

Tuesday Terribles

LT. Gabriel Patersen

Submitted by Whiskey

Lieutenant Paterson was a fine police officer. During his distinguished career he's won several departmental accommodations and an award for distinguished service directly from the mayor's office. He was on a fast track to the top and expected to become police chief some day. All of that changed last year when Paterson and his team uncovered a Hastur Cult.

The sect was discovered while the department was investigating a chain of murders and disappearances of local children. The unspeakable rites came to a violent end with Paterson and his unit killing 9 cultists and one child. One officer likewise lost his life. Details of the event were quickly covered up, despite evidence of at least two cultists being executed by officers, and word of the child's death by police gunfire never got out. One week later, an unknown assailant who evidently possessed manic strength slaughtered Gabriel's family. This happened while Gabriel was hospitalized.

The four surviving officers of that night's tragedy were taken under psychiatric care. Two remain institutionalized today. One committed suicide after he was released from care. Paterson himself has returned to work after being discharged from the hospital. Shortly afterward he disappeared for six months. He recently surprised the department by coming back in to work and asking for his old job back. He passed a series of psychological exams and was gladly welcomed back. He's been traveling the world and has evidently come to an uneasy peace with the loss of his family and friends.

Today, Gabriel is once again a vital part of his division. The department is very protective of him and would close ranks immediately to shield him from any suspicion of wrongdoing, procedural errors, or being a little prone to excessive force. He's still a top-notch detective, if haunted by past events. Lt. Paterson can be either an ally or a villain as you choose. Either he is a sworn enemy of the Hastur cult and all such horrors or he has joined them and uses his position to cover their activities.

LT. Gabriel Paterson age 44,
Officer who has seen too much.

STR 15 CON 16 SIZ 12 INT 11 POW 12
DEX 14 APP 12 EDU 1214 SAN 60 (35 current) HP 14
DMG Bonus: +1d4
Weapons: fist/punch 60% 1d3 +db,
.45 Auto 75% 1d10 +2

Skills -Credit Rating 65, Cthulhu Mythos 18, Dodge 38,
First Aid 30, Law 65, Occult 20, Persuade 65,
Psychology 60, sneak, 45, Spot hidden, 60, Rifle 60,
Shotgun, 60 others as appropriate for time period.
Spells - As appropriate for your campaign.

Adventure Hooks

The investigators come to Gabriel's attention in the course of their activities. He may track them down during an investigation or interrogate them after they are arrested for suspicion of committing a crime. He is inclined to believe wild stories of cultists and monsters and could become a powerful ally within the department if he can be persuaded of their good intentions. Alternately, Gabriel can pin other crimes to them to cover up the activities of his cult.

The investigators may discover Gabriel's connection to a Hastur Cult while working against them. Lt. Paterson would make for a powerful enemy, having a police department at his call that is willing to back him up even when things look suspicious.

The characters may come to Gabriel's attention while investigating the same cult he uncovered last year. He may initially mistake them for cultists themselves and make life very difficult for them.

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