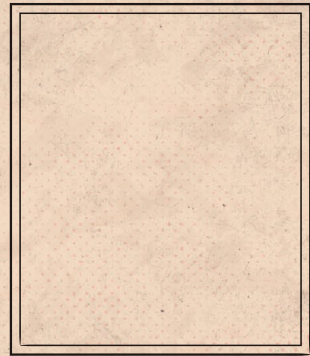


# 1920s ERA INVESTIGATOR



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



Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

**SKILLS**

Accounting (05%) Reg Half Fifth

Reg Half Fifth

Firearms (Rifle/Shotgun) (25%) Reg Half Fifth

Persuade (10%) Reg Half Fifth

Anthropology (01%) Reg Half Fifth

Reg Half Fifth

*Firearms* \_\_\_\_\_ (01%) Reg Half Fifth

*Pilot* \_\_\_\_\_ (01%) Reg Half Fifth

Appraise (05%) Reg Half Fifth

Reg Half Fifth

First Aid (30%) Reg Half Fifth

Psychoanalysis (01%) Reg Half Fifth

Archaeology (01%) Reg Half Fifth

Reg Half Fifth

History (05%) Reg Half Fifth

Psychology (10%) Reg Half Fifth

\_\_\_\_\_ (05%) Reg Half Fifth

Reg Half Fifth

Intimidate (15%) Reg Half Fifth

Ride (05%) Reg Half Fifth

*Art / Craft* \_\_\_\_\_ (01%) Reg Half Fifth

Reg Half Fifth

Jump (20%) Reg Half Fifth

\_\_\_\_\_ (01%) Reg Half Fifth

Charm (15%) Reg Half Fifth

Reg Half Fifth

\_\_\_\_\_ (01%) Reg Half Fifth

*Science* \_\_\_\_\_ (01%) Reg Half Fifth

Climb (20%) Reg Half Fifth

Reg Half Fifth

\_\_\_\_\_ Reg Half Fifth

\_\_\_\_\_ Reg Half Fifth

Credit Rating (00%) Reg Half Fifth

Reg Half Fifth

\_\_\_\_\_ Reg Half Fifth

Sleight of Hand (10%) Reg Half Fifth

Cthulhu Mythos (00%) Reg Half Fifth

Reg Half Fifth

\_\_\_\_\_ (EDU) Reg Half Fifth

Spot Hidden (25%) Reg Half Fifth

Disguise (05%) Reg Half Fifth

Reg Half Fifth

Law (05%) Reg Half Fifth

Stealth (20%) Reg Half Fifth

Dodge (half DEX) Reg Half Fifth

Reg Half Fifth

Library Use (20%) Reg Half Fifth

\_\_\_\_\_ (10%) Reg Half Fifth

Drive Auto (20%) Reg Half Fifth

Reg Half Fifth

Listen (20%) Reg Half Fifth

*Survival* \_\_\_\_\_ (10%) Reg Half Fifth

Elec. Repair (10%) Reg Half Fifth

Reg Half Fifth

Locksmith (01%) Reg Half Fifth

Throw (20%) Reg Half Fifth

Fast Talk (05%) Reg Half Fifth

Reg Half Fifth

Mech. Repair (10%) Reg Half Fifth

Track (10%) Reg Half Fifth

Fighting (Brawl) (25%) Reg Half Fifth

Reg Half Fifth

Medicine (01%) Reg Half Fifth

\_\_\_\_\_ Reg Half Fifth

\_\_\_\_\_ Reg Half Fifth

Reg Half Fifth

Natural World (10%) Reg Half Fifth

\_\_\_\_\_ Reg Half Fifth

\_\_\_\_\_ Reg Half Fifth

Reg Half Fifth

Navigate (10%) Reg Half Fifth

\_\_\_\_\_ Reg Half Fifth

Firearms (Handgun) (20%) Reg Half Fifth

Reg Half Fifth

Occult (05%) Reg Half Fifth

\_\_\_\_\_ Reg Half Fifth

**COMBAT**

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



## 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**

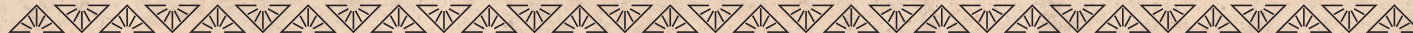
Reach 0 HP with Major Wound = **Dying**

**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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