





## MY STORY

Sean Wolfe has worked for SKT for fifteen years. Starting in a data services department, Wolfe's natural aptitude for problem-solving, as well as his extensive technical know-how, brought him to the attention of the Research Division. Internally transferred to a PFU, Wolfe now works alongside a range of field experts, supplying on-the-ground technical support and archival management of rare texts (including retrieval, duplication, and storage).

Wolfe has gained a reputation within SKT as a man who can be relied upon. His knowledge and ability to work calmly under pressure are useful commodities, such that other PRU teams regularly request his skills. As

such, Wolfe has good relations with a number of PFUs across SKT - he probably knows much more about current PFU operations than his bosses would like.

During his last field assignment, two team members disappeared while exploring a cave system in the Appalachian Mountains of North Carolina. Despite a rescue attempt, the pair were not recovered. Subsequently, Wolfe has become distant and suspicious; confiding to a few colleagues that he does not believe the official version of events and suspects foul play. Wolfe is beginning to doubt that SKT has its employees' interests at heart.

## BACKSTORY

### Personal Description

5'10" tall, with brown hair and trimmed beard, medium build.

### Traits

Quiet and reserved, hardworking and industrious. Has recently grown suspicious of his employer.

### Ideology & Beliefs

### Injuries & Scars

Scar across the palm of the right hand.

### Significant People

### Phobias & Manias

### Meaningful Locations

The hills of New Hampshire.

### Arcane Tomes & Spells

### Treasured Possessions

Lucky pocket watch, given to him by his father.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

## WEALTH

Spending Level \$ 10

Cash \$ 98

Assets \$ 2450

## FELLOW INVESTIGATORS

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_



Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular < skill	Hard 1/2 skill	Extreme 1/3 skill	Critical 01
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Pushing Rolls: must justify reroll;  
cannot push combat or Sanity rolls

### Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

**Major Wounds** = loss of  $\geq 1/2$  max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

**Dying:** First Aid = temp, stabilized; then require Medicine  
**Natural Heal rate** (non Major Wound): recover 1 HP per day

**Natural Heal rate** (Major Wound): weekly healing roll



