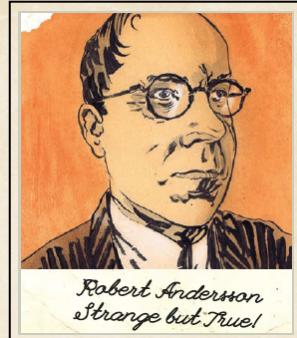


# 1920s ERA INVESTIGATOR

Name Robert Andersson Birthplace Arkham Pronoun Mr.

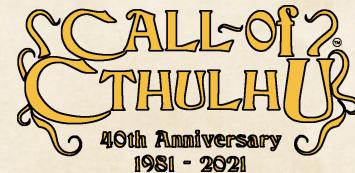
Occupation Journalist Residence \_\_\_\_\_ Age 44



*Robert Andersson  
Strange but True!*

## CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	40	20	8	SIZ	65	32	13	Hit Points	12	
CON	55	27	11	POW	60	30	12	Magic Points	12	
DEX	60	30	12	APP	55	27	11	Luck	6	
INT	75	37	15	EDU KNOW	80	40	16	Sanity	60	58
IDEA										12



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%)	5	2	1	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12	5	<input type="checkbox"/> Persuade (10%)	30	15	6
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot (01%)	1	0	0
<input 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%)	50	25	10	<input type="checkbox"/> Psychology (10%)	60	30	12
<input type="checkbox"/> Literature (05%) <small>Art / Craft</small>	70	35	14	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> Photography	25	12	5	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Science (01%)	1	0	0
<input type="checkbox"/> Charm (15%)	65	32	13	<input type="checkbox"/> English (01%) <small>Language (Other)</small>	60	30	12	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Swedish (EDU) <small>Language (Own)</small>	80	40	16	<input type="checkbox"/> Spot Hidden (25%)	25	12	5
Credit Rating (00%)	40	20	8	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Stealth (20%)	20	10	4
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Survival (10%)	10	5	2
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Listen (20%)	20	10	4	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Drive Auto (20%)	40	20	8	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input type="checkbox"/> Medicine (01%)	1	0	0				
<input type="checkbox"/> Fast Talk (05%)	50	25	10	<input type="checkbox"/> Natural World (10%)	10	5	2				
<input type="checkbox"/> Fighting (Brawl) (25%) <small>Fighting</small>	35	17	7	<input type="checkbox"/> Navigate (10%)	10	5	2				
<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Occult (05%)	40	20	8				

## COMBAT

Weapon	Skill	Reg	Half	Fifth	Damage	# of Attacks	Range	Ammo	Malf.	Move	6
Brawl		35	17	7	1D3	1	-	-	-	Build	0
										Dodge	30 15 6
										Damage Bonus	None



## MY STORY

In his youth, Robert studied at the Miskatonic University in Arkham. With his knack for writing, he worked at the student newspaper and dreamed that one day he would return to Sweden as a Nobel Prize-winning author. His dream was never to be realized. With rejections from publishers piling-up beside his typewriter, Robert found he was able to make ends meet by writing for newspapers and magazines. The more lurid and colorful the story, the more attention it received, and the better he was paid. It wasn't long before he began a productive relationship

with Strange but True! magazine.

Nowadays, Robert works pretty much exclusively for Strange but True! He travels the forgotten parts of America, seeking out bizarre and tall tales for the magazine's readership. Known equally as a friend and a nuisance, Robert has built an extensive web of contacts that supply him with the very latest gossip and whispers.

## BACKSTORY

### Personal Description

Slim build, somewhat frail looking, with a receding hairline and spectacles, kind eyes, and a warm smile.

### Ideology & Beliefs

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### Significant People

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### Meaningful Locations

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### Treasured Possessions

His trusty Remington Portable typewriter, and an old, battered but loved, Ford.

## GEAR & POSSESSIONS

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## FELLOW INVESTIGATORS



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

