

Bill Gentry: Texas Oilman

You are in your mid thirties and you've seen it all. You struck it rich when you were in your early twenties, investing in a plot of land in Texas that turned out to be rich in petroleum. You've used your money to travel across the Americas and experience all sorts of Adventures.

You've traveled as far north as Nome and have seen the northern lights. You've visited the pyramids of the Aztecs and the snake mounds near St. Louis. Now, you've never really seen any ghosts or monsters or any real weirdness, but you're welcome to tell tales about them.

You enjoy telling tales of your exploits, and who cares if they are true or not as long as they make a good story. So, naturally, when your drinking buddy, Bertram, invited you to his shindig, you couldn't say "no."

Bert is a good man; his parties are always well-stocked with the best hooch money can buy. And that's no easy feat during prohibition. But you owe him one. He cleaned you out during your last poker game, so you are ready for a little vengeance.

Str:	6	Unarmed Combat:	6	Close Weapons:	6
Dex:	5	Dodge:	6	Thrown Weapons:	5
IQ:	5	Library Use:	5		
Will:	6	San:	4		

Handicaps:

OVERCONFIDENT Level: 1
Effect: You must wear a badge that says "I am overconfident." Opponents (or GMs) may cause you to completely fail a skill check.
Other Constraints: Once opponents have "used up" all your uses of this handicap, remove your badge until the start of the next game period.

Resources:

WEALTH Level: 2
Effect: For each level of ability, you start with 50% more than the average amount of starting money. This applies every time starting money is given out.

Skills:

GAMBLE Level: 3
Effect: You get a bonus for all gambling challenges. You may also use this as a bonus against challenges involving cheating at gambling, or gambling itself. You don't need to tell other players that you have the skill for defense; you just declare your IQ to be equal to your IQ plus your skill in Gamble.

Challenge	vs.	Target
IQ + Ability Level		Opponent's IQ + Gamble Ability Level
8		

BUSINESS

Level: 2

Effect: For each level of this ability, you can ask one business/financial related yes/no question of the GM per game period. Also adds to Library Use when performing business/financial research. Also adds to your Haggle skill if you have it.

Challenge	vs.	Target
Library Use + Ability Level		Research Complexity
7		

Other Constraints: If the GM answers "I don't know" to the yes/no question, that question does not count.

ARCHAEOLOGY

Level: 1

Effect: For each level of this ability, you can ask one archaeology related yes/no question of the GM per game period. Also adds to Library Use to examine relics.

Challenge	vs.	Target
Library Use + Ability Level		Research Complexity
6		

Other Constraints: If the GM answers "I don't know," to the yes/no question that question does not count.

RANGED WEAPONS

Level: 2

Effect: You can use ranged weapons (guns, bows, etc., but not thrown weapons) using your skill instead of the default. (+2 if from behind, -2 if target is obscured-see constraints below). If you make a "called shot" you may take a -2 to your chance of success and do 1 extra star of damage if you succeed.

Challenge	vs.	Target
DEX + Ability Level 7		Opponent's Dodge

Other Constraints:

Cover - If your target is at least 50% obscured by something that would stop your weapon (including another person), you are at a -2 to hit.

Collateral Damage - If you miss, there is a 50% (1-3 on a d6) chance of hitting anything else in the line of fire. Make checks starting with the nearest object/person to you, until something is hit, or all objects have been checked. Apply damage to the hit object (without any called shot bonus)

DODGE

Level: 1

Effect: You can defend against close combat or ranged weapon attacks using your skill as a bonus. Can be used whenever you would normally use DEX to avoid the attack.

Other Constraints: This skill defaults to your DEX.

HAGGLE

Level: 1

Effect: When you are conducting a financial transaction (buying, selling, renting, etc.) with someone, make this challenge after you have agreed on a price. If you succeed, you may raise or lower that price by 20%, and your opponent must conduct the sale at that price. If he does not have enough money, you can still cancel the sale.

Challenge	vs.	Target
IQ + Ability Level + Business 8		Opponent's WILL

Other Constraints: You can only attempt to haggle once per sale.

Aptitudes:

HOLD YOUR ALCOHOL

Level: 1

Effect: You ignore all negative effects of some of the blue stars you receive due to alcohol or drugs. You ignore the effects of 1 star per level of aptitude.

QUICK REFLEXES

Level: 1

Effect: You are good at deciding what to do in critical situations. Add your level of Quick Reflexes to your WILL when determining order for rounds of combat.

Other Constraints: You cannot take this Aptitude and the Slow Reflexes Handicap.

Mimsi Starr: Reporter for New York Daily News

You are from the society pages of this prestigious newspaper. You are here to cover the party. Eunice's parties are always the hit of the social scene and you are here to interview people and cover what is going on.

You were supposed to have a staff photographer with you, but he canceled at the last moment, so you had to bring a camera as well.

You want to interview people and take pictures. Hopefully, this can be your big break to get out of the society column and into features, which is where you really want to be.

Str: 4 Unarmed Combat: 4 Close Weapons: 4
 Dex: 5 Dodge: 5 Thrown Weapons: 5
 IQ: 6 Library Use: 8
 Will: 6
 San: 5 + 1 Extremely Stable

Handicaps:

COMPULSION TOWARD: Getting the Facts

Level: 1

Effect: You are hopelessly drawn to something (alcohol, the opposite sex, food, etc). If this thing is within sight, you must make a challenge. If you fail, you must devote all your energy toward this thing (drinking, flirting, eating). If your life is threatened, you may temporarily ignore your compulsion, unless your compulsion specifically involves having your life threatened.

Challenge	vs.	Target
WILL - Ability Level 5		5

Other Constraints: If you fail a challenge, you may retry in an hour.

Resources:

CONTACT: New York Daily News

Level: 1

Effect: You have an information source. Just ask the GM any questions you would like to ask your source. Your source may not be available: see constraints. You may attempt to contact your source as many times as you like, but each attempt per game period adds one to the target number. Each time you may ask as many questions as you like, although the GM is free to be stingy with information.

Challenge	vs.	Target
5 + Ability Level 6		Varies

Other Constraints: The information you get will be restricted to what your source would know and what the source would tell you (GM decision). And you must have a way of contacting your source within the game. (For example, if you do not have access to a telephone, you cannot access your source).

CONTACT: Street Contacts

Level: 1

Effect: You have an information source. Just ask the GM any questions you would like to ask your source. Your source may not be available: see constraints. You may attempt to contact your source as many times as you like, but each attempt per game period adds one to the target number. Each time you may ask as many questions as you like, although the GM is free to be stingy with information.

Challenge	vs.	Target
5 + Ability Level 6		Varies

Other Constraints: The information you get will be restricted to what your source would know and what the source would tell you (GM decision). And you must have a way of contacting your source within the game. (For example, if you do not have access to a telephone, you cannot access your source).

Skills:

CURRENT EVENTS

Level: 3

Effect: For each level of this ability, you can ask one current event-related yes/no question of the GM per game period. Also adds to Library Use when researching current events in periodicals.

Challenge	vs.	Target
Library Use + Ability Level 11		Research Complexity

Other Constraints: If the GM answers "I don't know," to the question, that question does not count.

FIRST AID

Level: 1

Effect: You can either remove a Red damage star from a wounded character or "stabilize" a dying victim by removing enough red stars to make her effective STR equal to 0. A "wound" is defined as all the damage resulting from one combat or damage-causing event, such as a bomb exploding. "Stabilized" characters are unconscious.

Challenge	vs.	Target
IQ + Ability Level 7		5

Other Constraints: You cannot use this skill on someone whose STR has been reduced to negative STR (I.e., a STR of 7 has been reduced to a negative 7). That person is irretrievably dead. A person can only successfully receive first aid once for a given wound. If you fail, you or someone else may try again after a full 5 minutes have passed (this means a max of 2 first aid attempts on a dying victim).

PICK LOCK

Level: 1

Effect: You can open locks. These can be door locks, padlocks, combination locks, handcuffs, or any lock that uses a key.

Challenge	vs.	Target
DEX + Ability Level 6		The Lock Complexity

Other Constraints: Without lockpicks, your skill is at a -2. If you fail, add 1 to the lock complexity.

LIBRARY USE

Level: 2

Effect: You have a bonus in attempts to glean information from any media source (book, computer, archives, etc). You may also add any skills applicable to the subject you're researching (it will say in the skill description if it affects Library Use).

Challenge	vs.	Target
IQ + Ability Level 8		Information Complexity

Clues:

<p>Current Events</p> <p>Much of the alcohol in New York State is smuggled in from Canada. The police often turn a blind eye to this.</p>	<p>Current Events</p> <p>The Jones gang is a notorious band of rumrunners, led by Robert Jones.</p>
<p>Current Events</p> <p>It is believed that the Olmstead-Hewitts assist in smuggling alcohol from Canada.</p>	

ANCIENT LANGUAGE: Latin and Greek

Level: 1

Effect:

You can speak and read an ancient language. This is especially useful for poring through old books, spell manuals, etc. This language must not be in common usage in the game (in a modern game, Latin and Aztec would qualify).

Challenge	vs.	Target
IQ + Ability Level 7		Language Difficulty

Other Constraints:

If you fail a reading check, each attempt on the same item (book, etc.) adds 1 to the effective Language Difficulty of that item for all future attempts by you. If you fail a speaking or verbal comprehension check, you cannot try again for one hour. The difficulty does not get harder.

Aptitudes:**EXTREMELY STABLE**

Level: 1

Effect: You are naturally good at keeping your head in horrifying situations. You may add your level of Extremely Stable to your SAN for Sanity checks.

Other Constraints: If you lose all of your Sanity, you still go insane.

LUCK

Level: 1

Effect: You can add or subtract 2 from any challenge that affects you in any way.

Other Constraints: You must announce you are using this ability before the dice roll.

Andrew Serat: ISIS Member

You are a member of the secret society known as ISIS: The International Society for Investigation into the Supernatural. ISIS has helped you and trained you to focus your magical powers. You investigate mysteries for them and they pay well.

You have been tracking down the Golden Statue of Fain for some time. It is shaped like a small gargoyle and is made of solid brass (not gold). While it is not rumored to have any mystical powers, there are certain inscriptions on the bottom that may hold the key to some mysteries another investigator (Tenzen Amdo) is researching.

The statue had been stolen from England several years ago and brought to New York City. You finally tracked it down to the collection of Violet Farr of the Ordo Templi Umbris, a mystic lodge based in New York. However, when you went there this morning, she said that it had been taken, most likely by a friend, Miss Veronica Sellers.

Miss Sellers is attending this party, so you have arrived as her "guest," in an attempt to find the statue. You do not need to keep the statue, simply examine it for a few minutes and transcribe the writing on the bottom.

You have been given some money and would rather try to buy the statue than fight for it. You have some mystical combat abilities, but they are supposed to be used only in emergencies, never as a general weapon.

Str:	4	Unarmed Combat:	4	Close Weapons:	4
Dex:	5	Dodge:	5	Thrown Weapons:	5
IQ:	6	Library Use:	6		
Will:	5				
San:	5	MANA:	5		

Handicaps:

EASILY DRUNK *Level: 2*
Effect: You gain an extra blue Star per level per use of alcohol, or any drug with causes blue Star damage.
Other Constraints: The stars remain for as long as the drug/alcohol used. If you normally gain no stars from the drug or alcohol, then you do not gain any through Easily Drunk.

LOW PAIN THRESHOLD *Level: 1*
Effect: For the purposes of determining unconsciousness, your WILL and STR are lowered by 1 for each level of Low Pain Threshold. This does not apply to any other WILL or STR checks.

REQUIRE FOCUS: Your Indalo *Level: 2*
Effect: You are dependent upon a focus to cast Spells. You must spend 1 extra MANA per level to cast a Spell without your focus. The focus may be a specific object or a type of object.
Other Constraints: You may still be part of rituals, although you may not be the Caster without your focus.

Resources:

SECRET SOCIETY: ISIS *Level: 1*
Effect: You are a member of a secret society. See your information sheet for more information.
Other Constraints: See your information sheet for more information.

Skills:

AREA OF KNOWLEDGE: Occult *Level: 2*
Effect: For each level of this Ability, you can ask one yes/no question in your given knowledge area per game period. Also adds Library Use rolls when researching something in your area. Also can be added to your IQ for challenges to identify something related to your area (like a rock for a geologist).

<i>Challenge</i>	<i>vs.</i>	<i>Target</i>
Library Use + Ability Level 8		Item/ Research Complexity

Other Constraints: If the GM answers "I don't know," to the yes/no question, that question does not count.

ANCIENT LANGUAGE: Latin and Greek *Level: 1*
Effect: You can speak and read an ancient language. This is especially useful for poring through old books, spell manuals, etc. This language must not be in common usage in the game (in a modern game, Latin and Aztec would qualify).

<i>Challenge</i>	<i>vs.</i>	<i>Target</i>
IQ + Ability Level 7		Language Difficulty

Other Constraints: If you fail a reading check, each attempt on the same item (book, etc.) adds 1 to the effective Language Difficulty of that item for all future attempts by you. If you fail a speaking or verbal comprehension check, you cannot try again for one hour. The difficulty does not get harder. A special note: For every level you have in Ancient Language, you get two languages. These languages must be related.

Spells:

FORCE WALL *Level: 1*
Effect: Projects a wall of force around you, saving you from harm. You may add the amount of MANA spent to your Dodge. Lasts until the end of combat. If not in combat, lasts for 2 Minutes.
Other Constraints: Cost 1 MANA per +1 to Dodge. You may not put more MANA into this Spell in one combat than your Spell level. You may spend 2 MANA for each +1 if cast as you roll your Dodge. In that case, it would not count as a combat action for that round.

FORCE BLAST *Level: 3*
Effect: You may do Yellow Star damage to another character in combat that you can see. This damage cannot be defended against physically, but is affected by armor. The chance of success is not altered by target obscuration or from behind.
Other Constraints: Cost: 2 MANA per Yellow Star. Casting this requires a declaration of Combat.

HEALING SPELL *Level: 1*
Effect: You may remove a number of damage stars (of any color) from yourself or others. Can be cast as an action in combat. You must be touching your target.
Other Constraints: Cost: 2 MANA per star healed.

MINOR CURSE
Effect: Target gains a Blue Star of Cursed "damage." Lasts for 10 minutes.
Other Constraints: Cost: 2 MANA. Blue Stars of Cursed do not count toward Stars used to calculate Unconsciousness or Death. They only affect STATS and Ability Ratings.

Clues

<p>Area of Knowledge: Occult</p> <p>The Ordo Templar Urdum has a lodge in New York City.</p>	<p>Area of Knowledge: Occult</p> <p>The Ordo Templar Urdum split off from the Stella Mautautina.</p>
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Sadie Lawrence: Member of Jones Gang

You are a member of a small gang out of NYC lead by the charismatic Robert Jones. Jones is a swell guy, and he has plans. He wants to try to take down the Luciano-Lansky mob, and is starting to gather his forces. He has plans and will eventually try to take over the big two as well. And he can do it, too. Most people don't know it, but Jones can do magic.

Not parlor tricks or sleight of hand, but he can make things happen just by concentrating. He never gives a straight answer as to where he learned it, but nonetheless he can do it. You've seen him jam guns, dodge bullets, and even heal himself. Freaky. But a good guy to have on your side.

You are here for two reasons, two weird interconnected reasons.

You see, the Olmstead-Hewitts purchase alcohol that the Jones Gang smuggles in from Canada to New York City. And Barton has just ordered a whole bunch of alcohol for his party. He owes \$200 to Robert Jones and you are here tonight to collect.

That's perfectly normal, but this is where it gets weird. The local police officer, Mulhoney, has been in Jones' pocket for years. Tonight, Mulhoney wants Jones' help fencing some jewelry. So, Jones has offered him \$200. And, yup, that's the \$200 you're supposed to be getting from Olmstead-Hewitt.

And the really twisted part is that you're pretty sure you'll be fencing Barton's wife's jewelry. He's paying you money to fence his wife's stolen jewelry. Poor guy, you wonder if he knows.

In any case, while you're waiting for the money and the necklace, you might as well enjoy yourself. It isn't every time a thug like yourself makes it to a swell party like this one.

Str:	5	Unarmed Combat:	5	Close Weapons:	7
Dex:	6	Dodge:	9	Thrown Weapons:	6
IQ:	4	Library Use:	4		
Will:	5				
San:	4	MANA:	2		

Resources:

SECRET SOCIETY: Jones Gang *Level: 1*
Effect: You are a member of a secret society. See your information sheet for more information.
Other Constraints: See your information sheet for more information.

Skills:

QUICK DRAW *Level: 1*
Effect: On a successful challenge, you can draw and use a weapon in the same combat round. On a failure, you draw the weapon, but can't use it until next round.

Challenge	vs.	Target
DEX + Ability Level 7		5

RANGED WEAPONS

Level: 3

Effect: You can use ranged weapons (guns, bows, etc., but not thrown weapons) using your skill instead of the default. (+2 if from behind, -2 if target is obscured-see constraints below). If you make a "called shot" you may take a -2 to your chance of success and do 1 extra star of damage if you succeed.

Challenge	vs.	Target
DEX + Ability Level 9		Opponent's Dodge

Other Constraints: Cover - If your target is at least 50% obscured by something that would stop your weapon (including another person), you are at a -2 to hit.

Collateral Damage - If you miss, there is a 50% (1-3 on a d6) chance of hitting anything else in the line of fire. Make checks starting with the nearest object/person to you, until something is hit, or all objects have been checked.

Apply damage to the hit object (without any called shot bonus).

PICK POCKET Level: 2
Effect: To pick a character's pocket, first you must touch or brush against the character. (Some games may require that you stick a colored dot on your target as "proof.") You can either then challenge your target directly, or go through a GM.

If you win the challenge, you get one random item (not one that was in the target's hands). Your target will only notice the loss the next time she tries to use the item. If you fail, your target knows that someone was trying to pick her pocket, but doesn't know who, and you don't get an item.

Challenge	vs.	Target
DEX + Ability Level 8		Opponent's IQ

Other Constraints: You may go for a specific item, but your must know where on the player the item is, ahead of time. Subtract 2 from your Ability Rating if you are trying for a specific item. You may attempt to put a specific item onto your victim, as well. Subtract 1 from your Ability Rating if you are attempting a "putpocket."

AREA OF KNOWLEDGE: Occult Level: 1
Effect: For each level of this Ability, you can ask one yes/no question in your given knowledge area per game period. Also adds Library Use rolls when researching something in your area. Also can be added to your IQ for challenges to identify something related to your area (like a rock for a geologist).

Challenge	vs.	Target
Library Use + Ability Level 5		Item/ Research Complexity

Other Constraints: If the GM answers "I don't know," to the yes/no question that question does not count.

CLOSE WEAPONS Level: 2
Effect: You can use all close combat weapons (knives, clubs, etc.) using your skill instead of the default. Note that this does not include rapiers, foils, and other fencing swords, which are handled by the FENCING skill.

Challenge	vs.	Target
STR + Ability Level 7		Opponent's Dodge

Other Constraints: You get +2 to your challenge if you attack from behind. This skill automatically defaults to your STR.

DODGE Level: 3
Effect: You can defend against close combat or ranged weapon attacks using your skill as a bonus. Can be used whenever you would normally use DEX to avoid the attack.
Other Constraints: This skill defaults to your DEX.

GAMBLE Level: 1
Effect: You get a bonus for all gambling challenges. You may also use this as a bonus against challenges involving cheating at gambling, or gambling itself. You don't need to tell other players that you have the skill for defense; you just declare your IQ to be equal to your IQ plus your skill in Gamble.

Challenge	vs.	Target
IQ + Ability Level 5		Opponent's IQ + Gamble Ability Level

Aptitudes:

ALERTNESS Level: 1
Effect: If someone has tried to use a physical ability on you without your knowledge (like Pick Pocketing or Assassin), you may add your Alertness level to your defense against that ability. If successful, you will know who did it, and can confront the person before they finish the task (if you wish). You don't have to tell other players that you have the skill; you just declare your STAT to be equal to your STAT plus your level in Alertness.
Other Constraints: If your IQ + Alertness is greater than or equal to seven, then players do not get a +2 bonus when attacking you from behind. Damage stars do influence this.

TOUGH 2 Level: 1
Effect: You may ignore the first star of damage you take each combat round, for as many combat rounds as you have levels in this Aptitude

Clues

Area of Knowledge: Occult
The Stella Mautautina has no lodges in the United States.

Simon Hess: Secret Cultist

You claim to be a mystery novelist dabbling in the Occult, but the truth is far stranger. You are a member of the Hands of T'Chlh, a secret cult that worships a deity who lives in the center of the world.

In order to gain power from T'Chlh, you must sacrifice a finger. You have done so. When someone asks, you claim that it is an injury from the Great War. You were in the Great War, in fact, but you were uninjured. Still, you highly doubt that you would ever run into anyone from your old unit again.

In any case, T'Chlh has called you here to recruit. T'Chlh has 1,000 arms but no hands and you are Its hands. T'Chlh lost a number of faithful followers in a raid in New Orleans last month and is looking to swell its ranks back up. You can promise power to any who would join.

You do not have to do that, you know. You are free to just enjoy yourself. But if you see any likely candidates, feel free to feel them out and try to indoctrinate them.

Str:	6	Unarmed Combat:	6	Close Weapons:	6
Dex:	5	Dodge:	5	Thrown Weapons:	5
IQ:	6	Library Use:	8		
Will:	6				
San:	3	MANA:	7		

Handicaps:

SLOW REFLEXES *Level: 3*
Effect: You are not as good at deciding what to do in critical situations. Subtract your level in Slow Reflexes from your WILL for purposes of determining order during rounds in combat.

Resources:

SECRET SOCIETY: T'Chlh *Level: 2*
Effect: You are a member of a secret society. See your information sheet for more information.
Other Constraints: See your information sheet for more information.

Skills:

AREA OF KNOWLEDGE: Occult *Level: 2*
Effect: For each level of this Ability, you can ask one yes/no question in your given knowledge area per game period. Also adds Library Use rolls when researching something in your area. Also can be added to your IQ for challenges to identify something related to your area (like a rock for a geologist).

Challenge	vs.	Target
Library Use + Ability Level 10		Item/Research Complexity

Other Constraints: If the GM answers "I don't know," to the yes/no question that question does not count.

CURRENT EVENTS

Level: 2

Effect: For each level of this ability, you can ask one current event-related yes/no question of the GM per game period. Also adds to Library Use when researching current events in periodicals.

Challenge	vs.	Target
Library Use + Ability Level 10		Item/Research Complexity

Other Constraints: If the GM answers "I don't know," to the question, that question does not count.

LIBRARY USE

Level: 2

Effect: You have a bonus in attempts to glean information from any media source (book, computer, archives, etc). You may also add any skills applicable to the subject you're researching (it will say in the skill description if it affects Library Use).

Challenge	vs.	Target
IQ + Ability Level 8		Information Complexity

BLOOD MAGIC

Level: 3

Effect: You may gain 2 points of MANA by doing 1 Red Star of damage to yourself. You can only do this as many times as your Level per game period.

Other Constraints: The MANA must be used by the end of the game period or it is lost.

PICK LOCK Level: 2
Effect: You can open locks. These can be door locks, padlocks, combination locks, handcuffs, or any lock that uses a key.

Challenge	vs.	Target
DEX + Ability Level 7		Lock Complexity

Other Constraints: Without lockpicks, your skill is at a -2. If you fail, add 1 to the lock complexity.

Spells:

FIREBALL Level: 1
Effect: You may do Red Stars of damage to another character that you can see. The damage cannot be defended against physically, but is affected by armor. The chance of success is not altered by target obscuration or from behind. You may do as many Red Stars of damage per use as you want.
Other Constraints: Cost: 3 MANA per Red Star. Casting this requires a declaration of Combat.

EVIL EYE Level: 2
Effect: You may give another character a Handicap of your choice up to your level of Evil Eye. You must be able to see your target.
Other Constraints: Handicap lasts until the end of the Game Period. This automatically fails on characters who already have that Handicap. Cost: 1 MANA/level of Handicap.

KNOW SPELLS Level: 3
Effect: Your opponent must tell you the names all the Spells he knows.

Challenge	vs.	Target
IQ + Ability Level + MANA Spent 9 + MANA Spent		Opponent's WILL

FORCE WALL Level: 2
Effect: Projects a wall of force around you, saving you from harm. You may add the amount of MANA spent to your Dodge. Lasts until the end of combat. If not in combat, lasts for 2 Minutes.
Other Constraints: Cost 1 MANA per +1 to Dodge. You may not put more MANA into this Spell in one combat than your Spell level. You may spend 2 MANA for each +1 if cast as you roll your Dodge. In that case, it would not count as a combat action for that round.

Clues

<p>Current Events</p> <p>It is believed that the Olmstead-Hewitts assist in smuggling alcohol from Canada.</p>	<p>Current Events</p> <p>It is rumored that the Jones gang will be making a play to control the alcohol flow near Lake Champlain.</p>
<p>Area of Knowledge: Occult</p> <p>Johannes Trithemius was a famous medieval alchemist.</p>	<p>Area of Knowledge: Occult</p> <p>Even those who do not practice Alchemy can brew potions if they have a formula.</p>

Raymond Finch: Great War Veteran

You are here as a courtesy to your friend Barton Olmstead-Hewitt. Barton has always been interested in your stories about the Great War. You served from 1917, when President Wilson declared war on Germany, until the very end, although you didn't hit the trenches until 1918.

Life in the trenches was difficult and bloody. Shots rang throughout the day and the gas would drop into the trenches to try to choke you to death. The blood, and gore, and pain, are nearly a haze in your mind, but they were the two worst years of your life. You still have nightmares.

But you remember one thing much more vividly than the others. Your unit was trudging through France late at night and came upon a pile of dead bodies, most likely casualties of the day's fighting. But there, near the pile, were a small group of *things*, furry things standing as men, but hunched over. You aren't sure what they were, because as soon as they saw you, they scuttled away on all fours. Later it was found that they were feeding on the dead bodies. You do not know what they are, but you will never forget their hideous yellow eyes, glinting at you in the darkness.

Tonight, at the party, Barton's wife has invited an occultist friend of hers, and Barton wants you to tell her your story from the war. You'd rather not remember it, but Barton is a friend. So, you are here.

Str:	6	Unarmed Combat:	6	Close Weapons:	7
Dex:	6	Dodge:	7	Thrown Weapons:	6
IQ:	5	Library Use:	5		
Will:	5				
San:	4				

Handicaps:

RUSTY: Ranged Weapons Level: 2

Effect: You have not used the particular skill in a long time. You still can do it, but the first time you use it each game period, you must subtract your level of Rusty from that skill. The second time you use the target skill, you subtract your level of Rusty - 1. And so forth, until you have used up all of your Rusty. Then you get no minuses. For example, if you have Rusty: Ranged Weapons at level 3, you get a -3 to the first attempt each game period, -2 to the second attempt, and -1 to the third. After that, you have no modifications from Rusty.

Other Constraints: The target listed must be a Skill and it must involve a die roll as part of the skill check. You may not take Rusty at a greater or equal level than you have the target skill.

Skills:

RANGED WEAPONS Level: 3

Effect: You can use ranged weapons (guns, bows, etc., but not thrown weapons) using your skill instead of the default. (+2 if from behind, -2 if target is obscured-see constraints below). If you make a "called shot" you may take a -2 to your chance of success and do 1 extra star of damage if you succeed.

<i>Challenge</i>	<i>vs.</i>	<i>Target</i>
DEX + Ability Level 9		Opponent's Dodge

Other Constraints: Cover - If your target is at least 50% obscured by something that would stop your weapon (including another person), you are at a -2 to hit.

Collateral Damage - If you miss, there is a 50% (1-3 on a d6) chance of hitting anything else in the line of fire. Make checks starting with the nearest object/person to you, until something is hit, or all objects have been checked. Apply damage to the hit object (without any called shot bonus)

DODGE Level: 1
Effect: You can defend against close combat or ranged weapon attacks using your skill as a bonus. Can be used whenever you would normally use DEX to avoid the attack.
Other Constraints: This skill defaults to your DEX.

TACTICS Level: 2
Effect: Each combat round, you may add 1 to any to-hit or defense roll for any participant in a combat you are in. You declare these bonuses each time it is your turn in combat. You may still take your own combat action. Or, you can add 2 to the rolls, by foregoing your own action that round (you may still take 1 step in any direction).
Other Constraints: You cannot use this ability on yourself. You must be able to see and communicate with the person you are affecting and see the enemy attacking that person. If you are using this skill, you cannot derive any bonuses from anyone else's Tactics ability. In a single round, no person can be affected by more than a +2 or for more than one roll, regardless of the number of players with Tactics trying to influence them.

CLOSE WEAPONS Level: 1
Effect: You can use all close combat weapons (knives, clubs, etc.) using your skill instead of the default. Note that this does not include rapiers, foils, and other fencing swords, which are handled by the FENCING skill.

Challenge	vs.	Target
STR + Ability Level 7		Opponent's Dodge

Other Constraints: You get +2 to your challenge if you attack from behind. This skill automatically defaults to your STR.

HISTORY Level: 1
Effect: For each level of this ability, you can ask one history-related yes/no question of the GM per game period. Also adds to Library Use when performing historical research in books.

Challenge	vs.	Target
Library Use + Ability Level 6		Research Complexity

Other Constraints: If the GM answers "I don't know," to the yes/no question that question does not count.

CRYPTOGRAPHY Level: 1
Effect: You can break codes. After examining a code for at least five minutes, you may ask one yes/no question about the code.
Other Constraints: If the GM answers, "I don't know," the question still counts.

GAMBLE Level: 1
Effect: You get a bonus for all gambling challenges. You may also use this as a bonus against challenges involving cheating at gambling, or gambling itself. You don't need to tell other players that you have the skill for defense; you just declare your IQ to be equal to your IQ plus your skill in Gamble.

Challenge	vs.	Target
IQ + Ability Level 6		Opponent's IQ + Gamble Ability Level

Aptitudes:

ALERTNESS Level: 1
Effect: If someone has tried to use a physical ability on you without your knowledge (like Pick Pocketing or Assassin), you may add your Alertness level to your defense against that ability. If successful, you will know who did it, and can confront the person before they finish the task (if you wish). You don't have to tell other players that you have the skill; you just declare your STAT to be equal to your STAT plus your level in Alertness.
Other Constraints: If your IQ + Alertness is greater than or equal to seven, then players do not get a +2 bonus when attacking you from behind. Damage stars do influence this.

IMPERVIOUS TO PAIN Level: 1
Effect: You can ignore a certain number of red and yellow stars' effects (equal to your ability level) to your DEX, IQ, and WILL. The stars still affect your STR, and you will still become incapacitated when your STR or effective WILL hits zero.

Valerie Harper: Fun Loving Flapper

You are here to have a good party. You were invited by Eunice Olmstead-Hewitt. You live in Yonkers, a suburb of New York City, and it can get so dreadful there this time of year. But you hear that the Olmstead-Hewitts have the best cocktails in all of New York.

You are nineteen years old, and you do so love a party. You want to dance with the handsome gentlemen and drink cocktails and maybe be daring and have a cigarette or two. You've heard that there will be a party game of some sort. It sounds like tremendous fun and you cannot wait.

However, if things get rough, you happen to have a small derringer hidden in your purse and you know how to use it too, if it comes to that.

Miranda Jones

Strange things happen when you are around. You can't explain them. Things fly off the walls. People get headaches. You get headaches and nosebleeds. You've seen doctors, but they say there is nothing wrong physically.

Finally, you decided to go to a psychiatrist, Dr. Edgar Winston. You met with him several times, but he seemed stymied. He believes that you may be haunted and has suggested an occultist. You are a bit skeptical, but it is a possibility.

Dr. Winston has brought you here to meet a friend of his, Veronica Sellers, a member of an Occult Lodge in New York City. Miss Sellers may be able to help you with your problem... You hope.

Rick Harrison: Psychic Detective

Some people have a gift, they can tell more about a person just from looking at them. You are one of those people. You can size a person up at a glance. It has helped you tremendously at your job.

You get hired to investigate trouble. Usually, it's small domestic problems. You get hired by dames to see if their men are unfaithful. You take some pictures and hightail it back and make your money.

Sometimes things get dangerous. You work out of New York City, but you try to keep your nose clean. You do have some underworld contacts and you know that someone is planning something. You aren't sure who or what, but you believe that Robert Jones, head of the small Jones Gang is planning something big.

So you've hiked your way up to this party to see if you can find out what is going on. You know that the Olmstead-Hewitts are in with the Jones gang big time, so you're hoping to get some leads. This isn't a priority case, and it could take some time before it is completely solved. You don't expect to find out everything tonight, but some clues might be useful.

Max Holbrook: Federal Agent

You are an agent for the Bureau of Investigation. You have been sent here by Hoover to investigate the Jones Gang. Oh, there is plenty of circumstantial evidence to support the fact the Robert Jones is flaunting the Volstead Act by smuggling alcohol in from Canada, but no hard facts.

You have reason to believe that the Olmstead-Hewitts are in with Jones up to their eyeballs, but you need proof. And that's why you are here.

You are undercover at the party, and searching for information. You should probably introduce yourself to the local police officer, in case you have to make an arrest. His name is Patrick Mulhoney.

One other note. You are a bit of a fraud. In order to be a Bureau Agent, you must be a lawyer and you are not. If they find you out, you can be fired!

Dr. Patricia Frennel

You have been a Medical Doctor for about five years now. You are a friend of Eunice Olmstead-Hewitt and she invited you to this party. You have always enjoyed Eunice's parties in the past, so many interesting people.

You understand that another of Eunice's friends will be holding a scavenger hunt. That sounds like fun. You also know that Barton likes to play poker. You rather enjoy card games yourself. Perhaps he will let you play.

Ulysses Montbottom: Professor from Princeton

You teach Archaeology at Princeton. During the summer you go away to a dig, but during the school year, you are there to teach. You recently returned from a dig near St. Louis. The mound builders there are fascinating. You were doing work on Woodhenge, a wooden astronomical chart, similar in many ways to the famous Stonehenge in England.

You have been invited to this party to discuss archaeology and the mounds of Cahokia. Here is some information. It may or may not have relevance to tonight's event.

Cahokia Mounds is the site of the largest prehistoric Indian city north of Mexico. The Indians of the Late Woodland culture began living in villages in what is now the St. Louis area about 700 AD. Sometime around 850 AD the Mississippians, a more sophisticated culture, emerged and built the complex community that has come to be called Cahokia. At its height, the prehistoric city, arranged in rows around open plazas, had approximately 20,000 residents. A great wooden stockade encircled the Grand Plaza with its 17 mounds. A total of 120 mounds were built in the area. The 2200-acre historic site, located on an expansive flood plain near the confluence of the Mississippi and Missouri Rivers, includes an interpretive center, 68 mounds which were built by the city's prehistoric inhabitants and Woodhenge, a solar calendar which was used by the ancient people.

The remains of the most sophisticated prehistoric native civilization north of Mexico are preserved at Cahokia Mounds State Historic Site. Within the 2,200-acre tract, located a few miles west of Collinsville, Illinois, lie the archaeological remnants of the central section of the ancient settlement that is today known as Cahokia.

The United Nations Educational, Scientific, and Cultural Organization ([UNESCO](#)), in 1982, designated Cahokia Mounds a [World Heritage Site](#) for its importance to our understanding of the prehistory of North America. Cahokia Mounds is managed by the [Illinois Historic Preservation Agency](#).

According to archaeological finds, the city of Cahokia was inhabited from about A.D. 700 to 1400. At its peak, from A.D. 1100 to 1200, the city covered nearly six square miles. Houses were arranged in rows and around open plazas, and the main agricultural fields lay outside the city. The site is named for a subtribe of the Illini - the Cahokia - who occupied the area when the French arrived. Archaeological investigations and scientific tests have provided what is known of the once-thriving community.

The fate of the prehistoric Cahokians and their city is unknown. Depletion of resources probably contributed to the city's decline. A climate change after A.D. 1200 may have affected crop production and the plant and animal resources needed to sustain a large population. War, disease, social unrest, and declining political and economic power may have also taken their toll. A gradual decline in population began sometime after A.D. 1200, and by the 1400s, the site had been abandoned.

About Woodhenge.

After a summer of intense excavation, Dr. Warren Wittry was studying excavation maps when he observed that numerous large oval-shaped pits seemed to be arranged in arcs of circles. He theorized that posts set in these pits lined up with the rising sun at certain times of the year, serving as a calendar, which he called WOODHENGE. After further excavations by Wittry and other archaeologists, more post pits were found where predicted, and evidence that there were as many as five Woodhenges at this location. These calendars had been built over a period of 200 years (A.D. 900-1100). Fragments of wood remaining in some of the post pits revealed red cedar had been used for the posts, a sacred wood.

The first circle, only partially excavated, (date unknown) would have consisted of 24 posts: the second circle had 36 posts; the third circle (A.D. 1000), The most completely excavated, had 48 posts; the fourth, partially excavated, would have had 60 posts. The last Woodhenge was only 12, or possible 13 posts, along the eastern sunrise arc(if it had been a complete circle, it would have had 72 posts). Building only the sunrise arc might indicate that red cedar trees had become scarce.

It is not known why the size and location of the circles, and the number of posts was constantly changed --perhaps to include more festival dates or to improve and increase alignments.

Only three posts are crucial as seasonal markers -- those marking the first days of winter and summer (the solstices), and the one halfway between marking the first days of spring and fall (the equinoxes). Viewing was from the center

of the circle, and several circles had large "observation posts" at that location, where it is likely the sunpriest stood on a raised platform. Other posts between the solstice posts probably marked special festival dates related to the agricultural cycle. The remaining posts around the circle have no known function, other than symbolically forming a circle and forming an enclosure to hold the sacred Woodhenge ceremonies. There have been suggestions some posts had alignments with certain bright stars or the moon, or were used in predicting eclipses, and others have suggested Woodhenge was used as an engineering "aligner" to determine mound placements, but none of this has been proven convincingly.

The most spectacular sunrise occurs at the equinoxes, when the sun rises due east. The post marking these sunrises aligns with the front of Monks Mound, where the leader resided, and it looks as though Monks Mound gives birth the sun. A possible offertory pit near the winter solstice post suggests a fire was burned to warm the sun and encourage it to return northward for another annual cycle and rebirth of the earth. This probably marked the start of the new year.

The third circle (A.D. 1000) was reconstructed in 1985 at the original location. The circle is 410 feet in diameter, had 48 posts spaced 26.8 feet apart (9 are missing on the west side, removed by a highway borrow pit). The posts were 15-20 inches in diameter and stood about 20 feet high. Red ocher pigment found in some of the post pits suggests the posts may have been painted. The post pits averaged 7 feet long and just over two feet wide, sloping from the surface at one end to a depth of four feet at the other, forming a ramp to slide the posts down to facilitate their raising.