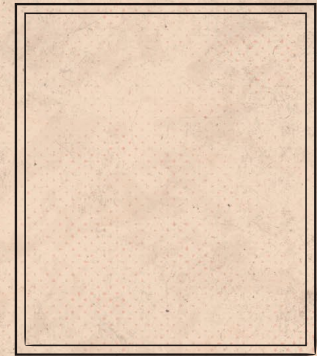


# 1920s ERA INVESTIGATOR

Name \_\_\_\_\_ Birthplace \_\_\_\_\_ Pronoun \_\_\_\_\_

Occupation \_\_\_\_\_ Residence \_\_\_\_\_ Age \_\_\_\_\_



CHARACTERISTICS	STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current	
	CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current	
	DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current	
	INT	Reg	Half	Fifth	EDU	Reg	Half	Fifth	Sanity	Starting	Current	Insane
	IDEA				KNOW							

Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

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

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



## MY STORY

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## 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

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## WEALTH

Spending Level \_\_\_\_\_

Cash \_\_\_\_\_

Assets \_\_\_\_\_

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## 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**

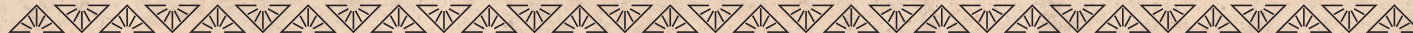
Reach 0 HP with Major Wound = **Dying**

**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





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