

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. Belief is Truth.

Significant People Parents deceased (Ellen, Patrick); sister Charlotte.

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

Treasured Possessions Material possessions preempt heavenly treasure.

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

GEAR & POSSESSIONS

Road map (NY state)	offsite access to some
Clergy credentials	assets like alcohol and other consumables.
Bible	Perhaps a truck or larger motor vehicle available
Bottle of wine	and a horse unless the neighborhood doesn't support it.
Cross on the chain	
Casual clergy outfit	

CASH & ASSETS

Spending Level

Cash

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

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+>skill	Fail ≤ skill	Regular ½ skill	Hard ¼ skill	Extreme ⅛ skill	Critical 01
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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 $\geq \frac{1}{2}$ 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

