# CATEWAYS TO TERROR THREE EVENINGS OF NIGHTMARE

### PRE-GENERATED CHARACTERS



# CATEWAYS TO TERROR THREE EVENINGS OF NIGHTMARE

# THE NECROPOLIS INVESTIGATORS



1920S ERA INVES	TIGATOR		ARA	CTERISTIC	C		
Name			CARL CARL CARL CARL	05	TATAL TATAL TATAL	35)	
Player		STR 60 30	DEX	50 25 INT Idea		14	
Occupation Archaeolo	gist	CON 50 25	APP	60 30 POW	<b>V</b> 40	20	
Age _36 Sex _ Residence_Valley of the K	ings, Egypt			12		8	
Birthplace		SIZ 50 25	EDU Know	80   40   Move   Rate	8	-1	
Major Wound M10P	) (4	Temp. Indef. Insane		<b>40</b> Max	Insane	01 02 03 04 05 0	06 07
Dying 00 0	01 02 04 05	31 32 33 34	35 36 37	15 16 17 18 19 20 38 39 40 41 42 43	44 45 4	6 47 48 49 50 51 5	52 53
	9 10	54 55 56 57	58 59 60	61 62 63 64 65 66 84 85 86 87 88 89	67 68 6	9 70 71 72 73 74 7	75 76 🔁
	4 15 9 20	CALL	of C	TUNI		(Ma <b>8</b> MP)	10
16 17 18	9 20	Out o	fluck	01 02 03 04 05 06	07	00 01 02 03 05 06 07 <b>08</b>	04 <b>M</b> 09 <b>GC</b>
		5 16 17 18 19 20 2	1 22 23 2	24 25 26 27 28 29 3 47 48 49 50 51 52 3	30	10 11 12 13	14 <b>T</b>
54 55 56 57 58	59 60 61	1 62 63 64 65 66 6	7 68 69 7	70 71 72 73 74 75 1 93 94 95 96 97 98 9	76	15 16 17 18 20 21 22 23	19 <b>POINTS</b>
77 78 79 80 81	02 03 04	_		OR SKILLS	99	20 21 22 23	24 167
Accounting (05%)		☐ Fast Talk (05%)		☐ law (05%)	P	Science (01%)	
Anthropology (01%)	Ħ	Fighting (Brawl) (25%)	25 12 5	Library Use (20%)	50 25 10		A
Appraise (05%)	60 30 12		Ā	Listen (20%)	20 10		F
Archaeology (01%)	25			Locksmith (01%)	Ħ	Sleight of Hand (10%)	
☐ Art / Craft (05%)	Ħ	Firearms (Handgun) (20%)	20 10	Mech. Repair (10%)	40 20	Spot Hidden (25%)	50 25 10
	A	Firearms (Rifle/Shotgun) (25%)	A	Medicine (01%)	Ā	Stealth (20%)	20 10
	Ā		Ā	Natural World (10%)	Ā	Survival (10%)	A
Charm (15%)	A	First Aid (30%)	30 15 6	Navigate (10%)	40 8	Swim (20%)	
Climb (20%)		History (05%)	120	Occult (05%)		☐ Throw (20%)	20 10
Credit Rating (00%)	40 8	☐ Intimidate (15%)		Op. Hv. Machine (01%)		☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)	20 10 4	Persuade (10%)	50 25 10		
Disguise (05%)	B	Language (Other) (01%) Arabic	50 25 10	Pilot (01%)	B		
☐ Dodge (half DEX)				Psychology (10%)	H		
Drive Auto (20%)	40 8		A	Psychoanalysis (01%)	B		
☐ Elec Repair (10%)		Language (Own) (EDU) English	80 40 16	☐ Ride(05%)			
Weapon	Regular I	WEAPCHard Extreme Dam 12 5 1d3 +	age Ra	ange Attacks Amr	no M	Build	none 0
						Dodge 2	5 5

#### BACKSTORY

Personal Description	Traits You have a passion and drive to succeed in your work, and you crave the fame that a big discovery would bring.
Ideology/Beliefs You're not sure you share the ancient Egyptians' belief in an afterlife.	Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations Egypt—where else? The scene of so many triumphs, but also so much disappointment.	Arcane Tomes, Spells & Artifacts
Treasured Possessions	Encounters with Strange Entities

# CEAR & POSSESSIONS

A satchel containing a trowel, small brush, matches, and four candles.

# CASH & ASSETS

Spending Level \$10 Cash \$80 Assets \$2,200

# QUICK REFERENCE RULES

#### **Skill & Characteristic Rolls**

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

#### **Wounds & Healing**

First Aid heals 1HP;

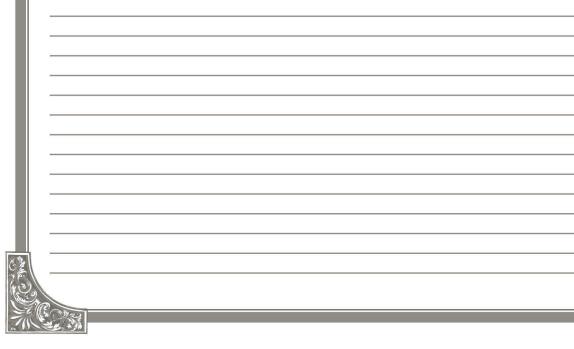
Medicine heals +1d3 HP

**Major Wound** = loss of  $\geq \frac{1}{2}$  max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = **Dying**Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll

Char. Player	Char. Player	CharPlayer
CharPlayer	Me	CharPlayer
CharPlayer	CharPlayer	CharPlayer

	ARCHAEOLOGIST EXAMPLE OF THE PROPERTY OF THE P
	ARCHAEOLOGIST
<b>6</b>	Backstory
	Recently, you have had the good fortune of being privately funded to work in Egypt. After a long time with no notable findings, you have been granted only one more season of work, with an expectation that you produce results or else your funding will be
	pulled. The good news is that your current dig seems to be the answer to your prayers, as you have uncovered an ancient stone path leading into a cliff face. You and your companions could be on the verge of a big and career-making discovery!
-1	Roleplaying hooks: If you don't find something this time, your career is pretty much over - so find something.
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	1920S ERA INVES	TIGATOR	C'H	ARACTERISTIC		
	Name			TATATATATATAJIPLITATATATATATATATATATAJIPLITATATATATATATATATA	20	
\$	Player		STR 50 25	$\begin{array}{c cccc} \hline DEX & 45 & 9 & INT \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & & & & \\ \hline  & & & & \\ \hline  & & & & \\ \hline  & & & & \\ \hline  & & & & \\ \hline  & & & & & \\ \hline$	60 12	
	Occupation Professor of	Languages	CON 40 20 8	APP <b>70</b> 35 POW	V 60 30	
`	Age 40 Sex Residence Valley of the K	ings, Egypt	8	14	12	
- 1	Birthplace		$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	EDU 80 40 Move Rate		
- 1	Major Wound Ma <b>9</b> HP	) (6	Temp. Indef. Insane	.60 Max	Insane 01 02 03 04 05	06 07
	Dying 00 0	01 02 04 05	31 32 33 34	12 13 14 15 16 17 18 19 20 35 36 37 38 39 40 41 42 43	44 45 46 47 48 49 50 51	52 53
		9 10		58 59 <mark>60</mark> 61 62 63 64 65 66 81 82 83 84 85 86 87 88 89		
		4 15 9 20	CALL	ECTHIII )	M121P	
	10 17 18	9 20	Out of	f Luck 01 02 03 04 05 06 0		03 04 <b>X</b> 08 09 <b>CC</b>
				1 22 23 24 25 26 27 28 29 3 4 45 46 47 48 49 50 51 52 3	30 53 10 11 <b>1</b> 2 1	
	54 55 56 57 58	59 60 6	1 62 63 64 65 66 6	7 68 69 70 71 72 73 74 75 7 0 91 92 93 94 95 96 97 98 9	70	8 19 <b>NII</b> S
- 1		42 03 0		STIGATOR SKILLS		
	Accounting (05%)		☐ Fast Talk (05%)	☐ Law (05%)	Science (01%)	
	☐ Anthropology (01%)	50 25 10	Fighting (Brawl) (25%)	25 12   Library Use (20%)	60 30	
	Appraise (05%)			Listen (20%)	40 8	
	Archaeology (01%)			Locksmith (01%)	Sleight of Hand (10%	%) <u> </u>
	Art/Craft (05%)		Firearms (Handgun) (20%)	20 10 Mech. Repair (10%)	10 5 Spot Hidden (25%)	45   22
	<b></b>		Firearms (Rifle/Shotgun) (25%)	Medicine (01%)	Stealth (20%)	20 4
	<b></b>			Natural World (10%)	Survival (10%)	
	☐ Charm (15%)	30 6	First Aid (30%)	30 15 Navigate (10%)	Swim (20%)	
	☐ Climb (20%)	20 10 4	☐ History (05%)	Occult (05%)	25 12 Throw (20%)	20 4
	Credit Rating (00%)	40 8	☐ Intimidate (15%)	Op. Hv. Machine (01%)	☐ Track (10%)	
	Cthulhu Mythos (00%)		☐ Jump (20%)	20 10 Persuade (10%)		
	Disguise (05%)		Language (Other) (01%) Egyptian Hieroglyphs			
	Dodge (half DEX)	25 12 5	German	60 30 Psychology (10%)	50 25	
	Drive Auto (20%)		Latin	50 25		
	☐ Elec Repair (10%)		Language (Own) (EDU) English	80 40 Ride (05%)		
6%	Weapon _Unarmed 	Regular	WEAPO Hard Extreme Dam 12 5 1d3+	age Range Attacks Amn	Damage Bonus Build	none 0
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#### BACKSTORY

Personal Description	Traits Eager to finally put your training to good use.
Ideology/Beliefs You believe in yourself— whatever life throws your way, you can handle it. Probably.	Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions A signed copy of Ancient Egyptian Legends by your former tutor, Margaret Murray.	Encounters with Strange Entities
GEAR & POSSESSIONS	CASH & ASSETS

Beef jerky, pen and pencils, writing pad, cigar and matches.

Spending Level \$10 Cash \$80 Assets \$2,000

# QUICK REFERENCE RULES

#### **Skill & Characteristic Rolls**

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

#### **Wounds & Healing**

First Aid heals 1HP;

Medicine heals +1d3 HP

Player

Major Wound = loss of ≥ ½ max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = **Dying**Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll

# FELLOW INVESTIGATORS

CharPlayer	Char. Player	CharPlayer
CharPlayer	Me	Char. Player
CharPlayer	Char.	CharPlayer

Player

Player

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#### **PROFESSOR OF LANGUAGES**

Years of studying Egyptian hieroglyphics at University College, London have surprisingly limited occupational opportunities despite the international renown of some of your former tutors. Consequently, you have spent most of your professional career translating Germanic documents (another language for which you have a natural flair). Now you have the chance to work on something really worthwhile. You have been summoned to Egypt to a new dig that promises to unearth some fabulous finds.

	ery (which is always good for the career). The
perhaps, people will employ you for your first love: hieroglyphics.	

1920S ERA INVESTIGATOR	CHARACTERISTICS	
Name		
Player	STR $\begin{bmatrix} 50 & 25 \\ \hline 10 & DEX & 60 & 12 \end{bmatrix}$ INT $\begin{bmatrix} 50 & 25 \\ \hline 10 & \end{bmatrix}$	
Occupation Dilettante	20 25	
Age Sex	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	(*)
Residence Valley of the Kings, Egypt	SIZ 60 30 EDU 80 40 Move 7	
Birthplace	SIZ 60 12 EDU 80 16 Rate 7	
Major Wound M10P	Iemp.         Indef.         70         Max         Insane         01         02         03         04         05	06 07
00 01 02	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 2 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 5	
Dying Unconscious         00         01         02           Unconscious         03         04         05           06         07         08         09         10	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 7	75 76 🕎
	77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 9	98 99
11 12 13 14 15 16 17 18 19 20	CALL of CTHULHU 00 01 02 03	04 —
	Out of Luck 01 02 03 04 05 06 07 05 06 07 08	<u>~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ </u>
	15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 10 11 12 13	
54 55 56 57 58 59 60	51 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76	
77 78 79 80 81 82 83	34 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 20 21 22 23	24 0
	INVESTIGATOR SKILLS  25 12	
Accounting (05%)	25 5 Law (05%)	
Anthropology (01%)		
Appraise (05%)	□ Listen (20%) 30 15 6 □	
Archaeology (01%)	□	
Art / Craft (05%) Painting  30 15	Firearms (Handgun) (20%) 20 10  Mech. Repair (10%) 10 5  Spot Hidden (25%)	45 22 9
	Greatms (Rifle/Shotgun) (25%)   50   25   10   Medicine (01%)   Stealth (20%)	40 20
	Natural World (10%)	Ä
Charm (15%)	First Aid (30%)   30   15   Navigate (10%)   10   5   Swim (20%)	
Climb (20%) 30 15 6	History (05%) Coccult (05%) 60 30 12 Throw (20%)	20 10
Credit Rating (00%) 70 35	Intimidate (15%) 60 30	
Cthulhu Mythos (00%)	Jump (20%) 20 10 Persuade (10%) 30 15 G	<u> </u>
Disguise (05%)	Language (Other) (01%)	
	□ Psychology (10%) 10 5 2 □	
Drive Auto (20%)	Psychoanalysis (01%)	
Elec Repair (10%)		
	WEAPONS	BAT
Weapon Regular	Hard Extreme Damage Range Attacks Ammo Malf.	
Unarmed 25	12 5 103 + db - 1 Damage Bonus	none
Pocketknife 25		
	Build	0
		0 15
		6



Personal Description	Traits Driven by a thirst for knowledge and wonderful things.
Ideology/Beliefs There is more out there than man is currently aware of, both literally and metaphysically.	Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions Your cigarette case—a gift from a former, much missed lover.	Encounters with Strange Entities
CEAR & POSSESSIONS	CASH & ASSETS

Water flask, pocketknife, ink pen, note book, matchbook, cigarette case.

Spending Level \$50 Cash \$350 Assets \$35,000

# QUICK REFERENCE RULES

#### **Skill & Characteristic Rolls**

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

#### **Wounds & Healing**

First Aid heals 1HP;

Medicine heals +1d3 HP

**Major Wound** = loss of  $\geq \frac{1}{2}$  max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = **Dying**Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll

Char. Player	CharPlayer	CharPlayer
CharPlayer	Me	Char. Player
Char. Player	Char.	CharPlayer

5	DUETTANTE
	DILETTANTE
	Backstory
	A noble of the British Empire, your great wealth means that you have been able to pursue your studi
	Spurred by your fascination with all things ancient, you funded an archaeological dig in Egypt,
	artifacts and hidden lore. You are excited, as your dig team believes they have found the entran
	necropolis.
-	<b>Roleplaying hooks:</b> Seek out of the secrets of ancient civilizationswhat wonders could you learn?
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1920S ERA INVESTIGATO	CHARACTERISTICS	
Name	40 20 07	
Player	STR $80 \frac{40}{16}$ DEX $65 \frac{32}{13}$ INT $100 \frac{27}{11}$	
Occupation_Ex-Soldier	20 20 25	
Age 29 Sex M	APP 40 8 POW 30 10	
Residence_Valley of the Kings, Egypt		
Birthplace	312 70 14 Know 30 10 Rate 8	
Major Wound Major	Iemp.         Indef.         50         Max         Insane         01         02         03         04         05         06	
Dying 00 01 02	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 51	
Dying   000   01   02	31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 75 75 75 75 75 75 75 75 75 75 75 75	
11 12 13 14 15	77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98	8 99
<b>1</b> 6 17 18 19 20	CALLO CIHULHO 00 01 02 03	04 🔀
00 00 10 11 12 12 14	Out of Luck 01 02 03 04 05 06 07 05 06 07 08	04 <b>MAG</b>
31 32 33 34 35 36 37	38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53	
	61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99	19 <b>24</b> 24
	INVESTIGATOR SKILLS	
Accounting (05%)	☐ Fast Talk (05%) ☐ Law (05%) ☐ Science (01%)	
Anthropology (01%)	Fighting (Brawl) (25%)   70   35   14   Library Use (20%)	A
Appraise (05%)	Listen (20%) 20 10 4	
Archaeology (01%)	Locksmith (01%)	
Art/Craft(05%)		45 22 9
	Griandguni (20%)   12   12   13   145   22   15   16   16   16   16   16   16   16	50 25 10
		50 25 10
Charm (15%)		10
Climb (20%)  Climb (20%)  Climb (20%)		20 10
10		30 15
		6
Cthulhu Mythos (00%)		
Disguise (05%)		
Dodge (half DEX) 50 25 10	Psychology (10%) 10 5 2	
Drive Auto (20%)	□ □ Psychoanalysis (01%) □	
☐ Flec Repair (10%)	Language (Own) (EDU)   50   25   10     Ride (05%)	
	WEAPONS COMB	AT
Weapon Regular	Hard Extreme Damage Range Attacks Ammo Malf.	
Unarmed 70	35 14 103 + db - 1 Damage + Bonus +	1D4 )
Fighting knife 70  .32 Revolver 60	20 12 1D9 15 yards 1(2) 6 100	
	Build	+1
[6]		25
		10

Personal Description  Ideology/Beliefs In the end, the only person you can rely on is yourself.	Traits Frustrated by the blemish on your military record and fed up with being stuck in the desert.  Injuries & Scars
Significant People Your former Army mates, although you haven't seen them in such a long time.	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions	Encounters with Strange Entities

# CEAR & POSSESSIONS

.32 revolver loaded with 6 bullets, 4 spare bullets, fighting knife.

# CASH & ASSETS

Spending Level \$10 Cash \$40 Assets \$1,000

# QUICK REFERENCE RULES

#### **Skill & Characteristic Rolls**

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

#### **Wounds & Healing**

First Aid heals 1HP;

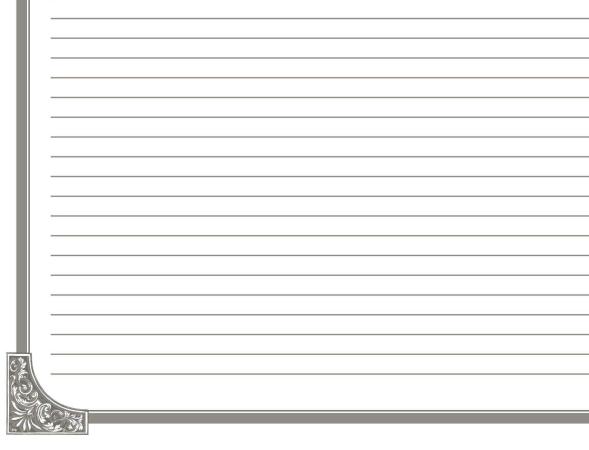
Medicine heals +1d3 HP

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Natural Heal rate (non Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll

CharPlayer	Char. Player	CharPlayer
CharPlayer	Me	Char. Player
CharPlayer	Char.	Char. Player

	EX-SOLDIER EX-SOLDIER
	EX-SOLDIER
<b>S</b>	Backstory
	You fought in Egypt during the Great War. You were dishonorably discharged from the Army due to an incident with an officer that ended in fisticuffs. But fighting is all you know and now you've gained the only employment you can muster—landing you
	straight back in Egypt, providing support at archaeological digs in the Valley of Kings. Despite the heat and the flies, the pay is good.
	Word has reached you that the Archaeologist has found a tomb and your latest employer, the Dilettante, has arrived on site for the grand unveiling. You'd better look sharp and go see what's happening.
-1	
	Roleplaying hooks: You need to impress the boss to ensure they keep you on the payroll.



# CATEWAYS TO TERROR THREE EVENINGS OF NIGHTMARE

# WHAT'S IN THE CELLAR? INVESTIGATORS



	1920S ERA INVEST	TIGATOR	CH	ARACTERISTIC	S	
	Name		20		25	
\$	Player		STR 40 8	$ \begin{array}{c cccc}                                 $	50 10	
	Occupation Author		$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	O APP 75 37 POW	45 22	
`	Age 33 Sex Residence		12	2 15	45 9	
	Birthplace		SIZ 70 35	5 EDU 75 37 Move Rate	7	
	Major (M1210	MA	Temp. Indef.	45 Max	Insane 01 02 03 04 05 0	06.07
	Would 1		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	12 13 14 15 16 17 18 19 20	21 22 23 24 25 26 27 28 2	9 30 父
		9 10		35 36 37 38 39 40 41 42 43 58 59 60 61 62 63 64 65 66		
		4 15	77 78 79 80	81 82 83 84 85 86 87 88 89	90 91 92 93 94 95 96 97 9 Ma <b>9</b> MP	18 99
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		13 14 1		of Luck	05 00 07 00	1.4
	31 32 33 34 35 54 55 56 57 58			14 45 46 47 48 49 50 51 52 5 57 68 69 70 71 72 73 74 75 7	15 16 17 10	19
	77 78 79 80 81	82 83 8	_	90 91 92 93 94 95 96 97 98 9	20 21 22 23	24 3
	Accounting (05%)		Fast Talk (05%)	STIGATOR SKILLS  Law (05%)	Science (01%)	
	Anthropology (01%)	20 10	Fighting (Brawl) (25%)		45   22	
	Appraise (05%)	-5 4			40 20	
	Archaeology (01%)		п —	Locksmith (01%)	Sleight of Hand (10%)	
	Art / Craft (05%) Writing	35 17	Firearms (Handgun) (20%)		10 5 Spot Hidden (25%)	55 27
	Writing	7		Medicine (01%)	Stealth (20%)	20 10
			Firearms (Rifle/Shotgun) (25%)	Natural World (10%)	Survival (10%)	4
	Charm (15%)	65 32 13	First Aid (30%)	30 15 Navigate (10%)	Swim (20%)	
	Climb (20%)	20 10 4	History (05%)		65 32 Throw (20%)	35 17
		25 12 5		Op. Hv. Machine (01%)	Track (10%)	35 7
	Credit Rating (00%)	5	Intimidate (15%)	25 12 Persuade (10%)		
	Cthulhu Mythos (00%)		Jump (20%) Language (Other) (01%)			
	Disguise (05%)	25 12 5			60 30	
	Dodge (half DEX)	25 5				
	Drive Auto (20%)		Language (Own) (EDU) English	Psychoanalysis (01%)		
	Elec Repair (10%)					
<u> </u>	WeaponUnarmed	Regular 40 -	WEAPC   Hard   Extreme   Dam   1d3 +	nage Range Attacks Amm	Damage Bonus Build	10ne 0
					Dodge 2	5

# BACKSTORY

Personal Description	Traits Curious by nature; intrigued by the mystery of just who murdered Rose Blackwood.		
Ideology/Beliefs You don't believe Arthur could be capable of murdering Rose, no matter who anyone else says—he loved her far too much for that.	at <u>´</u>		
Significant People Your grandmother, who used to tell you all sorts of fascinating stories when you were a child. It's probably down to her the you now do what you do.	<u> </u>		
Meaningful Locations	Arcane Tomes, Spells & Artifacts		
Treasured Possessions	Encounters with Strange Entities		
Pocket flashlight, notepad, and pen.	Spending Level _\$10		
QUICK REFERENCE RULES	FELLOW INVESTIGATORS		
QUICK REFERENCE RULES  Skill & Characteristic Rolls  Levels of Success: Fumble Fail Regular Hard Extreme Critical 100/96+ >skill ≤skill ½skill ½skill 01  Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls	Char. Char.		
	Char. Player  Char. Player  Player  Player		

Natural Heal rate (Major Wound): weekly healing roll

<b>9</b>	© S AUTHOR
A	UTHOR
	ackstory
	ou are an author, specializing in books about the occult, unexplained mysteries, and other strange phenomena. You are relat
	o Arthur Blackwood through your maternal great-grandmother. Arthur has requested your assistance in proving his innocen
	e said it was vital you that you meet with his defense attorney, Joseph Klein, then go on to the family's cabin up near Whiteh
or	nce you'd heard what he had to say.
_	You were once close to Arthur, but you drifted apart some time ago, so this request is a little odd, even though it fascinates y
	nmensely from both a personal and a professional standpoint. Still, if you can't look to your family in your hour of need, who c ou turn to?
	oleplaying hooks: You wish to clear Arthur Blackwood's name and work out who murdered Rose. If Arthur didn't do it, w
	id? And could there even be a book in it for you?
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1920S ERA INVESTIGATO	CHARACTERISTICS	
Name		
Player	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	
Occupation Private Detective	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	
Age _41		
Birthplace	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	
Major M114P	Temp. Indef. 50	06.07
Would 1 02 01 02	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28	29 30 🔀
Unconscious 03 04 05 06 07 08 09 10	31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74	
06 07 08 09 10 10 12 13 14 15	77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 10 10 10 10 10 10 10 10 10 10 10 10 10	98 99
<b>1</b> 6 17 18 19 20	CALL O CHOLHO 00 01 02 03	3 04 🕿
08 09 10 11 12 13 14	Out of Luck 01 02 03 04 05 06 07 05 06 07 08 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30	(C)
<b>5</b> 31 32 33 34 35 36 37		
	84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 20 21 22 23	3 24 3
	INVESTIGATOR SKILLS	
Accounting (05%)		
Anthropology (01%)	Fighting (Brawl) (25%) 45 22  Library Use (20%)	
Appraise (05%)		
Archaeology (01%)	Locksmith (01%) 35 17 Sleight of Hand (10%)	
	Firearms (Handgun) (20%) 60 30	55 27 11
	Firearms (Rifle/Shotgun) (25%) Medicine (01%) Stealth (20%)	40 8
	Natural World (10%)	
Charm (15%)		
Climb (20%) 30 15		30 15
Credit Rating (00%) 20 10		
Cthulhu Mythos (00%)	Jump (20%) 30 15 Persuade (10%) 30 15	
Disguise (05%) 35 17 7		
Drive Auto (20%) 20 10		
Elec Repair (10%)	Language (Own) (EDU) 60 30 Ride (05%)	
	WEAPONS	BAT
Weapon Regular	Hard Extreme Damage Range Attacks Ammo Malf.	
<u>Unarmed</u> <u>45</u> .38 Auto Pistol 60	22 9 1d3 + db - 1 Damage 30 12 1D10 15 yards 1 (3) 8 99 Bonus	+1D4 )
.50 Auto 115(0) 00		
		+1
		0 8



Personal Description	Traits Meticulous and professional.
Ideology/Beliefs You wish you could believe that justice is blind, but you've been doing this job for far too long to fall for that one.	Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions Your trusty .38 automatic pistol—it's got you out of many a jam in the past.	Encounters with Strange Entities
Good-quality flashlight	CASH & ASSETS Spending level \$10

and a .38 automatic pistol.

Spending Level Cash <u>\$40</u> Assets \$1,000

# QUICK REFERENCE RULES

#### **Skill & Characteristic Rolls**

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

#### **Wounds & Healing**

First Aid heals 1HP;

Medicine heals +1d3 HP

**Major Wound** = loss of  $\geq \frac{1}{2}$  max HP in one attack Reach 0 HP without Major Wound = *Unconscious* 

Reach 0 HP with Major Wound = **Dying**Dying: First Aid = temp. stabilized; then require Medicine Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

#### CELLAW INVECTICATADO

[ E,L,U W	IMAESII	UAIUNS
CharPlayer	Char. Player	CharPlayer
CharPlayer	Me	Char. Player
CharPlayer	Char.	CharPlayer

Player



#### **PRIVATE DETECTIVE**

#### **Backstory**

You are a private detective, hired by the law office of Blackwood and Klein to assist in proving the innocence of one of the firm's partners: Arthur Blackwood. You are recognized by the court as having the authority to collect evidence from the cabin where Mrs. Rose Blackwood was murdered, so it may be used in Arthur's defense. Not that you're expecting to find much --after all, the police and the prosecution team have been all over the scene of the crime, so it's unlikely they'll have missed anything important. Still, there's no harm in looking, especially as there's a nice pay packet in it for you regardless of what you find.

	etter.	
Arthur is innocent, then so much the b		

	1920S ERA NVES	TIGATOR	CH	ARA	CTERISTIC	S		
	Name				20	TATAL TATAL TATAL	32)	
\$	Player		STR 30 6	DE	$40\frac{20}{8}$ INT Idea		13	
	Occupation Psycholog	ist	CON 40 20	APF	$\begin{array}{c c} \hline 60 & 30 \\ \hline 12 & POV \\ \hline \end{array}$		30	
`	Age 55 Sex Residence				12		12	
	Birthplace		$    SIZ   55    \frac{2}{1}$	EDU Know	J 70 35 Move Rate	<b>(5</b> )	<del>+1</del> <del>-1</del>	
- 1	Major Wound M.9HP	MA	Temp. Indef.		.60 Max	Insane	01 02 03 04 05 0	06.07
	<u> </u>	1 02	08 09 10 11		4 15 16 17 18 19 20 7 38 39 40 41 42 43	21 22 2	3 24 25 26 27 28 2	29 30 🔀
	Unconscious 03 00 06 07 08 00	9 10	54 55 56 57	58 59 60	61 62 63 64 65 66	67 68 6	9 70 71 72 73 74 7	75 76 🔁
		4 15	77 78 79 80	81 82 83	8 84 85 86 87 88 89	90 91 9	(M <b>12</b> /P)	98 99
	16 17 18 1	9 20	CALL		JHUL	HU	00 01 02 03	04 <b>MAC</b> CC
		13 14 1	5 16 17 18 19 20 :		01 02 03 04 05 06 24 25 26 27 28 29	30	05 06 07 08 10 11 12 13	
	31 32 33 34 35 54 55 56 57 58				47 48 49 50 51 52 70 71 72 73 74 75	1.000 miles (1.000)	15 16 17 18	19 <b>POINTS</b>
	77 78 79 80 81	82 83 8			93 94 95 96 97 98	99	20 21 22 23	24 <b>3</b>
	Accounting (05%)		Fast Talk (05%)	SIIGA	FOR SKILLS		Science (01%)	
	Anthropology (01%)	30 15 6	Fighting (Brawl) (25%)	25 12 5	<ul><li>☐ Law (05%)</li><li>☐ Library Use (20%)</li></ul>	45 22 9		
		30 6		25 5		45 9 45 22 9		
	Appraise (05%)				Listen (20%)	45 9		
	Archaeology (01%)  Art / Craft (05%)		Firearms	40 20 8	Locksmith (01%)		Sleight of Hand (10%)	35 17
			Firearms (Handgun) (20%)	40 8	Mech. Repair (10%)	30	Spot Hidden (25%)	
			Firearms (Rifle/Shotgun) (25%)		Medicine (01%)	60 30 12	Stealth (20%) Survival (10%)	20 4
				30	Natural World (10%)	25 12 5		
	Charm (15%)	10	First Aid (30%)	60 30 12	Navigate (10%)		Swim (20%)	
	Climb (20%)	20 10 4	History (05%)		Occult (05%)	10 5 2	☐ Throw (20%)	20 4
	Credit Rating (00%)	40 8	Intimidate (15%)		Op. Hv. Machine (01%)		☐ Track (10%)	
	Cthulhu Mythos (00%)		Jump (20%)	20 10 4	Persuade (10%)	40 20 8		
	Disguise (05%)		Latin Latin	10 5 2	Pilot (01%)			
	☐ Dodge (half DEX)	20 10			Psychology (10%)	50 25 10		
	Drive Auto (20%)				Psychoanalysis (01%)	65 32 13		
	☐ Elec Repair (10%)		Language (Own) (EDU English	70 35 14	☐ Ride(05%)			
E Z	Weapon	Regular			Range Attacks Ami	no M	COMB  alf. Damage Bonus Build Dodge 20	none 0

Personal Description	Traits Questioning and broad-minded.
Ideology/Beliefs Never take anyone at face value; after all, everyone has their secrets.	Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions Your qualifications certificates—quite a few people didn't think you'd stick the course, but these are the proof that they were wrong.	Encounters with Strange Entities

## CEAR & POSSESSIONS

A lantern you found in the Blackwood cabin's	
kitchen.	

# CASH & ASSETS

Spending Level \$10  Cash \$80	
Cash \$80	
Assets \$2,000	

# QUICK REFERENCE RULES

#### **Skill & Characteristic Rolls**

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

#### **Wounds & Healing**

First Aid heals 1HP;

Medicine heals +1d3 HP

**Major Wound** = loss of  $\geq \frac{1}{2}$  max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = **Dying**Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

CharPlayer	CharPlayer	Char. Player
Char. Player	Me	CharPlayer
CharPlayer	CharPlayer	CharPlayer

<b>SO</b>	PSYCHOLOGIST @@
PS	SYCHOLOGIST
	ckstory
Yo	u are a psychologist, hired by the law office of Blackwood and Klein to assist in proving the innocence of Arthur Blackwood i
the	e small matter of the murder of his wife, Rose. Your expertise is required to ascertain Arthur Blackwood's mental state at th
tin	ne of the murder; thus, in visiting the murder scene, you hope to build a better picture of Arthur and determine whether or no
he	's fit to take the stand at his upcoming trial.
Ro	leplaying hooks: Determine whether Arthur Blackwood is, indeed, delusional. There's something about the Blackwood nam
tha	at rings a bell in your mind; you vaguely remember your grandmother mentioning the Blackwood family back in your youth.
on	ly you could remember more—perhaps it's important?
_	
_	





1920S ERA INVESTIGATOR	CHA	ARACTERISTICS	
Name			25)
S Player	STR 35 7		10
Occupation Architect  Age 34 Sex	CON 55 27		80
Age _34 Sex		15 Man (1)	12
Birthplace	SIZ 60 30 12		-1
Major Wound M11/P	Temp. Indef. Insane	60 Max Insane	01 02 03 04 05 06 07
Dying 00 01 02 Unconscious 03 04 05	31 32 33 34 3	12 13 14 15 16 17 18 19 20 21 22 23 35 36 37 38 39 40 41 42 43 44 45 46	5 47 48 49 50 51 52 53 <b>2</b>
Unconscious 03 04 05 06 07 08 09 10		58 59 <mark>60</mark> 61 62 63 64 65 66 67 68 69 31 82 83 84 85 86 87 88 89 90 91 92	
<b>1</b>	CALL	ICTUNI UN	(M12/P)
10 17 10 19 20	Out of	Luck 01 02 03 04 05 06 07	00 01 02 03 04 <b>X</b> 05 06 07 08 09 <b>C C</b>
		1 22 23 24 25 26 27 28 29 30 4 45 46 47 48 49 50 51 52 53	
54 55 56 57 58 59 60 61	62 63 64 65 66 67	7 68 69 70 71 72 73 74 75 76 0 91 92 93 94 95 96 97 98 99	15 16 17 18 19 20 21 22 23 24
77 70 75 00 01 02 05 01	_	TIGATOR SKILLS	
Accounting (05%) 20 10 4	☐ Fast Talk (05%)	1 Law (05%) 40 8	Science (01%) Mathematics  40 20 8
Anthropology (01%)	Fighting (Brawl) (25%)	17	
Appraise (05%)	o[	Listen (20%)	
Archaeology (01%)	□[	Locksmith (01%)	Sleight of Hand (10%)
Art / Craft (05%) Technical Drawing  60 30 12	Firearms (Handgun) (20%)	20 10 Mech. Repair (10%)	Spot Hidden (25%) 40 8
	Firearms (Rifle/Shotgun) (25%)	Medicine (01%)	Stealth (20%) 20 10
	o	Natural World (10%)	Survival (10%)
	☐ First Aid (30%)	30 15 Navigate (10%)	Swim (20%)
	☐ History (05%)	Occult (05%)	☐ Throw (20%) 20 10 4
Credit Rating (00%) $60 \frac{30}{12}$	☐ Intimidate (15%)	Op. Hv. Machine (01%)	☐ Track (10%)
Cthulhu Mythos (00%)		20 10 Persuade (10%)	
Disguise (05%)	Language (Other) (01%)		
Dodge (half DEX)  35 17 7	<b>-</b> [	Psychology (10%) 10 5 2	
Drive Auto (20%)	<b>-</b>	Psychoanalysis (01%)	
☐ Elec Repair (10%)	Language (Own) (EDU) English	70 35 Ride (05%)	
Weapon Regular H Unarmed 35	WEAPC Hard Extreme Dama 17 7 1dz +	ige Range Attacks Ammo Ma	COMBAT  If. Damage none Bonus  Build  O
			Dodge 35 17

	2
	3
8	
<b>69</b>	

# BACKSTORY

Personal Description	Traits Friendly and helpful, but distinctly bemused by your current situation.
Ideology/Beliefs Architecture can be artistic a well as functional—just look at Frank Lloyd Wright's work.	Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations The college where you do your architectural training. Ah, those were to days.	Arcane Tomes, Spells & Artifactshe
Treasured Possessions	Encounters with Strange Entities
A lantern you found in the cabin's kitchen.	Spending Level \$50 Cash \$250 Assets \$30,000
avalent Cuccess, I am in a grant I man Extraction are an extraction	FELLOW INVESTIGATORS Char. Player
Skill & Characteristic Rolls  Levels of Success: Fumble   Fail   Regular   Hard   Extreme   Critical   100/96+   >skill   ½ skill   ½ skill   ½ skill   01    Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls  Wounds & Healing  First Aid heals 1HP; Medicine heals +1d3 HP	FELLOW INVESTIGATORS Char.



#### **ARCHITECT**

You are an architect and also a close friend of Arthur Blackwood. And Rose, too, while she was still alive, God rest her poor soul.

Arthur has requested that you assist the law office of his business partner, Joseph Klein, to help prove his innocence. You're not really sure what he expects you to do, but Arthur's always been good to you, so how could you refuse?

ook at the famed Blackwood holiday cabin—you've heard the scenery is spectacular, even if the	ic ballaling 3 acsign is allegeary
ttle humdrum and folksy. Still, not everything can be cutting edge design, can it?	

# CATEWAYS TO TERROR THREE EVENINGS OF NIGHTMARE

# THE DEAD BOARDER INVESTIGATORS



27 M							
1920S ERA INVEST	IGAT OR		HARA	CTERISTIC	S		
Name				05	MATERIATATATATATA	30)	
Player		STR 50	25 10 DE	$50 \frac{25}{10} INT_{\text{Idea}}$		12	
Occupation Landlord/La	andlady_	CON 70	35 14 APF	40 20 POV		30	
Age 38 Sex Residence Providence, F	 RI		14	8		12	
Birthplace		SIZ 80	40 16 EDU Know	50 25 Move Rate		-1	
Major Wound M15P	16	Temp. Ind		60 Max	Insane	01 02 03 04 05 0	06 07
□ □ □ □ 00 01		31 32 33	34 35 36 37	1 15 16 17 18 19 20 7 38 39 40 41 42 43	44 45 4	6 47 48 49 50 51 5	2 53
Unconscious 03 04 06 07 08 09	100	54 55 56	57 58 59 60	61 62 63 64 65 66 8 84 85 86 87 88 89	67 68 6	9 70 71 72 73 74 7	75 76
<b>1</b> 11 12 13 14	$\sim$	CALI	of C			(M121P)	
16 17 18 19	9 20		ut of Luck	01 02 03 04 05 06		00 01 02 03	04 <b>XA</b> 09 <b>QC</b>
		5 16 17 18 19 2	0 21 22 23	24 25 26 27 28 29	Marine Control	05 06 07 08 10 11 12 13	14 <b>S</b>
	59 60 61	1 62 63 64 65 6	6 67 68 69	47 48 49 50 51 52 70 71 72 73 74 75	The second second	15 16 17 18	14 19 <b>POINTS</b>
77 78 79 80 81 8	82 83 84	_		93 94 95 96 97 98 FOR SKILLS	99	20 21 22 23	24 16
Accounting (05%)	P	☐ Fast Talk (05%)	LSTGA	□ Law (05%)		Science (01%)	
Anthropology (01%)		Fighting (Brawl) (29	5%) 50 25	Library Use (20%)			
Appraise (05%)				Listen (20%)	20 10		
Archaeology (01%)				Locksmith (01%)	40 20 8	Sleight of Hand (10%)	10 5
	25 12 5	Firearms (Handgun) (20%)	40 20 8	Mech. Repair (10%)	35 17	Spot Hidden (25%)	45 22 9
	60 30	Firearms (Rifle/Shotgun) (29		Medicine (○1%)	Ħ	Stealth (20%)	25 12 5
	40 20 8			☐ Natural World (10%)	Ħ	Survival (10%)	Ä
		First Aid (30%)	30 15 6	■ Navigate (10%)	Ħ	Swim (20%)	
Climb (20%)	10	☐ History (05%)	Ä	Occult (05%)	Ħ	☐ Throw (20%)	25 12 5
Credit Rating (00%)	25	Intimidate (15%)	70 35 14	Op. Hv. Machine (01%)	Ħ	□ Track (10%)	
Cthulhu Mythos (00%)	A	☐ Jump (20%)	20 10	Persuade (10%)	10 5 2		
Disguise (05%)	P	language (Other) ( Portuguese	50 25	Pilot (01%)	B		
Dodge (half DEX)	25 12 5			Psychology (10%)	60 30 12		
Drive Auto (20%)	$\Box$			Psychoanalysis (01%)			
☐ Elec Repair (10%)	30 15 6	Language (Own) (E	50 25 10	☐ Ride(05%)			
Weapon R Unarmed	Regular   50	Hard Extreme [	PONS Damage F dz + db	Cange Attacks Ami	mo M	COME  alf. Damage Bonus  Build  Dodge 2:	+1

Personal Description	Traits Highly protective of those you care for; lonely and in search of love.
Ideology/Beliefs Everyone deserves a second chance.	Injuries & Scars
Significant People Your son, Tommy. He means the absolute world to you.	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions	Encounters with Strange Entities
CEAR & POSSESSIONS	CASH & ASSETS
Master key for the building.	Spending Level \$50 Cash \$250 Assets \$25,000

Char.

Player.

Char.\_ Player

Char.

Player.



Reach 0 HP without Major Wound = *Unconscious* 

Reach 0 HP with Major Wound = **Dying**Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll



#### LANDLORD/LANDLADY\*

\*Decide what gender your character is (or passes as). Whether their love for Gardiner is forbidden love due to your gender selection or simply unrequited love is up to you.

#### Backstory

Gardiner.

You live in Providence, Rhode Island, in Ma Shanks' Boarding House, a three-story building, where you run things on behalf of Ma Shanks, the elderly owner of the property.

You are widowed and now it's just you and your 11-year-old son Tommy, who you love very much. Because you lost your own spouse, you sympathize with Mrs. Madeira, who lives across the hall from another of your tenants, Mr. Gardiner. (Her husband was killed in an industrial accident last March.) You know all of the other tenants in the building to different degrees: the Bookstore Owner, the Business Associate, and the Nosy Neighbor (all player characters), as well as the Skirgaila family (Lithuanian brothers and sisters who are, for the most part, hard workers, with jobs in the city.)

You wish to find love again, and perhaps you have. James Gardiner—Mrs. Madeira's neighbor—has lived in the boarding house for around two years. He has utterly captured your heart. True, he's not acted to reciprocate your love, but deep down, you know that, somehow, he loves you too. You are the only one in the boarding house that he spends time with, the only one that he talks—to, even if your talks are rare. Should anything happen to your adored tenant you would rain down vengeance on that person. No—one would escape your wrath if he were slighted or injured. You would do anything within your power to seek that person out for—special punishment.

Strangely, James has not been seen for two days, although that's not unusual. He prefers to work and makes his own meals inhis room. But, despite your knocking, there's been no answer at his door. You are getting concerned and some of the other tenants appear to want to talk to James, too. So, you have agreed to unlock the door to his room, to check he's okay.

Roleplaying hooks: You have a personal desire to make sure James Gardiner is okay. You are secretly in love with James

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1920S ERA INVES	TIGATOR		ARA	CTERISTIC			
Name				20	CATALTATATATATA	35)	
Player		STR 60 1	0 DE	$X = 40 \frac{20}{8} = INT$	70	14	
Occupation Bookstor		$CON 50 \frac{2}{1}$	5 API	P 50 25 POV	V 50	25	
Age 29 Sex Residence Providence				10		10	
Birthplace		$\parallel SIZ \parallel 60 \parallel \frac{3}{1}$	EDI Know			-1	
Major Wound	)(()	Temp. Indef.		50 94	Insane		CO. C.
Dying Unconscious 03	01 02 04 05	31 32 33 34	1 35 36 3	4 15 16 17 18 19 20 7 38 39 40 41 42 43	44 (45) 4	6 47 48 49 50 51 5	52 53 🗲
	09 10			0 61 62 63 64 65 66 3 84 85 86 87 88 89			
	14 15 19 20	CALL	of C	TUM		(M101P)	19
10 17 18	19 20	Out	of Luck	01 02 03 04 05 06	07	00 01 02 03 05 06 07 08	
				24 25 26 27 28 29 47 48 49 50 51 52	30 53	10 11 12 13	14 7
54 55 56 57 58	59 60 6	61 62 63 64 65 66	67 68 69	70 71 72 73 74 75 93 94 95 96 97 98	A STATE OF THE PARTY OF THE PAR	15 16 17 18 20 21 22 23	
	// US // US			TOR SKILLS			
Accounting (05%)	20 10 4	☐ Fast Talk (05%)		☐ Law (○5%)	H	Science (01%)	
Anthropology (01%)	50 25 10	Fighting (Brawl) (25%	45 22 9	Library Use (20%)	60 30 12		
Appraise (05%)	40 8			Listen (20%)	40 8		
Archaeology (01%)	50 25 10			Locksmith (01%)	H	Sleight of Hand (10%)	10 5
Art / Craft (05%) Pottery	25 12 5	Firearms (Handgun) (20%)	20 10	Mech. Repair (10%)	H	Spot Hidden (25%)	45 22 9
	A	Firearms (Rifle/Shotgun) (25%		Medicine (01%)	A	Stealth (20%)	20 10 4
	H			Natural World (10%)	50 25 10	Survival (10%)	
Charm (15%)	30 15	First Aid (30%)	30 15	Navigate (10%)	Ħ	Swim (20%)	A
☐ Climb (20%)	20 10	☐ History (05%)	60 30	Occult (05%)	70 35	☐ Throw (20%)	20 10
Credit Rating (00%)	40 8	☐ Intimidate (15%)	15 7	Op. Hv. Machine (01%)	H	■ Track (10%)	
Cthulhu Mythos (00%)	5 2	☐ Jump (20%)	20 10	Persuade (10%)	10 5	Dream Interpretation	25 12 5
Disguise (05%)	H	Language (Other) (or Ancient Greek		Pilot (01%)	P		
Dodge (half DEX)	40 20 8			Psychology (10%)	45 22 9		
Drive Auto (20%)	H			Psychoanalysis (01%)			
☐ Elec Repair (10%)		Language (Own) (ED English	80 40 16	☐ Ride(05%)			
Weapon Unarmed	Regular 45			Range Attacks Ami	mo <i>M</i>	Build	none 0 0 20 8

9

# BACKSTORY

Personal Description	Traits Afraid you are about to lose the business you've worked so hard to build, but determined to save it, come what may.
Ideology/Beliefs From everything you've re over the years, you're pretty certain there more to life than mankind is currently aw	ead Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations Your beloved booksto	Arcane Tomes, Spells & Artifacts
Treasured Possessions	Encounters with Strange Entities
CEAR & POSSESSI  Notebook, engraved	
CEAR & POSSESSI  Notebook, engraved fountain pen.	Spending Level \$10 Cash \$80 Assets \$2,000
Notebook, engraved	Spending Level \$10  Cash \$80
Notebook, engraved fountain pen.  QUICK REFERENCE RULES  Skill & Characteristic Rolls  Levels of Success: Fumble   Fail   Regular   Hard   Extreme   Critical   1/0   5 kill   1/2 skill   1/5 skill   01    Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls	Spending Level \$10 Cash \$80 Assets \$2,000
Notebook, engraved fountain pen.  QUICK REFERENCE RULES Skill & Characteristic Rolls  Fumble Fail Regular Hard Extreme Critical	Spending level \$10 Cash \$80 Assets \$2,000  FELLOW INVESTIGATORS  Char. Player



#### **BOOKSTORE OWNER**

#### **Backstory**

You live in Providence, Rhode Island, in Ma Shanks' Boarding House. The Depression has hit your bookstore business very hard. You may have to give up your dream of selling rare books, all because the flow of orders has dropped to a trickle. Only one order from a collector has come in this month, but it is a significant one - however, there is one small problem.

Your business affords you the opportunity to read through all sorts of arcane books, typically of an occult bent. While most of your business is conducted with clients around the world, you have a special place in your heart for the local customers. A year ago, Mr. Gardiner, who actually lives in the same boarding house as you, approached you to help make contact with an estate sale of books. The small fee you earned was appreciated and you were able to pick up a few old tomes as well. Apparently, Mr. Gardiner got what he wanted and for a very reasonable price; although he never talked about what book he might have purchased.

Mr. Gardiner seemed obsessed with dreams. You both have talked on the subject at length in your store. You wouldn't really call him a friend but certainly a colleague. When he asked to borrow a few books from your store, you were happy to make a short-term loan. Unfortunately, one of the books you loaned him is the one the collector wishes to purchase. All you need to do is get the book back from Mr. Gardiner.

Compounding the problem is the fact that you've seen neither hide nor hair of Mr. Gardiner for a week. You've asked if the other tenants in your boarding house have seen Gardiner but none of them have, so you've asked the landlord to check up on him - giving you the chance to enter his room and find the book. After all, if this sale goes through, your shop will be able to stay open for at least another six months.

You have loaned James Gardiner the following books:

- The Dreamer's Dictionary, a rare 1815 first edition—this is the book the collector wants to buy.
- Myths and Legends of Ancient Greece and Rome, by E.M. Berens.
- The Interpretation of Dreams, by Sigmund Freud.
- A Primer in Greek Vocabulary.

Roleplaying hooks: Get The Dreamer's Dictionary back from Gardiner. Check that Gardiner is okay and not sick or something.

				<u> </u>
1920S ERA INVESTIGATOR		ARACTERISTIC		•
Name		TATATATATATATISTATATATATATATATATATATATAT	STATE STATE AND ADDRESS OF THE STATE ADDRESS OF THE STATE AND ADDRESS OF THE STATE ADDRESS OF THE ADDRESS OF THE STATE ADDRESS OF THE STATE ADDRES	
Player	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	DEX 30 10 INI	80 40	
Occupation_Business Associate		luca luca		
Age _34 Sex	$\left  \text{CON} \right  40 \left  \frac{20}{8} \right $		$V \left  60 \left  \frac{30}{12} \right  \right $	
Residence_Providence, RI	25	5 50 U 35 M		
Birthplace	SIZ 50 10			
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	<b>]</b>	☐ Natural World (10%)	Survival (10%)	
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_ 0, / _ 0	<b>]</b>	Psychology (10%)	40 8 🗆	
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Personal Description	Traits Once full of self- confidence, now you feel as if you're always looking over your shoulder.
Ideology/Beliefs The Law is an ass, and it's every man for himself.	Injuries & Scars
Significant People "Double Barrel" Angelo—he gave you your start in this business and you kind of feel bad about skimming from him. Plus, you fear what he'll do to you if he ever finds out.	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions	Encounters with Strange Entities
CEAR & POSSESSIONS	CASH & ASSETS

.25 Derringer pistol, four spare bullets.	

Spending Level \$50 Cash \$250 Assets \$25,000

# QUICK REFERENCE RULES

#### **Skill & Characteristic Rolls**

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

#### **Wounds & Healing**

First Aid heals 1HP;

Medicine heals +1d3 HP

**Major Wound** = loss of  $\geq \frac{1}{2}$  max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = **Dying**Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

CharPlayer	CharPlayer	CharPlayer
Char Player	Me	CharPlayer
CharPlayer	CharPlayer	CharPlayer

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#### **BUSINESS ASSOCIATE**

#### **Backstory**

You live in Providence, Rhode Island, in Ma Shanks' Boarding House.

We all make decisions for the best of reasons. Sometimes, those decisions have long-lasting and dangerous consequences. Moving grain and other supplies into the city for making bootleg spirits has been a very lucrative business. You don't worry about being busted, as you aren't actually handling illegal hooch. All you have to do is get the materials required to the basements around the city where the production work is done.

Recently, a small mishap in another business venture left you temporarily short on funds. You had to juggle a little money from the Mob's expenses to temporarily cover your other debts. Simple. But complications followed, and you found yourself having to skim more money just to keep afloat.

You've always been able to acquire things for people (antiques, rare goods, and less than legal items). Sometimes, this little sideline has proved profitable. About a year ago, James Gardiner, who lives in the same boarding house as you, asked you to make use of your talents to acquire a pair of obsidian knives. "No questions asked," has always been your motto. In exchange, you asked Gardiner to "fix" your accounting ledger by creating a false ledger—something to show the Mob if "Double Barrel" Angelo comes calling to ask awkward questions about the missing money.

Problem is, no one has seen Gardiner in days. He's not answering knocks at the door. You need your receipts and the two ledgers.

Only last night you heard that Angelo has been asking questions and mentioning your name. You've pestered the boarding house's landlord to open Gardiner's door under the pretense of checking he is okay—giving you a chance to follow inside and hopefully get your ledgers.

Roleplaying hooks: Get into Gardiner's room and get your receipts and the two ledgers.

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Traits Some call you a nosy gossip, but you don't see it that way.
Injuries & Scars
Phobias & Manias
Arcane Tomes, Spells & Artifacts
Encounters with Strange Entities

# CEAR & POSSESSIONS

Cigarettes, lighter (your	
late spouse's).	

# CASH & ASSETS

Spending Level \$10  Cash \$40	
Cash \$40	
Assets \$1,000	

# QUICK REFERENCE RULES

#### **Skill & Characteristic Rolls**

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

#### **Wounds & Healing**

First Aid heals 1HP;

Medicine heals +1d3 HP

**Major Wound** = loss of  $\geq \frac{1}{2}$  max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine Natural Heal rate (non Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll

CharPlayer	Char. Player	CharPlayer
CharPlayer	Me	Char. Player
CharPlayer	Char.	Char. Player



#### **NOSY NEIGHBOR**

#### **Backstory**

You live in Providence, Rhode Island, in Ma Shanks' Boarding House. Your family is all grown up and moved away; your spouse died in the influenza epidemic twelve years ago. You know everyone in the house and make it your business to also know their business.

But James Gardiner, who lives on the third floor, is a mystery to you. Who is this man who thinks he can hide from you? Why is he so suspicious? Does he engage in illegal dealings? Is he up to no good in that room of his? He's lived here for nearly two years, but never once has he said more than a passing hello to you.

What you do know about Gardiner is that he hides in his room all of the time. Late at night, you've heard him reciting some odd-sounding poetry before going to bed. The poetry isn't in English and has had you wondering about what he's been doing in there.

But today, everyone seems to be talking about him. Apparently, no one has seen him for a few days and some are getting worried. Well, this sounds right up your street - time to put your detective hat on. The landlord is going to unlock his room to check on him; perhaps you can follow in and get a good look to see just what Gardiner has been up to.

#### What you know about the other tenants:

Landlord/Landlady to defer them.

- The Landlord/Landlady (player character) and their 11-year-old son, Tommy: about the only person Gardiner seemed to bother with, apart from the Business Associate (although their friendship is a relatively recent thing).
- The Bookstore Owner (player character): owns a local bookstore of weird and old books.
- The Business Associate (player character): seems a shady one and never discusses exactly what line of work they're in.
- Ma Shanks: the frail and elderly building owner.
- Mrs. Madeira: lives across the hall from James Gardiner. Her husband died in an accident last March. She doesn't seem to like you.
- The Skirgaila family: Lithuanian brothers and sisters. Anikke, Dovana, and Konstantinas are hard workers, with jobs in the city. Petras, the other brother, just seems to hang around the room they share all day. Except today.

**Roleplaying hooks:** Find out what Gardiner has been up to in his room. See what gossip you can pick up on the other tenants. Things have been tough since you lost your job, so try to find a way to make your rent payments this month or convince the

