

MY STORY

At first sight, Svea appears to be nothing more than a geeky Norwegian writer, obsessed with computer games, comics, and horror books; however, this front disguises a very shrewd and driven intellect. Svea's real work, when not churning-out another sensationalist horror novel, is the collection, analysis, and destruction of ancient texts concerning the true nature of the cosmos.

How he came to the attention of Novus Angelus is unknown, and neither Svea nor his handler are willing to speak on the matter, as his employment by the Nine is a well-held secret. Svea uses his minor celebrity status to travel the world for research and to attend numerous

fan conventions. In reality, Svea plans such journeys carefully, using them as a cover for his true work. Once he has obtained a "red" text, he records its contents and then destroys the original.

Svea knows little about his employers - all roads lead to Mr. Villiers and no further. Despite this, Svea is committed to cause, seeing his work as necessary for the protection of humanity and society in general.

BACKSTORY

Personal Description

Heavy set, bald, with a ruddy complexion, and blue eyes.

Traits

Jovial and witty.

Ideology & Beliefs

Ancient wisdom must be protected from the ignorant masses; wisdom should only reside in the hands of the intellectually superior.

Significant People

Wednesday, his black cat.

Injuries & Scars

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

A fake copy of the Book of Eibon, two pages (alleged) to have been taken from a copy of Al Azif.

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level	\$ 50
Cash	\$ 330
Assets	\$ 33'000

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 1/3 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

