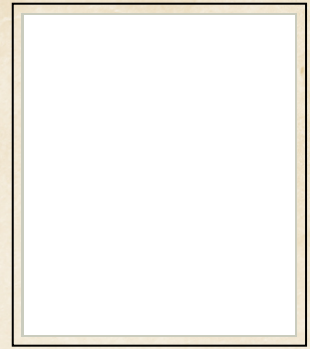


1920s ERA INVESTIGATOR

Name Valerie Birthplace Dewsbury Pronoun Mrs.
Occupation Private Eye Residence Huddersfield Age 46



CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	50	25	10	SIZ	75	37	15	Hit Points	15	
CON	80	40	16	POW	80	40	16	Magic Points	16	
DEX	65	32	13	APP	60	30	12	Luck	65	65
INT	90	45	18	EDU	80	40	16	Sanity	80	79 16

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

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)	30	15	6	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12	5	<input type="checkbox"/> Persuade (10%)	10	5	2
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Appraise (05%)	25	12	5	<input checked="" type="checkbox"/> First Aid (30%)	59	29	11	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> History (05%)	30	15	6	<input checked="" type="checkbox"/> Psychology (10%)	63	31	12
<input type="checkbox"/> <u>Photography</u> (05%)	15	7	3	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> <u>French</u> (01%)	26	13	5	<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> _____ (01%)			
Credit Rating (00%)	22	11	4	<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> <u>English</u> (EDU)	80	40	16	<input checked="" type="checkbox"/> Spot Hidden (25%)	75	37	15
<input checked="" type="checkbox"/> Disguise (05%)	20	10	4	<input checked="" type="checkbox"/> Law (05%)	40	20	8	<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> Dodge (half DEX)	32	16	6	<input checked="" type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Listen (20%)	20	10	4	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Elec. Repair (10%)	30	15	6	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Throw (20%)	20	10	4
<input checked="" type="checkbox"/> Fast Talk (05%)	65	32	13	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input checked="" type="checkbox"/> Medicine (01%)	31	15	6	<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> _____ (25%)				<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> _____ (25%)				<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> _____ (10%)			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + 1D4	1	-	-	-	6
Switchblade	25 12 5	2D4	1	Touch	-	-	+1

Dodge 32 16 6 Damage Bonus +1D4

[illegible]

Personal Description _____	Traits _____
_____	_____
_____	_____
_____	_____

Ideology & Beliefs _____ Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____ Arcane Tomes & Spells _____

Marriage Picture

Aspirin	Irish Whiskey
2 Bandages	
Pen & Notebook	
Portable Radio	
Alcohol	

Spending Level _____	\$ 10
Cash _____	\$ 44
Assets _____	\$ 1'100

Char. Harald
Player Marcel

Char. Joshua
Player Marvin

Char. _____
Player _____



Char. Big Tony
Player Lorenzo

Char. Martha
Player Maura

Char. _____
Player _____

Level of Success:	Fumble 100/96+	Fail > skill	Regular < skill	Hard 1/2 skill	Extreme 1/5 skill	Critical 01
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Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

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



