1920S ERA INVESTIGATOR	CHARACTERISTICS	
Name_Dr. L. C. Nadelmann	CTP 65 32 DEV 70 35 INT 00 45	And
Player Anthropologist MIL	luca	
Occupation Anthropologist, MU  Age 29 Sex	CON 85 42 APP 70 35 POW 80 40 16	
Residence Arkham, MA		
Birthplace	SIZ 70 35 14 EDU 80 45 Rate 8 41	
Major Wound M15P	Iemp.         Insane         80         Max         Insane         01         02         03         04         05         06	
Dying   00 01 02   03 04 05	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 52	53 🛓
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 75 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98	
<u>=</u> 11 12 13 14 <b>(15</b> )	CALL ACTUME UNI MAGE	29
16 17 18 19 20	Out of Luck 01 02 03 04 05 06 07 05 06 07 08	04 <b>MACC</b>
54 55 56 57 58 59 60 6	8 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 1 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76	19 <b>POINTS</b>
77 78 79 80 81 82 83 8		24 0
Accounting (or%)	INVESTIGATOR SKILLS  Fast Talk (05%)  Law (05%)  Science (01%)	
Accounting (05%)	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
Anthropology (01%)	Fighting (Brawl) (25%)	
Appraise (05%)	Hatchet Listen (20%)	
Archaeology (01%)	Locksmith (01%)	
Art/Craft (05%)		
	Firearms (Rifle/Shotgun) (25%)	
	□ Natural World (10%) □ Survival (10%) (Woodland)	
☐ Charm (15%)	☐ First Aid (30%) ☐ Navigate (10%) ☐ Swim (20%)	
Climb (20%)	☐ History (05%) ☐ Occult (05%) ☐ Throw (20%)	A
Credit Rating (00%) 64 32 12	☐ Intimidate (15%) ☐ Op. Hv. Machine (01%) ☐ Track (10%)	
Cthulhu Mythos (00%)	☐ Jump (20%) ☐ Persuade (10%) ☐	
Disguise (05%)	Language (Other) (01%)  Pilot (01%) (Boat)	
Dodge (half DEX)	Psychology (10%)	
Drive Auto (20%)	Psychoanalysis (01%)	
☐ Elec Repair (10%)	Language (Own) (EDU)   90   45	
	WEAPONS Hard Extreme Damage Range Attacks Ammo Malf.	
Unarmed		D4
Hatchet Knife (Medium)		$\prec \sqcup$
Knife (Medium)  .30-06 Bolt-action Rifle		1)
<u> </u>		

B	ACKS	TORY			
Personal Description Dr. Nadelmann is of multi- heritage (African American and German Ameri They are in their early 30s with black hair, an ai face with high cheekbones, and they wear glas	can). ngular	Traits			
Ideology/Beliefs		njuries & So	cars		
Significant People	I	Phobias & A	Aanias		
Meaningful Locations	/	Arcane Tom	es, Spells & Art	ifacts	
Treasured Possessions	I	Encounters	with Strange Ent	tities	
GEAR & POSSESSI	ONS		CASH pending level		SETS
			ash		
QUICK REFERENCE RULES	F	ELLOV	W INVE	STIGA	TORS
	CharPlayer		CharPlayer	Char Player	
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	Char Player		Me	Char Player	
Reach 0 HP with Major Wound = <b>Dying</b> 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	Char Player	

C BOOK

1920S ERA INVES	TIGATOR	CH	ARACTERISTICS		
Name_Sylvia Davidson				30	
Playern/a		STR 50 25	$\begin{array}{c ccccc} \hline  & DEX & 65 & 32 \\ \hline  & 13 & INT \\ \hline  & Idea & 6 \end{array}$	60   30   12	
Occupation_Graduate	Student	CON 60 30	ida	35	
Age Sex		CON 60 12	APP 55 27 POW 7	0 33	
Residence_Arkham, MA	1	SIZ 50 25	EDU 84 42 Move Rate	8 +1	
Birthplace Boston, MA		312 30 10	Know 84 16 Rate		
Major Wound	)(()	Temp. Indef. Insane	<b>70</b> Max Ins	sane 01 02 03 04 05 0	6 07
Dying OO C	01 02		12 13 14 15 16 17 18 19 20 21 3 35 36 37 38 39 40 41 42 43 44		35
	04 05 09 10	54 55 56 57	58 59 60 61 62 63 64 65 66 67	68 69 70 71 72 73 74 7	5 76
	4 15	77 78 79 80	81 82 83 84 85 86 87 88 89 90 9	91 92 93 94 95 96 97 9	8 99
<b>1</b> 6 17 18 1	9 20	ALL	PLIHULH	00 01 02 03	04 🗷
00.00.10.11.12	12 14 1		f Luck 01 02 03 04 05 06 07	05 06 07 08	04 <b>MAGIC</b>
් 31 32 33 34 35	36 37 3	8 39 40 41 42 43 4	1 22 23 24 25 26 27 28 29 30 4 45 46 47 48 49 50 51 52 53	10 11 12 13	
			7 68 69 70 71 72 73 74 75 76 0 91 92 93 94 95 96 97 98 99	15 16 17 18 20 21 22 23	19 <b>)NI</b> 24 <b>)</b>
			STIGATOR SKILLS		7/9/
Accounting (05%)		☐ Fast Talk (05%)	Law (05%)	Science (01%) Geology	15 7 3
Anthropology (01%)	40 20 8	Fighting (Brawl) (25%)	25 12   Ibrary Use (20%)		
Appraise (05%)	Ē	Hatchet	25 12	25 10	A
Archaeology (01%)	Ā		Locksmith (01%)	Sleight of Hand (10%)	25 12 5
Art / Craft (05%)		Firearms (Handgun) (20%)	Mech. Repair (10%)	Spot Hidden (25%)	
		Firearms (Rifle/Shotgun) (25%)	40 20 Medicine (01%)	Stealth (20%)	40 20 8
			Natural World (10%)	Survival (10%) Woodland	10 5
Charm (15%)		First Aid (30%)	35   17   Navigate (10%)   10		40 20 8
Climb (20%)	40 20	☐ History (05%)	Occult (05%)	☐ Throw(20%)	10 5
Credit Rating (00%)		Intimidate (15%)	Op. Hv. Machine (01%)	☐ Track (10%)	
Cthulhu Mythos (00%)		Jump (20%)	Persuade (10%)		
Disguise (05%)		Language (Other) (01%)		15 6	
Dodge (half DEX)	32 16 6		Psychology (10%)	5 2	
Drive Auto (20%)			Psychoanalysis (01%)		
☐ Elec Repair (10%)		Language (Own) (EDU) English			
Zitte (tepan (1010)	2011		STATES   FREE TRATES AND A TRAT		
Weapon	Regular	WEAP( Hard Extreme Dam		Malf. COMB	AI
	<u>25</u>	12 5 1d3 +		Damage	none
<u>Hatchet</u>	25	12 5 1d6+1		Bonus Bonus	
Knife (Medium)	<u>25</u> _	12 5 1d4+2		Build (	0
.30-06 Bolt-action Rifle	40	20 8 2d6	+4 <u>110 yds</u> <u>1</u> <u>5</u>	100	16
				Dodge 3	2 6

	(STORY )
Personal Description A Caucasian woman with dark auburn hair pulled into a bun; she has a condescending expression and wears glasses.	Traits Determined and conscientious, if a little too serious.
Ideology/Beliefs	Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions	Encounters with Strange Entities
GEAR & POSSESSIONS	CASH & ASSETS  Spending Level
OUICK REFERENCE RULES	Assets
QUICK REFERENCE RULES  Skill & Characteristic Rolls  Levels of Success: Fumble   Fail   Regular   Hard   Extreme   Critical   100/96+   > skill   ≤ skill   ½ skill   ½ skill   01   Player	Cash

<b>27 1 1 2 3 3 3 3 3 3 3 3 3 3</b>							
1920S ERA	NVESTIGATOR		HARA	CTERISTIC	·C///		
Name_Norman			ATATATATATATATATATATATA	tera taka taka taka taka taka taka taka ta	STATISTICS THE TATE OF	20)	
Player _n/a		STR   60	30) 12) DEX	$70 \begin{vmatrix} 35 \\ 14 \end{vmatrix}$ INT		32 13	
	iraduate Student	CON SO	40 40 API		(/ <b>7</b> =	37	
Age 41	SexM	CON 80	16 AP	P 45 22 POV	<b>V</b> 75	15	
Residence Ark Birthplace Ark		SIZ 60	30 EDI 12 Know	74 37 Move		+1	
	- 40 4	Temp. Inde					
Wound	<b>14</b> P	Insane Insan	e	<b>75</b>   <i>Max</i>   4 15 16 17 18 19 20	Insane 21 22 2	01 02 03 04 0 3 24 25 26 27 2	
Unconscious 06 07	03 04 05	31 32 33 3 54 55 56 5	34 35 36 3° 37 58 59 6	7 38 39 40 41 42 43 0 61 62 63 64 65 66	44 45 4 67 68 6	6 47 48 49 50 5 9 70 71 72 73 7	51 52 53 <b>2</b> 74 <b>7</b> 5 76 <b>2</b>
	08 09 10 13 <b>(14)</b> 15	77 78 79 8	80 81 82 8	3 84 85 86 87 88 89	90 91 9	2 93 94 95 96 9	97 98 99
<b>≝</b> 11 12 16 17	18 19 20	CALL	of	THUL	$\mathbf{H}\mathbf{I}$	00 01 02	03 04 🔀
	11 12 12 11 1		t of Luck	01 02 03 04 05 06	The same of the sa	05 06 07	03 04 <b>A</b>
් 31 32 33	34 35 36 37 3	88 39 40 41 42 43	44 45 46	24 25 26 27 28 29 47 48 49 50 51 52	53	10 11 12	13 14
				70 71 72 73 74 75 93 94 95 96 97 98		15 16 17 20 21 22	13 14 18 19 <b>21</b> 23 24
		INVI	ESTIGA	TOR SKILLS			
Accounting (	,5%)	☐ Fast Talk (05%)		<b>Law</b> (05%)		Geology  Science (01%)	20 4
Anthropology	y (01%) 30 15 6	Fighting (Brawl) (25	%) 55 27 11	Library Use (20%)	A		
Appraise (05)		☐ <sub>Hatchet</sub>	55 27 11	Listen (20%)	30 15 6		
☐ Archaeology	(01%)			Locksmith (01%)	Ä	Sleight of Hand (1	10%) 10 5
Art / Craft (og	,%)	Firearms (Handgun) (20%)		Mech. Repair (10%)	百	Spot Hidden (25%	
		Firearms (Rifle/Shotgun) (25)	50 25	Medicine (01%)	百	Stealth (20%)	40 8
		(nine/snotgun) (25.	6)	Natural World (10%)		Survival (10%) Woodland	20 10
Charm (15%)		First Aid (30%)	35 17	Navigate (10%)	10 5	Swim (20%)	40 20 8
Climb (20%)	45 22	☐ History (05%)		Occult (05%)		☐ Throw (20%)	
Credit Rating		☐ Intimidate (15%)		Op. Hv. Machine (01%)		☐ Track(10%)	15 7
Cthulhu Myth		Jump (20%)		Persuade (10%)		I Hack (10%)	3
		Language (Other) (o	01%)	Pilot (01%) Boat	40 20 8		
Dodge (half I	12				25 12 5		
				Psychology (10%)	10		
Drive Auto (2		anguage (Own) (FI	)II) <b>- , 37</b>	Psychoanalysis (01%)	1 0		
Elec Repair (10	)%)	Language (Own) (El English		☐ Ride (05%)			
N.		ATATATATATATATATATATATATATATATATATATAT	PONS			Calabara and Calabara and Calabara	MBAT
Weapon Unarmed	Regular 55		amage l  z + db	Range Attacks Amı - 1	mo M -	alf. Damage	
<u> Hatchet</u>	55	27 11 1d	6+1+db			Bonus	none
Knife (Mediu			4+2+db	10		Build	0
.30-06 Bolt-act	ion Rifle 50	25 10 2	2d6+4 <u> </u>	10 yds 1	51	00	25 17
						—    Dodge —	35 7
The Di							10 25 / N.

WAY WAY WAY B	ACKSTORY
Personal Description An Asian man with she black hair, a square jaw, and a serious demeanor.	Traits Never the quickest to pick up a subtle point, Norman compensates with a dogged persistence, which is a quality you value highly in the field.
Ideology/Beliefs	Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions	Encounters with Strange Entities
GEAR & POSSESS	Spending LevelCashAssets
Skill & Characteristic Rolls  Levels of Success: Fumble   Fail   Regular   Hard   Extreme   Critical   100/96+   > skill   2 skill   1/2 skill   1/5 skill   01  Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls  Wounds & Healing  First Aid heals 1HP; Medicine heals +1d3 HP	Char. Player  Char. Player  Char. Player  Char. Player  Char. Player  Char. Player
Major Wound = loss of ≥ ½ max HP in one attack  Reach 0 HP without Major Wound = <i>Unconscious</i> Reach 0 HP with Major Wound = <i>Dying</i> Dying: First Aid = temp. stabilized; then require Medicine  Natural Heal rate (non Major Wound): recover 1HP per day	Char. Char. Player

Natural Heal rate (Major Wound): weekly healing roll

		<u>e</u>	
1920S ERA INVESTIGATOR	CH	ARACTERISTICS	-
Name Charlie Foxtail	STR 65 32		•
Player _n/a Occupation _Wilderness Guide	140	20 20 27	
Age 35 Sex F	CON 85 17	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	
Residence Fort McDonald, NWT  Birthplace Alberta, Canada	SIZ 55 27		
Major	Temp. Indef.	I liliow G items	-
Wound         Dying         00         01         02           Unconscious         03         04         05           06         07         08         09         10	Insane	Insane 01 02 03 04 05 06 00 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 3 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 5 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 78 18 28 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99	SANITY
11 12 13 14 15 16 17 18 19 20	CALL	of CTHILLIAM (MATHR)	10
08 09 10 11 12 13 14 1 31 32 33 34 35 36 37 3 54 55 56 57 58 59 60 6	15 16 17 18 19 20 2 38 39 40 41 42 43 4 51 62 63 64 65 66 6		MACIC POINTS
77 78 79 80 81 82 83 8		90 91 92 93 94 95 96 97 98 99 20 21 22 23 2 STIGATOR SKILLS	4 197
Accounting (05%)	☐ Fast Talk (05%)	Law (05%)  Science (01%) Geology  1	0
Anthropology (01%)	Fighting (Brawl) (25%)		Ħ
Appraise (05%)	Axe	50 25 10 Listen (20%) 70 35 14	Ħ
Archaeology (01%)		Locksmith (01%) Sleight of Hand (10%)	5 2
Art / Craft (05%)	Firearms (Handgun) (20%)	Mech. Repair (10%)	$\mathbb{H}$
	Firearms (Rifle/Shotgun) (25%)	70   35   14   Medicine (01%)   Stealth (20%)   85	11/
		Natural World (10%) Survival (10%) Woodland 85	
☐ Charm (15%)	☐ First Aid (30%)	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	) <b>25</b> 10
Climb (20%) 80 40 16	☐ History (05%)	Coccult (05%)	
Credit Rating (00%)	☐ Intimidate (15%)	Op. Hv. Machine (01%)	16
Cthulhu Mythos (00%)	Jump (20%)	Persuade (10%)	
Disguise (05%)	Language (Other) (01%) English		
Dodge (half DEX)  27 13 5		Psychology (10%) 25 12 5	山山
Drive Auto (20%)		Psychoanalysis (01%) 1 0	山田
Elec Repair (10%)	Language (Own) (EDU) Tsüut ina	65 32 Ride (05%)	旦
	WEAP	Total and the transfer and the transfer and	
Weapon Regular Unarmed 50	Hard Extreme Dam 25 10 1dz -	+ db - 1 Damage	
Axe		-1+db Bonus Bonus	
	35142d6	6+4 110 yds 1 5 100 Build <b>(</b>	
			13 5

BAC	KSTORY
Personal Description A First Nations woman wind black hair, high cheekbones, and angular facing features.	th Traits Cautious; Charlie seems skeptical about your intentions for the expedition, but you quickly see she is a woman you can work with.
Ideology/Beliefs	Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions	Encounters with Strange Entities
CEAR & POSSESSION	IS CASH & ASSETS
4	Spending Level
	Cash   Assets
QUICK REFERENCE RULES	FELLOW INVESTIGATORS
Skill & Characteristic Rolls  Levels of Success:   Fumble   Fail   Regular   Hard   Extreme   Critical     1/0   1	I Flavei
Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls	Player
Wounds & Healing First Aid heals 1HP; Medicine heals +1d3 HP Pla	
Major Wound = loss of ≥ ½ max HP in one attack  Reach 0 HP without Major Wound = Unconscious	rayer Frayer
Reach 0 HP with Major Wound = <b>Dying</b> 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 Player

1920S ERA INVESTIGATO	OR CHI	ARACTERISTICS	
Name_Bernard Ebstein			
Player _n/a	STR 55 27	$\begin{array}{c cccc} \hline  DEX & 60 & 30 \\ \hline  & 12 & INT \\ \hline  & Idea & 55 & 1 \\ \hline  & 1 & 1 \\ \hline  & 1 & 2 \\ \hline  & 2 & 2 \\ \hline  & 1 & 2 \\ \hline  & 2 & 2 \\ \hline  & 1 & 2 \\ \hline  & 2 & 2 \\ \hline  & 1 & 2 \\ \hline  & 2 & 2 \\ \hline  & 1 & 2 \\ \hline  & 2 & 2 \\ \hline  & 1 & 2 \\ \hline  & 2 & 2 \\ \hline  & 1 & 2 \\ \hline  & 2 & 2 \\ \hline $	W 423 3F
Occupation Graduate Student		ADD 75 37 DOW/ 70 38	
Age _22 Sex _M	_ CON 70 33 14	APP 75 15 POW 70 14	
Residence Arkham, MA	$\begin{array}{c c} \hline \\ SIZ \\ \hline 65 \\ \hline 13 \\ \hline \end{array}$	EDU 82 41 Move 7	1
Birthplace_New York City		Know 62 16 Rate	1
Major Wound 13P	Temp. Indef. Insane	By Manager Andrews	01 02 03 04 05 06 07
Dying   00 01 02   10   10   10   10   10   1		12 13 14 15 16 17 18 19 20 21 22 23 35 36 37 38 39 40 41 42 43 44 45 46	
Unconscious 03 04 05 06 07 08 09 10	54 55 56 57 77 78 79 80	35	70 71 72 73 74 75 76 🔀 🛮
11 12 13 14 15	CALL	III IIIITA)	(M14/P)
16 17 18 19 20		CIAULAU	00 01 02 03 04 <b>X</b> 05 06 07 08 09 <b>C</b>
	Out of 15 16 17 18 19 20 2	f Luck 01 02 03 04 05 06 07 1 22 23 24 25 26 27 28 29 30	05 06 07 08 09 <b>5</b> 10 11 12 13 <b>14 7</b>
		4 45 46 47 48 49 50 51 52 53 7 68 69 70 71 72 73 74 75 76	15 16 17 18 19 20 21 22 23 24
_	84 85 86 87 88 89 9	0 91 92 93 94 95 96 97 98 99	20 21 22 23 24 <mark>ぴ</mark>
	INVES	TIGATOR SKILLS	
Accounting (05%)	☐ Fast Talk (05%)	Law (05%)	Science (01%) (Geology)  15   7   3
Anthropology (01%) Anthropology (01%) 40 $\frac{20}{8}$	Fighting (Brawl) (25%)	25 12 Library Use (20%)	
Appraise (05%)	Hatchet	10	
Archaeology (01%)		Locksmith (01%)	<b>]</b> Sleight of Hand (10%) <b>10 5</b>
Art / Craft (05%)	Firearms (Handgun) (20%)	Mech. Repair (10%)	Spot Hidden (25%)
	Firearms (Rifle/Shotgun) (25%)	10	] Stealth (20%) 35 17
		Natural World (10%)	Survival (10%) (Woodland) 10 5
Charm (15%)		30 15 Navigate (10%) 65 32 13	Swim (20%) 40 8
Climb (20%) 60 30	History (05%)		] Throw (20%)
Credit Rating (00%)	Intimidate (15%)	Op. Hv. Machine (01%)	] Track (10%) 10 5
Cthulhu Mythos (00%)	☐ Jump (20%)	Persuade (10%)	
Disguise (05%)	Language (Other) (01%)	Pilot (01%) Boat  30 15	
Dodge (half DEX) 30 15 6		Psychology (10%) 10 5 1	
Drive Auto (20%)		Psychoanalysis (01%)	
☐ Elec Repair (10%)	Language (Own) (EDU) English	82 41	
	WEAP	TATATATATATATATATATATATATATATATATATATA	COMBAT
Weapon Regular		rangan di sangan kangan kangan kangan di kanangan kangan kangan kangan kangan di kangan kangan kangan kangan k	
Unarmed 25	. <u>12</u> <u>5</u> <u>1d<b>3</b> +</u>	<u>db - 1 </u>	_ Damage none
Hatchet 25	. <u>12</u> <u>5</u> <u>1d6</u>		Bonus Hone
Knife (Medium) 25 .30-06 Bolt-action Rifle 25	12 5 1d4 12 5 2d6		—    Build ( <b>0</b> )
.50 00 Bolt detion fille 25		1 5 100	
			Dodge 30 6

C TO THE TOTAL

BACK	STORY
Personal Description A Caucasian man with curly light brown hair, a round face with full cheeks, and a coy smile.	Traits Unswervingly positive and generous with his time.
Ideology/Beliefs	Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions	Encounters with Strange Entities
CEAR & POSSESSIONS	CASH & ASSETS  Spending Level Cash Assets
	Spending Level Cash Assets
QUICK REFERENCE RULES	Spending Level Cash
QUICK REFERENCE RULES  Skill & Characteristic Rolls  Levels of Success: Fumble Fail Regular Hard Extreme Critical 100/96+ > skill ≤ skill 1/2 skill 01  Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls	Spending Level Cash Assets
QUICK REFERENCE RULES  Skill & Characteristic Rolls  Levels of Success: Fumble Fail Regular Hard Extreme Critical 100/96+   >skill   2 skill   1/2 skill   01   Player Player	Spending Level Cash Assets  FELLOW INVESTIGATORS  Char. Player



# CHARACTER BACKSTORIES

## Dr. L. C. Nadelmann

You are the youngest PhD to be tenured at Miskatonic University, in Arkham, Massachusetts. You are a rising star in the new field of cultural anthropology; even your European counterparts are impressed by your cascade of learned articles. Your theories are exciting, your classes are always full, and your students idolize you. Previous expeditions on your résumé have been just sensational enough to draw the favorable attention of the press to the university in general, and to the department of anthropology in particular. Rumors fly about large private endowments for your specialty. Your department head and collegiate administrators often invite you to dinner.

## Sylvia Davidson

The latest arrival in a prominent line of Boston Brahmins, Sylvia is the first to take her studies to the postgraduate level and her boots into the wilds. Thanks to her academic acumen, you have already conferred with the department head about tapping her for a junior position on the faculty. If she has a fault, it is an invariable seriousness, which you hope may slip a little in the field.

Of course Sylvia signed up for the Nadelmann Expedition. It was the next logical step in her pursuit of academic excellence.

# Norman Falkner

Norman is an atypical character around the department. A mature student, he worked for 16 years as a custodian whilst taking advantage of the long night shifts to educate himself from the library's books and save for this period of study.

You persuaded Norman to come on the expedition, hoping his reliable, calm disposition would make him a steady companion to the younger students.

#### Charlie Foxtail

It surprises most people to discover that Fort McDonald's best tracker is a woman from the Tsuut'ina Nation—known by some as the Sarcee Indians. But those who ridicule her often regret it, and the bruises can last for weeks. Charlie defied her elders' wishes to leave the village and work as a guide. She is saving up money to send her bedridden husband to Winnipeg for an expensive operation.

# Bernard Ebstein

An earnest fellow from the Upper West Side, Bernard is popular among his classmates. His extracurricular conversation of late has centered on his upcoming wedding to his sweetheart, Catherine. This is sure to be a dazzling event, and as his favorite professor, your invitation has already arrived.

Bernard certainly possesses an aptitude for anthropology and a desire to test his knowledge in the field. But you suspect he signed up for the expedition to defy his image as a city boy and prove his outdoorsman credentials to his bride-to-be.

