

INVESTIGATOR DATA

SENIOR LIEUTENANT GRIGORI FYODOROV

Player Name _____
 Sex Male Age 49 Height 5'9" Weight 187 lbs.
 Affiliations Red Army
 Birthplace & Nationality Russian

CHARACTERISTICS

STR I5 DEX I3 INT I2 Idea 60
 CON I0 APP I2 POW II Luck 55
 SIZ I3 SAN 55 EDU II Know 55
 99-Mythos 99 Dmg Bonus +Id4



MACHINE TRACTOR STATION KHARKOV-37

DESCRIPTION

You are bald, have bad teeth (a back molar is currently well-past time to be removed), and need glasses to read. Your hands are scarred from several near bouts of frostbite. Your face is heavily lined with wrinkles and a few scars. Your most notable feature is the blank stare you have perfected for drills, talks with superiors, and endless 'friendly chats' with assorted CP commissars. You have a deep and rich voice grown slightly hoarse from smoking.

INVESTIGATOR SKILLS

- | | |
|--|--|
| <input type="checkbox"/> Accounting (10%) <u>63</u>
<input type="checkbox"/> Anthropology (01%) _____
<input type="checkbox"/> Archaeology (01%) _____
Art (05%) _____
<input type="checkbox"/> _____
<input type="checkbox"/> _____
<input type="checkbox"/> Astronomy (01%) _____
<input type="checkbox"/> Bargain (05%) <u>3I</u>
<input type="checkbox"/> Biology (01%) _____
<input type="checkbox"/> Chemistry (01%) _____
<input type="checkbox"/> Climb (40%) _____
<input type="checkbox"/> Conceal (15%) _____
Craft (05%) _____
<input type="checkbox"/> _____
<input type="checkbox"/> _____
Cthulhu Mythos (00%) _____
<input type="checkbox"/> Disguise (10%) _____
<input type="checkbox"/> Dodge (DEX x 2%) <u>48</u>
<input type="checkbox"/> Drive Auto/Carriage (20%) _____
<input type="checkbox"/> Electrical Repair (10%) _____
<input type="checkbox"/> Fast Talk (05%) _____
<input type="checkbox"/> First Aid (30%) _____
<input type="checkbox"/> Geology (01%) _____
<input type="checkbox"/> Hide (10%) _____
<input type="checkbox"/> History (20%) <u>29</u>
<input type="checkbox"/> Jump (25%) _____
<input type="checkbox"/> Law (05%) <u>35</u>
<input type="checkbox"/> Library Use (25%) _____
<input type="checkbox"/> Listen (25%) _____
<input type="checkbox"/> Locksmith (05%) _____
<input type="checkbox"/> Martial Arts (01%) _____
<input type="checkbox"/> Mechanical Repair (20%) _____
<input type="checkbox"/> Medicine (05%) _____
<input type="checkbox"/> Natural History (10%) _____
<input type="checkbox"/> Navigate (10%) <u>38</u> | <input type="checkbox"/> Occult (05%) _____
<input type="checkbox"/> Operate Hvy Machine (01%) _____
Other Languages (01%):
<input type="checkbox"/> _____
<input type="checkbox"/> _____
<input type="checkbox"/> _____
Own Language (EDU x 5%):
<input type="checkbox"/> Russian <u>66</u>
<input type="checkbox"/> Party Standing (15%) _____
<input type="checkbox"/> Persuade (15%) <u>54</u>
<input type="checkbox"/> Pharmacy (01%) _____
<input type="checkbox"/> Photography (10%) _____
<input type="checkbox"/> Physics (01%) _____
Pilot (01%):
<input type="checkbox"/> _____
<input type="checkbox"/> _____
<input type="checkbox"/> Psychoanalysis (01%) _____
<input type="checkbox"/> Psychology (05%) <u>43</u>
<input type="checkbox"/> Ride (05%) <u>77</u>
<input type="checkbox"/> Sneak (10%) _____
<input type="checkbox"/> Spot Hidden (25%) _____
<input type="checkbox"/> Survival, Cold Weather <u>46</u>
<input type="checkbox"/> Swim (25%) _____
<input type="checkbox"/> Throw (25%) _____
<input type="checkbox"/> Track (10%) _____
<input type="checkbox"/> _____ (%)
<input type="checkbox"/> _____ (%)
<input type="checkbox"/> _____ (%)
FIREARMS
<input type="checkbox"/> Handgun (20%) <u>49</u>
<input type="checkbox"/> Machine Gun (15%) _____
<input type="checkbox"/> Rifle (25%) <u>65</u>
<input type="checkbox"/> Shotgun (30%) _____
<input type="checkbox"/> Submachinegun (15%) _____ |
|--|--|

SANITY

										Insane									
0	I	2	3	4	5	6	7	8	9	10	II	I2	I3	I4	I5	I6	I7	I8	I9
20	2I	22	23	24	25	26	27	28	29	30	3I	32	33	34	35	36	37	38	39
40	4I	42	43	44	45	46	47	48	49	50	5I	52	53	54	55	56	57	58	59
60	6I	62	63	64	65	66	67	68	69	70	7I	72	73	74	75	76	77	78	79
80	8I	82	83	84	85	86	87	88	89	90	9I	92	93	94	95	96	97	98	99

MAGIC POINTS

										Unconscious									
										0	I	2							
3	4	5	6	7	8	9				10	II	I2	I3	I4	I5	I6			
I7	I8	I9	20	2I	22	23				24	25	26	27	28	29	30			
3I	32	33	34	35	36	37													

HIT POINTS

										UNCONSCIOUS									
										Dead	-2	-I	0	I	2				
3	4	5	6	7	8	9				10	II	I2	I3	I4	I5	I6			
I7	I8	I9	20	2I	22	23				24	25	26	27	28	29	30			
3I	32	33	34	35	36	37													

ATTACKS AND WEAPONS

Attack Type or Weapon	Skill %	Damage	Malf	Range	# Att	Shots	HP
Fist	57	I&3+Id4	-	-	I	-	-
Tulamash-Nagant M-1895 revolver	49	I&I0	99	I5	2	7	I0
Mosin-Nagant M-1891 bolt-action rifle	65	2d6+4	99	II0	I/2	5	9

PERSONALITY

You are a good officer, but you are weary of your position in the army. A profound fatigue has settled over you. You are not a man to argue with authority—too many friends have been lost for you not to have learned to be circumspect with your opinions. You tend to follow your initial judgments and trust your instincts, as well as the advice of your subordinates. You greet every assignment as a burden you neither desire nor can put down. Perhaps this is why the men, behind your back, call you 'mule.'

BACKGROUND AND HISTORY

You are a former White officer, having joined the Red Army when Kolchak's forces collapsed in 1920. Never a staunch supporter of the Czar, you made the switch into the Red Army easily (a substantial bribe helped) and have never looked back. Your background with the Whites and your avoidance of joining the Party have retarded your career, but you've noticed that officers who look for promotion via the Party tend to end up getting shot in the back of the head. You would prefer not to be shot, or failing that, to at least to face your killers.

You have enjoyed the structure, peace, and camaraderie of the army life. Regrettably, your situation has become unsettled. In the past few years you have spent more time rounding up peasants and seizing their crops than you have training your men. During last fall's famine your unit (along with most of the troops at the Depot) took part in the massacre of the village of Degmatorsk after they were discovered to be withholding grain. Clearly the Red Army is the tool of the new elite and not the people it claims to defend. You have been considering retirement or transfer to a reserve unit. How the boys would laugh to see you living off a pension, wedded to some babushka!

OPINIONS OF YOUR COMRADES

Dr. Liubimov: The old doctor is a good man. You and he are friends, playing poker when you can, always sharing a drink. Not quite cut out for the army, you suspect, but he never complains. He's told you a little secret—his cousin works for the Party and sometimes passes a treat on to him. You've shared in the wealth (those Turkish cigarettes in your pack for example), so you keep quite about this little bit of graft. He isn't hurting anyone.

Cmsr. Iushkevich: New and too raw for your liking. He's too by-the-book for his own good and if he doesn't moderate his stances he'll end up making many enemies. Still, you've seen many young men like him, full of passion and devoid of reason. You avoid him when he is acting like a little Party drone (and make sly jokes about him to the men) but privately you have tried to offer him little kindnesses, hoping to temper his actions. He'll be transferred before long, no doubt. You know, though Liubimova doesn't, that the Doctor is not fond of him.

Sgt. Blochinstev and Sgt. Kovalevskii: Neither is your first choice as officers but your regulars are mostly down with whatever has been running through the camp lately. Blochinstev is dull and easily ordered around. Kovalevskii is bright but more prone to deception and disobedience. You know you can get them to do what you need them to do. You are the shepherd and they are your hounds.

NOTES