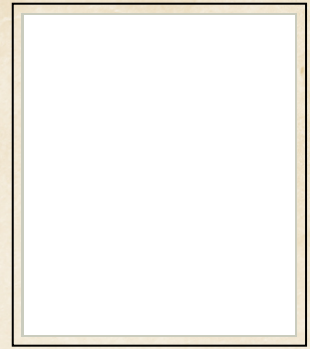


1920s ERA INVESTIGATOR

Name Antony "Big Tony" Luigi Birthplace Italy Pronoun Mr.
Occupation Gangster Boss Residence New York City Age 39



CHARACTERISTICS

STR	Reg 70	Half 35	Fifth 14	SIZ	Reg 80	Half 40	Fifth 16	Hit Points	Maximum 14	Current
CON	Reg 65	Half 32	Fifth 13	POW	Reg 50	Half 25	Fifth 10	Magic Points	Maximum 10	Current
DEX	Reg 40	Half 20	Fifth 8	APP	Reg 25	Half 12	Fifth 5	Luck	Starting 50	Current 44
INT	Reg 45	Half 22	Fifth 9	EDU	Reg 45	Half 22	Fifth 9	Sanity	Starting 50	Current 49 Insane 10

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

SKILLS

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

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 90 Half 45 Fifth 18	1D3 + 1D4	1	-	-	-	7
Brass Knuckles	Reg 90 Half 45 Fifth 18	1D3 + 1 + 1D4	1	Touch	-	-	Build +1
Switch Blade	Reg 90 Half 45 Fifth 18	2D4	1	Touch	-	-	Dodge Reg 20 Half 10 Fifth 4
.41 Revolver	Reg 99 Half 49 Fifth 19	1D10	1 (3)	15 yds	8	100	Damage Bonus +1D4

MY STORY

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

<u>Felt Fedora</u>	<u>Overcoat</u>
<u>Box of Cigars</u>	<u>Medical Case</u>
<u>Lighter</u>	_____
<u>Briefcase</u>	_____
<u>Watch</u>	_____

WEALTH

Spending Level	\$ 50
Cash	\$ 440
Assets	\$ 44'000
_____	_____
_____	_____

FELLOW INVESTIGATORS

Char.	<u>Valerie</u>
Player	<u>Brian</u>

Char.	<u>Joshua</u>
Player	<u>Marvin</u>

Char.	_____
Player	_____



Char.	<u>Harald</u>
Player	<u>Marcel</u>

Char.	<u>Martha</u>
Player	<u>Maura</u>

Char.	_____
Player	_____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular < skill	Hard 1/2 skill	Extreme 1/3 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 $\geq 1/2$ 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

