

Jack Bell Inventor

Jack Bell is a bespectacled man of middling years with a shock of thinning light brown hair defying both gravity and comb. Rumored to be a grave robber, he lives on the edge of London society. A noted irregular for the King of Clubs cabal, Mr. Bell is an inventor focused on creating artificial limbs and re-growing lost organs. Although he is hampered by a club foot, he is a good shot and an excellent tinkerer and mechanic.

Agility	d6	Parry	4	Charisma	-2
Smarts	d10	Toughness	4	Sanity	5
Spirit	d8	Pace	4"	Corruption	1
Strength	d6				
Vigor	d4				

Hindrances

Lame (Major) – Pace reduced by 2". Running rolls are made with a d4.

Habit (Minor) – Cocaine abuse. Make fatigue check every 24 hours without a fix.

Outsider (Minor) – You are treated as a lower class citizen. -2 to Charisma.

Edges

Gadgeteer – May jury-rig a device once per session.

Jack-of-all-Trades – Avoids -2 for unskilled Smarts-based tests.

Mr. Fix-It - +2 to Repair rolls (added in below). A Raise halves the repair time.

Liquid Courage – Gain Vigor die type after using cocaine.

Skills

Driving	d4	Knowledge (Mythos)	d4
Fighting	d4	Lockpicking	d4
Healing	d6	Notice	d4
Investigation	d4	Repair	d10 +2
Knowledge (Mechanical)	d6	Shooting	d6

Defining Interests: Latin, Arabic, Chinese, Folklore of Magic, History of Alchemy

Weapon	Range	ROF	Damage	Shots	Notes
.32 Revolver	12/24/48	1	2d6	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Magic Item: Dr. Bell's Jaunting Translocator (whirling mace-like technical instrument; London; 1892)

Teleport – You can disappear and reappear 50 feet distant – riders can be taken along for a price.

Other items: Fashionable clothes, tinkerer's toolbox, medical pouch, cocaine, lockpick wallet, opera glasses, 40 bullets, pipe and tobacco.

Dr. Bell's Jaunting Translocator

Teleport

Clicking a button on the handle of this strange device causes its head, a small glass cage, to spin with a low-pitched whirring noise - an inky darkness emerging with tendrils wrapping around the investigator. A cloying sense of being smothered becomes palpable, and then a click and the rush of air...

This spell allows an investigator to disappear and instantly reappear up to 50 feet distant. With a raise the distance is increased to 100 feet. This counts as his movement for the round. Adjacent opponents do not get a free attack against the teleporting character. If the investigator wishes to teleport somewhere he can't see, he must make a Smarts roll at -2. If it is an unknown area he has never seen, the roll is at a -4 penalty. The teleportation cannot end in a solid space. Any failure returns the investigator to his starting location and he is Shaken. The investigator can carry other willing beings with him at the cost of one Fatigue point for everybody per additional "rider."

Cast Time: 1 action

Range: 0

Duration: Instant

AOE: Self

Cast Success: Knowledge (Mythos) TN = 5

Saving Throw: None

Horror Affects: Caster, Riders, Viewers

Horror Save: Spirit TN = 5 or suffer 2d6 Mental Anguish

Evangeline Rose Lowe Aeronaut

An upper class merchant family in Galveston (Texas), the Lowes most notably established the original Hotel Galvez and other merchant endeavors on the island. Miss Evangeline Rose Lowe, the youngest of three children, led a privileged life, traveling on her sixteenth birthday to New York to visit her famous uncle - aeronaut Thaddeus Lowe. There she began a life-long love of flight. During the American Civil War, Miss Lowe – against the wishes of her father – rebelliously ran slaves north from Texas in her balloon, the Border Rose. After adventuring in the American West after the war, Miss Lowe took up residence in London – giving balloon and shooting exhibitions to the delight of London Society. Upon the invite of Professor Georgina Ruhks, Miss Lowe has taken several missions on behalf of the cabal.

Agility	d10	Parry	4	Charisma	0
Smarts	d4	Toughness	6	Sanity	5
Spirit	d8	Pace	6"	Corruption	1
Strength	d4				
Vigor	d8				

Hindrances

Heroic (Major) – You always come to the rescue of those in need and those who cannot help themselves
 Vow (Minor) – You call out discrimination against others – trying to convince others of your cause.
 Quirk (Minor) - "Yee-haw! Remember the Alamo!!!" before each flight.

Edges

Ace - Adds +2 to all Piloting rolls; use Benny to soak vehicle rolls and damage resulting from lost control.
 Steady Hands – Ignores the unstable platform for firing.
 Trademark Weapon – You get +1 to Shooting attacks when using "Abigail the Liberator".
 Marksman – If you don't move, you can take the Aim maneuver for free; ROF = 1 only, throw and shoot.
 Rich - The Border Rose is a hot air balloon capable of carrying six people and a modest amount of gear.
 It currently stored at the King of Clubs.

Skills

Driving	d6	Notice	d6
Fighting	d4	Piloting	d10 +2
Healing	d4	Shooting	d10
Knowledge (Mythos)	d4		

Defining Interests: Literature, Photography

Weapon	Range	ROF	Damage	Shots	Notes
Winchester '76 .45 Rifle	24/48/96	1	2d8	15	AP 2
.45 Colt Peacemaker	12/24/48	1	2d6+1	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Other items: Fashionable clothes, 40 bullets, Leather jacket, aviator goggles, gloves from Uncle Thaddeus, pocket watch on chain around neck, medical pouch, telescope, Jade Butterfly hair comb.

Morgan "Spook" James
Author

*Morgan "Spook" James is an author of ghost stories and gambler. American-born into a silver mining fortune, Spook was sent from Silverton, Colorado to study with his cousin Montague at Eton College at age thirteen. After a brief return to the American West after the mysterious murder-suicide of his family, he graduated from King's College with a literature degree – although his passions have always been gambling, drinking and women. His first published work, *Weird West Tales*, has met mixed reviews.*

Agility	d4	Parry	4	Charisma	0
Smarts	d10	Toughness	6	Sanity	5
Spirit	d8	Pace	6"	Corruption	1
Strength	d4				
Vigor	d8				

Hindrances

Curious (Major) – You must check out everything and know what's behind any mystery.

Heavy Sleeper (Minor) - Notice -4 to wake up, Vigor -4 to stay awake.

Vow (Minor) – When any gambling encounter arises, you must seek out and prove that you are the best.

Edges

Marksman – If you don't move, you can take the Aim maneuver for free; ROF = 1 only, throw and shoot.

Card Sharp - Caught cheating only on snake eyes; -2 to Notice rolls.

Skills

Fighting	d4	Notice	d8
Gambling	d10	Shooting	d10
Knowledge (Mythos)	d4		

Defining Interests: Navajo, Latin, Study of Illusion, Photography, Writing

Weapon	Range	ROF	Damage	Shots	Notes
Knife	3/6/12	1	Str + d4	-	-
Shotgun	12/24/48	1 or 2	3d6/2d6/1d6	2	+2 Shooting
1878 Colt Coach Gun: To shoot both barrels simultaneously – one Shooting roll, roll both damage					

Magic Item: The Queen of Diamonds Deck (paper; American playing cards; 1802; Wheeler deck)

Hunch – You can gain insight to the past of a person, place or thing.

Trinkets – You can pull a minor mundane object from your pocket which lasts 1 minute.

Obscure – You can throw a card to create an area of darkness.

Other items: Fashionable clothes, 20 shotgun shells, decks of ordinary playing cards (4), 1820 Book of Hoyle, Montague's pipe, tobacco (2 pouches).

Queen of Diamonds Deck

Hunch

Dealing a six card hand from the deck forming a hex about an object, personal effect, or bit of soil, a small black writhing shadow begins to form. The smell of sulfur is strong and the distinct shape of serpent's tongues flick from the shadows – suddenly biting you with fangs. Indescribable pain is followed by a vision.

You gain insight into the past of a person, place, or thing - a vision, feeling, insight, or hunch about some event that happened in the target object or person's past. Raises grant more information at the Keeper's discretion. This spell requires 10 minutes of concentration during which the caster may take no other actions or movement.

Cast Time: 10 minutes
Range: 0
Duration: Instant
AOE: Self

Cast Success: Knowledge (Mythos) TN = 4
Saving Throw: None
Horror Affects: Caster, Viewers
Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Trinkets

You picture the Queen of Diamonds in your mind – its familiar, unsettling image burned into your memory. You feel the deck move in your pocket – slowly your pocket feels as if it is filling with snakes, vermin and the insects. Visualizing an item, you reach into the buzzing mass of wriggling terror hoping to quickly finish the task.

The investigator reaches into their pocket and pulls forth some minor mundane object: a match, penny, knife or random playing card. On a raise, the item can be more specific – a key for a particular lock or a specific playing card. The item is temporary and lasts only a minute.

Cast Time: 1 action
Range: 0
Duration: 1 minute
AOE: 1 object

Cast Success: Knowledge (Mythos) TN = 4
Saving Throw: None
Horror Affects: Caster
Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Obscure

As you pull the Queen of Diamonds from the deck, you see tracings of black follow the veins from your hand – a sense of profound cold and isolation washing up your arms towards your heart. Suddenly, a flush of lonely desolation causes you to fling the card from you. Darkness explodes and warmth begins to return to your limbs.

This spell creates an area of inky blackness in a Medium Burst template. With a raise, the area of the spell is increased to a Large Burst template. Attacks into, out of, or through the area of effect suffer the standard penalty for pitch darkness (-6).

Cast Time: 1 action
Range: 50 feet
Duration: 1 minute
AOE: Medium Burst

Cast Success: Knowledge (Mythos) TN = 4
Saving Throw: None
Horror Affects: Caster, All Within
Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Corporal James "Shadow" Wyatt
Sniper

Once a sniper for the King's First Army, Corporal James "Shadow" Wyatt survived a harrowing experience in the jungles of Bengal. After his squad had been decimated, he single-handedly followed the infamous Col. Stransky into the darkest wilderness – and killed him and his men narrowly averting a ritual sacrifice of an entire village to an alien stone statue. Afterwards, he reappeared at Command HQ – taciturn and dangerous – earning the nickname Shadow. Now in London, Shadow is an Irregular in service to the cabal.

Agility	d10	Parry	5	Charisma	0 (-4)
Smarts	d4	Toughness	5	Sanity	4
Spirit	d8	Pace	6"	Corruption	2
Strength	d6				
Vigor	d6				

Hindrances

Bloodthirsty (Major) – You take no prisoners unless under direct supervision. Charisma -4 if known.
 Delusional (Minor) – You believe that you can make yourself invisible when on a mission.
 Illiterate (Minor) – You cannot read.

Edges

Jaded – Ignore Madness penalties when making a Sprit roll due to Mental Anguish.
 Assassin - +2 to damage when striking foes unawares.
 Dead Shot – double ranged damage when dealt a Joker.
 Marksman – If you don't move, you can take the Aim maneuver for free; ROF = 1 only, throw and shoot.

Skills

Climbing	d6	Notice	d4
Fighting	d6	Shooting	d10
Healing	d4	Stealth	d10
Knowledge (Mythos)	d6	Taunt	d4

Defining Interests: Hindi, Meditation

Weapon	Range	ROF	Damage	Shots	Notes
.303 Bolt Action Rifle	24/48/96	1	2d8	8	AP2
.455 Webley Revolver	12/24/48	1	2d6+1	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Magic Item: Owl's Eye Scope (steel, glass; appears standard military issue; origins unknown; c. 1890)

Darksight - Allows shots to be made in low-light situations without any penalties for illumination.

Other items: Fashionable clothes, burglar's tool bag, 20 rifle rounds, 40 revolver bullets, medical pouch.

Owl's Eye Scope

Darksight

Peering through the gun scope – a sense of swirling darkness - the brush of a ghostly hand across your face. The far end of the scope glows with an unnatural greenish flame, flickering and malevolent. An eye resolves with a serpentine slit of an iris, but your vision is clear – sensing all that is around you.

This spell halves any darkness penalty for the investigator (round down). For example, a character in Dim (-1) lighting would suffer no penalty, and one in Pitch Darkness (-4) would only suffer a -2.

Cast Time: None

Cast Success: None

Range: 0

Saving Throw: None

Duration: Permanent

Horror Affects: Viewers of the eye

AOE: Scope

Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Helena Ladislav Adventuress

Because of your relationship with Lord Dunraven – an established name in the London upper class - you have managed to gain power, respect, and sometimes reluctant approval from Victorian society. You are ruthless, always competent and intelligent. At the moment, you greatly influence the life of Lord Dunraven. In the past, you were a young magician's assistant – an immigrant from Transylvania. When you left employment, you stole the magician's signet ring. Tall and beautiful, you are the envy of all. You currently visit the King of Clubs to research the magician's ring and meet eligible Society men.

Agility	d6	Parry	5	Charisma	+4
Smarts	d8	Toughness	5	Sanity	5
Spirit	d8	Pace	6"	Corruption	1
Strength	d6				
Vigor	d6				

Hindrances

Vengeful (Major) – You will kill if someone treats you unjustly – even if it takes months of scheming.
 Greedy (Minor) – You are beautiful and smart – why shouldn't you get a larger share of the loot.
 Phobia (Minor) – You are terrified of disfigurement. -2 to Trait rolls where this might happen.

Edges

Connections (Aristocracy) – Once per game, use Persuasion to get information or help from Dunraven.
 Very Attractive – You are strikingly beautiful. +4 to Charisma. (includes Attractive Edge).
 Quick – If dealt an Action Card of 5 or lower in combat, discard and draw until you get higher than a 5.
 Extraction – By making an Agility roll, you may withdraw from melee combat without a free attack.

Skills

Fighting	d6	Persuasion	d6
Investigation	d4	Riding	d6
Knowledge (Mythos)	d4	Shooting	d6
Knowledge (Psychology)	d4	Stealth	d6
Notice	d8		

Defining Interests: French, Romanian, Lipreading, Study of Illusion, Society (gossip)

Weapon	Range	ROF	Damage	Shots	Notes
.25 Derringer	5/10/20	1	2d6 +1	1	AP 1
Knife	3/6/12	1	Str + d4	-	-

Magic Item: Magician's Ring (gold, enamel, diamond; locket ring; 16th century Eastern European)

Invisibility – You can become transparent with only a vague outline.

Other items: Fashionable clothes, 10 bullets.

Magician's Ring

Invisibility

The beautiful form of Helena Ladislav suddenly appears nude and alluring. Then quickly her skin begins to dissolve, leaving muscles and cartilage – a grotesque manikin of bone and sinew. A flash of white bone and a grinning skull is the last thing you see before she fades completely from sight.

With a success, the investigator is transparent, but a vague outline is visible. An opponent may detect the invisible presence if he has a reason to look and makes a Notice roll at –4. Once detected, he may attack the investigator at –4 as well. With a raise, the investigator is completely invisible. The penalty to Notice or hit is –6. In either case, the power affects the investigator and all personal items. Anything picked up after the power was cast remains visible.

Cast Time: 1 action

Range: 0

Duration: 1 minute

AOE: Self

Cast Success: Knowledge (Mythos) TN = 5

Saving Throw: None

Horror Affects: Caster, Viewers

Horror Save: Spirit TN = 5 or suffer 2d6 Mental Anguish

Angus "Blackbeard" Campbell Journalist

Working for the prestigious London Times, Angus has been assigned the "Offbeat" column which reports strange and unusual occurrences around the Empire. A friendly, intelligent young man, Angus has an angle on many of the more bizarre happenings in London. Helping his missionary father in the jungles of Central America during his youth, Angus was "taught" mind tricks by the local elders. At the same time, an unfortunate accident with a Guatemalan blow gun took his left eye- a wound now covered with an embroidered patch. His large size and bushy beard has earned Angus the nickname "Blackbeard".

Agility	d6	Parry	5	Charisma	0
Smarts	d8	Toughness	7	Sanity	4
Spirit	d6	Pace	5"	Corruption	1
Strength	d6				
Vigor	d8				

Hindrances

One Eye (Major) – Eye patch; -2 to Trait rolls for depth perception such as Shooting, Throwing, jumping.
 Obese (Minor) – You are a large man; +1 Toughness; -1 Pace (added in above)
 Loyal (Minor) – You cannot leave a comrade behind if there is any chance at all you can help.

Edges

Investigator - +2 to Investigation and Streetwise rolls; +2 to Notice rolls made when searching evidence.
 Connections (Newspaper) – Once per game, use Persuasion roll to get information from the Times.
 Linguist – Smarts -2 to be understood in any language that you have heard recently.

Skills

Fighting	d6	Knowledge (Occult)	d4
Gambling	d4	Notice	d8 (+2)
Investigation	d8 +2	Persuasion	d6
Knowledge (Mythos)	d4	Streetwise	d8 +2

Defining Interests: Latin, French, Arabic, Hindi, Chinese, Italian, Romanian, Gaelic (all), Lipreading, Writing, Society (gossip), Photography

Weapon	Range	ROF	Damage	Notes
Sword Cane	-	-	Str + d4	Agility roll to quick draw; -2 Notice

Magic Item: Diviner's Eyepatch (black felt, appears to be mundane, silver cord; 1890; James Lock & Co.)

Speak Languages – You can speak, read, write an otherwise unknown language.

Telepathy – You can communicate with one person within sight by sending mental messages.

Other items: Fashionable clothes, flask of whisky, pipe and tobacco.

Diviner's Eyepatch

Speak Languages

Many voices are whispering in your ears – a cacophony of noise that is barely audible and quite unintelligible. Some of the voices are of an alien tongue – deep and menacing. As the intensity of the sound increases, the meaning of the voices suddenly blend – unifying their message – the Ancient Ones awake – Flee! Now!

This spell allows a willing investigator to speak, read, and write an otherwise unknown language. The language must be of an advanced form — not animalistic. A raise allows the investigator to project a particular dialect as well.

Cast Time: 1 action

Range: Touch

Duration: 10 minutes

AOE: 1 person

Cast Success: Knowledge (Mythos) TN = 4

Saving Throw: None

Horror Affects: Caster, Target

Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Telepathy

Your vision dims as an unnatural darkness falls over your eyes. In the dimness, you sense a protean being – of infinite mutability – now in the form of a vast cyst with sticky fibers connecting all the humans you see. Small pulses of light can be seen moving towards the blob as if it were feeding upon human thought and energy.

You can communicate with one person within sight by sending mental messages. This message can be up to ten words or a single visual image (without sound). With a raise, the target may send a message back to you. Unwilling victims get a saving throw.

Cast Time: 1 action

Range: Sight

Duration: Instant

AOE: 1 person

Cast Success: Knowledge (Mythos) TN = 4

Saving Throw: Caster's roll opposed by target's Spirit

Horror Affects: Caster, Target

Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Professor Simon St. John-Smythe

Antiquarian

In his early forties, Simon has thinning brown hair and the piercing hazel eyes of a scholar. Despite a promising career as a historian at his alma mater, Edinburgh University, Simon has left academia to become an antiquarian-in-residence at Baring House – lured by the promise of undiscovered secrets amongst the baron's vast collection. Of well-bred upbringing, Simon makes up for a lack of physical strength with rapid reflexes and outstanding marksmanship. He wears a plain gold ring found during an archeological tour of ancient Greece.

Agility	d8	Parry	4	Charisma	0
Smarts	d8	Toughness	5	Sanity	5
Spirit	d8	Pace	6"	Corruption	1
Strength	d4				
Vigor	d6				

Hindrances

Curious (Major) – You must check out everything and know what's behind any mystery.

Glass Jaw (Minor) – You don't deal with pain well. Suffer -2 penalty on all wound soak rolls.

Big Mouth (Minor) – You reveal plans best kept secret, often at the worst possible time.

Edges

Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.

Alertness – You get a +2 to Notice rolls (added in below).

Extraction – Successful Agility roll eliminates free attacks when withdrawing from melee.

Quick Draw – You may draw your weapon as a free action.

Marksman – If you don't move, you can take the Aim maneuver for free; ROF = 1 only, throw and shoot.

Skills

Fighting	d4	Lockpicking	d4
Investigation	d8	Notice	d8 +2
Knowledge (Appraise)	d8	Riding	d4
Knowledge (Mythos)	d4	Shooting	d8

Defining Interests: Book Conservation, Latin, Greek History, Folklore of Magic

Weapon	Range	ROF	Damage	Shots	Notes
.32 Revolver	12/24/48	1	2d6	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Magic Item: Ring of Aracadia (plain gold band; 4th century BCE; found at Lycosura in 1883).

Disguise – You may assume the appearance (not the abilities) of another person.

Other items: Fashionable clothes, 40 bullets, lockpick wallet, pipe and tobacco.

Ring of Arcadia

Disguise

The cloying smell of cloves – dark and earthy – dominates your senses. Your eyes begin to water and you feel drowsy for a moment. Your mind wanders as you see your body from above slowly morphing into strange forms – some pleasing but other disturbing and alien in nature. You panic not knowing when the madness will stop. Suddenly, the illusion ends and only a faint aroma of cloves remain.

This spell allows the investigator to assume the appearance (but none of the abilities) of another person. It requires a Notice roll at –2 to see through disguise if someone is familiar with the specific person mimicked; the penalty increases to –4 with a raise. If unfamiliar, the penalties are –4 and –6 respectively.

Cast Time: 1 action

Range: Touch

Duration: 10 minutes

AOE: 1 person

Cast Success: Knowledge (Mythos) TN = 5

Saving Throw: See above

Horror Affects: Caster, Target, Viewers

Horror Save: Spirit TN = 5 or suffer 2d6 Mental Anguish

Professor Georgina Rukhs
Archaeologist

A native of Cornwall, Georgina Rukhs is the daughter of famed archeologist, Georg Rukhs, who went missing several years ago. Her slight build, green eyes and russet hair betray a keen intelligence for Miss Rukhs is one of the Empire's foremost specialists in Egyptian archaeology with a PhD from King's College. Hired by the cabal as an expert in ancient artifacts, Professor Rukhs should not be underestimated.

Agility	d6	Parry	4	Charisma	0
Smarts	d10	Toughness	5	Sanity	5
Spirit	d8	Pace	6"	Corruption	1
Strength	d4				
Vigor	d6				

Hindrances

Clueless (Major) – You are focused, but not on the mundane. -2 to Common Knowledge rolls.
Loyal (Minor) – You cannot leave a comrade behind if there is any chance at all you can help.
Glass Jaw (Minor) – You don't deal with pain well. Suffer -2 penalty on all wound soak rolls.

Edges

Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
Scholar (Archaeology and Appraise) – You are an expert in Archaeology and Artifacts, esp. Egyptian.
Marksman – If you don't move, you can take the Aim maneuver for free; ROF = 1 only, throw and shoot.

Skills

Fighting	d4	Knowledge (Mythos)	d4
Investigation	d8	Notice	d6
Knowledge (Appraise)	d8 +2	Shooting	d6
Knowledge (Archaeology)	d8 +2	Survival	d4

Defining Interests: Museum Curation, Latin, Arabic, Music, Literature

Weapon	Range	ROF	Damage	Shots	Notes
.32 Revolver	12/24/48	1	2d6	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Magic Item: Antique Magnifying Glass (etched copper with Austrian crystal, on a leather chain; c. 1800)

Locate Object - You sense the direction of a well-known or clearly visualized object.
Augury - You can determine information about the results of taking a particular action.
Identify Artifact - You can detect magical items and possibly gain insight into their use.

Other items: Fashionable clothes, 40 bullets, brushes, glass vials, magnifying glass, silver crucifix, and compass.

Magnifying Glass

Identify Artifact

The lens of the magnifying glass darkens – losing its ability to function mundanely. As the small runes light along its copper rim, images begin to form in the lens – dark and terrifying - watching the investigator as if to spring forward when an opportunity arises. Magical items glow brightly in the lens, however, keeping the monsters at bay.

This spell allows the investigator to sense magical items. With a raise, the ability to understand how the artifact is used and its purpose is gained.

Cast Time: 1 action	Cast Success: Knowledge (Mythos) TN = 4
Range: Sight	Saving Throw: None
Duration: 10 minutes	Horror Affects: Caster, Viewers
AOE: Self	Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Locate Object

Staring into the thick lens of the magnifying glass, small rune-like symbols etched into the ancient copper rim begin to glow. The image becomes blurry and the glass dark - whirling with a dense, black smoke. Suddenly, a slitted yellow eye blinks back – a creature from beyond time or space or both. You feel it coming nearer, it is almost upon you.

You sense the direction of a well-known or clearly visualized object with 600 feet. On a raise, the object can be within 1200 feet (quarter mile). This spell requires 10 minutes of concentration during which the caster may take no other actions or movement.

Cast Time: 10 minutes	Cast Success: Knowledge (Mythos) TN = 7
Range: 0	Saving Throw: None
Duration: Instant	Horror Affects: Caster, Viewers
AOE: 1 object	Horror Save: Spirit TN = 7 or suffer 2d10 Mental Anguish

Augury

The surface of the glass lens begins to ripple – slow undulations almost hypnotic in their patterns. The runes on the copper rim begin to glow as the pattern resolves itself into a human mouth – with strangely elongated incisors and slightly pointed teeth. A groaning of impossible age and tragic indentureship emanates forth.

This power allows the caster to gain information about the wisdom of a particular action by asking one question that can be answered by “Yes,” “No,” or “Possibly” (if there is no absolute answer). On a raise, the question may be answered in a short sentence. This spell requires 10 minutes of concentration during which the caster may take no other actions or movement.

Cast Time: 10 minutes	Cast Success: Knowledge (Mythos) TN = 7
Range: 0	Saving Throw: None
Duration: Instant	Horror Affects: Caster, Listeners
AOE: 1 question	Horror Save: Spirit TN = 7 or suffer 2d10 Mental Anguish

Vicar Lester Moore
Clergyman

Lester Moore is a young man with strong political ambitions within the church. He always dons traditional clergy attire, is tidy, and wears as much ornate jewelry as possible while being careful not to outshine his superiors. He is extremely controlled, confident, and politically cautious when speaking, but transforms into a dangerous gunslinger when battle breaks out. Lester was appointed Vicar about a year ago, but he has much greater ambitions within the church.

Agility	d8	Parry	4	Charisma	+2
Smarts	d6	Toughness	5	Sanity	5
Spirit	d8	Pace	6"	Corruption	1
Strength	d6				
Vigor	d6				

Hindrances

- Overconfident (Major) – You are convinced you can shoot or pray your way out of any situation.
- Vengeful (Minor) – You will right a wrong done to you – even if it takes months of scheming.
- Greedy (Minor) – You measure your worth in loot – you will try to pocket extra loot or argue bitterly.

Edges

- Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
- Charismatic – You have the gift to convince others and gain a +2 to Charisma (added in above).
- Connections (Church) – Once per game, use Persuasion roll to get information or help from your Order.
- Resilient – You recover from madness quickly; +2 to all Spirit rolls to eliminate Madness.

Skills

Fighting	d4	Knowledge (Religion)	d6
Healing	d6	Notice	d6
Knowledge (Mythos)	d4	Persuasion	d8
Knowledge (Occult)	d6	Shooting	d8

Defining Interests: Hunting, Latin, Society (gossip)

Weapon	Range	ROF	Damage	Shots	Notes
Shotgun	12/24/48	1 or 2	3d6/2d6/1d6	2	+2 Shooting
.32 Revolver	12/24/48	1	2d6	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

1878 Colt Coach Gun: To shoot both barrels simultaneously – one Shooting roll, roll both damage

Magic Item: Cross of Wandlesbury (silver; 6"; Anglo-Saxon design; c. late 8th century; discovered 1818)

Turn Undead - You may damage all undead of a particular type near you.

Speak with Dead - You may have a recently-slain corpse answer one question for you.

Other items: Fashionable clothes, 40 bullets, 20 shotgun shells, medical pouch, holy book.

Cross of Wandlesbury

Turn Undead

Holding aloft the cross in the presence of the undead and uttering a short chant, a mournful groaning is heard and tendrils of purple – insubstantial cords – ooze from the earth, creeping up the legs of the victims pulling them down into the ground with shrieking horror and the rending of flesh – an unwilling return to the grave.

This spell affects all undead of one chosen type within the area of effect. If successful, the victims take 1 wound. On a raise, they take 2 wounds.

Cast Time: 1 action
Range: 0
Duration: Instant
AOE: Medium Burst

Cast Success: Knowledge (Mythos) TN = 6
Saving Throw: Caster's roll opposed by target's Spirit
Horror Affects: Caster, Viewers
Horror Save: Spirit TN = 6 or suffer 2d8 Mental Anguish

Speak With Dead

Placing the cross on the forehead of the dead person and uttering a guttural ritual, snakes of purple light slowly creep from the cross into the eyes, ears, and mouth of the deceased. Those nearby can smell the grave's dank earth and feel a death rattle in their throat.

This spell allows the caster to contact a recently slain person to gain information. On a success, the caster may ask one question that can be answered by "Yes," "No," or "Possibly" (if there is no absolute answer). On a raise, the question may be answered in a short sentence. This spell requires 10 minutes of concentration during which the caster may take no other actions or movement. Unwilling targets get a saving throw.

Cast Time: 10 minutes
Range: Touch
Duration: 1 question
AOE: 1 corpse

Cast Success: Knowledge (Mythos) TN = 7
Saving Throw: Caster's roll opposed by target's Spirit
Horror Affects: Caster, Viewers
View Horror: Spirit TN = 7 or suffer 2d10 Mental Anguish

Elizabeth "Raven" Ravenswood
Cultural Attaché, Screwman

Raven is a quiet young woman. By day, she is a Cultural Attaché for the Crown – assisting in the planning of events for visiting dignitaries and the aristocracy. As such, she is privy to the logistical information of some of the wealthiest individuals in the Empire. By night, she is a screwman – a thief specializing in safe cracking and illegal entry. In Raven's case, her preferred method is either dynamite or nitro-glycerin. A self-described anarchist, Raven sought the refuge of the King of Clubs after the frightful events at the Piper Estate in which she witnessed the dead walking and the summoning of a tentacled...

Agility	d10 +2	Parry	5 (+1)	Charisma	0 (-4)
Smarts	d6	Toughness	5	Sanity	3
Spirit	d4	Pace	8"	Corruption	1
Strength	d6				
Vigor	d8				

Hindrances

Dark Secret (Major) – You have a -4 Charisma to those who know you are Raven. If discovered, you will become wanted by the Crown.

Hard of Hearing (Minor) – Subtract -2 from all Notice rolls involving sound

Greedy (Minor) – You measure your worth in loot – you will try to pocket extra loot or argue bitterly.

Edges

Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.

Thief - +2 to Climbing, Lockpicking, and Stealth; +2 to Notice and Repair when dealing with traps.

Dodge – When not surprised, all Shooting and Throwing rolls against you are at -1; Against area of effect attacks, you get +1 to your Agility roll.

Fleet-Footed – Pace increased by 2" (added in above); roll a d10 (instead of d6) when running.

Acrobat – You get a +2 to all Agility rolls; +1 to your Parry when unencumbered.

Skills

Climbing	d6 +2	Notice	d6 (+2)
Fighting	d6	Repair	d4 (+2)
Knowledge (Explosives)	d6	Stealth	d8 +2
Knowledge (Mythos)	d4	Throwing	d8
Lockpicking	d6 +2		

Defining Interests: Lipreading, French, Society (gossip)

Weapon	Range	ROF	Damage	Shots	Notes
Dynamite Stick	4/8/16	1	2d6	1	Med Burst, +1d6/stick
Nitro 8oz Bottle*	4/8/16	1	3d6	1	Lrg Burst, see below
Knife	3/6/12	1	Str + d4	-	-

NOTE: Any failed Agility roll while carrying Nitro causes an explosion. By default, you are carrying none.

Other items: Fashionable clothes, dynamite (10 sticks), burglar's tool bag.

Daphne Street Consulting Detective

Tough as nails with searing logic, Daphne Street was a woman on the rise in Scotland Yard – until the strange happenings in the Higgins case with its wild rumors of flying monsters. Still well connected, Miss Street now consults with London's upper crust and is quickly gaining a reputation as a woman who can solve a mystery and fire a pistol. On occasion she will take a job for the Yard, using her encyclopedic knowledge and the wealth of reference books at Baring House.

Agility	d6	Parry	5	Charisma	0
Smarts	d10	Toughness	5	Sanity	4
Spirit	d6	Pace	6"	Corruption	1
Strength	d6				
Vigor	d6				

Hindrances

- Curious (Major) – You must check out everything and know what's behind any mystery.
- Wanted (Minor) – You have made lots of enemies among the thugs and criminals of London.
- Quirk (Minor) – You found Mason's Ring during the Higgins case and can't give it up. My Precious.

Edges

- Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
- Investigator - +2 to Investigation and Streetwise rolls; +2 to Notice rolls made when searching evidence.
- Quick Draw – You may draw your weapon as a free action.
- Marksman – If you don't move, you can take the Aim maneuver for free; ROF = 1 only, throw and shoot.

Skills

Fighting	d6	Notice	d6 (+2)
Healing	d4	Shooting	d6
Investigation	d8 +2	Streetwise	d6 +2
Knowledge (Mythos)	d4	Tracking	d6
Lockpicking	d4		

Defining Interests: Literature, History of Crime, Law, Lipreading, Society (gossip)

Weapon	Range	ROF	Damage	Shots	Notes
.32 Revolver	12/24/48	1	2d6	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Magic Item: Mason's Ring

- Truth - You detect when a person is lying to you – their motives and whether they are being compelled.
- Dowsing - You can see and follow psychic or magical energy patterns such as a ghost's trail.

Other items: Fashionable clothes, 40 bullets, lockpick wallet, medical pouch, handcuffs, magnifying glass.

Mason's Ring

Truth

A tendril of smoke writhes – thick but insubstantial – from your mind to that of your target – connecting you in an intimate manner. As you focus on your target, you are dimly aware of an ancient and uncaring presence observing you like a scientist watching an insect. A chill runs throughout your body, and a sense of panic invades.

You detect when a person is lying to you. With a raise, you get a glimpse into their motives and whether they are being compelled to lie. Unwilling targets get a saving throw.

Cast Time: 1 action

Range: 50 feet

Duration: 1 minute

AOE: 1 person

Cast Success: Knowledge (Mythos) TN = 4

Saving Throw: Caster's roll opposed by target's Spirit

Horror Affects: Caster, Target

Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Dowsing

You close your eyes for a moment feeling a cold, fetid wind begin to swirl about you. You can hear the sounds of the dead screaming from beyond the grave – a wailing of the unjust and forgotten. Opening your eyes, your irises are pulsating with a strange purple light. The world is dark, but you see the patterns of bright, sickly green strewn about – leading back and forth in unending chains across the vista in front of you.

You can see energy patterns invisible to others. You can follow a psychic or magical energy pattern, such as a ley line or the invisible trail left by a supernatural or incorporeal creatures. On a raise, the spell will last 1 hour.

Cast Time: 1 action

Range: Sight

Duration: 10 minutes

AOE: Self

Cast Success: Knowledge (Mythos) TN = 4

Saving Throw: None

Horror Affects: Caster, Target, Viewers

Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Dr. Matthew Marlybones
Doctor of Medicine

A front-line physician in the river excursions of the Third Anglo-Burmese War of 1885-1887 under Colonel W.P. Dicken, 3rd Madras Light Infantry, Dr. Marlybones became fascinated with the village practice of voodooism in the Mandalay Region. His research led to the discovery that fallen villagers were being reanimated using local plant and snake extracts – his countrymen were fighting the same enemies repeatedly as they moved north into the jungle! After the war, Dr. Marlybones stayed until 1889 before returning to London where his scientific claims were scoffed. He is now a quiet researcher for the cabal.

Agility	d6	Parry	5	Charisma	0
Smarts	d10	Toughness	4	Sanity	5
Spirit	d8	Pace	6"	Corruption	1
Strength	d6				
Vigor	d4				

Hindrances

Vow: Hippocratic Oath (Major) – You must heal the wounded whenever possible – enemies included.
Loyal (Minor) – You cannot leave a comrade behind if there is any chance at all you can help.
Anemic (Minor) – A remnant of jungle fever; you take -2 from all Fatigue checks (instead of -1).

Edges

Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
Doctor - +2 to all Healing rolls. Companions may add a +2 to their natural healing rolls as well.
Jaded – Ignore Madness penalties when making a Spirit roll due to Mental Anguish.
Quick – If dealt an Action Card of 5 or lower in combat, discard and draw until you get higher than a 5.
Nerves of Steel – You may ignore 1 point of wound penalties.

Skills

Fighting	d6	Knowledge (Psychology)	d6
Healing	d10 +2	Notice	d6
Knowledge (Mythos)	d4	Riding	d4
Knowledge (Occult)	d6	Shooting	d6

Defining Interests: Arabic, Hindi, Chinese, Folklore of Magic, Stage

Weapon	Range	ROF	Damage	Shots	Notes
.32 Revolver	12/24/48	1	2d6	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Magic Item: Witch Doctor's Ring (bone of unknown species; c. unknown; discovered Sumatra 1886)
Sanctuary from the Dead - All undead of one type will ignore you for 1 hour.

Other items: Fashionable clothes, 40 bullets, medical bag, jungle drugs (delay poison, slow disease).

Witch Doctor's Ring

Sanctuary from the Dead

A drop of blood on the strange bone ring causes it to warm and glow with a dark red light. You see ghostly forms running about you – dodging and taunting the creatures you fear. It is a dance macabre with the dead chasing the dead. You are struck with an overwhelming feeling of sorrow for you too will someday be called to dance.

All undead of a single type will ignore the wearer of this ring for one hour once a drop of blood is placed on its surface. While using this power, the investigator may take no violent actions. Only one protection may be in effect at any one time. A saving throw is allowed to ignore this sanctuary. With a raise, no saving throw is allowed.

Cast Time: 1 action

Range: 0

Duration: 1 hour

AOE: self

Cast Success: Knowledge (Mythos) TN = 4

Saving Throw: Caster's roll opposed by target's Spirit

Horror Affects: Caster

Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Honorable William Drummond
Retired Judge and Violinist

Aristocratic and cultured, the Honorable William Drummond was the ranking judge of the Mayor's Court ascending to the position through shrewd political and social wrangling. Fear and admired, many felt Drummond was en route to a position on the newly-formed Supreme Court. Then suddenly, Drummond announced his early retirement to become a violinist – although he had never played a single note until he purchased a strange red violin from a Portobello Road curio shop. It is said that his music transcends loftier planes of ideas and dreams – and has drawn the attention of the dark, dreaming gods.

Agility	d6	Parry	5	Charisma	+2
Smarts	d8	Toughness	5	Sanity	4
Spirit	d8	Pace	6"	Corruption	2
Strength	d6				
Vigor	d6				

Hindrances

- Overconfident (Major) – You are convinced you can fight or talk your way out of any situation.
- Phobia (Minor) – You are afraid of silence. You will hum to yourself to break the quiet.
- Wanted (Minor) – You have made lots of enemies among the thugs and citizens of London.

Edges

- Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
- Charismatic – You are charming to everyone – strong and gifted; +2 to Charisma (added in above).
- Extraction – Successful Agility roll eliminates free attacks when withdrawing from melee.

Skills

Fighting	d6	Notice	d8
Intimidation	d8	Persuasion	d8
Knowledge (Mythos)	d6	Riding	d4
Knowledge (Psychology)	d4	Taunt	d6

Defining Interests: Violin Performance, Music, Law, Study of Dreams

Weapon	Range	ROF	Damage	Notes
Sword Cane	-	-	Str + d4	Agility roll to quick draw; -2 Notice

Magic Item: Bardic Violin (maple, spruce; unidentified markings on back; c. 1560; Cremona, Italy)

- Beast Friend – You may guide the actions of one type of nature's beasts with your music.
- Countersong - You can play your violin to counter magical spells.
- Fascinate - You may fascinate a human listener within the sound of your violin.

Other items: Fashionable clothes, pipe and tobacco.

Bardic Violin

Beast Friend

Alien, dissonance melodies pour forth – harsh and vulgar – from the violin. As the pain subsides, you find yourself breathing hard and unable to concentrate. Your mind wanders to more primitive urges – killing and protection. You can hear only your heartbeat in your ears, the distant sounds of bestial cries warning of incoming predators.

This spell allows an investigator to guide the actions of one type of nature's beasts. It does not work on humans, conjured, magical or otherwise "unnatural" animals. The target must be within hearing range of the caster. On a raise, the effect will last up to 1 hour. This spell requires the tune to be continuous – the caster may move but take no other actions.

Cast Time: 1 action Cast Success: Knowledge (Mythos) TN = 4
Range: Hearing Saving Throw: None
Duration: Up to 10 minutes **Horror Affects: Caster, Listeners**
AOE: 1 type of animal **Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish**

Countersong

A spirited tune jumps – impossibly fast and furious – from the strings. Images of swashbucklers on a wooden ship fighting during a dark, howling gale come spring into your mind. From all sides, tentacles are reaching over the ship. The tempo picks up, your heart racing, you must save the ship...

This spell allows an investigator to negate enemy spells. It has no effect on innate powers, magic items or permanent enchantments. It can be used on a spell already in effect or to counter an enemy spell as it is being used. The latter requires the investigator to be on Hold and interrupt his foe's action as usual. On a raise, there is no saving throw.

Cast Time: 1 action Cast Success: Knowledge (Mythos) TN = 5
Range: Hearing Saving Throw: Caster's roll opposed by target's Knowledge (Mythos)
Duration: Instant **Horror Affects: Caster, Listeners**
AOE: 1 spell **Horror Save: Spirit TN = 5 or suffer 2d6 Mental Anguish**

Fascinate

A haunting melody – dark, rich and somber – flows forth in waves from the violin. Images of a lonely moor and deserted castle flash through your mind. The dark pools of mire are reflected in the moonlight. The faces of your lost loved ones oddly play about their surface willing you to join them in a loving embrace – the pull is mesmerizing and strong. A few moments with them is all you desire...

This spell allows the investigator to control the actions of a human. With a raise, the victim's saving throw is at a -2. If successful, the victim will do the bidding of the investigator – however, violent requests (i.e., attacking friends or committing suicide) allows for additional saving throws. This spell requires the tune to be continuous – the caster may move but take on other actions.

Cast Time: 1 action Cast Success: Knowledge (Mythos) TN = 6
Range: Hearing Saving Throw: Caster's roll opposed by target's Spirit
Duration: Up to 10 minutes **Horror Affects: Caster, Listeners**
AOE: 1 person **Horror Save: Spirit TN = 6 or suffer 2d8 Mental Anguish**

Robert Ashton Clark
Explorer

Educated at Oxford and later at Miskatonic University, Robert Ashton Clark embodies the essence of a Victorian gentleman explorer. With tales from sea voyages and safaris to Africa, Antarctica, and the Americas, Mr. Clark is a favorite at the King of Clubs bar. Handy with all manner of firearms and level-headed in the most dangerous situations, he is the most accomplished survivalist in the cabal.

Agility	d6	Parry	5	Charisma	0 (-4)
Smarts	d6	Toughness	6	Sanity	5
Spirit	d8	Pace	6"	Corruption	1
Strength	d6				
Vigor	d8				

Hindrances

- Dark Secret (Major) – You have a -4 Charisma to those who know you never graduated from college.
- Illiterate (Minor) – You have very poor reading and mathematics skills.
- Stubborn (Minor) – You want your way and will never admit that you are wrong.

Edges

- Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
- Woodsman - +2 Tracking, Survival, Stealth in the wilderness; You can live off the land without supplies.
- Level Headed – Draw an additional Action Card in combat and act of the best of the draw.
- Nerves of Steel – You may ignore 1 point of wound penalties.

Skills

Driving	d4	Shooting	d6
Fighting	d6	Stealth	d4 (+2)
Healing	d4	Survival	d6 (+2)
Intimidation	d6	Swimming	d4
Knowledge (Mythos)	d4	Tracking	d6 (+2)
Notice	d4		

Defining Interests: Arabic, Hindi, Chinese

Weapon	Range	ROF	Damage	Shots	Notes
4 Gauge Elephant Gun*	15/30/60	1	2d10	1	AP4, Snapfire
.455 Webley Revolver	12/24/48	1	2d6+1	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Magic Item: Explorer's Ring (copper alloy; eagle design; c. unknown; found Cape Colony, Africa 1806)

- Farsight – You can see over great distances.
- Succor – You can remove fatigue levels and the Shaken status of characters.

Other items: Fashionable clothes, 40 bullets, 10 shells, medical pouch, handcuffs.

Explorer's Ring

Farsight

You close your eyes for a moment – seeing swirling gasses around a distant, alien world. It is cold, so impossibly cold. Slowly, your mind pulls back across the vast emptiness of space, desperately seeking the yellow light of home. When you open your eyes, they are black with the faintest hint of stars – your vision magnified.

This spell endows the recipient to see over great distances. With a success, ranged penalties are halved for the subject (–1 at Medium and –2 at Long). If a raise is achieved, all range increments for the subject are doubled in addition (12/24/48 becomes 24/48/96).

Cast Time: 1 action

Range: Touch

Duration: 1 hour

AOE: 1 person

Cast Success: Knowledge (Mythos) TN = 5

Saving Throw: None

Horror Affects: Caster, Viewers of your eyes

Horror Save: Spirit TN = 5 or suffer 2d6 Mental Anguish

Succor

Grasping the fatigued target, the faint sounds of distant war drums can be heard and the crying of woman. The rhythmic thumping grows louder causing all those nearby to begin feel a rattling deep in their bones. The woman shrieks - suddenly the drums cease and it is quiet – a disturbing, tainted energy flowing into the target's body.

Succor removes one Fatigue level, two with a raise. It can also remove a character's Shaken status. Succor may be used to restore consciousness to those who have been Incapacitated due to wounds as well, though the wounds remain. It does not stop bleeding or otherwise stop mortal wounds from worsening, however.

Cast Time: 1 action

Range: Touch

Duration: Instant

AOE: 1 person

Cast Success: Knowledge (Mythos) TN = 4

Saving Throw: None

Horror Affects: Caster, Listeners, Conscious Targets

Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Sebastiani Master Fencer

Sebastiani is the youngest son of one of Italy's finest bladesmiths. Always living in the shadows of his five older brothers, Sebastiani learned to defend himself at an early age – mastering both traditional and Florentine styles. Tauntingly called the Little Master, Sebastiani was studying in Switzerland when his entire village – including all of his family – was destroyed by a freak hurricane. After returning home, Sebastiani blamed the deaths on the legendary Kraken. Moving to London, he sought refuge in the comfort of the King of Clubs – where his standing as the master fencer is unchallenged. Propped at the end of the bar, Sebastiani can often be found reading volumes of sea lore late into the night.

Agility	d8	Parry	8	Charisma	-2
Smarts	d6	Toughness	5	Sanity	4
Spirit	d6	Pace	6"	Corruption	1
Strength	d8				
Vigor	d6				

Hindrances

Arrogant (Major) – You must humiliate your opponent – always attacking the boss with your sword.

Greedy (Minor) – You will argue bitterly over any loot acquired during play – you deserve it all!

Unusual Looks (Minor) – You have six fingers on your left hand – which you keep hidden if possible.

Edges

Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.

Florentine - +1 to Fighting rolls vs. a single weapon opponent; -1 to any gang up bonuses.

Two-Fisted – Ignore multi-action penalty; Roll each attack separately.

Ambidextrous – Ignore -2 penalty for off-handed attacks.

First Strike – Once per turn, may interrupt and attack a single foe who moves adjacent to you.

Sweep – During your main attack, you may make a single Fighting attack and apply it to all currently adjacent figures (friend and foe) at -2. Resolve each damage roll separately.

Skills

Fighting	d12 (+1)	Shooting	d4
Knowledge (Mythos)	d4	Stealth	d8
Notice	d6	Taunt	d6

Defining Interests: Italian, Folklore of the Sea, History of the Sword (metallurgy), Opera

Weapon	Range	ROF	Damage	Shots	Notes
Fencing Foils (2)	-	-	Str + d4	-	+1 Parry
.32 Revolver	12/24/48	1	2d6	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Other items: Fashionable clothes, cloak with hidden scabbards (across back), 40 bullets.

"Spider" Martial Artist

Despite her tender age, Spider is an accomplished martial artist. She learned at the feet of the Fallen Master Wu who long ago had abandoned his order for impure thoughts of the women servants at the temple. Spider defeated all twelve young men in her class in a grand melee, earning her a top spot at Master Wu's organization of hired mercenaries. Spider learned both acrobatic and mystical energy manipulation. She favors samurai swords, although she keeps a small pistol tucked under her robes. She has recently come to the King of Clubs to continue her studies

Agility	d8	Parry	6	Charisma	-2
Smarts	d4	Toughness	5	Sanity	5
Spirit	d6	Pace	6"	Corruption	0
Strength	d6				
Vigor	d6				

Hindrances

Young (Major) – You get one extra benny at the start of each session; Reduced starting stats.
 Loyal (Minor) – You cannot leave a comrade behind if there is any chance at all you can help.
 Outsider (Minor) – You are treated as both a child and outsider by London society. -2 to Charisma.

Edges

Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
 Martial Artist – Never considered unarmed; Add a +d4 to your unarmed damage (added in below).
 Two-Fisted – Ignore multi-action penalty; Roll each attack separately.
 Ambidextrous – Ignore -2 penalty for off-handed attacks.
 Counterstrike – Once per turn, take a free Fighting attack at -2 against a single adjacent foe immediately after they failed an attack against you.
 Sweep – During your main attack, you may make a single Fighting attack and apply it to all currently adjacent figures (friend and foe) at -2. Resolve each damage roll separately.

Skills

Climbing	d4	Riding	d4
Fighting	d8	Shooting	d4
Notice	d4	Stealth	d8

Defining Interests: Chinese, Oriental history (dragon lore)

Weapon	Range	ROF	Damage	Shots	Notes
Fists (2)	-	-	Str + d4	-	
Katana (2)	-	-	Str + d6 (+2)	-	+2 damage if 2-handed
.25 Derringer	5/10/20	1	2d6 +1	1	AP 1

Other items: Fashionable clothes, cloak with hidden scabbards (across back), 10 bullets.

Lieutenant Commander James "Hannibal" Scarlett
Royal Navy Tactician

Lieutenant Commander James "Hannibal" Scarlett was so nicknamed after his tactical brilliance was likened to the Carthaginian military commander by a visiting admiral. Assigned a top secret mission to the Antarctic aboard the cruiser Renegade, Hannibal was credited for saving both his vessel and the lives of most of his crew during an unexplained encounter in the Weddell Sea. After returning, he promptly resigned his commission and joined the King of Clubs as a combat advisor. A striking man with dark hair, Hannibal is wiry, tough and still combat ready.

Agility	d8	Parry	6	Charisma	0
Smarts	d8	Toughness	5	Sanity	4
Spirit	d6	Pace	6"	Corruption	1
Strength	d6				
Vigor	d6				

Hindrances

- Code of Honor (Major) – Honor above all – you won't lie, abuse, kill prisoners or act ungentlemanly.
- Phobia (Minor) – You are mildly afraid of being alone. Subtract -2 from all trait tests when this happens.
- Loyal (Minor) – You cannot leave a comrade behind if there is any chance at all you can help.

Edges

- Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
- Command – All allies (not you) within 5" get +1 to Spirit rolls to recover from being Shaken.
- Tactician – At the beginning of a fight, make a Knowledge (Battle) roll – drawing one Action card for a success and one for each raise. At the beginning of each round, you may replace one of your ally's cards with one of these reserved Action cards.
- Combat Reflexes – You may add +2 to all Spirit rolls when attempting to recover from being Shaken.
- Nerves of Steel – You may ignore 1 point of wound penalties.
- Brave – You have lost your "fight or flight" responses; +2 to Fear tests.

Skills

Fighting	d8	Shooting	d8
Knowledge (Battle)	d6	Survival	d6
Knowledge (Mythos)	d4	Swimming	d6
Notice	d6		

Defining Interests: Military History, Cartography, Geography, Folklore of the Sea

Weapon	Range	ROF	Damage	Shots	Notes
.303 Bolt Action Rifle	24/48/96	1	2d8	8	AP2
.455 Webley Revolver	12/24/48	1	2d6+1	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Other items: Fashionable clothes, 20 rifle rounds, 40 bullets, handcuffs, pipe and tobacco.

Dame Susan Vencore
Parapsychologist

Susan Vencore is a woman of striking intelligence and formidable will. An early graduate of Radcliffe College in Cambridge, Massachusetts, Susan was a trained psychologist with no interest in the occult. A Christmas holiday vacation to nearby Arkham in 1882 produced a profound effect on her – as a moonlit stroll near the town’s ancient cemetery yielded a frightened run back to her lodging chased by “ghosts and spirits dead and long forgotten”. In the sober light of day, Susan devised a number of experiments to debunk her visions – which over the subsequent weeks only strengthened her belief in the occult.

Agility	d6	Parry	5	Charisma	0
Smarts	d8	Toughness	4	Sanity	5
Spirit	d8	Pace	8"	Corruption	1
Strength	d6				
Vigor	d6				

Hindrances

- Small (Major) – You are very short and skinny. -1 to Toughness (added in above).
- Stubborn (Minor) – You want your way and will never admit that you are wrong.
- Big Mouth (Minor) – You reveal plans best kept secret, often at the worst possible time.

Edges

- Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
- Psychotherapist - +2 to Knowledge (Psychology) rolls; Companions add +2 to mental recuperation
- Scholar (Psychology and Occult) – Add +2 to all Knowledge rolls in these areas (added in below).
- Flexible Thinker – Ignore 1 point of madness penalties.
- Fleet-Footed – Pace increased by 2" (added in above); roll a d10 (instead of d6) when running.

Skills

Fighting	d6	Knowledge (Occult)	d8 +2
Healing	d6	Knowledge (Psychology)	d6 +2
Investigation	d6	Notice	d6
Knowledge (Mythos)	d4	Shooting	d6

Defining Interests: French, Literature, Music, Folklore of Magic

Weapon	Range	ROF	Damage	Shots	Notes
.32 Revolver	12/24/48	1	2d6	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Magic Item: Glasses of Urza (silver, round lenses, “urza” marking; c. 1670; Nuremberg, Germany)

Second Sight – You see supernatural persons, objects, or effects – perhaps understanding their nature.

Other items: Fashionable clothes, 40 bullets, medical pouch.

Glasses of Urza

Second Sight

You close your eyes for a moment – sensing a swirling of darkness – the brush of a ghostly hand across your face. When you open your eyes, they glow with an unnatural greenish flame, flickering and malevolent. Your irises appear as serpentine slits, but your vision is clear – sensing all that is around you.

This spell allows the caster to sense supernatural persons, objects, or effects within sight including invisible foes, enchantments, and so on. On a raise, the ability is extended to a rudimentary understanding the nature of the detection. This ability is constant until the duration is over – the Keeper will describe what you see.

Cast Time: 1 action

Range: 0

Duration: 10 minutes

AOE: Self

Cast Success: Knowledge (Mythos) TN = 4

Saving Throw: None

Horror Affects: Caster, Viewers

Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Major John Playfair Marksman (Pistol)

An American, John Playfair was a Major in the US Army tasked with protecting railroad interests during the Westward Expansion. On 26 October 1881, Playfair was passing through Tombstone, Arizona and witnessed a brutal gunfight which threatened to riot the town – divided in loyalty between the lawmen and the outlaws. For his efforts to restore order, he was given the Colt Peacemakers of slain Billy Clanton and Frank McLaurry. In the subsequent decade, Playfair has become obsessed with the “magical” properties of his two sidearms – affectionately called “Billy” and “Frank”. Now retired, his studies have led him to London and the archives of the King of Clubs where he is the pistol master.

Agility	d10	Parry	5	Charisma	-2
Smarts	d6	Toughness	5	Sanity	5
Spirit	d6	Pace	6"	Corruption	0
Strength	d6				
Vigor	d6				

Hindrances

- Bad Luck (Major) – You are unlucky and get one less Benny per game session.
- Outsider (Minor) – You are treated as a roughneck by London society. -2 to Charisma.
- Delusional (Minor) – You believe that you can see auras around magical weapons.

Edges

- Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
- Two-Fisted – Ignore multi-action penalty; Roll each attack separately.
- Ambidextrous – Ignore -2 penalty for off-handed attacks.
- Marksman – If you don't move, you can take the Aim maneuver for free; ROF = 1 only, throw and shoot.
- Quick Draw – You may draw your weapon as a free action.
- Trademark Weapon – You get +1 to Shooting attacks when using “Billy” or “Frank”.

Skills

Fighting	d6	Notice	d6
Gambling	d4	Riding	d6
Healing	d4	Shooting	d10 (+1)
Intimidation	d4	Throwing	d8

Defining Interests: Navajo, Native American Folklore, Hunting

Weapon	Range	ROF	Damage	Shots	Notes
.45 Colt Peacemaker (2)	12/24/48	1	2d6 +1	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Other items: Fashionable clothes, 60 bullets, medical pouch, pipe and tobacco.

Master Sergeant James Mika
Brawler

Mika, as his buddies call him, is a strongman with formidable training in the Royal Scots Lothian Regiment stationed in the West Indies and then South Africa where he participated in the Bechuanaland campaign. During the bloody insurrection, Mika led his squad against a German-held fortification rumored to be sacrificing locals for "ritualistic" experiments. Mika and his men were successful, blowing up the entire compound - although none of the men would ever speak of what they witnessed in the German lair. Mika's hearing was damaged severely, and he was discharged in 1890 and found employment with the King of Clubs as a "security specialist".

Agility	d4	Parry	7	Charisma	0 (-4)
Smarts	d4	Toughness	6	Sanity	5
Spirit	d8	Pace	6"	Corruption	1
Strength	d10				
Vigor	d8				

Hindrances

Bloodthirsty (Major) – You take no prisoners unless under direct supervision. Charisma -4 if known.
 Hard of Hearing (Minor) – You have lost hearing in a bomb blast; -2 to all Notice rolls involving sound.
 Stubborn (Minor) – With civilians you always want your way and never admit you're wrong.

Edges

Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
 Brawler – +2 damage with a successful bare-handed Fighting roll (added in below).
 Two-Fisted – Ignore multi-action penalty; Roll each attack separately.
 Ambidextrous – Ignore -2 penalty for off-handed attacks.
 Frenzy – You may make a third Fighting attack in a round with a -2 penalty to all attack rolls.
 No Mercy – You may spend a Benny to reroll any one damage roll.

Skills

Climbing	d4	Notice	d4 (-2)
Fighting	d10	Shooting	d4
Intimidation	d8	Streetwise	d4
Knowledge (Mythos)	d4	Survival	d4

Defining Interests: Geography, Military History

Weapon	Range	ROF	Damage	Shots	Notes
Fists (2)	-	-	Str +d6 +2	-	-
.455 Webley Revolver	12/24/48	1	2d6+1	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Other items: Fashionable clothes, 40 bullets.

Dr. Clive James
Psychotherapist

A graduate of Oxford, Dr. Clive James is a specialist in treating mental disorders using modern drugs and medication. A private practitioner, Clive was recently admitted to the King of Clubs cabal following his extraordinary experiences with the Haunting Hand in Tutbury. He is an outstanding field agent – skilled with both the needle and his marksmanship. Clive is fascinated with cocaine and absinthe and their ability to enhance his own performance. He wears an unusual gold serpent ring.

Agility	d6	Parry	4	Charisma	0
Smarts	d10	Toughness	5	Sanity	5
Spirit	d8	Pace	6"	Corruption	1
Strength	d4				
Vigor	d6				

Hindrances

- Curious (Major) – You must check out everything and know what’s behind any mystery.
- Habit (Minor) – Cocaine abuse. Make fatigue check every 24 hours without a fix.
- Loyal (Minor) – You cannot leave a comrade behind if there is any chance at all you can help.

Edges

- Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
- Psychotherapist - +2 to Knowledge (Psychology) rolls; Companions add +2 to mental recuperation
- Marksmanship – If you don’t move, you can take the Aim maneuver for free; ROF = 1 only, throw and shoot.
- Flexible Thinker – Ignore 1 point of madness penalties.
- Extraction – Successful Agility roll eliminates free attacks when withdrawing from melee.

Skills

Fighting	d4	Knowledge (Psychology)	d8 +2
Gambling	d4	Notice	d6
Healing	d8	Persuasion	d8
Knowledge (Mythos)	d4	Shooting	d6

Defining Interests: French, Latin, Study of Dreams, Literature, Writing, Society (gossip)

Weapon	Range	ROF	Damage	Shots	Notes
.32 Revolver	12/24/48	1	2d6	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Magic Item: Ouroboros Ring (gold with ruby and diamond, intertwined cobra; c. 1850; London)

Night Sprits - This ring projects unsettling dreams into the sleep of unwary wearers.

Other items: Fashionable clothes, Absynthian walking stick, 40 bullets, medical bag, cocaine, flask of absinthe, handcuffs, pipe and tobacco.

Ouroboros Ring

Night Spirits

The small ruby eyes of the intertwined cobra ring begin glowing softly as slumber comes – its scaly body uncoiling, starting to move up the arm of its victim towards an unsuspecting ear or mouth. Suddenly, the wearer is plunged into excruciating chaos as the cobra dislodges unsettling dreams and best forgotten memories.

This ring projects unsettling dreams into the sleep of unwary wearers. It can be controlled with appropriate psychology training. Otherwise, a Spirit roll is required each night to counter the nightmares.

Cast Time: None

Range: 0

Duration: 1 night

AOE: 1 person

Cast Success: None

Saving Throw: None

Horror Affects: Wearer

Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Alfred "Goth" Robie
Burglar

Born into an upper class banking family, Alfred was the youngest of five children – often forgotten and certainly ignored. At an early age, he learned to despise his father and his banking peers. As his four brothers became engaged in the family business, Alfred exiled himself from them – secretly establishing himself as "Goth" an accomplished criminal in the London underworld. He has no respect for the law or social standards, but he can work a room of the London Elite with ease. Known as one of the best burglars around, Goth has found a home at the King of Clubs with comrades of equal talent.

Agility	d10	Parry	4	Charisma	+2 (-4)
Smarts	d6	Toughness	4	Sanity	6
Spirit	d8	Pace	6"	Corruption	0
Strength	d6				
Vigor	d4				

Hindrances

Dark Secret (Major) – You have a -4 Charisma to those who know you are Goth. If discovered, you will become wanted by your father’s peers and underworld connections.

Pacifist (Minor) – You will fight (or kill) non-Mythos humans only if there is no other choices.

Quirk (Minor) – You will always leave a calling card – an embroidered "R" handkerchief at every job.

Edges

Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.

Charismatic – You are charming to everyone – the life of the party; +2 to Charisma (added in above).

Thief - +2 to Climbing, Lockpicking, and Stealth; +2 to Notice and Repair when dealing with traps.

Extraction – By making an Agility roll, you may withdraw from melee combat without a free attack.

Dodge – When not surprised, all Shooting and Throwing rolls against you are at -1; Against area of effect attacks, you get +1 to your Agility roll.

Nerves of Steel – You may ignore 1 point of wound penalties.

Skills

Climbing	d6 +2	Repair	d4 (+2)
Fighting	d4	Shooting	d6
Lockpicking	d8 +2	Stealth	d8 +2
Notice	d6 (+2)	Streetwise	d4

Defining Interests: Lipreading, Study of Illusions, Society (gossip)

Weapon	Range	ROF	Damage	Shots	Notes
.32 Revolver	12/24/48	1	2d6	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Other items: Fashionable clothes, "R" handkerchiefs, burglar’s tool bag, 40 bullets.

Colonel William Deasy Marksman (Rifle)

A career military man, now retired, Col. Deasy was a pioneering "grasshopper" in the Prince Consort's Own Rifle Brigade during campaigns in North America, the Crimean War and the Indian Rebellion. Witness to several "unnatural" battles during his tenure, Deasy suffered a traumatic instability during the unholy massacre at the Siege of Cawnpore in 1857. He spent several years exploring the jungles of Darkest Africa before returning to London and joining the King of Clubs as its rifle master. Despite his harrowing history, Deasy is a steadfast soldier.

Agility	d10	Parry	5	Charisma	0
Smarts	d6 (+2)	Toughness	5	Sanity	3
Spirit	d6 (+2)	Pace	6"	Corruption	2
Strength	d6				
Vigor	d6				

Hindrances

Heroic (Major) – You always come to the rescue of those in need and those who cannot help themselves

Habit (Minor) – Cocaine abuse. Make fatigue check every 24 hours without a fix.

Delusional (Minor) – You are convinced that Gwen's locket protects you from your past. -2 to all Trait rolls if the locket is out of your control.

Edges

Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.

Level Headed – Draw an additional Action Card in combat and act of the best of the draw.

Strong Willed - +2 to Intimidation & Taunt rolls; +2 to Spirit & Smarts rolls against Test of Wills attacks.

Brave – You have lost your "fight or flight" responses; +2 to Fear tests.

Marksman – If you don't move, you can take the Aim maneuver for free; ROF = 1 only, throw and shoot.

Quick Draw – You may draw your weapon as a free action.

Skills

Fighting	d6	Shooting	d10
Healing	d4	Survival	d6
Intimidation	d6 +2	Taunt	d4 +2
Knowledge (Mythos)	d6	Tracking	d4
Notice	d6		

Defining Interests: African Folklore, Study of Dreams, Geography

Weapon	Range	ROF	Damage	Shots	Notes
.303 Bolt Action Rifle	24/48/96	1	2d8	8	AP2
.455 Webley Revolver	12/24/48	1	2d6+1	6	AP 1
Knife	3/6/12	1	Str + d4	-	-

Other items: Fashionable clothes, Gwen's locket, 20 rifle rounds, 40 pistol bullets, medical pouch, cocaine, compass, handcuffs, flask of whisky, pipe and tobacco.

Miss Sarah Mindreader

Adopted as an orphan, Miss Sarah is one of the few members of the King of Clubs to reside at Baring House. Still in her teens, Sarah has a quiet – almost ghostlike – demeanor. She is almost blind, barely able to see her surroundings. While her physical sight has resisted all medical and scientific attempts at correction, Sarah has developed an almost magical inner sight about those about her. Sarah is a valued member of the cabal who is currently studying Psychology from a private tutor. She carries an antique crystal ball with her and is always accompanied by her bulldog Brutus.

Agility	d8	Parry	3	Charisma	0
Smarts	d8	Toughness	4	Sanity	5
Spirit	d10	Pace	6"	Corruption	2
Strength	d4				
Vigor	d4				

Hindrances

Blind (Major) – You suffer a -6 to physical tasks that require vision and -2 to most social tasks.
Pacifist (Minor) – You will only fight in self defense except against non-human Mythos creatures.
Small (Minor) – You are very slight of build. -1 to Toughness for your stature (added in above).

Edges

Common Bond (King of Clubs) – You may exchange bennies with members you can see or hear.
Brave - You have lost your “fight or flight” responses; +2 to Fear tests.
Extraction – Successful Agility roll eliminates free attacks when withdrawing from melee.
Flexible Thinker – Ignore 1 point of madness penalties.

Skills

Healing	d8	Notice (sound only)	d8
Knowledge (Mythos)	d6	Persuasion (sound only)	d8
Knowledge (Psychology)	d8	Stealth	d8

Defining Interests: French, Chinese, Music, Folklore of Magic

Weapon	Range	ROF	Damage	Shots	Notes
Knife	3/6/12	1	Str + d4	-	-

Magic Item: Crystal Ball (beryl, 4" diameter, flawless; c. 1566; discovered by Romani gypsies; Balkans)

Mind Probe - You can read another's thoughts and gains answers to questions known by your target.
Mind Rider – You can hear through a subject's ears, see through their eyes – sensing what they can.
Warrior's Light – All allies nearby add +1 to their fighting rolls.

Other items: Fashionable clothes, red cloak, medical pouch, small crystal ball (magnifying glass).

Crystal Ball

Mind Probe

A dark cave – ancient and forgotten – lies at the bottom of a ravine. Amongst the piles of human bones – primitive sacrifices to that which lies within – a malevolence stirs from its slumber. Suddenly, your mind is peeled back like layers of an onion – the beast is seeking your thoughts and dreams. Your soul laid bare, you scream...

You can read another's thoughts - only surface thoughts, not deep, dark secrets. The target is aware of the mental intrusion unless the investigator gets a raise. Unwilling targets get a saving throw.

Cast Time: 1 action

Range: 40 feet

Duration: 1 minute

AOE: 1 person

Cast Success: Knowledge (Mythos) TN = 4

Saving Throw: Caster's roll opposed by target's Spirit

Horror Affects: Caster, Target

Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Mind Rider

You are going mad - you hear the voice of your victim in your mind. Behind that, hundreds of whispers can be heard – dark powers hidden behind the thinnest of veils. You struggle as the movements of your body become a tug-of-war. Smells and sights come unbidden – always with the sense that powers beyond are controlling you.

A character can use this ability to hear through a subject's ears, see through his eyes, etc. – sensing anything the victim can. The investigator must have an object the subject touched within the last week to cast this spell – although distance is irrelevant. Normally, the subject is aware that he has been targeted, although a raise makes the spell casting undetectable. An unwilling subject may make a saving throw to negate its effect.

Cast Time: 1 action

Range: See above

Duration: 10 minutes

AOE: 1 person

Cast Success: Knowledge (Mythos) TN = 4

Saving Throw: Caster's roll opposed by target's Smarts

Horror Affects: Caster, Target

Horror Save: Spirit TN = 4 or suffer 2d4 Mental Anguish

Warrior's Light

A small drop of blood rubbed over the surface causes the crystal ball to glow a hellish red, pulsating to the heartbeat of the holder. A rhythmic thumping fills the chests of those nearby - the sound of blood pounds in their ears. A frantic feeling rushes the senses as a tug of bestial insanity takes over.

Allies within a Medium Burst template add +1 to their Fighting damage rolls. On a raise, the effect is extended to a Large Burst template. This spell lasts up to 10 minutes, and it requires complete concentration during which the caster may take no other actions or movement.

Cast Time: 1 action

Range: 0

Duration: Up to 10 minutes

AOE: Medium Burst

Cast Success: Knowledge (Mythos) TN = 5

Saving Throw: None

Horror Affects: Caster, All Allies Within

Horror Save: Spirit TN = 5 or suffer 2d6 Mental Anguish

Brutus

Brutus is a brown and white bulldog. He is the faithful companion of Miss Sarah.

Agility	d8	Parry	3	Charisma	0
Smarts	d6 (A)	Toughness	3	Sanity	-
Spirit	d6	Pace	6"	Corruption	-
Strength	d6				
Vigor	d6				

Edges

Go for the Throat - Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.

Size - Brutus is relatively small. -1 to Toughness (added in above).

Skills

Fighting d6 Notice d8

Attacks	Range	ROF	Damage	Shots	Notes
Bite	-	1	Str	-	-