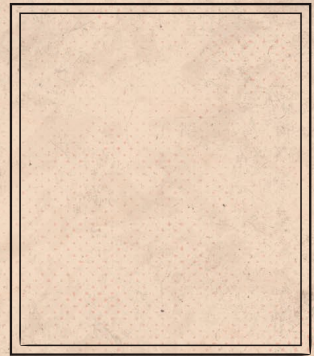


1920s ERA INVESTIGATOR

Name _____ Birthplace _____ Pronoun _____

Occupation _____ Residence _____ Age _____



CHARACTERISTICS

STR	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	SIZ	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	Hit Points	Maximum <input type="text"/> Current <input type="text"/>
CON	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	POW	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	Magic Points	Maximum <input type="text"/> Current <input type="text"/>
DEX	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	APP	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	Luck	Starting <input type="text"/> Current <input type="text"/>
INT IDEA	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	EDU KNOW	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	Sanity	Starting <input type="text"/> Current <input type="text"/> Insane <input type="text"/>

Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Persuade (10%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
<input type="checkbox"/> Anthropology (01%)	<input type="text"/>	<input type="checkbox"/> <i>Firearms</i>	<input type="text"/>	<input type="checkbox"/> _____ (01%)	<input type="text"/>
<input type="checkbox"/> Appraise (05%)	<input type="text"/>	<input type="checkbox"/> First Aid (30%)	<input type="text"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="text"/>
<input type="checkbox"/> Archaeology (01%)	<input type="text"/>	<input type="checkbox"/> History (05%)	<input type="text"/>	<input type="checkbox"/> Psychology (10%)	<input type="text"/>
<input type="checkbox"/> _____ (05%)	<input type="text"/>	<input type="checkbox"/> Intimidate (15%)	<input type="text"/>	<input type="checkbox"/> Ride (05%)	<input type="text"/>
<i>Art / Craft</i>	<input type="text"/>	<input type="checkbox"/> Jump (20%)	<input type="text"/>	<input type="checkbox"/> _____ (01%)	<input type="text"/>
<input type="checkbox"/> Charm (15%)	<input type="text"/>	<input type="checkbox"/> _____ (01%)	<input type="text"/>	<i>Science</i>	<input type="text"/>
<input type="checkbox"/> Climb (20%)	<input type="text"/>	<i>Language (Other)</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Credit Rating (00%)	<input type="text"/>	<input type="checkbox"/> _____ (EDU)	<input type="text"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="text"/>
Cthulhu Mythos (00%)	<input type="text"/>	<i>Language (Own)</i>	<input type="text"/>	<input type="checkbox"/> Spot Hidden (25%)	<input type="text"/>
<input type="checkbox"/> Disguise (05%)	<input type="text"/>	<input type="checkbox"/> Law (05%)	<input type="text"/>	<input type="checkbox"/> Stealth (20%)	<input type="text"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="text"/>	<input type="checkbox"/> Library Use (20%)	<input type="text"/>	<input type="checkbox"/> _____ (10%)	<input type="text"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="text"/>	<input type="checkbox"/> Listen (20%)	<input type="text"/>	<i>Survival</i>	<input type="text"/>
<input type="checkbox"/> Elec. Repair (10%)	<input type="text"/>	<input type="checkbox"/> Locksmith (01%)	<input type="text"/>	<input type="checkbox"/> Swim (20%)	<input type="text"/>
<input type="checkbox"/> Fast Talk (05%)	<input type="text"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="text"/>	<input type="checkbox"/> Throw (20%)	<input type="text"/>
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="text"/>	<input type="checkbox"/> Medicine (01%)	<input type="text"/>	<input type="checkbox"/> Track (10%)	<input type="text"/>
<input type="checkbox"/> _____	<input type="text"/>	<input type="checkbox"/> Natural World (10%)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<i>Fighting</i>	<input type="text"/>	<input type="checkbox"/> Navigate (10%)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="text"/>	<input type="checkbox"/> Occult (05%)	<input type="text"/>	<input type="text"/>	<input type="text"/>

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move <input type="text"/>
Brawl	<input type="text"/>	1D3 + DB	1	-	-	-	Build <input type="text"/>
	<input type="text"/>						Dodge <input type="text"/>
	<input type="text"/>						Damage Bonus <input type="text"/>

MY STORY

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

BACKSTORY

Personal Description _____	Traits _____
_____	_____
_____	_____
_____	_____
Ideology & Beliefs _____	Injuries & Scars _____
_____	_____
_____	_____
_____	_____
Significant People _____	Phobias & Manias _____
_____	_____
_____	_____
_____	_____
Meaningful Locations _____	Arcane Tomes & Spells _____
_____	_____
_____	_____
_____	_____
Treasured Possessions _____	Encounters with Strange Entities _____
_____	_____
_____	_____
_____	_____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____

WEALTH

Spending Level _____
Cash _____
Assets _____

FELLOW INVESTIGATORS

Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____



Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = 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

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll



Two columns of horizontal lines for writing, separated by a central vertical line.

