Investigators

- Anemone Silverstring
- Anita Teller
- Mordred Orkney
- Oswald Ferrier
- Zoe Aletheia
- Magnificence

Anemone Silverstring

Circus sideshow attraction creator with a PhD in bullshitting. Seven feet of personality crammed into a little more than five feet of human. Sickly, not that that she ever lets that stop her. Tarot card reader. Does not have a defined D&D alignment because, were she somehow to wind up in Golarion's afterlife, she could make a completely convincing case for whichever of the nine alignments she felt like.

Stats

Attributes

- Strength: 5th percentile
- Dexterity (gross and fine motor skills): 95th percentile
- Constitution: 5th percentile
- Height/weight: 15th percentile
- Fluid intelligence (reasoning ability, problem-solving): 98th percentile
- Crystallized intelligence (education, knowledge): 99th percentile
- Appearance (looks, charisma, raw magnetism): 50th percentile
- Willpower (force of will, sanity, spellcasting ability): 95th percentile
- Luck: 15th percentile

Best Skills

- Art and Craft (Forgery)
- Fast Talk (i.e. lying and bullshitting)
- Appraise
- Firearms (Rifle/Shotgun)
- Psychology (i.e. reading people, noticing lies)
- Language (Mayan)
- Dodge
- Psychoanalysis (i.e. helping people become saner)
- History
- Occult

Background Elements

Description

Sickly half-Maya woman who wears a mix of modern American clothing and shawls or belts sporting native American patterns.

Ideology

Anemone collects superstitious beliefs and adds them to her own, constantly revising her understanding of how to control the spiritual and consequently the physical world. She believes that people should respect the unknown and various spiritual powers, and be willing to call on spirits in times of great need, but also make sure to look out for their own interests.

People

Thomas Octavian Silverstring, Anemone's younger brother. She worked hard to take care of him after the death of their parents. Key background connection.

Zephora, an old woman of unknowable age who did fortune telling and magic tricks near the circus before her health began to deteriorate. Currently lives with her grandson in NYC.

The Librarian, Anemone's monstrous childhood imaginary friend. It eats stories. If you're helpful it will tell you some.

Magnificence, her trained squirrel monkey. He gets treats if he brings her interesting things.

Place

The Circus. The only home she's ever known. Wherever the tents are right now is home.

Possessions

A banjo. Inherited from her father.

A patchwork quilt. Her mother sewed it for her when she was a baby.

A set of journals. Anemone uses them to record myths, legends, paranormal anecdotes, and encounters with the strange, mystical, or exotic.

Personality

Curious. Wants to learn about new ideas and unfamiliar stories, especially when she thinks something genuinely bizarre might be going on.

Storyteller. Anemone loves telling stories and trying to pass the implausible off as truth. She also likes using her storytelling skills to entertain, ground, and calm down other people.

Superstitious. Takes comfort in assigning significance to various objects or actions and imagining that she can control various events by taking the right actions. Also believes in omens and divination.

Collector. Hoards whatever weird stuff she can get her hands on, and takes comfort in being able to own things that expand her knowledge of the world.

Equipment

- Wealth: poor
- Fortune-telling stuff
- Forgery tools
- Magnifying glass
- Flashlight
- Sewing kit
- .30 lever-action carbine
- .38 snubnose revolver
- Norton ES2 motorcycle
- Rosaries x10
- Handcuffs x2
- Expo watch camera
- Box brownie camera
- Fire extinguisher
- Research books
- Curiosity collection (kept at NYC office)

- Binoculars
- First aid kit
- 100 rifle rounds
- 100 handgun rounds
- Portable electric plant (kept on plane)

Anita Teller

Stats

Attributes

- Strength: 80th percentile
- Dexterity (gross and fine motor skills): 80th percentile
- Constitution: 75th percentile
- Height/weight: 50th percentile
- Fluid intelligence (reasoning ability, problem-solving): 90th percentile
- Crystallized intelligence (education, knowledge): 50th percentile
- Appearance (looks, charisma, raw magnetism): 99.9th percentile
- Willpower (force of will, sanity, spellcasting ability): 50th percentile
- Luck: 40th percentile

Best Skills

- Stealth
- Fast Talk (i.e. lying and bullshitting)
- Locksmith
- Art and Craft (Singing)
- Drive Auto
- Firearms (Handgun)
- Psychology
- Intimidate
- Dodge

Background Elements

Description

Attractive and well-dressed, skillfully applied makeup

Ideology

Don't be a jackass and don't take yourself too seriously

People

Catherine Tarlow, her sister, an Imrainai. Key background connection.

Connor Teller, her son.

Her two-year-old daughter.

Locations

The Castle, the nightclub where she met her late husband.

Her sister Catherine's house.

Possessions

Her makeup kit.

Her handgun.

The wedding ring she no longer wears.

Personality

Impulsive; free-spirited; protective; materialistic.

Equipment

- Upper-middle-class, borderline wealthy.
- Clothes: nice clothes and jewelry
- Car: Chevrolet roadster
- Gun: .32 revolver.
- Makeup kit.
- Binoculars.

Mordred Orkney

Angry anti-authoritarian socialist journalist. Deep One hybrid who has no idea of this fact. Queer and pining after his best friend. Old money with abusive parents who got out as quickly as he could. Conlanger. Miskatonic University graduate. Really, really fucking hates asylums.

Stats

Attributes

- Strength: 80th percentile
- Dexterity (gross and fine motor skills): 60th percentile
- Constitution: 75th percentile
- Height/weight: 50th percentile
- Fluid intelligence (reasoning ability, problem-solving): 98th percentile
- Crystallized intelligence (education, knowledge): 95th percentile
- Appearance (looks, charisma, raw magnetism): 5th percentile
- Willpower (force of will, sanity, spellcasting ability): 80th percentile
- Luck: 50th percentile

Best Skills

- Dive
- Fast Talk (i.e. lying and bullshitting)
- Library Use
- Psychology (i.e. reading people, noticing lies)
- Listen (i.e. eavesdropping)
- Spot Hidden
- Firearms (Shotgun)
- Stealth
- First Aid
- Art and Craft (Photography)

Background Elements

Description

Sharp-faced. Undefinably weird-looking. Needs a haircut.

Ideology

Angry antiauthoritarian 1930s socialist journalist

Person

Gale: his best friend. Mordred's a little in love with him, not that he'd ever say so. Key background connection.

Agravaine: his older half-brother.

As of 'if we fight it we still have a chance': Desperately, unsuccessfully, pretending everything is normal and fine; Mordred feels guilty about causing him nightmares and guilty about not feeling guilty enough to stop.

Inaaya: his girlfriend. Joined the Bangkok cult when she was sixteen. Born in India with psychic powers; taught herself to read from books she dug out of the garbage. Deeply idealistic.

Morgan: his aunt. Told him the occult existed and immediately vanished without a trace.

Place

His apartment. He and Agravaine live together, and it's the only place he's ever lived where he had meaningful freedom.

Possessions

Knife: the first thing he ever bought with his own money

Blue sea glass: Morgan gave it to him when he was a teenager. There's something strange about how it reflects light.

Conlang notes: he's a nerd okay

As of 'fancy condos in beverly hills': **Gale's rosary**: a promise he made to his friend that he'd be safe.

Personality

Furious: Wants to fight the entire world. It's why he became a journalist and not something with better pay, because the world is broken and he is furious that it is broken.

Loyal: His moral principles are weird but he cares about them deeply and would die for any of his loved ones.

Phobias

Deep water

Equipment

- Wealth: Middle-class
- Apartment
- Swiss army knife
- Flashlight
- Bicycle
- Typewriter
- Camera
- Pocketwatch camera

Oswald Ferrier

Former accountant for and abuse victim of his foster father Samson Trammel, the cult leader who was voted Most Deserving To Be Eaten By Gol-Goroth twelve years running. His sister is the most important person in his world, a fact not particularly changed by her membership in the cult of Nyarlathotep. Lev's boyfriend.

Stats

Attributes

- Strength: 25th percentile
- Dexterity (gross and fine motor skills): 80th percentile
- Constitution: 50th percentile
- Height/weight: 50th percentile
- Fluid intelligence (reasoning ability, problem-solving): 98th percentile
- Crystallized intelligence (education, knowledge): 90th percentile
- Appearance (looks, charisma, raw magnetism): 75th percentile
- Willpower (force of will, sanity, spellcasting ability): 50th percentile
- Luck: 95th percentile

Best Skills

- Accounting
- Dodge
- Library Use
- Intimidate
- Law
- Spot Hidden
- First Aid
- Listen (i.e. eavesdropping)
- Stealth
- History

Background Elements

Description

Forbidding, anguished, striking

Ideology

Secular

People

His sister, Lacie, now a cultist.

His boyfriend Lev.

Location

At the piano in his adoptive home.

Possession

Portable radio receiver. Key background connection.

Personality

Loyal

Phobia

Fear of being restrained

Equipment

- Middle class wealth.
- Portable radio receiver.
- Handgun.
- Rosary.
- Bicycle.

Zoe Aletheia

Circus acrobat. Believes in the power of her luck to protect her from everything that could go wrong and the power of her vigilance and her gun to protect her friends. Nephren Ka is a fan of her work but that's probably going to be fine, right?

Stats

Attributes

- Strength: 90th percentile
- Dexterity (gross and fine motor skills): 95th percentile
- Constitution: 75th percentile
- Height/weight: 25th percentile
- Fluid intelligence (reasoning ability, problem-solving): 50th percentile
- Crystallized intelligence (education, knowledge): 50th percentile
- Appearance (looks, charisma, raw magnetism): 80th percentile
- Willpower (force of will, sanity, spellcasting ability): 80th percentile
- Luck: 98th percentile

Best Skills

- Climb
- Dodge
- Jump
- Charm (i.e. making people like you)
- Art and Craft (Circus Performer)
- Psychology (i.e. reading people, noticing lies)
- Spot Hidden
- Firearms (Shotgun)
- First Aid
- Stealth

Background Elements

Description

Compact, lithe, solid, graceful

Ideology

Suicide Club lets her practice the skills she needs.

People

[as of 'hold your hat and hang on to your soul'] She has to stay away from Ralph to keep him safe. Anemone's memory reminds her that the story isn't over yet. Zoe promised Anemone to take full responsibility for Magnificence's care and wellbeing.

Location

[as of 'hold your hat and hang on to your soul'] The circus is a reminder of a life she can no longer have.

Possession

Corde lisse clears her mind and makes her love her body.

Personality

[as of 'hold your hat and hang on to your soul'] Zoe can trust that things will eventually work out for her. She needs to protect her friends. They will be okay if she is good enough.

Equipment

- Pocket knife: victorinox swiss army knife
- Shotgun: plus some amount of ammo
- Cigarette lighter: zippo
- Pocketbook: brown suede
- Handkerchiefs: "blow" one in whiteworked linen; "show" one in raw silk
- Compact: contains powder, puff, and mirror
- Gloves: ivory leather
- Perfume: tabu by dana in an atomizer
- Acrobat stuff: rigging for corde lisse, etc
- First aid stuff: for sprains, blisters, scrapes, etc
- Ghost stuff: salt, crystals, candles, etc
- Urbex stuff: goggles, flashlight, lockpicks, etc
- Desert stuff: survival gear for desert travel
- Food: nonperishable rations
- Motorcycle: as sturdy and all-terrain-y as she could afford
- Warding stone: magic???

Magnificence

Circus squirrel monkey, trained to do tricks and steal things by Anemone. Zoe considers herself responsible for him. Often confused by human behavior. In his defense, humans are VERY confusing.

Stats

Attributes

[All stats are given as the equivalent for humans.]

- Strength: 50th percentile
- Dexterity (gross and fine motor skills): Superhuman
- Constitution: 98th percentile
- Height/weight: 0.5th percentile
- Fluid intelligence (reasoning ability, problem-solving): 50th percentile
- Crystallized intelligence (education, knowledge): 0th percentile
- Appearance (looks, charisma, raw magnetism): 0th percentile
- Willpower (force of will, sanity, spellcasting ability): 90th percentile
- Luck: 50th percentile

Best Skills

- Climb
- Dodge
- Language (English)
- Spot Hidden
- Bite
- Stealth
- Sleight of Hand
- Anthropology (i.e. trying to figure out what humans are up to)
- Fighting (Brawl)
- Listen

Background Elements

Description

Adorable squirrel monkey

Ideology

Look out for yourself

People

Thomas Octavian Silverstring. He didn't appreciate it the last time Mordred gave him a treasure. We parted on uncertain terms.

Location

The circus

Possessions

A collection of items he’s stolen or scavenged. The most important item is the six of swords card.

His watch. He doesn’t know how to read it, but he likes the ticking sound it makes if he holds it up to his ear. Anemone noticed this and fastened it around his leg for him.

His expo watch camera. This was the last thing Anemone bought for him, and he wants to develop skills with it that would make her proud. Key backstory connection.

Personality

Observant. Particularly interested in understanding the world around him and the strange objects and people it contains.

Unafraid. Magnificence is accustomed to Anemone getting him out of trouble, and doesn’t worry very much about anything terrible happening to him, even if he does things that would otherwise be quite risky.

Equipment

- Wealth: none. He's a monkey.
- Wristwatch
- Expo watch camera.
- Six of swords.