yg naiith,
 y'haa gn-agn gnh-gua,
 Yg nhlai yg naiith,



And so do you move like the salmon retracing the steps it once took into a period that has already go beforth. And so do you move like the salmon retracing the steps it once took into a that already has go beforth.

To sustain succinctness, the Author can say no more, yet says all.

Bare the glou and its passing, for then your time has past and soon you will be taken on wings of fire back to the place whence you started.

One last thing must remain to you, for you must seal the pact. Lest the spirits that lurk beyond the candle of the night reach in and take of you. Then all hope is lost.

When the glou hath faded from the cathus so it lies inert, take care and spin deasil chanting thusly

y'haa gn-agn gnh-gua,
 Yg nhlai yg naiith,
 aih of-ayagh aih of-arrech
 Yg nhlai yg naiith,
 y'haa gn-agn gnh-gua,
 Yg nhlai yg naiith,

Aheed this, and the knowledge that God cannot save one such as you, doomed as you are to repeat the same misdeeds over and again, unto the end of creation, like unto a dog fruitlessly chasing its own termination till finally the shadows of reason come and take you. They wallou in the medium of shadow and watch through the cracks between our life and theirs. Strange eyes watch observe us, eyes moist,

They wallou in the medium of shadow and watch through the cracks in the borders between our life and theirs. Strange eyes watch and observe us, eyes moist and bulging, filmed with the nitre of hell. Feeling with huge blind paws, clawing at the walls teasing, probing, ever striving



SYLVIA WARNER



ANDREW COLLINGWORTH



CHRISTOPHER MARSH



OSWALD RENDALL



LAWRENCE CARRINGTON



MICHAEL MARTIN



FELICITY MARTIN



AMELIA COSGROVE



AMELIA COSGROVE



MICHAEL MARTIN



OSWALD RENDALL



ANDREW COLLINGWORTH





CHRISTOPHER MARSH



LAWRENCE CARRINGTON



FELICITY LAMARSH



SYLVIA CARRINGTON



SYLVIA CARRINGTON



ANDREW COLLINGWORTH



CHRISTOPHER WARNER



OSWALD RENDALL



LAWRENCE CARRINGTON



MICHAEL MARTIN











FELICITY LAMARSH



AMELIA COSGROVE









Character information for Game One, for the Keeper's use.

This can be used as a reference to update a player's character sheet as they enter your game.

	STR: 12	APP: 15	1. SYLVIA WARNER Sylvia knew Gatsby as a child. She is engaged to Oswald, but having an affair with Chris. She knew Edith. Sylvia is a medium.
	CON: 14	HP: 13	
	SIZ: 12	Dam: --	
	STR: 13	APP: 10	2. OSWALD RENDALL Oswald met Gatsby in Hong Kong. He is engaged to Sylvia. He is divorced from first wife.
	CON: 11	HP: 13	
	SIZ: 14	Dam: +D4	
	STR: 9	APP: 11	3. CHRISTOPHER MARSH Chris knows Gatsby from a club they both attend. He is having an affair with Sylvia. He is a playwright.
	CON: 13	HP: 11	
	SIZ: 9	Dam: --	
	STR: 14	APP: 14	4. ANDREW COLLINGWORTH Andrew is Gatsby's cousin. He is the son of a politician. He is a criminal, dealing in antiques.
	CON: 8	HP: 12	
	SIZ: 15	Dam: +D4	
	STR: 7	APP: 16	5. AMELIA COSGROVE Amelia was a friend of Edith. Her parents were in the theatre. She testified against Andrew.
	CON: 16	HP: 12	
	SIZ: 8	Dam: -D4	
	STR: 13	APP: 13	6. LAWRENCE CARRINGTON Lawrence is having an affair with Felicity, but was previously with Amelia. He met Gatsby via Amelia. He is the son of a Lord.
	CON: 11	HP: 12	
	SIZ: 13	Dam: +D4	
	STR: 17	APP: 14	7. MICHAEL MARTIN Michael is a writer, and is married to Felicity. He went to school with Gatsby. He is a born gambler.
	CON: 10	HP: 13	
	SIZ: 16	Dam: +D6	
	STR: 11	APP: 14	8. FELICITY MARTIN Felicity is married to Michael, and having an affair with Lawrence. She was at Gatsby's eighteenth birthday party.
	CON: 15	HP: 15	
	SIZ: 14	Dam: +D4	









Character information for Game Two, for the Keeper's use.

This can be used as a reference to update a player's character sheet as they enter your game.

	STR: 11	APP: 14	1. AMELIA COSGROVE Amelia knew Gatsby as a child. She has some skill as a medium. She is engaged to Andrew, but having an affair with Michael.
	CON: 15	HP: 15	
	SIZ: 14	Dam: +D4	
	STR: 10	APP: 11	2. ANDREW COLLINGWORTH Andrew is engaged to Amelia. He is the son of a politician, but has turned to crime. He is invited because of Amelia.
	CON: 10	HP: 9	
	SIZ: 8	Dam: --	
	STR: 14	APP: 14	3. MICHAEL MARTIN Michael is single, but having an affair with Amelia. He is a born risk-taker. He knows Gatsby from a club they both attend.
	CON: 8	HP: 12	
	SIZ: 15	Dam: +D4	
	STR: 9	APP: 11	4. OSWALD RENDALL Oswald is Gatsby's cousin. He is a divorcee. He is something of an antiques expert.
	CON: 13	HP: 12	
	SIZ: 9	Dam: --	
	STR: 7	APP: 14	5. FELICITY LAMARSH Felicity and Edith were childhood friends. She was romantically involved with Chris until recently.
	CON: 15	HP: 12	
	SIZ: 8	Dam: -D4	
	STR: 12	APP: 10	6. CHRISTOPHER MARSH Chris is a playwright. He is single, but having an affair with Sylvia. Gatsby met Chris in Paris some years ago.
	CON: 6	HP: 9	
	SIZ: 12	Dam: --	
	STR: 17	APP: 12	7. LAWRENCE CARRINGTON Lawrence is married to Sylvia. He went to school with Gatsby. He is the son of Lord Carrington.
	CON: 13	HP: 14	
	SIZ: 14	Dam: +D4	
	STR: 10	APP: 14	8. SYLVIA CARRINGTON Sylvia is married to Lawrence, but also having an affair with Chris. She is intrigued by Gatsby's grandfather's journals.
	CON: 8	HP: 11	
	SIZ: 13	Dam: --	

Character information for Game Three, for the Keeper's use.

This can be used as a reference to update a player's character sheet as they enter your game.

	STR: 12	APP: 15	<p>1. AMELIA COSGROVE Amelia knew Gatsby as a child. She is engaged to Andrew, but having an affair with Michael. She is a writer.</p>
	CON: 14	HP: 13	
	SIZ: 12	Dam: --	
	STR: 9	APP: 11	<p>2. ANDREW COLLINGWORTH Andrew met Gatsby in Hong Kong. He is engaged to Amelia. He is an alcoholic.</p>
	CON: 13	HP: 11	
	SIZ: 9	Dam: --	
	STR: 12	APP: 13	<p>3. MICHAEL MARTIN Michael knows Gatsby from a club they both attend. He is having an affair with Amelia. He is a medium.</p>
	CON: 6	HP: 11	
	SIZ: 15	Dam: +D4	
	STR: 13	APP: 13	<p>4. OSWALD RENDALL Oswald is Gatsby's cousin. He is the son of a policeman. He is a criminal, dealing in antiques.</p>
	CON: 11	HP: 12	
	SIZ: 13	Dam: +D4	
	STR: 7	APP: 16	<p>5. FELICITY LAMARSH Felicity was a friend of Edith. She is a divorcee, and once had an affair with Lawrence.</p>
	CON: 16	HP: 12	
	SIZ: 8	Dam: -D4	
	STR: 17	APP: 14	<p>6. CHRISTOPHER WARNER Chris is having an affair with Sylvia. He is here today because Felicity asked Gatsby to invite him. Chris met Gatsby in Paris.</p>
	CON: 10	HP: 13	
	SIZ: 16	Dam: +D6	
	STR: 14	APP: 14	<p>7. LAWRENCE CARRINGTON Lawrence is married to Sylvia. He went to school with Gatsby. He is a born gambler.</p>
	CON: 8	HP: 12	
	SIZ: 15	Dam: +D4	
	STR: 11	APP: 14	<p>8. SYLVIA CARRINGTON Sylvia is married to Lawrence, and having an affair with Chris. She knows Gatsby via her husband.</p>
	CON: 15	HP: 15	
	SIZ: 14	Dam: +D4	

December 25, 1909

Dearest Julian,

I hope this letter finds you well. I am of course now speaking to you from beyond the grave. Yes, you will get a thrill out of it. I am sure. You see, I hid this small parcel of papers for you to find, knowing of course you would, some years ago. Some years before I crossed into the great adventure known as death.

I can be quite certain that it is you, dear boy, and not my own wretched son, who will find this. My boy, your father was. I am said to say, something of a disappointment to me, in that he preferred the embrace of Mammon rather than the pursuit of knowledge and experience, which is why I feel comfortable with leaving this parcel of papers for you to find, because he would never be quite so adventurous as to venture away from the comfort of his study with its books on high finance to explore the nether-regions of the attic.

So it falls to you, Julian, who has inherited my own wanderlust, to be told the truth about some of my strange skills.

Did you think for a moment that I had the gift of second sight? Or that I was able to foretell where things were hidden simply by magic? That I was able to find all those lost things, or tell who was going to win those races by total Fluke? I am sure you did. Well, Julian my boy. I did not.

You see, once, many years ago, when I was in Peru, I stumbled across an aged set of papers. These papers belonged to a man called Ricardo Frenz, an old Peruvian who had travelled far more widely than ever I had. He had come to Peru to seek his fortune, like so many others, by hunting for the lost city of El Dorado but found only misery and death, and something far stranger indeed.

For it is said that three days after landing in Peru, he had an attack of Brain Fever, which totally changed his personality. After lying insensible for a matter of days, Frenz suddenly awoke and began a series of explorations that saw him become the first European to climb to the top of Mount Qullacollo, where it is said there are ruins of the most terrible nature.

Then, after months of trekking and exploring, Frenz suffered yet another seizure, and, strange to tell, when this too passed he was back to his old self. Well, not quite, for it was said that Frenz was always haunted by something - a something that made his return to his native Europe and begin researching into the Alchemists of old. In fact, he became totally obsessed with the works of the 17th Century Alchemists in particular. And there in the Bibliothèque de l'Arsenal, he found what he was looking for: a treatise on something called the *Tradraxi Canthus* - a wheel which, when used in conjunction with the proper set of actions, I hesitate to use the word ritual, would propel a person back in time!

It is said that Frenz spent a considerable amount of time and money in attempting to recreate the device, but eventually it seems he did, for suddenly he vanished from the world on November 10th 1876. It seems that Frenz's papers then passed to his brother, a Catholic priest, who took them with him to a mission in Lima, where I discovered them.

As you know, I have had for a number of years an interest in things strange, so after acquiring these papers from the priests, I vowed to follow the instructions there within. The work is hard, but by no means impossible, and I have met with not some little success, as you may have noticed, from my tales and the notes in some of my other journals. But eventually I came to realise that like everything in life, there is a price to be paid for the use of this amulet, and I decided a few years ago to do away with it once and for all.

Yet once something is created, it cannot truly be destroyed, and so, my dear Julian, I pass to you the remnants of the Frenz papers for you to do what you will with them.

May you get as much enjoyment from them as I did.

Yours as ever,

Hubert S.



Name Julian Gatsby
 Occupation Gentleman
 Sex M Age 29 Birthplace
 Colleges, Degrees

Characteristics & Rolls

STR 11	DEX 9	INT 13	Idea 65
CON 7	APP 16	POW 11	Luck 55
SIZ 13	SAN 55	EDU 17	Know 85
99 - Cthulhu Mythos 99			Damage bonus --

Sanity Points

Insanity 0	1	2	3	4	5	6	7	8	9	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

Magic Points

Unconscious 0	1				
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Hit Points

Dead -2	-1	0	1		
2	3	4	5	6	7
8	9	10	11	12	13
14	15	16	17	18	19
20	21	22	23	24	25

Investigator Skills

<input type="checkbox"/> Accounting (10%)	20	<input type="checkbox"/> Locksmith (01%)	18
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Martial Arts (01%)	1
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Mechanical repair (20%)	35
<input type="checkbox"/> Art (05%)		<input type="checkbox"/> Medicine (05%)	5
<input type="checkbox"/> Ceramics	20	<input type="checkbox"/> Natural History (10%)	28
<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	10
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Occult (05%)	15
<input type="checkbox"/> Bargain (05%)	15	<input type="checkbox"/> Operate Hvy. Mach (01%)	1
<input type="checkbox"/> Biology (01%)	6	Other Language (01%):	
<input type="checkbox"/> Chemistry (01%)	25	<input type="checkbox"/> French	40
<input type="checkbox"/> Climb (40%)	40	<input type="checkbox"/> Latin	27
<input type="checkbox"/> Conceal (15%)	18	<input type="checkbox"/>	
<input type="checkbox"/> Credit rating (15%)	55	Own Language (EDU x 5):	
<input type="checkbox"/> Cthulhu Mythos (00%)	5	<input type="checkbox"/> English	90
<input type="checkbox"/> Dodge (DEX x 2)	18	<input type="checkbox"/> Persuade (15%)	15
<input type="checkbox"/> Drive Auto (20%)	25	<input type="checkbox"/> Pharmacy (01%)	5
<input type="checkbox"/> Electrical repair (10%)	10	<input type="checkbox"/> Photography (10%)	20
<input type="checkbox"/> Fast talk (05%)	15	<input type="checkbox"/> Physics (01%)	1
<input type="checkbox"/> First Aid (30%)	30	Pilot (01%):	
<input type="checkbox"/> Forensics (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/>	
<input type="checkbox"/> Hide (10%)	25	<input type="checkbox"/>	
<input type="checkbox"/> History (20%)	40	<input type="checkbox"/> Psychoanalysis (01%)	1
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Psychology (05%)	5
<input type="checkbox"/> Law (05%)	15	<input type="checkbox"/> Ride (05%)	25
<input type="checkbox"/> Library Use (25%)	45	<input type="checkbox"/> Sneak (10%)	16
<input type="checkbox"/> Listen (25%)	35	<input type="checkbox"/> Spot Hidden (25%)	35



<input type="checkbox"/> Swim (25%)	25
<input type="checkbox"/> Throw (25%)	45
<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Zoology (01%)	1
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Firearms	
<input type="checkbox"/> Handgun (20%)	20
<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Rifle (25%)	35
<input type="checkbox"/> Shotgun (30%)	45
<input type="checkbox"/> Submachine Gun (15%)	15

Hand-To-Hand Weapons

Attack or Weapon	Current skill%	Attack Damage	Attacks /Rnd	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	50	1D3+db	1	n/a
<input type="checkbox"/> Head Butt (10%)	10	1D4+db	1	n/a
<input type="checkbox"/> Kick (25%)	25	1D6+db	1	n/a
<input type="checkbox"/> Grapple (25%)	35	special	1	n/a
<input type="checkbox"/>				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots per Round	Shots in Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Call of Cthulhu

Key Relationships To Other Investigators

Gatsby is the host and knows everyone, but is not in a relationship with anyone.

Personal Description

Gatsby is a well-dressed gentleman.

Friends & Family

Gatsby's only living close relative is Edith, his sister, who is in an asylum.

Investigator History

Julian Gatsby is the son of a wealthy businessman, and has recently inherited the family estate. However, burdened by family debts, he has been driven to explore a new money-making venture. Gatsby begins the game as a polite and considerate host.

Thoughts On Others At The Party

Game One

Sylvia Warner - The two of you were childhood friends.

Oswald Rendall - The two of you met whilst you were travelling in Hong Kong.

Christopher Marsh - You both attend the same club.

Andrew Collingworth - Your cousin.

Amelia Cosgrove - An old friend of your sister.

Lawrence Carrington - You met him via Amelia, and became friends.

Michael Martin - The two of you went to school together.

Felicity Martin - You only know her through Michael.

Games Two, Three and Four

Amelia Cosgrove - The two of you were childhood friends.

Andrew Collingworth - He is engaged to Amelia (in Game Three, Gatsby and Andrew met in Hong Kong).

Michael Martin - You both attend the same club.

Oswald Rendall - Your cousin.

Felicity Lamarsh - An old friend of your sister.

Christopher Marsh (Warner in Game Three) - The two of you met whilst you were travelling in Paris.

Lawrence Carrington - The two of you went to school together.

Sylvia Carrington - You only know her through Lawrence.



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A CTHULHIAN MISCELLANY (CHA0342): This book explores a number of optional expansions to the original *Call of Cthulhu* rules—primarily in the areas of new, specialized skills; new spells, books, and magical artifacts; and new (or expanded) insanities to inflict upon hapless Investigators. It also introduces a few new Mythos creatures for your playing enjoyment (for those of you who actually like dying horribly or ending up gibbering insanely in a asylum), along with several NPCs to complicate your Investigators' lives.

THE RAVENAR SAGAS (CHA0348): a collection of three *Cthulhu Dark Ages* scenarios spanning a thirteen-year period between 989 AD and 1002 AD. The Sagas take place across Scandinavia and what will later be known as Nova Scotia. Players take the roles of the crew of a small knorr (a Viking longship), facing many adventures during the Sagas, honing their skills as they conquer countless challenges.

GATSBY AND THE GREAT RACE (CHA0324): *You know Julian Gatsby. He recently inherited the family home following the sad demise of his father. Julian is a free-spirited young man, in his mid-20s, and a new fan of the horse races. You arrive for a fabulous garden party and are shown to your room. Other guests arrive shortly after. In a few hours you will gather in the garden for an enjoyable afternoon of food, drink, stimulating conversation, and the radio broadcast of the Great Race.* This scenario has the capacity for up to 32 people to be involved, playing in several overlapping games.

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Gatsby and the Great Race

...

Destitute, Julian Gatsby schemes to salvage his inheritance. He desperately resorts to forces he cannot control, drawing the investigators into a scenario designed to be run by several keepers simultaneously, with separate groups of players who begin to overlap as the game progresses.

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