Alone Against THE FROST

Solitaire Adventure in Canada's Wilds

Pre-Generated Investigators

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	1920s Era Inves	TIGATOR		Сн	ARA	CTERIS	TICS					
	Name_Dr. L. C. Nadelma	inn		anatata atatata	and a state of a state	**************************************		Tatatatata	45			
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6	Occupation Anthropol		CON	85 42 17	APP	70 35 14	POW		10			()
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	Appraise (05%)		□	t		🗖 Listen (20%)		B				
	Archaeology (01%)					Locksmith (01	1%)	B	🗖 Sleig	ght of Hand (10	»%)	
	□ Art / Craft (05%)		Firearms (Handgu	ı) (20%)		🗖 Mech. Repair	r (10%)	H	🗖 Spo	t Hidden (25%)		
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	Charm (15%)		🔲 First Aid	30%)		Navigate (10%	-	H	Swir	m (20%)		
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	Unarmed			1d3 +	- db	<u>- 1</u>				Damage	+1D4	4
	Hatchet Knife (Medium)			<u>1d6+1</u> 1d4+2		- 1		_	_	Bonus	\geq	$\leq $
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C.Z										Dodge		
								_	_			C .
- Te	S. S. S.										1 ale	

Personal Description Dr. Nadelmann is of multiracial heritage (African American and German American). They are in their early 30s with black hair, an angular face with high cheekbones, and they wear glasses.	STORY Traits					
Ideology/Beliefs	Injuries & Scars					
Significant People	Phobias & Manias					
Meaningful Locations	Arcane Tomes, Spells & Artifacts					
Treasured Possessions	Encounters with Strange Entities					
GEAR & POSSESSIONS	S CASH & ASSETS Cash Assets					
QUICK REFERENCE RULES Skill & Characteristic Rolls Levels of Success: Fumble Fail Regular Hard Extreme Critical 100/96+ >skill ½ skill ½ skill ½ skill ½ skill Levels of Success: Furnble Fail Regular Hard Extreme Critical 100/96+	Spending Level Cash					
QUICK REFERENCE RULES Skill & Characteristic Rolls Ievels of Success: Fumble Fail Regular Hard Extreme Critical	FELLOW INVESTICATORS					

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	1920s Era Inves	tig <i>i</i>	TOR			Cu			<i>(</i> " T " F	DIC	STIC	C	UC				Alia			
	Name_Sylvia Davidson						at a tat a ta	Catalogram		and an alter a the	atatatatatata	CATHOLICA S		30			X	2		
5	Player				STR	50 <mark>2</mark>	5 0	DEX	65	32 13	INT Idea	6		<u>12</u>		K	363	D		C.
Pa	Occupation Graduate	Stud	ent			CO 3	0			27	POW			35		1	No.			5
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			E		Firearms (Rifle/Sh	otgun) (25%)	40	20 8		edicine (or					Stealth (2			40	20 8	
			E					H	🗖 Nat	tural Wor	ld (10%)				Survival (1 Woodla	nd		10	5 2	
	🗖 Charm (15%)		E		First Aid (30%)	35	17	🗖 Nav	vigate (10%	%)	10	5 2		Swim (20	%)		40	20 8	
	Climb (2 0%)	40	20 8		History (c	5%)		\square	00	cult (05%))				Throw (20	o%)		10	5 2	
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	Cthulhu Mythos (00%)		P		Jump (20			P	🗖 Per	suade (10	%)		\square							
	Disguise (05%)		P		Language	: (Other) (01	%)	P		o t (01%) Dat		30	15 6							
	Dodge (half DEX)	32	16 6					ħ		chology (1	10%)	10	5 2							
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	<u>Unarmed</u>	2		12	5	1d7	; + db		-	1		-		-		mage	n	one		
	Hatchet		5	12			+1+dk								Bo	onus		~ 114	\leq	
	Knife (Medium) .30-06 Bolt-action Rifle	2 4	0	12 20			+2_db 16+4		10 yds	1		;	1	00	B	uild	(0)	
62			_	20					- , 45							der		, 1	6	\$3
45																odge	32	•	5	E.
	Car																	Serv	S.	
~	22. 3)																	144	all.	

BACK	(STORY							
Personal Description <u>A Caucasian woman with</u> dark auburn hair pulled into a bun; she has a condescending expression and wears glasses.	Traits Determined and conscientious, if a little too serious.							
Ideology/Beliefs	Injuries & Scars							
Significant People	Phobias & Manias							
Meaningful Locations	Arcane Tomes, Spells & Artifacts							
Treasured Possessions	Encounters with Strange Entities							
GEAR & POSSESSIONS	CASH & ASSETS							
CEAR & POSSESSIONS	S CASH & ASSETS Spending Level Cash							
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CEAR & POSSESSIONS	Spending Level Cash							
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QUICK REFERENCE RULES	Spending level Cash Assets Image: set in the set i							
QUICK REFERENCE RULES Skill & Characteristic Rolls evels of Success: Fumble Fail Regular Hard Extreme Critical 100/96+ >skill ≤ skill ½skill 1/5 skill 01	Spending level Cash Assets							
OUICK REFERENCE RULES Skill & Characteristic Rolls evels of Success: Fumble Fail Regular Hard Extreme Critical 100/96+ >skill ≤ skill ½skill ½skill 01 Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls Char. Wounds & Healing Char.	Spending level Cash Assets							
OUICK REFERENCE RULES Skill & Characteristic Rolls evels of Success: Fumble Fail Regular Hard Extreme Critical 100/96+ >skill ≤skill ½skill ½skill ½skill 1/5skill 01 Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls Char. Player - Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls Char. Player - Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls Char. Player - Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls Char. Player - Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls Char. Player - Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls Char. Player - Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls Char. Player - Major Wound = loss of ≥ ½ max HP in one attack Char. Player -	Spending level Cash Assets							
OUICK REFERENCE RULES Skill & Characteristic Rolls evels of Success: Fumble Fail Regular Hard Extreme Critical 100/96+ > skill ≤ skill ½ skill ½ skill ½ skill ½ skill 1/2 s	Spending level Cash Assets							

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1920S ERA INVEST	FIGATOR		СНА	RA	TFDICTIC	C				
Name_Norman Falkner			CHARACTERISTICS							
Player		STR 6	0 30 12	DEX	70 35 14 INT Idea	65	13	X		G
Occupation_Graduate S	Student		40	APP	45 22 DOW		37	55	10	6
Age Sex			30 40 16	AFF	$45 \frac{22}{9} POW$	75	15	SIST V		
Residence Arkham, MA		SIZ 6	0 <u>30</u> 12	EDU	74 37 Move 14 Rate	7	+1			
Birthplace_Arkham, MA		Temp.	Indef.	Know		<u> </u>		R SOM		
Wound 4	1 02	Insane	Insane	2 13 14	75 <i>Max</i> 15 16 17 18 19 20	Insar 21 22		2 03 04 05 5 26 27 28		
Dying 00 0 Unconscicus 03 0 06 07 08 0		31 32	33 34 35	36 37	38 39 40 41 42 43 61 62 63 64 65 66	44 45	46 47 4	8 49 50 51	52 53 2	
	100				84 85 86 87 88 89					
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					4 25 26 27 28 29		10	11 12 13	14	
31 32 33 34 35 54 55 56 57 58							15	16 17 18		
77 78 79 80 81	82 83 8				3 94 95 96 97 98 9 OR SKILLS	99	20	21 22 23	3 24 7	
Accounting (05%)		Fast Talk (05%			Law (05%)		Sci	ence (01%) eology	20 10	
	30 <mark>15</mark> 6	Fighting (Bray			Library Use (20%)			eology	4	
	6				Listen (20%)	30 <mark>18</mark> 6				
		Hatchet				³⁰ 6			10 5	
Archaeology (01%)		- Firearms			Locksmith (01%)		-	ight of Hand (10%)	10 2	
		Firearms (Handgun) (2			🗖 Mech. Repair (10%)		-	ot Hidden (25%)		
		Firearms (Rifle/Shotg	ın) (25%)	50 <mark>25</mark> 10	Medicine (01%)			alth (20%)	40 <mark>20</mark> 8	
					🗖 Natural World (10%)			vival (10%) podland	20 10 4	
🗖 Charm (15%)		First Aid (30%	6) 3	85 <mark>17</mark> 7	🔲 Navigate (10%)	10 <mark>5</mark> 2	Sw	im (20%)	40 <mark>20</mark> 8	
🗖 Climb (20%)	45 <mark>22</mark> 9	History (05%)		\square	🗖 Occult (05%)		- - Thi	ow (20%)		
Credit Rating (00%)	P	🔲 Intimidate (1	5%)	P	🗖 Op. Hv. Machine (01%)		Tra	ck (10%)	15 7	
Cthulhu Mythos (00%)		🗖 Jump (20%)	Ē	A	Persuade (10%)				Ē	
Disguise (05%)		Language (O	ther) (01%)	P	D Pilot (01%) Boat	40 <mark>20</mark> 8				
	35 <mark>17</mark> 7				Psychology (10%)	25 12 5				
					Psychoanalysis (01%)	1 0				
 Elec Repair (10%) 		Language (O English	wn) (EDU) 🗧		$\square \operatorname{Ride}(05\%)$					
	PT TT PT							COM		
Weapon	Regular	Hard Extreme	EAPOI Damag		nge Attacks Amr	no	Malf.	Come	3AI	
Unarmed		<u>27</u> <u>11</u>	1dz + c		- <u> </u>		-	Damage	none	
Hatchet		27 11	1d6+1+0					Bonus		
Knife (Medium)	<u> </u>	27 <u>11</u> 25 10	_1d4+2+0 2d6+4		 Dyds 15		100	Build (0)	
.30-06 Bolt-action Rifle		23 10	200+4		- yus <u> </u>	,	100		17	S.
								Dodge 3	5 <u>7</u>	E.S
									5	
11 the and									Mr and	ンミ

BACK	(STORY
Personal Description <u>An Asian man with short</u> black hair, a square jaw, and a serious demeanor.	Traits Never the quickest to pick up a subtle point, Norman compensates with a dogged persistence, which is a quality you value highly in the field.
deology/Beliefs	
Significant People	Phobias & Manias
Aeaningful Locations	Arcane Tomes, Spells & Artifacts
reasured Possessions	Encounters with Strange Entities
CEAR & POSSESSIONS	
	Spending Level
	FELLOW INVESTIGATORS
Skill & Characteristic Rolls evels of Success: Fumble Fail Regular 1/2 skill 1/5 skill 01 Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls	Char PlayerChar
Skill & Characteristic Rolls evels of Success: Fumble Fail Regular Hard Extreme Critical 100/96+ >skill \leq skill $1/5$ skill 01 ushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls Wounds & Healing First Aid heals 1HP; Medicine heals +1d3 HP Major Wound = loss of $\geq 1/2$ max HP in one attack	Char. Player Player Char.
Skill & Characteristic Rollsevels of Success:FumbleFailRegularHardExtremeCritical $100/96+ > skill\le skill½ skill½ skill01ushing Rolls:Must justify reroll; Cannot Push Combat or Sanity RollsWounds & HealingFirst Aid heals 1HP;Medicine heals +1d3 HP$	Char. Player Me Char. Player Player

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1920S ERA INVES	TIGATOR		HARA	CTERISTIC	"S		Č.
Name_Charlie Foxtail			a tatatatatatatatatatatat		95		
Player_n/a		STR 65	32 13 DEX	K 55 27 11 INT Idea	50 10		
Occupation_Wildernes		CON 85	42 17 APP	60 30 12 POW	N 55 27		
Age <u>35</u> Sex Residence Fort McDon							None I
BirthplaceAlberta, Car		SIZ 55	27 11 EDU Know	43 21 Move 8 Rate			
Major Wound M14/P			ndef.	55 Max	Insane (01 02 03 04 0	05 06 07
	01 02	08 09 10	and the second se			24 25 26 27 2 7 48 49 50 5	
	04 05 09 10	54 55 56	57 58 59 60	0 61 62 63 64 65 66 8 84 85 86 87 88 89	5 67 68 69 7	0 71 72 73 7	74 75 76 7
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A -41		15 16 17 18 19	20 21 22 23	24 25 26 27 28 29	20	05 06 07 10 (11) 12	03 04 MACC 08 09 CC 13 14 T
31 32 33 34 35 54 55 56 57 58					53	15 16 17	18 19 Y
77 78 79 80 81	82 83 8			93 94 95 96 97 98	99	20 21 22	23 24 V
Accounting (05%)		INN Fast Talk (05%)	/ ESTIGAI			Science (01%)	10
Anthropology (01%)	1 0		(25%) 50 25 10	Law (05%)		Geology	
		Fighting (Brawl) (^{25%)} 50 10 50 25 10	 Library Use (20%) Listen (20%) 	70 35 14		
Archaeology (01%)		Axe				-	10%) 10 5
Art / Craft (05%)	\square	Firearms		Locksmith (01%)		Sleight of Hand (1	
	\square	Firearms (Handgun) (20%)	70 35	Mech. Repair (10%)		Spot Hidden (25)	
		(Rifle/Shotgun) ((25%) 70 35 14	Medicine (01%)		Stealth (20%)	⁸⁰ 17
			- 25	Natural World (10%)		Survival (10%) Woodland	85 42 17 50 25
Charm (15%)	40	First Aid (30%)	50 <mark>25</mark> 10	Navigate (10%)	70 35 14		50 25 10
🗖 Climb (20%)	80 40 16	History (05%)		🗖 Occult (05%)		Throw (20%)	eo 40
Credit Rating (00%)		Intimidate (15%)		Dp. Hv. Machine (01%)		Track (10%)	80 40 16
Cthulhu Mythos (00%)		Jump (20%)		Persuade (10%)		I	
Disguise (05%)		Language (Other English	r) (01%) 43 21 8	$\square \underline{\operatorname{Pilot}(O1\%)}_{\operatorname{Boat}}$	60 30 12	I	
Dodge (half DEX)	27 <mark>13</mark> 5			Psychology (10%)	25 12 5	I	
Drive Auto (20%)				Psychoanalysis (01%)		l	
🔲 Elec Repair (10%)	\square	Language (Own) Tsuut ina	(EDU) 65 32 13	🗖 Ride (05%)			
			APONS		8 67 8 7/1	Col	MBAT
Weapon	Regular	Hard Extreme	Damage R	ange Attacks Am	mo Malf.		
<u>Unarmed</u> Axe	<u> </u>		<u>1d3 + db</u> 1d6+1+db	1		_ Damage Bonus	(none)
.30-06 Bolt-action Rifle	70	35 14		10 yds 1	5 100	- - Build	
						-	
						- Dodge	27 13 5
2							
A A A A A A A A A A A A A A A A A A A							

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BACK	STORY
Personal Description <u>A First Nations woman with</u> black hair, high cheekbones, and angular facial features. Ideology/Beliefs	Traits Cautious; Charlie seems skeptical about your intentions for Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions	Encounters with Strange Entities
CEAR & POSSESSIONS	CASH & ASSETS Cash Assets
QUICK REFERENCE RULES Skill & Characteristic Rolls	FELLOW INVESTIGATORS
Skill & Characteristic Rolls Levels of Success: Fumble Fail Regular Hard Extreme Critical 100/96+ > skill $\frac{1}{2}$ skill $\frac{1}{2}$ skill $\frac{1}{2}$ skill 01 Char. Player Player	Char Player Player Player
Wounds & Healing First Aid heals 1HP; Medicine heals +1d3 HP Major Wound = loss of ≥ ½ 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	Char Char
Natural Heal rate (non Major Wound): recover 1HP per day Player Natural Heal rate (Major Wound): weekly healing roll	Char Player 0

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IP20S ECA IVENTICATOR Name: Hermatel Hastein Payer .09 IPA C (LA R ACT ERISTICS) Name: Hermatel Hastein Payer .09 Str. 55 17 DEX 60 10 1 NT 55 17 Cocupation, Graduate Student Age .22 Ser. M Str. 55 17 DEX 60 10 1 NT 55 17 Cocupation, Graduate Student Age .22 Ser. M No 70 13 APP 75 15 POW 70 16 Statistics No 70 13 APP 75 15 POW 70 16 19 20 21 22 24 25 20 20 00 <td< th=""><th></th><th></th><th></th><th></th><th></th><th>¢</th><th></th></td<>						¢	
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Corportion Correlation Cont 70 35 APP 75 37 POW 70 35 Residence Altham, MA SIZ 65 32 Figure 82 15 POW 70 35 Birthplace New York City SIZ 65 32 Figure 82 16 Nave 7 Size Off 13 Size 55 75 85 90 10 91 92 91 92 91 92 91 92 91 92 91 92 91 92 91 92 91 92 91 92 91 92 91 92 91 92 91 92 91 92 91 92 91 92 91 92 91 92	Player	STR	55 11 DEX	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$			
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Chulhu Mythos (oo%)jump (20%)Persuade (to%)IDisguise (05%)language (Other) (01%)Pilot (01%) $30 \frac{15}{6}$ IDodge (half DEX) $30 \frac{15}{6}$ Psychology (to%) $10 \frac{5}{2}$ IDrive Auto (20%)language (Own) (EDU) $82 \frac{41}{16}$ Psychocanalysis (o1%) $10 \frac{5}{0}$ IHec Repair (to%)language (Own) (EDU) $82 \frac{41}{16}$ Ride (o5%)IDWeaponRegularHardExtremeDamageAttacksAmmoMalf.Hatchet251251d6+1-1Marmed251251d4+2-130-06 Bolt-action Rifle251252d6+4110 yds15100Dodge 2015							
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Weapon Regular Hard Extreme Damage Range Attacks Ammo Malf. Unarmed 25 12 5 1d3 + db - 1 - - - Damage Build Damage none Hatchet 25 12 5 1d6+1 - 1 - - - Damage Bonus none Mife (Medium) 25 12 5 1d4+2 - 1 - - Build 0 30-06 Bolt-action Rifle 25 12 5 2d6+4 110 yds 1 5 100 Dodge 20 15	Drive Auto (20%)			Psychoanalysis (01%)		<u> </u>	
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KSTORY						
Traits_Unswervingly positive and generous with his time.						
Injuries & Scars						
Phobias & Manias						
Arcane Tomes, Spells & Artifacts						
Encounters with Strange Entities						
S CASH & ASSET Spending Level						
Spending Level Cash Assets						

QUICK REFERENCE RULES	FELLOW INVESTIGATORS
Skill & Characteristic Rolls Levels of Success: Fumble Fail 100/96+ > skill ≤ skill ½ skill ½ skill 1/5 skill 01 Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls	CharPlayer_Player_P
Wounds & Healing First Aid heals 1HP; Medicine heals +1d3 HP Major Wound = loss of ≥ ½ max HP in one attack Reach 0 HP without Major Wound = Unconscious	Char Player Me Char Player
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	Char Player Char Player Player 0



CHARACTER BACKSTORIES

Dr. L. C. Nadelmann

You are the youngest PhD to be tenured at Miskatonic University, in Arkham, Massachusetts. You are a rising star in the new field of cultural anthropology; even your European counterparts are impressed by your cascade of learned articles. Your theories are exciting, your classes are always full, and your students idolize you. Previous expeditions on your résumé have been just sensational enough to draw the favorable attention of the press to the university in general, and to the department of anthropology in particular. Rumors fly about large private endowments for your specialty. Your department head and collegiate administrators often invite you to dinner.

Sylvia Davidson

The latest arrival in a prominent line of Boston Brahmins, Sylvia is the first to take her studies to the postgraduate level and her boots into the wilds. Thanks to her academic acumen, you have already conferred with the department head about tapping her for a junior position on the faculty. If she has a fault, it is an invariable seriousness, which you hope may slip a little in the field.

Of course Sylvia signed up for the Nadelmann Expedition. It was the next logical step in her pursuit of academic excellence.

Norman Falkner

Norman is an atypical character around the department. A mature student, he worked for 16 years as a custodian whilst taking advantage of the long night shifts to educate himself from the library's books and save for this period of study.

You persuaded Norman to come on the expedition, hoping his reliable, calm disposition would make him a steady companion to the younger students.

Charlie Foxtail

It surprises most people to discover that Fort McDonald's best tracker is a woman from the Tsuut'ina Nation—known by some as the Sarcee Indians. But those who ridicule her often regret it, and the bruises can last for weeks. Charlie defied her elders' wishes to leave the village and work as a guide. She is saving up money to send her bedridden husband to Winnipeg for an expensive operation.

Bernard Ebstein

An earnest fellow from the Upper West Side, Bernard is popular among his classmates. His extracurricular conversation of late has centered on his upcoming wedding to his sweetheart, Catherine. This is sure to be a dazzling event, and as his favorite professor, your invitation has already arrived.

Bernard certainly possesses an aptitude for anthropology and a desire to test his knowledge in the field. But you suspect he signed up for the expedition to defy his image as a city boy and prove his outdoorsman credentials to his bride-to-be.

