1920s Era Investigator

Name: Daniel Laufer | Birthplace: | Pronoun: Mr.

Occupation: Cryptographer | Residence: Brighton | Age: 39

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	45	22	9	SIZ	60	30	12	Hit Points	10	
CON	45	22	9	POW	75	37	15	Magic Points	15	
DEX	60	30	12	APP	65	32	13	Luck	Starting 45	Current
INT (IDEA)	80	40	16	EDU (KNOW)	75	37	15	Sanity	Starting 75	Current 42 / Insane 15

Max Sanity 90 | Temporary Insanity ☐ | Indefinite Insanity ☐ | Major Wound ☐ | Unconscious ☐ | Dying ☐

Skills

	Reg	Half	Fifth
☐ Accounting (05%)	40	20	8
☐ Anthropology (01%)	1	0	0
☐ Appraise (05%)	5	2	1
☐ Archaeology (01%)	1	0	0
☐ _____ (05%) Art / Craft	5	2	1
☐ _____			
☐ Charm (15%)	15	7	3
☐ Climb (20%)	20	10	4
Credit Rating (00%)	47	23	9
Cthulhu Mythos (00%)	9	4	1
☐ Disguise (05%)	5	2	1
☐ Dodge (half DEX)	30	15	6
☐ Drive Auto (20%)	20	10	4
☐ Elec. Repair (10%)	10	5	2
☐ Fast Talk (05%)	30	15	6
☐ Fighting (Brawl) (25%)	25	12	5
☐ _____ Fighting			
☐ _____			
☐ Firearms (Handgun) (20%)	20	10	4
☐ Firearms (Rifle/Shotgun) (25%)	25	12	5
☐ _____ Firearms			
☐ First Aid (30%)	30	15	6
☐ History (05%)	5	2	1
☐ Intimidate (15%)	15	7	3
☐ Jump (20%)	20	10	4
☐ Latin (01%) Language (Other)	25	12	5
☐ _____			
☐ _____			
☐ English (EDU) Language (Own)	90	45	18
☐ Law (05%)	5	2	1
☐ Library Use (20%)	70	35	14
☐ Listen (20%)	20	10	4
☐ Locksmith (01%)	1	0	0
☐ Mech. Repair (10%)	10	5	2
☐ Medicine (01%)	1	0	0
☐ Natural World (10%)	35	17	7
☐ Navigate (10%)	10	5	2
☐ Occult (05%)	35	17	7
☐ Persuade (10%)	45	22	9
☐ _____ (01%) Pilot	1	0	0
☐ Psychoanalysis (01%)	1	0	0
☐ Psychology (10%)	10	5	2
☐ Ride (05%)	5	2	1
☐ Cryptopgraphy (01%) Science	80	40	16
☐ Mathematics	75	37	15
☐ _____			
☐ Sleight of Hand (10%)	10	5	2
☐ Spot Hidden (25%)	75	37	15
☐ Stealth (20%)	20	10	4
☐ _____ (10%) Survival	10	5	2
☐ Swim (20%)	20	10	4
☐ Throw (20%)	20	10	4
☐ Track (10%)	10	5	2
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill Reg	Skill Half	Skill Fifth	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	25	12	5	1D3	1	-	-	-

Move 8

Build 0

Dodge: Reg 30 | Half 15 | Fifth 6

Damage Bonus: None

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My Story

Having worked as a code breaker for the British Directorate of Military Intelligence, Laufer came to the attention of the Seekers while investigating a series of unusual transmissions, intercepted during the Great War. Fascinated by the strange ciphers shown to him by the Seekers, he was an eager recruit, seemingly just at home decoding the ramblings of medieval occultists as the secret messages of enemy nations.

Laufer has worked for the Seekers since the end of the war. His obsession with finding meaning behind eldritch ciphers has brought him close to insanity. He is increasingly haunted by nightmares. Those who know him speak of his growing nervousness and habit for biting his nails.

Eschewing the bustle of London for the restorative effects of Brighton's sea air, Laufer can be found pacing the promenade, casting furtive glances towards the horizon.

Backstory

Personal Description

Average height and build, studious looking, with black hair, and a ruddy complexion.

Traits

Tendency to smirk without realizing he is doing so.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Brighton's refreshing seafront.

Arcane Tomes & Spells

Treasured Possessions

Odin and Sif, his pet cats.

Encounters with Strange Entities

Gear & Possessions

Wealth

Spending Level: $ 10

Cash: $ 94

Assets: $ 2'350

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 1/5 skill	Critical 01

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 ≥ 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

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