

Gilman House

**A Call of Cthulhu Scenario
for 6 players**

by

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Gilman House

Gilman House is a Call of Cthulhu adventure for 6 players. The players play students at Miskatonic University in the mid 1990s. Pre-generated characters have been included to fit this scenario.

Background

Walter Gilman was a professor of mathematics at Miskatonic University during the 1920s. He specialised in higher-dimensional geometry and had written several journal articles in which he proposed theoretical methods for accessing extra-dimensional space. What is not commonly known is that he managed to put his theory into practice and had his house built at a location and orientation that he calculated would intersect with a fold in the 16th dimension approximately once every 35 years.

During this time of intersection Gilman was able to pass directly from the master bedroom of his house to the planet Shaggai. Gilman made a short excursion to the surface of Shaggai but

was careful to return to his home before the time of dimensional intersection passed. Unfortunately he was followed home by one of the planets inhabitants, an evil telepathic insect race known as the Shan. The Shan melded with Gilman's brain and proceeded to psychically torture him. However, the during the daylight hours the Shan became torpid due to the higher levels of UV radiation on Earth. One day Gilman managed to end his torment by shooting himself in the head with a pistol.

What Gilman didn't realise was that the Shan who had followed him back to Earth was a queen who had made a nest in the house. However, the eggs would not be ready to hatch for another seventy Earth years.

After the professors death Gilman House was put on the market but did not sell due to rumours of it being haunted. Eventually it was acquired at a bargain basement price by Miskatonic University who were

interested in preserving sites of occult significance.

During the 1990s the management of Miskatonic University was overhauled. The financial vice-president noticed the large number of properties the University owned that were lying vacant. It was decided to refit Gilman House as a student residence. The Player Characters will be the first students to reside in the refurbished Gilman House.

Characters

Six pre-generated characters have been written for this scenario. The character sheets and player notes are included at the back of the scenario. If playing with less than six players then the extra characters should be run as NPCs. The following GM notes give a brief description of the characters as well as noting special knowledge/abilities that could become relevant during the game.

Paul Wilcox

Paul Wilcox is an older student who has been employed by the University to act as "Resident Assistant" for Gilman House. For this he'll receive

free board and a small stipend. He is expected to help the new students find their way around the University and to be someone they can call upon for advice and support. In general you can assume that Paul knows anything that is "common" knowledge regarding Miskatonic University. He also has some friends amongst his year group from whom he can gather University gossip.

Francis Alfrey Moyers

Francis Alfrey Moyers is a member of a wealthy and prestigious New England family. All his personal belongings are of the best quality and he has a credit card (\$5000/month limit) with which to purchase anything he needs during term time. His father is very influential, and would be able to pull strings for him (e.g. get him out of jail, get his grades reviewed). However, at the time this scenario takes place both of Francis' parents are cruising the Caribbean in a luxury yacht and cannot be contacted.

Randy Fischer

Randy Fischer comes from the town of Innsmouth, which is close to Arkham. He has the fish-like facial features that residents of Arkham call the "Innsmouth look". This makes local

residents uneasy around him (of course, the University staff are above such prejudices). Randy is a member of the Church of Dagon and the blood of the Deep Ones runs in his veins. However, while this means that one day he may transform into a Deep One and live beneath the ocean it will not happen within the scope of this scenario. He has learned a little magic from the Elders of Dagon in Innsmouth.

Roberta Andrews

Roberta is a politically active (and politically correct) journalism student. She is extremely passionate about righting all the injustices of the world but has no special abilities.

Jennifer Halbert

Jennifer Halbert is a mathematics prodigy. She is the only one of the characters that would be capable of fully understanding Walter Gilman's work. Unfortunately her mathematical intuition makes her less psychologically stable than normal. Jennifer suffers from anxiety attacks when under stress (to simulate this have Jennifer make a SAN check whenever she is in a stressful situation. Success = no problem, Failure = Jennifer is incapacitated by

hyperventilation and/or fainting for 2d6 minutes). She has some medication that she can take twice/day that will prevent the anxiety attacks but these pills cause hallucinations as a side effect. Check with Jennifer's player as to whether or not she will be taking her medication.

Marc Laroche

Marc is a French student who has come to study Archaeology at the renowned department at Miskatonic University. He is well-educated and studious but has no special abilities.

Introducing the Players

The scenario begins at the start of the academic year at Miskatonic University. The players are all students at Miskatonic University who have been assigned to Gilman House as their dormitory for the year. None of the characters have previously met.

Friday Evening

The characters arrive at Gilman House on the Friday evening before the start of term, so they will have the entire weekend to get settled before classes begin. Initially the characters will

probably spend some time getting to know each other and picking their rooms. This has been made more interesting by the fact that the University has assigned six students to Gilman House but only provided five beds. Show the players the map of Gilman House and let them poke around a bit [Refer to "Gilman House" section for descriptions of the rooms and their contents]. If any of the characters want to complain to the University they will be out of luck - all the office staff have left and won't be back until Monday.

Events on Friday Evening:

- Ask the player of Jennifer whether she is currently taking her medication. If she is then sometime in the evening she will need to use the bathroom. While alone in the bathroom she hears a strange chittering sound then a rat-like creature with a human face and hands scuttles across the floor and disappears into a hole in the skirting board. (Although this is a hallucination Jennifer must still make a SAN check or lose 1D3 SAN). If anyone investigates the incident later they will find that

there is no hole in the skirting board.

- Sometime during the evening there will be a knock at the front door. No one is there by the time the door is answered but a pizza box has been left on the doorstep. It is a fresh bacon-lovers pizza but someone has covered it with raw kidneys, rotten eggs, fish-heads and other unpleasant items. The letters κτλ have been scratched on the front door [obvious to anyone who inspects the front door; a casual observer will notice it on a Spot Hidden check]. Paul will recognise this as the symbols of the Kappa-Tau-Lambda fraternity.

The Kappa-Tau-Lambda Fraternity

The Kappa-Tau-Lambdas are a group of Miskatonic University students dedicated to partying, drinking large amounts of beer and to worshipping Azathoth, the crawling chaos. Last year the Kappa-Tau-Lambdas accidentally burned down their frat-house during a ritual gone wrong. They are angry that the University has not provided them with a new frat-house and have decided to try and

intimidate the Freshmen students who are living in the building they covet. The Kappa-Tau-Lambdas are not intended as major antagonists in this scenario, but they do provide a good reason for the player characters not to wander about the streets at night.

Going out on the Town

Arkham is not a large town but it does have a few movie theatres and pubs to cater to the students. Nothing of particular interest will occur if the characters decide to spend a few hours out on the town.

Staying out on the Town

The scenario works best if the characters return to Gilman House to sleep eventually. This should be the natural course of action but here are some things to bear in mind if the players seem intend on avoiding the house at night. Everything in Arkham is closed by 1 am. As it is the start of the University semester alternative accommodation is nearly impossible to find. If the characters insist on staying outside they run the risk of being accosted by a gang of Kappa-Tau-

Lambda frat boys - or perhaps something worse.

A Note About Arkham

Arkham town is a notable centre of occult activity - hence the high rate of murders, suicides and mysterious disappearances. The local police, however, have learned to protect themselves from insanity by cultivating a thick layer of stupidity. The police will try to find mundane explanations for anything, even if it requires overlooking some fairly blatant evidence and are always slow to respond to any calls for help that seem a bit spooky.

Miskatonic University is the major economic power within Arkham and they are not above using this power to cover up anything that could prove embarrassing to the University.

Friday Night

After everyone has gone to bed the first of the Shan Larvae emerges from the nest. It is attracted to the mental activity of one of the sleeping students. (Select one of the characters to be the target of the Shan Larva. This will

probably be the student in sleeping in the master bedroom with the lowest POW. We shall refer to this character as the Host).

The Shan Larva crawls into the ear of the Host and attaches itself to the Hosts brain. This gives the Shan Larva the ability to alter the Hosts perceptions. The Shan Larva can also direct the Hosts actions while the Host is asleep. However, the Shan Larva is inexperienced and knows little of the world. Its attempts at telepathic manipulation will be crude compared to the subtle tortures an adult of the species could devise. It will spend most of the night observing the Hosts dreams. During the hours of daylight the strong UV radiation from the sun will render it dormant. The Shan Larva will be destroyed if it is ever exposed to direct sunlight.

Eventually the Shan Larva begins to feel hungry. The Shan Larva directs the Host to rise and walk downstairs in search of food. Have any characters in the same room make a Listen roll. Success indicates that they have been woken up by the Hosts wanderings. Similarly any other character that the Host walks past is entitled to a Listen roll to wake up. The Host will appear

to be sleepwalking to any of the other characters. The Host will rummage through the trash and retrieve the foul pizza delivered by the Kappa-Tau-Lambdas and devour it before returning to bed (if the pizza is not available chose some other unappetising substance such as soap or boot polish). The Host cannot be woken up and will the other characters. If physically returned to bed the Host will simply get up five minutes later and start the same procedure over again.

Saturday Morning

During the day the Shan Larva will be inactive. However the Host will wake up with a stomach ache and notice blood on their pillow (SAN check 0/1).

Saturday Day-Time

The Shan will give the characters no more problems until sunset. The day-time on Saturday can be used by the characters to conduct investigations. If the characters do not yet realise the need for investigations then it might pay not to spend too long on Saturday

day-time. Below are some suggestions for what the characters could be doing:

Buying Textbooks

The characters will need to acquire their textbooks for Monday. There is a book-store on campus that stocks all the required texts. Paul also knows of a second-hand shop in Arkham called *Wickham's Esoteric Books* where you can often get a bargain.

Wickham's Esoteric Books

This store is run by a strange wizened old man called Thomas Wickham. Wickham is an amateur historian with a ghoulish interest in the murders, suicides and mysterious disappearances that are disturbingly common around Arkham. If the characters mention that they are staying in Gilman House, Wickham will say that he met Walter Gilman when he was a small boy. Gilman had shown up in an agitated state and demanded the Thomas Wickham Snr destroy all copies of his work, while ranting something about demons from outer space possessing him. Naturally Wickham Snr. had refused to destroy his valuable merchandise and a good decision it was too because the

following day Gilman committed suicide and his books became all the more valuable. Wickham will also ask the characters if he may take their photographs for his collection "just in case".

Gossiping with other students

If Paul meets up with some of his classmates he will be able to hear the latest gossip about the Kappa-Tau-Lambda's and why they are after Gilman House (of course the bit about worshipping Azathoth isn't common knowledge).

Eating at the Cafeteria

For lunch the characters may select from hamburgers, fried chicken, french fries, green salad, and a selection of sandwiches.

The dinner menu consists of pork surprise (fried pork mince and mixed vegetables) or vegetarian surprise (the surprise being that it is identical to the pork surprise). As it is the beginning of the semester the kitchen staff haven't had to start improvising yet (but feel free to make the players wonder).

The Mathematics Department

If anyone decides to go to the mathematics department (perhaps to discuss a timetable clash) have them make a Spot Hidden roll. Success means that they notice that one of the portraits hanging in the corridor bears the label "Professor Walter Gilman".

The Library

The library contains much useful information. Answers to any general questions that the characters might have regarding Arkham, the University, the history of Gilman House or Professor Gilman may be found here. In general for each question have the investigating player roll a Library Use roll for each hour they spend searching. Success indicates that they find the information. If the characters look for books published by Walter Gilman they will find a reference to a paper entitled "The Possibility of Extra-Dimensional Travel" published in *The Journal of Non-Euclidean Geometry* shortly before he died. Should the characters seek this article out they will discover that scientific journals from the 1920s are stored in the Vaults. This article contains information similar to that contained in Professor Gilman's notebook (see: Gilman House - The Study) but

without the sanity destroying mythos references.

Miskatonic University Library also has one of the world's most comprehensive occult book collection. However, access to these books requires special permission.

The Vaults

The vaults are a storage area for out-of-date books and journals in the basement beneath the library building. Access requires a key that can be requested from the main desk. The vaults are dark as most of the light bulbs have been broken. A tribe of ghouls were granted permission to live in the library vaults many decades ago, in return for helping to file and maintain the books, a fact that has since been forgotten. The ghouls are unlikely to harass the characters and will keep their distance from anyone carrying a strong light. Still the characters may hear some snuffling and other strange noises in the darkness. (If the characters are trying to find their way without any light source then they need to make a SAN check or lose 1 SAN).

Other shopping

The shops of Arkham will sell any common items that the characters may decide to buy.

Saturday Evening

After sunset the Shan Larva re-awakens and can start altering the Hosts perceptions again. The Shan Larva is quite frightened of the sun and will try to keep the Host from going outside or opening any curtains by giving the Host feeling of having caught fire any time they approach a window or exit. The Shan Larva will stop doing this when it learns that the sun is not in the sky. The Shan Larva will also begin experimenting on the Host to find out what sights frighten him/her, what foods they will eat, what makes them angry etc.

The Climax

There are two possible climaxes for this scenario. The first is the removal of the Shan Larva from the Host characters head (see: "Removing the Shan Larva"). The second is the hatching of the Shan nest (see: "The Shan Nest"). Which one to use will

depend upon time and how many of the clues the characters have managed to put together. It might even be possible to run them both. The climax can occur on either the Saturday or the Sunday night. Use Sunday night if you think that the players might benefit from a second opportunity to do some research. If time is tight, or play is beginning to drag then run the climax on Saturday night.

Removing the Shan Larva

The Shan Larva is extremely vulnerable to sunlight, unfortunately it has lodged itself inside the Hosts skull. Still, during the daylight hours the Shan Larva lies dormant and unable to defend itself. The Shan Larva's vulnerability to sunlight may not be immediately obvious. The biggest clue actually comes from the Shan Larva's attempts to keep the Host from going outside. If no-one makes the connection then allow the Host to make an Idea roll to figure out that the Shan Larva is afraid of sunlight.

There are several strategies the characters may pursue to try to get rid of the Shan - some more drastic than others.

Murder- The most drastic step the characters could take is to kill the Host outright. The Shan Larva will probably survive this unless steps are taken to ensure that it is exposed to sunlight. If the Host is killed in the evening then the Shan Larva will crawl out of the Host's ear and search for a new host. Of course, this method is likely to result in the surviving characters doing time in Jail or an Asylum.

Trepanation - Slightly less drastic than murder this process involves drilling a hole in the host's skull to let in the sunlight. This is still a dangerous process. The Host takes (3D10)- (Drillers Dex) Hit Points damage (min. damage is 1 HP). If there is sunlight then the Shan Larva disintegrates leaving behind a dark green ooze. The Host will require First Aid (First Aid Roll result: success = heals 1D3 HPs, fumble = the Host will require hospitalisation).

Medical Attention - The Host could seek medical attention. If the Host will be referred to a psychologist if they start talking about possession or anything weird. However, if they present their problem as a physical one then they will get booked in for a CAT scan at the Miskatonic University clinic. The CAT scan will show what

appears to be a brain tumour and the Host will be wait-listed for an operation. When the Host is operated on the surgeon will be in for a shock, but the operation will not take place within the time-frame of the scenario. *Magic* - Randy Fischer could cast his "Pain Wrack" spell on the host. If he targets the Host's head then the Shan Larva will also feel the pain and will abandon the Host (and look for a new host if not taken care of immediately). If the players decide to try to devise their own exorcism spell they may have a chance of success. However the occult section of the Miskatonic University is forbidden to undergraduates so they'll have to be creative.

Other - The players may think up some other clever plan. Let any reasonable plan have some chance of success.

The Shan Nest

Run this encounter if the characters either don't notice anything amiss with the Host, or if they manage to remove the Shan Larva from the Host too easily. In the early hours of the morning any characters sleeping in the Master Bedroom will be woken up by a high pitched chittering noise. The

Shan nest behind the wardrobe has split open and hundreds of newly hatched Shan Larvae have been disgorged. The Shan Larvae have been temporarily distracted by trying to devour each other but when the characters wake up their conscious minds will attract the Larvae's attention. The sight of a writhing mass of alien Larvae (which resemble bloated, violet maggots) on the floor causes 1D6 SAN loss.

The Larvae will slither towards the characters attempting to enter their nostrils, mouth or ear canals and work their way towards the brain. Characters attempting to avoid the Shan Larvae must make a successful Dodge roll each round to stay ahead of the Larvae. As soon as the Larvae reach a character 1D6 Larvae will attempt to crawl into the characters head each turn. The character must make a contested DEX:DEX (the Shan Larvae have an effective DEX of 10) check for each Larva to pick it off before it reaches his/her brain. If more than one Shan Larva enters a character's brain then the character falls unconscious while the Larvae fight amongst themselves. The Shan Larvae are physically quite weak and can be destroyed with a single blow.

However, they can slip through just about any crack so getting rid of all of them will be extremely difficult (fly spray won't work). Fire is one method of destroying them, so is sunlight provided that they can be confined until sunrise. Shan Larvae that infect characters will encourage their hosts to burn down the house in order to destroy their competitors.

Gilman House

The layout of Gilman House is shown on the map below. This map contains no sensitive information and should be shown to the players. A brief description of the various rooms in Gilman House follows:

First Floor:

Study - This room has a fireplace along the west wall and a large window facing east. The walls are lined with bookshelves although most of the books were removed by the University library. This is the room where Professor Gilman committed suicide in order to escape his enslavement by the Shan. Anyone investigating the mantelpiece should make a Spot Hidden roll. Success

indicates that they notice an old bullet hole.

Professor Gilman's desk remains in its original position in front of the fireplace. Anyone investigating the desk should make a Spot Hidden check to see whether they notice the secret compartment underneath the desk. This compartment contains Professor Gilman's notebook in which he recorded the results of his extra-dimensional exploration. The front part of the notebook contains many complicated mathematical formulae. Jennifer is the only character with the mathematical ability to have any chance of deciphering these, and she would still need to spend several hours studying. If Jennifer does study these notes inform her player that they seem to be calculations using multi-dimensional geometries, and that some of the calculations use the co-ordinates of this house. If she makes a successful mathematics roll she will discover that Gilman House has been built on a dimensional interface and at certain times it would be possible to cross between dimensions. The latter half of the notebook contains Gilman's drawings of the alien cities he observed on Shaggai. The further on he goes the more disturbing the

pictures become as Gilman is tormented by mental images from the Shan in his head. Anyone who looks at the pictures gains 1D6 points of Cthulhu Mythos and loses (1/1D3) SAN. You may allow someone who spends time studying the notebook to make an Idea roll to piece together the information in the Background section.

Kitchen - The kitchen is still stuck in the 20s. There is no fridge, not enough power points and the cooker runs off gas (unfortunately the gas supply was cut off long ago). The students are expected to eat at the cafeteria so no effort was made to modernise the kitchen.

Bedroom #1 - This small bedroom has a free standing wardrobe and a cheap second-hand bed and nightstand.

Living Room - The living room has been redecorated with a few battered old sofas. There is a radio but no TV. A phone sits on a side table but unfortunately the University administration have forgotten to get it connected.

Bathroom - The bathroom contains a bath, toilet and sink. Fortunately these all work.

Laundry - The laundry contains a large tub and not much else.

Second Floor

Bedrooms #2 and #3 - These are furnished similarly to Bedroom #1.

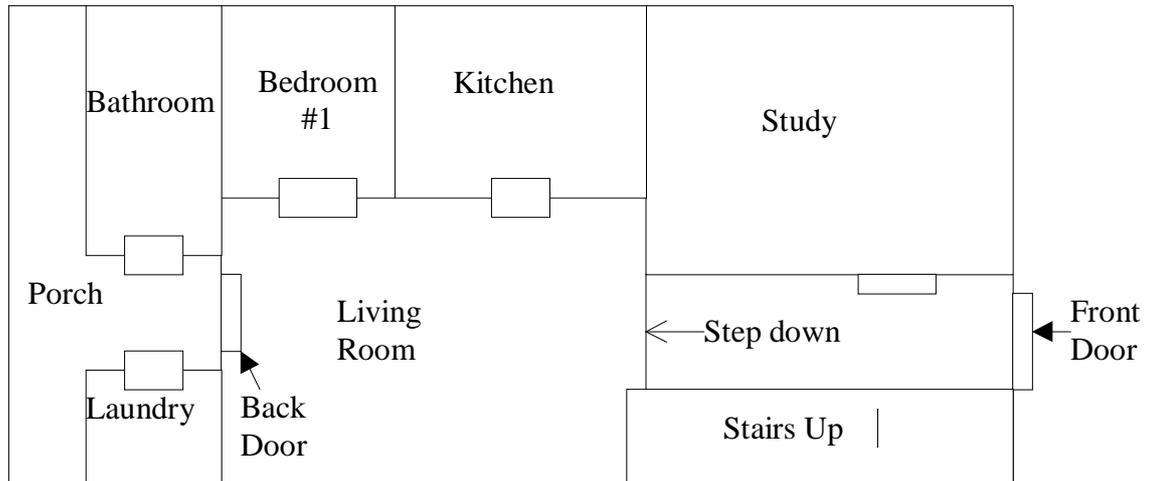
Master Bedroom - This room has been set up with two beds with nightstands, a writing desk and a free-standing wardrobe. There is a large window on the west wall that has thick drapes drawn across it. When the

interface between dimensions thins this window shows a view of the distant planet Shaggai. However, during the course of this scenario the window is quite ordinary.

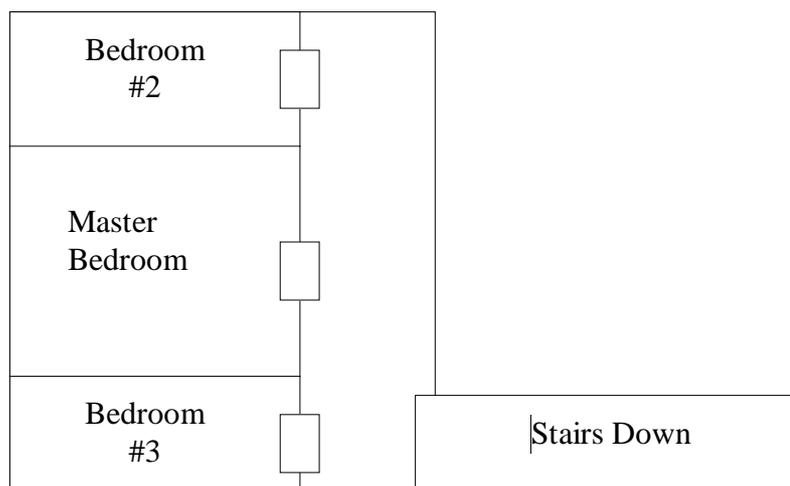
Behind the wardrobe lies a nest of Shan eggs laid by the Shan queen who took control of Professor Gilman. During the course of this scenario some Shan larvae will hatch from the nest. The nest location may be moved if the players search behind the wardrobe too early in the scenario.

GILMAN HOUSE

First Floor



Second Floor



Paul Wilcox (20 year old, male, science student)

STR 13 CON 9 SIZ 13 INT 17 POW 11
DEX 8 APP 10 SAN 55 EDU 14 HP 11

Damage Bonus: +1D4

Weapons: Fist/Punch 60%, Grapple 35%, Rifle 35%

Skills: Bargain 25%, Biology 40%, Chemistry 80%, Computer Use 30%, Credit Rating 25%, Dodge 26%, Drive Auto 30%, Fast Talk 25%, Hide 20%, Library Use 55%, Locksmith 10%, Medicine 15%, Own Language (English) 70%, Persuade 35%, Pharmacy 30%, Physics 30%, Psychology 15%, Sneak 20%, Spot Hidden 45%, Swim 35%, Throw 35%

You a Junior at Miskatonic University majoring in Chemistry. You are not a particularly dedicated student - your main ambition is to learn enough to make a living manufacturing party drugs. You applied for the position of Resident Assistant as it offered both free board and an opportunity to meet some naive Freshman chicks.

Assets:

Some term papers for first year courses that you hope to sell to Freshman students.
Motorbike

Francis Alfrey Moyers (18 year old, male, law student)

STR 7 CON 13 SIZ 11 INT 16 POW 7
DEX 14 APP 17 SAN 35 EDU 12 HP 12

Damage Bonus: None

Weapons: Fist/Punch 60%, Rifle 45%

Skills: Accounting 40%, Credit Rating 65%, Drive Auto 30%, Fast Talk 15%, History 40%, Law 35%, Library Use 55%, Listen 35%, Own Language (English) 80%, Latin 30%, French 30%, Persuade 45%, Pilot(Yacht) 20%, Psychology 15%, Sneak 20%, Spot Hidden 45%, Swim 35%

You represent the third generation of Alfrey-Moyers to attend Miskatonic University. Your father wants you to follow him in his footsteps and study law. You have no objection to this (he's paying, after all), but you intend to make good use of your college years to party it up while away from parental supervision.

Assets:

Car

Credit Card (\$5,000 limit)

Designer clothes

Randy Fischer (18 year old, male, medical student)

STR 13 CON 10 SIZ 13 INT 11 POW 17
DEX 12 APP 5 SAN 85 EDU 12 HP 12

Damage Bonus: +1D4

Weapons: Knife 45%

Skills: Astronomy 10%, Biology 40%, Chemistry 40%, Computer Use 10%, Cthulhu Mythos 10%, Dodge 34%, First Aid 40%, Hide 30%, Library Use 55%, Listen 45%, Medicine 30%, Occult 25%, Own Language (English) 60%, Pharmacy 20%, Physics 20%, Psychology 20%, Swim 55%

You come from the small town of Innsmouth. The folk of Innsmouth don't care much for outsiders (and vice versa when it comes to it). However, the Elders of the Esoteric Order of Dagon recognise that it would be useful to have a local trained as a Doctor as Innsmouth folk tend to have unusual anatomical features that distress Outsiders. While you are wary of Outsiders you are also curious about the world beyond Innsmouth.

Assets

A small idol of Dagon

A ritual knife

\$20 in grubby \$1 bills

Spells:

The Elders of the Order of Dagon taught you some rituals that may be of some help if you get into trouble with the Outsiders.

(Cloud Memory)

Casting this spell costs 1D6 Magic Points and 1D2 SAN and requires a resisted POW:POW test against the target. If successful the caster can prevent the target from remembering a specific incident.

(Pain Wrack)

This ritual requires the caster to have a piece of hair or blood from their target. The caster then makes a wax replica of the target. To activate the spell the caster spends 3 Magic Points and 2 SAN and inserts a pin into the wax replica while chanting a prayer to Dagon. The target will feel an intense pain in the region where the pin was stuck for as long as the caster maintains the chanting.

Roberta Andrews

STR 8 CON 13 SIZ 14 INT 16 POW 7
DEX 6 APP 9 SAN 35 EDU 12 HP 14

Damage Bonus: None

Weapons: (Violence is not the answer!)

Skills: Climb 50%, Dodge 27%, Drive Auto 25%, Fast Talk 15%, First Aid 40%,
Hide 30%, History 30%, Library Use 35%, Listen 30%, Own Language(English)
60%, Sneak 20%, Spot Hidden 45%, Swim 30%

You are highly politically aware vegan. You are also passionately concerned about the environment and the rights of minority groups. You have chosen to study journalism so that you will be able to expose all the corrupt politicians and greedy corporations. You have a duty to raise people's consciousness of all the injustices in the world.

Assets:

Organic face-scrub etc.

Bicycle

Whale song and rainforest CDs

Tofu bars

Jennifer Halbert

STR 10 CON 12 SIZ 14 INT 17 POW 5

DEX 8 APP 15 SAN 25 EDU 12 HP 13

Damage Bonus: None

Weapons:

Skills: Archaeology 10%, Astronomy 20%, Biology 10%, Chemistry 20%, Computer Use 40%, Credit Rating 25%, Dodge 26%, Hide 30%, History 30%, Library Use 60%, Listen 65%, Medicine 15%, Occult 10%, Mathematics 60%, Own Language (English) 70% Pharmacy 10%, Physics 20%, Sneak 20%, Spot Hidden 75%

You are a shy math prodigy. This is the first time you have been away from home and you are quite nervous. Unfortunately you suffer from anxiety attacks when you are under pressure or when things are not going well. You have medication that controls the anxiety attacks but you try not to take them too frequently as they can cause hallucinations.

Assets:

Programmable calculator

A well-read copy of "Alice in Wonderland"

Medication

Marc Laroche

STR 4 CON 5 SIZ 15 INT 11 POW 9

DEX 10 APP 12 SAN 45 EDU 13 HP 10

Damage Bonus: None

Weapons:

Skills: Anthropology 20%, Archaeology 20%, Art(Painting) 15%, Astronomy 5%, Chemistry 10%, Conceal 25%, First Aid 40%, Hide 20%, History 40%, Library Use 55%, Listen 45%, Occult 10%, Own Language(French) 75%, English 70%, German 40%, Latin 30%, Persuade 25%, Physics 10%, Psychology 15%, Spot Hidden 45%

You have come all the way from Paris to attend Miskatonic University and you hope to be admitted into their world renowned Archaeology program. The standards are high so you'll need to spend plenty of time studying. You find Americans on the whole to be ignorant and boorish, although you are far more tolerant when it comes to the young ladies.

Assets:

Reference books (in French)

Passport (with study visa).

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