



Many investigators find that a gun is a necessity.

Ideology/Beliefs

Roll 1D10 or pick one of the following. Take the result and make it specific and personal to your investigator.

- 1: There is a higher power that you worship and pray to (e.g. Vishnu, Jesus Christ, Haile Selassie I).
- 2: Mankind can do fine without religions (e.g. staunch atheist, humanist, secularist).
- 3: Science has all the answers. Pick a particular aspect of interest (e.g. evolution, cryogenics, space exploration).
- 4: A belief in fate (e.g. karma, the class system, superstitious).
- 5: Member of a society or secret society (e.g. Freemason, Women's Institute, Anonymous).
- 6: There is evil in society that should be rooted out. What is this evil? (e.g. drugs, violence, racism).
- 7: The occult (e.g. astrology, spiritualism, tarot).
- 8: Politics (e.g. conservative, socialist, liberal).
- 9: "Money is power, and I'm going to get all I can" (e.g. greedy, enterprising, ruthless).

- 10: Campaigner/Activist (e.g. feminism, equal rights, union power).

Significant People

Roll 1D10 or pick one from each of the two lists below. Take the result and make it specific and personal to your investigator. Think of a name for these people.

First, who?

- 1: Parent (e.g. mother, father, stepmother).
- 2: Grandparent (e.g. maternal grandmother, paternal grandfather).
- 3: Sibling (e.g. brother, half-brother, stepsister).
- 4: Child (son or daughter).
- 5: Partner (e.g. spouse, fiancé, lover).
- 6: Person who taught you your highest occupational skill. Identify the skill and consider who taught you (e.g. a schoolteacher, the person you apprenticed with, your father).



- 7: Childhood friend (*e.g.* classmate, neighbor, imaginary friend).
- 8: A famous person. Your idol or hero. You may never have even met (*e.g.* film star, politician, musician).
- 9: A fellow investigator in your game. Pick one or choose randomly.
- 10: A non-player character (NPC) in the game. Ask the Keeper to pick one for you.

Next, roll to determine why that person is so significant to you. Not all of these options will mesh with every person, so you may have to roll more than once or simply pick something that feels appropriate.

- 1: You are indebted to them. How did they help you? (*e.g.* financially, they protected you through hard times, got you your first job).
- 2: They taught you something. What? (*e.g.* a skill, to love, to be a man).
- 3: They give your life meaning. How? (*e.g.* you aspire to be like them, you seek to be with them, you seek to make them happy).
- 4: You wronged them and seek reconciliation. What did you do? (*e.g.* stole money from them, informed the police about them, refused to help when they were desperate).
- 5: Shared experience. What? (*e.g.* you lived through hard times together, you grew up together, you served in the war together).
- 6: You seek to prove yourself to them. How? (*e.g.* by getting a good job, by finding a good spouse, by getting an education).
- 7: You idolize them (*e.g.* for their fame, their beauty, their work).
- 8: A feeling of regret (*e.g.* you should have died in their place, you fell out over something you said, you didn't step up and help them when you had the chance).
- 9: You wish to prove yourself better than them. What was their flaw? (*e.g.* lazy, drunk, unloving).
- 10: They have crossed you and you seek revenge. For what do you blame them? (*e.g.* death of a loved one, your financial ruin, marital breakup).

Meaningful Locations

Roll 1D10 or pick one of the following. Take the result and make it specific and personal to your investigator. Think of a name for these places.

- 1: Your seat of learning (*e.g.* school, university).
- 2: Your hometown (*e.g.* rural village, market town, busy city).

- 3: The place you met your first love (*e.g.* a music concert, on holiday, a bomb shelter).
- 4: A place for quiet contemplation (*e.g.* the library, country walks on your estate, fishing).
- 5: A place for socializing (*e.g.* gentlemen's club, local bar, uncle's house).
- 6: A place connected with your ideology/belief (*e.g.* parish church, Mecca, Stonehenge).
- 7: The grave of a significant person. Who? (*e.g.* a parent, a child, a lover).
- 8: Your family home (*e.g.* a country estate, a rented flat, the orphanage in which you were raised).
- 9: The place you were happiest in your life (*e.g.* the park bench where you first kissed, your university).
- 10: Your workplace (*e.g.* the office, library, bank).

Treasured Possessions

Roll 1D10 or pick one of the following. Take the result and make it specific and personal to your investigator.

- 1: An item connected with your highest skill (*e.g.* expensive suit, false ID, brass knuckles).
- 2: An essential item for your occupation (*e.g.* doctor's bag, car, lock picks).
- 3: A memento from your childhood (*e.g.* comics, pocketknife, lucky coin).
- 4: A memento of a departed person (*e.g.* jewelry, a photograph in your wallet, a letter).
- 5: Something given to you by your Significant Person (*e.g.* a ring, a diary, a map).
- 6: Your collection. What is it? (*e.g.* bus tickets, stuffed animals, records).
- 7: Something you found but you don't know what it is – you seek answers (*e.g.* a letter you found in a cupboard written in an unknown language, a curious pipe of unknown origin found among your late father's effects, a curious silver ball you dug up in your garden).
- 8: A sporting item (*e.g.* cricket bat, a signed baseball, a fishing rod).
- 9: A weapon (*e.g.* service revolver, your old hunting rifle, the hidden knife in your boot).
- 10: A pet (*e.g.* a dog, a cat, a tortoise).



Traits

Roll 1D10 or pick one of the following. Take the result and make it specific and personal to your investigator.

- 1: Generous (*e.g.* generous tipper, always helps out a person in need, philanthropist).
- 2: Good with animals (*e.g.* loves cats, grew up on a farm, good with horses).
- 3: Dreamer (*e.g.* given to flights of fancy, visionary, highly creative).
- 4: Hedonist (*e.g.* life and soul of the party, entertaining drunk, "live fast and die young").
- 5: Gambler and a risk-taker (*e.g.* poker-faced, try anything once, lives on the edge).
- 6: Good cook (*e.g.* bakes wonderful cakes, can make a meal from almost nothing, refined palate).
- 7: Ladies' man/seductress (*e.g.* suave, charming voice, enchanting eyes).
- 8: Loyal (*e.g.* stands by his or her friends, never breaks a promise, would die for his or her beliefs).
- 9: A good reputation (*e.g.* the best after-dinner speaker in the country, the most pious of men, fearless in the face of danger).
- 10: Ambitious (*e.g.* to achieve a goal, to become the boss, to have it all).

Key Background Connection

Consider your investigator's background, and pick the one entry that you feel is most important. This is their key connection: the one thing above all else that gives meaning to their life. Mark it with star or underline it on the investigator sheet. This connection can aid your investigator in regaining Sanity points (see **Chapter 8: Sanity**).

Everything in the story is open to the Keeper to do with as he or she desires, except for the investigator's key connection. The key connection cannot be destroyed, killed or taken away by the Keeper without first allowing the player the opportunity to roll dice to, in some way, save that key connection.

The idea of the players being able to nominate something in the game world that has immunity may sound daunting (to the Keeper) at first. However, this immunity is quite limited; the key connection can be killed, removed or destroyed by the Keeper, but the investigator to whom they are connected must be involved, or given the option to become involved. In game play this means that the player must be presented with the opportunity to make at least one dice roll to save the connection.

Losing one's key connection during play requires a Sanity roll (1/1D6 Sanity point loss, see **Chapter 8: Sanity**).

Additional Details

Fill in the following details on the investigator sheet.

Birthplace

Most of Lovecraft's stories take place in New England. You can choose to start there if you wish; however your investigator could originate from anywhere in the world. No game penalty or advantage exists for one country or culture over another. The choice can lead to other deductions; for instance, while an investigator born in the United States of America or Canada has a good chance of English as his or her own language, an investigator born in Quebec might learn French at infancy, while one born in Arizona might have Spanish or Navajo, and one born in San Francisco might speak Cantonese.

Gender of the Investigator

The investigator can be male or female. No game rule distinguishes between male and female; neither sex has an advantage over the other. Players are encouraged to play either sex based upon their preference rather than tactical considerations. Some published scenarios may consider the effect of gender in specific societies and historical periods.

Name

The name of the investigator is whatever the player finds entertaining or evocative. Fashions in names change over the decades, and certain names may fit one historical period and setting better than others.

Picture

A space exists on the investigator sheet for you to draw a picture of your investigator. If you prefer, you could cut out a suitable portrait from a magazine or print one from the Internet. It's a useful way to introduce your investigator to the other players. Even a small picture can say a lot.

Step Five: Equip the Investigator

Your investigator's day-to-day living standards are dictated by the Credit Rating score. The likelihood of owning major possessions, such as a house and a car, are also indicated by the Credit Rating score. The Keeper will advise on what other equipment an investigator may start out with. A player may buy additional items, if available for purchase.

Cash and Assets

The following amounts, in US dollars, by period, denote the wealth of an investigator. Cash is readily available to the investigator, whereas wealth that is tied up in assets can only be spent if time is taken to realize the capital.