

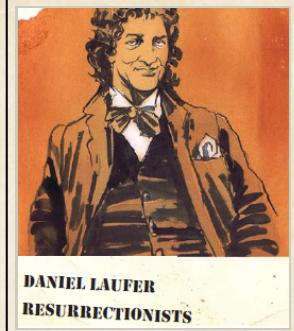
# 1920s ERA INVESTIGATOR

Name Daniel Laufer Birthplace \_\_\_\_\_ Pronoun Mr.

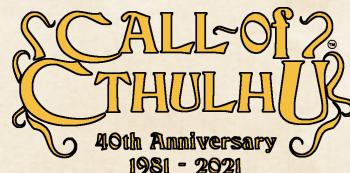
Occupation Cryptographer Residence Brighton Age 39

## 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	45	
INT	80	40	16	EDU KNOW	75	37	15	Sanity	75	42
IDEA										15



**DANIEL LAUFER**  
**RESURRECTIONISTS**



Max Sanity **90** Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

## SILLS

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

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg Half Fifth	1D3	1	-	-	-	8
							Build 0
							Dodge 30 Reg Half Fifth
							Damage Bonus None



## 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.

### Ideology & Beliefs

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### Significant People

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### Meaningful Locations

Brighton's refreshing seafront.

### Treasured Possessions

Odin and Sif, his pet cats.

## GEAR & POSSESSIONS

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## FELLOW INVESTIGATORS



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

## WEALTH

Spending Level \$ 10

Cash \$ 94

Assets \$ 2350

## 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

