

Altus Affero

A Campaign Frame

The Altus Affero is a periodical for those of an Occult bent – the readership consists of those who have an academic curiosity/interest, those who may try and use the knowledge for good or ill. Whatever the subscribers' reason they are a select and secretive group who value their privacy. The writers do not know who the issues are sent to; the material goes to the Editor and from there to PO boxes around the world. It's unlikely the Subscribers know who each other are.

The true purpose of the Journal Altus Affero is really up to the Keeper; is it a tool for a dark cabal of Sorcerers, a means information gathering for a group dedicated to trying to stop some of the evils trying to affect the world or is it just a source of information for like minded individuals.

Setting: Primarily the base of operations is London, although due to the nature of the frame action will most likely take place anywhere in the world and theoretically the characters could be based in any large city as well.

The frame has no requirements to be set in any particular year, so generic 30's will be assumed.

Style: Altus Affero lends itself to a mixture of pulp and purist. The travel aspect and direct investigation into the Occult/Mythos is certainly more pulp in nature. However I prefer to take more of the Purist choices regarding first aid (p63 core rule book).

Mythos: The Mythos is not well known, in fact it's unheard of by the man on the street and the majority of Occult scholars. The subscribers may well know something of the Mythos, as would more venerable writers. Certainly more than a few of the stories the journal has included contain Mythos elements.

Investigators: The Investigators work for the Journal on a freelance basis; they are sworn to secrecy regarding the actual work they do for the journal and all payments for work are provided and invoiced by another legitimate sister publication to provide correct tax records. The one requirement other than discretion is the ability to travel at a moment's notice so some professions may be more limited than others.

Continuing NPCs:

Henry Carmichael (b 1891)

The Editor. It is he who provides the leads and stories that aren't generated by the Investigators themselves or their contacts. He also vets expense claims and may if necessary help with travel arrangements; he does not like to be taken for granted and may leave the Investigators to sweat a little if they call on him to many times.

Generally Henry is a fairly affable man and will do his best to help the Investigators if he can, he does however take the privacy of subscribers very seriously and will not even attempt to find out who they are. He will not mention his superiors to the Investigators either.

Rules Variations:

The Investigators can consult the back issues of the Journal as a ready-made library of the Occult. The request is passed via Henry who will attempt to locate the relevant issues - this may take some time and getting the paperwork to them may take even more time depending which part of the world they are in. It is up to the Keeper what the Investigators may find and what sort of spends may be required - as a suggestion, a temporary dedicated pool for a knowledge skill may be given.

As mentioned earlier I favour the more purist choices for First Aid and damage – although having mooks drop dead on 0 or -5 health will definitely be appropriate in some circumstances!

Optionally if a Player (rather than an Investigator) writes up an article a bonus build point maybe in order.

Pitch: Kolchak meets Angel.