

# Regency Cthulhu

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 Designs 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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## KEEPER REFERENCE BOOKLET

### 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, following).*

#### 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 50% (25/10), damage 1D3+1D4,  
 or cosh 1D8+1D4  
 Dodge 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  
 Dodge 35% (17/7)

*Skills*

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*

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. Morris Salsmith, age 58, 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**

*Combat*

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

*Skills*

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

**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 POW 60 EDU 55 SAN 60 HP 14**  
**DB: +1D4 Build: 1 Move: 8 MP: 12**

*Combat*

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



## KEEPER REFERENCE BOOKLET

### Mr. Benjamin Johnson, age 19, apprentice blacksmith

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, aged raconteur

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

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

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 1D3  
Dodge 40% (20/8)

#### 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, tailor

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 1D3+1D4  
Sword (rapier) 30% (15/6), damage 1D6+1+1D4  
Dodge 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. Peter Carlton, age 36, 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 1D3+1D4  
Dodge 35% (17/7)

#### 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%.



## KEEPER REFERENCE BOOKLET

### Mrs. Jane Carlton, age 32, apprentice 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. Winston Parsons, age 43, 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 25% (12/5), damage 1D3  
Dodge 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. Abigail Parsons, age 38, 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 25% (12/5), damage 1D3  
Dodge 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

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  
Dodge 30% (15/6)

#### Skills

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  
Dodge 25% (12/5)

#### Skills

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 HP 9  
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%.



## KEEPER REFERENCE BOOKLET

### Mrs. Meg Cotherington, age 72, cunning woman

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 45  
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 1D3+1D4,  
knife 1D4+2+1D4, or shepherd's  
crook 1D8+1D4  
Dodge 35% (17/7)

#### Skills

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%.

### 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 1D3+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

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



## KEEPER REFERENCE BOOKLET

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

*Skills*

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, age 20, frustrated academic**

**STR 55 CON 65 SIZ 55 DEX 50 INT 85**  
**APP 60 POW 65 EDU 60 SAN 65 HP 12**  
**DB: 0 Build: 0 Move: 8 MP: 13**

*Combat*

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

*Skills*

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**

**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**



## KEEPER REFERENCE BOOKLET

### *Combat*

Brawl 25% (12/5), damage 1D3  
Dodge 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. Chandra Asher, age 35, conflicted 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**

### *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, dedicated daughter**

**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  
Dodge 35% (17/7)

### *Skills*

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**

### *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. Robert Williams, age 25, amateur 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**



## KEEPER REFERENCE BOOKLET

### *Combat*

Brawl	25% (12/5), damage 1D3+1D4
Rapier	50% (25/10), damage 1D6+1+1D4
Dodge	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 Faceless One (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*

<b>STR</b> 60	<b>CON</b> 40	<b>SIZ</b> 60	<b>DEX</b> 65	<b>INT</b> 75
<b>APP</b> 80	<b>POW</b> 85	<b>EDU</b> 70	<b>SAN</b> 70	<b>HP</b> 10
<b>DB:</b> 0	<b>Build:</b> 0	<b>Move:</b> 8	<b>MP:</b> 17	<b>Luck:</b> 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. Nathaniel Havering, age 54, "nouveau" riche**

<b>STR</b> 45	<b>CON</b> 55	<b>SIZ</b> 75	<b>DEX</b> 50	<b>INT</b> 75
<b>APP</b> 55	<b>POW</b> 70	<b>EDU</b> 60	<b>SAN</b> 70	<b>HP</b> 13
<b>DB:</b> 0	<b>Build:</b> 0	<b>Move:</b> 5	<b>MP:</b> 14	

### *Combat*

Brawl	25% (12/5), damage 1D3
Flintlock pistol	50% (25/10), damage 1D6+1
Dodge	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. Susanna Havering, age 49, noblewoman**

<b>STR</b> 50	<b>CON</b> 55	<b>SIZ</b> 60	<b>DEX</b> 55	<b>INT</b> 85
<b>APP</b> 65	<b>POW</b> 55	<b>EDU</b> 55	<b>SAN</b> 55	<b>HP</b> 11
<b>DB:</b> 0	<b>Build:</b> 0	<b>Move:</b> 6	<b>MP:</b> 11	

### *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 16, potential sacrifice*

<b>STR</b> 45	<b>CON</b> 55	<b>SIZ</b> 55	<b>DEX</b> 70	<b>INT</b> 65
<b>APP</b> 70	<b>POW</b> 45	<b>EDU</b> 50	<b>SAN</b> 45	<b>HP</b> 11
<b>DB:</b> 0	<b>Build:</b> 0	<b>Move:</b> 8	<b>MP:</b> 9	

### *Combat*

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



## KEEPER REFERENCE BOOKLET

### Sir James Northlake, age 40, local baronet

**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

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

#### Skills

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

### 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

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%.