Rose Kensington, actress and con-woman

Socialite (Level 1), Chaotic Good

At least 22 years old, red hair, green eyes, beautiful pale skin that freckles if in the sunlight for long.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ability | Score | | Modifier | | Save | | Skills | Total | Prof |
| STR | 9 | | -1 | |  | | Acrobatics (dex) | +2 |  |
| DEX | 14 | | +2 | | P | | Animal Hand (wis) | +1 |  |
| CON | 10 | | +0 | |  | | Arcana (int) | +1 |  |
| INT | 12 | | +1 | |  | | Athletics (str) | -1 |  |
| WIS | 12 | | +1 | |  | | Deception (cha) | +7 | E |
| CHA | 16 | | +3 | | P | | History (int) | +1 |  |
|  |  | |  | |  | |  |  |  |
| AC | INIT | | SPD | | HP | | Insight (wis) | +3 | P |
| 13 | +2 | | 30’ | | 8 | | Intimidation (cha) | +5 | P |
| Current HP | | | Temporary HP | | | | Investigation (int) | +3 | P |
|  | | |  | | | | Medicine (wis) | +1 |  |
| Nature (int) | +1 |  |
| Perception (wis) | +3 | P |
| Death Saves | | | | | | | Performance (cha) | +7 | E |
| Successes: | |  | |  | |  | Persuasion (cha) | +5 | P |
| Fails: | |  | |  | |  | Religion (int) | +1 |  |
| Inspiration Points | | | | | | 1 | Science (int) | +1 |  |
| Proficiency Bonus | | | | | | +2 | Slt. of hand (dex) | +2 |  |
| Passive Percept. (10+Wis+Prof) | | | | | | 13 | Stealth (dex) | +2 |  |
|  | | | | | |  | Survival (wis) | +1 |  |

Weapon Proficiencies: Simple Weapons, rapier, Scimitar, Shortsword, Handguns, Shotguns

* Feat (for reducing 4 abilities by 1pt each): Ability Booster: Overwhelming Personality; 2 additional proficiencies: Intimidation and Investigation
* Force of Personality: Exalt
* Mental Manipulation
* Connected

Born in a poor city in Ireland where her siblings all died of disease, she was shipped to London where things were marginally safer. To avoid the taunting of other kids about her accent she learned to change her accent and soon became good at acting in plays. Without much money in acting she discovered there were plenty of men who wanted to buy her attention and so she spent her off hours cultivating a stable of men who she kept at arm’s reach. When they began to learn about each other, for her own safety she bolted and decided to reinvent herself. With her nice dresses and baubles it was easy to fool people into thinking she came from money.

Dr. Jameson Rook probably would have never figured out she was a fraud if he hadn’t witnessed her both in a high society gig where he flirted with her, and at a dive bar across town where he’d gone to gather information. He researched her and discovered she was not just a fraud but a very good one. When he saw her defuse an imminent fight between two factions in the bar, he knew she was worth bringing onto the Autumn Council.

Abner Sutton-Pulley, archaeologist

Raider (Level 1), Chaotic Neutral

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ability | Score | | Modifier | | Save | | Skills | Total | Prof |
| STR | 10 | | 0 | |  | | Acrobatics (dex) | +3 |  |
| DEX | 17 | | +3 | | P | | Animal Hand (wis) | +1 |  |
| CON | 13 | | +1 | |  | | Arcana (int) | +2 |  |
| INT | 15 | | +2 | | P | | Athletics (str) | + |  |
| WIS | 12 | | +1 | |  | | Deception (cha) |  |  |
| CHA | 10 | | 0 | |  | | History (int) | +4 | P |
|  |  | |  | |  | |  |  |  |
| AC | INIT | | SPD | | HP | | Insight (wis) | +1 |  |
| +3 | +3 | | 30’ | | 10 | | Intimidation (cha) |  |  |
| Current HP | | | Temporary HP | | | | Investigation (int) | +4 | P |
|  | | |  | | | | Medicine (wis) | +1 |  |
| Nature (int) | +2 |  |
| Perception (wis) | +3 | P |
| Death Saves | | | | | | | Performance (cha) |  |  |
| Successes: | |  | |  | |  | Persuasion (cha) |  |  |
| Fails: | |  | |  | |  | Religion (int) | +2 |  |
| Inspiration Points | | | | | | 1 | Science (int) | +4 | P |
| Proficiency Bonus | | | | | | +2 | Slt. of hand (dex) | +3 |  |
| Passive Percept. (10+Wis+Prof) | | | | | | 13 | Stealth (dex) | +1 |  |
|  | | | | | |  | Survival (wis) | +1 |  |

Proficiencies: All weapons; Archaeologist’s tools; Light airplane; +4 languages (Swahili, Arabic, Dutch, French)

* Cryptolinguist: INT/Crypt roll of +4 vs DC 15 (simple), 20 (standard), 25 (Complicated) written unknown language to decipher a general understanding.
* Cultural Chameleon
* Natural Explorer: Favored Terrain – Desert

Abner grew up in North Africa, tagging along with his father as he taught school for poor children. He learned in school alongside much poorer local kids and was treated equally with them. He grew up with local tales of myths and legends, and became fascinated with the stories curses and tombs, riches and forbidden places after a couple local kids took him to an area where white children were forbidden. It seemed to him that Archaeology might be the only way he could get people to pay him to go such places and his father gave him every book he could find on the subject once he showed interest.

Abner was discovered by Alice Black, an older but still beautiful woman from Cairo, who fell in love with him. She was a ten year member of the council but died last year of cancer. She gave his name to the Autumn Council, knowing that her end was near and that she’d leave a vacancy.

Sri Pathak, thug and wheel-woman

Pugilist (Level 1), Neutral

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ability | Score | | Modifier | | Save | | Skills | Total | Prof |
| STR | 12 | | +1 | |  | | Acrobatics (dex) | +5 | P |
| DEX | 16 | | +3 | | P | | Animal Hand (wis) |  |  |
| CON | 14 | | +2 | | P | | Arcana (int) |  |  |
| INT | 9 | | -1 | |  | | Athletics (str) | +3 | P |
| WIS | 10 | | +0 | |  | | Deception (cha) |  |  |
| CHA | 12 | | +1 | |  | | Driving (dex)\* | +3 | P |
|  |  | |  | |  | |  |  |  |
| AC | INIT | | SPD | | HP | | History (int) |  |  |
| 12 | +3 | | 30’ | | 10 | | Insight (wis) |  |  |
| Current HP | | | Temporary HP | | | | Intimidation (cha) | +3 | P |
|  | | |  | | | | Investigation (int) |  |  |
| Medicine (wis) | +2 | P |
| Nature (int) |  |  |
| Death Saves | | | | | | | Perception (wis) |  |  |
| Successes: | |  | |  | |  | Performance (cha) |  |  |
| Fails: | |  | |  | |  | Persuasion (cha) |  |  |
| Inspiration Points | | | | | | 1 | Religion (int) |  |  |
| Proficiency Bonus | | | | | | +2 | Science (int) |  |  |
| Passive Percept. (10+Wis+Prof) | | | | | | 10 | Slt. of hand (dex) |  |  |
|  | | | | | |  | Stealth (dex) |  |  |
|  | | | | | |  | Survival (wis) |  |  |

\*Driving is not listed in the book, although it’s mentioned under the “Ace” feat; She has proficiency as a result of that.

Proficiencies: Simple weapons, short swords, shotguns; artisan’s tools

* Feat (for dropping 4 abilities 1pt ea): Ace (Proficiency with all civilian land vehicles; advantage on all pilot checks with such vehicles); Additional Proficiencies: Intimidation,

No one picked on the Pathak kids. If they did it was their last time because young Sri, the youngest by two years, wouldn’t stand for it. And not only was she a good fighter, but it was embarrassing to get beat up by someone so small, so most would back down immediately.

Sri learned the martial art Kalaripayattu (“Kalari”) when she got old enough and with her father gone, her mother didn’t have time to micromanage everyone’s lives the way many mothers of the era did, making sure they had potential suitors and learned to be young ladies and gentleman. Not that such lessons would have taken anyway as Sri became adept at fighting. There wasn’t much use for a female fighter though as all pit-fighters were men and they didn’t want to punch a girl or get humiliated by one. Sri learned the rare skill of Driving and became the driver for a local businessman of dubious dealings until she was finally recommended to the council by her Martial Arts instructor when a previous student, Aaron Halsey, came looking for candidates. Aaron found no end of pleasure in watching this small girl, even in her 20s, destroy bigger foes, so he made her an offer that had more adventure.

Coleman Smith, cursed jazz man

Occultist (Level 1)

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ability | Score | | Modifier | | | Save | | Skills | Total | Prof |
| STR | 9 | | -1 | | |  | | Acrobatics (dex) | +1 |  |
| DEX | 12 | | +1 | | |  | | Animal Hand (wis) | +2 |  |
| CON | 10 | | +0 | | |  | | Arcana (int) | +3 | P |
| INT | 12 | | +1 | | |  | | Athletics (str) | +3 |  |
| WIS | 14 | | +2 | | | P | | Deception (cha) | +3 |  |
| CHA | 16 | | +3 | | | P | | History (int) | +1 |  |
|  |  | |  | | |  | |  |  |  |
| AC | INIT | | SPD | | | HP | | Insight (wis) | +2 |  |
| 13 | +1 | | 30’ | | | 8 | | Intimidation (cha) | +3 |  |
| Current HP | | | Temporary HP | | | | | Investigation (int) | +1 |  |
|  | | |  | | | | | Medicine (wis) | +2 |  |
| Nature (int) | +1 |  |
| Perception (wis) | +4 | P |
| Death Saves | | | | | | | | Performance (cha) | +5 | P |
| Successes: | |  | | |  | |  | Persuasion (cha) | +3 |  |
| Fails: | |  | | |  | |  | Religion (int) | +3 | P |
| Inspiration Points | | | | | | | 1 | Science (int) | +1 |  |
| Proficiency Bonus | | | | | | | +2 | Slt. of hand (dex) | +1 |  |
| Passive Percept. (10+Wis+Prof) | | | | | | | 15 | Stealth (dex) | +1 |  |
| Spell attack: +5 | | | | Spell Save: 13 | | | | Survival (wis) | +2 |  |

Proficiencies: Simple weapons, short swords, scimitars, handguns, shotguns.

* Feat (for dropping 4 abilities 1pt ea): Wild Talent (Empathy; His playing is influenced by the emotions of those around him.); Also proficiency in two skills: Performance, Perception
* Otherworldly Patron: Papa Legba (Generally a neutral “god”, we’re going to classify him as Outer God and assume he’s an aspect of Nyarlathotep, since the outer god boons are more appropriate to the character)
* Pact Magic: 2 Cantrips, 2 Spells Known, 1 Spell slot,. (Charm Person, Hideous Laughter—possibly as “Hysterical crying”); He uses his horn as a focus; if it doesn’t have “verbal” component he won’t be required to play it.)

Coleman wanted to be the greatest musician in the world. He was trained in classical music, came to embrace jazz, and ultimately fell in love with the blues. It became impossible for him to live out his destiny though when a group of drunken white men injured his arm, making it impossible to play the trumpet. And that’s when he turned to healing forces that were beyond those of doctors. Immersing himself in voodoo, Coleman made a deal with Papa Legba who convinced the loa to heal Coleman.

Coleman is a 29 year-old African-American man, often well dressed in a suit and tie. His forearms are covered in mystical sigils and marks. He’s often carrying his trumpet case which contains his trumpet. After a bewitching set at *The Midnight Room* in New Orleans, A member of the council whose senses extended to seeing magic, witnessed the glow coming from beneath his sleeves. After researching him to see that he was not a threat, they struck up a friendship and ultimately it was pointed out to Coleman that he could be doing more with his abilities than playing music.

Avril Cassell, French Spiritualist

Mentalist (Level 1), Lawful Neutral

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ability | Score | | | Modifier | | Save | | Skills | Total | Prof |
| STR | 9 | | | -1 | |  | | Acrobatics (dex) | +1 |  |
| DEX | 12 | | | +1 | |  | | Animal Hand (wis) | +3 |  |
| CON | 10 | | | +0 | |  | | Arcana (int) | +1 |  |
| INT | 12 | | | +1 | |  | | Athletics (str) | -1 |  |
| WIS | 16 | | | +3 | | P | | Deception (cha) | +2 |  |
| CHA | 14 | | | +2 | | P | | History (int) | +1 |  |
|  |  | | |  | |  | |  |  |  |
| AC | INIT | | | SPD | | HP | | Insight (wis) | +3 | P |
| 13 | +1 | | | 30’ | | 9 | | Intimidation (cha) | +2 |  |
| Current HP | | | | Temporary HP | | | | Investigation (int) | +1 |  |
|  | | | |  | | | | Medicine (wis) | +3 |  |
| Nature (int) | +1 |  |
| Perception (wis) | +3 |  |
| Death Saves | | | | | | | | Performance (cha) | +2 |  |
| Successes: | |  | | |  | |  | Persuasion (cha) | +2 | P |
| Fails: | |  | | |  | |  | Religion (int) | +1 |  |
| Inspiration Points | | | | | | | 1 | Science (int) | +1 |  |
| Proficiency Bonus | | | | | | | +2 | Slt. of hand (dex) | +1 |  |
| Passive Percept. (10+Wis+Prof) | | | | | | | 13 | Stealth (dex) | +1 |  |
| Psi Attack: +5 | | | Psi Save DC: 13 | | | | | Survival (wis) | +3 |  |

Proficiencies: Simple weapons, rapiers, scimitars, short swords, handguns, rifles, and shotguns;

* Feat (for dropping 4 ability scores 1pt ea):
* Psychic Powers: Clairvoyance (WIS), Psychic Defense (WIS), Psychometry (INT), Spirit Medium (WIS)
* Psionic Insight: 3 Uses/long rest, +1D6 bonus on target’s rolls

Avril was born in Paris and might have stayed there if not for a carny traveling the country who stopped in to see if he could bring something exotic and French to the psychic routines performed by his workers. What he found instead was a pretty young woman who seemed haunted by the presence of the dead. She correctly described Mr. Shadwell’s cousin, whom she saw was standing right beside him, his neck twisted at an odd angle, as he’d died when pushed from a high ledge over a swimming hole and found the rocks below. Mr. Shadwell pleaded with the unseen spirit and begged for forgiveness; it had been the act of kids playing around and when Avril told him the cousin wasn’t following him to haunt him, he was there trying to tell him to let go and move on, Shadwell found catharsis and pledged he’d never forget. Two years later Winthrop Styer showed up at Avril’s door and after a convincing read, offered her a place in the Autumn Council. She took it on the advice of the woman she was replacing… the a woman who was silently following along with Winthrop ever since her death six months earlier. Avril had been recommended by Shadwell when Winthrop and he had exchanged tales about psychic phenomenon.

Bogan, Ex-Con with a code

Hooligan (Level 1), Lawful Good

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ability | Score | | Modifier | | Save | | Skills | Total | Prof |
| STR | 13 | |  | |  | | Acrobatics (dex) | +3 |  |
| DEX | 17 | |  | | P | | Animal Hand (wis) |  |  |
| CON | 12 | |  | |  | | Arcana (int) | +2 |  |
| INT | 15 | |  | | P | | Athletics (str) | +3 | P |
| WIS | 10 | |  | |  | | Deception (cha) |  |  |
| CHA | 10 | |  | |  | | History (int) | +2 |  |
|  |  | |  | |  | |  |  |  |
| AC | INIT | | SPD | | HP | | Insight (wis) |  |  |
| 13 | +3 | | 30’ | | 9 | | Intimidation (cha) |  |  |
| Current HP | | | Temporary HP | | | | Investigation (int) | +2 |  |
|  | | |  | | | | Medicine (wis) |  |  |
| Nature (int) | +2 |  |
| Perception (wis) | +2 | P |
| Death Saves | | | | | | | Performance (cha) |  |  |
| Successes: | |  | |  | |  | Persuasion (cha) |  |  |
| Fails: | |  | |  | |  | Religion (int) | +2 |  |
| Inspiration Points | | | | | | 1 | Science (int) | +2 |  |
| Proficiency Bonus | | | | | | +2 | Slt. of hand (dex) | +7 | E |
| Passive Percept. (10+Wis+Prof) | | | | | | 12 | Stealth (dex) | +5 | P |
|  | | | | | |  | Survival (wis) |  |  |

Proficiencies: Simple weapons, long swords, rapiers, short swords, handguns, rifles, shotguns; Thieves’ tools.

* Sneak Attack: +1D6
* Expertise: Thieves’ Tools (Double Prof. on any roll used making them), and Sleight of Hand.
* Street Lingo (Washington D.C./Baltimore, New York City, +2 other locations TBD)

Bogan was born Boone Littleton, but got the nickname early on from his family (A bogan being a mischievous spirit or faerie). He hasn’t answered to anything else for a couple of decades. He didn’t find school of much use in London and instead earned money through banditry.

During his second term in Wakefield Prison he met American Dean Mathers, who found Bogan’s adherence to rules and standards given him to be fascinating. It was as if he’d obey rules as long as they weren’t the ones society held. A sort of street code. It was Mathers who proposed him to the Autumn Council, pointing out that Bogan had kept him alive for those two months when he’d been missing and no one knew how to find him.

Brother Martin, Jesuit Scholar

Hallowed (Level 1), Lawful Good

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ability | Score | | Modifier | | Save | | Skills | Total | Prof |
| STR | 9 | | -1 | |  | | Acrobatics (dex) | +1 |  |
| DEX | 12 | | +1 | |  | | Animal Hand (wis) | +3 |  |
| CON | 10 | |  | |  | | Arcana (int) | +1 |  |
| INT | 12 | | +1 | |  | | Athletics (str) | -1 |  |
| WIS | 16 | | +3 | |  | | Deception (cha) | +2 |  |
| CHA | 14 | | +2 | |  | | History (int) | +1 |  |
|  |  | |  | |  | |  |  |  |
| AC | INIT | | SPD | | HP | | Insight (wis) | +3 | P |
|  |  | |  | |  | | Intimidation (cha) | +2 |  |
| Current HP | | | Temporary HP | | | | Investigation (int) | +1 |  |
|  | | |  | | | | Medicine (wis) | +3 |  |
| Nature (int) | +1 |  |
| Perception (wis) | +3 |  |
| Death Saves | | | | | | | Performance (cha) | +2 |  |
| Successes: | |  | |  | |  | Persuasion (cha) | +2 | P |
| Fails: | |  | |  | |  | Religion (int) | +1 | P |
| Inspiration Points | | | | | |  | Science (int) | +1 |  |
| Proficiency Bonus | | | | | |  | Slt. of hand (dex) | +1 |  |
| Passive Percept. (10+Wis+Prof) | | | | | |  | Stealth (dex) | +1 |  |
|  | | | | | |  | Survival (wis) | +3 |  |

Andrew Martin was born in Jerusalem, Ohio. He grew up with a certain fascination with the name of the town and its ties to the bible. More interested in religion than his siblings, he began to explore the local church at the suggestion of his mother who had gone from being a regular to only coming on holidays because Andrew’s father was a pronounced Atheist and derided her when she’d go to church.

Learning his lessons on the side he made it a point not to ever bring up religious dogma or moralizing at the table after the one time he did so and his father lashed him with a belt. At age 15 his beliefs kept him from co-existing with his father. Through the church Andrew’s mother found a place he could go and learn and thus he was sent off to a monastery to learn their ways in Italy.

He was discovered by Winthrop Styer, who recognized that anyone joining a monastery so young would become restless and still have a need to know the world at large.

Reese DeAngelo, Unexpected Detective

Gumshoe (Level 1), Neutral Good

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ability | Score | | Modifier | | Save | | Skills | Total | Prof |
| STR | 9 | | -1 | |  | | Acrobatics (dex) | +2 |  |
| DEX | 14 | | +2 | | P | | Animal Hand (wis) | +3 |  |
| CON | 10 | | +0 | |  | | Arcana (int) | +1 |  |
| INT | 12 | | +1 | |  | | Athletics (str) | -1 |  |
| WIS | 16 | | +3 | | P | | Deception (cha) | +1 |  |
| CHA | 12 | | +1 | |  | | History (int) | +1 |  |
|  |  | |  | |  | |  |  |  |
| AC | INIT | | SPD | | HP | | Insight (wis) | +5 | P |
| 12 | +2 | | 30’ | | 10 | | Intimidation (cha) | +1 |  |
| Current HP | | | Temporary HP | | | | Investigation (int) | +5 | E |
|  | | |  | | | | Medicine (wis) | +3 |  |
| Nature (int) | +1 |  |
| Perception (wis) | +5 | P |
| Death Saves | | | | | | | Performance (cha) | +1 |  |
| Successes: | |  | |  | |  | Persuasion (cha) | +1 |  |
| Fails: | |  | |  | |  | Religion (int) | +1 |  |
| Inspiration Points | | | | | | 1 | Science (int) | +1 |  |
| Proficiency Bonus | | | | | | +2 | Slt. of hand (dex) | +2 |  |
| Passive Percept. (10+Wis+Prof) | | | | | | 15 | Stealth (dex) | +4 | P |
|  | | | | | |  | Survival (wis) | +3 |  |

Proficiencies: Simple weapons, handguns, sub-machineguns, rifles, and shotguns; Surveillance tools, thieves’ tools;

* Feat (for dropping 4 attributes 1 pt ea):
* Investigation

Reese grew up reading pulp novels about the rundown gumshoe with hot and cold running dames who inevitably meets a femme fatale and falls into bed with her, and that was all Reese wanted to do. The only problem… Reese was a woman. As she grew up she knew she was different but downplayed any of that publicly. A young flapper named Henrietta picked up on the masculine options in attire and the two became an item in secret until Henrietta turned up missing. This became Reese’s big chance to use all that investigative knowledge she’d soaked up in books. Ultimately it turned out she’d just gone back to her husband and two kids that she secretly had in the next town over and her flapper period she just viewed as a moment of madness. But while hurt by the whole experience, Reese realized how much she enjoyed puzzling things out.

Downtown a P.I. named James Casey was going out of business and heading back to Wisconsin. She took over the rent on his office, “Casey Investigations”, and whenever anyone would show up she’d introduce herself as an associate and say that he was “Out of town” and could she help? It worked and she quickly gathered clients. One client was Dean Mathers, who came to find out how the agency had broken the case of the missing cadaver from the local medschool before he’d had a chance to solve it himself and when he found she was there he thought she was right for the council.

Heinrich Goldstein, Clockwork Man Maker

Gadgeteer (Level 1), Lawful Neutral

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ability | Score | | Modifier | | Save | | Skills | Total | Prof |
| STR |  | |  | |  | | Acrobatics (dex) |  |  |
| DEX |  | |  | |  | | Animal Hand (wis) |  |  |
| CON |  | |  | |  | | Arcana (int) |  |  |
| INT |  | |  | |  | | Athletics (str) |  |  |
| WIS |  | |  | |  | | Deception (cha) |  |  |
| CHA |  | |  | |  | | History (int) |  |  |
|  |  | |  | |  | |  |  |  |
| AC | INIT | | SPD | | HP | | Insight (wis) |  |  |
|  |  | |  | |  | | Intimidation (cha) |  |  |
| Current HP | | | Temporary HP | | | | Investigation (int) |  |  |
|  | | |  | | | | Medicine (wis) |  |  |
| Nature (int) |  |  |
| Perception (wis) |  |  |
| Death Saves | | | | | | | Performance (cha) |  |  |
| Successes: | |  | |  | |  | Persuasion (cha) |  |  |
| Fails: | |  | |  | |  | Religion (int) |  |  |
| Inspiration Points | | | | | |  | Science (int) |  |  |
| Proficiency Bonus | | | | | |  | Slt. of hand (dex) |  |  |
| Passive Percept. (10+Wis+Prof) | | | | | |  | Stealth (dex) |  |  |
|  | | | | | |  | Survival (wis) |  |  |

One of the more compelling stories from Jewish mysticism is that of the Golem. At an early age Heinrich loved that story and as he got older and learned about automatons he became enamored of them as a sort of modern version. He’s a great craftsman, being the son of a clockmaker and a weaver. The Reich came looking for him one day and when he narrowly avoided that he fled Germany for the U.S. where he’s plying his trade from the clock tower building in a small town. They pay him a small pittance to maintain the clock and he spends the rest of his time building gadgets.

Heinrich was sought out by the council because of intercepted communiques about a jewish scientist who had fled them. Feeling he might have insight into the regime and also wanting to keep him safe, they found Heinrich and enrolled him in the Autumn Council.

Luella Hope,

Arcanist (Level 1), Chaotic Good

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ability | Score | | Modifier | | Save | | Skills | Total | Prof |
| STR |  | |  | |  | | Acrobatics (dex) |  |  |
| DEX |  | |  | |  | | Animal Hand (wis) |  |  |
| CON |  | |  | |  | | Arcana (int) |  |  |
| INT |  | |  | |  | | Athletics (str) |  |  |
| WIS |  | |  | |  | | Deception (cha) |  |  |
| CHA |  | |  | |  | | History (int) |  |  |
|  |  | |  | |  | |  |  |  |
| AC | INIT | | SPD | | HP | | Insight (wis) |  |  |
|  |  | |  | |  | | Intimidation (cha) |  |  |
| Current HP | | | Temporary HP | | | | Investigation (int) |  |  |
|  | | |  | | | | Medicine (wis) |  |  |
| Nature (int) |  |  |
| Perception (wis) |  |  |
| Death Saves | | | | | | | Performance (cha) |  |  |
| Successes: | |  | |  | |  | Persuasion (cha) |  |  |
| Fails: | |  | |  | |  | Religion (int) |  |  |
| Inspiration Points | | | | | |  | Science (int) |  |  |
| Proficiency Bonus | | | | | |  | Slt. of hand (dex) |  |  |
| Passive Percept. (10+Wis+Prof) | | | | | |  | Stealth (dex) |  |  |
|  | | | | | |  | Survival (wis) |  |  |

One of the true legacy members, Luella’s parents and grandparents were in the Autumn Council. She’s been groomed for this her entire life. Her parents studied her closely and when she finally showed an aptitude in something specific they went out of their way to bolster her interest. In this case it was her knack for duplicating things she saw on paper. When her parents dug through old tomes she would doodle perfect duplicates of the symbols on the pages. They thought she’d be great as an archivist and librarian, but instead she wound up absorbing the knowledge in the books she copied.

At age 28, she’s missed out on a lot of what young women normally do and even might be considered an “old maid” by some standards. She’s very restrained and uncertain about the world around her having lived a sheltered life, but now that her parents are gone, members of the council have offered to move her out into the field where she can use her knowledge and also live a little.

Luella is a bit naïve, lacking the streetwise skills of most others, but she makes up for it in arcane knowledge.