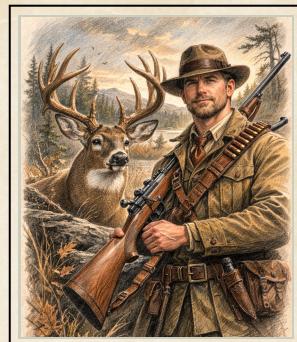




1920s ERA INVESTIGATOR

Name Harald Buchwitz Birthplace Stuckenborstel Pronoun Mr.

Occupation Big Game Hunter Residence Worcester, MA Age 40



CHARACTERISTICS



Max Sanity **99** Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SKILLS

Skills	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)	5	2	1	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	82	41	16	<input type="checkbox"/> Persuade (10%)	10	5	2
<input type="checkbox"/> Anthropology (01%)	25	12	5	<input type="checkbox"/> _____				<input type="checkbox"/> Boat 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%)	5	2	1	<input type="checkbox"/> Psychology (10%)	10	5	2
<input type="checkbox"/> <u>Taxidermy</u> (05%) Art / Craft	5	2	1	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	50	25	10
<input type="checkbox"/> _____				<input type="checkbox"/> Jump (20%)	40	20	8	<input type="checkbox"/> Biology Science (01%)	34	17	6
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> English Language (Other) (01%)	25	12	5	<input type="checkbox"/> _____			
<input type="checkbox"/> Climb (20%)	40	20	8	<input type="checkbox"/> _____				<input type="checkbox"/> _____			
Credit Rating (00%)	42	21	8	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> German Language (Own) (EDU)	74	37	14	<input type="checkbox"/> Spot Hidden (25%)	50	25	10
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Stealth (20%)	68	34	13
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> Forest Survival (10%)	43	21	8
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Listen (20%)	30	15	6	<input type="checkbox"/> Swim (20%)	30	15	6
<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Throw (20%)	60	30	12
<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	57	28	11
<input type="checkbox"/> Fighting (Brawl) (25%)	57	28	11	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Natural World (10%)	40	20	8	<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)	35	17	7	<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)	57	28	11	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> _____			

COMBAT

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.	Move	7
	Reg	Half	Fifth							
Brawl	57	28	11	1D3 + 1D4	1	-	-	-	Build	+1
Bowie Knife	57	28	11	2D4 + 2	Touch	1	-	-	Dodge	35 17 7
.30-06 Rifle	82	41	16	2d6 + 4	1	110 yds	5	100	Damage Bonus	+1D4
.32 Revolver	57	28	11	1D8	1 (3)	15 yds	6	100		

MY STORY

Harald was born in Stuckenborstel, a small town near Hamburg, Germany. At an early age his grandfather taught him how to ethically hunt in the nearby forests and swamps - being a kind of warden. He found his first deer shed which he later designed into his treasured necklace.

In his teenage years, however, he was called up by his father to work in the family-owned brewery and with the passing of his grandfather, his once favoured hobby of hunting and surveilling wildlife has become a distant memory.

An adult Harald decided to emigrate to America to build his own brewery in the New World, chasing the promised dreams. However, after World War I, and as a German immigrant in particular, he needed to foreclose his once profitable brewery in the wake of prohibition. Remembering his fondness of hunting and seeing the lush wilderness near Worcester he built up a hunting preserve which became very frequented by the rich and wealthy.

BACKSTORY

Personal Description

Time, especially many years of uncertainty, has taken their toll on the appearance of Harald. However, the glow in his eyes never fully fainted and the remembrance of his old favourite hobby has filled him with life.

Ideology & Beliefs

Even in the most uncertain times there is always a way out to improve your life. Everyone is their own maker.

Significant People

His grandfather, who taught him how to hunt (deceased)
His wife, Else, who always supported him, even in difficult times

Meaningful Locations

Honeypot Brewery in Boston, MA, the brewery he helped to build in America
Moose Hill Wildlife Preserve, Worcester MA

Treasured Possessions

Trophy Necklace, made from the very first Deer Shed he found as a kid
Bowie Knife, a heritage item from his grandfather

GEAR & POSSESSIONS

Bowie Knife	32 Revolver
4 Bandages	10 .32 Ammo
Flashlight	
.30-06 Bolt Action Rifle	
20 .30-06 Ammo	

FELLOW INVESTIGATORS



Char.	Valerie
Player	Brian
Char.	Joshua
Player	Marvin
Char.	
Player	

Char.	Big Tony
Player	Lorenzo
Char.	Martha
Player	Maura
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

