

Dark Places



A Hellboy Scenario for Itzacon IX

By Paddy Delaney

(Over 16's only; contains mature themes)

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The Blurb

Dark Places

Woodburn, Washington State, 1980

When a rash of suicides in a small town comes to the attention of federal authorities, a leading psychologist heads up an FBI investigation into this chilling anomaly. When all of the agents are found dead – seemingly by their own hand - the assistant director decides to turn to an old friend in the BRPD to send in a more... unorthodox team of investigators.

Sometimes what lies in dark places should be left undisturbed.

A Hellboy scenario for 5 investigators for Itzacón 9 (mature players only)

by Paddy Delaney

The System

[Note you can hand out the system and setting pages as Handouts for the Players, just double check to make sure there is nothing that should be GM's eyes only on them!]

Hellboy uses GURPS. It's sort of third edition GURPS with a built in 'GURPS lite', since then 4th Ed. GURPS has been released. Now, I'm using a very pared down version of 4th Ed. Essentially there are the 4 main stat blocks and their secondary derived stats; ST, DX, INT, ST (strength, Dexterity, Intelligence and Health –if you don't what these are, then you can ask me and I'll go through it with you or loan you the Hellboy book beforehand) and the secondary stats Hit points, Perception, Will and Fatigue points. .

Then I've listed regular skills and advantages, I've named some things differently (mostly the powers) but they will either be self-explanatory or explained as soon as they are mentioned.

This is a convention so you shouldn't have to worry about learning a whole new system.

The gist of it is: Roll under or equal to the number listed.

Sometimes a player might 'take their time'. If that's the case, consider giving them a +4 bonus, other times equipment would give a similar benefit e.g. Climbing is one thing but taking your time and using a rope seem the sensible option so you could offer the player a total of +8, of course sometimes it's tougher than normal because of environmental conditions e.g. its slippy, windy, foggy etc. This might be a -2 penalty to skills or -5 if it's really bad. Rarely would a penalty be so severe it would be -10. Perception rolls in 'total darkness' would be at -10, or trying to shoot someone in the eye from across the street. That should give you a range to work within.

The players all have a special ability of some sort but I haven't broken down the mechanics of exactly what parameters they have (i.e. what penalties they take for extra effort, weights, range, multiple targets etc), instead I'll add a chart that can act as a rule of thumb, similar to the skill rolls. Whilst Hellboy games aren't always high action, swash-buckling style games, no one wants to get bogged down in the minutiae at a convention. If it seems like something is a bit beyond the power's description, declare a -2 penalty, if it seems like a lot, or several factors add up (extra weight, extra range etc) modify appropriately.

The powers are supposed to be fairly low key but still very useful. Players can attempt to stretch them a bit further but just make sure they know that in advance.

Who goes first?

This is based on your initiative (speed in the rule book); he who goes first in GURPS often goes last. An average person has a speed of 5/5.25!

Damage

Muscle powered damage i.e. swords, baseball bats, knives etc. depend on the strength of the wielder and the weapon being used. First start with the character's ST then decide if its swing or thrust damage, then add the damage modifier of the weapon (a punch will be -3ish, a knife -1 and a large weapon about +2). A knife does impaling damage which means it doubles after armour or other reductions are resolved, this represents that a knife is obviously more dangerous to the human body than a fist. Swing does 1 ½ times damage after armour. Guns have set damage (written beside the characters' equip list) and will kill a character with one bullet as they are meant too. Check the book or attached gun chart as PCs can pick what weapons they want.

Other forms of damage can be looked up in the book.

Damage Table

ST Thrust Swing

1	1d-6	1d-5
2	1d-6	1d-5
3	1d-5	1d-4
4	1d-5	1d-4
5	1d-4	1d-3
6	1d-4	1d-3
7	1d-3	1d-2
8	1d-3	1d-2
9	1d-2	1d-1
10	1d-2	1d
11	1d-1	1d+1
12	1d-1	1d+2
13	1d	2d-1
14	1d	2d
15	1d+1	2d+1
16	1d+1	2d+2
17	1d+2	3d-1
18	1d+2	3d
19	2d-1	3d+1
20	2d-1	3d+2

Distance: Distance penalties appear on the table below. If actual distance falls between two values, use the *higher*.

Distance/time Penalty

10 yards/1 second	0
20 yards/ 10 seconds	-1
100 yards/ 1 min	-2
500 yards/10 min	-3
2 miles/ 1 hour	-4
10 miles/ 1 day	-5
100 miles/ 1 week	-6
1,000 miles/ 1 month	-7 etc

Important! A roll of 3 or 4 is always a critical success so make up something good! A critical attack can't be dodged.

A roll of 18 is always a critical failure. 17 is a critical failure if the skill is lower than 17.

Here are some advantages that need explaining:

Combat reflexes:

You have extraordinary reactions and are rarely surprised for more than a moment. You get +1 to all active defence rolls (see *Defending*, p. 374 of 4th ed), +1 to Fast-Draw skill, and +2 to Fright Checks (see *Fright Checks*, p. 360). You never “freeze” in a surprise situation, and get +6 on all IQ rolls to wake up, or to recover from surprise or mental “stun.” Your *side* gets +1 on initiative rolls to avoid a surprise attack – +2 if you are the leader. For details, see *Surprise Attacks and Initiative* (p. 393).

High pain Threshold: You are as susceptible to injury as anyone else, but you don't *feel* it as much. You *never* suffer a shock penalty when you are injured. In addition, you get +3 on all HT rolls to avoid knockdown and stunning – and if you are tortured physically, you get +3 to resist. The GM may let you roll at Will+3 to ignore pain in other situations.

The Setting

“This role-playing game is set in a world which closely resembles our own in many ways, but which is in fact clearly a different universe. It's a world where not only do blatant supernatural forces definitely exist, but they're fairly widely known. Ordinary people probably don't encounter them at any time in their lives, and most people who know a little about the subject are quite glad of that. It's also a world in which a small number of heroes have existed since the 1930s with the purpose of fighting these forces where they pose a threat.

In many ways, the style of the setting is oriented towards a flamboyant kind of horror. Although there is a bit of very weird science and technology around, most of the enemies who Hellboy fights are demons, vampires, werewolves, and the like. However, despite the fact that Hellboy himself was declared an honorary human by the United Nations in 1952, most ordinary people prefer to keep their knowledge of the supernatural at a subliminal level. It's better for their sanity that way.”

Hellboy Sourcebook Pg. 16

This scenario centres on a type of evil spirit called a **Dzoavits** - a demon or ogre from Shoshonean (native Americans in NE USA) mythology, who stole the sun and kidnapped children. He is associated with volcanism and cannibalism. In most legends he confronts several mythological animals before being trapped in a cave, the most common one being Devils Hole. I've altered the legend slightly so that the Dzoatvit is a bringer of darkness who can extinguish light, hope and the will to carry on.

The scenario also features a tome of knowledge which was originally used to summon him and in addition all the PCs have supernatural abilities. Many of the agents who work for the

BPRD (Bureau of Paranormal Research and Defense) have some special knowledge or ability.

The BPRD are a little like the FBI in that most of their employees are scientists, researchers, intelligence analysers etc but the bureau has the capacity to fight supernatural creatures and operates throughout the US and any other country which requests their aide. See Pg 79 of source book.

The Local Area

Oregon State is in the NE of the US. It is home to the cascade mountain range which is an active volcanic area. In 2010, Oregon is the 9th most extensive and the 27th most populous of the 50 United States. Salem is the state's capital and third-most-populous city; Portland is the most populous. Woodburn is a small (by American standards) town near the foot of the now infamous Mount St. Helens (which at the time of the game, has yet to erupt).

The Cascades mountains extend from Lassen Peak (also known as Mount Lassen) in northern California to the confluence of the Nicola and Thompson Rivers in British Columbia. The highest volcanoes of the Cascades, known as the High Cascades, dominate their surroundings, often standing twice the height of the nearby mountains. Overall, the North Cascades are extremely rugged.

Precipitation is substantial, especially on the western slopes, with annual snow accumulations of up to 1,000. Most of the High Cascades are therefore white with snow and ice year-round. The western slopes are densely covered with Douglas-fir, pines and larch.

It is an ancient landscape, one where an ancient Native-American Evil would be perfectly at home in. **Dzoavits** in fact have an association with volcanoes and...cannibalism and kidnapping. They often live in caves or holes but in legend they were trapped in a volcano by a group of animals sacred to the Shoshone people (doves/pigeons, badgers and cranes).

In this scenario the Dzoavit can be destroyed by being thrown in to a volcano and as if by design, it happens that **Mt. Saint Helen** is relatively close by. Mt Saint Helen erupts on 19th May 1980 with an eruption column that rose 80,000 feet (24,400 m) into the atmosphere and deposited ash in 11 U.S. states. At the same time, snow, ice and several entire glaciers on the volcano melted, forming a series of volcanic mudslides that reached as far as the Columbia River, nearly 50 miles to the southwest. Less severe outbursts continued into the next day only to be followed by other large but not as destructive eruptions later in 1980.

Fifty-seven people perished. Hundreds of square miles were reduced to wasteland causing over a billion U.S. dollars in damage (\$2.74 billion in 2011 dollars), thousands of game animals killed, and Mount St. Helens was left with a crater on its north side.

**I've timed the scenario to be just before the eruption but don't be too worried about the timing, this is after all a world with evil sorcerers and demons stalking the earth, so no need to be fussy over exact historical detail. **

The **Shoshone** or **Shoshoni** are a Native American tribe in the United States with three large divisions: the Northern, the Western and the Eastern.

They traditionally spoke the Shoshoni language, a part of the Numic languages branch of the large Uto-Aztecan language. The Shoshone were sometimes called the Snake Indians by early ethnic European trappers, travellers, and settlers

The most historically well-known member of the Shoshone tribe may be Sacagawea. She accompanied the Corps of Discovery with Meriwether Lewis and William Clark in their exploration of the Western United States.

The Town

As mentioned, Woodburn is a small town in Oregon, just South of Longview. It has few industries and limited services.

Industry in the area is mainly timber, fishing and agriculture with a few businesses catering to these such as repair shops and motor repairs. A few people commute to the bigger towns or to other sources of employment e.g. the Bonneville dam or one of the many hydro-electric dams along the rivers of Oregon.

Services are concentrated around two main streets and limited to the local diner, police station, library, bowling alley, town hall etc. There isn't anything fancy like a fully equipped lab or 24/7 mall, also bear in mind it is 1980.

The players should bring whatever unusual equipment they need with them.

The population in 1980 is about 11,000 people and most people's ethnicity would, be predominantly white or Hispanic, there are a few Native Americans in town or just outside it. You can find more info on the town in modern day [here](#).

The Problem

So rather than the usual scene by scene breakdown of the plot I'll lay out the background and what has happened before the player characters arrive and then very broadly, stage by stage what can happen as the players investigate.

There are a few designated clues in this scenario but not many. The players will do best just talking to NPCs and with some use of their powers, should be able to figure out what's described here, then do battle with the Dzoavit itself.

Note the Plot begins on May 15th(Thursday)1980. The Prof and the Director have managed to buy 4 days from the Governor and the DA before the DA takes full control of the situation in his own investigation where all kinds of important heads will roll, so there is no time to waste.

What went before:

- October 1979, Tammy Wainright, 'new ager' or hippy, **discovers a book left to her by her late Grandmother (who was part Shoshone)**. Her Grandmother raised her after Tammy's mother died of cancer. A few people in town know this if asked but generally it isn't a well known fact as Granma Wainright didn't spread that around.
- The book is a singular oddity in an otherwise mundane legacy. **It is an occult tome** and describes much of what was passed on to her Granma as per the oral tradition of Shoshone people. Not wanting to lose this heritage to a world growing more commercial and less connected to then land (etc etc) she commits it to paper.
- It is written in English and in an approximation of the Shoshone language. There are drawings of rituals and demons etc. though faded with time now. **Tammy decided to summon a power that she mistakenly believes is a benevolent entity. It is, instead a Dzoavits*** – an ogre of terrible power.**
- It sucks the essence from her, empowering itself and enabling it to turn insubstantial at will. It flings Tammy's body from the roof top where she had conducted her summoning under starlight.
- Her broken corpse appears to police first as 'death by misadventure' but later as Suicides add up, they re-consider it as a suicide under advice of Agent Curtis.
- The book does not contain a banishment spell but does say that if the ogre is tossed into a volcano it can be destroyed.

***The **Dzoavits** cannot as yet fully employ all of its powers in our world but it can extinguish small light sources easily and spread its powers of 'mental darkness' from the affected light source. Here it waits till the Winter Solstice when the hours of darkness are long and thus its own power is greatest.

- Late Nov. The first person to 'commit suicide' is **Peter Schwartz (age 51 divorced)**, fixing his Christmas lights. Police find him hanged by the neck using the outdoor cord of the Christmas lights. Peter Schwartz worked in the hydro-electric dam as an engineer.

- Dec 1979 – Jan 1980. There follows a spate of suicides, 8 of them are workers in the saw mills (which is the total full-time work-force). 7 deaths later (none of whom are saw mill workers) and the police are really worried so they begin procedures to call in a specialist.
- By the time Angela Curtis is called in, 3 more have died (current total 18+ Tammy).
- **Agent Angela Curtis** is an experienced psychologist with several years experience as a field agent. She is accompanied by Rookie **Agent David Saul** and experienced **Agent Alan Pembroke**.
- By early May all three are found dead in accommodations they are renting (The Laseen Lodge) within a 24hr period.
- The town sheriff locks himself up in his fishing lodge out the road and can't be reached (he is morbidly depressed), so deputy **Tim Morgan** takes over. He seals the Laseen Lodge off and waits the PCs, leaving the scene intact, including **Agent Curtis' evidence locker**.
- The locker contains Tammy Wainright's occult tome, her own scrapbook and diary, developed photo's of the scenes of each suicide and her personal diary on the matter.
- Agent Curtis' diary documents both her and her team's transition from professional curiosity and optimism to spiralling moods and dark thoughts.
- Enter the Player Characters. . .

The introduction scene is the players being gathered together in BRPD headquarters. Prof. Trevor Brutenholm meets the players with projector mounted on old classical volumes. He shows slides of each of the deceased agents.

What Lies ahead – things the Players might notice.

- At first it might not be noticeable during daylight but many of the street lights don't work and bulbs all across town are blown and remain un-replaced. Further, existing lights seem to give off a poor, sickly orangey light. Perhaps a PER roll with the PCs hearing the result further on as the evidence accumulates.
- Most of the adults are suffering from extreme listlessness and depression. Most choose to sit alone in dark rooms brooding.
- Several families are missing children though they haven't even noticed it due to the fog of supernatural depression that has fallen over them.
- Most services are improperly or irregularly attended because of this depression e.g. restaurants, shops etc. Only the Gas station seems to stand out, attended by "Cheerful" Charlie.
- Cheerful Charlie has always been known as this on account of he is generally happy with his lot in life despite being fairly poor even if he works 3 jobs (he sends some money to his family, the rest he drinks or pays rent with). He is a Shoshone Indian. He keeps pigeons (doves). His hair has several dove feather fetishes. These protect him from 'the gloom'. The station is also brightly lit as is his small, overpriced home.

- Charlie can tell the players much about the ancient Ogre and it's weaknesses which are:
 1. They are kept at bay by the sacred creatures
 2. They prefer darkness but are not harmed by sunlight, they can devour your soul (that's how he puts it)
 3. They kidnap children and eat them,
 4. They are huge – over 15ft tall and very strong,
 5. They can pass through walls
 6. They suck the light out of everything including life.

The Sequence:

The three major challenges:

1. Find out the source of the suicides within the 4 day time limit
2. Defeat the Dzoavits (and live)
3. and finally destroy it in a volcano.

Once the players hit town, they should probably start asking about. Roughly half the population are incredibly morbid and depressed. Even if threatened with arrest or charges of obstructing justice, they merely shrug. Those who have outdoors jobs tend to be less affected but those who work in big buildings like the clinic, restaurant, school or the police station with their fluorescent and artificial lighting are worst affected.

The creature will eventually be found lurking in the sprawling complex that is the saw-mill where it is also holding some children captive (the ones it hasn't eaten whole) and feeding on them. The mill is large enough for it to live in without stooping and expansive enough for it to easily hide, in addition it is outside the town a bit and poorly lit.

The police and FBI both scoured it at the beginning but found nothing but the creature can turn insubstantial and easily escape but it doesn't leave easily perceived tracks [Perception -6, seeing as no one has the track skill] if they declare they are searching for prints, otherwise the muddy area is too covered with boot, car and truck tracks to reveal much and the inner areas are coated in saw-dust.

If forced into combat the Ogre will attack a random target, preferably from an ambush if it can. Its massive strength means that if it does hit someone they are mushy peas. Modern weapons cannot harm it e.g. Guns but ancient style weapons like knives and spears etc will, though it's tough hide make it hard to damage. Supernatural abilities will down **it but it can only be truly ended by being tossed in to a fiery chasm** (sorry couldn't resist) **specifically a volcano.**

Once the players devise a strategy (and hopefully they don't just go running in there and get butchered) they need to ambush it and then transport it to the nearest active volcano which is...you guessed it Mt Saint Helens (this is the kind information most locals will happily drone on about – that and trout fishing). The reaction will be violent and immediate so they will need to have prepared for an imminent exit.

Tammy's tome also contains a description of how the creature draws forth power from the children it eats. A desperate cadre of players could sacrifice a child to draw upon extra power and boost their teleport ability beyond its normal parameters.

Tips: keep the pace slow and creepy. Allow the players to fully use their powers and when there is action make it kick-ass. Play up the darkness as much as you can. It is May but still overcast all the time, little is working and the people are all doom and gloom.

The end scene (or very near, end scene) should be a description of the volcano exploding. Perhaps the sheer power of the eruption causes the teleport to go slightly awry and send the players to an unexpected city or country, where you could then start another game from if you would like to use this scenario as a spring board to a mini campaign.

This scenario should run for about around 2 ½ hours but this is a guideline.

The Protagonists

PROFESSOR TREVOR BRUTTENHOLM 175 POINTS [3rd ed]

Age 80; 5'8"; 145 lbs. A thin, elderly, distinguished Englishman, with white hair, a moustache and beard. This character description represents Bruttonholm as he was in 1990, a few years before his death. Adjust a bit for 1980



ST 9 ; DX 10; IQ 15 ; HT 12 .

Speed 5.50; Move 6.

Dodge 5.

Advantages: Charisma +1 [5]; Language Talent +2 [4]; Patron (BPRD, 15 or less, Provides standard equipment, Significant special qualities) [75];

Reputation +2 (Recognized by those knowledgeable about the paranormal: Small class) [3]; Status +1 [5]; Strong Will +1 [4].

Disadvantages: Curious (Roll: IQ2) [10]; Duty (12 or less) [10]; Pacifism (Self Defense Only) [15]; Sense of Duty (Friends) [15].

Quirks: Always polite; Prefers his home cluttered; Uncomfortable around women. [3]

Skills: Administration-13 Alchemy/TL7-11 Anthropology-14 [2]; Archaeology-14 [2]; Botany/TL7-12 Chemistry/TL7-12 [1/2];

Diplomacy-14 [2]; Geology/TL7-12 History-17 [8]; Law-12 Literature-14 [2]; Occultism-18 [8];

Paraphysics/TL7-12 [1]; Philosophy-14

[2]; Physics/TL7-13 [1]; Politics-15 [2]; Psychology-13 [1]; Research-17 [6]; Ritual Magic-12 [1]; Running-10 [1]; SavoirFaire-14 Teaching-15

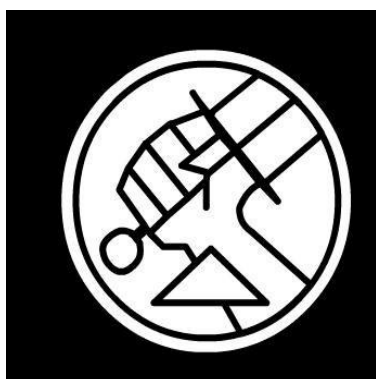
[2]; Thaumatology-12 [1]; Theology-14 [2].

Languages: English (native)-17 [0]; Ancient Egyptian-14 Ancient Greek-15 French-15 ; Latin-15 ; Norwegian-15 ; Old English-15 Old Lemurian-14 Old Norse-15 Spanish-15 .

Professor Bruttonholm was one of the three members of the British Paranormal Society present at the Hellboy Incident. Described as a paranormal whiz-kid, Bruttonholm, was a British national in his mid-thirties at the time. After he inadvertently named Hellboy, he became his mentor and surrogate father. He joined Hellboy in New Mexico during his formative years, and eventually became a U.S. citizen.

Simultaneously, he pushed through the creation of the BPRD, and was its first director. Unfortunately, he chafed in that administrative position, and quit the job in 1958 to return to his first love, investigating the paranormal. He remained a valuable field agent into his 80s, occasionally accompanying Hellboy on his cases

BRPD insignia



Dzoavits STATS:

ST 30 ; DX 15 ; IQ 8; HT 20.

Initiative 8.75; Move 12.

Dodge 10; Parry 13 (brawling), Perception 12, Will 12 , 45 Hit points and 25 Fatigue base.

Damage reduction [in physical form] 3 levels.

DAMAGE: It can deal 3d thrust and 5d-1 swing damage with its fist/claws, adjust for a weapon it may use.

Advantages: Combat reflexes, High Pain Threshold

Skills: Axe/Mace [11], Stealth [15], Tracking [10], Brawl [12], Climb [12], Jump [13].

It is a brutish and stupid creature but it does possess an animal cunning and sharp senses (hence the PER higher than it's IQ) and a keen sense of self-preservation. It is not a demon but a spirit, though it is certainly malevolent. Over 15ft tall and very strong, they can pass through walls, they suck the light out of everything including life and indeed can suck the life out of Humans.

Supernatural abilities: It can steal, store [as spare FP] and channel life energy to fuel its supernatural powers or to heal itself. and 25 Fatigue points as a base [it can have more if it sucks life from someone, gaining their FP, this takes 1 combat round per FP stolen, min 3 rounds]. It can also turn insubstantial, cost – 1FP per 3 rounds. Its ability to drain light is localised and always on and works at a low level – slowly dousing the level of illumination over time, though it can actively dim a light source. It must concentrate for one round. A light source of 40w or equivalent is free, up to 100w cost 1FP, 200w 2FP etc. Once dimmed or extinguished the light source stays that way. Dzoavits do not like bright lights and can be dazzled by extremely bright lights (flood lights, Truck lights etc). They roll HT -3 to resist or can only take defensive actions for 1d6 rounds (you can adjust this for exceptionally bright lights).

Cheerful Charlie

ST 12 ; DX 10 ; IQ 10; HT 12.

Initiative 5.25; Move 5. Dodge 8; Parry 13, Perception 12, Will 10 , 12 Hit points and 12 Fatigue.

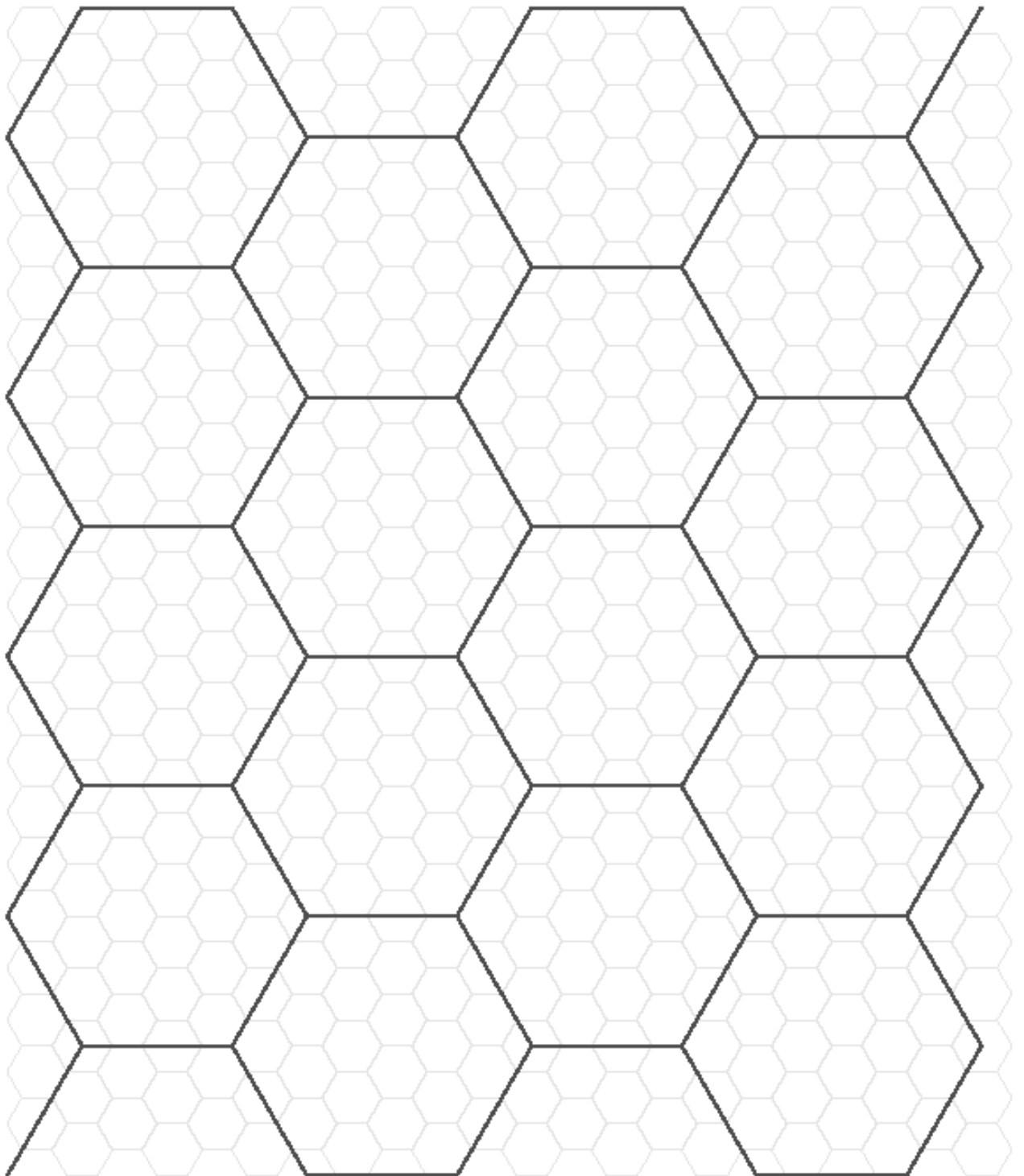
Charlie is a regular guy of Native American heritage. He makes a living as a jack of all trades, fixing things, mowing lawns and working the odd shift at the gas station. He knows quite a bit of the lore of his people. Though he likes a drink he is by no means an alcoholic. He pays too much rent and regularly faces discrimination from the 'white man'.

Advantages: Animal empathy

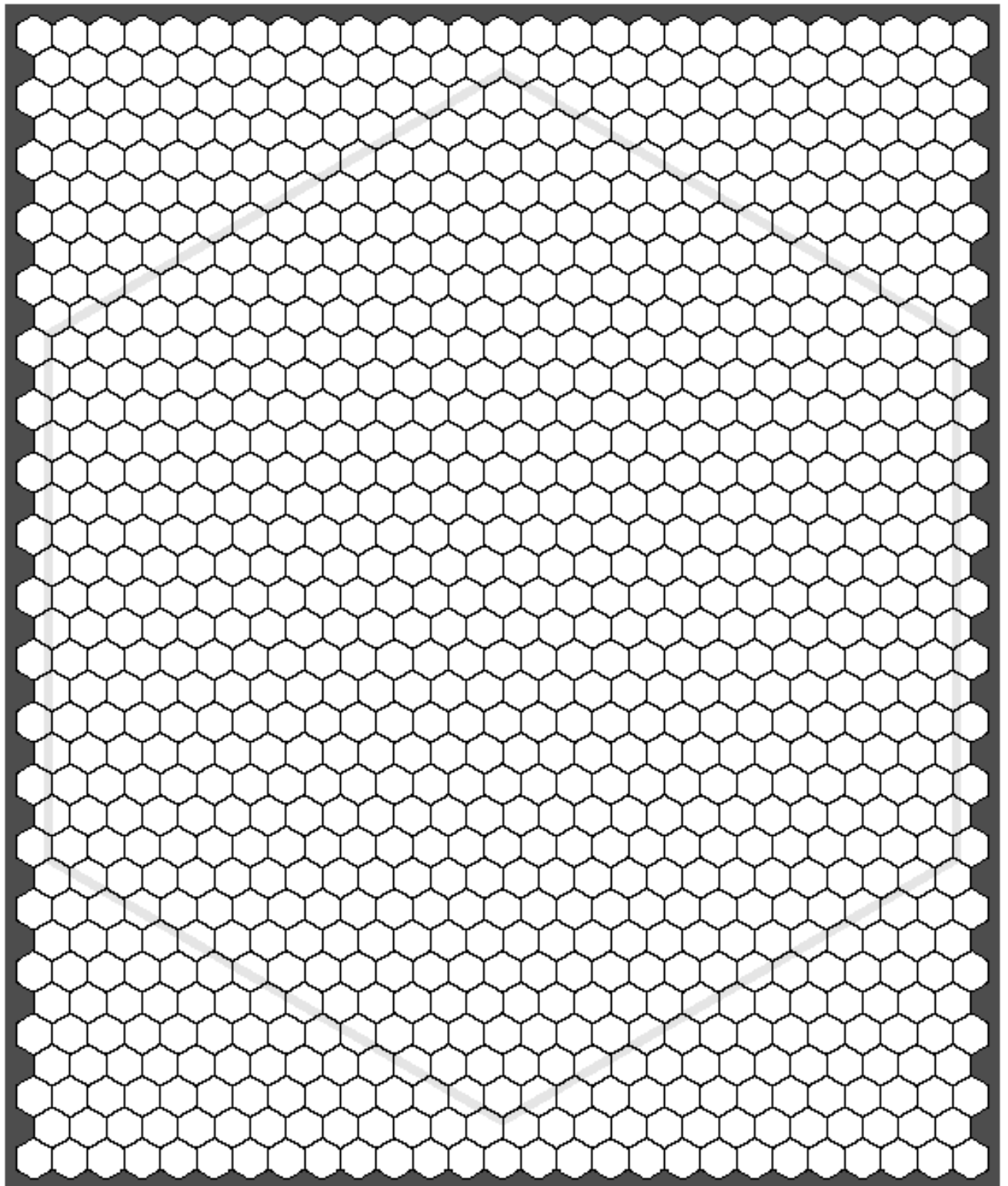
Skills: Animal Handling [14], Carpentry [11], Repair [12], Drive Car [10], Electrician [10], History [Shoshone peoples] [13], Lore (of his people) [13]

The Handouts





Area Mapped



Zephyr

You and your twin sister Gale (also a player character) are the progeny of the union of a Spirit of Air and a mortal man from Chicago (unsurprisingly). When your father passed away some years ago and after college (law), you both dropped your last name and adopted the heritage of your mother. Since then life has been Change. Roughly once per year, you undergo a minor chrysalis of body or mind. Your air sign is Gemini of course and you both epitomize the sign. After some adventure you both found the BRPD, where you can get paid to have such unusual talents.

Originally you were breathtakingly beautiful, blonde, wispy and blue eyed but since then you have **[tick one]**:

- Dyed your hair blue and tattooed your forearms with glyphs of ancient cultures and changed your eye colour to solid white with no visible pupil. [gain Occult and History at 12]
- Shaved your head, pierced your body in various places and studied the frailties and nerve clusters of the human body. [Gain Intimidation and Interrogation at 12]
- You've physically stayed the same [gain the beautiful appearance level]

Though you and Gale both joined the BRPD together, you decided to join because:

- Deep down, you want to know if it is possible to find your mother, who knows what secrets lie in the Vaults of the BRPD, perhaps you can fully become a spirit?
- You had to put that law degree to some use and this seems to pay well with all the stuffy suits etc. while still hanging out with your twin and travelling.
- Hey, it's something to pay the bills but you get to kick the ass of super-naturals up and down the country.

Gale

You and your twin sister Zephyr (also a player character) are the progeny of the union of a Spirit of Air and a mortal man from Chicago (surprisingly). When your father passed away some years ago and after college, you both dropped your last name and adopted the heritage of your mother. Since then life has been Change. Roughly once per year, you undergo a minor chrysalis of body or mind. Your air sign is Gemini of course and you both epitomize the sign. After some adventure you both found the BRPD, where you can get paid to have such unusual talents.

While Zephyr went to study Law you [**Tick one**]:

- You delivered Pizzas, driving the delivery vehicle at reckless speeds and on the weekends you were in a band. [Gain Area Music Instrument and streetwise [type] at 13
- You were briefly a Cop in Chicago PD working a radio car. [Gain +1 to tactics and Pistol]
- You idled away the time before the BRPD as a gang-member. [Gain intimidation and streetwise at 13.

Though you and Zephyr both joined the BRPD together, you decided to join because:

- ..well Zephyr was joining and you needed to get out of gang-life
- Life as a cop was limiting and you wanted a change but to still use the skills you had acquired.
- Life in a band was just becoming staid and bad for your health besides.
- You read an article in Time Magazine about Hellboy and the BRPD and decided you could both put your talents to use there.

Unless you decide on odd changes to your appearance from the various Chrysalises you have undergone, you have the beautiful appearance level. Decide in tandem with your twin but you were originally breathtakingly beautiful, blonde, wispy and blue eyed.

Daniel Glover

Tick one option:

- You were a normal child, interested in all the usual stuff. It wasn't till puberty when you began to realise that you it wasn't just your body that was changing. You began to notice things other people couldn't. Your Mother admitted to you that she was a witch and you had inherited her abilities. She mentored you, showing you how to use your powers and was able to send you to college by selling off one of the many family heirlooms she possessed. After her death, you inherited those as well. This explained your wealth but the items were of a necromantic origin so you can't fence them legally – the BPRD can help here. [Gain Streetwise and Occult at 14]
- You came from a very wealthy background and went to Harvard where you studied Law and languages. On graduation your father threw a large party to celebrate. It was then you discovered that your entire family cavort with demons and bargain for extra-ordinary power. While disgusted you were intrigued, you started out tentatively but the human sacrifices were too much. You contacted the BPRD and Hellboy 'took care' of your family. From there it just felt natural that you would join the BPRD. The significant family estate legally passed to you. [Gain Occult and Ritual Magic at 14]
- You graduated top of your class in college and began work at the department of justice. Through various contacts you began working with the CIA profiling persons of interest. One such individual was an Armenian business man suspected of bringing a soviet 'artefact' into the country. In a sting operation which you were part of, you became exposed to the alien energies within it and were almost killed. When you awoke you found you had preternatural abilities. You were able to identify a number of moles and double agents. You were given carte blanche for your successes and you choose the BPRD. [Gain Intelligence Analysis and Acting at 14]
- After an infiltration by a solo BPRD Agent, on a castle in the Carpathian mountains in 1974, you were discovered in a dungeon filled with "failed human experiments" (the BPRD will later return to the area in the 90s to discover 'Roger'). The various attempts at Homunculi were disturbing and you appeared to be the only living thing in the basement. Medical tests show you are human. You acquire languages and behaviour rapidly and by "imprinting". Home became the BPRD. You were sent to college and graduated with flying colours returning to the BPRD to work. Occasionally you use your psychic talents on coma patients, high profile criminal cases and museum artefacts to make extra cash. [Gain Language Talent and 2 languages of your choice].

Daniel's appearance is: _____

Alan Cleborne

Tick one option:

- It's hard to say where exactly you came by your powers but you seem to recall always having them. As a boy you wandered about the country, stealing food and breaking and entering buildings for shelter and clothing. Your abilities just seemed to improve incrementally till suddenly, they were extra-ordinary. It became child's play to "acquire objects" and you educated yourself, to better understand what was worth acquiring. You came to the attention of federal authorities after a spate of intrusions only a few of which involved theft – you only ever stole to get by. Naturally after you were caught the BPRD became involved and oddly offered you a job instead of a punishment. Now you do what you've always done but not just for survival. [Gain streetwise and Survival at 13]
- When the Vietnam war started some people signed up for the army, others...signed up for other things. You wanted to follow in your father's footsteps and he was in the precursor to the CIA, known as the OSS. After graduating from Westpoint you were offered a chance to be involved in something, all you knew was it involved remnants of Nazi technology. Everyone agrees that you weren't supposed to gain the powers you did. The egg-heads were never able to replicate the experiment successfully. Despite several deaths they continued till you retired your commission and took their only real guideline (you) with to the BPRD. [Gain Leadership and Tactics at 13]
- Your abilities manifested as a teen. It was a painful learning curve and you often ended up in rivers or dangerously high ledges. Finally you learned control. School was coming to an end and it was the '60s. You joined the Police where you learned a few technical skills and how to fire a weapon. It was a solid job and you fit in well but it was a bit boring, so many rules and regulations. It was hard to resist resorting to your abilities to gain access to buildings etc but there would be no way to explain it in reports. After two years in a radio car you left and became a Private Eye. On several occasions your investigations were aligned with the BPRD's and you got to one or two agents. At first they didn't realise your powers but once they did, they offered you a position. They pay is good and the work is challenging and varied. [Gain Drive (Car) and Brawl at 13]

Frederick Schoneberg

Tick one option:

- Though an excellent student and athletic, after graduating from high-school, Fred immediately signed up to serve his country (USA) in the Vietnam conflict. He served with distinction as a 'Tunnel Rat' with a curious knack for knowing when Charlie was home and where the trip wires were. This ability grew and evolved, till one night, your company were engaged in a fire-fight. Everything seemed to happen at once, you saw it all 'streaming in time' ahead of you, allowing you to seemingly think and act quicker than normal. Your foxhole was overrun but you were able to fight your way out unscathed. It was traumatic enough to see your friends killed but a new power was a lot to come to terms with especially because you kept it to himself. You transferred to Battalion as a translator and later to the diplomatic service after you picked up several languages. It was here you met Prof. Trevor Bruttenholm of the BPRD. [Gain Stealth and Survival]

- Your Father was a Czech Horologist from Prague. He often talked of how it was before WW1. To help you through college (studying history) you got a job working at the Astrological Clock in the Staromestske Namesti (or old town square). One night in 1945 while repairing the Orloj (which has been broken several time in history) but on this occasion during the Prague uprising of '45 against the Nazis was to blame, you were visited by an apparition, a ghostly visitation of Father Time himself, you swear it! He was pointing, you followed his gaze only to realise that you were about to be crushed by a drive shaft and fly wheel that govern the hourly procession of the apostles not to mention that grim figure of death. Nimbly dodging to one side, you watched as the apostles and death danced their hourly, macabre circuit. It was a moment of clarity. Since then you've had several and seem to be able to do it on demand. You finished college and defected to Vienna. Your proficiency with languages made you a good assistant secretary for a British diplomat who worked quite a bit in Berlin and London. He was well connected and you met many politicians, generals and "diplomats". One of his old colleagues was one Prof.Trevor Bruttenholm whom you met in London. You researched him and applied for a job with the BPRD, never looking back! [Detect lies and Mechanical Engineering-clocks]

- Born to an American father and French mother, when the Nazi's invaded France you felt that you should put your gifts to use to free your Mother's country (a place you visited every year to see your Grandmother). In your case, gifts weren't just good looks and charm; you were born with an alien gift to affect time in odd ways. You joined a resistance cell and found you had an affinity for bomb making, incorporating clocks and fuses to make demolition master pieces. You must have blown up half the bridges and railways in France. After the war you returned to the US and became an antique dealer specialising in clocks but its amazing what odd tomes come into your hands in such a job and the people who come looking to buy or sell them. It wasn't long till you were involved in all kinds of capers. After and encounter with the BPRD, you felt they offered the resources and opportunities that would let you combine antiques and blowing stuff up! [Gain Demolitions and Research]