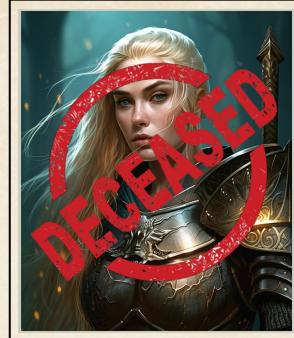


1920s ERA INVESTIGATOR

Name _____ Birthplace _____ Pronoun _____

Occupation _____ Residence _____ Age 20



CHARACTERISTICS

STR	Reg 0	Half 0	Fifth 0	SIZ	Reg 30	Half 15	Fifth 6	Hit Points	Maximum 3	Current
CON	Reg 0	Half 0	Fifth 0	POW	Reg 0	Half 0	Fifth 0	Magic Points	Maximum 0	Current
DEX	Reg 0	Half 0	Fifth 0	APP	Reg 0	Half 0	Fifth 0	Luck	Starting 0	Current
INT IDEA	Reg 30	Half 15	Fifth 6	EDU KNOW	Reg 30	Half 15	Fifth 6	Sanity	Starting 0	Current 0 Insane



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 type="checkbox"/> Persuade (10%)	Reg 10	Half 5	Fifth 2
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot	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 type="checkbox"/> Psychology (10%)	10	5	2
<input type="checkbox"/> _____ (05%) Art / Craft	5	2	1	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> _____				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> _____ (01%) Science	1	0	0
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> _____ (01%) Language (Other)	1	0	0				
<input type="checkbox"/> Climb (20%)	20	10	9	<input type="checkbox"/> _____							
Credit Rating (00%)	0	0	0	<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> English (EDU) Language (Own)	30	15	6	<input type="checkbox"/> Spot Hidden (25%)	25	12	5
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> Dodge (half DEX)	0	0	0	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> _____ (10%) Survival	10	5	2
<input type="checkbox"/> Drive Auto (20%)	20	10	9	<input type="checkbox"/> Listen (20%)	20	10	4	<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 type="checkbox"/> Fighting (Brawl) (25%) Fighting	25	12	5	<input type="checkbox"/> Medicine (01%)	1	0	0				
<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)	10	5	2				
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)	10	5	2				
<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	9	<input type="checkbox"/> Occult (05%)	5	2	1				

COMBAT

Weapon	Skill	Reg	Half	Fifth	Damage	# of Attacks	Range	Ammo	Malf.	Move	7
Brawl		25	12	5	1D3	1	-	-	-	Build	-2
.45 Revolver		20	10	4	1D10 + 2	1 (3)	15 yds	6	100	Dodge	0 0 0
.30-06 Rifle		25	12	5	2d6 + 4	1	110 yds	5	100	Damage Bonus	-2



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

WEALTH

Spending Level _____ \$ 0.50

Cash _____ \$ 0.50

Assets _____ None

FELLOW INVESTIGATORS

Char.
Player _____Char.
Player _____Char.
Player _____Char.
Player _____Char.
Player _____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
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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



