egency Cthulhus

Dark Designs in Jane Austen's England

KEEPER REFERENCE BOOKLET

PROFILES FOR NPCS & MONSTERS

Herein are profiles for all of the Regency era NPCS found in *Regency Cthulhu: Dark Design's in Jane Austen's England*, as well as the monstrous threats to be found in Tarryford. Keepers are advised to print out this booklet for use as a quick-reference aid during games.

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MONSTERS

Horrors, clawed cannibals

A horror is a squat humanoid shape with no head. Its large eyes and viciously fanged mouth can be seen on its torso, and it has two arms and two legs, all ending in vicious claws. Its whole body is covered in thick-black oily fur to help it stay warm and blend into the background. This noisome pelt is usually matted with encrusted blood from its kills. Horrors can go for a week without food, and need not drink water as long as their kill has blood they can drink. The only part of a kill they can't consume are the bones, although they like to chew on them and eat any marrow as a delicacy.

The creatures form tribal groups and fight each other to claim the weakest as food for their tribe. They are highly aware of the precariousness of their existence and even the strongest never slaughter all of another tribe, so they might breed and create more potential meals.

STR 80	CON 80	SIZ 50	DEX 70	INT 30
APP —	POW 40	EDU —	SAN —	HP 13
DB: +1D4	Build: 1	Move: 8	MP: 8	

Combat

Attacks per round: 1 (claw)

A horror's preferred method of attack means that even lone investigators will not be instantly set upon in the Dark Realm (or elsewhere) until the individual horror and/or its tribe has had a chance to observe them. Only if the target(s) appear harmless—or at least not a challenge for the creature/ tribe—will an attack take place. Given how dangerous their lives are, horrors are quite careful about who they assault, preferring to have the whole tribe to back them up, just in case. Anything they haven't seen before is therefore treated very carefully until its level of danger has been assessed. But, note that hunger or fear may make them react in an unexpected manner.

Fighting	60% (30/12), damage 1D6+1D4
Dodge	40% (20/8)

Skills

Climb 75%, Stealth 60%, Jump 65%, Listen 60%, Spot Hidden 50%.

Armor: 2-point thick-matted fur. Spells: none. Sanity Loss: 1/1D8 Sanity points to see a horror.

Nightgaunt, faceless nightmare

The nightgaunts in the petrified forest are descended from those creatures who broke through whenever the Emptiness grew powerful enough to weaken the walls of its prison, or were summoned by it.

STR 50	CON 50	SIZ 50	DEX 70	INT 20
APP —	POW 50	EDU —	SAN —	HP 12
DB: 0	Build: 0	Move: 6*	MP: 10	
*12 flving.				

Combat

Attacks per round: 1 (punch, tail rake, nail rake, horn gore, seize)

A nightgaunt can use its paws, barbed tail, and horns to perform various unarmed attacks. Nightgaunts favor seizing their opponents after which they can tickle them with their barbed tail. Nightgaunts try to attack in groups, attempting to sneak up quietly on victims, grasp their weapons, and overpower them. Two or more nightgaunts may combine their attacks against a strong opponent (outnumbering).

Seize (mnvr): opponent is held and carried aloft by one or more nightgaunts, who may thereafter take the victim somewhere else, drop them from a great height (1D6 damage per 10 feet/3 meters), or tickle them. Victims may wriggle or break free with an opposed DEX or STR roll (but may still have to contend with fall damage). If two to four nightgaunts combine their seize attack, grant a bonus die to the first nightgaunt's attack roll; if five or more seize a target, grant two bonus dice to the first nightgaunt's attack roll (make one attack roll for all nightgaunts involved).

Tickle: may only tickle foes who have already been seized. A successful tickling attack is extremely unnerving, for the barb of a nightgaunt's tail is razor-sharp and perilous even while its light application deals no damage—the target is immobilized, becoming bewildered, humiliated, and disoriented, and suffers a penalty die on all rolls for 1D6+1 rounds or until the tickling stops. Nightgaunt tails can snake through holes and openings, slice through thick clothes, and find even the interstices of metal armor.

Fighting	45% (22/9), damage 1D4
Seize (mnvr)	45% (22/9), target is held (see above)
Tickle	35% (17/7), immobilized 1D6+1
	rounds (see above)
Dodge	35% (17/7)

Skills: Stealth 90%. Armor: 2 points, thanks to their thick skin. Spells: none. Sanity Loss: 0/1D6 Sanity points to encounter a nightgaunt.

The Abyss Within, tentacled horror

Those who attempt to draw on the power of the Emptiness risk succumbing to the "abyss within." Those who are possessed can form an 8-foot (2.5 m) long black tentacle of corporeal shadow that reaches out of their mouth.

STR*	CON*	SIZ *	DEX 70	INT *
APP —	POW*	EDU *	SAN —	HP 20
DB: *	Build: *	Move: *	MP:*	

*As per the host.

Combat

Attacks per round: 1 (tentacle)

While possessed by the abyss within, the host may only attack with the tentacle protruding from their mouth. The tentacle is not large enough to grasp anything bigger than an arm or leg. If an attacker declares they are aiming for the tentacle (penalty die) and consequently inflicts 8+ damage, the tentacle is severed. The abyss within may be overcome and banished by the host with a successful Hard POW roll (allowed once per round, if the host wishes to resist).

Seize (mnvr): instead of inflicting damage, the tentacle may snatch an object its target is holding or it may seize its target in order to restrain them. The target may break free with an opposed STR roll.

Fighting	60% (30/12), damage 1D6+DB
Dodge	35% (17/7)

Armor: those channeling the abyss within have 1-point armor.

Spells: none.

Sanity Loss: 1/1D4 loss Sanity points to encounter the abyss within.

The Emptiness, hunger incarnate

Gnawing Hunger: the Emptiness' hunger is so powerful that it affects everyone who sees it. Those witnessing the abomination must make a POW roll. With a fumble, the victim is unable to stop themselves from taking a bite out of their own flesh; thankfully, the pain caused immediately brings them back to their senses. Those who simply fail the roll, attempt to bite their nearest companion; the Keeper should permit the target a Psychology roll to realize they are about to be attacked (if they succeed, they may dodge or fight back as per usual; if they fail, they are bitten in a surprise attack). Those bitten as a result of the Emptiness' influence suffer the loss of 1D2+DB hit points. Seeing someone attempting to eat themselves, or anyone else, prompts a Sanity roll (0/1 loss).

STR 100	CON 400	SIZ 400	DEX 60	INT 80
APP —	POW 75*	EDU –	SAN —	HP 80
DB: +5D6	Build: 6	Move: 8	MP: 14	
*Varies (see	Seize, followi	ng).		

Combat

Attacks per round: 2 (claws) or 1 (seize)

The Emptiness may attack with its claws (5D6 damage); however, due to its insatiable hunger, it is more likely to attempt to seize its victims in order to eat them and drain their POW.

Seize (mnvr): opponent is grabbed and held by the Emptiness. Victims may wriggle or break free with an opposed DEX or STR roll on their next turn in combat. If they fail to do so, the Emptiness devours them on its next turn in the following combat round, draining their all of POW and adding 1 point of POW to its own for every 5 POW possessed by the victim. Those asleep in the real world when their dream self is devoured, die screaming in terror.

Fighting	70% (35/14), damage 5D6
Seize (mnvr)	70% (35/14), target is held (see above)
Dodge	30% (15/6)

Armor: none, but physical weapons, such as firearms and knives, inflict only 1 point of damage per hit (2 with an impale); the Emptiness is immune to other forms of damage (heat, electrical, blast, corrosion, and poisoning); the silver liquid is the only substance that can inflict "harm" on the Emptiness (the liquid reduces its POW by 1 for every gallon (4 liters) it drinks, as well as reducing its magic points to zero). On average, the Emptiness drinks between 15–30 gallons (60–120 liters) at a time; more if it has starved itself for a prolonged period.

Spells: Summon/Bind Nightgaunt.

Sanity Loss: 1D6/1D20 Sanity points to encounter the Emptiness.

TARRYFORD 1813

THE FOUR FEATHERS

Mr. Garrick Copeland, age 42, publican				
STR 70	CON 60	SIZ 65	DEX 50	INT 50
APP 50	POW 55	EDU 50	SAN 55	HP 12
DB: +1D4	Build: 1	Move: 7	MP: 11	

Combat Brawl

Dodge

50% (25/10), damage 1D3+1D4, or cosh 1D8+1D4 50% (25/10)

Skills

Credit Rating 50%, Intimidate 45%, Language (English) 50%, Listen 60%, Persuade 60%, Psychology 50%, Reassure 55%, Spot Hidden 45%, Stealth 45%.

Mrs. Alice Copeland, age 39, publican's wife				
STR 60	CON 70	SIZ 55	DEX 65	INT 65
APP 55	POW 60	EDU 55	SAN 55	HP 12
DB: 0	Build: 0	Move: 9	MP: 12	

Combat Brawl

45% (22/9), damage 1D3, or cosh 1D8 35% (17/7)

Skills

Dodge

Accounting 65%, Art/Craft (Cooking) 35%, Credit Rating 50%, First Aid 50%, Intimidate 65%, Language (English) 55%, Listen 50%, Persuade 60%, Psychology 50%, Spot Hidden 75%.

Mrs. Dinah Hughes, age 20, shepherd's wife

Dinah is the Copeland's youngest daughter and the only one living close to home. Married to Owen Hughes, Farmer Cuthbertson's shepherd.

STR 60	CON 75	SIZ 60	DEX 50	INT 60
APP 75	POW 55	EDU 45	SAN 55	HP 13
DB: 0	Build: 0	Move: 8	MP: 11	

Combat Br

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

Skills

Animal Handling 45%, Art/Craft (Cooking) 45%, Art/ Craft (Sewing) 45%, Climb 50%, First Aid 50%, Jump 50%, Language (English) 45%, Persuade 40%, Natural World 50%, Spot Hidden 55%, Track 40%.

SALSMITH BAKERY

Mr. Mor	ris Salsm	ith, age 5	8, baker	
STR 70	CON 50	SIZ 70	DEX 60	INT 50
APP 45	POW 75	EDU 50	SAN 75	HP 12
DB: +1D4	Build: 1	Move: 6	MP: 14	

45% (22/9), damage 1D3+1D4

Combat Brawl Dodge

Skills

Accounting 25%, Art/Craft (Baking) 70%, Credit Rating 30%, Drinking 55%, Gaming 50%, Intimidate 70%, Language (English) 50%, Psychology 30%, Spot Hidden 55%.

40% (20/8)

Mrs. Sarah Salsmith, age 52, baker's wife

STR 50	CON 45	SIZ 60	DEX 60	INT 60
APP 45	POW 55	EDU 45	SAN 55	HP 10
DB: 0	Build: 0	Move: 6	MP: 11	

Combat

Brawl	25% (12/5), damage 1D3,
	or rolling pin 1D6
Dodge	30% (15/6)

Skills

Accounting 55%, Art/Craft (Baking) 45%, Art/Craft (Cooking) 45%, First Aid 50%, Language (English) 45%, Listen 60%, Natural World 40%, Persuade 50%, Psychology 40%, Spot Hidden 65%.

JOHNSONS' BLACKSMITHS AND CARRIAGE HOUSE

Mr. Martin Johnson, age 22, blacksmith and farrier				
STR 80	CON 70	SIZ 75	DEX 65	INT 70
APP 80				HP 14
DB: +1D4	Build: 1	Move: 8	MP: 12	

45% (22/9), damage 1D3+1D4

Combat Brawl Dodge

55% (27/11)

Skills

Accounting 45%, Animal Handling 55%, Art/Craft (Blacksmithing) 75%, Art/Craft (Carpentry) 65%, Charm 70%, Credit Rating 35%, Gaming 35%, Language (English) 55%, Mechanical Repair 50%, Spot Hidden 65%, Stealth 40%.

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Mr. Benjamin Johnson,

age 19.	abbrentice	blacksmith
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0 1	1			
STR 65	CON 70	SIZ 65	DEX 70	INT 70
APP 80	POW 50	EDU 50	SAN 50	HP 13
DB: +1D4	Build: 1	Move: 8	MP: 10	

Combat

Brawl	45% (22/9), damage 1D3+1D4
Dodge	40% (20/8)

Skills

Accounting 35%, Animal Handling 45%, Art/Craft (Blacksmithing) 75%, Art/Craft (Carpentry) 55%, Credit Rating 30%, First Aid 50%, Language (English) 50%, Listen 50%, Mechanical Repair 50%, Persuade 40%, Psychology 40%, Spot Hidden 50%, Stealth 60%.

BANHAM'S ALEHOUSE

Mr. John	Banham	, age 62, a	aged racont	teur
STR 60	CON 65	SIZ 60	DEX 45	INT 65
APP 45	POW 50	EDU 55	SAN 50	HP 12
DB: 0	Build: 0	Move: 5	MP: 10	

Combat

Brawl	65% (32/13), damage 1D3,
	or knife 1D4
Flintlock rifle	65% (32/13), damage 1D10+4
Dodge	25% (12/5)

Skills

Accounting 45%, Charm 70%, Credit Rating 45%, Gaming 50%, Language (English) 55%, Listen 50%, Psychology 60%, Reassure 40%, Spot Hidden 45%, Stealth 30%.

FORTHAM'S DRAPERS

Mrs. Millicent Fortham,

age 54, steely matriarch

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STR 60	CON 65	SIZ 50	DEX 65	INT 80
APP 55	POW 70	EDU 55	SAN 70	HP 11
DB: 0	Build: 0	Move: 7	MP: 14	

Combat

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

Skills

Accounting 65%, Art/Craft (Sewing) 45%, Charm 65%, Credit Rating 50%, Etiquette 70%, Fashion 70%, Language (English) 55%, Listen 50%, Persuade 60%, Psychology 60%, Spot Hidden 55%, Stealth 40%.

Miss Harriet Fortham, age 32, dressmaker					
STR 50	CON 70	SIZ 40	DEX 80	INT 65	
APP 40	POW 40	EDU 50	SAN 40	HP 11	
DB: 0	Build: 0	Move: 9	MP: 8		
Combat					
Brawl		25% (12/5), damage 1I	03	
Dodge		40% (20/8)	States	

Skills

Accounting 35%, Art/Craft (Drawing) 45%, Art/Craft (Dressmaking) 75%, Art/Craft (Sewing) 75%, Etiquette 35%, Fashion 70%, Language (English) 50%, Listen 60%, Persuade 45%, Psychology 30%, Spot Hidden 65%, Stealth 50%.

ELSTONE MUSLINS

Mr. Isaac	Elstone,	age 38, to	ailor	
STR 60	CON 50	SIZ 65	DEX 60	INT 75
APP 70	POW 80	EDU 50	SAN 80	HP 11
DB: +1D4	Build: 1	Move: 7	MP: 16	
Combat				
Brawl		25% (12/5)	. damage 1T)3+1D4

Brawl	
Sword (rapier)	
Dodge	

25% (12/5), damage 1D3+1D4 30% (15/6), damage 1D6+1+1D4 30% (15/6)

Skills

Accounting 45%, Art/Craft (Sewing) 45%, Charm 65%, Credit Rating 40%, Etiquette 65%, Fast Talk 60%, Fashion 75%, Language (English) 50%, Listen 50%, Psychology 60%, Sleight of Hand 65%, Spot Hidden 55%, Stealth 45%.

CARLTON'S APOTHECARY

Mr. Pete	r Carlton	, age 36, a	apothecary	
STR 65	CON 65	SIZ 60	DEX 70	INT 75
APP 70	POW 60	EDU 65	SAN 60	HP 12
DB: +1D4	Build: 1	Move: 9	MP: 12	
Combat				
Brawl		25% (12/5), damage 1I	D3+1D4

Dodge

Skills

Accounting 35%, Credit Rating 45%, First Aid 70%, Language (English) 65%, Language (Latin) 50%, Library Use 60%, Listen 60%, Natural Philosophy 70%, Persuade 60%, Psychology 50%, Reassure 55%.

35% (17/7)

Mrs. Jane Carlton,

age 32,	apprentice of	apothecary		
STR 55	CON 80	SIZ 55	DEX 70	INT 85
APP 70	POW 70	EDU 60	SAN 70	HP 13
DB: 0	Build: 0	Move: 8	MP: 14	

Combat

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

Skills

Accounting 55%, Charm 65%, First Aid 60%, Language (English) 60%, Language (Latin) 40%, Library Use 50%, Listen 50%, Natural Philosophy 65%, Psychology 50%, Reassure 65%, Spot Hidden 55%.

DR. PARSON'S SURGERY

Dr. Win	ston Parse	ons, age 4.	3, country	doctor
STR 60	CON 65	SIZ 55	DEX 75	INT 70
APP 60	POW 55	EDU 75	SAN 55	HP 12
DB: 0	Build: 0	Move: 8	MP: 11	

Combat

Brawl	
Dodge	

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

Skills

Credit Rating 60%, Etiquette 55%, First Aid 50%, Gaming 40%, Language (English) 75%, Language (Latin) 50%, Listen 40%, Medicine 60%, Natural Philosophy 50%, Persuade 50%, Psychology 40%, Reassure 40%, Ride 45%, Spot Hidden 55%.

Mrs. Ab	igail Parso	ons, age 3	8, doctor's	wife
STR 60	CON 50	SIZ 50	DEX 60	INT 55
APP 45	POW 65	EDU 40	SAN 65	HP 10
DB: 0	Build: 0	Move: 9	MP: 13	

Combat

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

Skills

Art/Craft (Embroidery) 50%, Charm 35%, Dancing 55%, Etiquette 40%, Fashion 50%, First Aid 50%, Language (English) 40%, Language (French) 40%, Persuade 30%, Psychology 30%.

Maggie	"Ma"	Hughes,	age	68,	midwife	
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STR 65	CON 55	SIZ 70	DEX 55	INT 70
APP 55	POW 75	EDU 60	SAN 75	HP 12
DB: +1D4	Build: 1	Move: 4	MP: 15	

Combat Brawl

25% (12/5), damage 1D3+1D4 30% (15/6)

Skills

Dodge

Charm 60%, Credit Rating 20%, First Aid 70%, Language (English) 60%, Listen 60%, Medicine 20%, Natural World 60%, Persuade 60%, Psychology 60%, Reassure 65%, Spot Hidden 65%, Stealth 35%.

ST. BRIDGET'S CHURCH, TARRYFORD

Reverend Byron Choke, age 48, local vicar

STR 45	CON 65	SIZ 70	DEX 50	INT 50
APP 45	POW 40	EDU 70	SAN 40	HP 13
DB: 0	Build: 0	Move: 6	MP: 8	

Combat Brawl

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

Skills

Dodge

Accounting 45%, Art/Craft (Preach) 60%, Credit Rating 50%, History 55%, Etiquette 40%, Intimidate 55%, Language (English) 70%, Language (Latin) 50%, Library Use 50%, Listen 30%, Psychology 30%, Religion 60%.

MISCELLANEOUS TARRYFORD

Mrs. Mary Barrendale, age 72, local historian **STR** 40 **CON** 45 **SIZ** 50 **DEX 45 INT** 75 **APP 55 POW** 70 **EDU** 70 **SAN** 70 HP9 **DB:** 0 Build: 0 Move: 3 MP: 14

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

Skills

(

Anthropology 40%, Archaeology 40%, Art/Craft (Drawing) 55%, Credit Rating 65%, Etiquette 55%, History 75%, Language (English) 75%, Language (Latin) 50%, Library Use 70%, Persuade 40%, Psychology 30%, Spot Hidden 65%.

Mrs. Meg Cotherington,

age 72,	cunning w	oman		
STR 45	CON 60	SIZ 55	DEX 70	INT 65
APP 45	POW 80	EDU 60	SAN 30	HP 11
DB: 0	Build: 0	Move: 4	MP: 16	

Combat

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

Skills

Credit Rating 5%, First Aid 60%, Intimidate 65%, Language (English) 60%, Listen 60%, Natural World 70%, Occult 65%, Psychology 50%, Spot Hidden 65%, Stealth 55%, Survival (Temperate) 50%, Track 40%.

Tom Pearce and Charlie Ruddle,

ages 26 and 30, local constables

STR 70	CON 60	SIZ 60	DEX 60	INT 55
APP 55	POW 70	EDU 45	SAN 70	HP 12
DB: +1D4	Build: 1	Move: 8	MP: 14	

Combat

Brawl	55% (27/11), damage 1D3+1D4	
(Pearce) flintlock pistol	45% (22/9), damage 1D6+1	
(Ruddle) blunderbuss	45% (22/9), damage 2D6/1D6	
	(5/10 yards/meters)	
Dodge	50% (25/10)	

Skills

Credit Rating 20%, First Aid 50%, Intimidate 65%, Language (English) 45%, Law 45%, Listen 60%, Persuade 50%, Psychology 40%, Spot Hidden 55%, Stealth 55%, Throw 40%.

LOCAL FARMERS

Joseph Cuthbertson, age 35, tenant farmer				
STR 70	CON 65	SIZ 70	DEX 60	INT 65
APP 65	POW 70	EDU 50	SAN 70	HP 13
DB: +1D4	Build: 1	Move: 8	MP: 14	

Combat

Brawl	25% (12/5), damage 1D3+1D4	
Blunderbuss	45% (22/9), damage 2D6/1D6	
	(5/10 yards/meters)	
Dodge	30% (15/6)	

Skills

Animal Handling 45%, Art/Craft (Farming) 65%, Credit Rating 30%, Language (English) 50%, Mechanical Repair 40%, Natural World 70%, Ride 55%, Persuade 50%, Spot Hidden 65%, Stealth 60%, Track 50%.

Owen Hughes, age 23, shepherd					
STR 70	CON 70	SIZ 60	DEX 65	INT 60	
APP 55	POW 65	EDU 50	SAN 65	HP 13	
DB: +1D4	Build: 1	Move: 9	MP: 13		
Combat					
Brawl		45% (22/9), damage 1I	D3+1D4,	
		knife 1D4+2+1D4, or shepherd's			

Skills

Dodge

Animal Handling 65%, Credit Rating 20%, Language (English) 50%, Listen 60%, Natural World 60%, Navigate 50%, Persuade 50%, Spot Hidden 65%, Survival (Temperate) 40%, Track 50%, Stealth 65%.

crook 1D8+1D4

35% (17/7)

Mr. Simon Tomkins, age 40, farmer

A large white man with a ruddy face, usually set into a frown.

STR 85	CON 65	SIZ 75	DEX 60	INT 65
APP 50	POW 55	EDU 55	SAN 55	HP 14
DB: +1D4	Build: 1	Move: 7	MP: 11	
Combat				
Brawl		25% (12/5), damage 1I	D3+1D4
Dodge		30% (15/6)	

Skills

Accounting 45%, Animal Handling 55%, Art/Craft (Farming) 70%, Credit Rating 60%, Drive Cart 60%, Intimidate 55%, Language (English) 55%, Listen 40%, Mechanical Repair 40%, Natural World 65%, Spot Hidden 65%, Track 40%.

Mrs. Flora Tomkins, *age 27*, *farmer's wife* A healthy, rosy-cheeked white woman with a pleasant smile and a mass of auburn hair.

STR 70	CON 70	SIZ 60	DEX 70	INT 75
APP 70	POW 50	EDU 50	SAN 50	HP 13
DB: +1D4	Build: 1	Move: 9	MP: 10	
Combat				5,000
Brawl		25% (12/5)), damage 1I)3+1D4
Dodge		35% (17/7))	

Skills

Accounting 45%, Animal Handling 35%, Art/Craft (Cooking) 55%, Art/Craft (Sewing) 55%, First Aid 60%, Language (English) 50%, Listen 50%, Natural World 60%, Psychology 40%, Spot Hidden 65%.

UPPER TARRYFORD CHURCH

Reverend Samuel Jennings, age 39, local vicar					
STR 50	CON 40	SIZ 50	DEX 50	INT 70	
APP 50	POW 60	EDU 75	SAN 60	HP 9	
DB: 0	Build: 0	Move: 8	MP: 12		

Combat Brawl

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

Skills

Accounting 35%, Credit Rating 50%, Etiquette 55%, History 35%, Language (English) 75%, Language (Latin) 50%, Library Use 30%, Listen 60%, Natural Philosophy 30%, Persuade 50%, Psychology 60%, Reassure 50%, Religion 70%.

TOLLINGATE

Mr. Henry Potterton,

age 48, confused widower						
STR 50	CON 50	SIZ 60	DEX 50	INT 50		
APP 50	POW 30	EDU 55	SAN 30	HP 11		
DB: 0	Build: 0	Move: 6	MP: 6			

Combat

Brawl	25% (12/5), damage 1D3
Blunderbuss	45% (12/5), damage 2D6/1D6
	(5/10 yards/meters)
Dodge	25% (12/5)

Skills

Art/Craft (Farming) 55%, Astronomy 40%, Credit Rating 65%, Etiquette 50%, Language (English) 55%, Natural World 60%, Persuade 40%, Ride 65%.

Miss Marianne Potterton,

age 24, determined old maid

STR 60	CON 50	SIZ 55	DEX 60	INT 65
APP 50	POW 70	EDU 45	SAN 70	HP 10
DB: 0	Build: 0	Move: 9	MP: 14	

Combat

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

Combat

Art/Craft (Embroidery) 45%, Dancing 40%, Etiquette 45%, Fashion 40%, Intimidate 55%, Language (English) 50%, Language (French) 30%, Persuade 50%, Ride 35%.

Mr. George Potterton, age 22, heir apparent				
STR 65	CON 60	SIZ 65	DEX 65	INT 75
APP 65	POW 60	EDU 65	SAN 60	HP 12
DB: +1D4	Build: 1	Move: 8	MP: 12	

Combat Brawl

25% (12/5), damage 1D3+1D4 35% (17/7)

MP: 13

Skills

Dodge

Accounting 60%, Banking 65%, Charm 65%, Credit Rating 75%, Dancing 50%, Etiquette 55%, Language (English) 65%, Library Use 40%, Listen 50%, Psychology 60%, Ride 40%, Spot Hidden 55%.

Miss Clara Potterton,

Build: 0

age 20, j	rustratea d	icaaemic		
STR 55	CON 65	SIZ 55	DEX 50	INT 85
APP 60	POW 65	EDU 60	SAN 65	HP 12

Move: 8

Combat Brawl

DB: 0

wl	25% (12/5), damage 1D3
lge	25% (12/5)

Skills

Dod

Art/Craft (Embroidery) 45%, Dancing 40%, Etiquette 50%, History 65%, Language (English) 60%, Language (French) 40%, Language (Latin) 40%, Library Use 60%, Natural Philosophy 60%, Persuade 40%, Ride 40%.

Miss Susan Potterton,

age 17, hopeless romantic

STR 50	CON 60	SIZ 60	DEX 70	INT 55
APP 70	POW 55	EDU 45	SAN 55	HP 12
DB: 0	Build: 0	Move: 8	MP: 11	

Combat

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

Skills

Art/Craft (Embroidery) 55%, Art/Craft (Singing) 55%, Charm 65%, Dancing 60%, Etiquette 50%, Fashion 50%, Language (English) 45%, Language (French) 30%, Ride 40%.

Master Charles Potterton,

age 14, troublemaker

0				
STR 50	CON 60	SIZ 50	DEX 55	INT 60
APP 70	POW 35	EDU 50	SAN 35	HP 11
DB: 0	Build: 0	Move: 8	MP: 7	

Combat Brawl

Dodge

25% (12/5), damage 1D3 30% (15/6)

Skills

Charm 55%, Credit Rating 60%, Dancing 60%, Etiquette 40%, Drinking 25%, Fashion 50%, Fast Talk 65%, Gaming 40%, Language (English) 50%, Ride 45%, Stealth 60%.

Miss Lucy Potterton, age 13, manipulator

STR 40	CON 50	SIZ 40	DEX 65	INT 75
APP 75	POW 70	EDU 35	SAN 70	HP 9
DB: -1	Build: -1	Move: 8	MP: 14	

Combat

Brawl	25% (12/5), damage 1D3–1
Dodge	35% (17/7)

Combat

Art/Craft (Embroidery) 45%, Charm 65%, Dancing 45%, Etiquette 35%, Fashion 50%, Fast Talk 75%, Psychology 60%, Spot Hidden 55%, Stealth 70%.

CHARLTON ABBEY

Mr. Richard Asher, age 42, Lord of the Manor				
STR 65	CON 50	SIZ 60	DEX 50	INT 60
APP 50	POW 60	EDU 60	SAN 60	HP 11
DB: +1D4	Build: 1	Move: 7	MP: 12	

Combat

 Brawl
 25% (12/5), damage 1D3+1D4

 Sword (heavy epee)
 50% (25/10), damage 1D6+1+1D4

 Dodge
 25% (15/5)

Skills

Accounting 55%, Credit Rating 85%, Dancing 40%, Language (English) 60%, Etiquette 60%, Persuade 60%, Psychology 50%, Religion 60%, Ride 45%.

Mrs. Ch	andra Ash	ner, age 35	5, conflicted	l mother
STR 60	CON 45	SIZ 60	DEX 65	INT 55
APP 50	POW 70	EDU 50	SAN 70	HP 10
DB: 0	Build: 0	Move: 8	MP: 14	1.

Combat

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

Skills

Art/Craft (Piano) 45%, Dancing 45%, Etiquette 60%, Fashion 60%, Language (Bengali) 50%, Language (English) 50%, Persuade 50%, Religion 40%.

Miss Eleanor Asher,

age 19, 0	ledicated d	aughter		
STR 60	CON 60	SIZ 55	DEX 70	INT 60
APP 65	POW 75	EDU 45	SAN 75	HP 11
DB: 0	Build: 0	Move: 9	MP: 15	

Combat	
Brawl	25% (12/5), damage 1D3
Dodge	35% (17/7)

Skills

Art/Craft (Embroidery) 55%, Art/Craft (Piano) 55%, Dancing 45%, Etiquette 30%, Fashion 30%, Intimidate 65%, Language (English) 45%, Language (French) 30%, Religion 65%, Ride 45%, Spot Hidden 60%.

Miss Julia Asher, age 16, charitable sister

STR 55	CON 65	SIZ 50	DEX 65	INT 80
APP 70	POW 80	EDU 45	SAN 80	HP 11
DB: 0	Build: 0	Move: 9	MP: 16	

Combat Brawl

25% (12/5), damage 1D3
35% (17/7)

Skills

Dodge

Art/Craft (Cooking) 35%, Art/Craft (Embroidery) 45%, Art/Craft (Sewing) 35%, Dancing 30%, Etiquette 30%, Listen 60%, Persuade 55%, Psychology 60%, Reassure 55%, Religion 60%, Ride 40%, Spot Hidden 55%.

Master Philip Asher, age 14, dithering heir

STR 65	CON 55	SIZ 50	DEX 45	INT 45
APP 70	POW 20	EDU 50	SAN 20	HP 11
DB: 0	Build: 0	Move: 8	MP: 4	1

Combat

Brawl	25% (12/5), damage 1D3
Sword (heavy epee)	50% (25/10), damage 1D6+1
Dodge	25% (12/5)

Skills

Accounting 35%, Credit Rating 70%, Dancing 50%, Etiquette 65%, Fashion 50%, Listen 60%, Religion 55%, Ride 55%.

MORTVIEW HOUSE

Mr. Rob	ert Willia	ms, age 2	5, amateu	r sorcerer
STR 55	CON 50	SIZ 75	DEX 60	INT 70
APP 75	POW 70	EDU 70	SAN 55	HP 12
DB: +1D4	Build: 1	Move: 7	MP: 14	Luck: 65

Combat

Brawl Rapier Dodge 25% (12/5), damage 1D3+1D4 50% (25/10), damage 1D6+1+1D4 30% (15/6)

Skills

Charm 55%, Credit Rating 85%, Cthulhu Mythos 5%, Dancing 45%, Etiquette 55%, Fashion 60%, Gaming 40%, History 35%, Language (English) 70%, Language (Italian) 50%, Language (Latin) 40%, Occult 35%, Psychology 50%, Ride 45%, Spot Hidden 55%, Stealth 55%.

Spells: Command One Faceless (Summon/Bind Nightgaunt), Sign of the Master (Elder Sign).

Pulp Adjustments

Brawl	50% (25/10), damage 1D3+1D4
Rapier	70% (35/15), damage 1D6+1+1D4
Dodge	50% (25/10)

Pulp Talents

- Quick Study: halve the time required for Initial and Full Reading of Mythos tomes, as well as other books.
- · Smooth Talker: gains a bonus die on Charm rolls.

Miss Diana Williams,

age 22, amateur sorceress

STR 60	CON 40	SIZ 60	DEX 65	INT 75
APP 80	POW 85	EDU 70	SAN 70	HP 10
DB: 0	Build: 0	Move: 8	MP: 17	Luck: 70

Combat

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

Skills

Charm 55%, Cthulhu Mythos 5%, Dancing 45%, Etiquette 55%, Fashion 60%, History 55%, Language (English) 70%, Language (Italian) 60%, Language (Latin) 50%, Library Use 60%, Occult 45%, Psychology 50%, Ride 45%, Spot Hidden 55%, Stealth 60%.

Spells: Command Faceless One (Summon/Bind Nightgaunt), Warding.

Pulp Adjustments

Brawl	45% (22/9), damage 1D3
Rapier	40% (20/8), damage 1D6+1
Dodge	55% (27/11)

Pulp Talents

- · Arcane Insight: halves the time required to learn spells, and gains a bonus die on spellcasting rolls.
- · Smooth Talker: gains a bonus die on Charm rolls.

STORNLEY HOUSE

Mr. Natł	naniel Hav	vering, age	54, "nouve	eau" riche
STR 45	CON 55	SIZ 75	DEX 50	INT 75
APP 55	POW 70	EDU 60	SAN 70	HP 13
DB: 0	Build: 0	Move: 5	MP: 14	

Comhat Brawl Flintlock pistol Dodge

25% (12/5), damage 1D3 50% (25/10), damage 1D6+1 25% (12/5)

Skills

Appraise 55%, Art/Craft (Business) 65%, Credit Rating 89%, Dancing 30%, Etiquette 35%, Fast Talk 65%, Gaming 40%, Language (English) 60%, Persuade 50%, Psychology 60%, Spot Hidden 55%.

Mrs. Su	sanna Ha	vering, ag	e 49, noble	ewoman
STR 50	CON 55	SIZ 60	DEX 55	INT 85
APP 65	POW 55	EDU 55	SAN 55	HP 11
DB: 0	Build: 0	Move: 6	MP: 11	
Combat				

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

Skills

Accounting 55%, Art/Craft (Embroidery) 45%, Dancing 50%, Etiquette 70%, Fashion 40%, Language (English) 65%, Language (French) 40%, Listen 70%, Persuade 50%, Psychology 50%, Spot Hidden 65%.

NORTHLAKE HALL

Miss Elizabeth Northlake,

age 10, p	otential	sacrifice	
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STR 45	CON 55	SIZ 55	DEX 70	INT 65
APP 70	POW 45	EDU 50	SAN 45	HP 11
DB: 0	Build: 0	Move: 8	MP: 9	

Combat Brawl Dodge

25% (12/5), damage 1D3 35% (17/7)

Skills

Art/Craft (Embroidery) 65%, Art/Craft (Piano) 65%, Charm 65%, Dancing 65%, Etiquette 60%, Fashion 65%, Language (English) 60%, Language (French) 50%, Stealth 60%.

10

Sir James	s Northla	ke, age 40	, local bar	onet
STR 65	CON 65	SIZ 70	DEX 70	INT 75
APP 75	POW 60	EDU 65	SAN 60	HP 13
DB: +1D4	Build: 1	Move: 6	MP: 12	

Combat

 Brawl
 25% (12/5), damage 1D3+1D4

 Rapier
 50% (25/10), damage 1D6+1+1D4

 Dodge
 35% (17/7)

Skills

Accounting 55%, Charm 65%, Credit Rating 95%, Dancing 45%, Etiquette 65%, Gaming 40%, Language (English) 65%, Law 55%, Psychology 60%, Riding 45%, Spot Hidden 55%, Stealth 50%.

Lady Lydia Northlake, age 37, lady of the manor					
STR 55	CON 60	SIZ 55	DEX 55	INT 60	
APP 70	POW 50	EDU 50	SAN 50	HP 11	
DB: 0	Build: 0	Move: 8	MP: 10		

Combat

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

Skills

Art/Craft (Embroidery) 45%, Charm 65%, Dancing 55%, Etiquette 60%, Fashion 70%, Intimidate 55%, Language (English) 50%, Language (French) 40%, Psychology 50%, Stealth 45%.

Mrs. Sarah Coombes, age 71, widowed matriarch

STR 60	CON 65	SIZ 50	DEX 50	INT 75
APP 50	POW 75	EDU 50	SAN 75	HP 11
DB: 0	Build: 0	Move: 4	MP: 15	

Combat

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

Skills

Art/Craft (Piano) 45%, Credit Rating 75%, Etiquette 45%, Gaming 50%, Intimidate 55%, Language (English) 50%, Language (French) 40%, Listen 50%, Psychology 60%, Spot Hidden 65%, Stealth 40%.

Emma, the Dowager Lady Northlake, age 59, grandmother

0				
STR 45	CON 50	SIZ 55	DEX 60	INT 50
APP 50	POW 40	EDU 45	SAN 40	HP 10
DB: 0	Build: 0	Move: 6	MP: 8	

Combat	
Brawl	
Dodge	

Skills

Art/Craft (Embroidery) 55%, Art/Craft (Piano) 55%, Art/ Craft (Singing) 55%, Charm 65%, Credit Rating 80%, Dancing 40%, Etiquette 60%, Stealth 20%.

30% (15/6)

25% (12/5), damage 1D3

Frederick Hillier, age 55, head butler

STR 65	CON 50	SIZ 60	DEX 65	INT 60
APP 55	POW 65	EDU 55	SAN 65	HP 11
DB: +1D4	Build: 1	Move: 7	MP: 13	

Combat

Brawl	25% (12/5), damage 1D3+1D4
Dodge	35% (17/7)

Skills

Accounting 45%, Art/Craft (Butling) 75%, Credit Rating 40%, Etiquette 60%, Language (English) 55%, Listen 60%, Persuade 60%, Psychology 60%, Spot Hidden 65%, Stealth 60%.

Henrietta Liddiard, age 47, head housekeeper

STR 45	CON 80	SIZ 45	DEX 55	INT 65
APP 60	POW 70	EDU 50	SAN 70	HP 12
DB: 0	Build: 0	Move: 7	MP: 14	

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

Skills

Accounting 55%, Art/Craft (Baking) 55%, Credit Rating 35%, Etiquette 60%, First Aid 40%, Intimidate 65%, Language (English) 50%, Listen 60%, Psychology 50%, Spot Hidden 70%, Stealth 50%.

Martha Giddings, age 15, lower housemaid							
STR 60	CON 70	SIZ 40	DEX 70	INT 65			
APP 75	POW 45	EDU 35	SAN 45	HP 11			
DB: 0	Build: 0	Move: 9	MP: 9				
Combat				5.70			
Brawl		25% (12/5), damage 1D3					
Dodge		35% (17/7)					

Skills

Art/Craft (Cleaning) 65%, Art/Craft (Sewing) 55%, Credit Rating 10%, Etiquette 35%, Language (English) 35%, Listen 70%, Persuade 40%, Psychology 40%, Spot Hidden 75%, Stealth 70%.