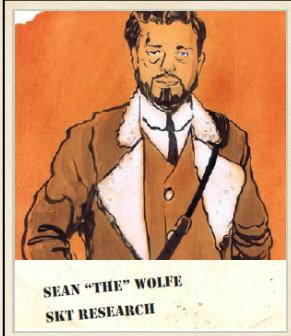


1920s ERA INVESTIGATOR

Name Sean "the" Wolfe Birthplace _____ Pronoun Mr.

Occupation Field Technical Support, Archivist Residence _____ Age 39



CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	30	15	6	SIZ	60	30	12	Hit Points	10	
CON	40	20	8	POW	50	25	10	Magic Points	10	
DEX	40	20	8	APP	70	35	14	Luck	50	
INT IDEA	75	37	15	EDU KNOW	80	40	16	Sanity	50	43
									Starting	Current
										Insane



Max Sanity 94 Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)	45	22	9	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12	5	<input type="checkbox"/> Persuade (10%)	35	17	7
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot (01%)	1	0	0
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> History (05%)	40	20	8	<input type="checkbox"/> Psychology (10%)	30	15	6
<input type="checkbox"/> Photography (05%) <small>Art / Craft</small>	55	27	11	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> _____				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Science (01%)	1	0	0
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> German (Language (Other))	30	15	6	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Climb (20%)	20	10	9	<input type="checkbox"/> Spanish	10	5	2	<input type="checkbox"/> Spot Hidden (25%)	25	12	5
Credit Rating (00%)	49	24	9	<input type="checkbox"/> _____				<input type="checkbox"/> Stealth (20%)	20	10	4
Cthulhu Mythos (00%)	5	2	1	<input type="checkbox"/> English (EDU) <small>Language (Own)</small>	80	40	16	<input type="checkbox"/> Survival (10%)	10	5	2
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Dodge (half DEX)	20	10	4	<input type="checkbox"/> Library Use (20%)	70	35	14	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Drive Auto (20%)	20	10	9	<input type="checkbox"/> Listen (20%)	20	10	4	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Elec. Repair (10%)	60	30	12	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Computer Use	80	40	16
<input type="checkbox"/> Fast Talk (05%)	50	25	10	<input type="checkbox"/> Mech. Repair (10%)	45	22	9	<input type="checkbox"/> Electronics	40	20	8
<input type="checkbox"/> Fighting (Brawl) (25%) <small>Fighting</small>	25	12	5	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	9	<input type="checkbox"/> Occult (05%)	40	20	8	<input type="checkbox"/> _____			

COMBAT

Weapon	Reg	Half	Fifth	Damage	# of Attacks	Range	Ammo	Malf.	Move	7
Brawl	25	12	5	1D3	1	-	-	-	Build	0
.45 Revolver	20	10	4	1D10 + 2	1 (3)	15 yds	6	100	Dodge	20
.30-06 Rifle	25	12	5	2d6 + 4	1	110 yds	5	100	Damage Bonus	None



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.

Ideology & Beliefs

Significant People

Meaningful Locations

The hills of New Hampshire.

Treasured Possessions

Lucky pocket watch, given to him by his father.

GEAR & POSSESSIONS

FELLOW INVESTIGATORS



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
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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

