

OFFICER NAME

Surname: Grayson
 First Names: Joseph Daniel
 Alias/Nicknames (if applicable):
 Dr Grayson



MINISTRY OF EXTRAMUNDANE AFFAIRS
D.o.I. PERSONNEL FILE

EXPERIENCE

Unspent XP: 0
 Total XP: 370

PERSONAL DETAILS

Date of Birth: 28/02/1911	Distinguishing marks (if applicable):	PSYCHOLOGICAL ASSESSMENT Defining quality: Dedication Defining flaw: Overly Curious
Birthplace: Sandridge	Town of last abode: Edinburgh	
Marital Status: Married	Previous occupations (s): Surgeon then Army Surgeon B.E.F.	
Gender: Male		
Height: 6'0"		
Build: average		

BACKGROUND

Joseph Grayson had, until February 1941 at least, lived a completely ordinary life. He was raised in Hertfordshire by his mother and grandparents, his father having died in the Great War. He was accepted into medical school in Edinburgh and performed well, making surgeon at the respectable age of 28. A year later, Britain declared war on Germany and Joseph volunteered for the Army Medical Corps. He shipped out with the British Expeditionary Force and marched right into the teeth of the Blitzkrieg. Among the forces that made Germany's Lightning War so effective were Sonderkommando Thule, arcane soldiers using the paranormal to gain swift victory. During the retreat to Dunkirk, Joseph's column was set upon by unseen attackers. Men were thrown through the air as if struck by trains or drained of almost all their blood with barely a wound. Joseph's desperate medical attentions in a barn-based field hospital were interrupted when a man who he had pronounced dead not moments ago sat up from beneath the draped army blanket and launched himself at a young corpsman. Joseph looked round to see a creature with burning red eyes and sharp fangs tearing the throat from the unfortunate medic. The beast dropped its victim and advanced on Joseph, who hurled anything and everything in arm's reach at it. One of these things turned out to be a jar of rubbing alcohol, which smashed on the creature's skull and doused it. A hastily jabbed candle led to a screaming, burning beast that continued to pursue him long after a living soul would have died.

An army intelligence team – in reality a DoI field unit – got there too late to prevent the attack, but quickly enough to isolate Dr Grayson and explain things. Shortly after the evacuation from Dunkirk, Joseph Grayson was reassigned to the Ministry. One of Joseph's difficulties is keeping his new life from Judith and their three children, Edith, Mary and David (6, 4 and 3). His family live in Edinburgh, whilst he's in London. So far as they know, he's spending most of his time operating on the Luftwaffe's victims.

PERSONAL INVENTORY

Surgeon's tools, 2 doses of morphine (in addition to team's first aid kit).
 Photograph of wife Judith in one of his pockets. She's cradling their firstborn, Edith (now six years old).

DoI Firearms

	ASSOCIATED SKILL	SHOTS	RANGE	CAPACITY	RELOAD	ATTRIBUTES
Revolver (Webley Parabellum)	Pistols	1	Short	6	1	Reliable: won't jam when wet/muddy.
Shotgun	Shotguns	2	Short	2	1	Reliable: won't jam when wet/muddy.
Rifle (Lee Enfield)	Rifles	1	Medium	10	1	
Light Machine Gun (Bren)	Machine Guns	3	Medium	30	2	Recoil: fire prone unless you're Physique 7. Suppression: -1 Courage to target per shot fired this turn for pinning checks.

DoI HAND-TO-HAND WEAPONRY

	ASSOCIATED SKILL	REACH	PHYSIQUE	ATTRIBUTES
Unarmed	Unarmed	0	-	
Knife	Knives	1	-	Target's Physique halved to a minimum of 3 when resisting injury.
Brass Knuckles	Unarmed	0	-	Target suffers -1 Physique when resisting injury.
Improvised weapon (short/long)	-	1 to 2	-	Target suffers -1 Physique when resisting injury. Clumsy: -1 to Melee.

BASIC STATS

XP	PROWESS				PHYSIQUE	INTELLECT			
	RANGED	MELEE	REFLEXES	SORCERY		KNOWLEDGE	INFLUENCE	AWARENESS	COURAGE
VALUE	2	1	5	0	4	5	3	4	5
TEMP.									
	9	3	45	0	30	45	18	30	45

	VALUE	XP	SKILLS	VALUE	XP		VALUE	XP
First Aid	4	20	Kinaesthetics	2	6	Pistol	1	2
General Medicine	4	20	Biology	2	6	Knowledge: British Army	2	6
Surgery	4	20	Chemistry	2	6	Drive	2	6
Pathology	4	20	Cryptozoology	2	6	Cardio Training	2	6
Psychiatry	2	6	Pharmacology	3	12			

ODDNESS

SPECIAL ABILITIES

XP

<p>Stared into the Abyss (no additional rules; +20XP instead). If any Ministry field officers could be considered normal, these people would be it. They are those who are a completely normal human who have had a close encounter with the supernatural and managed to retain their wits. Where most would run, they have grimly turned and fought. They are not stupid however, and their courage in that moment does not make them fearless!</p>	<p>British Army Field Signals You have learned the hand signals used by British infantrymen which enable them to communicate basic instructions to each other in complete silence. Of course, this is only of any use if the person you're signalling to also knows them!</p>	3
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INJURIES

1. Roll D10 for location			2. Cross out box	3. Apply effect	
Ranged	Melee	Location		1st Injury	2nd Injury
1	1	Head	[][]	Go prone. Miss next turn. Pass an immediate Physique test or fall unconscious. Prowess & Awareness halved.	Unconscious. Pass Physique test to avoid death.
2-6	2-3	Body	[][][][][]	Reduce your Physique by 1, then take a Physique test. If you fail, you are incapacitated and are bleeding out.	
7	4-5	L arm	[][]	Ranged and Melee stats halved.	Incapacitated & bleeding out
8	6-8	R arm	[][]	Ranged and Melee stats halved.	Incapacitated & bleeding out
9	9	L leg	[][]	Go prone. All movement distances halved.	Incapacitated & bleeding out
10	10	R leg	[][]	Go prone. All movement distances halved.	Incapacitated & bleeding out