

BACKSTORY

Personal Description Small and distinctly unpunchable; pleasant and non-threatening. Brown hair, brown eyes, wiry build. Stronger than he looks, but he doesn't look strong.

Ideology/Beliefs Humans believe stronger than they know. Happiness is possible without a corresponding reality. The Story is more durable than the Truth.

Significant People Parents still living (Catherine, Thomas); sister Charlotte. People aren't really significant.

Meaningful Locations The Dairy in Cattaraugus County, NY. NYC (some place that is convenient is fine). Never been anywhere else.

Treasured Possessions It's just stuff.

Traits Studies people and their environments quickly. His flat look is a blank canvas for disquise. Amiable.

Injuries & Scars None. He is still young and lead a soft life, too small for truly hard labor and too pretty for dangerous work.

Phobias & Manias Evidence of Order in Chaos or some Intent on a large scale is disequilibrating. New subcultures are fascinating.

Uncomfortable underground.

Arcane Tomes, Spells & Artifacts_I don't think any of my stuff is magical, that would be weird.

Encounters with Strange Entities 3x reanimated corpse (Dead Man's Stomp) Portals (13)

CEAR & POSSESSIONS

Road map (NY state) Clergy credentials Bible Bottle of wine Cross on the chain Casual clergy outfit Leather service bag

offsite access to some assets like cheese, alcohol, and other consumables. Perhaps a truck or larger motor vehicle available and a horse unless the neighborhood doesn't support it.

CASH & ASSETS

Spending Level.

Assets Probably a safe-house of some type. Maybe some affiliation with a church.

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP;

Medicine heals +1d3 HP

Major Wound = loss of $\ge \frac{1}{2}$ 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 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char, Max Vermogen

Player Matt

Soldier

Char.

Player

Player Dave

Archeologist Char, Dr. William H. Hughes

Player Mark

Scholar

Char. Curtis Schiffy Me Player Mike

Detective

Player

Priest-ish

Char.Fr. Paul Kidner Plaver Patrick

Char.

Player