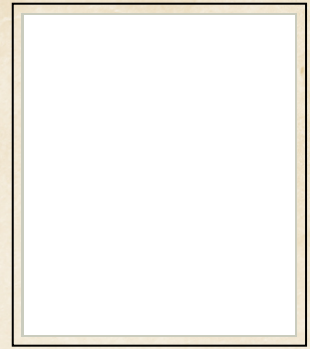


1920s ERA INVESTIGATOR

Name Joshua Birthplace Huddersfield Pronoun Mr.
Occupation Bartender Residence Huddersfield Age 32



CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	55	27	11	SIZ	75	37	15	Hit Points	13	
CON	60	30	12	POW	90	45	18	Magic Points	18	
DEX	65	32	13	APP	65	32	13	Luck	35	
INT	80	40	16	EDU	80	40	16	Sanity	90	90

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

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input checked="" type="checkbox"/> Accounting (05%)	25	12	5	<input checked="" type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	75	37	15	<input checked="" type="checkbox"/> Persuade (10%)	65	32	13
<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%)	5	2	1	<input checked="" type="checkbox"/> Psychology (10%)	50	25	10
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> Charm (15%)	80	40	16	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Science (01%)	1	0	0
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Language (Other) (01%)	1	0	0	<input type="checkbox"/> Sleight of Hand (10%)	70	35	14
Credit Rating (00%)	17	8	3	<input type="checkbox"/> Law (05%)	5	2	1	<input checked="" type="checkbox"/> Spot Hidden (25%)	55	27	11
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> Disguise (05%)	5	2	1	<input checked="" type="checkbox"/> Listen (20%)	70	35	14	<input type="checkbox"/> Survival (10%)	10	5	2
<input checked="" type="checkbox"/> Dodge (half DEX)	32	16	6	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input checked="" type="checkbox"/> Medicine (01%)	51	25	10	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Natural World (10%)	10	5	2				
<input checked="" type="checkbox"/> Fighting (Brawl) (25%)	62	31	12	<input type="checkbox"/> Navigate (10%)	10	5	2				
<input type="checkbox"/> Fighting				<input type="checkbox"/> Occult (05%)	5	2	1				
<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4								

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	62 31 12	1D3 + 1D4	1	-	-	-	7
Medium Knife	62 31 12	2D4 + 2	1	Touch	-	-	+1
.22 Revolver	20 10 4	1D6	1 (3)	10 yds	6	100	

Dodge 32 16 6 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

Aspirin (12 Pills) _____
Pen Light _____
Fountain Pen _____
Alcohol _____
.22 Revolver _____

WEALTH

Spending Level _____ \$ 10
Cash _____ \$ 34
Assets _____ \$ 850

FELLOW INVESTIGATORS

Char. Valerie
Player Brian

Char. Harald
Player Marcel

Char. _____
Player _____



Char. Big Tony
Player Lorenzo

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 1/3 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

