This supplement is best used with the Call of Cthulhu (7th Edition) roleplaying game, available separately.

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COLLECTED MAPS AND HANDOUTS

Orchard Run Gas Station and Café Player Map

To Bolton

To Arkham
To The Diner

Greenapple Acre Cottage
LEGEND

1. A near miss on the road
2. Orchard Run Gas and Diner
3. Greenapple Acre Cottage
4. Abandoned vehicle

[50ft]
Collected Maps and Handouts

Greenapple Acre Cottage

To The Diner

The Webb Cottage

Parking Garage

Stairs to Basement

Emilia's Room & Study

Doctor Webb's Room

Crow Bar

W.C.

Doctor Webb's Study

Reception Room

Bureau

Kitchen Dining

Covered Porch

Clem Tailor

Dr. Webb
LEGEND
1. Gas Station Office
2. Orchard Run & Diner
3. Parking Lot Cut-away
4. Abandoned vehicle
5. Gas Pump

10ft
The useful, if unorthodox, resident of the casket—our “sin-eater”—is, as far as I can ascertain, no creature currently known to science. Where it came from and when—I do not know, nor did my predecessor from whom I inherited it, though it is undoubtedly many centuries old, if not more. Its uses have been many over the years, although it has predominantly been employed to rid certain local socially-conscious families of unwanted offspring, be they the result of centuries of inbreeding, unfortunate accidents, or other unwholesome activities. The legality of the creature’s use is debatable; its efficacy is not, even in such cases where death by other means proved intractable. My conscience in this matter—and that of those who came before me—is clear, for many of the “children” would never have survived regardless, given their deformities or other, less obvious, abnormalities. As for the rest, the Lord does not suffer such blasphemies to live.
As in all things: safety first. Should the sin-eater escape its confines, then the only way to recall it is to provide it with a suitably prepared “patient,” such that it becomes satiated and lethargic and willingly returns to its coffer. Inscribe the spiral mark (shown) in blood (preferably the patient’s, but not essential) on the patient’s forehead. The patient does not need to be a child, but it must be human and, naturally, alive at the point of contact; experiments with animals and corpses carried out by my antecedents were, apparently, unsatisfactory. If the patient is conscious, then they will need to be suitably restrained. Once all preparations are complete, perform the recitation as phonetically transcribed below and permit the sin-eater to perform its duties, after which, it will return to its casket. Once it is within, close the lid and seal it immediately with a liberal application of the aromatic wax ointment.
Eee- ya! Eee- ya!
Hej makesh menee.
Saak mizef kayissee wenizen.
Nakaan wetj neej nej naymma.

I was taught the sin eater can be summoned and directed to seek out a person at some distance, if the correct phraseology is used, this being subtly different to the procedure previously noted, requiring modification to the symbol pattern and phrasing. I detail this below but warn
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<td>E</td>
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May God have mercy upon the physician.
COLLECTED MAPS
AND HANDOUTS

WEYLAND ESTATE

HEAVY WOODS
WEYLAND HOUSE

FIRST FLOOR PLAN

SECOND FLOOR PLAN

CUPOLA PLAN
COLLECTED MAPS
AND HANDOUTS

WEYLAND ESTATE

1. The Weyland House
2. Garage
3. Well
4. Mausoleum
5. Ash Pit
6. Driveway

HEAVY WOODS

Scale
North
0.5 cm = 10 cm
To solve the puzzle: the circle in each sigil represents the number at the start of the word. Lines then proceed in order to the next number (or to another part of the same box if it is the same number). The small perpendicular intersection marks the last number.

<table>
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<tr>
<th>1</th>
<th>2</th>
<th>3</th>
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<tr>
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<td>V</td>
<td>W</td>
<td>X</td>
<td>Y</td>
<td>Z</td>
<td></td>
</tr>
</tbody>
</table>
Handout: Saturnine 2a

Handout: Saturnine 2b
Handout: Saturnine 3a

Handout: Saturnine 3b
Handout: Saturnine 4a

Handout: Saturnine 4b
Six months into the Operation:

It is amazing how the same concept can appear across different religions, albeit wearing a different face and bearing a different name.

The mal’akhim are God’s messengers, part of a heavenly hierarchy and have no physical form (although Maimonides proposed they are metaphorical representations of the laws of nature and universal principles).

The mal’akhim are messengers and agents of God’s will, also part of a celestial hierarchy and their forms are incomprehensible (even in dreams they manifest in different forms).

The various branches of Christianity portray angels differently. Catholicism divides them into the nine choirs and describes them as being forever “incorporeal” (although the seraphim are also described as “six-winged,” the cherubim as “four-faced,” having the faces of a lion, an ox, a human, and an eagle; the thrones as “burning wheels rimmed with eyes,” etc.).

Protestantism describes them as genderless and invisible beings that are messengers and agents of God’s will. If it is required to ensure that God’s will is enacted, they can become corporeal.

I wonder exactly how I will describe the “unequaled beauty” of my Holy Guardian Angel when the time comes. I wonder this every day.

At midnight tonight, 18 months have elapsed in their entirety. Tomorrow, I begin the final stage before (if I am successful this time) my Holy Guardian Angel will appear. The next time I write here will confirm my success or my failure. I hope for the former.
GENESIS CHAP III.

[22] And the Lord God said, Behold, the man is become as one of us, to know good and evil: and now, lest he put forth his hand, and take also of the tree of life, and eat, and live forever:

[23] Therefore the Lord God sent him forth from the garden of Eden, to till the ground from whence he was taken.

[24] So he drove out the man; and he placed at the east of the garden of Eden Cherubim, and a flaming sword which turned every way, to keep the way of the tree of life.
**Call of Cthulhu**

**1920s Era Investigator**

**Name:** Edouard Mansour Diop  
**Player:**  
**Occupation:** Former Boxer  
**Age:** 32  
**Sex:** M  
**Residence:** New York City  
**Birthplace:** Saint-Louis, Senegal

**Characteristics**

<table>
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<th>Attribute</th>
<th>Score</th>
<th>Bonus</th>
<th>Base</th>
</tr>
</thead>
<tbody>
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<td>75</td>
<td>+3</td>
<td>15</td>
</tr>
<tr>
<td>DEX</td>
<td>60</td>
<td></td>
<td>12</td>
</tr>
<tr>
<td>CON</td>
<td>75</td>
<td>+3</td>
<td>15</td>
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<tr>
<td>APP</td>
<td>90</td>
<td>+5</td>
<td>18</td>
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<tr>
<td>EDU Know</td>
<td>60</td>
<td>+3</td>
<td>12</td>
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<tr>
<td>POW</td>
<td>70</td>
<td>+1</td>
<td>14</td>
</tr>
<tr>
<td>INT Idea</td>
<td>55</td>
<td></td>
<td>11</td>
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</table>

**Temp. Insane:** 70  
**Indel. Insane:** 80  
**Move Rate:** 8

**Hit Points:** 11  
**Sanity:** 14

**Major Wound:** 14

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

**Out of Luck:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

**Investigator Skills**

- Accounting (05%)
- Anthropology (02%)
- Appraise (05%)
- Archaeology (01%)
- Art / Craft (05%)
- 
- 
- 
- 

- Charm (15%)
- Climb (20%)
- Credit Rating (100%)
- Cthulhu Mythos (00%)
- Disguise (05%)
- Dodge (half DX) 70 35 14
- Drive Auto (20%) 60 30 12
- Elec Repair (40%) 60 30 12

- Fast Talk (05%)
- Fighting (Brawl) (25%)
- Firearms (Handgun) (20%)
- Firearms (Rifle/Shotgun) (25%)
- First Aid (50%)
- History (05%)
- Intimidate (15%)
- Jump (20%)
- Language (Other) (01%)
- Language (Own) (01%)
- 

- Law (05%)
- Library Use (20%)
- Listen (20%)
- Locksmith (01%)
- Mech. Repair (10%)
- Medicine (01%)
- Natural World (10%)
- Navigate (10%)
- Occult (05%)
- Op. Hq. Machine (01%)
- Persuade (10%)
- Pilot (01%)
- Psychology (10%)
- Psychoanalysis (01%)
- Ride (05%)

- Science (01%)
- 
- 
- 
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- 

**Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attack</th>
<th>Ammo</th>
<th>Damage</th>
<th>Malf.</th>
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</thead>
<tbody>
<tr>
<td>Unarmed</td>
<td>75</td>
<td>1</td>
<td>-</td>
<td>1d3 + db</td>
<td>-</td>
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</table>

**Combat**

- **Damage Bonus:** +1D4
- **Build:** +1
- **Dodge:** 70 35 14
**Backstory**

**Personal Description**  Handsome and dapper, with a warm smile and kind eyes.

**Traits**  Cheerful and friendly, unless crossed. Can really hold a grudge if he believes someone has wronged him.

**Ideology/Beliefs**  Since settling in New York, Edouard has become heavily involved in the growing civil rights movement.

**Significant People**

**Injuries & Scars**

**Phobias & Manias**

**Meaningful Locations**

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions**  His light-heavyweight boxing championship medals and belts, which he proudly displays on his apartment walls, along with framed newspaper articles about his victories.

**Encounters with Strange Entities**

---

**Gear & Possessions**

- **Cadillac Type 59 automobile**

---

**Cash & Assets**

- **Spending Level**  $50
- **Cash**  $250
- **Assets**  $25,000

---

**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Fumble Fall Regular Hard Extreme Critical

Pushing Rolls: Must Justify result; Cannot Push Combat or Sanity Rolls

**Wounds & Healing**

- First Aid heals 1HP;
- Medicine heals +1d3 HP

**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

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**Fellow Investigators**

<table>
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<tr>
<th>Char. Player</th>
<th>Char. Player</th>
<th>Char. Player</th>
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Born in the then-capital of Senegal, Saint-Louis, Edouard was, on the whole, a kindly child, but one who would always stand up for the little guy against bullies and thugs. His family immigrated to France when he was just a teenager, where his father, an amateur boxer of some renown in Senegal, encouraged his son into the ring, much to his mother's dismay.

Edouard proved to be a talented fighter and soon began to make a name for himself. Only the outbreak of war prevented him from becoming a light-heavyweight champion at that time. During the war, Edouard served in the French military, where his bravery was recognized with the award of the Croix de Guerre.

After the war was over, Edouard returned to boxing and won several titles before his promoter encouraged him to make the move to America. Billed there as the "Parisian Pugilist," Edouard won several more title fights before retiring and settling down in Harlem to enjoy his winnings, and share them with others less fortunate than himself. He is currently the owner of Diop's Gym, where he and others train African American youngsters in the art of boxing.
1920s Era Investigator

Name: Grace Riley
Player:
Occupation: Private Investigator
Age: 27
Sex: F
Residence:
Birthplace: Toronto, Canada

Major Wound: 13

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<th>Indel. Insane</th>
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<th>Max</th>
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Call of Cthulhu

Sanity: 10

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<th>Luck</th>
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<td>11 12</td>
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<td>15 16</td>
</tr>
<tr>
<td>17 18 19</td>
<td>20</td>
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Investigator Skills

- Accounting (05%)
- Anthropology (01%)
- Appraise (05%)
- Archaeology (01%)
- Art / Craft (05%)
- Photography
- Fast Talk (05%)
- Fighting (Brawl) (25%)
- Firearms (Handgun) (20%)
- Firearms (Rifle/Shotgun) (25%)
- First Aid (50%)
- History (05%)
- Intimidate (15%)
- Jump (20%)
- Language (Other) (01%)
- Language (Own) (EDU) (English)
- Law (05%)
- Library Use (20%)
- Listen (20%)
- Locksmith (01%)
- Mech. Repair (10%)
- Medicine (01%)
- Natural World (10%)
- Navigate (10%)
- Occult (05%)
- Op. Hv. Machine (01%)
- Persuade (10%)
- Pilot (01%)
- Psychology (01%)
- Psychanalysis (01%)
- Ride (05%)
- Science (01%)
- Sleight of Hand (10%)
- Spot Hidden (25%)
- Stealth (20%)
- Survival (10%)
- Swim (20%)
- Throw (20%)
- Track (10%)

Weapons

- Unarmed:
  - Damage: 1d3 + db
  - Range: -
  - Attacks: 1
  - Ammc: -
  - Malf: -

- Spear:
  - Damage: 1d6 + db
  - Range: -
  - Attacks: 2
  - Ammc: -
  - Malf: -

- Sword:
  - Damage: 1d6 + db
  - Range: -
  - Attacks: 2
  - Ammc: -
  - Malf: -

- Shot Gun:
  - Damage: 1d6 + db
  - Range: -
  - Attacks: 2
  - Ammc: -
  - Malf: -

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<th>Unarmed</th>
<th>Regular</th>
<th>Hard</th>
<th>Extreme</th>
<th>Damage</th>
<th>Range</th>
<th>Attacks</th>
<th>Ammc</th>
<th>Malf</th>
</tr>
</thead>
</table>

Combat

- Damage Bonus: +1D4
- Build: +1
- Dodge: 40 (20 D8)
**Backstory**

**Personal Description**
Quite tall and slightly built. Grace prefers to keep her hair long so she can change style whenever she feels like it (although she usually has it in one or two buns for convenience). Dark brown, slightly sad eyes.

**Ideology/Beliefs**

**Significant People**
Her family. They might be many miles away, but knowing they’re there is a source of great strength to Grace.

**Meaningful Locations**
The battlefields of France, which gave her freedom, maturity, and a true sense of the value of life.

**Treasured Possessions**

**Traits**
Intelligent, curious, and always keen to learn something new.

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

---

**Gear & Possessions**

Set of lock picks
Camera and spare film
Private investigators license (Canadian)

---

**Cash & Assets**

Spending level $10
Cash $60
Assets $1,500

---

**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Fumble Fail Regular Hard Extreme Critical
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 2½ 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**
Born and brought up in a large, bustling family in Toronto, Canada, Grace has spent her entire life surrounded by people. She loves getting to know folks and learning all about their lives. Her Mama always called it "natural curiosity," but Grace is happy to admit that she's probably just nosy.

Grace's father died when she was still quite young, meaning that she worked in a variety of jobs from an early age to help keep food on the table for her brothers and sisters. As a result, she's very comfortable assuming a variety of roles, based on her observations of how people behave.

Although she loves her family with all her heart and soul, Grace was also aware that if she didn't get out, she was destined to end up like her mother: working all the hours God sent, worn out through her obligations, and surrounded by hungry mouths to feed. When the Great War broke out, Grace volunteered her services and became an ambulance driver.

It was while she was delivering casualties to a field hospital that Grace met Lily Bergeron. The two immediately hit it off and became firm friends. So much so, that, after the war was over, they decided to combine Lily's love of mystery and Grace's curiosity to form their own business: the Riley and Bergeron Detective Agency.
**Backstory**

**Personal Description** Baby-faced, with short dark hair and the faintest of outlines of a mustache. His dark eyes have a wary look in them.

**Ideology/Beliefs** Raised as a devout Catholic by his parents, although he fears his abuela’s tales of the supernatural may be all too true.

**Significant People**

**Meaningful Locations**

**Treasured Possessions** His straw boater. He bought it himself with his first pay packet and doesn’t care what anyone thinks about it. He loves it.

**Traits** Enthusiastic and hard working, although smart enough to know when he’s being taken advantage of.

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

---

**Gear & Possessions**

Notebook, pencil, straw boater.

---

**Cash & Assets**

Spending level $10
Cash $40
Assets $1,000

---

**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Fumble 100/90/80 > skill 75/50 skill 50/25 skill 0

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 2 ½ max HP in one attack
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Natural Heal rate (Major Wound): weekly healing roll

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**Fellow Investigators**

Char. Player Char. Player Char. Player

Char. Player Char. Player Char. Player
Hector's family all worked in the sugar industry in Caguas. Not him, though - he wanted a better life, one full of excitement. Growing up, he loved listening to the stories his abuela told him, even if her tales of ghosts, spirits, and other strange creatures did scare him. The fact his parents deeply disapproved of the old woman filling his head with such superstitious nonsense only made it more attractive.

For a while, Hector wondered if he might like to become a novelist, but he couldn't think what to write about. So, instead, he settled on becoming a journalist in the greatest city in the world - New York! Aged 15, he almost managed to stow away on a cargo ship, but was caught three days into the crossing by the crew. Thanks to his quick thinking and even faster talking, Hector managed to convince the captain to let him work the rest of his passage to the United States.

That's pretty much what Hector has been doing ever since: using his gift of the gab to parlay his experience from one job into the next. And, after working as a post boy at "The Evening World," Hector finally convinced some of the old newshounds to take him under their collective wing and teach him their trade. Sure, he only gets the stories they're not interested in, but his day will come...
**Backstory**

**Personal Description** Always smartly dressed in suits made with his family's textiles. His brown hair and mustache are neatly groomed; both now display the odd gray streak or two. His pale blue eyes often seem to be staring off into the middle distance.

**Ideology/Beliefs**

**Significant People** His wife and children. He loathes having to leave them behind when he travels for business.

**Meaningful Locations**

**Treasured Possessions** The gold fob on his watch chain, which contains a lock of hair from his wife, and each of his three children.

**Traits** Competent, sensible, and mostly conscientious, but with a tendency to daydream.

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

---

**Gear & Possessions**

Gold pocket watch, chain and fob.
Cigar case (full) and a cigar cutter/lighter.

**Cash & Assets**

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

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**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Fumble Fail Regular Hard Extreme Critical

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 2½ 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

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**Fellow Investigators**

Char. Player

Char. Player

Char. Player
The eldest son of a prosperous textile mill-owning family in the Peak District, England, Jacob was always destined to follow in his father's footsteps and take over the running of the family business when the time came. But his father, Josiah, insisted that he start at the bottom and work his way up, as was the family tradition - none of this walking into the big office without knowing how the rest of the company worked nonsense.

Having served his time in numerous areas of the company, Jacob is now off traveling the world in the Sales and Distribution department, something which takes him far from home for long periods of time. He doesn't particularly enjoy it, but he's a largely conscientious sort of chap who takes his responsibilities seriously, even if he would much rather be off doing something more exciting - you know, climbing a mountain, discovering a new species in the jungles of Africa, etc. As a result, Jacob has a tendency to become distracted from his work by opportunities for adventure and experience. Despite his usual level-headedness, he enjoys confounding people.
**Backstory**

**Personal Description** Of average height and build, with hazel eyes and chestnut brown hair, styled in a no-fuss bob for ease of maintenance.

**Identities/Beliefs** It's important to know, and face, the truth, however hard that might be.

**Significant People**

**Meaningful Locations**

**Treasured Possessions** A photograph of her family, taken just after Philippe signed up. It's the last photograph she has of her beloved brother.

**Injuries & Scars**

**Phobias & Manias**

** encounters with Strange Entities**

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**Gear & Possessions**

- .32 revolver and ammunition
- Private investigators license (Canadian)
- Family photograph

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**Cash & Assets**

- Spending level $10
- Cash $60
- Assets $1,500

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**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Fumble Fall Regular Hard Extreme Critical

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 $\frac{1}{2}$ 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

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**Fellow Investigators**

Char. Player
Char. Player
Char. Player
Char. Player
Lilian (Lily) Bergeron was born in Montreal, Canada. Her father, a well-known French Canadian industrialist, and her English mother, a writer of children's story books, encouraged both of their children to fully exercise their bodies and their minds in pursuit of their calling, whatever that might turn out to be.

Lily's childhood was a safe and secure one, although she and her older brother Philippe were always somewhat embarrassed at having been the stars of their mother's stories. That safety and security vanished with the Great War. Philippe was killed in action, and Lily ran away from home to nurse on the front. She couldn't bring her brother back, but she could help make sure other sisters didn't have to suffer her loss.

Always a voracious reader, Lily was particularly attracted to mystery and adventure stories. After the war, searching for something to do and not interested in making nursing her career, she decided to train as a private investigator. She joined forces with her best friend, Grace Riley, a former nursing colleague, originally from Toronto, and together they opened the Riley and Bergeron Detective Agency. They go wherever a case takes them in their search for the truth, with Lily often acting as the "muscle" to Grace's "brains."
**Backstory**

**Personal Description**  Slender and a little on the short side. Rose has strawberry blonde hair cut into a wavy bob, and brilliant green eyes. She looks young for her age.

**Traits**  Clever and observant, although people often underestimate her due to her youthful appearance.

**Ideology/Beliefs**

**Significant People**  Her father. He has always believed in her, and encouraged her to make the most of herself.

**Meaningful Locations**  Boston University School of Medicine. It's a great honor to have been accepted into such an illustrious women's medical training facility.

**Treasured Possessions**

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

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**Gear & Possessions**

- Notebook, pen and pencil.
- Dissecting kit.

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**Cash & Assets**

- Spending level $10
- Cash $70
- Assets $1,750

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**Quick Reference Rules**

**Skill & Characteristic Rolls**

- Levels of Success: Fumble, Fail, Regular, Hard, Extreme, Critical
- 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 ≥ ½ max HP in one attack
- Reach 0 HP without Major Wound = Unconscious
- Reach 0 HP with Major Wound = Dying
- Dying: First Aid is temp. stabilized; then require Medicine
- Natural Heal rate (non Major Wound): recover 1HP per day
- Natural Heal rate (Major Wound): weekly healing roll

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**Fellow Investigators**
Rose Preston is the apple of her doting father's eye. Her mother, on the other hand, much prefers Rose's younger brothers, and isn't entirely convinced that all this education isn't wasted on a girl. Rose and her father know better.

Always fascinated by how bodies work, Rose initially toyed with the idea of becoming a veterinarian, but her small size and dislike of large livestock (especially cows) soon put paid to that idea. She did wonder about becoming a nurse, something her mother approved of, but her father insisted she should aim high and apply for Boston University School of Medicine. Both she and her father were utterly thrilled when she was accepted.

Rose adores her studies and works hard to make her family, especially her father, proud. She knows she has a lot of responsibility resting on her shoulders as the first member of her family to go to university, and she is determined to become an exceptional doctor, serving her community in any way she can.