

Randolph Carter

Scholar, Explorer, Dreamer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
4	48	57	3	4	10	64	1	44	43	67	58	56	62

Skills:

Arcane Language – Magick
Astronomy
Cartography
Charm
Demon Lore
Dodge Blow
History
Identify Undead

Linguistics
Luck
Magical Sense
Numismatics
Orientation
Read/Write
Ride – Horse
Rune Lore

Secret Language – Classical
Speak Additional Languages – see
below
Specialist Weapon – Crossbow
Pistol
Theology

Languages: Randolph Carter has travelled many worlds in his dreams and has picked up many languages on these travels (hence his linguistics skill). He knows most languages spoken on the Old World, including all dialects of Old Worlder and many of the monstrous languages of ghouls, goblinoids, and the skaven.

Equipment:

Ring of Warding (Steal Mind)
Sword
Crossbow Pistol (R – 48 / 96 / 150, ES 1, 1 round to load, 1 round to fire)
Leather Jacket (0/1 AP to body and arms)
Personal journal chronicling his adventures in the "Dreamlands"
Writing Equipment
Backpack
19th Century wristwatch

Personality: Randolph Carter is seeking adventure and knowledge. He has a swashbuckling attitude and roguish charm that is rarely seen in the Old World. He is seeking any new knowledge or experience. He always speaks of his home in Arkham and how he wishes to return one day. He often speaks of other worlds as if it was a common occurrence.

Background: Randolph Carter insists he is dreaming, his true form lies elsewhere on a distant world. His current form is the manifestation of his physical self on the Dreamlands. When he dreams, he finds himself

Randolph Carter really is dreaming about his time on the Old World (which he considers to be a part of the greater Dreamlands). He cannot be killed in a conventional way. Sure his body may perish, but he will be reborn in a new body by the next morning (not necessarily in the same location). The dream may die but the dreamer lives on. He has no control of where his dreams will take him.

Any magical items on his possession become non-magical upon his death. It is his dreaming that powers these magical items and that bond is cut should he die. His magical items will re-appear on him with the start of each new dream.

Randolph Carter isn't meant to be an uber-NPC that out performs the PCs. The purpose of using Randolph Carter is to put some mystery in the campaign. He's a character that keeps getting killed, but keeps showing up at a later date. He always references his deaths as nightmares and he doesn't like to dwell on them. He will insist that the whole campaign is a construct of the Dreamlands (depends on how meta one wants to get).

