



Appendix I: Pregenerated Characters and a Note on Skills

Success in *Abominations of the Amazon* can hinge on a few key skills. While it is not essential all of the investigators have all of these skills, it is recommended that the team, as a whole, have the following selection of most of these skills: *Archaeology, Climb, Electrical Repair, Fast Talk, Hide, History, Jump, Pilot Boat, Mechanical Repair, Medicine, Physics, Swim, Occult, Persuade, Sneak, Spot Hidden, and Swim.*

Finally, while violence should always be an investigator's last resort, it never hurts to know one's way around a pistol or rifle.

The Investigators

Name: Sam McCoy	Sex: Male	Age: 41	
Occupation: Private Investigator		Income: \$7,500	
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	
Weapons: Fist/Punch 55%; Handgun (.32 Revolver) 40%, 1D8; Rifle (.30 Level Action Carbine) 40%, 2D6			
Skills: Bargain 35%, Dodge 18%, Fast Talk 65%, Law 45%, Locksmith 40%, Mechanical Repair 30%, Navigate 35%, Other Language (Spanish) 21%, Own Language (English) 99%, Photography 30%, Pilot (Boat) 30%, Psychology 35%, Sneak 45%, Spot Hidden 41%, Swim 45%			

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	Sex: Female	Age: 30	
Occupation: Journalist		Income: \$20,000	
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	
Weapons: Fist/Punch 55%; Handgun (.25 Derringer) 30%, 1D6			
Skills: Dodge 30%, Drive Auto 30%, Fast Talk 70%, Library Use 60%, Listen 55%, Occult 30%, Own Language (English) 80%, Persuade 50%, Photography 65%, Psychology 55%, Sneak 55%, Spot Hidden 45%, Throw 30%			

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 **Sex:** Male **Age:** 56

Occupation: Professor of Anthropology, Miskatonic University

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

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: Clive Lanchester **Sex:** Male **Age:** 35

Occupation: Antiquarian **Income:** \$3,500

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

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

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

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.

Name: Floyd Irwin **Sex:** Male **Age:** 28

Occupation: Criminal **Income:** \$2,000

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

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

Skills: Bargain 35%, Climb 50%, Conceal 40%, Dodge 29%, Fast Talk 50%, Hide 40%, Jump 35%, Listen 50%, Locksmith 60%, Own Language (English) 65%, Sneak 70%, Spot Hidden 65%, Swim 35%

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.