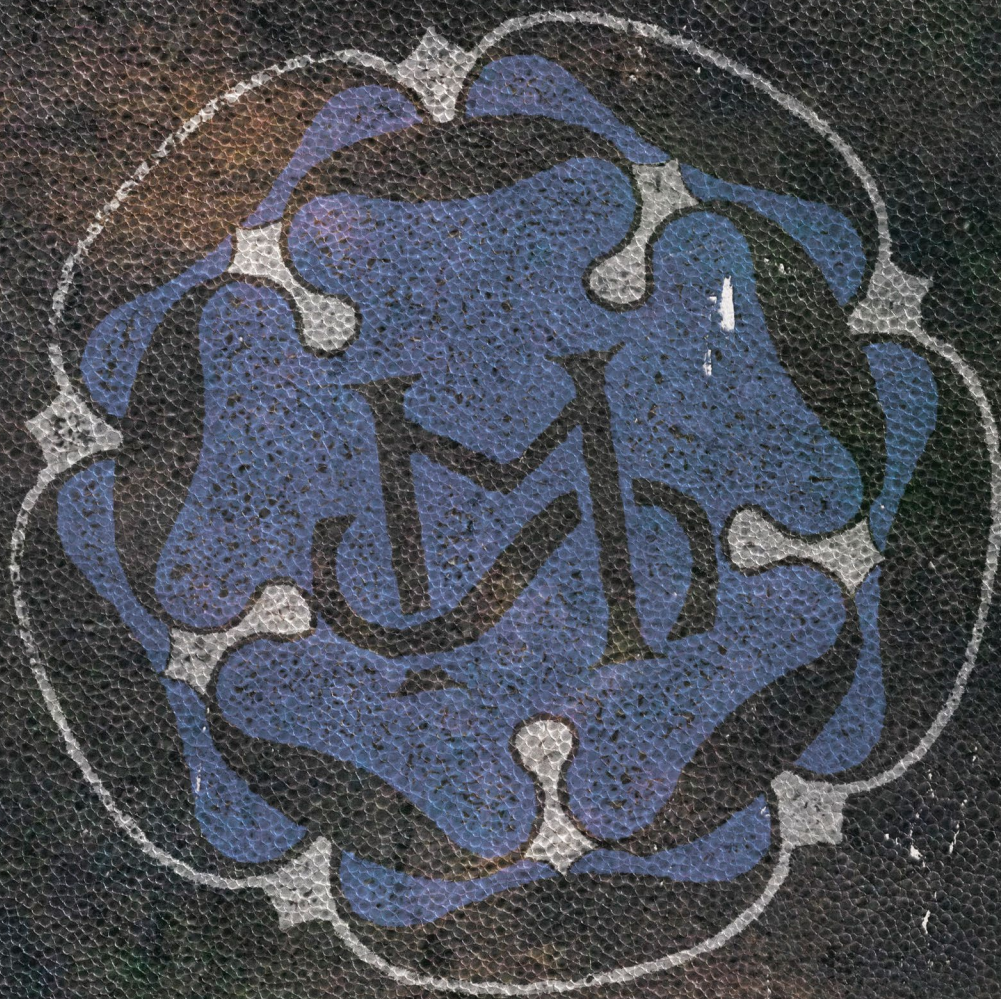


INSIDE: 15 HEROES OF THE SECRET WAR!

# ACHTUNG! Cthulhu<sup>®</sup>

MISSION



AGENT PACK

MÖDIPHIUS<sup>®</sup>  
ENTERTAINMENT

FFA<sup>™</sup>

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# Léonard "The Leopard" Corriveau - Infiltrator

Léonard doesn't get comfortable anywhere. His experience has been that the longer he stays in one place, the more likely he is to run into trouble. So, he keeps moving. He's served different groups and organizations as a thief, a spy, and a killer for hire. Lately, he's been recruited by Section M to eliminate obstacles behind enemy lines. That suits him just fine: the lines on the map keep changing, and he gets to keep moving.

## Truths

- ☒ Silent Killer
- ☒ Raised on the Streets

## Attributes

AGILITY 10	BRAWN 8
COORDINATION 10	INSIGHT 8
REASON 7	WILL 8

## Skills & Focuses

**Athletics 2, Engineering 1, Fighting 3** (Hand-to-Hand Combat, Melee Weapons), **Observation 2, Persuasion 1, Resilience 1, Stealth 4** (Camouflage, Rural Stealth), **Survival 2, Tactics 1**

**Languages:** French, English

STRESS	□ □ □ □ □ □ □ □ □ □	FORTUNE	□ □ □ □
INJURIES	□ □	COURAGE	0
ARMOUR	0		

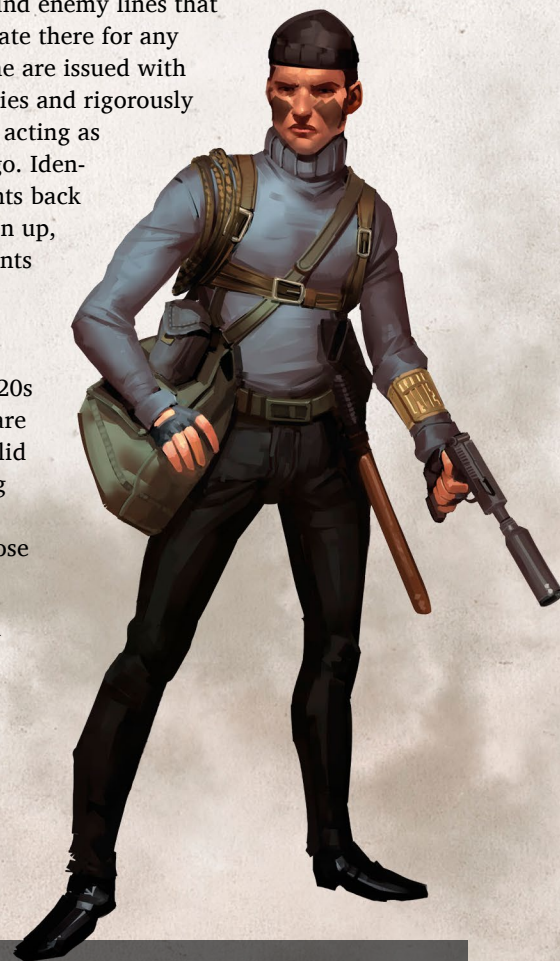
## Talents

- ☒ **Acrobatic:** Corriveau is extremely flexible and athletic, able to traverse obstacles quickly and with a minimum of effort. When moving around an obstacle, he may spend 2 Momentum in order to bypass the obstacle immediately, without requiring a skill test, and without the use of tools such as climbing gear. The obstacle must be something he could bypass normally, such as a gap that can be jumped, a wall or cliff that can be climbed, or a barrier that can be vaulted.
- ☒ **Hit and Run:** Corriveau knows the first place the enemy will look is the place where the attack came from, so he makes sure he's not in the vicinity. After Corriveau makes a successful attack against an unaware target, he may spend 1 Momentum to move within Close range. He may do this even if he already moved this turn.

- ☒ **Tracker:** Corriveau can follow even the faintest of tracks. When he attempts a Survival test to track animals, people, or otherworldly creatures, the first bonus d20 he buys is free. If the tracking was done as part of an extended task, then he inflicts +1 stress for each effect rolled.

## Equipment

- ☒ Camouflaged clothing
- ☒ Climbing equipment
- ☒ **Burglar's tools:** A bag of burglar's tools contains lock picks, screwdrivers, a short crowbar and hammer, boot polish and other oils and lubricants to assist in breaking and entering into a secure location. The kit comes with enough supplies to gain 3 bonus Momentum to buy d20s.
- ☒ **Identity documents:** Allied agents inserted behind enemy lines that need to operate there for any length of time are issued with cover identities and rigorously prepared for acting as their alter ego. Identity documents back this deception up, allowing agents to gain up to 3 bonus Momentum for buying d20s before they are no longer valid (representing their limited use under close scrutiny).
- ☒ Lucky charm



## Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
<b>Concealed Pistol</b>	Handguns	Close	3☒ Piercing 1	Vicious (Ammo 3)	Close Quarters, Hidden
<b>Garotte</b>	Hand-to-Hand Combat	Close	3☒ Snare	—	Hidden, Subtle
<b>Fighting Knife</b>	Melee Weapons	Close	2☒ Piercing 1	—	Hidden

# Corporal Andrew Collins - Boffin

Andy grew up poor and living on the fringes of a larger American city. He is not too specific about his background, only that he wanted to “get away from there”. Resourceful and good with tools and machines, he picked up odd jobs as a mechanic and electrician until duty called and he was drafted into the Army. Fortunately, the military figured out how smart he was and put him to work on a multitude of projects. He has seen strange things in his life, but he attributes far more to man’s tendency to be evil rather than some overriding supernatural entity.

His almost unnatural ability to pick up languages earned him the attention of Majestic, who realised that someone who could pick up a *Nachtwölfe* field manual on the fly and figure out how to operate the equipment would be a huge asset. If he has a vice, Andy can waffle and be indecisive. “Weak-willed” is an understatement, it can take him thirty minutes to decide on what he’s eating at a diner.

## Truths

- ⊗ Diligent Mechanic
- ⊗ Street Kid
- ⊗ American

## Attributes

AGILITY	07	BRAWN	08
COORDINATION	11	INSIGHT	08
REASON	11	WILL	06

## Skills

### Academia 2, Engineering 4

(Electrical Engineering, Mechanical Engineering),  
**Fighting 1, Medicine 2 (First Aid), Observation 2,**  
**Resilience 1, Stealth 2, Vehicles 2 (Cars)**

Languages: English, French, German.

STRESS	9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INJURIES		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	FORTUNE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
ARMOUR	0	COURAGE		0					

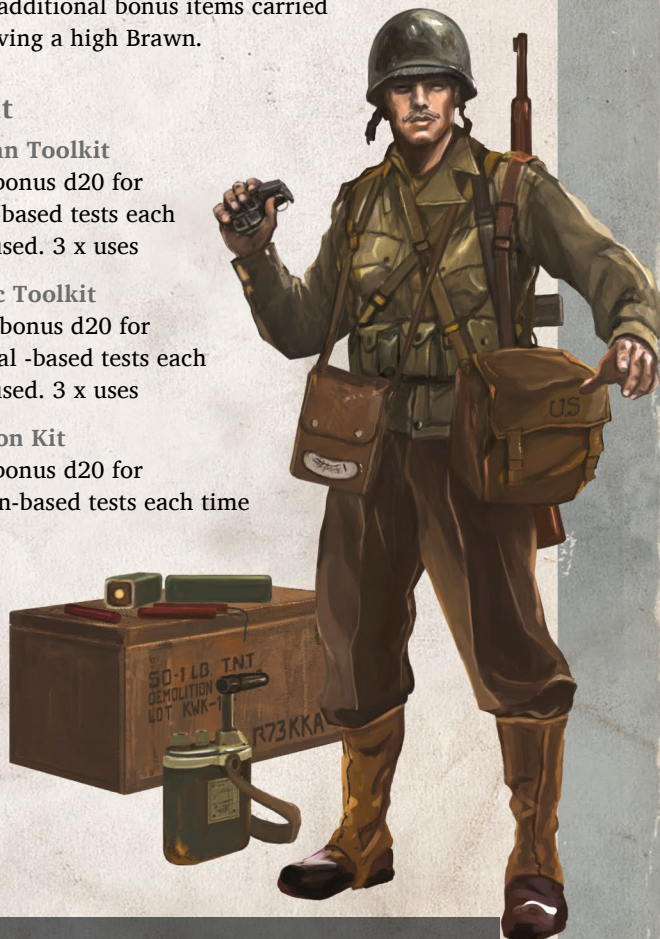
*I grew up learning how to fix things because we couldn't afford anything new. I never knew those skills would still be useful half a world away.*

## Talents

- ⊗ **Prototype:** You can construct unusual and experimental devices with a difficulty 2 Engineering skill test. When you do, select a talent from among your comrades, and apply its benefit to the device. Anyone using the device can apply that talent to their skill tests. After the device is used, roll 1 ⚡, plus one additional ⚡ for each use before this one; if an effect is rolled the device stops working and cannot be repaired.
- ⊗ **Demolitions:** You're skilled in making, setting, and defusing explosives. Whenever you attempt an Engineering test to create, set, or to defuse an explosive device your first bonus d20 is free. You can also ignore the first complication on an Engineering test involving explosives once per scene.
- ⊗ **Everything I Need is Here:** You make the most of your kitbags and backpacks, carrying as much as is humanly possible without slowing you down. You may carry one additional major item. This stacks with any additional bonus items carried due to having a high Brawn.

## Equipment

- ⊗ **Electrician Toolkit**  
 Grants a bonus d20 for electrical-based tests each time it's used. 3 x uses
- ⊗ **Mechanic Toolkit**  
 Grants a bonus d20 for mechanical -based tests each time it's used. 3 x uses
- ⊗ **Demolition Kit**  
 Grants a bonus d20 for demolition-based tests each time it's used. 3 x uses



NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
Browning High Power	Handguns	Close	4 ⚡	Vicious	—
M1 Carbine	Rifles	Medium	4 ⚡	Vicious	—








## Spells & Rituals

### SPHERES OF YOG-SOTHOTH


Bakshi summons a small portion of Yog-Sothoth's being to this plane, appearing in the form of a series of ephemeral spheres glowing with a pallid unholy light, then directs it at her enemies who wilt under the outer god's unclean touch.

**Skill:** Fighting

**Difficulty:** Varies, see below

**Cost:** 5  Drain. In addition, each effect rolled on the cost adds 1 to Threat

**Duration:** Instant

**Effect:** Attack spell. The spell conjures one, two, or three spheres, which the spellcaster hurls at enemies within Medium range: the difficulty of the spell is equal to the number of spheres summoned. Each sphere targets a different enemy, and each enemy hit suffers Power + 4  physical stress with the Drain and Stun effects. For 2 Momentum, the spell gains the Piercing 2 effect

### BINDING OF YOG-SOTHOTH


Calling on the chaotic aspects of the outer god to confuse and mislead, Bakshi binds all enemies nearby with this spell. While it does no direct physical damage, those troops who succumb to its deleterious effects are overcome, becoming rooted to the spot, and unable to move, fire, or defend themselves.

**Skill:** Persuasion

**Difficulty:** 2

**Cost:** 5 Drain

**Duration:** Instant

**Effect:** Control spell. All enemies within Close range suffer power + 2  mental stress with the Snare effect. Enemies who suffer one or more injuries from this spell are paralysed instead of suffering injuries. Paralysed enemies may not take any action other than to try to break free, requiring a successful **Will + Resilience** test with a Difficulty of 3. For 2 Momentum, the spell gains the Piercing 1 effect. For 2 Momentum, the spell gains the Persistent 3 effect; the Persistent damage also has the Snare effect.



# Detective Giraud Mansour - Investigator

Giraud has been fighting all his life. From Belgium, he was called up to serve in the French Army in the waning days of The Great War but survived when so many didn't. In the inter-war period he turned his talents to law enforcement, married, and moved as far from Germany as he could. When France surrendered, something snapped, he moved his family to the United States and joined the Free French within days. He is older and more cynical now, but the fire of freedom burns and has sparked a frenetic need to do "something" and Giraud will put all his energies to that goal.

## Truths

- ⊗ Busy Beat Cop
- ⊗ French Sleuth



## Skills

**Academia 2** (Cryptography), **Engineering 1**, **Fighting 2** (Handguns), **Medicine 3**, **Observation 4** (Instincts, Sight), **Persuasion 2**, **Resilience 1**, **Stealth 1**, **Survival 1**

**Languages: English, French, German.**



*To see this happen  
a second time is the greatest  
tragedy*

## Talents

- ⊗ **Polymath:** You are widely-read and multi-talented, possessing expertise in a wide variety of fields. Once per scene, you may spend 2 Momentum to gain an additional focus for the duration of the scene. This focus can be chosen from any skill in which you have a score of 2 or higher.
- ⊗ **Constantly Watching:** Whenever you attempt a skill test to detect danger or hidden enemies, reduce the difficulty by 1, to a minimum of 0.
- ⊗ **Sharpshooter:**
  - ⊗ **Keywords: Fighting**  
You're a crack shot, able to hit bullseyes and make shots that most other people could only dream of. When you take the Aim minor action, before making a ranged attack, the first bonus d20 you buy is free. In addition, the attack gains the *Piercing* quality or improves the weapon's *Piercing* quality by 1 meaning it ignores one point of enemy Armour.

## Equipment

- ⊗ **First Aid Kit** Grants a bonus d20 for Medicine-based tests each time it's used.  
3 x uses



## Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
Enfield Service Revolver	Handguns	Close	4 ⚔	Vicious	—
MAS Modele 1926 Rifle	Rifles	Medium	5 ⚔	Vicious	—

# Sergeant-Major Percy Hawkins - Soldier

Percy is a British soldier who has been in Section M for a while and has been fighting the war for longer than that. He has fought the Black Sun before, expects to fight them again, and has a calm demeanour in the face of danger. He has the quiet, piercing stare of a man who has seen too much, done too much, and knows that it will probably be the death of him. More than anything, he'd like to be home with his wife and children, but he has seen the horrors of this war and knows that they must be faced to keep his family safe. So, he throws himself into the line of fire to make sure that the world they live in is better than the one he does.

## Truths

- ⊗ Experienced Soldier
- ⊗ British Commando

## Attributes

AGILITY	09	BRAWN	10
COORDINATION	09	INSIGHT	08
REASON	07	WILL	08

## Skills

Academia 1, Athletics 2, Fighting 4 (Handguns, Close Quarters), Observation 2, Persuasion 1, Resilience 3 (Fortitude), Survival 2, Tactics 2 (Covert Operations)

Languages: English

STRESS	13	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INJURIES		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	FORTUNE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
ARMOUR	1	COURAGE		0									

*It's a job, like others,  
most of the time a lot  
more terrifying than  
my wife would prefer.*

## Talents

- ⊗ **Draw Their Fire:** You protect your allies by drawing the attention of the enemy. After you make an attack, you may spend 2 Momentum to draw the enemy's attention. If you do, then any enemy able to attack you who targets one of your allies increases the difficulty of their attack by 1.
- ⊗ **Defensive:** You're especially good at avoiding harm. When ranged attacks are made against you, the difficulty of those attacks are increased by 1.
- ⊗ **Foreboding Survival:** Every so often, it feels like you narrowly avoid disaster thanks to an unknown guiding hand. How you avoid these fates is unknown, but bad luck seems to befall those around you. Once per mission, when you suffer an injury, you may generate 3 Threat in order to avoid suffering that injury. At the GM's discretion, you may be offered the chance to avoid other misfortune in exchange for generating 3 Threat.

## Equipment

- ⊗ **Ammo Belt**  
3 bonus Ammo for Salvo attacks in addition to the 3 already carried
- ⊗ **First Aid Kit**  
Grants a bonus d20 for Medicine-based tests each time it's used.  
3 x uses



## Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
Enfield Service Revolver	Handguns	Close	4	Vicious	—
Thompson SMG	Close Quarters	Close	4	Stun	—
Mills Bomb (x 3)	Throwing	Close	6	Area, Stun	—

# Helene Abadie - Occultist

Helene is a French North African, a gifted individual with powerful, almost omniscient dreams. Or “someone who would have been burned at the stake, it heavily depends on the century” as she jokes. She has been tormented by strange powers and lucid, terrifying dreams since childhood, and was driven into a life of black-market dealings and crime long before Germany conquered France and everything there became “Vichy French”. She is not motivated by freedom for Algeria, but by the need to defeat the occult forces of the Third Reich. The Black Sun scare her, and she has seen enough of them to know they must be stopped, no matter the price.

## Truths

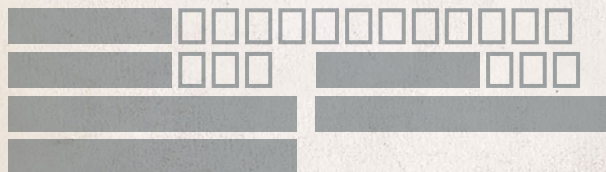
- ⊗ Black Market Dealer
- ⊗ Dreamwalker and spellcaster



## Skills

**Academia 2** (Occultism), **Fighting 1**, **Observation 2**, **Persuasion 4** (Deceive), **Resilience 3** (Discipline), **Stealth 2**, **Survival 3** (Mysticism), **Tactics 1**

**Languages: French, English**



## Talents

- ⊗ **A Price to Pay:** You understand that magic always comes at a cost, and pay that price willingly, even sacrificing more of yourself to augment your spells. You are a spellcaster, and whenever you successfully cast a spell, you gain 2 bonus Momentum, which may only be used to improve the spell's effect. If you do so, the spell's Cost increases by +2 ⚡, and the Cost is physical stress instead of mental stress.
- ⊗ **Subtle Cues:** You're good at knowing what people are thinking, spotting all those little cues they give away in their posture, gestures, and tone of voice... and you're good at faking those cues as well. If you spend some

time conversing with or observing someone, when you make a Persuasion test against them during the current scene, you may reduce the cost of the first d20 you purchase to 0.

- ⊗ **Bizarre Insight:** Your mind often shows you glimpses of things you couldn't otherwise know. Once per scene, you may generate 1 Threat to Obtain Information (ask the GM a question) without passing a skill test.

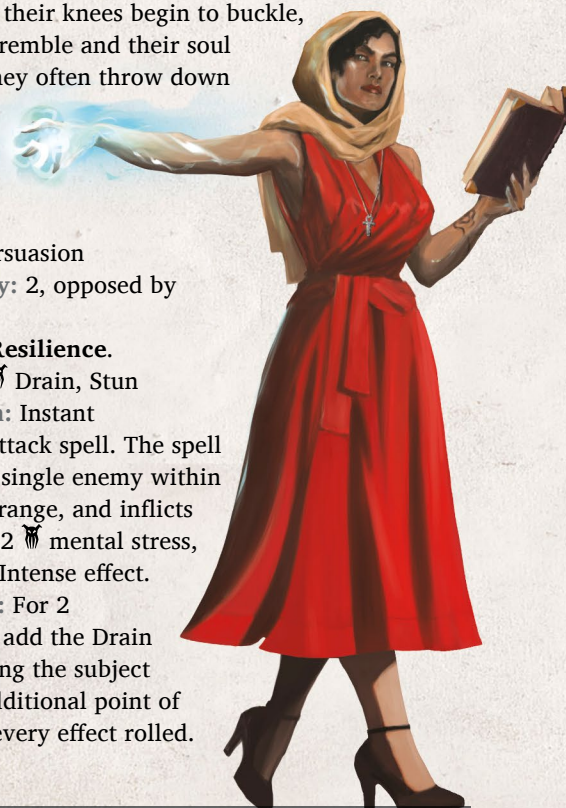
## Equipment

- ⊗ **Ritual Tools** required for casting spells
- ⊗ **False Identity Documents:** Grants a bonus d20 for Persuasion-based tests to deceive or persuade people regarding your identity. 3 x uses
- ⊗ **Disguise Kit:** Grants a bonus d20 for Persuasion-based tests to deceive or persuade people regarding your identity. 3 x uses

## Spells

- ⊗ **Gaze of Ammon:** Drawing on the power of the North African god of life, this intense spell strikes fear and terror into the hearts of all its wielder's enemies. Extending from the spellcaster in a cone-like arc of vision to its victim, those who fall under the Gaze of Ammon feel their knees begin to buckle, their limbs tremble and their soul quail, and they often throw down their arms, turn tail and flee gibbering.

- ⊗ **Skill:** Persuasion
- ⊗ **Difficulty:** 2, opposed by target's **Will + Resilience.**
- ⊗ **Cost:** 5 ⚡ Drain, Stun
- ⊗ **Duration:** Instant
- ⊗ **Effect:** Attack spell. The spell targets a single enemy within Medium range, and inflicts Power +2 ⚡ mental stress, with the Intense effect.
- ⊗ **Momentum:** For 2 Momentum, add the Drain effect meaning the subject suffers an additional point of Fatigue for every effect rolled.



## Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
High Standard HDM Pistol	Handguns	Close	3 ⚡	Vicious	Silenced pistol, with integral suppressor



# Dr. Lydia Carrington - Boffin

Lydia Carrington was always a precocious child and very close to her father, the eminent British scientist Professor Simon Carrington. From an early age, science fascinated her and she was working in her father's lab almost as soon as she could walk. Finding her niche in the emerging field of electronics, she also developed an enthusiasm for explosives, equally enthralled by taking things apart to see how they tick, then blowing them up, to see how they come apart.

An outstanding student, she earned a PHD in her mid-twenties and was recruited into Section M soon after as a weapons specialist. Both typical and atypical of the studious stereotype, she is a real bookworm, and her favourite reading materials scientific and engineering journals. However, she retains her penchant for improvisation, explosives and a real need for speed, often haring about the country lanes of Kent in one of Alec Towton's vintage sports cars. Some dismiss her as a mousy mad scientist but as Lydia says, "There's nothing mad about science, only the discovery of the wonders of the universe."

## Truths

- ⊗ British Boffin
- ⊗ Scientific visionary, Explosives Enthusiast

## Attributes

AGILITY	7	BRAWN	6
COORDINATION	10	INSIGHT	10
REASON	11	WILL	7

## Skills & Focuses

**Academia** 4 (Science) **Engineering** 3 (Electronics, Explosives) **Medicine** 2, **Observation** 2, **Persuasion** 1, **Resilience** 1, **Tactics** 1, **Vehicles** 2 (Cars)

**Languages:** English, German, Spanish

STRESS	□ □ □ □ □ □ □ □	FORTUNE	□ □ □ □
INJURIES	□ □ □	COURAGE	0
ARMOUR	0		

## Talents

- ⊗ **Did the Reading:** Lydia studies every fact and detail about the situations she is likely to encounter on her missions. Once per scene, she may use Academia instead of any other skill, and she counts as having a focus for that skill test.

- ⊗ **Prototype:** Lydia can construct unusual and experimental devices with a difficulty 2 Engineering skill test, selecting a talent and applying it to the device. Anyone using the device can apply that talent to their skill tests. After the device is used, roll 1 ⚡, plus one additional for each use before this one; if an effect is rolled the device stops working and cannot be repaired.
- ⊗ **Saboteur:** Lydia has a real knack for breaking things. When attacking an object, structure, or stationary vehicle, she may use her Engineering skill instead of Fighting, and gain bonus challenge dice from Reason instead of Brawn or Insight. When inflicting stress against such a target, she can spend 2 Momentum to change any challenge dice to an effect result, up to her rating in Engineering.

## Equipment

- ⊗ **Academic Contact:** Prof Frank Travers who is her former Professor
- ⊗ **Explosives Contact:** Major Davina Wilson, Section M ordnance division who shares Lydia's enthusiasm for making things go bang
- ⊗ Electrician's Tools
- ⊗ Demolition Kit



## Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
Enfield No. 2 Service Revolver	Handguns	Close	4 ⚡	Vicious	Close Quarters, Reliable
6x Mills Bombs	Throwing	Close	6 ⚡ Area, Stun	—	Inaccurate, Munition

# Rick Loman - Investigator

Ricardo Loman is a hard-boiled private investigator who has made his home in Britain after being forced to flee his native Germany. Born to a German father and Italian mother, growing up Loman always straddled two worlds, but was especially close to his father, especially after his mother's untimely death. Hans, his father was a prominent communist and anti-fascist journalist who was ambushed and beaten to death by Hitler's Brownshirts. Loman, exacted revenge by killing the local Brownshirt officer and then displaying the body on a local fountain with the word 'vendetta' scrawled across his chest.

Loman quickly departed for a new life in the UK and answering a small ad, his skills, instincts, and talent for sniffing out the truth, made him ideally suited to work as a private investigator. Working in Brighton and London, he made extensive contacts with police and criminals networks, establishing a reputation as a hard but fair man. A case involving cultists opened his eyes to the power of the mythos and also alerted Section M to his talents, who then subsequently employed him as a consultant and field agent.

## Truths

- ⊗ Cynical Private Investigator
- ⊗ Fascist hater

## Attributes

AGILITY	9	BRAWN	8
COORDINATION	10	INSIGHT	10
REASON	8	WILL	6

## Skills & Focuses

Academia 2, Engineering 1, Fighting 2 (Handguns), Medicine 3, Observation 4 (Instincts, Sight) Persuasion 3 (Deceive), Stealth 2

Languages: German, Italian, English

STRESS	□ □ □ □ □ □ □ □ □ □	FORTUNE	□ □ □ □
INJURIES	□ □ □	COURAGE	0
ARMOUR	0		

## Talents

- ⊗ **Constantly Watching:** Whenever Loman attempts a skill test to detect danger or hidden enemies, he reduces the difficulty by 1, to a minimum of 0.

- ⊗ **Polymath:** Lomas is widely-read and multi-talented, possessing expertise in a wide variety of fields. Once per scene, he may spend 2 Momentum to gain an additional focus for the duration of the scene. This focus can be chosen from any skill in which he has a score of 2 or higher.
- ⊗ **Fists Full of Lead:** Loman is ambidextrous and an expert at using his signature pistols dual wielding them with deadly effect. He may choose to make two separate attacks in his turn, or concentrate fire on one foe. If he focus fires in this way, he adds an additional +2 stress inflicted with the Intense effect. This is not a Salvo attack and does not consume any Ammo.

## Equipment

- ⊗ Pocket watch which belonged to his father, Hans Loman
- ⊗ Analytical Tools
- ⊗ Burglar's Tools
- ⊗ Covert Clothing
- ⊗ ID documents



## Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
Fighting Knife	Melee	Reach	2	—	Hidden, Subtle
2x Walther P Series	Handguns	Close	3	Vicious	Close Quarters, Hidden, Reliable

# Gemma Janus - Occultist

Gemma Janus was born to an Irish father and Czech mother and raised in a travelling European circus. Showing an aptitude for performance almost as soon as she could walk, she developed into a star of the big top and growing up, learned many useful performance skills from her circus family including knife throwing and lion taming.

But behind the greasepaint, Gemma harboured a secret mystical yearning, a talent for the uncanny which called to her across the void of worlds. When she was old enough, her mother entrusted her with an ancient mystical tome which had been passed down the generations and from this, she developed her talent for magic and began to speak with entities from the outer dark. When her circus visited London in the mid-thirties, her emerging talents attracted the attention of Section M's mystics and she was rapidly recruited into Britain's occult secret service.

## Truths

- ☒ Circus Star
- ☒ Owns an Occult Grimoire
- ☒ Glimpsed What Mortals Should Not Know

## Attributes

AGILITY	9	BRAWN	7
COORDINATION	7	INSIGHT	8
REASON	9	WILL	11

## Skills & Focuses

**Academia 3, (Occultism) Athletics 1, Fighting 1, Observation 3 (Instincts), Persuasion 4 (Charm, Deceive), Resilience 3, Stealth 1, Survival 1**

**Languages:** English, Czech, Gaelic, Atlantean

**Power:** 2 ☞

STRESS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FORTUNE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
INJURIES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	COURAGE	2
ARMOUR	0		

## Talents

- ☒ **Summoner:** Gemma has spoken with entities beyond the fringes of the material world, and is adept at calling creatures into existence from other dimensions beyond time and space. She is a spellcaster, and whenever she casts a summoning spell, she can spend 2 Momentum to secure the obedience of the summoned creature. This obedience lasts for a number of minutes (or rounds in

combat) equal to her Persuasion skill, after which the creature must be commanded as normal.

- ☒ **Star of the Ring:** With her circus training and love of showmanship, Gemma is used to being the centre of attention, and she knows how to keep all eyes focused on her. When she succeeds at a Persuasion test to distract or hold the attention of others, she may spend 1 Momentum to increase the difficulty of all Observation tests made by enemies by +1.
- ☒ **Mystical Power:** Gemma has delved deep into the immortal mysteries of the Mythos and the secrets of time and returned with greater aptitude for magical endeavours. When She casts a spell, she may increase her Power by +2, but all allies within Close range suffer 1 mental stress for each effect she rolls on the spell's Cost, as they're exposed to the unearthly secrets she has learned.

## Equipment

- ☒ **Ritual Tools**
- ☒ Gemma knows Vlodimir Rossosof, the ringmaster of her former circus and member of an esoteric order dedicated to battling the menace of the mythos. He is able to provide her with contacts and support amongst entertainers from carnivals and circuses around the world.
- ☒ **Fabulous Beasts of Unknown Lands (occult tome):** This is a copy of an ancient Atlantean grimoire and spellbook and has been passed down the generations until finally being entrusted to Gemma. It only contains two spells which she has already learned (below). However, it is also a useful guide to the strange and esoteric creatures of myth, mythos and legend and if Gemma spends time studying it, she can Obtain Information about these fabulous creatures and perhaps even some limited knowledge of how to summon them (at GM's discretion).
  - ☒ **Difficulty:** 2
  - ☒ **Language:** Atlantean/English
  - ☒ **Mental Stress:** 4 ☞ Drain, Piercing 1

## Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
Whip	Exotic	Close	3 ☞ Snare	—	Subtle
Throwing Knives	Throwing	Close	2 ☞ Piercing	Vicious	Subtle

## Spells & Rituals

Gemma is a research-based spellcaster who has learned magic through rigorous study of ancient texts and forbidden tomes. She uses Reason to cast spells, can learn any spell from any source and knows the following spells and rituals.

### **RITUAL: SUMMON MYTHOS CREATURE**

Gemma knows the Summon Mythos creature ritual (*Gamemaster's Guide* P110). She has successfully contacted Deep Ones, Mi-Go and Sheehad and may also have contacted others at the GM's discretion.

### **STREAM OF CONSCIOUSNESS**

Harnessing this watery enchantment, Gemma can transform herself and any nearby allies into a purely liquid form impervious to all damage which flows according to her will, escaping immediate harm and slipping away from danger.

**Skill:** Survival

**Difficulty:** 2

**Cost:** 4 Drain, Stun

**Duration:** Instant

**Effect:** Blessing spell. The spell may affect the spellcaster plus any of the spellcaster's allies within Close range, up to a total number of targets equal to half the spellcaster's power (rounding up). The affected characters transform into water and flow away, reappearing moments later at any point within sight within Long range. Characters moved in this manner cannot take actions in their following turn, as if affected by the Stun effect.

### **ISAAC'S BINDING**

Calling on the chaotic aspects of the unknown universe to confuse and mislead, Gemma binds all enemies nearby with this spell. While it does no direct physical damage, those who succumb to its deleterious effects are overcome, becoming rooted to the spot, and unable to move, fire, or defend themselves.

**Skill:** Persuasion

**Difficulty:** 2

**Cost:** 5 Drain

**Duration:** Instant

**Effect:** Control spell. All enemies within Close range suffer Power + 2 mental stress with the Snare effect. Enemies who suffer one or more injuries from this spell are paralysed instead of suffering injuries. Paralysed enemies may not take any action other than to try to break free, requiring a successful **Will + Resilience** test with a difficulty of 3.



*I have gazed upon the  
beings of the outer dark,  
and they have gazed back.*

*- Gemma Janus*





# Marie-France Bardon - Con Artist

Marie-France is a brave and dedicated nurse who uses her good looks and attractive appearance to great effect, playing the part of a naïve and innocent young woman who guilelessly flirts with German troops and officers, subtly extracting information and intelligence without them ever knowing. She is from the town of Etellbruck and in civilian life, her occupation as a nurse gives her the perfect excuse to move around the Ardennes, freely visiting patients and administering to the sick. Yet behind this front, she is an intelligent and wily operative able to manipulate people, especially men, for her own ends.

## Truths

- ⊗ Resistance Fighter
- ⊗ Mistress of Disguise

## Attributes

AGILITY 7	BRAWN 7
COORDINATION 10	INSIGHT 1
REASON 9	WILL 9

## Skills & Focuses

**Academia 2, Athletics, Engineering, Fighting 1, Medicine 3 (First Aid), Observation 2 (Instincts), Persuasion 3 (Deceive), Resilience 2, Stealth 2 (Urban Stealth), Survival, Tactics 1**

Languages: French, German

STRESS	□ □ □ □ □ □ □ □ □ □	FORTUNE	□ □ □ □
INJURIES	□ □ □	COURAGE	2
ARMOUR	1		

## Belongings

- ⊗ Disguise Kit
- ⊗ First Aid Kit
- ⊗ An assortment of photographs which she uses to embellish any story she wishes to sell or background she has currently assumed.

## Talents

- ⊗ **Chameleon:** Marie-France has a talent for assuming disguises, and even the identity she presents may not be the real her. When she adopts a disguise, Marie-France may spend a Fortune point to establish she has an appropriate alias already, complete with the corresponding papers and other trappings.

- ⊗ **Medic:** When Marie-France successfully stabilises an ally, she may spend 2 Momentum in order to immediately treat one physical injury that ally has suffered, though if defeated, they remain defeated.
- ⊗ **Defensive:** Marie-France is especially good at avoiding harm. Ranged attacks targeting her are increased in difficulty by 1.

## Equipment

- ⊗ Disguise Kit
- ⊗ Medical Kit
- ⊗ Identity Documents



## Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
Welrod Mk.IIA Pistol	Handguns	Close	3	Vicious	Close Quarters, Subtle

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