

# CALL of CTHULHU

HORROR ROLEPLAYING

**Lilly "Wayward" Diamond**

**Lilly "Wayward" Diamond, Flapper**

STR 50	DEX 80	POW 45	CON 70	SIZ 45
APP 85	INT 70	EDU 60	LUCK 50	SAN 45
HP 11	Move 9	DB 0	Build 0	Age 21

Dodge  
crawl

40 (20 / 8)  
25 (12 / 5), damage 1D3

Skills: Art/Craft (Dancing) 65 (32/13), Art/  
(Sketching) 45 (22/9), Art/Craft (Singing)  
65, Charm 40 (20/8), Credit Rating 48  
Drive Auto 30 (15/6), Fast Talk 35 (17/7),  
Ste 35 (17/7), Jump 50 (25/10), Language  
60 (30/12), Listen 40 (20/8), Psychol-  
5), Spot Hidden 45 (22/9), Stealth 50  
60 (30/12).

Curly hair, doll-like face, sparkling

Politics are important but don't forget  
you can!

Asta, her best friend, who suf-  
fhtmares.

by beat that Asta made for her.

ble and fun loving.

the asylum to see Asta. It  
suffering would end.

## Curious Characters Deck

## How to use the Curious Characters Deck

Within this deck is an assortment of characters who could appear in a *Call of Cthulhu* game. Some could be allies or sources of expertise for the investigators, others might pose minor threats, and some could easily become major villains.

All of the characters have been created for the 1920s jazz era setting; however, most could be used for more contemporary encounters (perhaps substituting Computer Use for Library Use, and so on). Each character is fully presented with skills, weapons (if any), and key backstories.

The characters presented are a resource for Keepers to use as they will, but here are some suggestions:

- Use the characters as non-player characters to insert into games.
- Use the characters for inspiration when constructing scenarios.
- Utilize the character's characteristics and skills when in a hurry – for example, using the details on Kieran O'Hara's card (the uniformed police officer), when a generic policeman is required, and so on.

## How to use the Curious Characters Deck (Continued)

- Use as a replacement player characters (perhaps allowing the player to modify backstory elements to better suit the current game you are playing, as well as giving them an additional 100 skill points to spend on any skills they desire).

Note that each character has been given a secret. It is up to each Keeper to decide whether to build upon that secret within their games, or to ignore it.

### Key:

- Skills are written as Full (Half/Fifth) values, equating to Regular (Hard/Extreme) levels of success).
- Damage bonus (if any) is included in the damage stated for any weapons/attacks listed.
- (1B) denotes a single barrelled weapon, (2B) a two barreled weapon.

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**"Bingo" Marsh**

### "Bingo" Marsh, Hobo

STR 40	DEX 90	POW 75	CON 55	SIZ 45
APP 35	INT 80	EDU 70	LUCK 50	SAN 75
HP 10	Move 8	DB 0	Build 0	Age 23

Dodge	45 (22 / 9)
Brawl	55 (27 / 11), damage 1D3
Carving Knife	55 (27 / 11), damage 1D4+2

**Skills:** Art/Craft (Butcher) 75 (37/15), Climb 70 (35/14), Credit Rating 3 (1/0), Jump 50 (25/10), Language (English) 70 (35/14), Listen 40 (20/8), Locksmith 46 (23/9), Mechanical Repair 47 (23/9), Navigate 45 (22/9), Spot Hidden 55 (27/11), Stealth 50 (25/10), Science (Mathematics) 30 (15/6).

**Description:** Quite handsome in a rough diamond way; stubble and dark hair.

**Ideology/Beliefs:** Intense wanderlust, content with the simple things in life.

**Significant people:** Wilma, his teenage bride, who betrayed him for another man.

**Meaningful location:** The corner of a cornfield, where he can rest in the sun.

**Treasured item:** Battered photograph of Wilma in happier times.

**Traits:** Dislikes taking responsibility, curious.

**Secret:** On nights of the full moon, he dreams of swimming through a strange sunken city and knows it is his destiny.

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### Alfonse Treggoré, Acrobat

STR 70   DEX 90   POW 40   CON 60   SIZ 30  
 APP 65   INT 65   EDU 40   LUCK 65   SAN 40  
 HP 9   Move 9   DB 0   Build 0   Age 26

Dodge 75 (37 / 15)  
 Brawl 40 (20 / 8), damage 1D3

**Skills:** Art/Craft (Acrobatics) 80 (40/16), Charm 35 (17/7), Climb 55 (27/11), Credit Rating 18 (9/3), Disguise 15 (7/3), Fast Talk 20 (10/4), History 20 (10/4), Jump 60 (30/12), Language (English) 51 (25/10), Language (Italian) 60 (30/12), Sleight of Hand 50 (25/10), Spot Hidden 40 (20/8), Swim 55 (27/11), Throw 60 (30/12).

**Description:** Lean, short, dark brown hair.

**Ideology/Beliefs:** Devout Catholic.

**Significant people:** Devoted to his sister Abrielle, whose trapeze accident curtailed her career.

**Meaningful location:** Within a church or on a wire above the roaring circus crowds.

**Treasured item:** The rosary left to him by his beloved mother, Concetta.

**Traits:** Quick to anger, leads with heart rather than his head.

**Secret:** Blames himself for his sister's fall to death.

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### Anthony Mayhew, Antiques Dealer

STR 30   DEX 45   POW 50   CON 60   SIZ 60  
 APP 65   INT 70   EDU 75   LUCK 50   SAN 50  
 HP 12   Move 7   DB 0   Build 0   Age 34

Dodge 25 (12 / 5)  
 Brawl 40 (20 / 8), damage 1D3

**Skills:** Accounting 45 (22/9), Appraise 50 (25/10), Art/Craft (Calligraphy) 40 (20/8), Charm 35 (17/7), Credit Rating 50 (25/10), Drive Auto 40 (20/8), History 70 (34/14), Language (English) 74 (37/14), Language (Greek) 20 (10/4), Language (Latin) 30 (15/6), Library Use 60 (30/12), Navigate 20 (10/4), Occult 15 (7/3), Persuade 35 (17/7), Psychology 20 (10/4).

**Description:** Graying hair, bushy mustache; always with his pipe in his hand.

**Ideology/Beliefs:** The world is full of sharks, better to eat than be eaten!

**Significant people:** Margery, his doting wife, and Missy, his 6-year-old daughter.

**Meaningful location:** 'Imperial Antiques' his antique store.

**Traits:** Punctual, business like in all matters.

**Secret:** Despite his protestations, he is forced to fence stolen antiques for local criminals.

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### Artemis Ravenor, Zealot

STR 55   DEX 65   POW 60   CON 70   SIZ 60  
 APP 80   INT 80   EDU 70   LUCK 50   SAN 60  
 HP 13   Move 8   DB 0   Build 0   Age 39

Dodge 32 (16 / 6)  
 Brawl 25 (12 / 6), damage 1D3  
 .25 Derringer (1B) 35 (17 / 7), damage 1D6

**Skills:** Art/Craft (Needlepoint) 55 (27/11), Charm 40 (20/8), Climb 30 (15/6), Credit Rating 29 (14/5), History 40 (20/8), Intimidate 65 (32/13), Language (English) 70 (35/14), Law 25 (12/5), Listen 45 (22/9), Occult 25 (12/5), Persuade 55 (27/11), Psychology 50 (25/10), Sleight of Hand 40 (20/8), Stealth 36 (18/7).

**Description:** Overbearing, broad, and heavy set, with spectacles and a fixed, icy countenance.

**Ideology/Beliefs:** Fundamentalist Christian.

**Significant people:** Her Lord and Savior.

**Meaningful location:** Within her congregation.

**Treasured item:** Her mother's Bible.

**Traits:** Argumentative, stern, and accusatory.

**Secret:** Without her faith she would quickly return to hedonistic days of her youth.

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### Aubrey Pike-Temple, Fine Artist

STR 15   DEX 70   POW 40   CON 30   SIZ 40  
 APP 45   INT 70   EDU 80   LUCK 35   SAN 34  
 HP 7   Move 8   DB -2   Build -2   Age 36

Dodge 35 (17 / 7)  
 Brawl 25 (12 / 5), damage 1D3-2

**Skills:** Art/Craft (Fine Art) 70 (35/14), Art/Craft (Sculpture) 46 (23/9), Credit Rating 56 (28/11), Cthulhu Mythos 6 (3/1), Language (English) 80 (40/16), Language (French) 46 (23/9), Natural World 68 (34/13), Occult 60 (30/12), Persuade 20 (10/4), Psychology 40 (20/8), Spot Hidden 60 (30/12).

**Description:** Windswept hair and painfully thin.

**Ideology/Beliefs:** Opium is doorway to the soul and God.

**Significant people:** Art critics—he will one day get his revenge!

**Meaningful location:** The nearest opium den.

**Treasured item:** A knife found at his father's grave.

**Traits:** Driven by revenge and a cruel desire to destroy those criticize his work.

**Secret:** If he could find a way, he would murder the art critic, Alfred Carriby.

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### Bartholomew Crane III, Stage Actor

STR 30   DEX 70   POW 45   CON 50   SIZ 35  
 APP 80   INT 70   EDU 70   LUCK 35   SAN 45  
 HP 8   Move 8   DB -1   Build -1   Age 28

Dodge 35 (17 / 7)  
 Brawl 25 (12 / 5), damage 1D3-1  
 Sword, Rapier 60 (30 / 12), damage 1D6+1-1

**Skills:** Art/Craft (Acting) 65 (32/13), Charm 65 (32/13), Credit Rating 23 (11/4), Disguise 40 (20/9), Fast Talk 40 (20/9), History 25 (12/5), Jump 40 (20/8), Language (English) 70 (35/14), Occult 35 (17/7), Psychology 35 (17/7).

**Description:** Romanesque features, greased back hair, stylish suit.

**Ideology/Beliefs:** Life's for the living—tomorrow you might die!

**Significant people:** Wendy, his long-suffering wife.

**Meaningful location:** Backstage in a theatre.

**Treasured item:** A lucky dime, given to him by his late father.

**Traits:** Hedonist with an addictive personality.

**Secret:** Has had a string of affairs, some leading to pregnancies—he has avoided all responsibility by casting his ex-lovers aside, and leaving town quickly when needed.

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### Bessie Ringwald, Gun Moll

STR 55   DEX 80   POW 60   CON 65   SIZ 40  
 APP 90   INT 70   EDU 65   LUCK 60   SAN 60  
 HP 10   Move 9   DB 0   Build 0   Age 19

Dodge 40 (20 / 8)  
 Brawl 45 (22 / 9), damage 1D3  
 .22 Auto 60 (30 / 12), damage 1D6

**Skills:** Art/Craft (Makeup) 70 (35/14), Charm 55 (27/11), Credit Rating 40 (20/8), Drive Auto 40 (20/8), History 35 (17/7), Intimidate 45 (22/9), Language (English) 65 (32/13), Listen 50 (25/10), Occult 55 (27/11), Psychology 30 (15/6), Stealth 65 (32/13).

**Description:** Stylish, shining eyes, stunningly attractive.

**Ideology/Beliefs:** Why spend your own money when someone else is willing to pay?

**Significant people:** Her mother, who walked out when she was ten years old.

**Meaningful location:** At a cinema watching an uplifting film, where all her troubles can be forgotten.

**Treasured item:** Her mother's crucifix on a chain.

**Traits:** Punctual, self-centered.

**Secret:** She blames herself for her mother walking out on her.

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### Billy "Dimples" McLaughlin, Bootlegger

STR 65    DEX 65    POW 80    CON 75    SIZ 45  
 APP 70    INT 65    EDU 55    LUCK 70    SAN 80  
 HP 12    Move 9    DB 0    Build 0    Age 24

Dodge 32 (16 / 6)  
 Brawl 45 (22 / 9), damage 1D3  
 Thompson SMG 35 (17 / 7), damage 1D10+2

**Skills:** Charm 41 (20/8), Credit Rating 19 (9/3), Drive Auto 55 (27/11), Fast Talk 55 (27/11), First Aid 35 (17/7), Jump 40 (20/8), Language (English) 55 (37/11), Listen 40 (20/8), Navigate 40 (20/8), Psychology 45 (22/9), Sleight of Hand 30 (15/6), Spot Hidden 30 (15/6), Stealth 60 (30/12).

**Description:** Sullen, thin eyes, somewhat baby-faced.

**Ideology/Beliefs:** Gotta look out for yerself as nobody else is gonna.

**Significant people:** Johnny Torrio (the gangster), who he aspires to be like.

**Meaningful location:** The bordello where he grew up.

**Treasured item:** His tommygun—the only reliable thing in his life.

**Traits:** Cruel and violent.

**Secret:** He enjoys making others hurt as this makes him feel big.

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### Bix Wannamaker, Aviator

STR 60    DEX 80    POW 45    CON 50    SIZ 45  
 APP 55    INT 70    EDU 60    LUCK 65    SAN 45  
 HP 9    Move 9    DB 0    Build 0    Age 34

Dodge 40 (20 / 8)  
 Brawl 60 (30 / 12), damage 1D3  
 .22 Auto 40 (20 / 8), damage 1D6  
 .22 Bolt-Action Rifle 45 (22 / 9), damage 1D6+1

**Skills:** Charm 25 (12/5), Credit Rating 36 (18/7), Electrical Repair 40 (20/8), Intimidate 35 (17/7), Language (English) 60 (30/12), Mechanical Repair 50 (25/10), Navigate 65 (32/13), Pilot (Aircraft) 76 (38/15), Spot Hidden 40 (20/8), Science (Astronomy) 26 (13/5).

**Description:** Lithe, crooked teeth in a big smile, kind eyes.

**Ideology/Beliefs:** Sitting at the back of the class never got anyone noticed. Stand up and be counted!

**Significant people:** Rodgers, his wing man in the war, together they gave "What for!"

**Meaningful location:** Up in the sky, free like a bird.

**Treasured item:** His wartime, flying helmet—he won't fly without it.

**Traits:** Danger seeker and show-off.

**Secret:** Caused the death of an Allied pilot during the war by mistakenly firing upon him.

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### Chloe Kirscher, Movie Star

STR 25 DEX 60 POW 35 CON 50 SIZ 30  
 APP 90 INT 55 EDU 45 LUCK 45 SAN 35  
 HP 10 Move 8 DB -2 Build -2 Age 19

Dodge 30 (15 / 6)  
 Brawl 35 (17 / 7), damage 1D3-2  
 .25 Derringer (1B) 25 (12 / 5), damage 1D6

**Skills:** Art/Craft (Acting) 40 (20/9), Art/Craft (Modelling) 56 (28/11), Charm 50 (25/10), Credit Rating 20 (10/4), Disguise 15 (7/3), Fast Talk 50 (25/10), Language (English) 75 (37/15), Listen 35 (17/7), Psychology 40 (20/8), Ride 50 (25/4).

**Description:** Tomboyish, curly hair, cheeky smile.

**Ideology/Beliefs:** Wayward protestant. Life's what you make of it.

**Significant people:** Max Weiner, her agent and manager. Cassandra, the sister she left behind.

**Meaningful location:** Family farm in Tennessee.

**Treasured item:** Photograph of her sister in a silver locket.

**Traits:** Headstrong, argumentative, always ready to stand up for herself.

**Secret:** Ran away from home to escape a life on the farm. Her real name is Patience Whittlechuck.

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### Clint Madeira, Drifter

STR 60 DEX 80 POW 70 CON 60 SIZ 50  
 APP 55 INT 80 EDU 74 LUCK 55 SAN 70  
 HP 11 Move 9 DB 0 Build 0 Age 34

Dodge 45 (22 / 9)  
 Brawl 55 (27 / 11), damage 1D3

**Skills:** Climb 70 (35/14), Credit Rating 3 (1/0), Fast Talk 35 (17/7), Jump 60 (30/12), Language (English) 75 (37/15), Listen 42 (21/8), Locksmith 31 (15/6), Mechanical Repair 50 (25/10), Occult 25 (12/5), Operate Hvy Machinery 31 (15/6), Stealth 60 (30/12), Throw 60 (30/12).

**Description:** Creepy looking due to a semi-permanent scowl, wears a beanie hat and vest in the summer (plus an overcoat in the winter).

**Ideology/Beliefs:** Strong belief in himself, answers to no man.

**Significant people:** Angus, his brother, who stands in opposition to everything Clint believes in.

**Meaningful location:** Out on the road.

**Treasured item:** A battered copy of *Don Quixote* by Miguel De Cervantes.

**Traits:** Resorts to liquor when times are tough.

**Secret:** Responsible for the death of a worker due to drunkenness.

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### Devan Black, Occultist

STR 45   DEX 60   POW 65   CON 65   SIZ 70  
 APP 50   INT 75   EDU 80   LUCK 45   SAN 65  
 HP 13   Move 6   DB 0   Build 0   Age 44

Dodge 30 (15 / 6)  
 Brawl 25 (12 / 6), damage 1D3

**Skills:** Anthropology 46 (23/9), Art/Craft (Astrology) 35 (17/7), Credit Rating 48 (24/9), History 35 (17/7), Hypnosis 41 (20/8), Intimidate 45 (22/9), Language (English) 80 (40/16), Language (Arabic) 31 (15/6), Library Use 60 (30/12), Occult 75 (37/15), Spot Hidden 55 (27/11), Science (Astronomy) 21 (10/4).

**Description:** Dark curly hair, ruddy complexion.

**Ideology/Beliefs:** Magic is power and I shall unlock the secrets of existence.

**Meaningful location:** Graveyards, where he feels the veil between worlds is the thinnest.

**Treasured item:** A wand stolen from William Wynn Westcott (one of the founders of the Golden Dawn).

**Traits:** Organized, secretive.

**Marks and scars:** Has a series of occult symbols tattooed on his body.

**Secret:** He believes that stealing items of occult significance awards him greater power.

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### Dr. Bertie MacDonald, Physician

STR 35   DEX 60   POW 65   CON 56   SIZ 45  
 APP 45   INT 85   EDU 91   LUCK 50   SAN 65  
 HP 11   Move 7   DB -1   Build -1   Age 46

Dodge 30 (15 / 6)  
 Brawl 25 (12 / 5), damage 1D3-1

**Skills:** Credit Rating 42 (22/8), First Aid 80 (40/16), Intimidate 60 (30/12), Language (English) 91 (45/18), Language (Latin) 38 (19/7), Library Use 50 (25/10), Medicine 86 (43/17), Persuade 50 (25/10), Psychoanalysis 56 (28/11), Psychology 55 (27/11), Spot Hidden 55 (27/11), Science (Biology) 51 (25/10), Science (Forensics) 41 (20/8), Science (Pharmacy) 31 (15/6).

**Description:** Gaunt face, high cheek bones.

**Ideology/Beliefs:** Liberal, ever the optimist.

**Significant people:** His doting wife, Zelda, for whom he would do anything.

**Meaningful location:** Walking through the woods in New England.

**Treasured item:** Medical case, given to him by his father.

**Traits:** Diplomatic, dislikes arguments.

**Secret:** Believes that suffering is wrong, and has "assisted" a number of patients to end their lives (sometimes without their consent).

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**Ed McLain**

### Ed McLain, Newspaper Editor

STR 55   DEX 40   POW 55   CON 50   SIZ 40  
 APP 30   INT 90   EDU 80   LUCK 60   SAN 55  
 HP 9   Move 5   DB 0   Build 0   Age 56

Dodge 20 (10 / 4)  
 Brawl 25 (12 / 5), damage 1D3

**Skills:** Accounting 45 (22/9), Art/Craft (Copywriting) 85 (42/17), Art/Craft (Editing) 70 (35/14), Credit Rating 29 (14/5), History 45 (22/9), Intimidate 35 (17/7), Language (English) 90 (45/18), Language (Latin) 31 (15/6), Law 35 (17/7), Library Use 65 (32/13), Persuade 50 (25/10), Psychology 46 (23/9), Spot Hidden 65 (32/13).

**Description:** Cream suit and tie, spectacles hide eyes that have seen too much.

**Ideology/Beliefs:** Cynical with a total lack of faith in the goodness of human nature.

**Significant people:** Penny, his youthful girlfriend, whom he took up with the day he walked out on his wife.

**Meaningful location:** The nearest speakeasy.

**Traits:** Logical, perceptive, and distrustful of everyone.

**Secret:** Fear of failure—he fears that he is coming towards the end of his life and has nothing to show for it.

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**Eleanor Milne**

### Eleanor Milne, Zoologist

STR 35   DEX 40   POW 45   CON 70   SIZ 40  
 APP 45   INT 90   EDU 90   LUCK 55   SAN 45  
 HP 11   Move 6   DB 0   Build 0   Age 43

Dodge 20 (10 / 4)  
 Brawl 25 (12 / 6), damage 1D3–1

**Skills:** Credit Rating 45 (22/9), Language (English) 90 (45/18), Language (Latin) 40 (20/8), Library Use 50 (25/10), Listen 40 (20/8), Natural World 60 (30/12), Persuade 50 (25/10), Spot Hidden 70 (35/14), Survival (Jungle) 20 (10/4), Science (Biology) 70 (35/14), Science (Botany) 40 (20/8), Science (Chemistry) 50 (25/10), Science (Zoology) 68 (34/13).

**Description:** Wavy hair, deep brown eyes.

**Ideology/Beliefs:** The quest for discovery rises above all other considerations.

**Significant people:** Susan, the daughter she abandoned.

**Treasured item:** A lock of Susan's baby hair kept in a gold locket around her neck.

**Traits:** Despises "flimflam," no patience for idiots.

**Secret:** A youthful fling resulted in secret pregnancy. The baby (Susan) was given up for adoption.

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### Father Jack O'Donnell, Catholic Priest

STR 45    DEX 45    POW 50    CON 90    SIZ 40  
 APP 70    INT 80    EDU 80    LUCK 60    SAN 50  
 HP 13    Move 9    DB 0    Build 0    Age 38

Dodge 22 (11 / 4)  
 Brawl 25 (12 / 5), damage 1D3

**Skills:** Accounting 30 (15/6), Charm 50 (25/10), Climb 50 (25/10), Credit Rating 32 (16/6), First Aid 60 (30/12), History 53 (25/10), Language (English) 80 (40/16), Language (Latin) 36 (18/7), Library Use 45 (22/9), Listen 55 (27/11), Natural World 60 (30/12), Occult 35 (17/7), Persuade 45 (22/9), Psychology 45 (22/9).

**Description:** White hair, chiseled features, ruddy cheeks, and kind eyes.

**Ideology/Beliefs:** Staunch Catholic who lives to serve the Church.

**Significant people:** His mother, Aideen, whose wicked ways led him to the Church.

**Meaningful location:** The green fields of Ireland.

**Traits:** A strong hatred of sin and a willingness to confront sinners.

**Secret:** When faced with the evils of the world he loses a measure of faith.

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### Frankie Mowlop, Agency Detective

STR 55    DEX 65    POW 45    CON 80    SIZ 60  
 APP 50    INT 90    EDU 75    LUCK 50    SAN 45  
 HP 14    Move 7    DB 0    Build 0    Age 44

Dodge 32 (16 / 6)  
 Brawl 65 (32 / 13), damage 1D3  
 .45 Revolver 50 (25 / 10), damage 1D10+2

**Skills:** Accounting 25 (12/5), Charm 45 (22/9), Credit Rating 28 (14/5), Drive Auto 60 (30/12), Electrical Repair 30 (15/6), History 40 (20/8), Intimidate 70 (35/14), Language (English) 75 (37/15), Law 15 (7/3), Library Use 45 (22/9), Mechanical Repair 45 (22/9), Psychology 50 (25/10), Stealth 60 (30/12), Track 25 (12/5).

**Description:** Brawny, weathered face, deep-set eyes.

**Ideology/Beliefs:** Hates injustice, believes "you'll get what's coming to you."

**Significant people:** Mirabel, the loving wife he lost.

**Meaningful location:** Mirabel's secret grave.

**Treasured item:** Lock of Mirabel's hair kept in his wallet.

**Traits:** Explosive when pushed too far.

**Secret:** If he hadn't drunk so much that night, he might have been able to save Mirabel's life.

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### Giuseppe Principé, Thug

STR 80   DEX 50   POW 50   CON 50   SIZ 90  
 APP 25   INT 45   EDU 30   LUCK 40   SAN 50  
 HP 14   Move 7   DB +1D6   Build 2   Age 32

Dodge 25 (12 / 5)  
 Brawl 65 (32 / 13), damage 1D3+1D6  
 Brass Knuckles 65 (32 / 13), damage 1D3+1+1D6  
 .32 Auto 45 (22 / 6), damage 1D8  
 .22 Bolt Action Rifle 35 (17 / 7), damage 1D6+1

**Skills:** Credit Rating 15 (7/3), Drive Auto 40 (20/8), Fast Talk 25 (12/5), Intimidate 65 (32/13), Language (English) 30 (15/6), Mechanical Repair 20 (10/4), Operate Heavy Machinery 31 (15/6), Psychology 10 (5/2), Navigate 30 (15/6), Spot Hidden 50 (25/10), Stealth 50 (25/10).

**Description:** Prominent nose, pencil mustache, and small, dark eyes.

**Ideology/Beliefs:** Wayward Catholic, totally committed to making “easy” money.

**Significant people:** Clarice, his girlfriend, who he jealousy keeps close to him.

**Traits:** Jealous, ever vigilant in case someone tries to steal Clarice’s affections.

**Secret:** Has murdered two men who showed more interest in Clarice than he liked.

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### Herb Alachuck, Bartender

STR 65   DEX 55   POW 45   CON 70   SIZ 75  
 APP 85   INT 60   EDU 60   LUCK 50   SAN 45  
 HP 14   Move 7   DB +1D4   Build 1   Age 32

Dodge 30 (15 / 6)  
 Brawl 70 (35 / 14), damage 1D3

**Skills:** Accounting 40 (20/8), Appraise 20 (10/4), Charm 75 (37/15), Credit Rating 25 (12/5), First Aid 40 (20/8), Intimidate 55 (27/11), Language (English) 70 (35/14), Law 15 (7/3), Listen 70 (35/14), Mechanical Repair 50 (25/10), Occult 25 (12/5), Psychology 55 (27/11), Read Lips 36 (18/7), Sleight of Hand 60 (30/12), Spot Hidden 60 (30/12).

**Description:** Strapping, muscled, baby-faced.

**Ideology/Beliefs:** Everyone’s got a story that needs to be heard.

**Significant people:** Judy, his kid sister, who he’s forever getting out of trouble.

**Treasured item:** His lucky St. Christopher—he cannot travel without it.

**Traits:** Generous with his time.

**Secret:** He wishes he could make something of his life and leave the bartending far behind him.

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### Hester Broomaker, Librarian

STR 20   DEX 70   POW 35   CON 70   SIZ 40  
 APP 55   INT 90   EDU 70   LUCK 45   SAN 35  
 HP 11   Move 7   DB -2   Build -2   Age 28

Dodge 35 (17 / 7)  
 Brawl 25 (12 / 6), damage 1D3-2

**Skills:** Accounting 20 (10/5), Appraise 35 (17/7), Archaeology 21 (10/4), Credit Rating 29 (14/5), Dreaming 45 (22/9), History 45 (22/9), Fast Talk 25 (12/5), Language (English) 70 (35/14), Language (Greek) 56 (28/11), Law 25 (12/5), Library Use 75 (37/15), Listen 50 (25/10), Natural World 40 (20/8), Navigate 30 (15/6), Occult 15 (7/3), Persuade 40 (20/8), Spot Hidden 50 (25/10), Science (Zoology) 61 (30/12).

**Description:** Friendly eyes, modest, plain clothes.

**Ideology/Beliefs:** Regular churchgoer. Vegetarian.

**Treasured item:** A rare volume of da Vinci's illustrations and plans, and her cat, Mr. Paws.

**Traits:** Has a habit of saying, "Science is the captain, practice the soldier."

**Secret:** Hester is not consciously aware that she is an accomplished dreamer, who has had many adventures in the Dreamlands with her companion Mr. Paws.

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### Jenny O'Reilly, Nurse

STR 65   DEX 40   POW 70   CON 70   SIZ 45  
 APP 50   INT 65   EDU 70   LUCK 50   SAN 70  
 HP 11   Move 8   DB 0   Build 0   Age 33

Brawl 45% (22 / 9), damage 1D3  
 Dodge 20% (10 / 4)

**Skills:** Credit Rating 28 (14/5), Drive Auto 35 (17/7), Fast Talk 40 (20/8), First Aid 70 (35/14), Intimidate 55 (27/11), Language (English) 70 (35/14), Listen 50 (25/10), Medicine 46 (23/9), Psychology 40 (20/8), Read Lips 41 (20/8), Spot Hidden 60 (30/12), Science (Biology) 31 (15/6), Science (Chemistry) 26 (13/5).

**Description:** Short, curly hair, brown eyes.

**Ideology/Beliefs:** Catholic. Her duty is to care for those less fortunate than her.

**Significant people:** Her mother, who taught her everything she knows about helping others.

**Meaningful location:** Amidst the rolling hills and trees of the far countryside.

**Treasured item:** A watch, a present from her mother, who went without to save enough to buy it.

**Traits:** Caring, alert, and dependable.

**Secret:** She firmly believes that sinful behaviour causes illness and woe.

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### Joey "Lemon-drop" Montana, Private Eye

STR 65 DEX 60 POW 45 CON 80 SIZ 60  
APP 70 INT 80 EDU 70 LUCK 55 SAN 45  
HP 14 Move 7 DB +1D4 Build 1 Age 36

Dodge 30 (15 / 6)  
Brawl 70 (35 / 14), damage 1D3 + 1D4  
.32 Auto 35 (17 / 7), damage 1D8

**Skills:** Art/Craft (Photography) 20 (10/4), Credit Rating 23 (11/4), Disguise 35 (17/7), Fast Talk 55 (27/11), Language (English) 70 (35/14), Library Use 50 (25/10), Listen 40 (20/8), Locksmith 31 (15/6), Mechanical Repair 30 (15/6), Psychology 50 (25/10), Sleight of Hand 40 (20/8), Spot Hidden 55 (27/11), Stealth 40 (20/8).

**Description:** Curly hair, youthful-looking, always sucking on lemon-drop candy.

**Ideology/Beliefs:** Always look on the bright side.

**Significant people:** Lexy, a working girl, who once saved his life.

**Meaningful location:** Out in the bay, fishing.

**Treasured item:** His lucky lemon-drops—he's never without them.

**Traits:** Never offers anyone (except Lexy) a lemon-drop.

**Secret:** Since a near death experience, he's afraid to fire his gun.

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### Juliette von Schwenke, Dilettante

STR 50 DEX 90 POW 40 CON 70 SIZ 55  
APP 75 INT 70 EDU 75 LUCK 60 SAN 40  
HP 12 Move 8 DB 0 Build 0 Age 27

Dodge 45 (22 / 9)  
Brawl 25 (12 / 5), damage 1D3  
16-Gauge Shotgun (2B) 40 (20 / 8), damage 2D6+2

**Skills:** Archaeology 31 (15/6), Art/Craft (Photography) 25 (12/5), Charm 30 (15/6), Credit Rating 80 (40/16), History 45 (22/9), Language (English) 75 (37/15), Language (French) 31 (15/6), Language (German) 41 (20/8), Library Use 25 (12/5), Persuade 45 (22/9), Psychology 30 (15/6), Ride 55 (27/11), Spot Hidden 45 (22/9).

**Description:** Elegantly dressed, with tight, curly hair usually worn under a wide brimmed hat.

**Ideology/Beliefs:** Everyone has a place in society, and without society there would be chaos.

**Significant people:** David, her husband, who she visits twice a year for appearance' sake.

**Treasured item:** Her fabulously expensive collection of jewelry.

**Traits:** Refuses to touch anyone of working class.

**Secret:** A string of lovers across many cities (some of whom are well-known criminals).

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### June Destrider, Authoress

STR 45   DEX 60   POW 70   CON 65   SIZ 50  
 APP 60   INT 85   EDU 75   LUCK 60   SAN 70  
 HP 11   Move 7   DB 0   Build 0   Age 36

Dodge 30 (15 / 6)  
 Brawl 25 (12 / 5), Damage 1D3  
 12-Gauge Shotgun (2B) 60 (30 / 12), Damage 4D6

**Skills:** Art/Craft (Novelist) 75 (37/15), Credit Rating 35 (17/7), First Aid 40 (20/8), History 25 (12/5), Language (English) 95 (47/19), Language (French) 31 (15/6), Library Use 50 (25/10), Listen 45 (22/9), Natural World 45 (22/9), Psychology 55 (27/11), Science (Zoology) 26 (13/5).

**Description:** Well dressed, usually in black; long dark hair and sparkling green eyes.

**Ideology/Beliefs:** Religion only brings sorrow, hatred, and war.

**Significant people:** Harriet, her sister the missionary, who disappeared in the Congo.

**Treasured item:** The pocket bible given to her by her sister.

**Traits:** Great affinity for animals, which she often puts ahead of caring for humans.

**Secret:** Deeply regrets the explosive argument she had with her sister, Margery, before she left for Africa never to return.

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### Kieran "Cracker" Hoogan, Street Punk

STR 75   DEX 80   POW 70   CON 55   SIZ 60  
 APP 50   INT 65   EDU 50   LUCK 40   SAN 69  
 HP 11   Move 9   DB +1D4   Build 1   Age 18

Dodge 40 (20 / 8)  
 Brawl 60 (30 / 12), damage 1D3+1D4  
 .22 Auto 40 (20 / 8), damage 1D6

**Skills:** Art/Craft (Trumpet) 30 (15/6), Climb 45 (22/9), Credit Rating 8 (4/1), Drive Auto 45 (22/9), Fast Talk 35 (17/7), Intimidate 50 (25/10), Jump 60 (30/12), Language (English) 50 (25/10), Listen 40 (20/8), Mechanical Repair 40 (20/8), Navigate 30 (15/6), Sleight of Hand 40 (20/8), Stealth 58 (29/11), Throw 54 (27/10).

**Description:** Untidy and ungainly appearance.

**Ideology/Beliefs:** Still searching for some meaning to his life.

**Significant people:** Lenny, his older brother, who he aspires to be like.

**Treasured item:** His trumpet, a gift from his brother Lenny.

**Traits:** Loves jazz music, tends to drift away while listening to it.

**Secret:** Wishes he could escape his destiny and so avoid a life of crime on the streets.

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### Kieran O'Hara, Uniformed Police Officer

STR 80   DEX 55   POW 75   CON 75   SIZ 60  
 APP 50   INT 65   EDU 60   LUCK 65   SAN 73  
 HP 13   Move 7   DB +1D4   Build 1   Age 46

Dodge 27 (13 / 5)  
 Brawl 65 (32 / 13), damage 1D3 + 1D4  
 .38 Revolver 59 (29 / 11), damage 1D10

**Skills:** Charm 35 (17/7), Climb 50 (25/10), Credit Rating 26 (13/5), Drive Auto 40 (20/8), First Aid 45 (22/9), History 25 (12/5), Intimidate 40 (20/8), Jump 35 (17/7), Language (English) 60 (30/12), Law 25 (12/5), Listen 40 (20/8), Navigate 30 (15/6), Persuade 50 (25/10), Psychology 60 (30/12), Spot Hidden 55 (27/11).

**Description:** Smart, deep-set eyes, a well-clipped mustache.

**Ideology/Beliefs:** Catholic. Anything for a quiet life.

**Meaningful location:** Laid back in his small garden, away from the dirt and stench of the streets.

**Treasured item:** His police baton, left to him by his uncle.

**Traits:** Calm and measured.

**Secret:** Ready to look the other way if the price is right.

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### Lester Chadbaker, Criminal, Con Man

STR 25   DEX 70   POW 50   CON 74   SIZ 55  
 APP 85   INT 85   EDU 70   LUCK 60   SAN 50  
 HP 13   Move 7   DB -1   Build -1   Age 44

Dodge 35 (17 / 7)  
 Brawl 45 (22 / 9), damage 1D3-1  
 .32 Auto 40 (20 / 8), damage 1D8

**Skills:** Appraise 65 (32/13), Art/Craft (Acting) 75 (37/15), Charm 65 (32/13), Credit Rating 40 (20/8), Fast Talk 65 (32/13), First Aid 35 (17/7), Jump 40 (20/8), Language (English) 70 (35/14), Language (Spanish) 36 (18/7), Listen 30 (15/6), Locksmith 31 (15/6), Persuade 50 (25/10), Psychology 45 (22/9), Sleight of Hand 40 (20/8).

**Description:** Ordinary looking, pencil-thin moustache and rubbery lips.

**Ideology/Beliefs:** Everyone is a "mark"—whose money is there for the taking.

**Significant people:** His father, the most evil man alive, who brutally beat him until he ran away.

**Traits:** Always eyeing-up an opportunity to get rich.

**Marks and Scars:** Back is covered in scars from the severe beatings he received as a teenager.

**Secret:** When he turned 30, he murdered his father with an iron bar.

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### Lilly "Wayward" Diamond, Flapper

STR 50   DEX 80   POW 45   CON 70   SIZ 45  
 APP 85   INT 70   EDU 60   LUCK 50   SAN 45  
 HP 11   Move 9   DB 0   Build 0   Age 21

Dodge 40 (20 / 8)  
 Brawl 25 (12 / 5), damage 1D3

**Skills:** Art/Craft (Dancing) 65 (32/13), Art/Craft (Sketching) 45 (22/9), Art/Craft (Singing) 30 (15/6), Charm 40 (20/8), Credit Rating 48 (24/9), Drive Auto 30 (15/6), Fast Talk 35 (17/7), Intimidate 35 (17/7), Jump 50 (25/10), Language (English) 60 (30/12), Listen 40 (20/8), Psychology 25 (12/5), Spot Hidden 45 (22/9), Stealth 50 (25/10), Swim 60 (30/12).

**Description:** Curly hair, doll-like face, sparkling eyes.

**Ideology/Beliefs:** Politics are important but don't forget to enjoy life while you can!

**Significant people:** Asta, her best friend, who suffers from terrible nightmares.

**Treasured item:** The teddy bear that Asta made for her.

**Traits:** Creative, adaptable and fun loving.

**Secret:** She hates visiting the asylum to see Asta. It would be a mercy if Asta's suffering would end.

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### Lt. Duncan Forrest, Police Detective

STR 65   DEX 55   POW 70   CON 70   SIZ 50  
 APP 45   INT 60   EDU 70   LUCK 55   SAN 68  
 HP 12   Move 8   DB 0   Build 0   Age 44

Dodge 27 (13/5)  
 Brawl 25 (12/6), damage 1D3  
 .38 Auto 60 (30/12), damage 1D10

**Skills:** Art/Craft (Acting) 25 (12/5), Credit Rating 39 (19/7), Cthulhu Mythos 2 (1/0), Intimidate 51 (25/10), Language (English) 70 (35/14), Law 55 (27/11), Library Use 50 (25/10), Locksmith 31 (15/6), Listen 40 (20/8), Psychology 40 (20/8), Spot Hidden 45 (22/9), Stealth 35 (17/7).

**Description:** Fedora, raincoat, short hair, and tendency to always wear gloves.

**Ideology/Beliefs:** Everyone's guilty of something.

**Significant people:** His long-suffering wife, Nadia, whom he doesn't deserve.

**Meaningful location:** The city streets that give his life meaning.

**Treasured item:** His ever-faithful .38 auto.

**Traits:** Questioning, cunning, willing to bend the rules.

**Secret:** He cannot forgive himself for not catching the "Bloody Tongue Killer" and feels compelled to redeem this wrong.

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### Mable Parker-Greene, Investigative Journalist

STR 45    DEX 50    POW 60    CON 60    SIZ 30  
 APP 45    INT 80    EDU 80    LUCK 40    SAN 56  
 HP 9    Move 9    DB -1    Build -1    Age 28

Dodge 25 (12 / 5)  
 Brawl 25 (12 / 5), damage 1D3-1

**Skills:** Art/Craft (Photography) 65 (32/13), Credit Rating 24 (12/4), First Aid 40 (20/8), History 40 (20/8), Language (English) 80 (40/16), Law 25 (12/5), Library Use 65 (32/13), Listen 60 (30/12), Natural World 30 (15/6), Navigate 40 (20/8), Persuade 45 (22/9), Psychology 50 (25/10), Spot Hidden 66 (33/13), Stealth 60 (30/12), Swim 30 (15/6), Throw 50 (25/10).

**Description:** Short, demur, with cat-like features.

**Ideology/Beliefs:** The public must be told the truth.

**Treasured item:** Her notebook in which all her secrets and dreams are kept.

**Traits:** Conscientious, motivated to uncover the truth.

**Secret:** When following up a story in a graveyard, she encountered a group of hideous dog-like men eating the contents of the grave she was searching for. She is intent on finding out what these creatures are.

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### Maxie Robbins, MLB Baseball Player

STR 85    DEX 75    POW 45    CON 90    SIZ 45  
 APP 65    INT 55    EDU 60    LUCK 30    SAN 45  
 HP 13    Move 9    DB +1D4    Build 1    Age 26

Dodge 57 (28 / 11)  
 Brawl 85 (42 / 17), damage 1D3+1D4  
 Baseball Bat 85 (42 / 17), damage 1D6+1D4

**Skills:** Charm 40 (20/8), Climb 30 (15/6), Credit Rating 60 (30/12), Drive Auto 50 (25/10), Jump 40 (20/8), Language (English) 70 (35/14), Mechanical Repair 40 (20/8), Psychology 30 (15/6), Stealth 35 (17/7), Swim 50 (25/10), Throw 85 (42/17).

**Description:** Tanned and wiry, big blue eyes, and a winning smile.

**Ideology/Beliefs:** Strong belief in fate.

**Significant people:** Jack, his father, who gave up everything, including his health, for the success of his son—someday he'll find a way to repay his debt.

**Treasured item:** "Marge" his faithful baseball bat.

**Traits:** Ambitious and career minded; always placing himself in the center of attention.

**Secret:** When he was 13 he broke a large mirror and believes his life is cursed with bad luck.

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### Maynard "Big" Pope, Big Game Hunter

STR 60 DEX 80 POW 50 CON 80 SIZ 70  
APP 50 INT 70 EDU 65 LUCK 40 SAN 47  
HP 15 Move 7 DB +1D4 Build 1 Age 42

Dodge 40 (20 / 8)  
Brawl 55 (27 / 11), damage 1D3+1D4  
.41 Revolver 50 (25 / 10), damage 1D10+4  
.30-06 Bolt Action Rifle 70 (35 / 14), damage 2D6+4

**Skills:** Credit Rating 30 (15/6), First Aid 40 (20/8), Language (English) 65 (32/13), Language (Zulu) 31 (15/6), Listen 37 (17/7), Natural World 40 (20/8), Navigate 40 (20/8), Occult 15 (7/3), Spot Hidden 35 (17/7), Stealth 55 (27/11), Survival (Jungle) 55 (27/11), Science (Zoology) 21 (10/4), Track 55 (27/11).

**Description:** Overbearing and rugged. Large walrus moustache and spectacles.

**Ideology/Beliefs:** There is more in heaven and earth than most realize.

**Significant people:** Mattumbie, his trusted and longtime native guide.

**Treasured item:** "Susan" his reliable hunting rifle.

**Traits:** Attention seeker.

**Secret:** Due to being drunk, he caused the death of two gentlemen who had hired him to take them on a safari hunt.

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### Mike "Pickles" Johnson, Taxi Driver

STR 40 DEX 75 POW 70 CON 50 SIZ 80  
APP 45 INT 80 EDU 70 LUCK 40 SAN 70  
HP 13 Move 6 DB 0 Build 0 Age 40

Dodge 37 (18 / 7)  
Brawl 65 (32 / 13), damage 1D3

**Skills:** Accounting 15 (7/3), Credit Rating 14 (7/3), Drive Auto 85 (42/17), Electrical Repair 20 (10/4), Fast Talk 65 (32/13), Language (English) 70 (35/14), Language (Spanish) 31 (15/6), Language (Italian) 21 (10/4), Listen 70 (35/14), Mechanical Repair 55 (27/11), Navigate 70 (35/14), Psychology 30 (15/6), Spot Hidden 51 (25/10).

**Description:** Big, heavyset, and balding, with an ever present smile.

**Ideology/Beliefs:** You get what you give.

**Significant people:** Delores, his wife, who controls his life.

**Meaningful location:** In the taxi cab (where he can escape from Delores).

**Treasured item:** His taxi medallion—a symbol of freedom.

**Traits:** Unambitious, broad-minded, and dependable.

**Secret:** He hates his wife and wishes he had the guts to stand up to her.

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### Nelson "Happy" Caprissi, Criminal, Mob Boss

STR 65   DEX 60   POW 70   CON 60   SIZ 50  
 APP 80   INT 60   EDU 55   LUCK 60   SAN 70  
 HP 11   Move 8   DB 0   Build 0   Age 38

Dodge 30 (15 / 6)  
 Brawl 65 (32 / 13), damage 1D3  
 .38 Auto 65 (32 / 13), damage 1D10

**Skills:** Credit Rating 63 (31/12), Drive Auto 25 (12/5), First Aid 50 (25/10), Intimidate 55 (27/11), Language (English) 55 (27/11), Language (Italian) 70 (35/14), Persuade 60 (30/12), Psychology 50 (25/10), Spot Hidden 60 (30/12).

**Description:** Handsome, always well dressed, with the eyes of a killer.

**Ideology/Beliefs:** Trust no one, and keep your enemies on a tight leash.

**Significant people:** Donatella, his baby daughter.

**Treasured item:** A baseball bat from the 1920 World Series.

**Traits:** Ever dour, humorless, with a nasty temper.

**Secret:** He trades immunity for information with the 'Feds.

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### Nigel Hedenhammer, Parapsychologist

STR 60   DEX 60   POW 60   CON 65   SIZ 55  
 APP 70   INT 80   EDU 70   LUCK 50   SAN 59  
 HP 12   Move 8   DB 0   Build 0   Age 33

Dodge 30 (15 / 6)  
 Brawl 25 (12 / 6), damage 1D3

**Skills:** Anthropology 56 (28/11), Art/Craft (Photography) 63 (31/12), Credit Rating 28 (14/5), History 70 (35/14), Language (English) 70 (35/14), Language (Latin) 20 (10/4), Language (Spanish) 30 (15/6), Library Use 50 (25/10), Occult 45 (22/9), Persuade 35 (17/7), Psychology 55 (27/11), Science (Forensics) 45 (22/9).

**Description:** Business-like, thick dark hair; youthful features belie his age.

**Ideology/Beliefs:** Both light and dark forces control our lives, which side are you on?

**Significant people:** His grandfather, who would read ghost stories to him.

**Meaningful location:** His grandfather's study where he spent his youth.

**Treasured item:** A book of ghost stories left to him by his grandfather.

**Traits:** Resilient, inquisitive and shrewd.

**Secret:** He has been trying for years to contact his grandfather beyond the grave.

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### Obadiah Henge, Asylum Attendant

STR 80   DEX 30   POW 60   CON 70   SIZ 85  
 APP 80   INT 45   EDU 20   LUCK 40   SAN 60  
 HP 15   Move 7   DB +1D6   Build 1   Age 39

**Dodge** 35 (17 / 7)  
**Brawl** 70 (35 / 14), damage 1D3 + 1D6

**Skills:** Credit Rating 9 (4/1), Drive Auto 40 (20/8), First Aid 50 (25/10), Intimidate 50 (25/10), Language (English) 30 (15/6), Listen 45 (22/9), Mechanical Repair 40 (20/8), Persuade 25 (12/5), Psychology 40 (20/8), Stealth 50 (25/10).

**Description:** Broad shoulders and a heavy-set face, pale-blue eyes.

**Ideology/Beliefs:** Knows his place in life is always to be at the bottom.

**Significant people:** Dr. Richardson, his boss at the asylum, and his mother, Constance, who must always be obeyed.

**Meaningful location:** The asylum, where he can escape his mother.

**Treasured item:** A pack of "saucy" playing cards.

**Traits:** His apparent lack of wits belies a dark, cruel streak.

**Secret:** Likes torturing small animals.

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### Pat Nessen, Stuntman

STR 75   DEX 90   POW 70   CON 80   SIZ 55  
 APP 50   INT 70   EDU 60   LUCK 60   SAN 70  
 HP 13   Move 9   DB +1D4   Build 1   Age 34

**Dodge** 75 (37 / 15)  
**Brawl** 75 (37 / 15), damage 1D3+1D4  
**.32 Revolver** 30 (15 / 6), damage 1D8

**Skills:** Credit Rating 20 (10/4), First Aid 35 (17/7), Intimidate 37 (17/7), Jump 40 (20/8), Language (English) 60 (30/12), Ride 70 (35/14), Stealth 50 (25/10), Survival (Desert) 30 (15/6), Swim 40 (20/8), Throw 70 (35/14), Track 50 (25/10).

**Description:** Slim, walks with a swagger.

**Ideology/Beliefs:** Life is full of risk, without risk life is meaningless.

**Significant people:** Old Hank, his first boss who taught him what it is to be a man.

**Treasured item:** Chayton ("falcon") his horse.

**Traits:** Risk taker, loves the thrill of danger.

**Secret:** One night, out in the middle of nowhere, he saw strange lights in the sky and heard a sound that terrified him to the bone. He has never told anyone about this.



### Alex Coxen, Astronomy Professor

STR 45   DEX 30   POW 50   CON 60   SIZ 40  
 APP 55   INT 90   EDU 91   LUCK 60   SAN 50  
 HP 10   Move 6   DB 0   Build 0   Age 37

Dodge 15 (7 / 3)  
 Brawl 25 (12 / 5), damage 1D3  
 Sheath Knife 25 (12 / 5), damage 1D4

**Skills:** Credit Rating 55 (27/11), Electrical Repair 40 (20/8), History 40 (20/8), Intimidate 40 (20/8), Language (English) 91 (45/18), Language (French) 26 (13/5), Language (Greek) 21 (10/4), Language (Latin) 36 (18/7), Library Use 60 (30/12), Natural World 30 (15/6), Persuade 25 (12/5), Psychology 25 (12/5), Science (Astronomy) 71 (35/14), Science (Mathematics) 51 (25/10), Science (Meteorology) 61 (30/12), Science (Physics) 51 (25/10).

**Description:** Dark hair tied into a bun, brown eyes, and stern looking.

**Ideology/Beliefs:** Science is answer to all the woes of mankind.

**Significant people:** Bert, her husband, and Laurie, her daughter.

**Traits:** Obsessive about tidiness.

**Secret:** She has seen some strange things through her telescope over the years, but fears to mention them in case people think her crazy.

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### Sebastian Crickleshank, Archaeologist

STR 30   DEX 30   POW 45   CON 60   SIZ 65  
 APP 50   INT 85   EDU 90   LUCK 60   SAN 45  
 HP 12   Move 4   DB 0   Build 0   Age 60

Dodge 15 (7 / 3)  
 Brawl 25 (12 / 5), damage 1D3

**Skills:** Appraise 55 (27/11), Archaeology 80 (20/16), Charm 60 (30/3), Credit Rating 45 (22/9), History 75 (37/15), Language (English) 90 (45/18), Language (Hieroglyphs) 51 (25/10), Language (Latin) 30 (15/6), Library Use 45 (22/9), Mechanical Repair 30 (15/6), Navigate 50 (25/10), Occult 20 (10/4), Science (Astronomy) 21 (10/4), Science (Cryptography) 51 (25/10).

**Description:** Wrinkled features, clipped white beard, and a welcoming smile.

**Ideology/Beliefs:** Mankind could learn so much from our ancestors; modernity is full of false idols.

**Meaningful location:** Cricklewood, the family estate, where all his secrets are buried.

**Treasured item:** The golden disk of Ra he stole from his first dig.

**Traits:** Drifts off in thought and mishears what is being said to him.

**Secret:** Keeps a small horde of stolen artifacts taken from dig sites and museums.

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### Sissy Albrecht, Musician

STR 30 DEX 80 POW 35 CON 50 SIZ 40  
APP 65 INT 60 EDU 65 LUCK 40 SAN 35  
HP 9 Move 8 DB -1 Build -1 Age 22

Dodge 40 (20 / 8)  
Brawl 25 (12 / 5), damage 1D3-1  
.22 Auto 25 (12 / 5), damage 1D6

**Skills:** Art/Craft (Violin) 75 (37/15), Charm 45 (22/9), Credit Rating 30 (15/6), Fast Talk 40 (20/8), First Aid 35 (17/7), History 20 (10/4), Language (English) 65 (32/13), Language (Italian) 35 (17/7), Listen 50 (25/10), Mechanical Repair 20 (10/4), Natural World 35 (17/7), Persuade 40 (20/8), Psychology 40 (20/8), Sleight of Hand 45 (22/9), Spot Hidden 60 (30/12), Stealth 55 (27/11).

**Description:** Dark hair in a very short bob, piercing brown eye, broad features, and a pale complexion.

**Ideology/Beliefs:** Wayward Catholic.

**Significant people:** Great Aunt Hester, who gave Sissy her first violin.

**Treasured item:** Violin, a gift from Aunt Hester.

**Traits:** Daydreamer.

**Secret:** Sometimes, when she plays her violin, she believes she can hear a second violin accompanying her.

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### Skylar Mordant, Federal Agent

STR 80 DEX 60 POW 55 CON 70 SIZ 70  
APP 50 INT 75 EDU 80 LUCK 60 SAN 55  
HP 14 Move 8 DB +1D4 Build 1 Age 33

Dodge 40 (20 / 8)  
Brawl 80 (40 / 16), damage 1D3  
.45 Revolver 60 (30 / 12), damage 1D10+2

**Skills:** Accounting 35 (17/7), Credit Rating 35 (17/7), Cthulhu Mythos 15 (7/3), Drive Auto 60 (30/12), Intimidate 70 (35/14), Language (English) 80 (40/16), Law 40 (20/8), Library Use 40 (20/8), Persuade 35 (17/7), Psychology 60 (30/12), Sleight of Hand 45 (22/9), Spot Hidden 50 (25/10), Stealth 70 (35/14).

**Description:** Angular features, dark eyes, and thin lips.

**Ideology/Beliefs:** Servant of Nyarlathotep.

**Significant people:** Zebedee Silver, leader of the cult.

**Treasured item:** A burnt-down black candle, used by the cult to summon Nyarlathotep.

**Traits:** Calculating and cold. Prone to violence if he is provoked.

**Marks and scars:** Cult tattoo.

**Secret:** Devoted to Zebedee Silver and the Crawling Chaos, a secret no one in his agency suspects. Uses his position to ensure the cult's activities remain unnoticed.

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### Stephen Hurst, Antiquarian

STR 40   DEX 30   POW 50   CON 50   SIZ 45  
 APP 55   INT 85   EDU 85   LUCK 55   SAN 50  
 HP 9   Move 5   DB 0   Build 0   Age 58

Dodge 15 (7 / 3)  
 Brawl 25 (12 / 5), damage 1D3

**Skills:** Appraise 40 (20/8), Art/Craft (Detect Forgery) 50 (25/10), Credit Rating 45 (22/9), Language (Latin) 46 (23/9), Language (Arabic) 31 (15/6), Library Use 50 (25/10), Natural World 60 (30/12), Occult 60 (30/12), Persuade 30 (15/6), Science (Cryptography) 45 (22/9), Spot Hidden 60 (30/12).

**Description:** Prominent ears, pock-marked skin.

**Ideology/Beliefs:** Books are the vessels of divine words and thought, and should be protected above all things.

**Significant people:** Mummy, whom he misses so very much.

**Treasured item:** Mummy's precious things that are kept in the locked casket.

**Traits:** A coward: fearful of women, and the threat of violence.

**Secret:** When alone, he likes to dress in mummy's clothes.

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### Teddy "Mincy" Nugent, Photographer

STR 45   DEX 80   POW 50   CON 65   SIZ 45  
 APP 60   INT 80   EDU 75   LUCK 60   SAN 48  
 HP 11   Move 8   DB 0   Build 0   Age 26

Dodge 45 (22 / 9)  
 Brawl 55 (27 / 11), damage 1D3

**Skills:** Art/Craft (Photography) 75 (37/15), Charm 40 (20/8), Climb 40 (20/8), Credit Rating 28 (14/5), Drive Auto 30 (15/6), Fast Talk 45 (22/9), Jump 40 (20/8), Language (English) 75 (37/15), Natural World 30 (15/6), Psychology 45 (22/9), Spot Hidden 50 (25/10), Stealth 55 (27/11), Track 35 (17/7).

**Description:** Slim, youthful features, prominent ears, and thin lips.

**Ideology/Beliefs:** Atheist—how can there be a God with all this misery in the world?

**Significant people:** Ruth, his wife, who died in a car accident.

**Treasured item:** Ruth's wedding ring, which he wears on chain around his neck.

**Traits:** Glass is half empty. Has no tact whatsoever.

**Secret:** Blames himself for his wife's death; he should have been the one to die.

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### Uncle Giggles, Entertainer, Clown

STR 60 DEX 50 POW 50 CON 60 SIZ 70  
APP 60 INT 55 EDU 60 LUCK 40 SAN 0  
HP 13 Move 7 DB +1D4 Build 1 Age 35

Brawl 50% (25/10), damage 1D3+1D4  
Hunting Knife 50% (25/10), damage 1D8+1D4  
Dodge 35% (17/7)

**Skills:** Art/Craft (Comedy) 70 (35/14), Art/Craft (Singing) 55 (27/11), Charm 20 (10/4), Credit Rating 14 (7/2), Disguise 45 (22/9), Fast Talk 35 (17/7), Language (English) 60 (30/12), Listen 25 (12/5), Psychology 30 (15/6), Sleight of Hand 50 (25/10), Stealth 40 (20/8), Throw 50 (25/10).

**Description:** No bodily hair (due to a medical condition). Likely encountered in full clown regalia.

**Ideology/Beliefs:** Sociopath—diminished capacity for empathy coupled with an intense desire for murder.

**Significant people:** His mother, whose desiccated remains are lovingly kept at home.

**Meaningful location:** Home, where mother rules.

**Treasured item:** Mother.

**Traits:** Superficial charm, pathological lying, and a lack of remorse or guilt.

**Secret:** Giggles must regularly murder to keep himself together; so far he's been doing this for nearly ten years and getting away with it.

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### Wentworth, Butler

STR 50 DEX 70 POW 55 CON 85 SIZ 60  
APP 60 INT 90 EDU 70 LUCK 50 SAN 55  
HP 14 Move 7 DB 0 Build 0 Age 35

Dodge 35 (17/7)  
Brawl 35 (17/7), damage 1D3  
Sword, Fencing Foil 40 (20/8), damage 1D6  
12-G Shotgun (2B) 60 (30/12), damage 4D6

**Skills:** Accounting 25 (12/5), Art/Craft (Tailoring) 70 (35/14), Credit Rating 24 (12/4), Drive Auto 55 (27/11), Electrical Repair 30 (15/6), First Aid 50 (25/10), History 16 (8/3), Language (English) 70 (35/14), Language (French) 21 (10/4), Library Use 40 (20/8), Listen 50 (25/10), Mechanical Repair 55 (27/11), Navigate 40 (20/8), Psychology 40 (20/8), Spot Hidden 35 (17/7), Stealth 45 (22/9).

**Description:** Immaculately dressed, with a world-weary face.

**Ideology/Beliefs:** Lives to serve.

**Significant people:** Lilly, his love, who was sent away.

**Treasured item:** The portrait of Lilly that he carries with him everywhere.

**Traits:** Punctual, exceedingly well organized, and resourceful.

**Secret:** He despises his current employer, whose wandering hands caused Lilly to be sent away before Wentworth could proclaim his love.

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**Wilberforce Poncenby-Hall**

### Wilberforce Poncenby-Hall, Wealthy Explorer

STR 65   DEX 70   POW 50   CON 80   SIZ 70  
 APP 65   INT 60   EDU 60   LUCK 50   SAN 50  
 HP 13   Move 7   DB +1D4   Build 1   Age 39

Dodge 35 (17 / 7)  
 Brawl 25 (12 / 6), damage 1D3+1D4  
 Elephant Gun 60 (30 / 12), damage 3D6+4  
 .30 Carbine 60 (30 / 12), damage 2D6

**Skills:** Archaeology 21 (10/4), Climb 40 (20/8), Credit Rating 70 (35/14), First Aid 40 (20/8), History 35 (17/7), Intimidate 35 (17/7), Jump 40 (20/8), Language (English) 60 (30/12), Language (Maori) 21 (10/4), Natural World 40 (20/8), Navigate 50 (25/10), Ride 15 (7/3), Survival (Wilderness) 60 (30/12).

**Description:** Square jaw, with a large moustache, and prominent nose.

**Ideology/Beliefs:** I want to see everything!

**Meaningful location:** The Poncenby Estate, where his ancestors lie.

**Traits:** Aggressive, bold, and impetuously fool hardy.

**Secret:** In a cave in South America he found a small, totemic idol of unknown origin. Since then he has been unable to lose, give-away, or sell the thing, as each morning it reappears next to him without explanation.

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**Zebedee Silver**

### Zebedee Silver, Cult Leader

STR 65   DEX 60   POW 60   CON 80   SIZ 55  
 APP 80   INT 90   EDU 80   LUCK 45   SAN 00  
 HP 13   Move 9   DB 0   Build 0   Age 37

Dodge 30 (15 / 6)  
 Brawl 25 (12 / 5), damage 1D3  
 Ritual Dagger\* 25 (12 / 5), damage 1D4+2  
 (\*Special: all attack rolls are made with a bonus die)

**Spells:** Bat Form, Bind Enemy, Cloud Memory, Contact Nyarlathotep, Shrivelling.

**Skills:** Accounting 35 (17/7), Charm 60 (30/12), Credit Rating 44 (22/8), Cthulhu Mythos 26 (13/5), Disguise 65 (32/13), Hypnosis 46 (23/9), Fast Talk 25 (12/5), Intimidate 60 (30/12), Language (English) 80 (40/16), Language (Arabic) 41 (20/8), Occult 35 (17/7), Persuade 50 (25/10), Psychology 40 (20/8), Spot Hidden 55 (27/11), Science (Astronomy) 16 (8/3), Science (Mathematics) 31 (15/6).

**Description:** Pale skin, watery blue eyes.

**Ideology/Beliefs:** Servant of Nyarlathotep.

**Traits:** Not an ounce of mercy resides within him.

**Marks and scars:** Cult tattoos.

**Secret:** He cares little for those who follow him in the cult; all are expendable in his quest for power.

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This accessory pack is best used with the roleplaying game CALL OF CTHULHU, available separately.

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