

Name: Garrett Hartford

Occupation: Graduate Student

Sex: Male Age: 25

Marks, Scars, Mental Disorders:

STR: 14 **DEX:** 8 **INT:** 13 **Idea Roll:** 65%

CON: 13 **APP:** 13 **POW:** 14 **Luck Roll:** 70%

SIZ: 13 **SAN:** 70 **EDU:** 16 **Know Roll:** 80%

Damage Bonus: +1D4 **Hit Points:** 13 **Income:** \$6,500

Skills

| Anthropology | 15% | Bargain | 35% |
|------------------------|-----|-------------------|-----|
| Credit Rating | 25% | Dodge | 40% |
| Fist/Punch | 70% | Handgun | 40% |
| Natural History | 65% | Library Use | 51% |
| Other Language (Latin) | 65% | Persuade | 35% |
| Pharmacy | 25% | Psychology | 45% |

History

In 1922 you attended a lecture on ancient Rome given by visiting Professor Whitlow, and you were surprised by the man's brilliance and insight into ancient cultures. That lecture inspired you to dedicate yourself to the study of archeology. You lingered after the speakers finished, and a brief encounter with Whitlow led to a longer conversation over coffee. You eventually co-authored two papers with the professor, and you came to count him among your small group of friends.

When the professor took the enviable assignment at the British Museum, you knew he would be sorely missed at Miskatonic University, but it was the chance of a lifetime for Vernon and you wished him well. In the meantime, you continued your own research and look forward to your next in-person discussion with the good professor about the people of ages past.

Now Professor Whitlow has suddenly sent an invite from across the Atlantic. What a great opportunity it is—to confer again with a great mind and see one of the world's greatest museums in the same visit. You cannot refuse.



Name: Reginald Gray

Occupation: Big Game Hunter

Sex: Male Age: 50

Marks, Scars, Mental Disorders: _

STR: 15 **DEX:** 12 **INT:** 13 **Idea Roll:** 65%

CON: 18 **APP:** 10 **POW:** 12 **Luck Roll:** 60%

SIZ: 16 **SAN:** 60 **EDU:** 8 **Know Roll:** 40%

Damage Bonus: +1D4 **Hit Points:** 17 **Income:** \$8,500

Skills

| Climb | 45% | Dodge | 24% |
|-------------------------|-----|-----------------|-----|
| Drive Auto | 45% | First Aid | 50% |
| Fist/Punch | 50% | Listen | 45% |
| Natural History | 10% | Navigate | 20% |
| Other Language (Yoruba) | 40% | Psychology | 25% |
| Rifle (elephant gun) | 75% | Sneak | 60% |
| Spot Hidden | 35% | Track | 30% |

History

For the last eighteen years, Africa has been your home. You lead safaris and serve as an expedition guide for cash. It's a surprisingly good living, and folks need your valuable services to merely survive the Dark Continent. You've traveled from one end of the continent to the other, and you've seen some mighty unusual things, but only once did you question your choice of occupation—the day the university expedition went so terribly wrong.

You didn't think much of Vernon Whitlow the day you met him. He was a sheltered professor, not used to sunlight and harsh conditions, his hands as pink as a baby's. You gave him two days on the trail at most before he looked to head home. You were wrong. Initially he trudged along with the other pale professors, huffing his way over the many hillocks so common to Nigeria. But on the dark day when the expedition went south, Whitlow was the only person, excluding you, to make it out alive. The professor turned out to be pretty strong after all. Hostile natives, dangerous reptiles, disease ... and far worse things best left unmentioned. You both put the memory of the horrible expedition behind you, and out of tragedy a loyal friendship was born.



Name: Leo Worthington III

Occupation: Playboy

Sex: Male Age: 24

Marks, Scars, Mental Disorders: _____

STR: 11 **DEX:** 15 **INT:** 11 **Idea Roll:** 55%

CON: 11 **APP:** 16 **POW:** 12 **Luck Roll:** 60%

SIZ: 12 **SAN:** 60 **EDU:** 14 **Know Roll:** 70%

Damage Bonus: none Hit Points: 12 Income: \$16,500

Skills

| Art (sculpture) | 55% | Astronomy | 30% |
|-------------------------|-----|----------------|-----|
| Credit Rating | 75% | Cthulhu Mythos | 8% |
| Dodge | 60% | Fist/Punch | 60% |
| Handgun | 60% | Locksmith | 30% |
| Other Language (French) | 50% | Persuade | 65% |
| Ride | 45% | | |

History

You're no stranger to the good life. You've happily spent your days racing automobiles, gambling, socializing, and doing what you could to avoid an honest day's labor. Everything you needed was at your beck and call, and the future seemed wide open.

That all changed last year. The death of your parents, and your discovery of their gruesomely torn remains, put an end to your freewheeling ways. Cut off from future inheritance you thought certain was yours, you didn't feel anger but instead a new sense of purpose. You wanted to find those responsible for your parents' death and make them pay dearly.

The search for answers led down many dark roads, and you came to know your remote father far better *after* his death than before. Your search also made you aware that agents of creatures from beyond this realm existed here on earth and the knowledge staggered you to the core. Recently Vernon Whitlow, a friend of your father's in England, initiated contact with you. Your father kept few friends, but obviously he saw something in this researcher that drew his intellectual curiosity. Their correspondence about topics such as history and politics showed you a side of your father that wasn't all business. This invite was unexpected, but perhaps going to this gala will allow you to learn more about your father through Whitlow.





Name: Ruby Price

Occupation: Author

Sex: Female **Age:** 27

Marks, Scars, Mental Disorders: _____

STR: 11 **DEX:** 14 **INT:** 14 **Idea Roll:** 70%

CON: 8 **APP:** 15 **POW:** 15 **Luck Roll:** 75%

SIZ: 10 **SAN:** 75 **EDU:** 15 **Know Roll:** 75%

Damage Bonus: none **Hit Points:** 9 **Income:** \$9,500

Skills

| Astronomy | 40% | Dodge | 48% |
|------------------------|-----|--------------------------|-----|
| Fast Talk | 25% | Fist/Punch | 50% |
| Handgun | 60% | History | 60% |
| Library Use | 55% | Occult | 65% |
| Own Language (English) | 75% | Other Language (Italian) | 50% |
| Persuade | 50% | Photography | 30% |
| Psychology | 45% | Spot Hidden | 65% |

History

It's been a struggle at times, but you never regretted leading a rather solitary life devoted to intellectual pursuits and your writing. There simply hasn't been time for the family life, and you prefer a writer's creative isolation broken up by the occasional adventure abroad.

Vernon Whitlow was your first critic, of a sort. Your first book, a ghost story penned under the name R. Price, was actually fairly dreadful, but the good professor wrote a kind critique of your work. The insightful letter helped turn your writing in the right direction, and you've only improved since. It turns out the professor is quite the fan of gothic fiction. A long correspondence followed, though you've never met the professor in person.

The recent invite to the British Museum gala was a pleasant surprise, and offers the opportunity to see a new country, meet your old mentor, and perhaps even get new ideas for your next spooky novel. You look forward to finally meeting Vernon ... and won't he be shocked to learn you're a woman!



Name: Christopher Darrow

Occupation: Antiquarian (Criminal)

Sex: Male Age: 38

Marks, Scars, Mental Disorders:

STR: 13 DEX: 10 INT: 16 Idea Roll: 80%

CON: 12 **APP:** 14 **POW:** 14 **Luck Roll:** 75%

SIZ: 12 **SAN:** 70 **EDU:** 14 **Know Roll:** 70%

Damage Bonus: +1D4 Hit Points: 13 Income: \$10,500

Skills

| Art (oil painting) | 70% | Bargain | 75% |
|-------------------------|-----|------------------------|-----|
| Chemistry | 30% | Dodge | 20% |
| Fast Talk | 40% | Fist/Punch | 50% |
| History | 60% | Law | 45% |
| Library Use | 45% | Occult | 35% |
| Other Language (Arabic) | 20% | Other Language (Latin) | 35% |
| Spot Hidden | 65% | Sword cane | 45% |

History

If an epitaph were to written for you, "He was resourceful" would do as well as any. You haven't had an easy life so far, but you've lived by your wits and taken opportunities that have come your way without hesitation.

Your love of ancient cultures soon led to your dealings in antiquities—statues, paintings, and odd objects d'art, the older the better. Of course, business has its ups and downs, and the profits from your antique and oddity sales simply wasn't enough to pay down your gambling debt. And that debt needed to be paid off with interest, and quickly. You always had a flair for art, so in desperation you forged a Klimt and to your shock it sold immediately. That painting led to forgeries, and you began dealing in objects "acquired" by their owners by odd circumstance as well. You paid off your debt and began to turn a real profit.

You barely know Prof. Whitlow, beyond a chance meeting at the Museum of Natural History in New York City some years ago, but it was enough for you to wrangle an invitation to the upcoming gala at the British Museum. With luck, you'll expand your relationship with Vernon Whitlow and spot a few European opportunities. Let no opportunity go unexplored.