

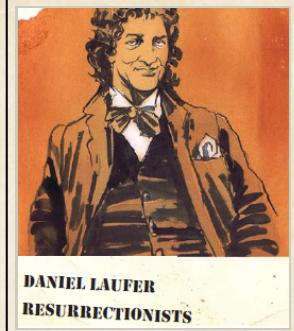
1920s ERA INVESTIGATOR

Name Daniel Laufer Birthplace _____ Pronoun Mr.

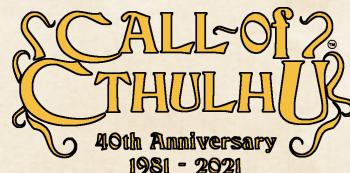
Occupation Cryptographer Residence Brighton Age 39

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

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg Half Fifth	1D3	1	-	-	-	8
							Build 0
							Dodge 30 15 6
							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

Significant People

Meaningful Locations

Brighton's refreshing seafront.

Treasured Possessions

Odin and Sif, his pet cats.

GEAR & POSSESSIONS

FELLOW INVESTIGATORS



Char.
Player _____

WEALTH

Spending Level \$ 10
Cash \$ 94
Assets \$ 2'350

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

