1920s Era Investigator

Name: *Sveinung Svea* Birthplace: ___ Pronoun: ___

Occupation: *Author* Residence: ___ Age: *42*

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	60	30	12	SIZ	70	35	14	Hit Points	12	
CON	50	25	10	POW	75	37	15	Magic Points	15	
DEX	40	20	8	APP	45	22	9	Luck (Starting)	50	Current
INT (IDEA)	90	45	18	EDU (KNOW)	95	47	19	Sanity	Starting 75	Current 64	Insane 15

Max Sanity: 87 Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

Skills

Skill	Reg	Half	Fifth	Skill	Reg	Half	Fifth	Skill	Reg	Half	Fifth
☐ Accounting (05%)	5	2	1	☐ Firearms (Rifle/Shotgun) (25%)	25	12	5	☐ Persuade (10%)	40	20	8
☐ Anthropology (01%)	1	0	0	☐ _____ Firearms				☐ _____ (01%)	1	0	0
☐ Appraise (05%)	5	2	1	☐ First Aid (30%)	30	15	6	☐ Psychoanalysis (01%)	1	0	0
☐ Archaeology (01%)	17	8	3	☐ History (05%)	55	27	11	☐ Psychology (10%)	20	10	4
☐ _Horror Writer_ (05%) Art / Craft	50	25	10	☐ Intimidate (15%)	15	7	3	☐ Ride (05%)	5	2	1
☐ _____				☐ Jump (20%)	20	10	4	☐ _Astronomy_ (01%) Science	15	7	3
☐ Charm (15%)	15	7	3	☐ _Arabic_ (01%) Language (Other)	7	3	1	☐ _Biology_	10	5	2
☐ Climb (20%)	20	10	4	☐ _English_	80	40	16	☐ _Chemistry_	9	4	1
Credit Rating (00%)	66	33	13	☐ _German_	25	12	5	☐ Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	12	6	2	☐ _Norwegian_ (EDU) Language (Own)	90	45	18	☐ Spot Hidden (25%)	39	19	7
☐ Disguise (05%)	5	2	1	☐ Law (05%)	5	2	1	☐ Stealth (20%)	20	10	4
☐ Dodge (half DEX)	20	10	4	☐ Library Use (20%)	75	37	15	☐ _____ (10%) Survival	10	5	2
☐ Drive Auto (20%)	20	10	4	☐ Listen (20%)	20	10	4	☐ Swim (20%)	20	10	4
☐ Elec. Repair (10%)	10	5	2	☐ Locksmith (01%)	1	0	0	☐ Throw (20%)	20	10	4
☐ Fast Talk (05%)	25	12	5	☐ Mech. Repair (10%)	10	5	2	☐ Track (10%)	10	5	2
☐ Fighting (Brawl) (25%)	25	12	5	☐ Medicine (01%)	1	0	0	☐ _Computer Use_	85	42	17
☐ _____ Fighting				☐ Natural World (10%)	10	5	2	☐ _Science (Physics)_	10	5	2
☐ _____				☐ Navigate (10%)	10	5	2	☐ _Language (Greek)_	20	10	4
☐ Firearms (Handgun) (20%)	65	32	13	☐ Occult (05%)	70	35	14	☐ _Language (Latin)_	66	33	13

Combat

Weapon	Skill Reg	Half	Fifth	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	25	12	5	1D3 + 1D4	1	–	–	–
Glock 17, 9mm	65	32	13	1D10	1 (3)	15 yds	17	98

Move: 6

Build: +1

Dodge: Reg 20 | Half 10 | Fifth 4

Damage Bonus: +1D4

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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.

Injuries & Scars

Significant People
Wednesday, his black cat.

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	$ 33000

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 1/5 skill	Critical 01

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 ≥ 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