

RAIDERS OF R'LYEH

ADVENTURER'S NAME _____ SOCIAL STANDING _____ STANDARD OF LIVING _____

CULTURAL BACKGROUND _____ PROFESSIONAL BACKGROUND _____ RELIGION _____

BIRTHDATE _____ ZODIAC _____ NATIVE LANGUAGES _____ YEARS OF EDUCATION _____

AGE	STR	CON	SIZ
INT	POW	DEX	CHA

INITIATIVE

ACTION POINTS

DAMAGE MODIFIER

MIGHT:

MOVE

10 yards

TOP SPEED:

COMMON SKILLS	BASE VALUE	%
Athletics	STR+DEX	
Brawn	STR+SIZ	
Class & Credit	—	
Common Knowledge	INT×2	
Conceal	INT+POW	
Deceit	INT+CHA	
Detection	INT+POW	
Etiquette	INT+CHA	
Evade	DEX×2	
First Aid	DEX+INT	
Fortitude	CON×2	
Influence	CHA+POW	
Intuition	INT+POW	
Native Tongue	INT×2	
Research	INT×2	
Stealth	DEX+POW	
Streetwise	POW+CHA	
Swim	STR+CON	
Unarmed	STR+DEX	
Willpower	POW×2	

PROFESSIONAL SKILLS	BASE VALUE	%

RATIONALITY ○

TRAUMA:

FIGHTING METHODS	BASE VALUE	%	BONUS ABILITIES
	STR+DEX		
	STR+DEX		

WEAPONS:

OCCULT PATHS	BASE VALUE	%	BONUS ABILITIES
	CHA+POW		
	CHA+POW		

SPELLS:

DRIVES & BONDS (OR MENTAL DISORDERS) _____ %

PERSONALITY TRAITS & ECCENTRICITIES

EQUIPMENT _____ **ENC** _____

OVERLOADED:

ESSENCE POINTS															
Unconsciousness		1	2	3	4	5	6	7	8	9	10	11	12		
13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

HIT POINTS														
Death Spiral		0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	WOUND:						

WEAPONS (& AMMUNITION*)	DAMAGE	SPECIAL EFFECTS	BASE RANGE	RATE OF FIRE (& ROUNDS)	RELOAD	ARMOR	ENC	MALF
Empty-handed (small, touch)	1d3+dm	none	NA	NA	NA	NA	NA	NA

*Or **SIZE** (small, medium, large, huge, enormous, or colossal) and **REACH** (touch, short, medium, long, or very long) for melee weapons

RAIDERS OF R'LYEH

ADVENTURER'S NAME HARLEY WARREN SOCIAL STANDING Lower Middle Class STANDARD OF LIVING Frugal (\$750/year)
 CULTURAL BACKGROUND South Carolina PROFESSIONAL BACKGROUND Occult Researcher RELIGION Catholic?
 BIRTHDATE January 14, 1878 ZODIAC Capricorn NATIVE LANGUAGES English YEARS OF EDUCATION 13

AGE 32	STR 14	CON 14	SIZ 15
INT 14	POW 13	DEX 13	CHA 12

INITIATIVE 14

ACTION POINTS 3

DAMAGE MODIFIER +1d2
MIGHT: 6

MOVE 10 yards
TOP SPEED: 48 (20mph)

COMMON SKILLS	BASE VALUE	%
Athletics	STR+DEX	52
Brawn	STR+SIZ	54
Class & Credit	—	22
Common Knowledge	INT×2	68
Conceal	INT+POW	27
Deceit	INT+CHA	26
Detection	INT+POW	62
Etiquette	INT+CHA	36
Evade	DEX×2	26
First Aid	DEX+INT	37
Fortitude	CON×2	28
Influence	CHA+POW	25
Intuition	INT+POW	47
Native Tongue	INT×2	68
Research	INT×2	63
Stealth	DEX+POW	26
Streetwise	POW+CHA	40
Swim	STR+CON	28
Unarmed	STR+DEX	42
Willpower	POW×2	61

PROFESSIONAL SKILLS	BASE VALUE	%
Create Art (Writing)	INT+POW	40
Knowledge (Archaeology)	INT×2	38
Knowledge (Cartography)	INT×2	28
Knowledge (Cryptography)	INT×2	28
Knowledge (History)	INT×2	53
Knowledge (Theology)	INT×2	43
Language (Latin)	INT×2	38
Language (Spanish)	INT×2	28
Mechanisms	DEX+INT	27

RATIONALITY 70
TRAUMA: 7

FIGHTING METHODS	BASE VALUE	%	BONUS ABILITIES
Infantry	STR+DEX	52	—
	STR+DEX		

WEAPONS: rifle, handgun

OCCULT PATHS	BASE VALUE	%	BONUS ABILITIES
Hermeticism	CHA+POW	55	Goetia, Theurgy
	CHA+POW		

SPELLS: Banishing, Binding, Evocation (*various*), Invocation (*various*), Ward of Protection

DRIVES & BONDS (OR MENTAL DISORDERS)	%
Antiquarian. I am fixated on old books, ancient histories, dusty libraries, and rare antiquities.	61
Inquisitive. My passion for occult mysteries often overrides my common sense.	67
Loyal to My Inner Circle. They know who they are.	51

PERSONALITY TRAITS & ECCENTRICITIES
 Aloof, powerful-looking, sardonic sense of humor, stubborn

EQUIPMENT	ENC

OVERLOADED: 29

ESSENCE POINTS																
Unconsciousness	1	2	3	4	5	6	7	8	9	10	11	12				
	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

HIT POINTS																
Death Spiral	0	1	2	3	4	5	6	7	8	9	10	11	12			
	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

WOUND: 8

WEAPONS (& AMMUNITION*)	DAMAGE	SPECIAL EFFECTS	BASE RANGE	RATE OF FIRE (& ROUNDS)	RELOAD	ARMOR	ENC	MALF
Empty-handed (small, touch)	1d3+dm	none	NA	NA	NA	NA	NA	NA
Colt Single Army Action revolver (.45 Colt)	1d10+2	impale	15 yards	single (6)	3 AP	4	1	97—00
Springfield M. 1892-99 rifle (.30-40 Krag)	1d12+2	impale	175 yards	single (5 rotary)	3 AP	5	3	88—00

*Or **SIZE** (small, medium, large, huge, enormous, or colossal) and **REACH** (touch, short, medium, long, or very long) for melee weapons

RAIDERS OF R'LYEH

"I'm sorry to have to ask you to stay on the surface, but it would be a crime to let anyone with your frail nerves go down there. You can't imagine, even from what you have read and from what I've told you, the things I shall have to see and do."

IMPROVEMENT POINTS ○○○○○○○○○○

SIGNIFICANT POSSESSIONS, CLOTHING, ASSETS

A rare edition of *Cultes des Goules*, "Theories of Non-Euclidean Geometries and n-Dimensional Manifolds" (Bernhard Riemann 1864), Robert Boyle, Franciscus Sylvius, Ramon Llull, René Descartes, Johann Joachim Becher, *Book of Dzryan*, *Picatrix*, *Coffin Texts*, *Poligraphia*, *Daemonolatrea*, *Alphabet of Sirach*, and of course, *Key of Solomon* and *The Book of Abramelin*

CONNECTIONS

1. Amélie de Marigny (see notes)
2. _____
3. _____
4. _____
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10. _____
11. _____
12. _____

CIRCLES OF INFLUENCE & ORGANIZATIONS

Academic Network (12 networking points/12 left)

Occult Network (12 networking points/12 left)

American Society for Psychic Research (New York)

Wanderer's Club (Richmond)

INJURIES, ILLNESSES, CONDITIONS

FATIGUE LEVEL

EFFECT

Fresh	None
Winded	Skill tests Hard
Tired	Skill tests Hard
Wearied	Skill tests Daunting
Exhausted	Skill tests Daunting
Debilitated	Skill tests Improbable
Dead or Unconscious	—

1d20	Hit Location	Armor	ENC*	Hit Points
1-3	Right Leg			
4-6	Left Leg			
7-9	Abdomen			
10-12	Chest			
13-15	Right Arm			
16-18	Left Arm			
19-20	Head			

* **OVERLOADED** if armor ENC ÷ armor locations is greater than 5

SPECIAL ABILITIES

SECOND LANGUAGE (USED AT CHARACTER GENERATION)

Unlock a Language for free, starting the skill at its base value. You can still choose the Language as one of your three Professional skills, adding 10 points to its base value when you do so.

HIGHER LEARNING (USED AT CHARACTER GENERATION)

Add 20 free points to one of your scholarly Professional skills.

ACADEMIC AUTHORITY

Use Influence or other social skills (and good roleplaying) to gain privileged access to sequestered museum or university collections, including rare artifacts and special stacks (bribes may still be required). Accessing facilities outside of your academic experience requires more elaborate plans (such as a reliable contact on the inside), and an appropriate difficulty modifier.

PRIVATE COLLECTION

Gain a contact allowing access, with eccentric stipulations, to her private collection (such as a library of moldering tomes or a basement of rare artifacts).

METTLE

Mettle allows for special boosts of heroic effort or courage. An adventurer may spend a Mettle Point for any one of the following effects: to reroll a Horror check; to reroll a Fortitude roll after reaching zero Hit Points; to downgrade a critically major wound to a major wound, or a major wound to a normal wound; to make the difficulty of a skill roll — including a Luck or Horror check — one degree easier; to take an extra action during a Combat Round; to raise an advantage one degree or lower an opponent's advantage one degree during a Combat Round; or, to use a special ability (for those abilities that specify Mettle Point expenditures).

METTLE ○○

SECRET AGENDAS, BACKSTORIES, UNRESOLVED MYSTERIES, INVESTIGATIVE METHODS & OTHER NOTES

Invocation: *Mercurial Erudition* (Intensity 1). Increases Research by 10%. Produces nervousness and arouses the attention of elementary spirits.

Amélie de Marigny: wealthy contact descended from the New Orleans Sevier clan of Black River Plantation and seeking her family heirloom of the *Book of Eibon* (a William of Moerbeke edition), which was plundered during the siege of New Orleans; there is a rumor that I am involved romantically with the older (yet still striking) patron, who allows me periodic access to her private occult library and wine cellars

RAIDERS OF R'LYEH

ADVENTURER'S NAME PETRA VOXLEY SOCIAL STANDING Lower Middle Class STANDARD OF LIVING Frugal (\$650/year)
 CULTURAL BACKGROUND Bostonian PROFESSIONAL BACKGROUND Escapist RELIGION Baptist
 BIRTHDATE March 17, 1880 ZODIAC Pisces NATIVE LANGUAGES English YEARS OF EDUCATION 16

AGE 30	STR 11	CON 12	SIZ 9
INT 9	POW 14	DEX 11	CHA 14

INITIATIVE 10

ACTION POINTS 2

DAMAGE MODIFIER -1d2
MIGHT: 4

MOVE 10 yards
TOP SPEED: 53 (22mph)

COMMON SKILLS	BASE VALUE	%
Athletics	STR+DEX	57
Brawn	STR+SIZ	20
Class & Credit	—	14
Common Knowledge	INT×2	48
Conceal	INT+POW	33
Deceit	INT+CHA	45
Detection	INT+POW	38
Etiquette	INT+CHA	28
Evade	DEX×2	67
First Aid	DEX+INT	20
Fortitude	CON×2	44
Influence	CHA+POW	43
Intuition	INT+POW	28
Native Tongue	INT×2	53
Research	INT×2	18
Stealth	DEX+POW	35
Streetwise	POW+CHA	65
Swim	STR+CON	23
Unarmed	STR+DEX	22
Willpower	POW×2	63

PROFESSIONAL SKILLS	BASE VALUE	%
Commerce	INT+CHA	43
Disguise	INT+CHA	33
Knowledge (Christian Scripture)	INT×2	23
Mechanisms	DEX+INT	55
Seduction	CHA+POW	63
Sleight of Hand	DEX+INT	70

RATIONALITY 70
TRAUMA: 7

FIGHTING METHODS	BASE VALUE	%	BONUS ABILITIES
Concealed Weapons	STR+DEX	42	—
Fencing	STR+DEX	27	—

WEAPONS (CONCEALED WEAPONS): revolver, derringer | WEAPONS (FENCING): sword

OCCULT PATHS	BASE VALUE	%	BONUS ABILITIES
Dabbler in the Occult	CHA+POW	28	—
	CHA+POW		

SPELLS:

DRIVES & BONDS (OR MENTAL DISORDERS)	%
Mercenary. I dream of the windfall that will save me from these circumstances.	59
Desperate. I don't know what will happen if I don't pay them back.	42
Loyal to My Adoptive Parents. They took me in when no one else would.	73

PERSONALITY TRAITS & ECCENTRICITIES

Somewhat covetous, industrious, rarely pious (except when thinking about my adoptive parents), intrepid

EQUIPMENT	ENC

OVERLOADED: 20

ESSENCE POINTS																
Unconsciousness	1	2	3	4	5	6	7	8	9	10	11	12				
	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

HIT POINTS																
Death Spiral	0	1	2	3	4	5	6	7	8	9	10	11	12			
	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

WOUND: 6

WEAPONS (& AMMUNITION*)	DAMAGE	SPECIAL EFFECTS	BASE RANGE	RATE OF FIRE (& ROUNDS)	RELOAD	ARMOR	ENC	MALF
Empty-handed (small, touch)	1d3+dm	none	NA	NA	NA	NA	NA	NA
British Bull Dog revolver (.442 Webley)	1d8	impale	10 yards	single (5)	3 AP	3	1/c	91—98
Remington Model 95 derringer (.41 Short)	1d4+2	impale	10 yards	single (2)	3 AP	3	1/c	90—99

*Or **SIZE** (small, medium, large, huge, enormous, or colossal) and **REACH** (touch, short, medium, long, or very long) for melee weapons

RAIDERS OF R'LYEH

"I can escape anything, it seems, except my past."

IMPROVEMENT POINTS ○○○○○○○○○○

SIGNIFICANT POSSESSIONS, CLOTHING, ASSETS

Mysterious locket allegedly gifted from my biological mother (with a faded portrait in its secret compartment)

1d20	Hit Location	Armor	ENC*	Hit Points
1-3	Right Leg			
4-6	Left Leg			
7-9	Abdomen			
10-12	Chest			
13-15	Right Arm			
16-18	Left Arm			
19-20	Head			

*OVERLOADED if armor ENC ÷ armor locations is greater than 5

CONNECTIONS

1. Stepparents (see notes)
2. Rival (to whom do I owe money?)
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.

CIRCLES OF INFLUENCE & ORGANIZATIONS

Bohemian Network (14 networking points/14 left)

- Baptist Church of New England (Boston)
- Chapman, Barnham, Blackwood & Balkan (see notes)

INJURIES, ILLNESSES, CONDITIONS

FATIGUE LEVEL	EFFECT
Fresh	None
Winded	Skill tests Hard
Tired	Skill tests Hard
Wearied	Skill tests Daunting
Exhausted	Skill tests Daunting
Debilitated	Skill tests Improbable
Dead or Unconscious	—

SPECIAL ABILITIES

SCHOOL OF HARD KNOCKS (USED AT CHARACTER GENERATION)

Add 10 free points to Streetwise and unlock a Professional skill related to your street survival or childhood labor for free, starting the skill at its base value. You can still choose this skill as one of your three Professional skills, adding 10 points to its base value when you do so.

MENTORED ON THE STREET (USED AT CHARACTER GENERATION)

Add an influential childhood mentor — suitable to your background — to your roster of connections.

LIFE ON THE STAGE (USED AT CHARACTER GENERATION)

Unlock two more of the entertainer's Professional skills for free, each starting at its base value.

ECCENTRIC FRIENDS

Add two eccentric contacts — suitable to your background — to your roster of connections.

MASTER OF ESCAPE

Spend a Mettle point and roll Sleight of Hand to escape an otherwise impossible restraint. With a success, a key or lockpick is produced (even if the escapist is stripped naked) or a weakness in the restraint is otherwise exploited. Qualifying restraints include: handcuffs, chains, ropes, straitjackets, and prison shackles. Even jail cells, nailed packing crates, buried coffins, and sealed containers may be escaped with an extra degree of difficulty (and gamemaster allowance).

METTLE

Mettle allows for special boosts of heroic effort or courage. An adventurer may spend a Mettle Point for any one of the following effects: to reroll a Horror check; to reroll a Fortitude roll after reaching zero Hit Points; to downgrade a critically major wound to a major wound, or a major wound to a normal wound; to make the difficulty of a skill roll — including a Luck or Horror check — one degree easier; to take an extra action during a Combat Round; to raise an advantage one degree or lower an opponent's advantage one degree during a Combat Round; or, to use a special ability (for those abilities that specify Mettle Point expenditures).

METTLE ○○

SECRET AGENDAS, BACKSTORIES, UNRESOLVED MYSTERIES, INVESTIGATIVE METHODS & OTHER NOTES

Rumor: I am the orphaned daughter of an illicit tryst between an Austro-Hungarian aristocrat and a member of the Boston Brahmin (perhaps someday I'll find out of this is true or a cruel hoax perpetrated at the orphanage)

Stepfather & Stepmother: pastor, missionary and explorer & teacher, missionary, and dilettante archaeologist

Chapman, Barnham, Blackwood & Balkan: magic shop and private investigative consultancy located at 496 Sixth Avenue, New York