

Lloyd Gribble

Player: Erik

Male Laboratory Assistant; Age: 26; Height: 5' 11";
Weight: 160lb.; Hair: Black; Eyes: Brown; Skin: White



Hit Points													Sanity Points																				
☐ Major Wound													(99 - Cthulhu Mythos = 99, SAN: 50)																				
Unconscious	1	2	3	4	Insane	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21							
5	6	7	8	9	10	11	12	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
13	14	15	16	17	18	19	20	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73
21	22	23	24	25	26	27	28	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Luck																					Magic Points												
Out of Luck	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	0	1	2	3	4	5	6	7				
22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	8	9	10	11	12	13	14	15
48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	16	17	18	19	20	21	22	23
74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	24	25	26	27	28	29	30	31

Characteristics		Skills		Skills	
Strength.....	45	22	☐ Accounting 5%	2%	☐ Pilot 0%
		9	☐ Anthropology 1%	1%	☐ Pilot (default) 1%
Constitution ..	50	25	☐ Appraise 1%	0%	☐ Psychoanalysis 1%
		10	☐ Archeology 1%	0%	☐ Psychology 10%
Size.....	60	30	☐ Art and Craft (default) .. 5%	1%	☐ Ride 5%
		12	☐ Art/Craft 0%	0%	☐ Science 0%
Dexterity	55	27	☐ Charm 15%	7%	☐ Science (Astronomy) ... 1%
		11	☐ Climb 20%	10%	☐ Science (Biology) 1%
Appearance..	45	22	Credit Rating 20%	10%	☐ Science (Botany) 1%
		9	Cthulhu Mythos 0%	0%	☐ Science (Chemistry) .. 30%
Intelligence ..	65	32	☐ Disguise 5%	2%	☐ Science (Cryptography) . 1%
		13	☐ Dodge 27%	13%	☐ Science (default) 1%
☐ Power	50	25	☐ Drive Auto 20%	10%	☐ Science (Engineering) .. 1%
		10	☐ Electrical Repair 10%	5%	☐ Science (Forensics) ... 1%
Education	75	37	☐ Fast Talk 5%	2%	☐ Science (Geology) 1%
		15	☐ First Aid 30%	15%	☐ Science (Mathematics) 55%
			☐ History 5%	2%	☐ Science (Meteorology) .. 1%
			☐ Intimidate 15%	7%	☐ Science (Pharmacy) ... 1%
			☐ Jump 20%	10%	☐ Science (Physics) 1%
			☐ Language (default) 1%	0%	☐ Science (Zoology) 1%
			☐ Language: English 75%	37%	☐ Sleight of Hand 10%
			☐ Language: German 40%	20%	☐ Spot Hidden 60%
			☐ Law 5%	2%	☐ Stealth 20%
			☐ Library Use 75%	37%	☐ Survival (default) 10%
			☐ Listen 50%	25%	☐ Swim 20%
			☐ Locksmith 1%	0%	☐ Track 10%
			☐ Lore 0%	0%	
			☐ Lore (default) 1%	0%	
			☐ Mechanical Repair 10%	5%	
			☐ Medicine 1%	0%	
			☐ Natural World 10%	5%	
			☐ Navigate 10%	5%	
			☐ Occult 5%	2%	
			☐ Operate Heavy Machinery 1%	0%	
			☐ Persuade 15%	7%	

Weapon Skills	
☐ Fighting (Brawl)	25%
☐ Firearms (Handgun) ..	70%
☐ Firearms (Rifle/Shotgun)	25%

Armor

Heavy Leather Jacket (-1 HP, Covers: T)

Weapons

.38 or 9mm Revolver Att: 70%^{35%} Dam: 1D10 (1D10+10) Unarmed Att: 25%^{12%} Dam: 1D3+0 (3)
Att: 1 (3) Malf: 100+ Rng: 15 yd/30 yd/60 yd # Att: 1

Validation Report (0 issues): Nothing identified

Gear & Possessions

(100×) .38 Short Round Ammo
Alcohol (half gallon)
Aspirin (12 Pills)
Bat-wing Bow Tie
Broadcloth Dress Shirt
Carbide Lamp
Cigarettes (pack)
Corduroy Norfolk Suit
Extra Handcuff Key
Gauze Bandages (5 yards)
Handcuffs
Leather Work Shoes
Medical Valise/Case
Pen Light
Pocket Magnifying Glass
Shirt, percale
Suspenders
Waterproof Match Case

Cash & Assets

Spending Level : \$10
Cash : \$15
Assets : \$1,000

Backstory

Ideology/Beliefs (Key Connection) : There is evil in society that should be rooted out. What is this evil? (e.g. drugs, violence, racism).

Significant People : A non-player character (NPC) in the game. Ask the Keeper to pick one for you. They taught you something. What? (e.g. a skill, to love, to be a man).

Meaningful Locations : A place connected with your ideology/belief (e.g. parish church, Mecca, Stonehenge).

Treasured Possessions : A memento of a departed person (e.g. jewelry, a photograph in your wallet, a letter).

Traits : Dreamer (e.g. given to flights of fancy, visionary, highly creative).

Background & Details

Growing up in London, Lloyd had big aspirations in school, but somewhere along the way, he got a copy of Robert Goddard's book, A Method of Reaching Extreme Altitudes, and he never looked back. Scorned by the rest of the scientific community, the book captured Lloyd's imagination and he's been fixated on it since. His personal investigation into craft that could reach extreme altitudes has kept him from advancing far in his field, despite his exemplary skills. He's made his living as a laboratory assistant while studying his passion on the side.

He met Curtis Blakely in a dusty corner of the London Library one evening as they were reaching for the same book. The two struck up a conversation, and Lloyd found someone that wasn't immediately dismissive of his theories, even if that someone seemed a bit off... Regardless, the two stayed in touch, and Curtis began revealing some of the most fascinating things Lloyd had ever seen or heard. Recently, Curtis became quite agitated that something terrible had befallen his friends on the other side of the world, and he shared even more with Lloyd.

Lloyd took this information and decided that it was time to see first-hand if what Curtis had been telling him held merit. His life as a laboratory assistant meant nothing if it was true, and if it wasn't, well, it's not like his career was going great places anyway. He sent some introductory telegrams and scheduled transport to rendezvous with a group of like-minded folks in Australia...