

**Name:** Sam McCoy

**Occupation:** Private Investigator

**Sex:** Male      **Age:** 41

**Marks, Scars, Mental Disorders:** \_\_\_\_\_

**STR:** 17      **DEX:** 9      **INT:** 14      **Idea Roll:** 70%

**CON:** 12      **APP:** 13      **POW:** 13      **Luck Roll:** 65%

**SIZ:** 17      **SAN:** 65      **EDU:** 19      **Know Roll:** 95%

**Damage Bonus:** 1D6      **Hit Points:** 15      **Income:** \$7,500

**Weapons:** Fist/Punch 55%; Handgun (.32 Revolver) 40%, 1D8; Rifle (.30 Level Action Carbine) 40%, 2D6



## Skills

<b>Bargain</b>	35%	<b>Dodge</b>	18%
<b>Fast Talk</b>	65%	<b>Law</b>	45%
<b>Locksmith</b>	40%	<b>Mechanical Repair</b>	30%
<b>Navigate</b>	35%	<b>Other Language (<i>Spanish</i>)</b>	21%
<b>Own Language (<i>English</i>)</b>	99%	<b>Photography</b>	30%
<b>Pilot (<i>Boat</i>)</b>	30%	<b>Psychology</b>	35%
<b>Sneak</b>	45%	<b>Spot Hidden</b>	41%
<b>Swim</b>	45%		

## History

A former Navy man in the Great War, you've made a name for yourself as a no-nonsense, hardnosed detective who will do whatever it takes to get to the bottom of a mystery.

**Name:** Jenny McMillan

**Occupation:** Journalist

**Sex:** Female    **Age:** 30

**Marks, Scars, Mental Disorders:** \_\_\_\_\_

**STR:** 10    **DEX:** 15    **INT:** 16    **Idea Roll:** 80%

**CON:** 9    **APP:** 14    **POW:** 11    **Luck Roll:** 55%

**SIZ:** 9    **SAN:** 55    **EDU:** 16    **Know Roll:** 80%

**Damage Bonus:** None    **Hit Points:** 9    **Income:** \$20,000

**Weapons:** Fist/Punch 55%; Handgun (.25 Derringer) 30%, 1D6



### Skills

<b>Dodge</b>	30%	<b>Drive Auto</b>	30%
<b>Fast Talk</b>	70%	<b>Library Use</b>	60%
<b>Listen</b>	55%	<b>Occult</b>	30%
<b>Own Language (<i>English</i>)</b>	80%	<b>Persuade</b>	50%
<b>Photography</b>	65%	<b>Psychology</b>	55%
<b>Sneak</b>	55%	<b>Spot Hidden</b>	45%
<b>Throw</b>	30%		

### History

Some call you determined. Others call you pushy. Whatever the case may be, you're the one who always winds up with the scoop, can see a story from every angle, and winds up with her name on the byline on the front page of the newspaper.

**Name:** Professor Victor Stanton

**Occupation:** Professor of Anthropology, Miskatonic University

**Sex:** Male      **Age:** 56

**Marks, Scars, Mental Disorders:** \_\_\_\_\_

**STR:** 8      **DEX:** 15      **INT:** 17      **Idea Roll:** 85%

**CON:** 10      **APP:** 11      **POW:** 10      **Luck Roll:** 50%

**SIZ:** 13      **SAN:** 50      **EDU:** 21      **Know Roll:** 99%

**Damage Bonus:** None      **Hit Points:** 12      **Income:** \$2,500

**Weapons:** Fist/Punch 50%; Handgun (.32 Revolver) 25%, 1D8



## Skills

<b>Anthropology</b>	65%	<b>Archaeology</b>	90%
<b>Bargain</b>	20%	<b>Credit Rating</b>	50%
<b>Dodge</b>	35%	<b>Drive Auto</b>	30%
<b>Electrical Repair</b>	35%	<b>First Aid</b>	35%
<b>History</b>	50%	<b>Library Use</b>	60%
<b>Listen</b>	45%	<b>Mechanical Repair</b>	25%
<b>Medicine</b>	25%	<b>Occult</b>	20%
<b>Other Language (German)</b>	40%	<b>Other Language (Indonesian)</b>	30%
<b>Other Language (Spanish)</b>	40%	<b>Other Language (Tibetan)</b>	30%
<b>Own Language (English)</b>	99%	<b>Persuade</b>	36%
<b>Psychology</b>	45%	<b>Spot Hidden</b>	40%

## History

Known as one of the “old lions” of the University, you still have an insatiable curiosity, and a longing to discover the unknown. You consider nothing trivial – everything to you is fascinating in its own way. And now, you no longer wish to merely read about the things that interest you, but to travel throughout the world and see them with your own eyes.

**Name:** Floyd Irwin

**Occupation:** Criminal Income

**Sex:** Male      **Age:** 28

**Marks, Scars, Mental Disorders:** \_\_\_\_\_

**STR:** 14      **DEX:** 12      **INT:** 13      **Idea Roll:** 65%

**CON:** 15      **APP:** 9      **POW:** 12      **Luck Roll:** 60%

**SIZ:** 12      **SAN:** 60      **EDU:** 13      **Know Roll:** 65%

**Damage Bonus:** 1D4      **Hit Points:** 14      **Income:** \$2,000

**Weapons:** Fist/Punch 55%; Handgun (.45 Revolver) 55%, 1D10+2



## Skills

<b>Bargain</b>	35%	<b>Climb</b>	50%
<b>Conceal</b>	40%	<b>Dodge</b>	29%
<b>Fast Talk</b>	50%	<b>Hide</b>	40%
<b>Jump</b>	35%	<b>Listen</b>	50%
<b>Locksmith</b>	60%	<b>Own Language (<i>English</i>)</b>	65%
<b>Sneak</b>	70%	<b>Spot Hidden</b>	65%
<b>Swim</b>	35%		

## History

You are a man who knows how to get things, especially when those things belong to others. Though your early days of larceny led you to a few unfortunate years in prison, you have discovered a new career – stealing strange, wondrous, and often terrible items on the behalf of strange, rich, and often terrible clients.

**Name:** Clive Lanchester

**Occupation:** Antiquarian

**Sex:** Male      **Age:** 35

**Marks, Scars, Mental Disorders:** \_\_\_\_\_

**STR:** 11      **DEX:** 17      **INT:** 18      **Idea Roll:** 90%

**CON:** 14      **APP:** 10      **POW:** 8      **Luck Roll:** 40%

**SIZ:** 12      **SAN:** 40      **EDU:** 16      **Know Roll:** 80%

**Damage Bonus:** None      **Hit Points:** 13      **Income:** \$3,500

**Weapons:** Fist/Punch 50%; Grapple 40%; Handgun (.38 Revolver) 40%, 1D10



## Skills

<b>Art (<i>Sculpture</i>)</b>	50%	<b>Astronomy</b>	30%
<b>Bargain</b>	55%	<b>Conceal</b>	30%
<b>Dodge</b>	35%	<b>Fast Talk</b>	30%
<b>Hide</b>	35%	<b>History</b>	55%
<b>Law</b>	35%	<b>Library Use</b>	50%
<b>Listen</b>	50%	<b>Natural History</b>	35%
<b>Occult</b>	25%	<b>Other Language (<i>German</i>)</b>	26%
<b>Own Language (<i>English</i>)</b>	80%	<b>Sneak</b>	40%
<b>Persuade</b>	36%	<b>Spot Hidden</b>	50%

## History

Long fascinated by stories of the past, you have made it your life's work to collect rare and extraordinary objects from the past. Though your specialties lie in ancient sculptures and ancient civilizations, you have a knack for finding all sorts of antiquities, and getting them into the hands of those who seek them.