

A Lens of Darkness



A Support Document for Hudson & Brand

STYGIAN FOX



for

CALL of CTHULHU
GASLIGHT ERA



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Suitable for teens,
young adults and older
games with themes of mild terror, romance,
or risk and with fantasy or cartoon violence.

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for
CALL of CTHULHU
GASLIGHT ERA

H&B
1

INTRODUCTION

I remember when I started running games of Call of Cthulhu. I'd just moved back to North Wales from Chester for a short while and had gotten in touch with a few friends to see if they wanted to play 'The Haunting'.

Everything was set. I had convinced three friends who would rather go out drinking, driving round in a beat up car, and looking to flirt with girls to sit down at a too-small table in my flat and roll little bits of plastic. I'd put two pizzas in the oven (an underestimate as it happens but luckily, one of the players had gotten three huge bags of chips from The Ship Chippy), we had way too many bottles of Coke to be healthy, the box was out and everything was ready...

Except I had forgotten to photocopy the character sheets! Leaving my three guests to eat pizza and chips I ran down to the Post Office which was minutes from closing and feverishly copied the sheets on the public copier they had the time.

I ran back and had forgotten to copy the play-aids. I had to ad-lib them but that was ok. They had a great time and for the remaining six months I was in Porthmadog, Gwynedd I ran a weekly game (alternating between Call of Cthulhu and Pendragon) and loved every second of it.

When I went back to Chester (employment is scant in Gwynedd, sadly) I continued running Cthulhu up to this very day. While my heart still rests in Tremadog Bay, this walled city is my home and you'll never find a more beautiful city, friendlier folk, or a more enthusiastic Call of Cthulhu Keeper than here (in my humble view anyway!).

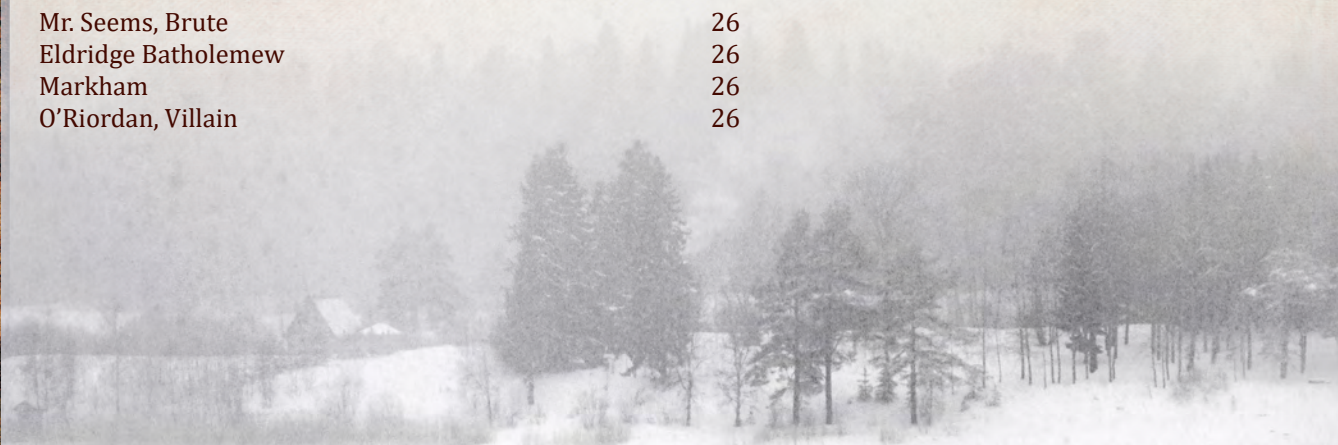
So, to save you having to run away from the smell of pizza, chips(fries for my north American friends), and the laughter of three burly Welshmen, here is a collection of art and play-aids you can print at home, in comfort. No folding of books for you. Revel in your friendships and spooky game sessions!

Stephanie Josephine McAlea, Chester, 2017



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Hudson & Brand
Inquiry Agents of the Obscure

33, Golden Square
Soho, London



Plan of the offices of Hudson & Brand



- | | | |
|-----------------------------|--|--|
| 1. Front Entrance | 12. Door to Dr. Mackenzie & his Hospital | 23. Mr. Hudson's Room |
| 2. Hall | 13. Town Garden | 24. Wine Cellar |
| 3. Parlour | 14. Herb Garden | 25. Games Room |
| 4. Evidence Desk | 15. Exotic Plants | 26. Cellar Battery |
| 5. Newspaper Files | 16. Poisonous Plants | 27. Coal House |
| 6. Battery (Gun Collection) | 17. Vegetable Garden | 28. Workshop |
| 7. Library | 18. Tool Cabinet | 29. Workbenches |
| 8. Fireplace | 19. Bathroom | 30. Old Targets |
| 9. Kitchen | 20. W.C. | 31. Cellar Entrance |
| 10. Stairs to Cellar | 21. Mr. Brand's Room | 32. Markham's Room |
| 11. Side Door | 22. Guest Room | 33. Mrs. Levi's Room |
| | | 34. Stairs to Kitchen |
| | | 35. Steps to the Street |
| | | 36. Safe for Valuables, Objects, and Dangerous Artifacts |



THE HELIGOLAND COMPANY



THE
RIVER THAMES



EXTERNAL VIEW

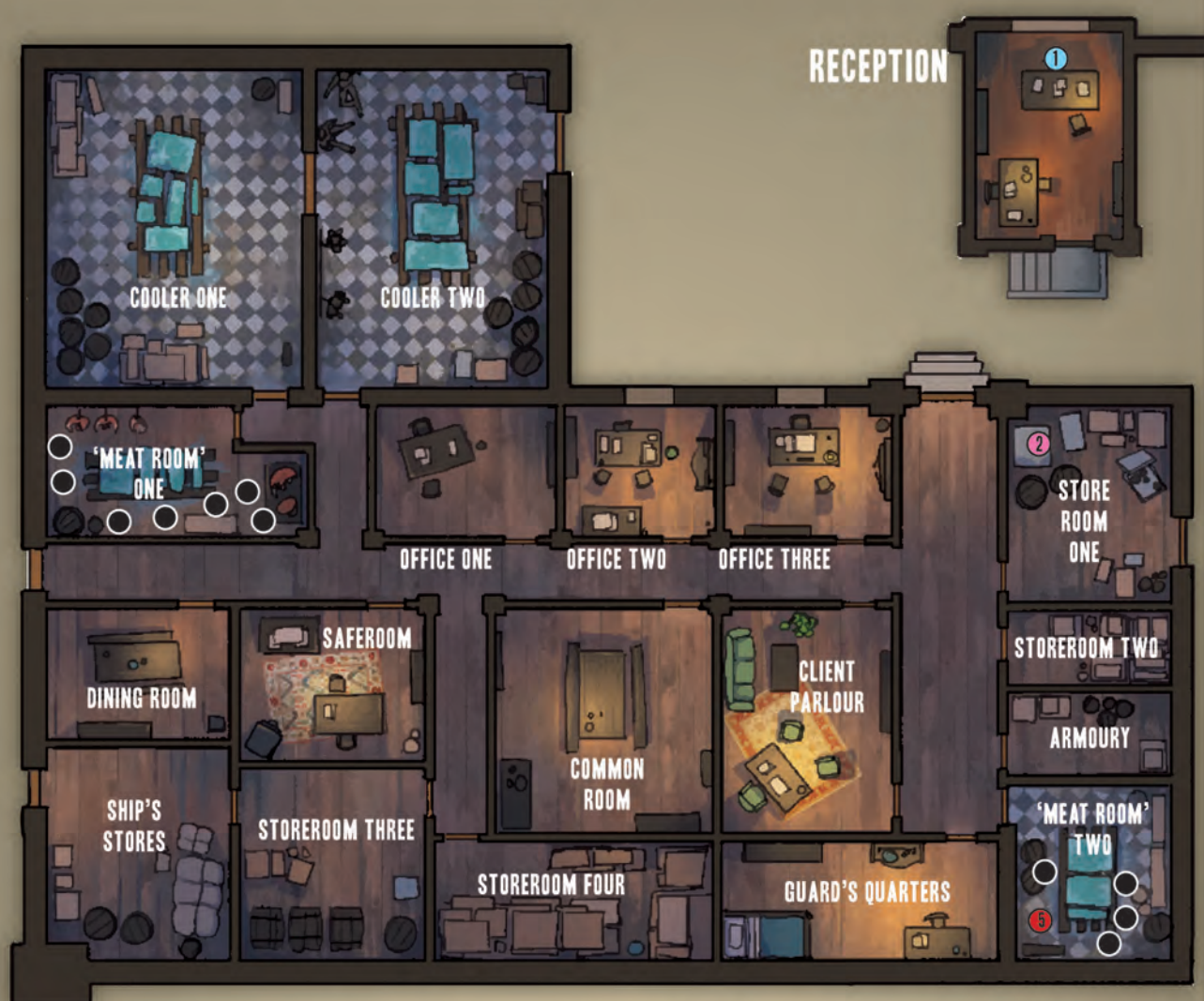


MAIN ENTRANCE



PENNINGTON STREET

Plan of the Heligoland company (Keeper's version)



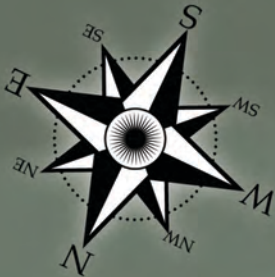
OFFICE

RESIDENCE

- ① TERENCE PEGG
- ② DAG PO
- ③ FREDERICK CARVER
- ④ TIMOTHY CARVER
- ⑤ 'TINY TIM'
- UNDEAD SERVANTS



THE HELIGOLAND COMPANY



THE
RIVER THAMES



EXTERNAL VIEW



MAIN ENTRANCE



PENNINGTON STREET

Plan of the Heligoland company (Player's version)





The Old Cooperage

Base of 'The Greens'

Plan of the Old Cooperage Boxing Auditorium (Keeper's version)



The Old Cooperage

Base of 'The Greens'

Plan of the Old Cooperage Boxing Auditorium (Player's version)



Plan of the Hall of Dark Mysteries (Keeper Version)

FIRST FLOOR



SECOND FLOOR



HUDSON'S WRACKED
AND TORTURED FORM



Trust it will continue. All well.
GENTLEMEN of distinction and
means are invited to probe the
mysteries of the universe at The Hall
of Dark Mysteries at their next
scheduled meeting occurring next
Thursday. New members welcome!
Those of open and inquiring minds
will find the evening especially
fruitful. Led by the mistress of the
hall, deep meditation will allow you
to transcend this material plain and
commune with angels!
The meeting begins at 7 o'clock.
prompt and after a short vetting
procedure members will be allowed to
enter and begin their new journey!
Refreshments offered.
The Old Chapel, 12, Pigott Street,
Limehouse.
OLD WHAT? How do I bemoan the
Thy ign'rant? Barmen won't own
Tho', by their idiom and


 The Hall of Dark Mysteries



Plan of the Hall of Dark Mysteries (Player Version)



EXTERNAL VIEW



The Golden Lion

A Typical Hostelry In London's East End



Plan of the The Golden Lion Pub

Ladder M7A
Window 11

ADVERTISER.

NEW ISSUE.

ING
MEN



LEADBEA

RD
E EAST

FUL MUTILATION

The Morana Club

An August & Reputable Gentleman's Club

TO GOLDEN SQUARE 160 FEET

NEIGHBOURING PROPERTY

THE USUAL PLACE
CARRIAGES AND CABS
AWAIT PASSENGERS

ALLEY

STORE
ROOM

KITCHEN

W.C.

MANAGER'S
OFFICE

BOARD
ROOM

MEMBER'S
ROOM

PRIVATE SNUG

GAMES ROOM

CLOAK
ROOM

VESTIBULE

ENTRANCE

BEAK STREET

NEIGHBOURING PROPERTY

UPPER JOHN STREET

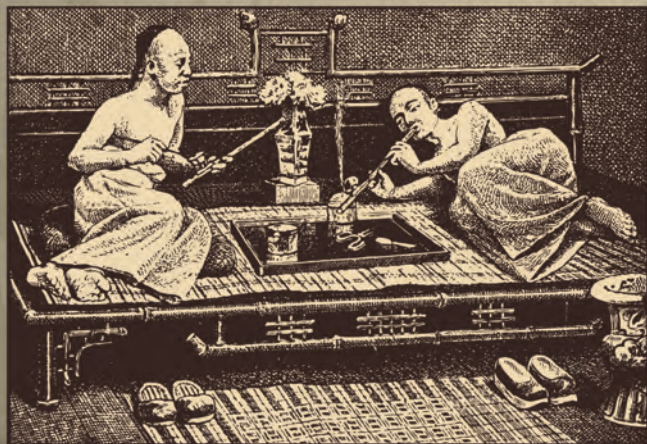
Plan of the Morana Club

EXTERNAL VIEW



Mr. PHING IMPORTS FROM THE ORIENT

A Legal Fiction and Front for Mdm. Yau's Opium Den



GROUND LEVEL



Plan of Mdm. Yau's Opium Den (Keeper's Version)



CELLAR LEVEL



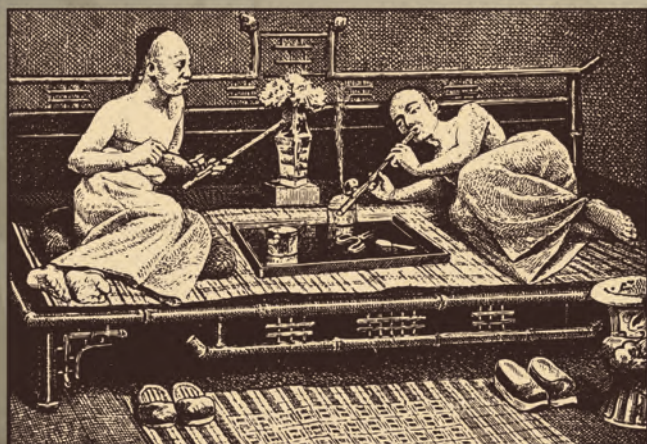
Plan of Mdm. Yau's Opium Den (Keeper's Version)

EXTERNAL VIEW



Mr. PHING IMPORTS FROM THE ORIENT

A Legal Fiction and Front for Mdm. Yau's Opium Den



GROUND LEVEL



Plan of Mdm. Yau's Opium Den (Player's Version)



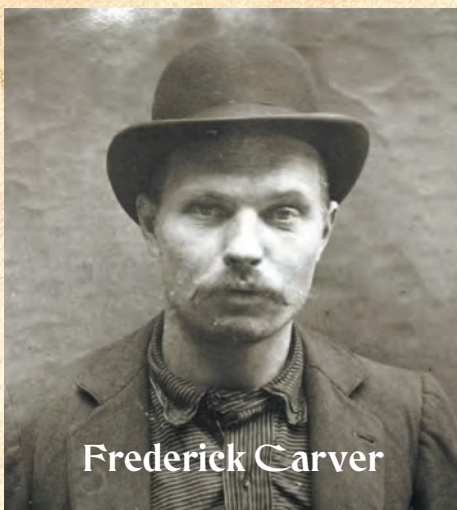
CELLAR LEVEL



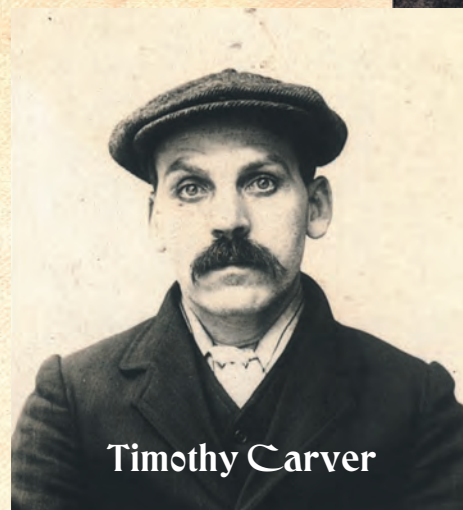
Plan of Mdm. Yau's Opium Den (Player's Version)



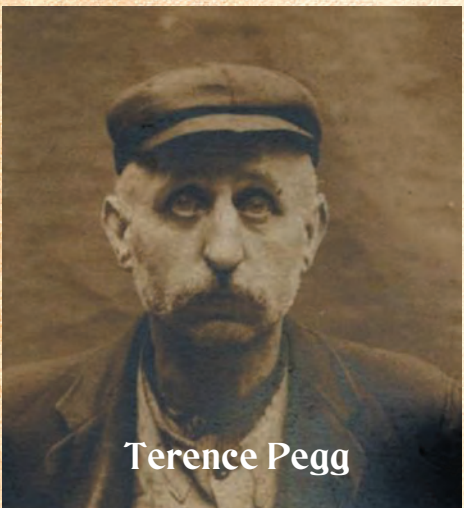
Dag Po



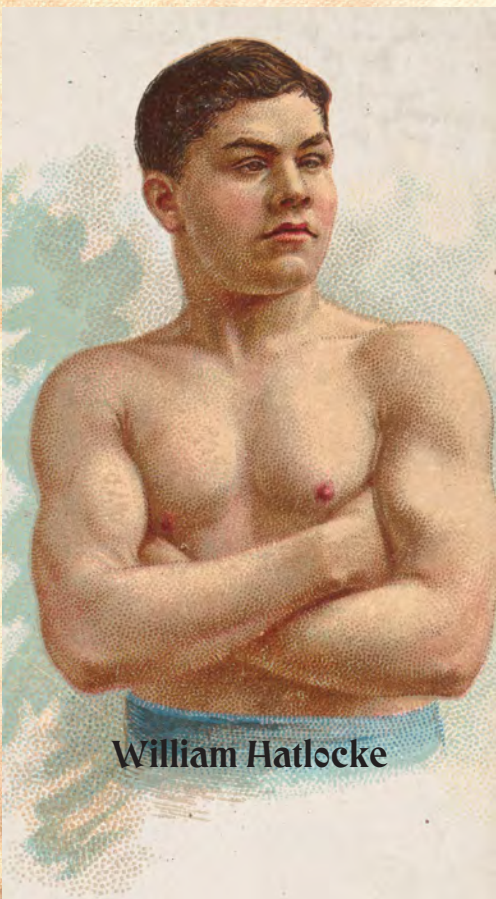
Frederick Carver



Timothy Carver



Terence Pegg



William Hatlocke

GENTLEMEN of distinction and means are invited to probe the mysteries of the universe at The Hall of Dark Mysteries at their next scheduled meeting occurring this Thursday. New members welcome!

Those of open and inquiring minds will find the evening especially fruitful. Led by the mistress of the hall, deep meditation will allow you to transcend this material plain and commune with angels!

The meeting begins at 7 oclock prompt and after a short vetting procedure members will be allowed to enter and begin their new journey!

Refreshments offered.

The Old Chapel, 12, Pigott Street, Limehouse.

OLD WHAT? How do I bemoan thee!
Thy ign'rant? Barmen won't own thee!
Tho', by their idiom and grimace,
They soon betray their native place?—
Oh, in what? case, had they been o'er all
Like other? barmen, they'd stopp'd the
Of —? whose state will ever be

INDIA
graphi

A V

BEE

BEE

BEE

BEE

BEE

BEE

BEE

BEE

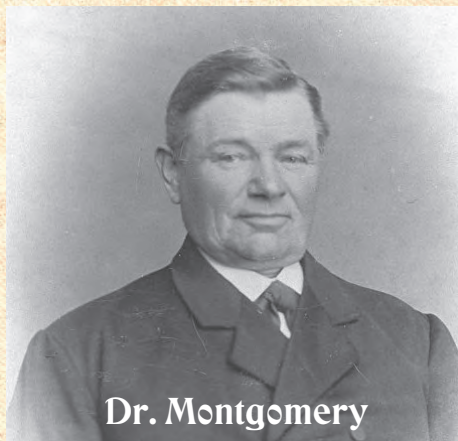
BEE

The advert for the Hall of Dark Mysteries placed in the Illustrated Thames-Sentinel

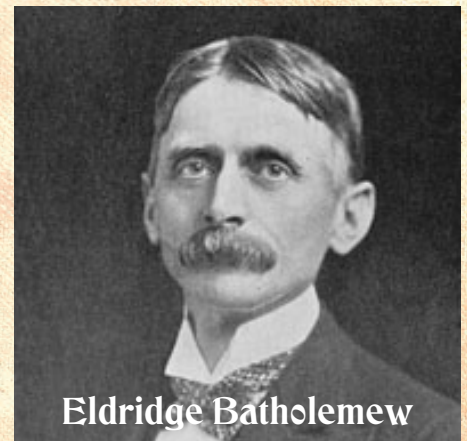
Characters, both nefarious and contra-wise



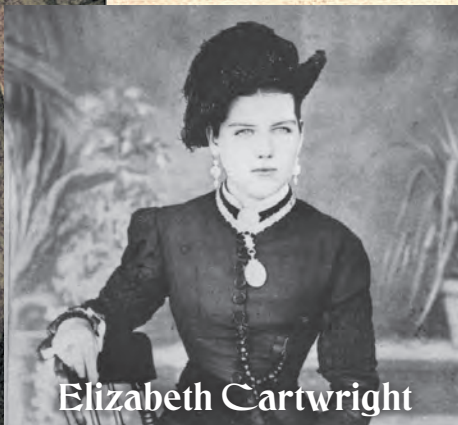
Mdm. Yau



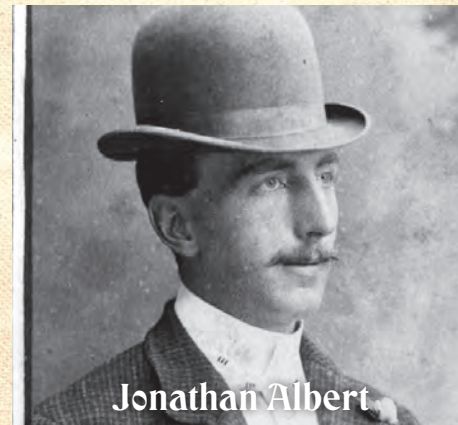
Dr. Montgomery



Eldridge Batholemew

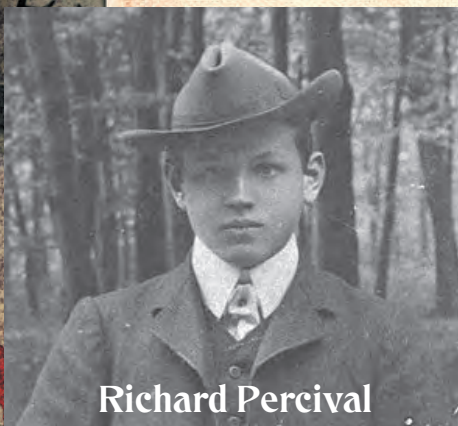


Elizabeth Cartwright

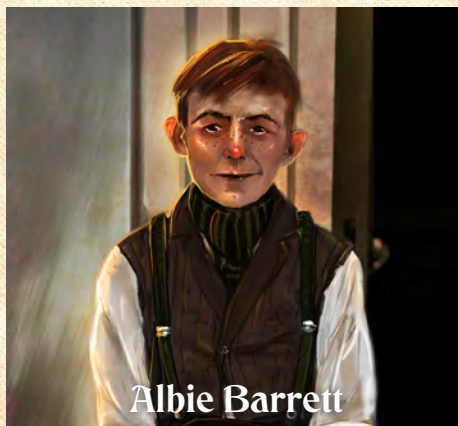


Jonathan Albert

Feel free to print these out
for your players as they
meet these NPCs.



Richard Percival



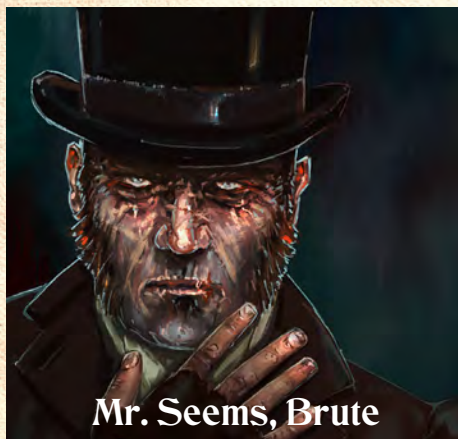
Albie Barrett



Markham



Mrs. Levi



Mr. Seems, Brute



O'Riordan, Villain



Showdown at The Hall of Dark Mysteries



Skanda, warped tiger



Hudson and Brand at ease in their parlour



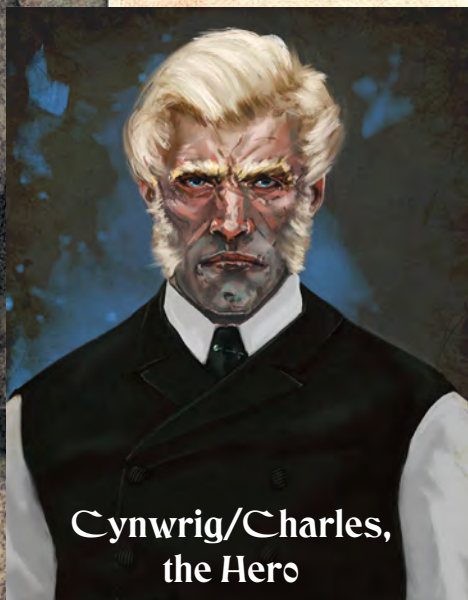
Arianrhod/Ariana,
the Silver Wheel



Loegaire/Andrew,
the Herder



Lleulau Gyffer/Liam,
the Builder



Cynwrig/Charles,
the Hero



Casheirda, the Seer



Breshai/Briana,
the Sword



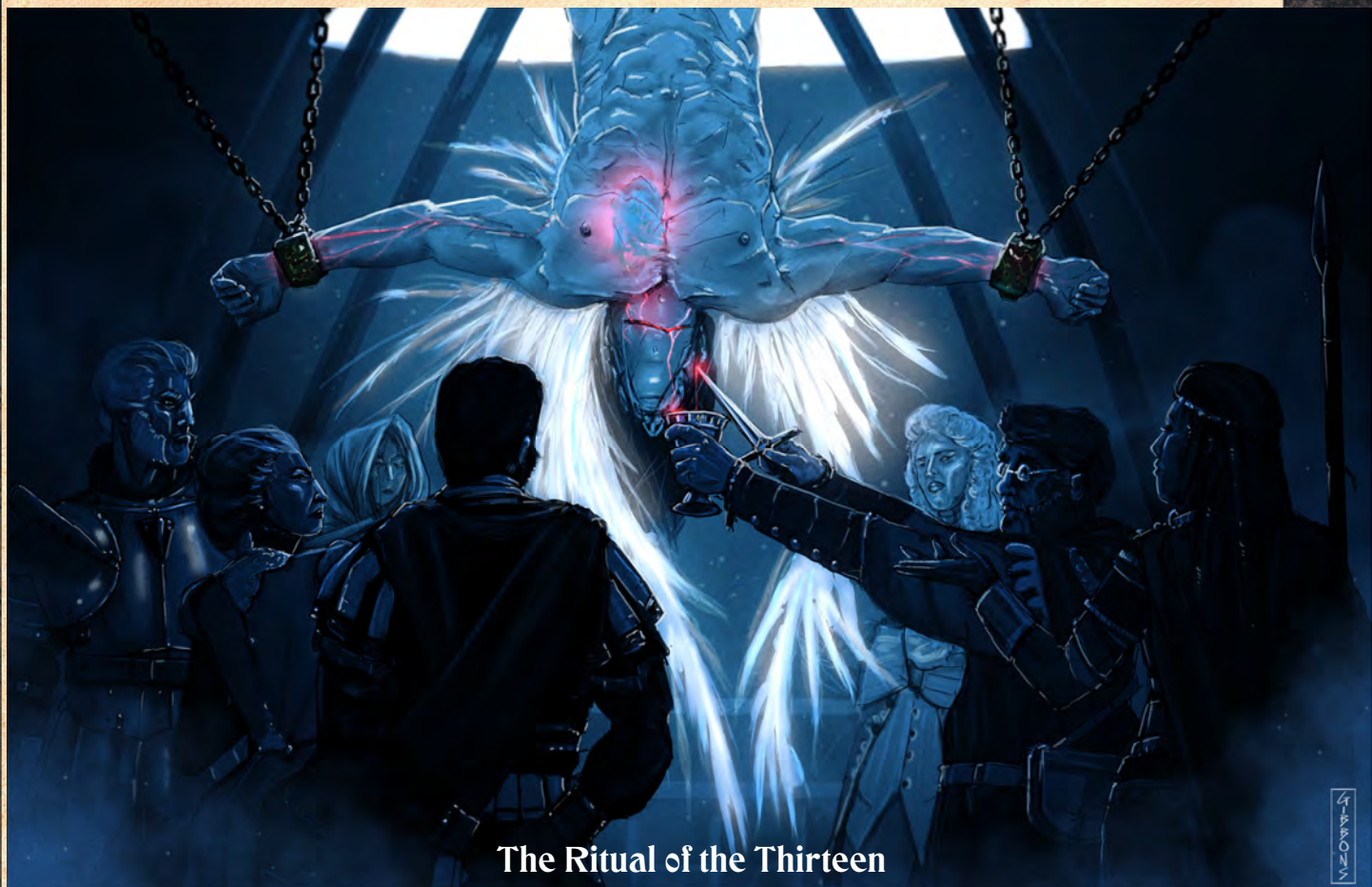
Artagan, the General



'The Lost Mother' from
Highgate Cemetery



'The Spanish Maid' from
The Flask Pub



The Ritual of the Thirteen



The ghost of
the matchstick girl



1890s Hudson and Brand

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR

--	--

 DEX

--	--

 INT

--	--

 Idea

--	--

 CON

--	--

 APP

--	--

 POW

--	--

 SIZ

--	--

 EDU

--	--

 Move

--	--

 Rate

--	--

Major Wound	Max HP
Dying	00 01 02
Unconscious	03 04 05
06 07 08 09 10	
11 12 13 14 15	
16 17 18 19 20	

Temp. Insane	Indef. Insane	Score	Max	Insane	01	02	03	04	05	06	07	SANITY
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30												
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53												
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76												
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99												

LUCK	Out of Luck	01	02	03	04	05	06	07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30								
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53								
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76								
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99								

MAGE POINTS	00	01	02	03	04
05 06 07 08 09					
10 11 12 13 14					
15 16 17 18 19					
20 21 22 23 24					

SKILLS

<input type="checkbox"/> Accounting (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Fast Talk (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Law (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Science (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Animal Handling (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Fighting (Brawl) (25%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Library Use (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Anthropology (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Listen (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Appraise (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Locksmith (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Sleight of Hand (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Archaeology (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Firearms (Handgun) (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Mech. Repair (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Spot Hidden (25%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Art / Craft (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Medicine (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Stealth (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Natural World (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Survival (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> First Aid (30%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Navigate (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Swim (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Charm (15%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> History (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Occult (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Throw (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Climb (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Intimidate (15%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Op. Iv. Machine (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Track (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
Credit Rating (00%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Jump (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Persuade (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
Cthulhu Myths (00%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Language (Other) (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Pilot (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Disguise (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Dodge (half DEX)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Psychology (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Drive Carriage (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Language (Own) (EDU)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Ride (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

--	--

Build

--	--

Dodge

--	--

BACKSTORY



Personal Description _____

Traits _____

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 _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.
Player _____

Char.
Player _____

Char.
Player _____

Char.
Player _____

Me

Char.
Player _____

Char.
Player _____

Char.
Player _____

Char.
Player _____



1890s Hudson and Brand

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR

--	--

 DEX

--	--

 INT

--	--

 CON

--	--

 APP

--	--

 POW

--	--

 SIZ

--	--

 EDU

--	--

 Move Rate

--	--

Major Wound	Max HP
Dying	00 01 02
Unconscious	03 04 05
06 07 08 09 10	
11 12 13 14 15	
16 17 18 19 20	

Temp. Insane	Indef. Insane	Score	Max	Insane	01	02	03	04	05	06	07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30											
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53											
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76											
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99											

SANITY

LUCK	Out of Luck	01	02	03	04	05	06	07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30								
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53								
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76								
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99								

Max MP	00	01	02	03	04
05 06 07 08 09					
10 11 12 13 14					
15 16 17 18 19					
20 21 22 23 24					

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Fast Talk (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Law (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Science (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Animal Handling (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Fighting (Brawl) (25%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Library Use (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Anthropology (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Listen (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Appraise (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Locksmith (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Sleight of Hand (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Archaeology (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Firearms (Handgun) (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Mech. Repair (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Spot Hidden (25%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Art / Craft (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Medicine (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Stealth (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Natural World (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Survival (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> First Aid (30%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Navigate (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Swim (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Charm (15%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> History (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Occult (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Throw (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Climb (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Intimidate (15%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Op. Iv. Machine (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Track (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
Credit Rating (00%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Jump (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Persuade (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
Cthulhu Myths (00%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Language (Other) (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Pilot (01%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Disguise (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Dodge (half DEX)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Psychology (10%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Drive Carriage (20%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Language (Own) (EDU)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Ride (05%)	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>			<input type="checkbox"/>	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td></tr></table>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

--	--

Build

--	--

Dodge

--	--

BACKSTORY



Personal Description _____

Traits _____

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 _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.
Player _____

Char.
Player _____

Char.
Player _____

Char.
Player _____

Me

Char.
Player _____

Char.
Player _____

Char.
Player _____

Char.
Player _____



1890s Hudson and Brand

Name Richard Percival
 Player _____
 Occupation Journalist
 Age 27 Sex Male
 Residence _____
 Birthplace Droitwich Spa

CHARACTERISTICS

STR 50 ²²/₉ DEX 75 ³⁷/₁₅ INT 70 ³⁵/₁₄
 CON 65 ²⁵/₁₀ APP 50 ³⁷/₁₅ POW 45 ²⁷/₁₁
 SIZ 55 ²⁵/₁₀ EDU 50 ²⁰/₈ Move Rate 8 ⁹/₇



Major Wound	Max HP
Dying	00 01 02
Unconscious	03 04 05
06 07 08 09 10	
11 12 13 14 15	
16 17 18 19 20	

Temp. Insane	Indef. Insane	45	Max	Insane	01	02	03	04	05	06	07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30											
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53											
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76											
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99											

SANITY

HUDSON AND BRAND

LUCK	Out of Luck	01	02	03	04	05	06	07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30								
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53								
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76								
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99								

Max MP	MAGE POINTS
00 01 02 03 04	
05 06 07 08 09	
10 11 12 13 14	
15 16 17 18 19	
20 21 22 23 24	

SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)	70 ³⁵ / ₁₄	<input type="checkbox"/> Library Use (20%)	60 ²⁵ / ₁₀	<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	30 ²² / ₉	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)	45 ²² / ₉	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	45 ²² / ₉
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Reportage	55 ²⁷ / ₁₁	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> History (05%)	25 ²⁷ / ₁₁	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Intimidate (15%)	30 ¹⁵ / ₆	<input type="checkbox"/> Op. Iv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	20 ¹⁰ / ₄	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
Cthulhu Myths (00%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	50 ²⁵ / ₁₀	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	70	<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)		<input type="checkbox"/> Language (Own) (EDU)	50 ³⁵ / ₁₄	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		<input type="checkbox"/> English				<input type="checkbox"/>	

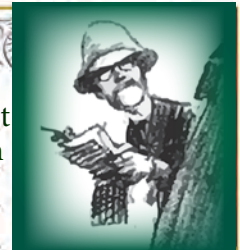
WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	70	35	14	1d3 + db	-	1	-	-

COMBAT

Damage Bonus	None
Build	0
Dodge	37 ¹⁸ / ₇

BACKSTORY



Personal Description A seemingly average frame disguises his ability to defend himself in a confrontation. He keeps well-dressed to gain entry to the lounges, clubs, and corridors of power.

Ideology/Beliefs With a notepad in hand, Richard can be seen up and down the city, looking for the next story- his next big break to occur. If a ruffian gets in his way, then the fellow's up for a trouncing!

Significant People Richard's tenacity is infectious. At the centre of his own social and networking web, Richard is easily able to pull on one of the many filaments surrounding him, and utilise that resource.

Meaningful Locations Writing for a more 'obscure' paper has its challenges- namely; being taken seriously is much harder in journalistic circles than working for a large broadsheet.

Treasured Possessions Be it a news reporter's write up, an eye witness statement, or even a police report, Richard is in possession of a wealth of information via his handy leather bag where he keeps all such things.

Traits Jokingly known in journalist circles as being akin to a dog with a bone, he can regularly be noted as one of the first on the scene.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. Player.	Char. Player.	Char. Player.
Char. Player.	Me	Char. Player.
Char. Player.	Char. Player.	Char. Player.

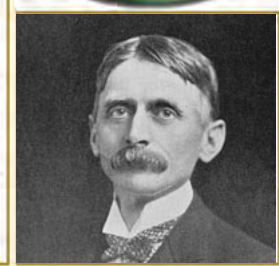


1890s Hudson and Brand

Name Eldridge Bartholemew
Player _____
Occupation Antiquarian
Age 47 Sex Male
Residence _____
Birthplace St. Albans

CHARACTERISTICS

STR 35 ²²/₉ DEX 50 ³⁷/₁₅ INT 85 ³⁵/₁₄
CON 50 ²⁵/₁₀ APP 55 ³⁷/₁₅ POW 60 ²⁷/₁₁
SIZ 50 ²⁵/₁₀ EDU 70 ²⁰/₈ Move Rate 8 ⁹/₇



Major Wound Max HP

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

Temp. Insane 60 Insane

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

SANITY

Out of Luck

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

Max MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	27 ¹³ / ₅	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	50 ²⁵ / ₁₀	<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	45 ²² / ₉	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	35 ¹⁷ / ₇	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	45 ²² / ₉
<input type="checkbox"/> Art / Craft (05%)	25 ¹² / ₅	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Bookbinding		<input type="checkbox"/> 12-bore Shot.	45 ²² / ₉	<input type="checkbox"/> Natural World (10%)	25 ¹² / ₅	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/>		<input type="checkbox"/> History (05%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Occult (05%)	35 ¹⁷ / ₇	<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	35 ¹⁷ / ₇	<input type="checkbox"/>	
Credit Rating (00%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Language (Other) (01%)	35 ¹⁷ / ₇	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> French	25 ¹² / ₅	<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> German		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Ride (05%)	35 ¹⁷ / ₇	<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)	45 ²² / ₉	<input type="checkbox"/> Language (Own) (EDU)	70 ³⁵ / ₁₄			<input type="checkbox"/>	
		<input type="checkbox"/> English				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-
12-bore Shotgun	45	22	9	4/2/1d6	10/20/50	1 or 2	2	100

COMBAT

Damage Bonus	None
Build	0
Dodge	25 ¹² / ₅

BACKSTORY



Personal Description Eldridge was the youngest of four children. With so much competition for attention, Eldridge retreated into a world of books.

Ideology/Beliefs With a love of the written word born, Eldridge began greedily seeking out new texts amongst both the family library, as well as those of family, friends and neighbours.

Significant People When a new tome emerged he didn't own, he would steal the offending item. When he was fifteen, he was stopped by a neighbour, attempting to steal the Orthuum Omnicia.

Meaningful Locations Initially fearing reprisal for this theft, he was surprised to discover there was none. Rather a friendship emerged, with the older man teaching Eldridge in his library over the years.

Treasured Possessions After University, Eldridge was saddened to learn that his mentor had passed away, leaving his library contents to him. With books in tow, Eldridge moved to London, where he opened his own bookshop, specialising in ancient and rare texts.

Traits With specialist knowledge in worldwide cultures and historical texts, Eldridge is a wealth of knowledge on the mundane and obscure.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard 1/2 skill	Extreme 1/3 skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	Me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____



1890s Hudson and Brand

Name Ms. Elizabeth Cartwright

Player _____

Occupation NannyAge 37 Sex Female

Residence _____

Birthplace London

CHARACTERISTICS

STR 45 22 DEX 75 37 INT 70 35
9 15 Idea 14CON 50 25 APP 75 37 POW 55 27
10 15 11SIZ 50 25 EDU 40 20 Move 8 9
10 8 Rate 7

Major Wound	Max HP
Dying	00 01 02
Unconscious	03 04 05
06 07 08 09	10
11 12 13 14 15	
16 17 18 19 20	

Temp. Insane	Indef. Insane	60	Max	Insane	01	02	03	04	05	06	07	SANITY
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30												
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53												
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76												
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99												

LUCK	Out of Luck	01	02	03	04	05	06	07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30								
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53								
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76								
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99								

Max HP	MAGIC POINTS
00 01 02 03 04	
05 06 07 08 09	
10 11 12 13 14	
15 16 17 18 19	
20 21 22 23 24	

SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	45 <u>22</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	25 <u>12</u>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)	70 <u>35</u>	<input type="checkbox"/> Mech. Repair (10%)	35 <u>17</u>	<input type="checkbox"/> Spot Hidden (25%)	45 <u>22</u>
<input type="checkbox"/> Art / Craft (05%)	45 <u>22</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Needlework		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	25 <u>12</u>	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)	65 <u>32</u>	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Charm (15%)	35 <u>17</u>	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Op. Mv. Machine (01%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
Credit Rating (00%)	10 <u>5</u>	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)		<input type="checkbox"/> Language (Own) (EDU)	40 <u>20</u>			<input type="checkbox"/>	
		<input type="checkbox"/> English				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-
Bricked Handbag	50	25	10	1d4+db	Touch	1	N/A	100

COMBAT

Damage Bonus	None
Build	0
Dodge	37 <u>18</u>
	7

BACKSTORY

Personal Description As Nanny to the De Safaria family, Elizabeth Cartwright is known for her punctuality, as well as her strong sense of right and wrong.

Ideology/Beliefs With Mrs De Safaria sadly passing only two months ago, Elizabeth has become very protective over the boys and their father. She will always seek to protect the vulnerable of society.

Significant People With the two young boys being heir to the family fortune it would be easy for a less scrupulous individual to take advantage of their innocence, and hold the family hostage.

Meaningful Locations With an employer who gained his wealth in shipping, transport is no problem for the industrious Miss Cartwright. She is able to ensure both transport for people, as well as goods.

Treasured Possessions
A locket around her neck containing pictures of a man and a woman which may or may not be Elizabeth's parents.

Traits Working with children has not dulled her keen sense, rather she has learned to take exceptional notice of her surroundings.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard 1/2 skill	Extreme 1/5 skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. Player	Char. Player	Char. Player
Char. Player	Me	Char. Player
Char. Player	Char. Player	Char. Player



1890s Hudson and Brand

Name Dr Montgomery
Player _____
Occupation Physician
Age 41 Sex Male
Residence _____
Birthplace Glasgow

CHARACTERISTICS

STR 30 ¹⁵/₆ DEX 50 ²⁵/₁₀ INT 60 ³⁰/₁₂
CON 40 ²⁰/₈ APP 30 ¹⁵/₆ POW 60 ³⁰/₁₂
SIZ 70 ³⁵/₁₄ EDU 60 ³⁰/₁₂ Move Rate 7 ⁸/₆



Major Wound Max HP Temp. Insane Indef. Insane 60 Max Insane 01 02 03 04 05 06 07
HIT POINTS Dying 00 01 02
Unconscious 03 04 05
06 07 08 09 10
11 12 13 14 15
16 17 18 19 20
LUCK 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
HUDSON and BRAND
Out of Luck 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
MAGIC POINTS 00 01 02 03 04
05 06 07 08 09
10 11 12 13 14
15 16 17 18 19
20 21 22 23 24

SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Biology
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Chemistry
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Pharmacy
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> _____	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Iv. Machine (01%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> Track (10%)
Cthulhu Myths (00%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/> _____
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Latin	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> _____	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Carriage (20%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/> _____
	<input type="checkbox"/> English		<input type="checkbox"/> _____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus None
Build 0
Dodge 25 ¹²/₅

BACKSTORY

Personal Description Rotund and jolly, the good doctor always has a wry smile, whiskey to share, and is often ready to lighten the mood. This is not always appreciated during autopsies.

Ideology/Beliefs At first, seen as a novelty on the crime scene, the attitudes of the force has now changed considerably. The Doctor has gained a grudging respect from the force.

Significant People Considered polymath, the doctor draws on various sources to assist where needed. If he does not have the skills required, he can draw on members of the Royal Society to help.

Meaningful Locations The world of forensics may be in its infancy, however it already has a father. Dr Montgomery has worked with the police force for the past ten years.

Treasured Possessions His doctor's bag, and his well-worn copy of 'Lessons on the Human Body' by Orestes M. Brands.

Traits With a keen interest in anatomy and the human body, he is determined to uncover secrets hitherto hidden from view.

Injuries & Scars

Phobias & Manias Despite his jovial temperament, faced with cruelty against women and children he is likely to enter a state of singular rage, seeking a driven vengeance against the ruffians.

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. Player	Char. Player	Char. Player
Char. Player	Me	Char. Player
Char. Player	Char. Player	Char. Player

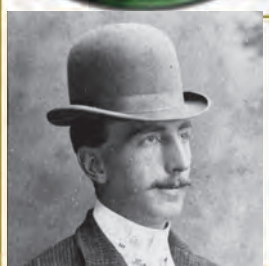


1890s Hudson and Brand

Name Mr Johnathan Albert
Player _____
Occupation Retired Policeman
Age 32 Sex Male
Residence _____
Birthplace Rochester, Kent

CHARACTERISTICS

STR 70 ³⁵/₁₄ DEX 40 ²⁰/₈ INT 50 ²⁵/₁₀
CON 80 ⁴⁰/₁₆ APP 55 ²⁷/₁₁ POW 60 ³⁰/₁₂
SIZ 55 ²⁷/₁₁ EDU 50 ²⁵/₁₀ Move Rate 4 ⁵/₃



Major Wound	Max HP
Dying	00 01 02
Unconscious	03 04 05
	06 07 08 09 10
	11 <u>12</u> 13 14 15
	16 17 18 19 20

Temp. Insane	Indef. Insane	60	Max	Insane	01	02	03	04	05	06	07
					08	09	10	11	12	13	14
					15	16	17	18	19	20	21
					22	23	24	25	26	27	28
					29	30	31	32	33	34	35
					36	37	38	39	40	41	42
					43	44	45	46	47	48	49
					50	51	52	53	54	55	56
					57	58	59	<u>60</u>	61	62	63
					64	65	66	67	68	69	70
					71	72	73	74	75	76	77
					78	79	80	81	82	83	84
					85	86	87	88	89	90	91
					92	93	94	95	96	97	98
					99						

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	<u>37</u>	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	<u>60</u>	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

HUDSON and BRAND

Max HP	00	01	02	03	04
	05	06	07	08	09
	10	11	<u>12</u>	13	14
	15	16	17	18	19
	20	21	22	23	24

SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	<u>50</u> ²⁵ / ₁₁	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	<u>35</u> ¹⁷ / ₇	<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>65</u> ³² / ₁₃	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>70</u> ³⁵ / ₁₄	<input type="checkbox"/> Mech. Repair (10%)	<u>35</u> ¹⁷ / ₇	<input type="checkbox"/> Spot Hidden (25%)	<u>55</u> ²⁷ / ₁₁
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<u>35</u> ¹⁷ / ₇
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Charm (15%)	<u>35</u> ¹⁷ / ₇	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Intimidate (15%)	<u>25</u> ¹² / ₅	<input type="checkbox"/> Op. Mv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	<u>45</u> ²² / ₉	<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Language (Other) (01%)	<u>15</u> ⁷ / ₃	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<u>25</u> ¹² / ₅	<input type="checkbox"/> Welsh		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)		<input type="checkbox"/> Language (Own) (EDU)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Psychology (10%)	<u>45</u> ¹⁵ / ₆	<input type="checkbox"/>	
		<input type="checkbox"/> English		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

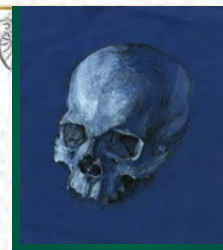
WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	<u>55</u>	<u>27</u>	<u>11</u>	1d3 + db	-	1	-	-
Firearms (°45)	<u>70</u>	<u>35</u>	<u>14</u>	1d10	Med.	1	6	100
Melee (Cane)	<u>50</u>	<u>25</u>	<u>10</u>	1d6+db	Touch	1	N/A	100

COMBAT

Damage Bonus	+1d4
Build	+1
Dodge	<u>20</u> ¹⁰ / ₄

BACKSTORY



Personal Description It has been five years since the night which cost Detective Albert his job. A member of the police force, once seen as a face to watch having solved a high profile crime .

Ideology/Beliefs Good-hearted but still bitter over losing his career and suffering his trauma. Is looking to recover by helping others against evil and criminality.

Significant People The death of a bank clerk and theft of a prominent family's heirloom brought Albert a commendation from the Lord Mayor of London and praise from his land lady- Mrs Thompson.

Meaningful Locations His home near Marylebone. His comfortable lodgings are provided by Mrs Thompson who is extremely protective of Albert. She makes sure he eats, sleeps, and is kept warm.

Treasured Possessions

Traits He came to fame during the 'famous de Arnchi ruby' debacle that left him wounded and bitter. He distrusts the French.

Injuries & Scars A single bullet to his left knee was enough to ensure the detective's career was over permanently. The perpetrator of the crime was never found. A dark street and a dark day.

Phobias & Manias Six months later, and Johnathan Albert is beginning to adjust to his life out of uniform. The only signs of the traumatic events being a pronounced limp and night terrors.

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. Player	Char. Player	Char. Player
Char. Player	Me	Char. Player
Char. Player	Char. Player	Char. Player



1890s Hudson and Brand

Name Madam Yau
Player _____
Occupation Opium Den Matron
Age 30-50 Sex Female
Residence _____
Birthplace Canton/Guangzhou

CHARACTERISTICS

STR 35 17/7 DEX 70 35/14 INT 60 30/12
CON 50 25/10 APP 65 32/13 POW 35 17/7
SIZ 60 30/12 EDU 50 25/10 Move Rate 8 9/7



Major Wound _____ Max HP _____
Temp. Insane _____ Indef. Insane _____ 50 _____
Insane 01 02 03 04 05 06 07
HIT POINTS Dying 00 01 02
Unconscious 03 04 05
06 07 08 09 10
11 12 13 14 15
16 17 18 19 20
LUCK 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
Out of Luck 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
MAGE POINTS 00 01 02 03 04
05 06 07 08 09
10 11 12 13 14
15 16 17 18 19
20 21 22 23 24

SKILLS

<input type="checkbox"/> Accounting (05%) 35 17/7	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%) 35 17/7	<input type="checkbox"/> Science (01%) 55 27/11
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%) 30 15/6	<input type="checkbox"/> Pharmacology
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Listen (20%)	
<input type="checkbox"/> Appraise (05%) 30 15/6		<input type="checkbox"/> Locksmith (01%) 11 5/2	<input type="checkbox"/> Sleight of Hand (10%) 25 12/5
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%) 45 22/9
<input type="checkbox"/> Art / Craft (05%) Porcelain 15 7/3	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%) 20 10/4	<input type="checkbox"/> Stealth (20%)
		<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)
	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Charm (15%) 20 10/4	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Inv. Machine (01%)	<input type="checkbox"/> Track (10%)
Credit Rating (00%) 40 20/8	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%) 35 17/7	
Cthulhu Myths (00%)	<input type="checkbox"/> Language (Other) (01%) English 40 20/8	<input type="checkbox"/> Pilot (01%)	
<input type="checkbox"/> Disguise (05%)			
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/> Psychology (10%) 30 15/6	
<input type="checkbox"/> Drive Carriage (20%)	<input type="checkbox"/> Language (Own) (EDU) Cantonese 60 30/12	<input type="checkbox"/> Ride (05%)	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Melee (Knife)	70	35	14	1d6+db	Short	1	-	100

COMBAT

Damage Bonus None
Build 0
Dodge 35 17/7

BACKSTORY

Personal Description

Madam Yau is well known amongst the Chinese community of London for her slightly watery, but always sparkling eyes. Her age is hard to place, somewhere between 37 and 47.

Ideology/Beliefs

With a smile on her face, she is always active in the community- making sure that everyone has what they need, and providing a shoulder to lean on.

Significant People

With the help of two 'butlers', she ensures that her patrons have everything they need.

Meaningful Locations

Usually found in her import shop, many people seem to stop by to make purchases and generally chat. The store is always busy, much busier than the work should allow.

Treasured Possessions

Her business. While it is a shop upstairs, move down to the basement and Madam Yau's business takes a different turn. With a number of beds crammed in together, and a constant haze, Yau's main profit comes from the opium den she runs.

Traits

Unlike some business owners, Madam Yau is very active in her business, and can always be seen walking amongst the pitiful bodies on the beds and floor.

Always with her ear open, Madam Yau is a keeper of secrets, always around to hear a morsel of information from peers, businessmen, and gentry alike. This information is always safe with Madam Yau- that is, unless the right price is met.

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. Player	Char. Player	Char. Player
Char. Player	Me	Char. Player
Char. Player	Char. Player	Char. Player



1890s Hudson and Brand

Name Madam Yau
 Player _____
 Occupation Opium Den Matron
 Age 30-50 Sex Female
 Residence _____
 Birthplace Canton/Guangzhou

CHARACTERISTICS

STR 35 17 DEX 70 35 INT 60 30
 Idea 12
 CON 50 25 APP 65 32 POW 35 17
 10 13 7
 SIZ 60 30 EDU 50 25 Move 8 9
 12 10 Rate 7



Major Wound	Max HP
Dying	00 01 02
Unconscious	03 04 05
	06 07 08 09 10
11	12 13 14 15
	16 17 18 19 20

Temp. Insane	Indef. Insane	50	Max	Insane	01	02	03	04	05	06	07
					08	09	10	11	12	13	14
					15	16	17	18	19	20	21
					22	23	24	25	26	27	28
					29	30	31	32	33	34	35
					36	37	38	39	40	41	42
					43	44	45	46	47	48	49
					50	51	52	53	54	55	56
					57	58	59	60	61	62	63
					64	65	66	67	68	69	70
					71	72	73	74	75	76	77
					78	79	80	81	82	83	84
					85	86	87	88	89	90	91
					92	93	94	95	96	97	98
					99						

SANITY

LUCK	Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15
	16	17	18	19	20	21	22	23
	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39
	40	41	42	43	44	45	46	47
	48	49	50	51	52	53	54	55
	56	57	58	59	60	61	62	63
	64	65	66	67	68	69	70	71
	72	73	74	75	76	77	78	79
	80	81	82	83	84	85	86	87
	88	89	90	91	92	93	94	95
	96	97	98	99				

Max HP	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	<u>35</u> <u>17</u>	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	<u>35</u> <u>17</u>	<input type="checkbox"/> Science (01%)	<u>55</u> <u>27</u>
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	<u>30</u> <u>15</u>	<input type="checkbox"/> Pharmacology	<u>11</u>
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<u>30</u> <u>15</u>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<u>11</u> <u>5</u>	<input type="checkbox"/> Sleight of Hand (10%)	<u>25</u> <u>12</u>
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u>
<input type="checkbox"/> Art / Craft (05%)	<u>15</u> <u>7</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)	<u>20</u> <u>10</u>	<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Porcelain	<u>3</u>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/>		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Charm (15%)	<u>20</u> <u>10</u>	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Iv. Machine (01%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	<u>35</u> <u>17</u>	<input type="checkbox"/>	
Credit Rating (00%)	<u>40</u> <u>20</u>	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
Cthulhu Myths (00%)		<input type="checkbox"/> English	<u>40</u> <u>20</u>	<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<u>30</u> <u>15</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)		<input type="checkbox"/> Language (Own) (EDU)	<u>60</u> <u>30</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		<input type="checkbox"/> Cantonese	<u>12</u>			<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Melee (Knife)	70	35	14	1d6+db	Short	1	-	100

COMBAT

Damage Bonus	None
Build	0
Dodge	<u>35</u> <u>17</u>
	<u>7</u>

BACKSTORY

Personal Description

Madam Yau is well known amongst the Chinese community of London for her slightly watery, but always sparkling eyes. Her age is hard to place, somewhere between 37 and 47.

Ideology/Beliefs

With a smile on her face, she is always active in the community- making sure that everyone has what they need, but also taking protection money.

Significant People

With the help of two 'butlers', she ensures that her patrons have everything they need. If she is crossed, her 'butlers' will dispose of the body in the Thames.

Meaningful Locations

Usually found in her import shop, many people seem to stop by to make purchases and generally chat. The store is always busy, much busier than the work should allow.

Treasured Possessions

Her business. While it is a shop upstairs, move down to the basement and Madam Yau's business takes a different turn. With a number of beds crammed in together, and a constant haze, Yau's main profit comes from the opium den she runs.

Traits Unlike some business owners, Madam Yau is very active in her business, and is a keeper of secrets. Unless able to meet Madam Yau's price, the investigator's

secrets are also up for purchase to the highest bidder. With a network of the unscrupulous, it is quite possible information shared or discussed in her presence may reach people who could use this against the investigators to their detriment.

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. Player	Char. Player	Char. Player
Char. Player	Me	Char. Player
Char. Player	Char. Player	Char. Player

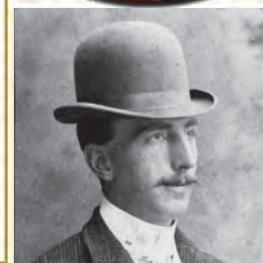


1890s Hudson and Brand

Name Mr Johnathan Albert
Player _____
Occupation Retired Policeman
Age 32 Sex Male
Residence _____
Birthplace Rochester, Kent

CHARACTERISTICS

STR 70 35 14 DEX 40 20 8 INT 50 25 10
CON 80 40 16 APP 55 27 11 POW 60 30 12
SIZ 55 27 11 EDU 50 25 10 Move Rate 4 5 3



Major Wound	Max HP
Dying	00 01 02
Unconscious	03 04 05
	06 07 08 09 10
	11 12 13 14 15
	16 17 18 19 20

Temp. Insane	Indef. Insane	60	Max	Insane	01	02	03	04	05	06	07
					08	09	10	11	12	13	14
					15	16	17	18	19	20	21
					22	23	24	25	26	27	28
					29	30	31	32	33	34	35
					36	37	38	39	40	41	42
					43	44	45	46	47	48	49
					50	51	52	53	54	55	56
					57	58	59	60	61	62	63
					64	65	66	67	68	69	70
					71	72	73	74	75	76	77
					78	79	80	81	82	83	84
					85	86	87	88	89	90	91
					92	93	94	95	96	97	98
					99						

SANITY

LUCK	Out of Luck	01	02	03	04	05	06	07
		08	09	10	11	12	13	14
		15	16	17	18	19	20	21
		22	23	24	25	26	27	28
		29	30	31	32	33	34	35
		36	37	38	39	40	41	42
		43	44	45	46	47	48	49
		50	51	52	53	54	55	56
		57	58	59	60	61	62	63
		64	65	66	67	68	69	70
		71	72	73	74	75	76	77
		78	79	80	81	82	83	84
		85	86	87	88	89	90	91
		92	93	94	95	96	97	98
		99						

Max MP	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	<u>50</u> <u>25</u> <u>11</u>	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>65</u> <u>32</u> <u>13</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Mech. Repair (10%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Spot Hidden (25%)	<u>55</u> <u>27</u> <u>11</u>
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<u>35</u> <u>17</u> <u>7</u>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Charm (15%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Intimidate (15%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Op. Mv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Language (Other) (01%)	<u>15</u> <u>7</u> <u>3</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Welsh		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)		<input type="checkbox"/> Language (Own) (EDU)	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Psychology (10%)	<u>45</u> <u>15</u> <u>6</u>	<input type="checkbox"/>	
		<input type="checkbox"/> English		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Firearms (°45)	70	35	14	1d10	Med.	1	6	100
Melee (Cane)	50	25	10	1d6+db	Touch	1	N/A	100

COMBAT

Damage Bonus	+1d4
Build	+1
Dodge	20 <u>10</u> <u>4</u>

BACKSTORY



Personal Description It has been five years since the night which cost Detective Albert his job. A member of the police force, once seen as a face to watch having solved a high profile crime .

Ideology/Beliefs Dark-hearted and still bitter over losing his career and suffering his trauma. Is looking to express himself through violence to whoever crosses him.

Significant People The death of a bank clerk and theft of a prominent family's heirloom brought Albert a commendation from the Lord Mayor but he has fallen far from that time and is now a thug.

Meaningful Locations His home near Marylebone. His comfortable lodgings are provided by Mrs Thompson who is secretly scared of Albert. He has refused to move out but pays her handsomely.

Treasured Possessions

Traits He came to fame during the 'famous de Arnchi ruby' debacle that left him wounded and bitter. He despises the French.

Injuries & Scars A single bullet to his left knee was enough to ensure the detective's career was over permanently. The perpetrator of the crime was never found. A dark street and a dark day.

Phobias & Manias Six months later, and Johnathan Albert is beginning to adjust to his life as an enforcer within the criminal underworld. He will not think twice about killing noseey Investigators.

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	Me	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____



1890s Hudson and Brand

Name Dr Montgomery
Player _____
Occupation Physician
Age 41 Sex Male
Residence _____
Birthplace Glasgow

CHARACTERISTICS

STR 30 15 DEX 50 25 INT 60 30
 6 10 Idea 60 12
CON 40 20 APP 30 15 POW 60 30
 8 6 12
SIZ 70 35 EDU 60 30 Move 7 8
 14 12 Rate 6

Major Wound Max HP Temp. Insane Indef. Insane 60 Max Insane 01 02 03 04 05 06 07
HIT POINTS Dying 00 01 02
Unconscious 03 04 05
06 07 08 09 10
11 12 13 14 15
16 17 18 19 20
LUCK 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
HUDSON and BRAND Out of Luck 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
MAGE POINTS 00 01 02 03 04
05 06 07 08 09
10 11 12 13 14
15 16 17 18 19
20 21 22 23 24

SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Biology
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Chemistry
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Pharmacy
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> _____	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Iv. Machine (01%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%) <u>45</u> <u>22</u>	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> Track (10%)
Cthulhu Myths (00%) <u> </u>	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/> _____
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Latin	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> _____	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Carriage (20%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/> _____
	<input type="checkbox"/> English		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus None
Build 0
Dodge 25 12
 5

BACKSTORY

Personal Description Rotund and jolly, the good doctor always has a wry smile, whiskey to share, and is often ready to lighten the mood. This is not always appreciated during autopsies.

Ideology/Beliefs Science is the future. And Dr Montgomery is here to see it happen, even if it means dragging it kicking and screaming into the new century.

Significant People The police have been a fantastic. The police have been a fantastic source of experimental materials, but sometimes it is just not enough.

Meaningful Locations The world of forensics may be in its infancy, however it already has a father. Dr Montgomery has worked with the police force for the past ten years.

Treasured Possessions His doctor's bag, and his well-worn copy of 'Lessons on the Human Body' by Orestes M. Brands.

Traits With a keen interest in anatomy and the human body, he is determined to uncover secrets hitherto hidden from view.

Injuries & Scars

Phobias & Manias Despite his jovial temperament, he is cruel to women and children, and thinks he may better understand them by examining their cadavers. Maybe by supplying his own.

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard 1/2 skill	Extreme 1/3 skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. Player	Char. Player	Char. Player
Char. Player	Me	Char. Player
Char. Player	Char. Player	Char. Player



1890s Hudson and Brand

Name Ms. Elizabeth Cartwright
Player _____
Occupation Nanny
Age 37 Sex Female
Residence _____
Birthplace London

CHARACTERISTICS

STR 45 22 DEX 75 37 INT 70 35
 9 15 Idea 14
CON 50 25 APP 75 37 POW 55 27
 10 15 11
SIZ 50 25 EDU 40 20 Move 8 9
 10 8 Rate 7

Major Wound Max HP

Temp. Insane Indef. Insane 55

01 02 03 04 05 06 07

08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53

54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76

77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

HIT POINTS

Dying 00 01 02

Unconscious 03 04 05

06 07 08 09 10

11 12 13 14 15

16 17 18 19 20

Out of Luck

01 02 03 04 05 06 07

08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53

54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76

77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

LUCK

Max MP

00 01 02 03 04

05 06 07 08 09

10 11 12 13 14

15 16 17 18 19

20 21 22 23 24

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> <u> </u>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> <u> </u>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> <u> </u>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> <u> </u>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> <u>Needlework</u>	<input type="checkbox"/> <u> </u>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> <u> </u>	<input type="checkbox"/> <u> </u>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> <u> </u>	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Op. Iv. Machine (01%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> <u> </u>
Credit Rating (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/> <u> </u>
Cthulhu Myths (00%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> <u> </u>	<input type="checkbox"/> <u> </u>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> <u> </u>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/> <u> </u>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> <u> </u>	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/> <u> </u>
<input type="checkbox"/> Drive Carriage (20%)	<input type="checkbox"/> Language (Own) (EDU)		
	<input type="checkbox"/> <u>English</u>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-
Bricked Handbag	50	25	10	1d4+db	Touch	1	N/A	100

COMBAT

Damage Bonus None

Build 0

Dodge 37 18
 7

BACKSTORY



Personal Description As Nanny to the De Safaria family, Elizabeth Cartwright is known for her punctuality, as well as her strong sense of right and wrong.

Ideology/Beliefs Ten years. Ten years of living for other people. Two other people. Two, spoilt other people. It is not just take its toll. It costs a family fortune. Specifically, a candlestick here. A fork there.

Significant People With the two young boys being heir to the family fortune it would be easy for a less scrupulous individual to take advantage of their innocence, and she finds it very easy indeed.

Meaningful Locations With an employer who gained his wealth in shipping, transport is no problem for the industrious Miss Cartwright. She is able to ensure both transport for people, as well as goods.

Treasured Possessions A locket around her neck containing pictures of a man and a woman which may or may not be Elizabeth's parents.

Traits Elizabeth has earned quite a little 'retirement' fund. And the good lord help anyone who takes that away from her.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard 1/2 skill	Extreme 1/3 skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. Player	Char. Player	Char. Player
Char. Player	Me	Char. Player
Char. Player	Char. Player	Char. Player

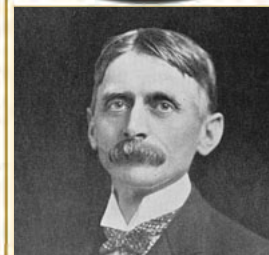


1890s Hudson and Brand

Name Eldridge Bartholemew
Player _____
Occupation Antiquarian
Age 47 Sex Male
Residence _____
Birthplace St. Albans

CHARACTERISTICS

STR 35 22 DEX 50 37 INT 85 35
9 15 Idea 14
CON 50 25 APP 55 37 POW 60 27
10 15 11
SIZ 50 25 EDU 70 20 Move 8 9
10 8 Rate 7



Major Wound	Max HP
Dying	00 01 02
Unconscious	03 04 05
06 07 08 09	10
11 12 13 14 15	
16 17 18 19 20	

Temp. Insane	Indef. Insane		60										Max										Insane	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30								
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53								
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76								
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99								

SANITY

										Out of Luck					01	02	03	04	05	06	07		
LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Max MP	00	01	02	03	04
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

MAGE POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	<u>27</u> <u>13</u> <u>5</u>	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u> <u>9</u>
<input type="checkbox"/> Art / Craft (05%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Bookbinding		<input type="checkbox"/> 12-bore Shot.	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/> Natural World (10%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> History (05%)	<u>55</u> <u>27</u> <u>11</u>	<input type="checkbox"/> Occult (05%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Iv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/>	
Cthulhu Myths (00%)		<input type="checkbox"/> Language (Other) (01%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> French	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/> German		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/> Language (Own) (EDU)	<u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
		<input type="checkbox"/> English		<input type="checkbox"/> Ride (05%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-
12-bore Shotgun	45	22	9	4/2/1d6	10/20/50	1 or 2	2	100

COMBAT

Damage Bonus None

Build 0

Dodge 25 12 5



Traits With specialist knowledge in worldwide cultures and historical texts, Eldridge is a wealth of knowledge on the mundane and obscure.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

CASH & ASSETS

[illegible]

Spending Level

Cash

Assets

FELLOW INVESTIGATORS

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

First Aid heals 1HP: Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

[illegible]



1890s Hudson and Brand

Name Richard Percival
Player _____
Occupation Journalist
Age 27 Sex Male
Residence _____
Birthplace Droitwich Spa

CHARACTERISTICS

STR 50 22 DEX 75 37 INT 70 35
 9 15 Idea 14
CON 65 25 APP 50 37 POW 45 27
 10 15 11
SIZ 55 25 EDU 50 20 Move 8 9
 10 8 Rate 7



Major Wound	Max HP
Dying	00 01 02
Unconscious	03 04 05
	06 07 08 09 10
	11 <u>12</u> 13 14 15
	16 17 18 19 20

Temp. Insane	Indef. Insane	45	Max	Insane	01	02	03	04	05	06	07
					08	09	10	11	12	13	14
					15	16	17	18	19	20	21
					22	23	24	25	26	27	28
					29	30	31	32	33	34	35
					36	37	38	39	40	41	42
					43	44	45	46	47	48	49
					50	51	52	53	54	55	56
					57	58	59	60	61	62	63
					64	65	66	67	68	69	70
					71	72	73	74	75	76	77
					78	79	80	81	82	83	84
					85	86	87	88	89	90	91
					92	93	94	95	96	97	98
					99						

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	<u>55</u>	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

HUDSON and BRAND

Max HP	00	01	02	03	04
	05	06	07	08	<u>09</u>
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Library Use (20%)	<u>60</u> <u>25</u> <u>10</u>	<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>30</u> <u>22</u> <u>9</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u> <u>9</u>
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Reportage	<u>55</u> <u>27</u> <u>11</u>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> History (05%)	<u>25</u> <u>27</u> <u>11</u>	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Intimidate (15%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
Cthulhu Myths (00%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<u>70</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)		<input type="checkbox"/> Language (Own) (EDU)	<u>50</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		<input type="checkbox"/> English				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	70	35	14	1d3 + db	-	1	-	-

COMBAT

Damage Bonus	None
Build	0
Dodge	<u>37</u> <u>18</u> <u>7</u>

BACKSTORY



Personal Description A seemingly average frame disguises his ability to defend himself in a confrontation. He keeps well-dressed to gain entry to the lounges, clubs, and corridors of power.

Ideology/Beliefs With a notepad in hand, Richard can be seen up and down the city, looking for the next story- his next big break to occur. If a ruffian gets in his way, then the fellow's up for a trouncing!

Significant People Richard's tenacity is infectious. At the centre of his own social and networking web, Richard is easily able to pull on one of the many filaments surrounding him, and utilise that resource.

Meaningful Locations Writing for a more 'obscure' paper has its challenges- namely; being taken seriously is much harder in journalistic circles than working for a large broadsheet.

Treasured Possessions Be it a news reporter's write up, an eye witness statement, or even a police report, Richard is in possession of a wealth of information via his handy leather bag where he keeps all such things.

Traits Richard is a vile gossip-monger and is happy to smear the reputations of anyone for a price, men and women alike.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. Player	Char. Player	Char. Player
Char. Player	Me	Char. Player
Char. Player	Char. Player	Char. Player

Doom & Destiny Cards

Your Fate

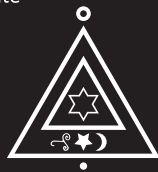


Your character struggled with what they saw

After numerous considerate attempts at therapy it was thought by all in the know that it was kinder to commit you long term to a sanitarium.

You ended your days a decade later with a rusty nail. No one, apart from your fellows, ever believed you about 'monsters from before time'.

Your Fate



Your character struggled with what they saw

After years of dealing with those strange events that scarred you, your character sank into addiction and eventually escaped to North Patagonia, found a partner, raised a family, & farmed Barley.

You may still be haunted by your dark nightmares but have found a sort of peace.

Your Fate



Your character struggled with what they saw

After a few months recuperation your character was approached by the government and invited to lead a task force against this new and emerging threat to all of Mankind from the supernatural.

You served valiantly until the end of your years. You died in your sleep surrounded by family & friends.

Your Fate



Your character struggled with what they saw

After 2 months you began to throw yourself into your work and it began to seem like the events you witnessed were a horrible dream.

You did well for yourself financially and then retired where you lived out your days in comfort.

Your Fate



Your character struggled with what they saw

After years of dealing with those strange events your character sank into criminal behaviour and was sent to a penal camp where the inmates were used to build roads.

Your character eventually died of consumption.

Your Fate



Your character struggled with what they saw

Your character became a great help for the country in the coming years, spurred on by those horrific events you experienced.

The country used your vast experience to investigate other strange events. Your days ended when you set off TNT to kill you and alien hunters in the Congo.

Your Fate



Your character struggled with what they saw

Your character left the area at their earliest opportunity and became a Teacher. You married, raised a family, and became a much respected member of the community.

Your character lived a long life but was killed in a car collision in their 80's.

Your Fate



Your character struggled with what they saw

After years of dealing with those strange events your character sank into depression and, unable to find peace anywhere, took their own life with their pistol.

A day later, a dossier turned up at the Times detailing implicitly the events and cover up of what transpired that night.

Your Fate



Your character struggled with what they saw

After years of dealing with those strange events your character sank into insanity. You sought those strange calls you would hear in your dreams and after a long search you joined a group of the faithful in the woods outside Dunwich where you would worship dark alien gods.

You were shot and killed in a raid by the FBI in 1932.

Your Fate



Your character struggled with what they saw

Your character became a great help for the church in the many subsequent years, your faith found during those horrific events of that night. The church used your experience to assist the clergy in their investigations in demonic rituals.

Your story ends when you set off to establish a mission in the Andaman Islands and were never seen again.

Your Fate



Your character struggled with what they saw

Your character left the area and travelled the country. You never forgot what happened but you managed to move on.

In your 60's, while your family was out, you read in the City Tribune about young people going missing around the area where your night of horror occurred.

It is time to return to that evil and destroy it once and for all.

Your Fate



Your character struggled with what they saw

Only scant hours after the events of that night, you were waylaid by dark cultists at your home.

Your companions would never find your empty carcass. You became a sacrifice for a dark entity that evening and the only clue would be an entry in your journal that night reading: "I hear them. They come for me. If you find this..."

If running a convention game or one-shot, hand these out at the very end to every player whose character survived.

A POLICEMAN'S FRIGHT - HE THOUGHT IT WAS A GHOST

CHARLES PEACE
AND
BUFFALO BILL.

ALL BACK NUMBERS
IN STOCK.

THE ILLUSTRATED

TO MARRIED LADIES.

TRY THE FRENCH REMEDY.—Not a dangerous
drug, but a WONDERFUL SECRET INVENTION.
Never Fails. Particulars free to all applicants
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THAMES SENTINEL

ESTABLISHED 1866

No. 1722. [REGISTERED FOR CIRCULATION IN THE
UNITED KINGDOM AND ABROAD.]

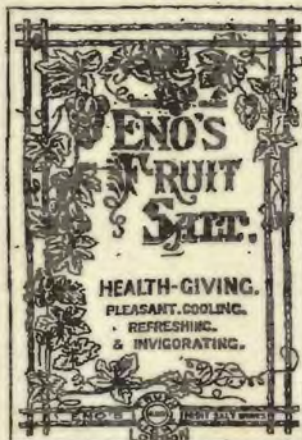
SATURDAY, SEPTEMBER 14, 1895.

Price One Penny.

An Unbridled Night of Violence in the Capital



HOW TO AVOID THE INJURIOUS EFFECTS OF STIMULANTS.



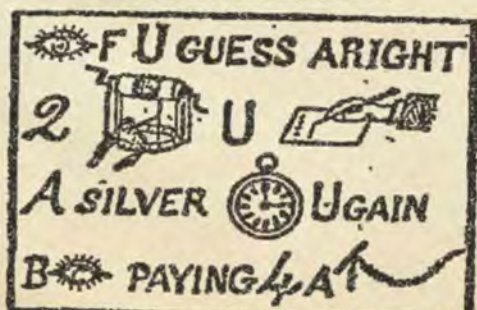
The present system of living—partaking of too rich foods, as pastry, saccharine, and fatty substances, alcoholic drinks, and an insufficient amount of exercise—frequently deranges the liver. I would advise all bilious people, unless they are careful to keep the liver acting freely, to exercise great care in the use of alcoholic drinks, avoid sugar, and always dilute largely with water. Experience shows that sugar, pink or chemically coloured sherbet, mild ales, port wine, dark sherries, sweet champagne, liqueurs, and brandies are all very apt to disagree: while light white wines, and gin or whisky largely diluted with soda-water, will be found the least objectionable. ENO'S "FRUIT SALT" is peculiarly adapted for any constitutional weakness of the liver; it possesses the power of reparation when digestion has been disturbed or lost, and places the invalid on the right track to health. A world of woes is avoided by those who keep and use ENO'S "FRUIT SALT"; therefore no family should ever be without it.

IMPORTANT TO ALL LEAVING HOME FOR A CHANGE.—Don't go without a Bottle of ENO'S "FRUIT SALT" It ought to be kept in every bed-room in readiness for any emergency. It prevents diarrhoea and removes it in the early stages. The secret of success—Sterling honesty of purpose. Without it life is a shan.

CAUTION.—Examine each bottle and see the Capsule is marked ENO'S "FRUIT SALT". Without it you have been imposed on by a worthless and occasionally poisonous imitation.

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**ENO'S "FRUIT SALT" WORKS,
LONDON, S.E.**

**A WATCH FOR EVERYBODY.
SEND NO MONEY.**



To all who give a solution to the CONUNDRUM, and send an order for one of our beautiful Silver Chains, will be presented A FINE SILVER WATCH—our list price £2 2g. Send stamped addressed envelope to the Manager, Clerkenwell Watch and Jewellery Association, 6, Rosebury-avenue, Bideford Mansions, Clerkenwell, E.C.

SERIOUS CASE OF MUTINY AMONGST DARTMOOR CONVICTS.

A PERILOUS POSITION

PARTICULARS have just transpired of a serious mutiny which occurred in the Dartmoor Convict Prison last week. The mutiny arose out of the action of a coloured convicts, named White, who was undergoing a term of five years' penal servitude. White alleged that an assistant warden name Saunders was constantly ill-treating him. At ten o'clock on Monday morning he was at work, with a number of other convicts, carrying turnips, when he suddenly "pulled up," and refused to keep to his task. Two warders, named Lawton and Miller, asked him why he had ceased work, and he replied, "I can't work any more under that officer," meaning Saunders. The warders thereupon ordered him to be handcuffed, but the convict resisted strongly, and called for help. At this, the warders resorted to force. In the subsequent struggle the convict succeeded in throwing both warders to the ground, and several other convicts came up in answer to his appeal for help. There were cries of "Shame," and "Don't kick him," for the two warders had regained their feet and were showing to greater advantage in the continued struggle.

The gang of prisoners who were engaged in the same work as White were drawn up for the march for dinner, and six of them fell out of line and went towards their comrade. One of them, who wore the canvas dress which indicates extra punishment for tearing up his "regimentals" rushed to White's help, and threatened to knock down the chief warden if he did not let the man alone.

Another warden named Downs, who had charge of working a gang 100 yards away, realised the serious nature of the situation, and resorted to a desperate expedient to quell the rebellion. Rushing to the bank he raised his rifle and threatened to shoot the "extra punishment" man if he did not withdraw from the action. He fired one shot over the man's shoulder to frighten him, and a minute or two later Warden Saunders (the assistant whose conduct had been complained of by White) rushed to the help of Warders Miller and Lawton, and stumbled over a plank into a muddy ditch, to the great amusement of the other convicts.

Warder Prior then joined Warden Downs on the bank, and both prepared to fire on the mutineers. White now surrendered to the handcuffs, and was thoroughly subdued. The man in canvas dress, however, continued the struggle, and was knocked down by Chief-Warder Lawson, who drew his sword and gave it to Warden Prior, asking him to keep White away.

Ultimately both convicts were marched off, handcuffed, to the punishment cells. They are now waiting their trial by the director of the prison. Three other prisoners, Cox, Desmond, and Vinadi, were also taken to the punishment cells, charged with mutinous conduct, and ordered strictly "disciplinary" punishment.

TO THE MARRIED.

PERSONS who cannot afford to keep a large family should send 3 stamps for our NEW BOOK.

It contains valuable information on this most important subject.—How large families can be avoided, as recommended by eminent physicians. Improved edition. "The Wife's Guide and Friend." 100 pages, elegantly bound in cloth. 1s. post free.

B. LAMBERT & CO.,

16 DALSTON LANE, DALSTON, LONDON, N.E.

TERRIBLE MURDER IN BARNES.

[SUBJECT OF ILLUSTRATION]

EMMANUEL THOMAS, twenty-five, of Smith-street in Barnes, was charged at Richmond-on-Thames, on Thursday, with the wilful murder of Caroline Harriet Barron, and old woman of seventy-four. Mrs. Barron was supposed to have a considerable sum of money, and it is thought that, owing to the poor woman's garrulity, Thomas became aware of this while engaged with other workmen painting the outside of the row of houses in which Mrs. Barron resided. On Wednesday Thomas paid the woman a visit. Mr. and Mrs. Dalhousie, who live next door, heard someone in the house talking to the murdered woman, and hearing a fall they went to see what was the matter. The house was in darkness, and a voice from within said, "You are not coming into my house." "But I want to see Mrs. Barron," persisted Mrs. Dalhousie. "You can't see her. You can't come into my house," was the answer. Meantime Mr. Dalhousie went round to the back and presently heard someone carefully open the back door of Mrs. Barron's house. "What are you doing here?" asked Dalhousie. "It's all right," the stranger replied, and rushed off. Dalhousie gave chase and captured him after a short run. Thomas took out his pocket-knife and a struggle ensued, bystanders declining to interfere. At last the police arrived, and Thomas was arrested. Mrs. Barron was found in the kitchen of her house, her neck having been cut with a large kitchen knife, which lay near, covered with blood and hair. She died on Sunday. Thomas, when told of the woman's death, and that he would be charged with murder, turned pale and burst into tears. He now declared that he was drunk and knew nothing about it. He was eventually committed for trial.

The Flower-Garden may be made all the more beautiful by gardeners who will act upon the information given in Daniel Brothers' new "Illustrated Catalogue of Dutch Flower Roots—The Secrets of the Worm," plentifully illustrated, and published at the Royal Norfolk Seed Establishment, Norwich.

BENSON'S
KEYLESS
"BANK" WATCH
BEST LONDON MAKE
In Silver Cases. BEATS In Silver Cases,
ALL OTHERS.

Illustrated Book Post Free.

Is a good Knockabout Watch for Rough Wear generally. Three-quarter Plate ENGLISH LEVER Movement, with Chronometer Balance, Jewelled throughout, extra Strong Keyless Action, each part interchangeable.
PRICE £5, IN STERLING SILVER CRYSTAL GLASS CASES.

WOMAN PUSHED INTO THE THAMES?

[SUBJECT OF ILLUSTRATION]

DR. GORDON HOGG opened an inquiry at the London Apprentice tavern, Isleworth, on Tuesday, into the circumstances attending the death of Jessie Elizabeth Brett, aged 28, a married woman, who had lately been living apart from her husband, at Twickenham, and whose body was found in the Thames, off Isleworth ferry, on Sunday. In the *Thames Sentinel* of last week we reported that the woman was missing, and it was mentioned during the inquiry that the identification was established through our description.

Mr. G. W. Lay, solicitor, appeared on behalf of the deceased's mother and brothers; and Mr. J. Temple Martin watched the proceedings for the husband, a merchant, at present residing at Clapham.

Evidence of the finding of the body off Isleworth ferry, at eight o'clock on Sunday evening, was given.

William Bulling, of Twickenham, identified the deceased as his sister, whom he last saw alive on Tuesday, the 6th inst. She was then in good spirits, and told witness that she was going to the Hospital for Women in Euston-road in the afternoon, in the company of her maid Winnie, and would return in the evening. She did not return, however, and was not heard of until the next day, when witness went to her husband's house at Clapham, and questioned him about her.

The Coroner: They were separated, I think?

Witness: Yes; my sister left him three months ago, very much against his will. Since then she had been living alone with only the company of her favourite maid.

When the witness heard that a woman's body had been found in the river at Isleworth he went and identified it as his sister. Witness spent from the Tuesday to Sunday making inquiries as to her movements, but could find nothing to throw any light upon her death. He also tried to locate the woman's maid, who had apparently vacated the house which she shared with the dead woman. This also proved a vain search, with the young maid apparently having vanished without a trace.

A number of individuals recall seeing the woman on the day of her accident, several of them noting she was carrying a distinctive bag. No bag has been found with the deceased.

Dr. Bullock, of Spring-grove, Isleworth, stated the cause of death was drowning. There was a mark on the frontal bone and an abrasion which might have been caused before death.

Elizabeth Bulling, deceased's sister, deposed that she left her mother's house, 3, Cromwell-place, Station-road, Twickenham, on the 6th inst., stating that she intended to meet with her maid Winnie and go together to the Hospital for Women, Euston-road. She was then in good spirits. She had also confided that she had recently learned a "most scandalous secret" which related somehow to her maid, or the maid's family.

The coroner asked whether the deceased woman had already discussed this "secret matter" with the maid herself, or with any other party. The deceased's sister stated that she had not. The coroner then painted a hypothetical scenario in which an ill-fated attempt to confront the maid about some matter had escalated into a physical altercation during which the deceased had been pushed into the Thames. This suggestion silenced the room. For want of any eyewitness account, or the testimony of the maid herself, the providing of this hypothesis is not presently possible. The coroner suggested that without one of these two items, the matter is likely to remain unresolved.

The inquest was then adjourned.

LIVER COMPLAINTS.—Dr. King's Dandelion and Quinine Liver Pills, without Mercury, remove Liver Complaints, Biliousness, Headache, Indigestion, Constipation.

KEATING'S POWDER.—Kill's Bugs, Fleas, Moths, Beetles, and all Insects (perfectly unrivalled). Harmless to everything but Insects. Sold in Tins, 6d and 1s.

A POLICEMAN'S FRIGHT.
HE THOUGHT IT WAS A GHOST.

AT two o'clock on Wednesday morning a constable who was on duty near St. Andrew's Church, Bethune Road, Stoke Newington, was startled to see the white figure of a woman walking over the frozen ground. The officer could hardly believe his eyes; he thought he had encountered a ghost. The figure approached him, and he saw it was no ghost, but a naked woman. When she spoke, the officer saw that she had taken leave of her senses, and he conveyed her as rapidly as possible to the police station in the High Street. Here the unfortunate creature was kindly treated, and soon after claimed by her friends. The latter are in good circumstances, and they informed the police that the unfortunate lady has been suffering from religious mania.

REKNOWNED FIGHTER GOES MISSING

REPUTED BARE-KNUCKLE fighter, and idol of the East End, William Hatlocke, has disappeared on the eve of his first loss to Andrew Rosen, an amateur from Limehouse. Hatlocke, a.k.a. 'Bare-Knuckle Bill,' seemed to suffer an unlucky blow in the fifth round at the Old Cooperage in Limehouse and was taken to the nursing station, where he was last seen. While many in the Ropemakers Field area are concerned for his well being it seems the police are less so. This reporter attempted to get the police to give a statement but none was forthcoming. Whispers say that a criminal gang operate in that area — who may speculate what true fate has befallen Mr. Hatlocke?

THE ESCAPED NUN'S STORY.

MISS GOLDWEATHER, the young woman who recently made her escape from a bizarre French convent, has made a statement to a Hull journalist, in the course of which she says: "I know there will be misrepresentations as to the circumstances of my detention, and I am already told that Parisian newspapers are making grave and dire accusations about my character and conduct. Therefore I think that a little of the inner story of my convent life will enable me to be better understood.

"My sister, you must think of death and what is beyond death' is the constant and dolorous advice given the nuns by those in authority. Every hour of the day you are told to be ready to die. When I was ill once, I was left alone in my bed a whole day and night. Never a hand was raised to succour me. I was told to prepare for the end; for meeting He whom is served.

"All the sisters die between thirty and forty; say the priests, 'and with almost all who die, consumption is the cause. You see the nuns going about with death stamped on their faces. These are but a few examples of the hideous conditions maintained by the black-hearted priests in charge."

FLYING KNIFE INJURES WOMAN.

[SUBJECT OF ILLUSTRATION]

SARAH MORRIS, governess, was brought up in custody charged with having assaulted Ann Broadhead, wife of James Broadhead, solicitor, of Hammer-smith, on 18th August. Prisoner absconded immediately after the assault was allegedly committed, and has not been seen since till this morning, when she was apprehended by Police-constable Pritchard. Mr. Whitfield appeared for the prosecution, and Mr. Baggs for the defence.

According to accounts presented at the hearing, it appears that the accused and her husband had been lodging with Mr. and Mrs. Broadhead since their marriage, which had only taken place a fortnight previously. Mrs. Broadhead had expressed her surprise that the lodging couple had already pawned part of their belongings, including many of their wedding gifts. Incensed by this observation Mrs. Morris seized a knife and brandished it at the elder woman, apparently intending to curtail her sharp line of questioning. Shortly afterwards, the knife in question was thrown through the air, narrowly missing the solicitor's wife before rebounding from a wall to inflict a serious wound on her arm. Upon the circumstances of how this transpired, and the motivations of the knife-wielding governess, the bulk of the hearing revolved.

The testimony of an eyewitness held that Mrs. Morris deliberately threw the knife with murderous intent, adding "she looked like she had the very Devil in her eyes." This is countered by the account provided by Percival Morris, husband of the accused, who plainly recalls seeing the knife fly accidentally out of the young woman's hands as others struggled with her.

The most singular testimony, however, was the account provided by Mrs. Morris herself, who claimed that "the knife flew from my grasp as though carried by a pair of spectral hands."


The Bench was not swayed by the accounts of either Mr. or Mrs. Morris and handed down a sentence commensurate with the seriousness of the offence—a fine of £3 and costs, and two months imprisonment for the hot-headed governess.

The Illustrated Thames Sentinel

is published every Tuesday morning at 9 o'clock by F. P. BALLINGSFORD, Wholesale Publisher, Newcastle Street, Strand, London W. C. Established Beltane, 1866.

FRASER

We Buy
OLD OR DISUSED
FALSE TEETH.



UTMOST VALUE sent by RETURN, or offers made and teeth held over until accepted. Estab. 1839.

Bankers' References:
Messrs. BACON & CO., IPSWICH.
R. D. & J. B. FRASER,
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ENGLAND.

IPSWICH

A DYING WOMAN BURNT TO DEATH.

[SUBJECT OF ILLUSTRATION]

MR. WYNNE E. BAXTER, the coroner for East London, held an inquiry at the Shadwell Vestry-hall respecting the death of Mary O'Quinn, aged forty-one, the widow of a carpenter, lately residing at 292, Cable-street, Shadwell. Elizabeth Newbury, of 25, Spital-square, state that the deceased was her sister, and had been very ill for some time past. Dr. Finlayson was called to see her, and said she was suffering from consumption. On Sunday witness went downstairs to get a jug of water, leaving the deceased alone in the room for less than a minute, and on her return she found her lying on the floor with her clothes in flames. The witness could not explain how the deceased came to be set on fire. "It was as though she had burst into flame without aid, for no candle, lamp, or range lay nearby," said witness. The deceased was in her right mind, though suffering intense agony from some throat complaint.

John Pink, a resident in the same house, stated that on Sunday morning he heard screams in the deceased's room. He rushed in and found the place full of smoke and deceased lying on the floor with her clothes alight. The burning clothing was torn off the poor woman, but she died before the doctor arrived. The witness gave it as his opinion that the deceased fell out of the armchair, in which she had been sitting, on to the fire which was at the far extremity of the room; from there she must have rolled back along the floor to the vicinity of the armchair. She was a poor weak creature, and had been dying for some time.

Doctor Mallard, of 273, Cable-street, deposed that he was called to the deceased, who was suffering from consumption. He did not see her again till after death. He had examined the body and found extensive burns over the chest, arms, and back. The cause of death was shock, consequent on the burns. The jury returned a verdict of accidental death.

SOUTHWARK WAREHOUSE DYNAMITED.

[SUBJECT OF ILLUSTRATION]

ON SATURDAY, a loud report was heard in the vicinity of Old Kent Road, Southwark, followed by the noise of smashing glass. The houses and public buildings for many streets surrounding were shaken as if by an earthquake. It was subsequently ascertained that an explosion of dynamite had occurred in the warehouse of the Cassilda Shipping Coy. Representatives of the company have confirmed that no shipments of dynamite were stored in the warehouse at the time of the explosion, leading attending detectives to speculate that the building was the target of dynamiters intent on wanton destruction of property.



He (at the theatre): "How happy I am sitting beside you to-night!"
She: "Indeed?"
He: "Yes, so much happier than if I sat behind you."

THE HAT NUISANCE

ANOTHER WEST-END SPIRITUALIST CLUB RAIDED.

SEVERAL ARRESTS

[SUBJECT OF ILLUSTRATION]

AT MARBOROUGH STREET Police Court, Oscar Silberlicht, thirty-four, a German club steward of 1, Chitty Street, St. Pancras, and Oswald Prinn, a German art merchant, living in Charlotte Street, Fitzroy Square, were charged with being concerned together in keeping an establishment commonly used for Spiritualist gatherings during which a variety of illegal activities were promoted and lewd acts performed. Twenty-five others, chiefly foreigners—six being women—were charged with frequenting the premises.

Mr. Carbine, solicitor, prosecuted on behalf of the police, and said that the club was raided at half-past two in the morning by Superintendent Davids, of the D Division, and other officers from the Special Branch, and all the defendants were arrested. Silberlicht was proprietor, and Prinn acted as a procurer of services for the clientele.

The raid was made somewhat prematurely, owing to a whistle, sounding like a police whistle, being shrilly blown three or four times, and the police taking it to be their signal, they rushed to the door of the club, but found it barred, and some time elapsed before another door could be opened and an entrance effected.

When the officers got inside there was great confusion among the persons there. No Spiritualist ceremony was in progress, but much paraphernalia was scattered about suggesting that either such a rite had already been performed or were planned for later. Some men ran down into the basement of the house, where the officers followed, and found further evidence of illegal behaviour, ordering the basement be sealed once clear of persons.

Superintendent Davids informed the magistrate that the club was opened in May, 1893, as an "art salon," but Silberlicht had been in possession only since January.

This is the fourth Spiritualist club to be raided by D Division in recent months.

HORRIBLE DISCOVERY.

ON MONDAY afternoon, at Worship-street Police-court, Eliza Tuttle, forty-eight, and Amy Tuttle, her daughter, twenty-three years of age, both of the same address in Murray-street, Horton, were brought up in custody of the Detective-officers Brass and Wakefield, of the Criminal Investigation Department, charged with being concerned together for having been secretly disposed of the dead body of the illegitimate child of the younger prisoner; and further, with concealing the birth of such child.

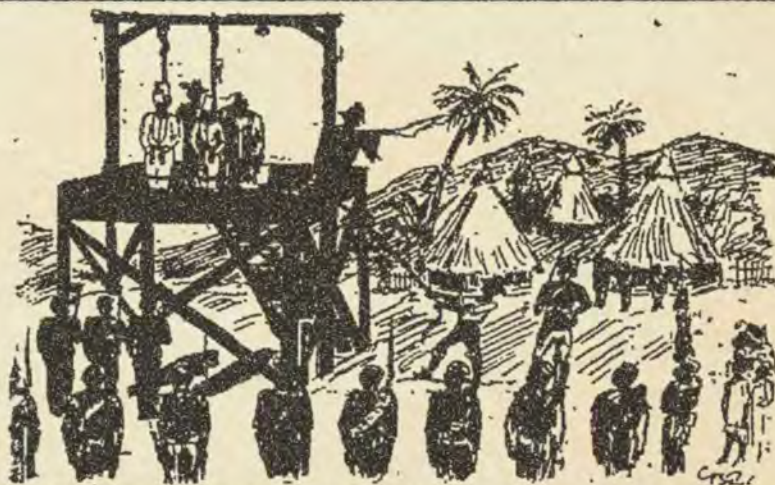
Detective-sergeant Brass deposed that, acting on information received, he went to the house 73, Murray-street, shortly before three o'clock the other afternoon. He saw the elder prisoner, and asked her how long ago it was since a child had been born in that house. She said that no child had been born there for over twelve months. He was in company of the other officer, and told the woman that they should have to search, and they proceeded, accompanied by prisoner, to the scullery, which led to a small yard at the back. There were some bricks loose near the copper, and witness began to search there, and said that he should have to take up the floor, as they had received information about a baby having been disposed of.

The woman Eliza Tuttle then said that she had better tell the truth, as they (the officers) seemed to know all about it. She pointed out a spot in the yard, and said the child's body was buried there. The officers removed stones and earth to the depth of about a foot, and then came upon the body of a child very much decomposed.

Mrs. Tuttle made a second statement, that it was the child of her daughter, and was born about the 2nd of December last, but never moved, and she had buried it innocently. The daughter was then taken into custody, as well as the mother, after the body had been removed to the station.

Mr. J. Alexander Herbert, M.D., of Kingsland-road, said he examined the body, but had not yet made a post-mortem examination. It was much decomposed, and had evidently been dead for some time. He was unable at present to say whether the infant had had a separate existence.

The prisoners were remanded. A solicitor appeared for the prisoners, and applied for bail. Mr. Cross fixed the surety at £50 for each prisoner.



THE EXECUTION OF THE "HUMAN LEOPARDS" At Sierra Leone (sketched for our readers) occasioned a sensation and caused much relief on the West Coast of Africa. The members of this negro gang dressed themselves in leopard-skins and waited in the jungle like the beast of prey to pounce on a human victim. The victims were torn to pieces by three-pronged claws. A portion of the flesh was eaten, and the fat from the heart was boiled down and made into fetish medicine. A case occurred recently in which two of the sect, a James Briggs, a native of Freetown (who was a man of some education), engaged a bushman, Perriwah by name, to murder a watchman as a sacrifice in the Sherbro country. They were caught by the Frontier Force, under the command of Captain Blyth Faulkner, and publicly hanged at Gambia, the execution being carried out last month by the Under-Sheriff, Mr. F. Vance. The prisoners were dressed completely in white, with dress shirts and white caps, which had a gruesome appearance. The prisoners, who spoke a few words from the scaffold, declared their innocence to the end. But the greater number of natives expressed their confidence in the justice of the punishment.

EXECUTION OF "HUMAN LEOPARDS" AT SIERRA LEONE.

Personal Notices.

CONSCIENCE MONEY.—The CHANCELLOR of the EXCHEQUER acknowledges the receipt of a Bank of Ireland Seven Days' Bill for £200 from Mr. Peters, Dublin.

LADY BICYCLIST DETECTIVES.—SLATER'S have an Army of Lady Bicyclist Detectives throughout the kingdom for shadowing. Consultations free.—Henry Slater, Manager, No. 1, Basinghall-street, London, E.C.

THE THAMES SENTINEL says: "Ladies are as a rule rather shy of acting as detectives, but when they do assume the role they are desperately successful."—The most complete organisation of female detectives in the world is SLATER'S for private inquiries and secret watchings.

SLATER'S DETECTIVES for furnishing matrimonial details as to the social position, past character, future prospects, general habits, and temper of the intended partner for life, in order to make marriage a success.

CECIL.—Ethel has left her address at 35, Wandsworth. Inquire again.

PLEASED with last account. Trust it will continue. All well.

GENTLEMEN of distinction and means are invited to probe the mysteries of the universe at The Hall of Dark Mysteries at their next scheduled meeting occurring this Thursday. New members welcome!

Those of open and inquiring minds will find the evening especially fruitful. Led by the mistress of the hall, deep meditation will allow you to transcend this material plain and commune with angels!

The meeting begins at 7 o'clock prompt and after a short vetting procedure members will be allowed to enter and begin their new journey!

Refreshments offered.
The Old Chapel, 12, Pigott Street, Limehouse.

OLD WHAT? How do I bemoan thee! Thy ignorant? Barmen won't own thee! Tho', by their idiom and grimace, They soon betray their native place?—Oh, in what? case, had they been o'er all Like other? barmen, they'd stopp'd the fall Of —? whose state will ever be A witness of who's? treachery. Thus, thou? hast greater: cause to be Asham'd of them? than they of thee.

CIGAR.—If this should MEET the EYE of Arthur, write to Spider, and give two or three days' notice. Being away, cannot come unless you do.

FUNNY LITTLE MAN.—Come back, or you will kill me. I am willing to be all you wish. Forget the past. Look to the Future.

H. J. K.—Please give further information without delay in strictest confidence. Second advt.—DON. A.

Now is the season for
VELVETEENS
TO ENSURE GETTING THE
GENUINE
LEWIS'S
WONDERFUL Velveteen 2/6
Send a postcard direct (mentioning this paper) to
LEWIS'S in Market St., Manchester, who will
forward a large Box of PATTERNS POST FREE.
BLACK AND ALL COLOURS.
Fast Dye. Fast Dye. Every Inch Guaranteed.

To-night's Entertainments.

ROYAL ITALIAN OPERA, COVENT GARDEN—Lohengrin, at 8.00.

GAITY THEATRE—The Shop Girl, by H. J. W. Dunn; Doors open 7.40.

PRINCE OF WALES' THEATRE—A musical farce entitled "Gentleman Joe (the Handsome Cobby)"; Doors open 7.30.

DALY'S THEATRE—Last Eight Nights Of The Season, at 8.15.

NEW REGENCY THEATRE—A Pallid Face, at 8.00 and midnight.

MR. AND MRS. GERMAN REED'S ENTERTAINMENT—To-day at 3, a comedietta, "The Nameless Remedy" followed by musical duologue.

EMPIRE—Faust, at 10.10.

PALACE THEATRE OF VARIETIES (Shaftesbury Ave.)—every evening at 7.45.

THE ROYAL AQUARIUM—The World's Greatest Show, at 2.30 and 7.30, and Great Photographic Exhibition

CANTERBURY MUSIC HALL—Captain Adney Payne introduces (25 turns).

QUEEN'S HALL PROMENADE—Schubert's "Unfinished Symphony"

COVENT GARDEN OPERA—La Musique de la Nuit, by Aniolowski.

INDIAN EXHIBITION—Grand Photographic Display

A WONDERFUL MEDICINE.

BEECHAM'S PILLS BEACHAM'S PILLS.

BEECHAM'S PILLS Are universally admitted to be worth a Guinea a Box for Bilious and Nervous Disorders, such as wind and pain in the stomach, sick headache, giddiness, fullness and swelling after meals, dizziness and drowsiness, cold chills, loss of appetite, shortness of breath, scurvy, blotches on the skin, disturbed sleep, frightful dreams, and all nervous and trembling sensations, &c.

BEECHAM'S PILLS The first dose will give relief in twenty minutes. Every sufferer is earnestly invited to try one Box of these Pills, and they will be acknowledged to be

BEECHAM'S PILLS WORTH A GUINEA A BOX.

BEECHAM'S PILLS For females of all ages these Pills are invaluable, as a few doses of them carry on all the humours, and bring about all that is required. No female should be without them. There is no medicine to be found equal to Beecham's Pills for removing any obstruction or irregularity of the system. If taken according to the directions given with each Box, they will soon restore females of all ages to sound and robust health.

BEECHAM'S PILLS

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Long-Lost Relatives.

[It is necessary to state the "The Illustrated Thames Sentinel" has no connection with any agents.]

Correspondents MUST give full addresses and the DATES OF THE INQUIRIES to which they refer. We cannot search back numbers, print inquiries for "missing husbands," or refer to files of police.

ANSWERS TO INQUIRIES

Answering an inquiry for relatives of JAMES PITTOUK (Sep. 7), formerly of St. George's-in-the-East, a daughter wrote from Ratray-road, Brixton, on the same day:—"The inquirer, who last heard of us in 1852, is my cousin. I have never neglected looking down your list of Missing Relatives since its first appearance, and am very grateful to you for restoring these members of our family after 40 years' separation. My father only died in February last, at the age of 95 years."

An engine-driver on the South Australian railway wrote to the "Thames Sentinel" for aid in tracing his relatives, among others being his brother CHARLES HARRIS (May 12). Singularly enough this brother also turned out to be in South Australia, so that for each to find other four letters have had to traverse in all 41,000 miles, though both are in the same colony.

EDWIN SHARP (Aug. 11) asked for tidings of relatives. He is a resident of Arkham, Massachusetts, U.S.A. In replying the same day his youngest sister Myra, who lives in Camberwell, expressed her pleasure at reading her brother's request, for she had not heard from him for 30 years.

COLONIAL AND FOREIGN INQUIRIES

From Cape Colony:—ANN JANE McQUINN, of Prescott-street, Liverpool, went to New York about 1878.

From Chicago:—GERALD IRVINE seeks news of his brothers NOEL, MERVYN, ION, and FRANK. When last heard of Mervyn was a telegraph operator at St. Martin's-le-Grand.

SOLDIERS' AND SAILORS' INQUIRIES

From Bengal:—J. WARD, who was put in Marylebone schools about 11 years ago, wishes to trace his parents. (In 1883-5 he was sent to Brighton.)

From Gibraltar:—WALTER FARLEY wishes to find his relatives, 13-14 years back at Ponders-end. About 1881-2 he and his sister were sent to Edmonton.

HOME INQUIRIES

ABBOTT (JAMES), coachman and gardener, was last seen in Birmingham about five years ago. Brother Tom seeks him.

BAYLEY (WILLIAM), who left his home in Green Hundred-road, Peckham, about two years ago, is requested to communicate with his anxious parents.

FIELDER (JOHN, SAMUEL, EDWARD, and MARY ANN) are anxiously inquired for by their sister, Mrs. Adela Wells, who says:—"John has something to do with shipping in Adelaide. When last heard from was married and had two sons, then living at 4, Salem-cottages, Carrington-street, Adelaide. Mary Ann last wrote on June 15, 1879; she was then married."

GIFFORD (SAMUEL), who left for London on Oct. 14, 1890, and has not been heard of since, is sought by his mother.

MONTDRAGON (MILES), who departed for the colony of New South Wales some 2-3 years hence. Sought by members of his circle.

PAGE (C.H.) went with Barnum's show to America five years ago; last heard of from Washington three years ago. Daughter (Sarah Lillian) asks.

Deaths.

Mr. William James Armitage, who died on Monday in the Drive, Hove, Brighton, was one of the merchant princes of Leeds, and was chairman of the Farnley Ironworks company. He was a son of Mr. James Armitage, one of the four brothers who founded that concern.

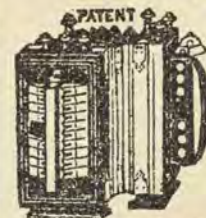
The Rev. Charles Bird Jackson, rector of Wold Newlen, Lincolnshire, who died on the 10th inst., at Weld Newton, at the age of 74, was the eldest son of the late Rev. John Jackson, vicar of Over, Cheshire, and was educated at Oxford, where he was Somerset Scholar and Hulmeian Exhibitioner of Brasenose college.

The death is announced at Ngomiland, Livingstone, East Central Africa, of Dr. George Steel, a native of Glasgow and a graduate of the university of that city, who for five years had been engaged in missionary labours in that district. He was attached to the Free Church of Scotland Medical mission, and the Order of the Golden Dawn. At the period of his death he was at the point of starting for home.

Watsall has lost its most notable citizen by the death of Mr. B. W. Browhill, for he was not only a very successful inventor, originating, among other things, the penny-in-the-slot gas-meter, but he also had a rare tera for affairs, and his chairmanship of the Gas committee of the corporation was so successful that while the price of gas was at the time lower than any other town save Leeds, the profits were so large as on several occasions to obviate a borough rate. He was elected mayor in 1872, and re-elected the following year, while it is noteworthy that two other living members of his family have also passed the chair.

The relatives of Dr. George F. Foot now in England have received news of his sudden death last week. As a composer of popular music, Dr. Foot's have an immense vogue both in the States and in England.

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IMPORTANT CORRESPONDENCE.

"Kirkintilloch, July 9, 1895.

"Dear Sir,—During the last fifteen years I have been a prescriber of 'Gripe Water'.—Yours faithfully,

"WM. WHITELAW, M.D., Medical Officer of Health."

"Hancock House, Cannich, Scotland, Aug 8, 1894.

"Dear Sir,—I have prescribed 'Gripe Water' for upwards of twenty years, and consider it a safe and effectual remedy.

"Yours truly, J. J. McBride, L.R.C.P., &c.,
"Medical Officer of Health."

"Westfield, N.J., U.S.A., July 30, 1894.

"Dear Sir,—Hauptmann's 'Gripe Water' challenges my admiration and confidence as a scientific and NOTABLY HONEST REMEDY.—Yours truly, W. H. Morse, M.D.,
"Consulting Therapist."

From ANDREW WILSON, Esq., M.D., F.R.S., &c., &c.
"It is an excellent Family Remedy, and no Nursery or Laboratory should be without it."

"St. Ann's Vicarage, Nottingham, Feb. 28, 1894.

"Dear Sir,—We have used 'Gripe Water' a great deal for our children.—Yours truly, J. D. LEWIS (Canon.)"

"Oakland, C.A., U.S.A., September 11, 1894.

"Dear Sir,—One day the whole world will awake to the miracle that is Hauptmann's 'Gripe Water'.—Yours Truly,
"I. D. KRANK, Ph. D., Supervising Chemist."

"The Manse, Alford, Lincolnshire.

"Dear Sir,—Hauptmann's 'Gripe Water' has invariably been found to give relief immediately.

"Yours truly, W. W. ROBINSON, M.A."

"Pontefract.

"Dear Sir,—We have found Hauptmann's 'Gripe Water' to be most effective.—Yours Truly, (Rev.) J. C. SOWERS

"Officers' Quarters, 3, Ranelagh Road, Redhill, Surrey.
"Dec. 1, 1894.

"Dear Sir,—For about three years we have used Hauptmann's 'Gripe Water' for our little ones. One of our boys has been brought safely through his teething troubles, and the other is just passing through the same experience, and at the various places we have been stationed we have recommended it to our people.

"I am, yours truly, FRED. SENTINEL,
"Adjutant and Commanding Officer of the Salvation Army."

"35, Mill Lane, West Hampstead, London.

"March 3, 1892.

"Dear Sir,—I could only keep life in my little child by giving nutrient injections, when I remembered 'Gripe Water'; after the first dose he retained his milk, I therefore gave him 'Gripe Water' in every bottle for some time. He is now growing a nice little fellow.—Yours Truly,

"B. M. TURNER."

"Coast Guard Station, Carlingford, Ireland, "March 11, 1890.

"Dear Sir,—I am heartily thankful for the unique potential afforded by the liquid miracle that the Baron has made made available to all who suffer in this world.

"Yours truly, C. R. CROSS."

"Hawthorn Cottage, Helensburgh, Scotland, Jan. 17, 1895.

"Dear Sir,—I find 'Gripe Water' makes the milk less windy; the cow's milk causes my baby girl much pain at times, but she is quickly relieved by 'Gripe Water'.

"Yours truly, A. MILLARD"

"Castle Market, Belfast, May 23, 1894.

"Dear Sir,—I have used 'Gripe Water' for the past three years and have found no truer friend to my infant children for giving instant relief from all pain.—Yours Truly,

"M. REILLY"

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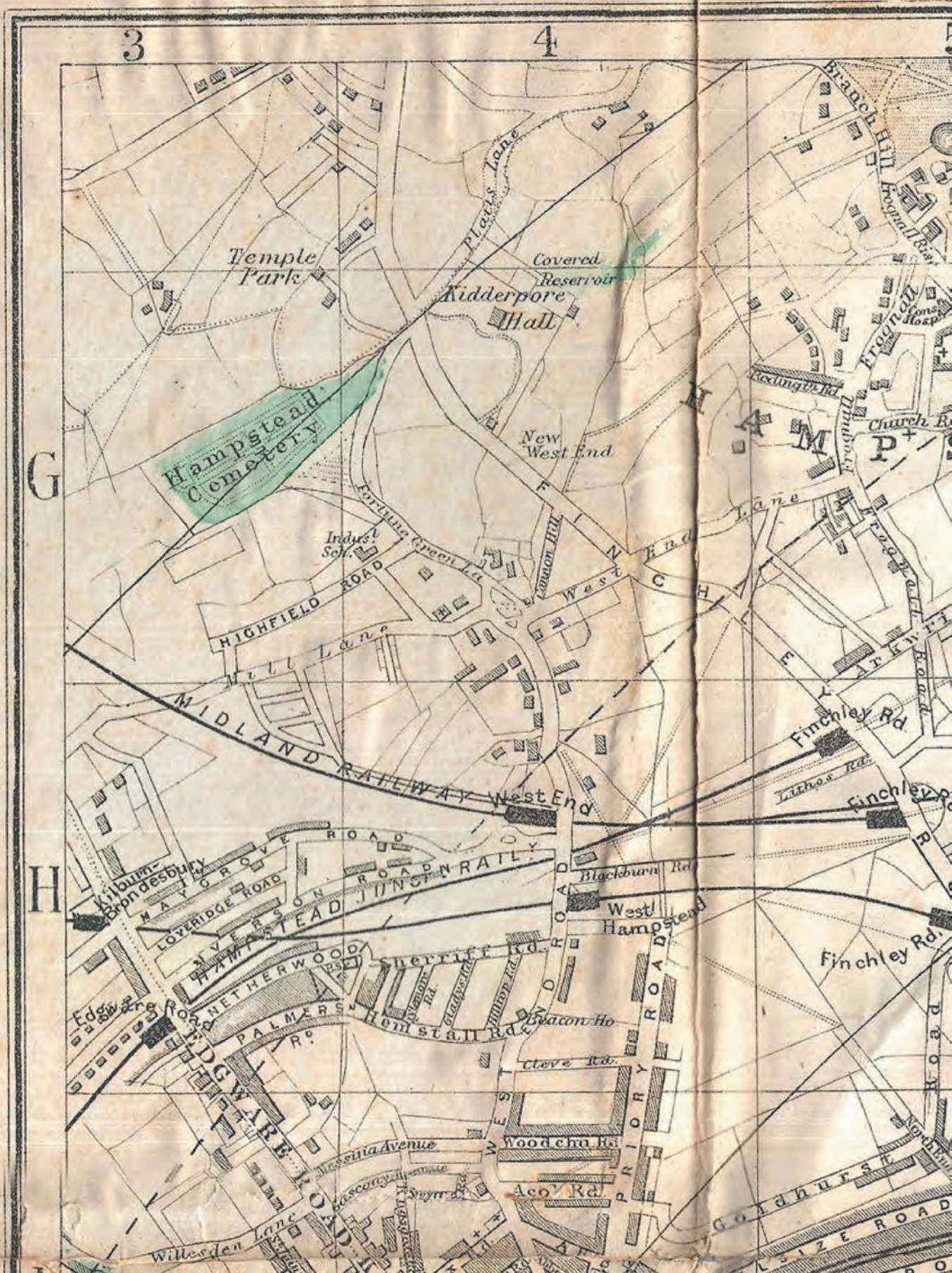
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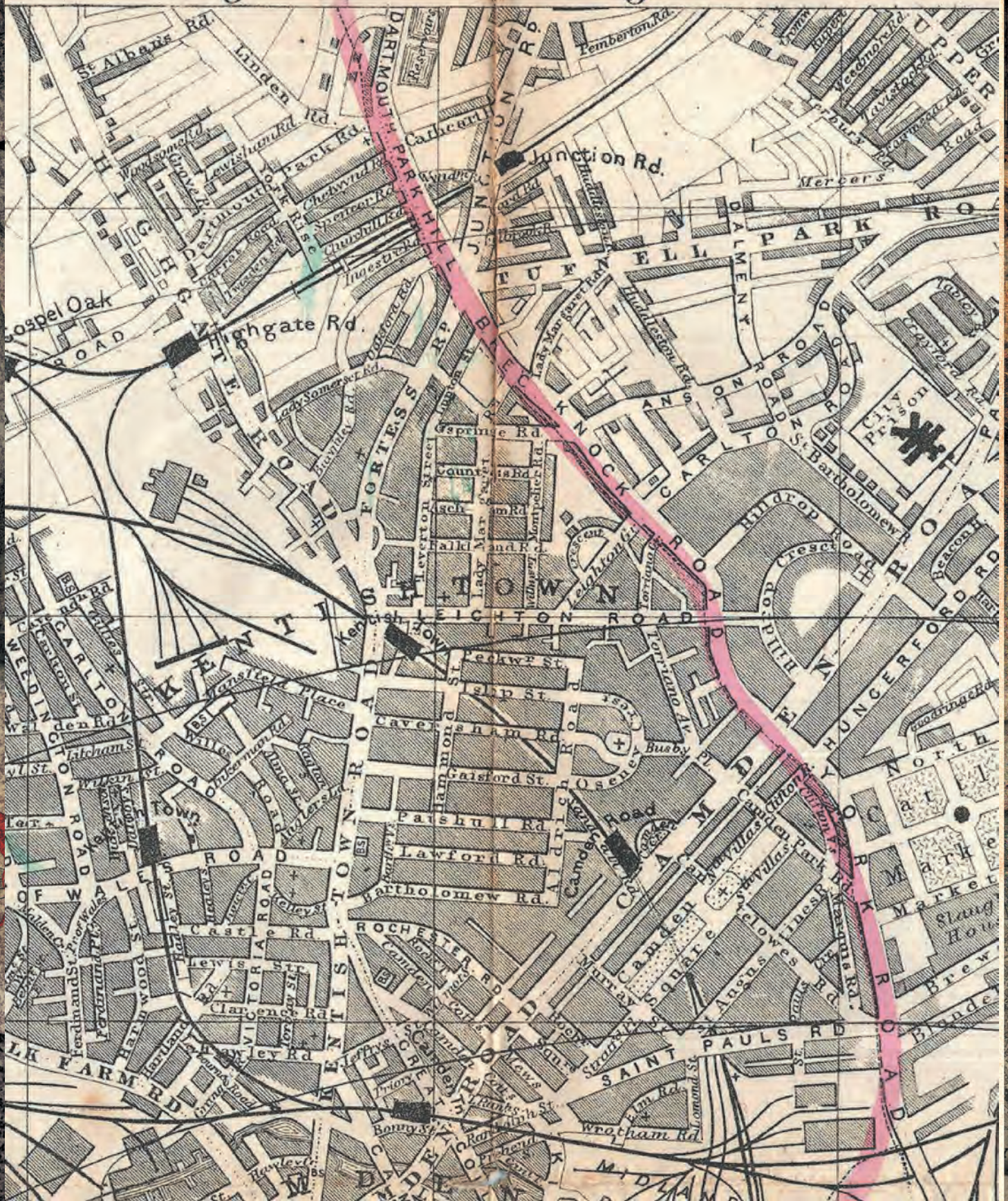
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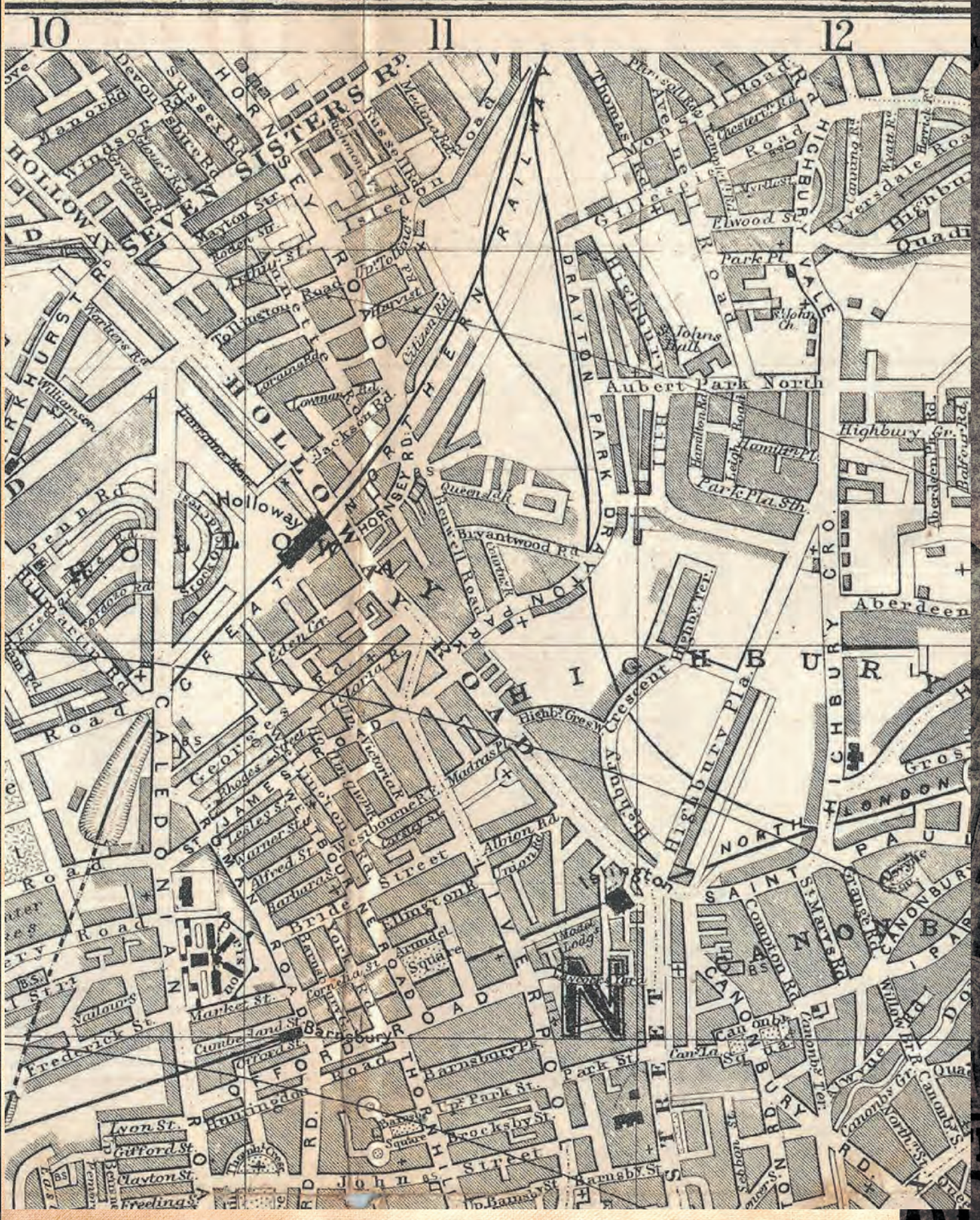


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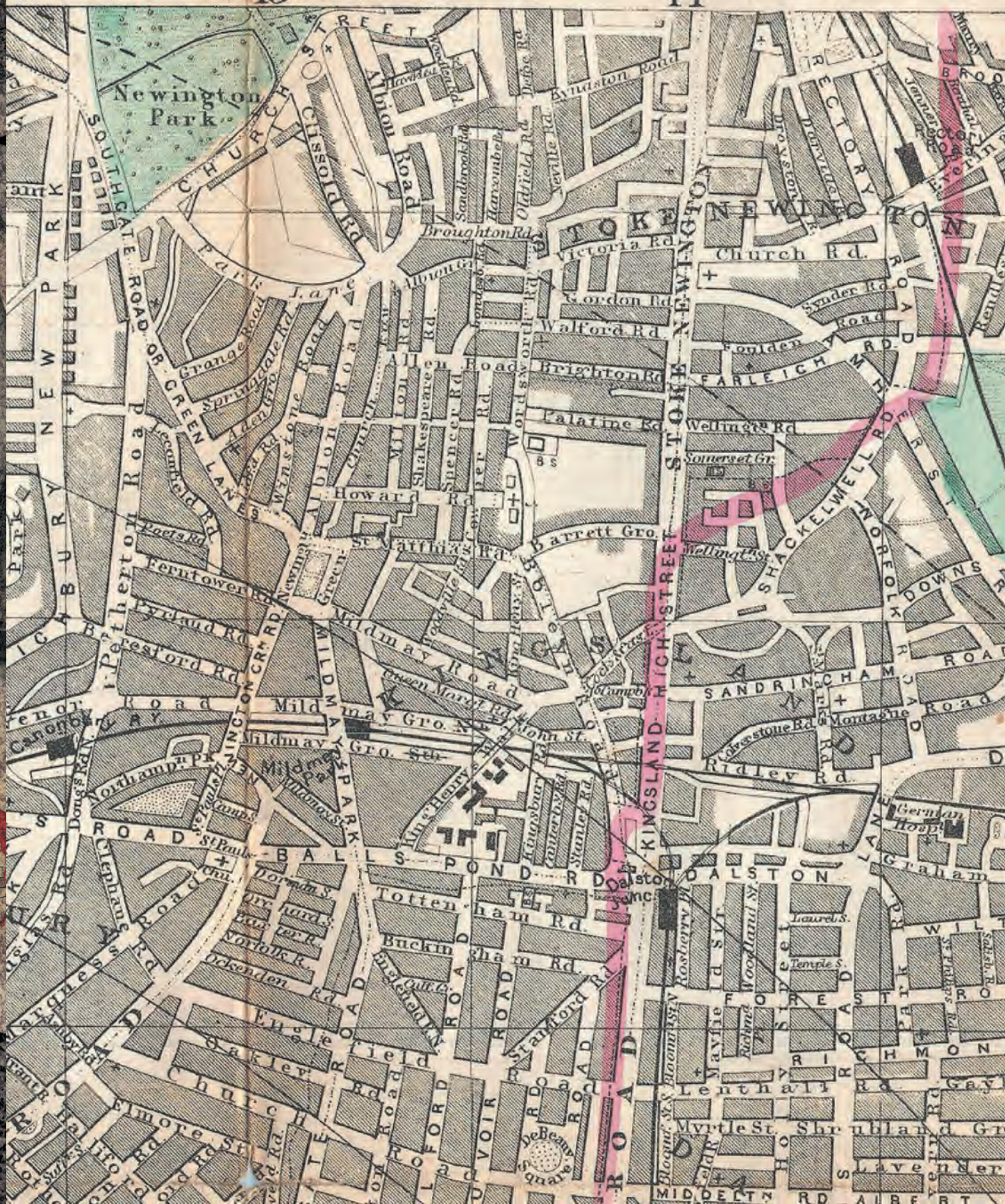






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NEW MAP OF

LONDON,

DIVIDED INTO HALF MILE SQUARES & CIRCLES.

SCALE FOUR INCHES TO THE MILE.

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 Railways & Stations thus
 Tramways
 Omnibus Routes
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 Churches & Chapels
 Theatres
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 Par^l Boroughs
 School Brd. Dis^t



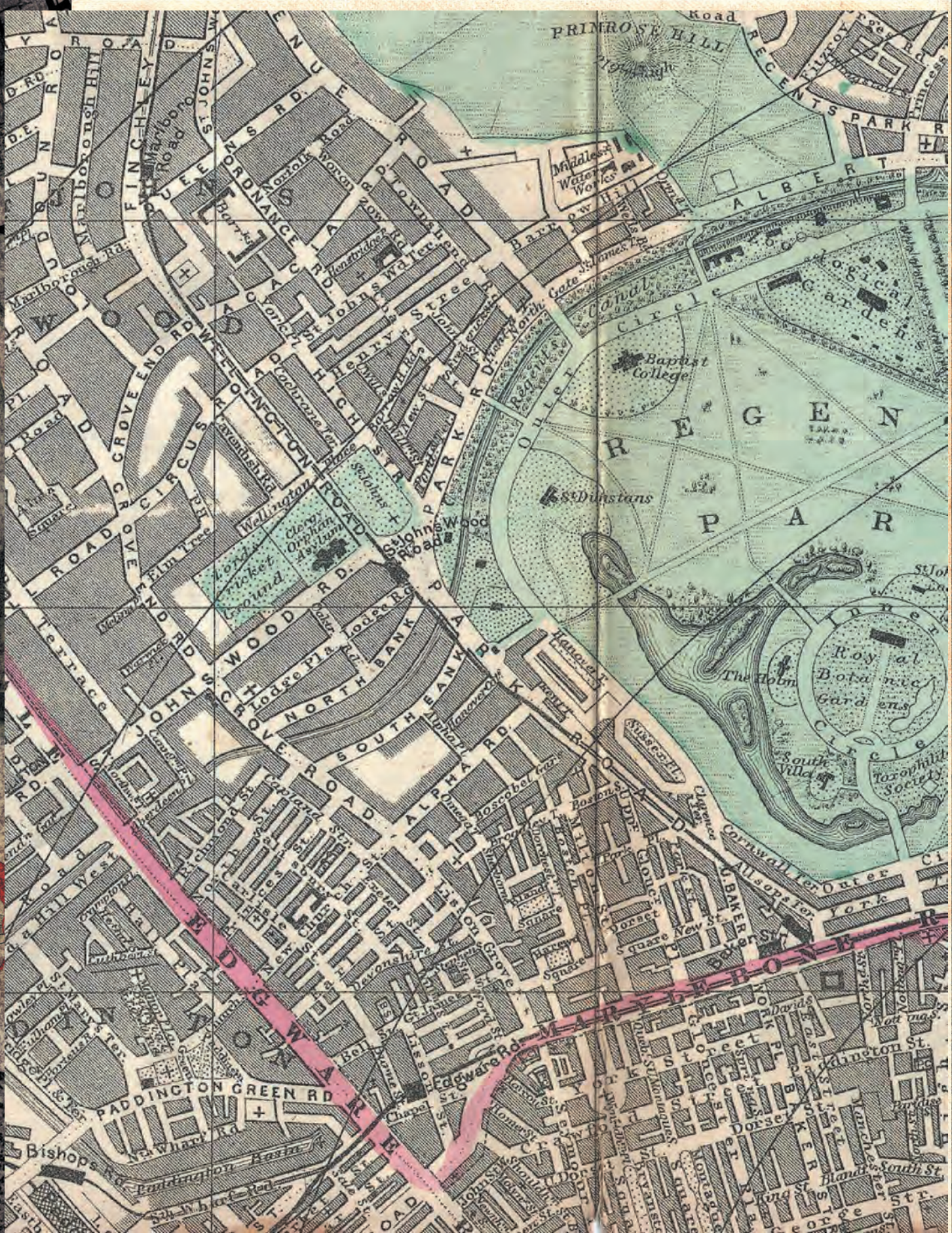
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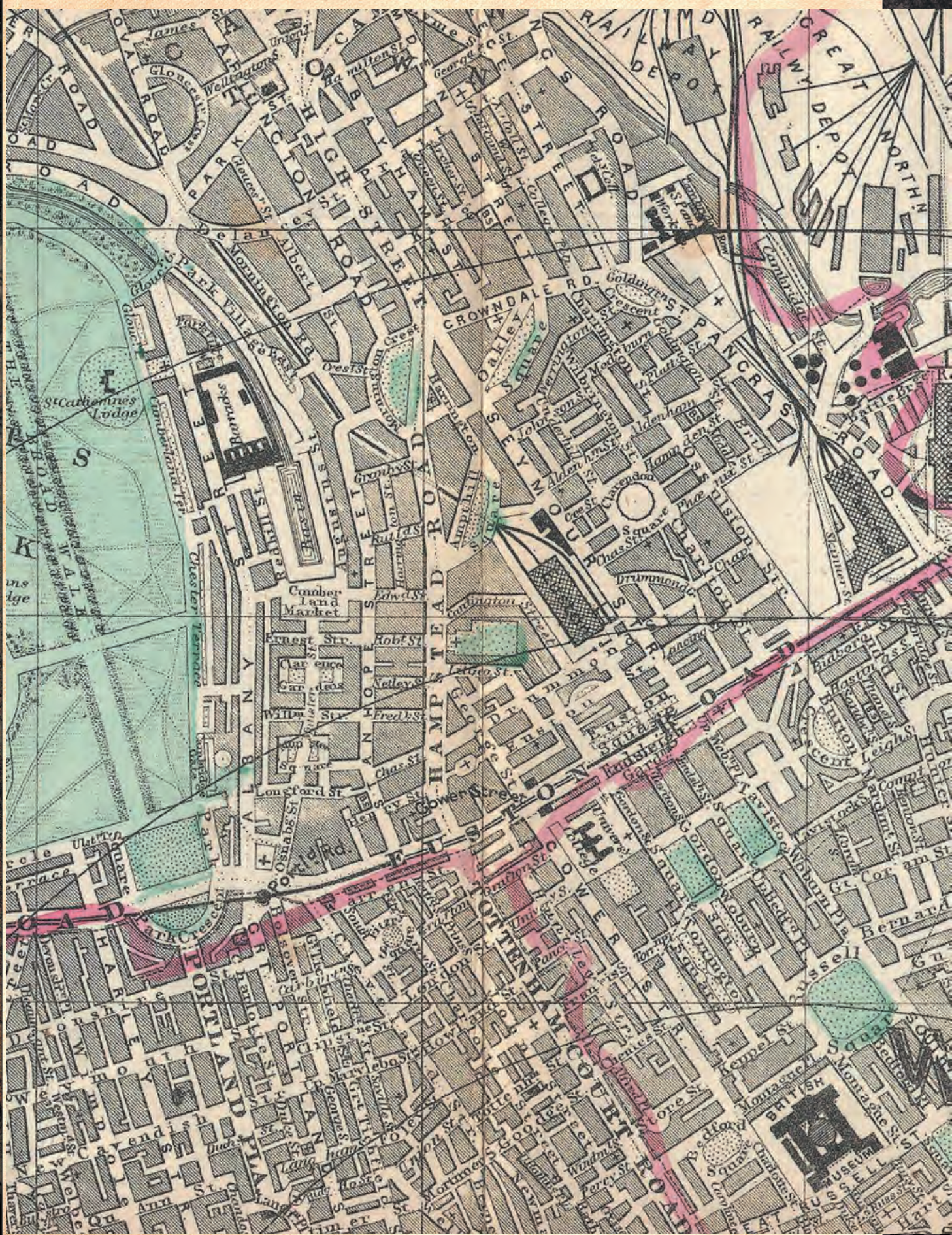


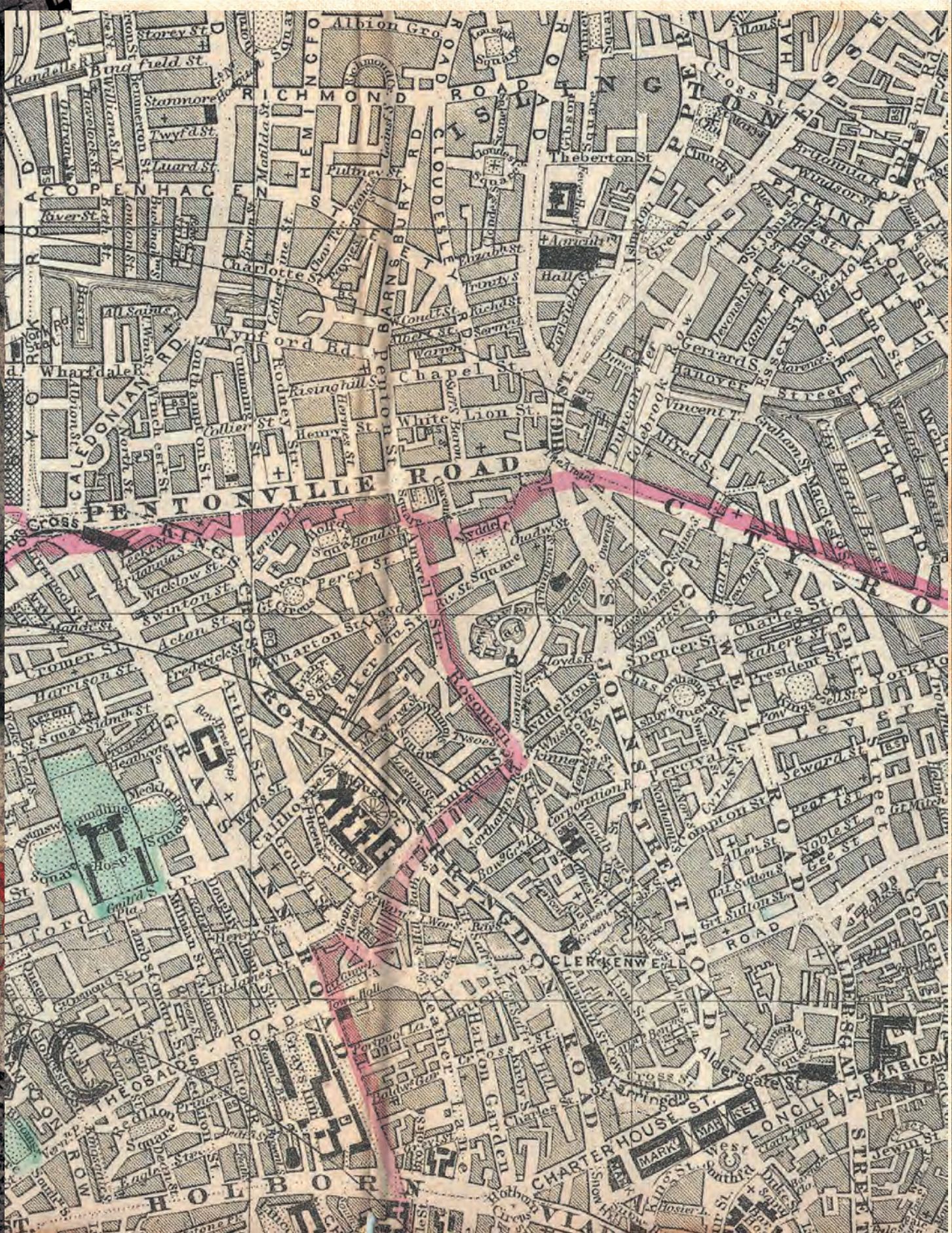
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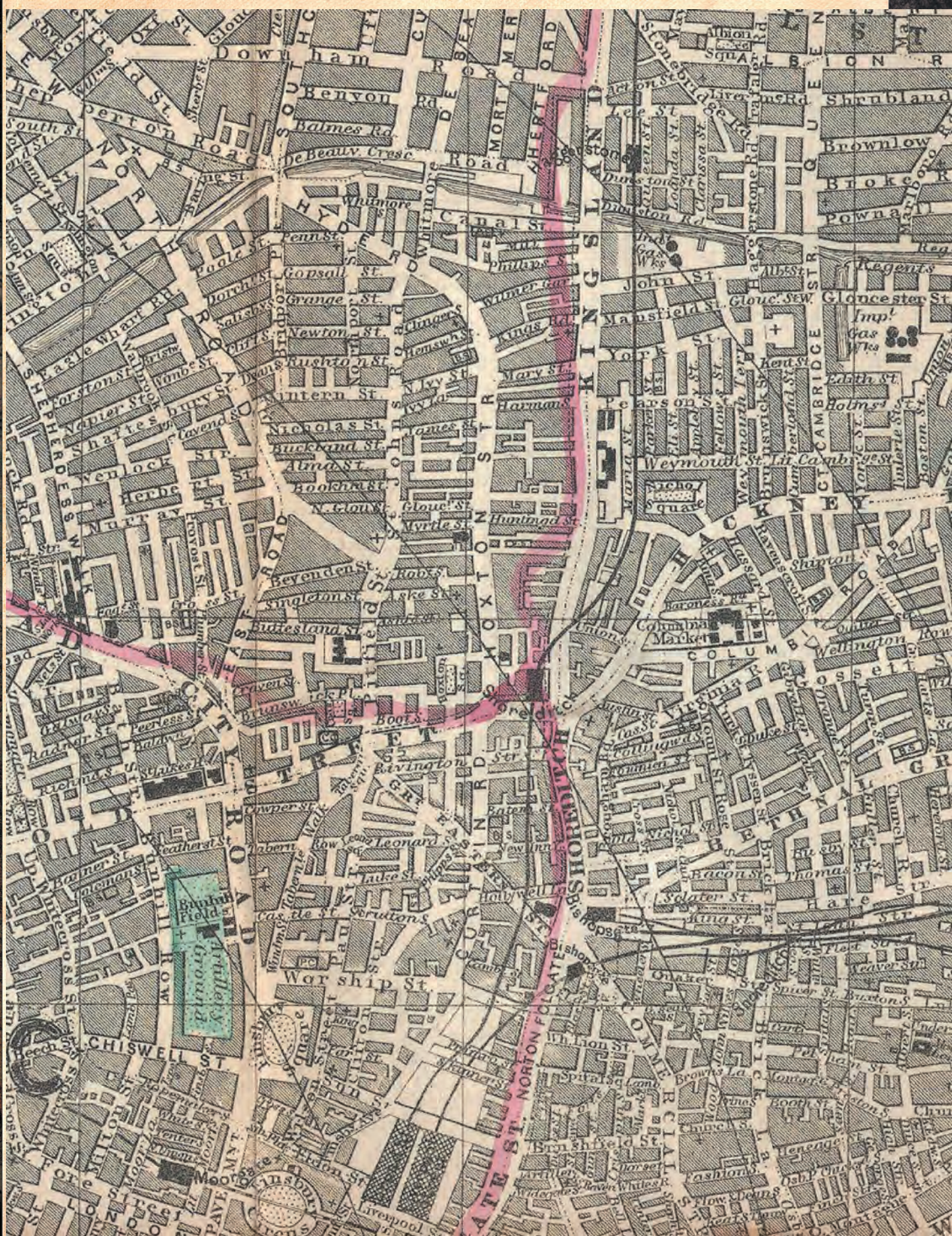
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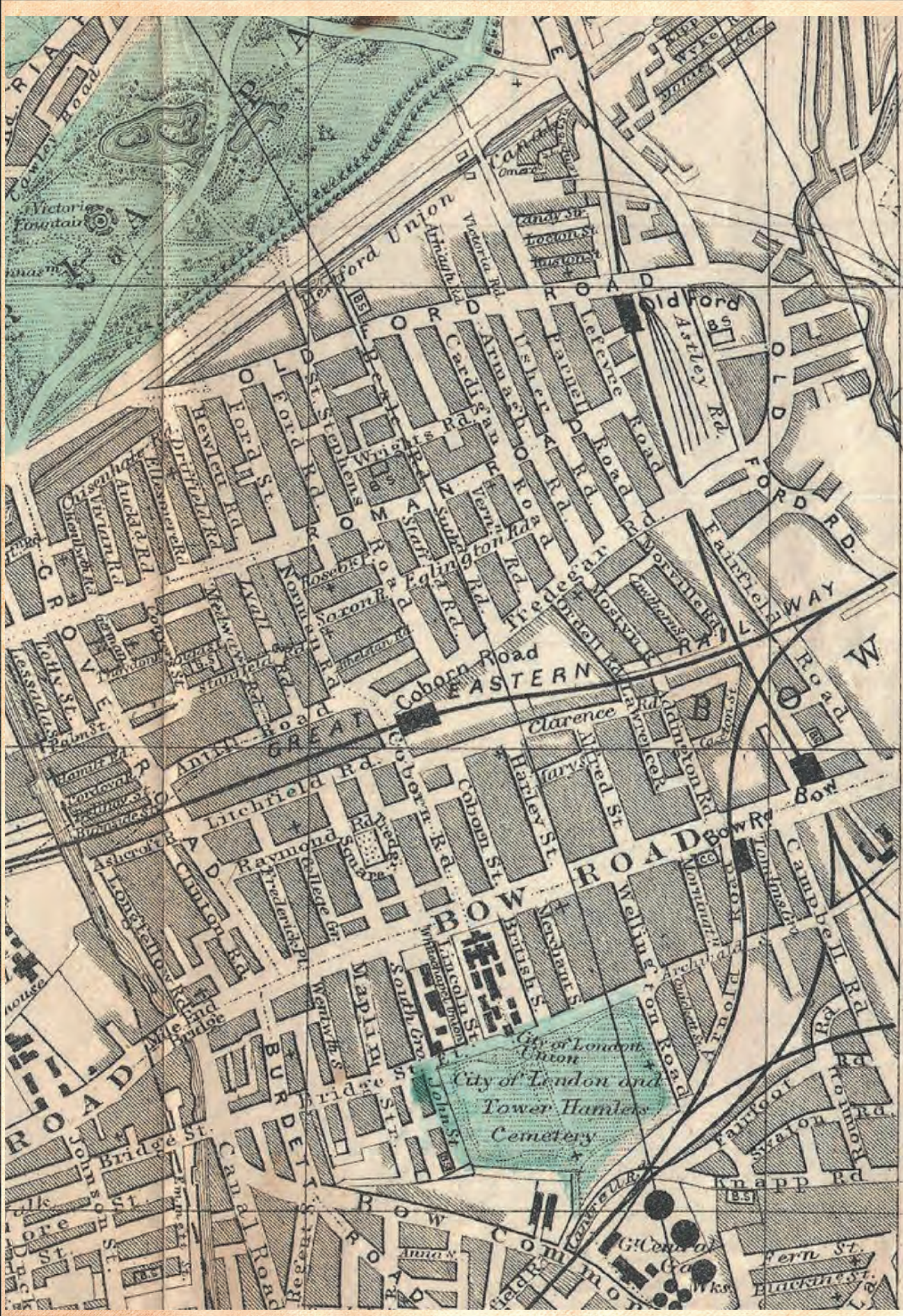








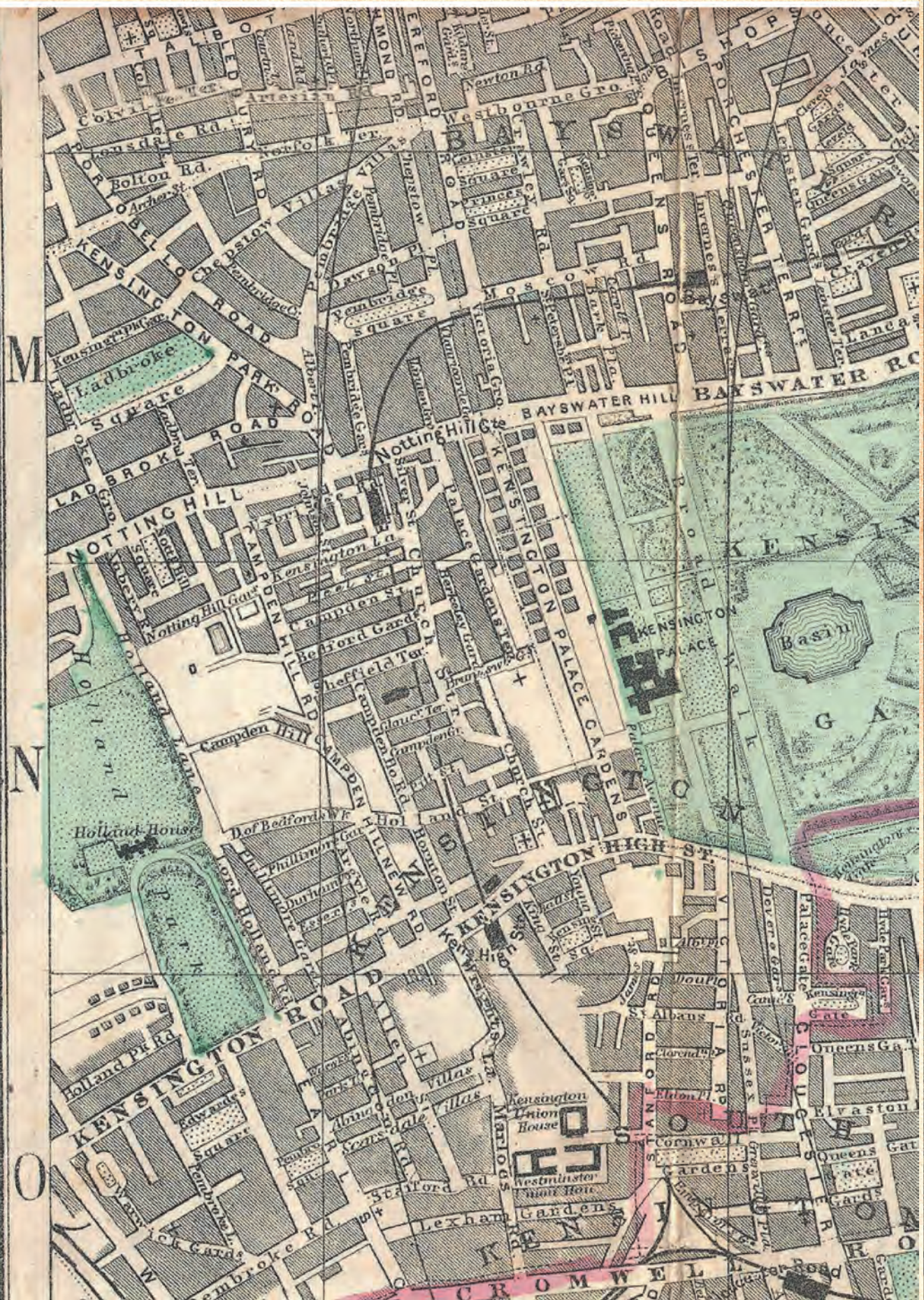




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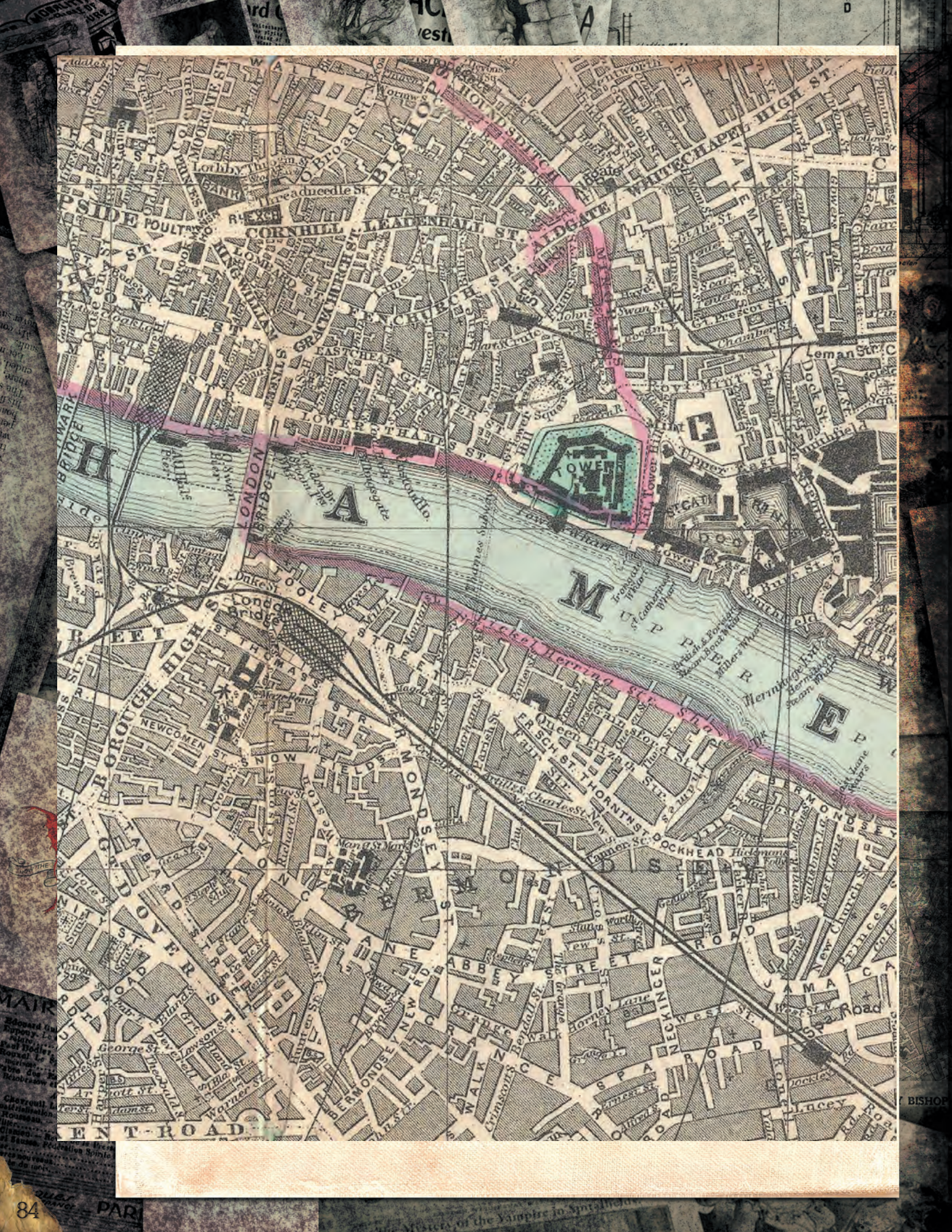
Hudson & Brand



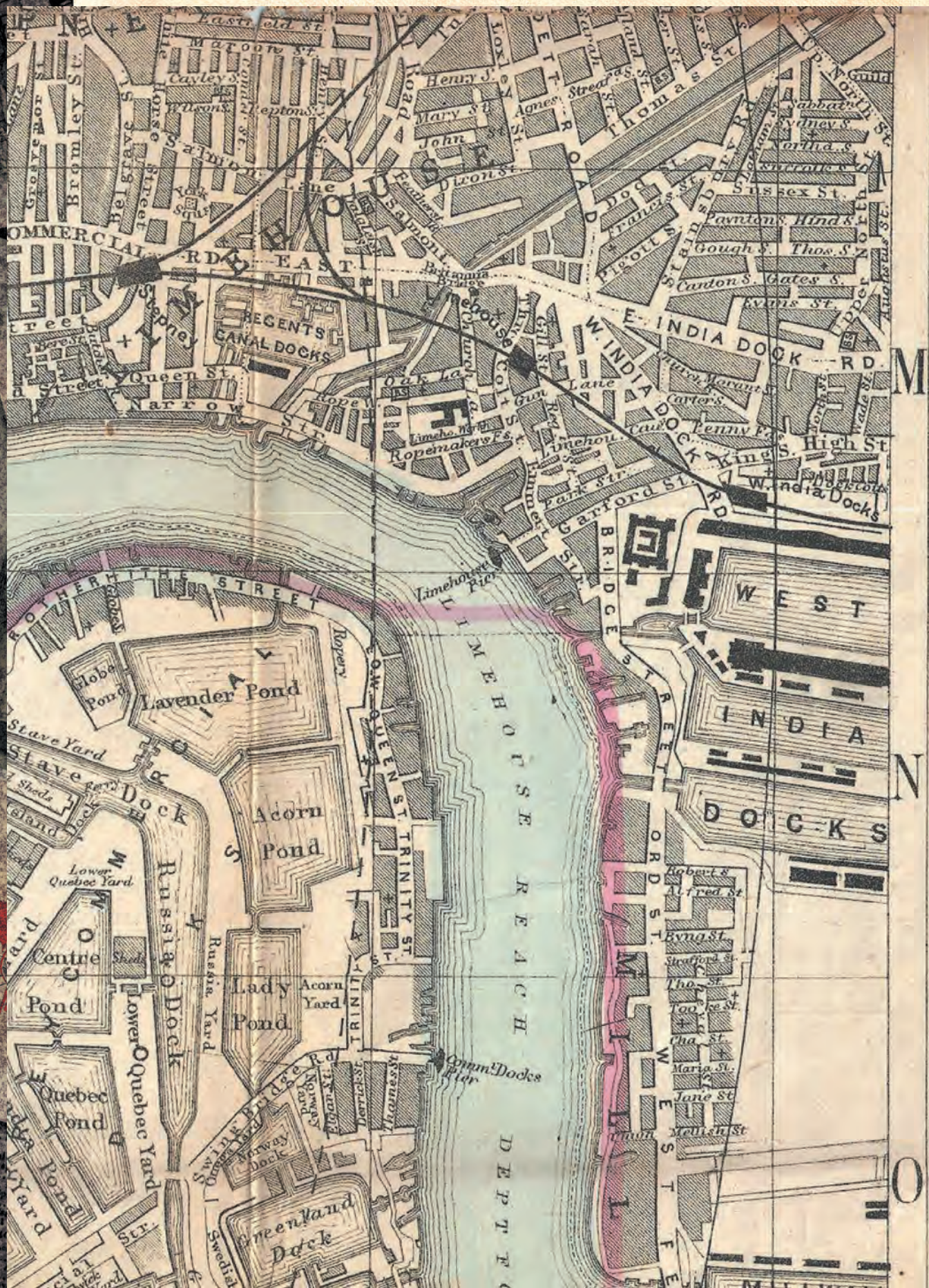
The Morana Club

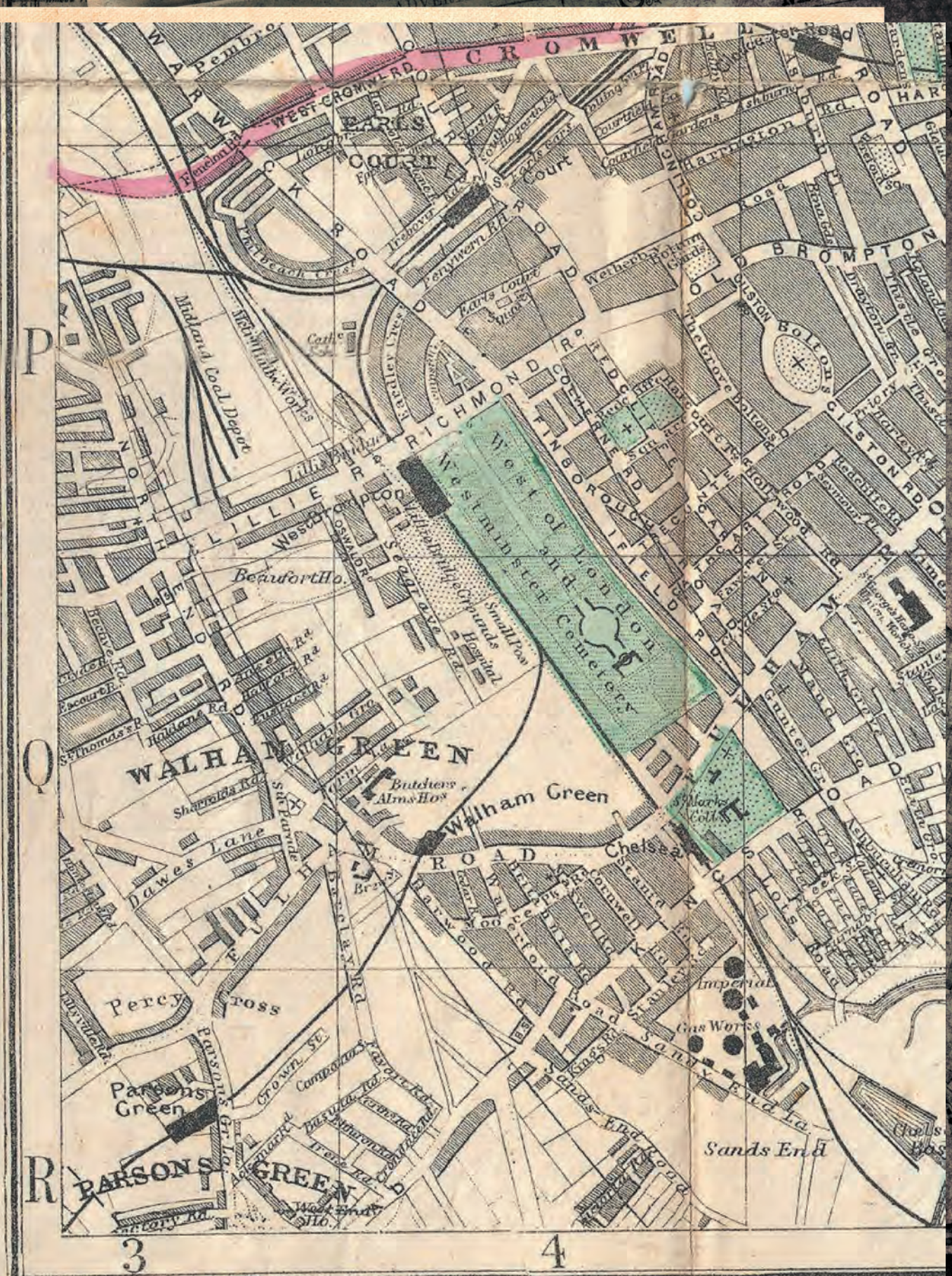












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Divided into half-mile squares & circles.

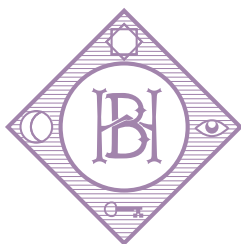
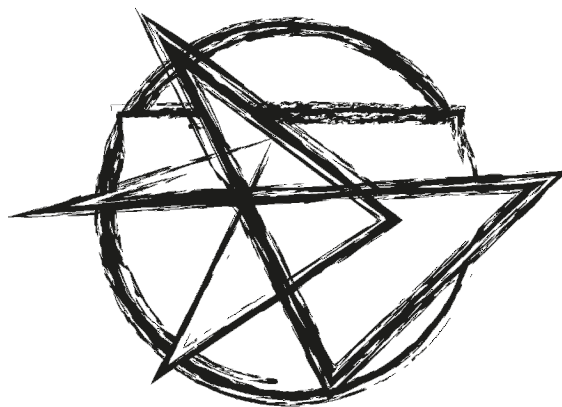
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Keeper Area Map
from page 85
for 'Ophelia Rising'



Keeper Area Map
from page 86 for
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VOL IV.—No. 266.

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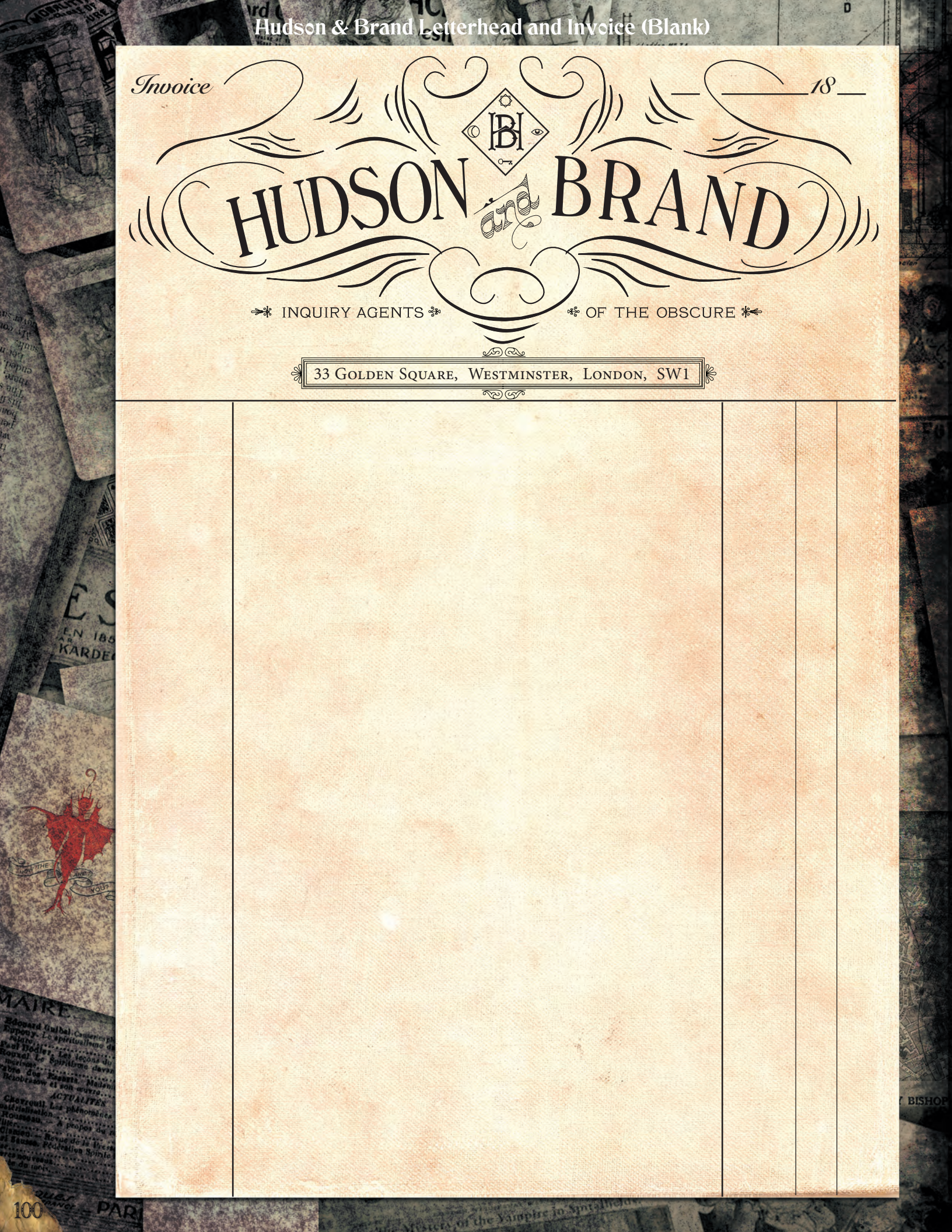
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