
Charles Wilkenson

"I saw him on a sleepless night when I was walking desperately to save my soul and my vision."

– H.P. Lovecraft, "He"

"Never mix up with secret and ultimate horror; young man, if you value your immortal soul."

– H.P. Lovecraft, "Medusa's Coil"

As a child, you were bright, inquisitive, and precocious. You'd even heard people use the word "genius" a few times when talking about you. You tried not to let it get to your head, and you worked hard all your life, encouraged by your supportive parents. You were top of your class all through secondary school, and your peers were convinced that you would be the most successful out of all of them. You went on to university and graduated with honours from Oxford. Not too long afterwards, you were inducted into the Laundry, where you quickly proved yourself competent. At first you worked in the Paranormal Research division, but eventually you became a field agent. You excelled in the field, even coping well with the beauracrat red tape that plagues all government agencies. You lived a charmed life, on a straight path to a department head position.

Things have been... different in the past few years, though. Everything went pear-shaped this one time you were in the U.S on a particularly dangerous mission. You were in a coma for several months before you woke up in a hospital in America with only fuzzy memories of the mission and no idea of how you had gotten to the hospital. After that incident, it became harder and harder to find the motivation to do anything. You moved through life as if in a daze and couldn't find the energy to put into anything. Your apathy got you moved off of active duty and back to the Paranormal Research division of the Laundry. Since the move, you've done some of your own research on the side and figured out that the cause of your "condition" is that you've somehow lost your soul.

You've been getting more and more freaked out lately, especially now that you know what's wrong, and it's becoming harder to care about anything. You might get fired soon if things don't improve. Even worse, your memories from before the Incident are becoming hazy. You can remember facts, like the fact that you dated that girl Jane at Oxford, but you can't remember any emotions or definite events, like the first time you kissed her. There's a chance the lack of soul might also be affecting your sanity.

In the past few weeks, the haze that you've been living in since that disastrous mission has lifted a bit and you've been feeling a bit steadier. You think that this might mean that your soul is nearby, and you've resolved to find it. Getting your soul back won't be easy though - you don't know how it was stolen in the first place, and you have no idea what state it will be in once you find it. All the recent chaos on base - computers breaking and demons appearing in the shadows - will only make things harder.

Now you've got two things to do: do your job and regain your soul - all while maintaining the illusion that everything is fine. If anyone starts to suspect that something's wrong... the best you could hope for is ending up in a dead-end job at some backwater Laundry posting. The worst... well, there've been stories about bodies dumped in remote English moors when their usefulness has ended.

Goals

- Get your soul back.
- Assist Ann with the base's research projects.
- Convince Jeremy not to fire you.

Contacts

- Jeremy Salisbury (David Farhi): The man in charge of Dunwich.
- June Whitfield (Bertha Tang): Second-in-command at Dunwich.
- Ann (Beth Schaffer): The head of the Paranormal Research division of the Laundry. Also, a demon with a human soul.
- Terri Scott (Elizabeth Hanson): Member of the Paranormal Research division of the Laundry.

Memory/Event Packets

- Open if you see the item 7391
- Open if you see badge #325 or 322
- Open at T+1.5h
- Open if approached by the character with badge number 424 about sanity.

Bluesheets

- Laundry
- Paranormal Researchers

Greensheets

- Paranormal Research

Abilities

- none

Items

- none

Stats

- | | | | |
|------------------|---|-------|---|
| - Combat Rating: | 2 | - II: | 0 |
| - ψ : | 3 | | |