

# 1920s ERA INVESTIGATOR

Name Antony "Big Tony" Luigi Birthplace Italy Pronoun Mr.

Occupation Gangster Boss Residence New York City Age 39

CHARACTERISTICS	Reg	Half	Fifth
	Reg	Half	Fifth
STR	70	35	14
CON	65	32	13
DEX	40	20	8
INT	45	22	9
IDEA			

	Reg	Half	Fifth
	Reg	Half	Fifth
SIZ	80	40	16
POW	50	25	10
APP	25	12	5
EDU KNOW	45	22	9

	Reg	Half	Fifth	Maximum	Current
	Reg	Half	Fifth	Maximum	Current
Hit Points				14	
Magic Points				10	
Luck				50	44
Sanity				50	49
					10



Max Sanity **99** Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

SKILLS	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)	5	2	1	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12	5	<input checked="" type="checkbox"/> Persuade (10%)	10	5	2
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/>				<input type="checkbox"/>			
<input checked="" type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> History (05%)	5	2	1	<input checked="" type="checkbox"/> Psychology (10%)	20	10	4
<input type="checkbox"/> _____ (05%) Art / Craft				<input checked="" type="checkbox"/> Intimidate (15%)	60	30	12	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> _____				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> _____ (01%) Science			
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> Italian (Language (Other))	30	15	6	<input type="checkbox"/>			
<input type="checkbox"/> Climb (20%)	20	10	9	<input type="checkbox"/>				<input type="checkbox"/>			
Credit Rating (00%)	88	44	17	<input type="checkbox"/>				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> English (Language (Own))	45	22	9	<input checked="" type="checkbox"/> Spot Hidden (25%)	25	12	5
<input type="checkbox"/> Disguise (05%)	5	2	1	<input checked="" type="checkbox"/> Law (05%)	15	7	3	<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> Dodge (half DEX)	20	10	4	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> _____ (10%) Survival			
<input type="checkbox"/> Drive Auto (20%)	20	10	9	<input checked="" type="checkbox"/> Listen (20%)	30	15	6	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	10	5	2
<input checked="" type="checkbox"/> Fighting (Brawl) (25%)	90	45	18	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/>			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/>			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/>			
<input checked="" type="checkbox"/> Firearms (Handgun) (20%)	99	49	19	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/>			

COMBAT	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	7		
	Reg	Half	Fifth					Reg	Half	Fifth	
Brawl	90	45	18	1D3 + 1D4	1	-	-	Build	+1		
Brass Knuckles	90	45	18	1D3 + 1 + 1D4	1	Touch	-	Dodge	20	10	4
Switch Blade	90	45	18	2D4	1	Touch	-	Damage Bonus	+1D4		
.41 Revolver	99	49	19	1D10	1 (3)	15 yds	8				



## MY STORY

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## BACKSTORY

Personal Description \_\_\_\_\_

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Traits \_\_\_\_\_

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Ideology &amp; Beliefs \_\_\_\_\_

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Injuries &amp; Scars \_\_\_\_\_

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Significant People \_\_\_\_\_

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Phobias &amp; Manias \_\_\_\_\_

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Meaningful Locations \_\_\_\_\_

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Arcane Tomes &amp; Spells \_\_\_\_\_

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Treasured Possessions \_\_\_\_\_

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Encounters with Strange Entities \_\_\_\_\_

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## GEAR & POSSESSIONS

Felt Fedora	Overcoat
Box of Cigars	Medical Case
Lighter	
Briefcase	
Watch	

## WEALTH

Spending Level	\$ 50
Cash	\$ 400
Assets	\$ 44'000

## FELLOW INVESTIGATORS



Char.	Valerie
Player	Brian
Char.	Joshua
Player	Marvin
Char.	
Player	

Char.	Harold
Player	Marcel
Char.	Martha
Player	Maura
Char.	
Player	

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success: Fumble 100/96+ Fail > skill Regular < skill Hard 1/2 skill Extreme 1/5 skill Critical 01

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  $\geq$  1/2 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



