

# Lloyd Gribble

Player: Erik

Male Laboratory Assistant; Age: 31; Height: 5' 11";  
Weight: 160lb.; Hair: Brown; Eyes: Brown; Skin: White



Hit Points													Sanity Points																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																							
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Characteristics				Skills				Skills			
Strength.....	45	22 9	<input type="text"/>	<input type="checkbox"/> Accounting .....	5%	2% 1%	<input type="text"/>	<input type="checkbox"/> Pilot .....	0%	0% 0%	<input type="text"/>
Constitution .	50	25 10	<input type="text"/>	<input type="checkbox"/> Anthropology .....	1%	0% 0%	<input type="text"/>	<input type="checkbox"/> Pilot (default) .....	1%	0% 0%	<input type="text"/>
Size.....	60	30 12	<input type="text"/>	<input type="checkbox"/> Appraise .....	1%	0% 0%	<input type="text"/>	<input type="checkbox"/> Psychoanalysis .....	1%	0% 0%	<input type="text"/>
Dexterity .....	55	27 11	<input type="text"/>	<input type="checkbox"/> Archeology .....	1%	0% 0%	<input type="text"/>	<input type="checkbox"/> Psychology .....	10%	2% 5%	<input type="text"/>
Appearance..	45	22 9	<input type="text"/>	<input type="checkbox"/> Art and Craft (default) ..	5%	2% 1%	<input type="text"/>	<input type="checkbox"/> Ride .....	5%	2% 1%	<input type="text"/>
Intelligence ..	65	32 13	<input type="text"/>	<input type="checkbox"/> Art/Craft .....	0%	0% 0%	<input type="text"/>	<input type="checkbox"/> Science .....	0%	0% 0%	<input type="text"/>
<input type="checkbox"/> Power .....	50	25 10	<input type="text"/>	<input type="checkbox"/> Charm .....	15%	7% 3%	<input type="text"/>	<input type="checkbox"/> Science (Astronomy) .....	1%	0% 0%	<input type="text"/>
Education ....	75	37 15	<input type="text"/>	<input type="checkbox"/> Climb .....	20%	10% 4%	<input type="text"/>	<input type="checkbox"/> Science (Biology) .....	1%	0% 0%	<input type="text"/>
				Credit Rating .....	20%	10% 4%	<input type="text"/>	<input type="checkbox"/> Science (Botany) .....	1%	0% 0%	<input type="text"/>
				Cthulhu Mythos .....	0%	0% 0%	<input type="text"/>	<input type="checkbox"/> Science (Chemistry) ..	30%	15% 6%	<input type="text"/>
				<input type="checkbox"/> Disguise .....	5%	2% 1%	<input type="text"/>	<input type="checkbox"/> Science (Cryptography) .	1%	0% 0%	<input type="text"/>
				<input type="checkbox"/> Dodge .....	27%	13% 5%	<input type="text"/>	<input type="checkbox"/> Science (default) .....	1%	0% 0%	<input type="text"/>
				<input type="checkbox"/> Drive Auto .....	20%	10% 4%	<input type="text"/>	<input type="checkbox"/> Science (Engineering) ..	1%	0% 0%	<input type="text"/>
				<input type="checkbox"/> Electrical Repair .....	10%	5% 2%	<input type="text"/>	<input type="checkbox"/> Science (Forensics) .....	1%	0% 0%	<input type="text"/>
				<input type="checkbox"/> Fast Talk .....	5%	2% 1%	<input type="text"/>	<input type="checkbox"/> Science (Geology) .....	1%	0% 0%	<input type="text"/>
				<input type="checkbox"/> First Aid .....	30%	15% 6%	<input type="text"/>	<input type="checkbox"/> Science (Mathematics) ..	55%	27% 11%	<input type="text"/>
				<input type="checkbox"/> History .....	5%	2% 1%	<input type="text"/>	<input type="checkbox"/> Science (Meteorology) ..	1%	0% 0%	<input type="text"/>
				<input type="checkbox"/> Intimidate .....	15%	7% 3%	<input type="text"/>	<input type="checkbox"/> Science (Pharmacy) .....	1%	0% 0%	<input type="text"/>
				<input type="checkbox"/> Jump .....	20%	10% 4%	<input type="text"/>	<input type="checkbox"/> Science (Physics) .....	1%	0% 0%	<input type="text"/>
				<input type="checkbox"/> Language (default) .....	1%	0% 0%	<input type="text"/>	<input type="checkbox"/> Science (Zoology) .....	1%	0% 0%	<input type="text"/>
				<input type="checkbox"/> Language: English .....	75%	37% 15%	<input type="text"/>	<input type="checkbox"/> Sleight of Hand .....	10%	5% 2%	<input type="text"/>
				<input type="checkbox"/> Language: German .....	40%	20% 8%	<input type="text"/>	<input type="checkbox"/> Spot Hidden .....	60%	30% 12%	<input type="text"/>
				<input type="checkbox"/> Law .....	5%	2% 1%	<input type="text"/>	<input type="checkbox"/> Stealth .....	20%	10% 4%	<input type="text"/>
				<input type="checkbox"/> Library Use .....	75%	37% 15%	<input type="text"/>	<input type="checkbox"/> Survival (default) .....	10%	5% 2%	<input type="text"/>
				<input type="checkbox"/> Listen .....	50%	25% 10%	<input type="text"/>	<input type="checkbox"/> Swim .....	20%	10% 4%	<input type="text"/>
				<input type="checkbox"/> Locksmith .....	1%	0% 0%	<input type="text"/>	<input type="checkbox"/> Track .....	10%	5% 2%	<input type="text"/>
				<input type="checkbox"/> Lore .....	0%	0% 0%	<input type="text"/>	Weapon Skills			
				<input type="checkbox"/> Lore (default) .....	1%	0% 0%	<input type="text"/>	<input type="checkbox"/> Fighting (Brawl) .....	25%	12% 5%	<input type="text"/>
				<input type="checkbox"/> Mechanical Repair .....	10%	5% 2%	<input type="text"/>	<input type="checkbox"/> Firearms (Handgun) ..	70%	35% 14%	<input type="text"/>
				<input type="checkbox"/> Medicine .....	1%	0% 0%	<input type="text"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun)	25%	12% 5%	<input type="text"/>
				<input type="checkbox"/> Natural World .....	10%	5% 2%	<input type="text"/>				
				<input type="checkbox"/> Navigate .....	10%	5% 2%	<input type="text"/>				
				<input type="checkbox"/> Occult .....	5%	2% 1%	<input type="text"/>				
				<input type="checkbox"/> Operate Heavy Machinery	1%	0% 0%	<input type="text"/>				
				<input type="checkbox"/> Persuade .....	15%	7% 3%	<input type="text"/>				

## Armor

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

## Weapons

.38 or 9mm Revolver Att: 70% <sup>35%</sup><sub>14%</sub> Dam: 1D10 (1D10+10) Unarmed Att: 25% <sup>12%</sup><sub>5%</sub> 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

(100x) .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...