

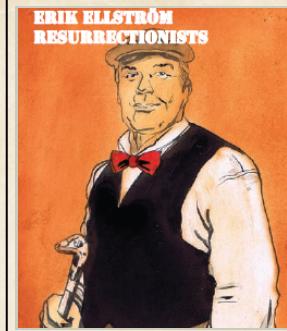
1920s ERA INVESTIGATOR

Name Erik Ellström Birthplace Sweden Pronoun Mr.

Occupation Dilettante Residence Kingsport Age 24

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	55	27	11	SIZ	40	20	8	Hit Points	9	
CON	50	25	10	POW	25	12	5	Magic Points	5	
DEX	85	42	17	APP	55	27	11	Luck	65	
INT IDEA	70	35	14	EDU KNOW	85	42	17	Sanity	25	25



Max Sanity 99 Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)	5	2	1	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	45	22	9	<input type="checkbox"/> Persuade (10%)	10	5	2
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> _____				<input type="checkbox"/> _____ (01%)	1	0	0
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
<input type="checkbox"/> Violin (05%) <small>Art / Craft</small>	60	30	12	<input type="checkbox"/> History (05%)	50	25	10	<input type="checkbox"/> Psychology (10%)	45	22	9
<input type="checkbox"/> _____				<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	55	27	11
<input type="checkbox"/> Charm (15%)	60	30	12	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> _____ (01%)	1	0	0
<input type="checkbox"/> Climb (20%)	20	10	9	<input type="checkbox"/> Swedish (Language (Other))	60	30	12	<input type="checkbox"/> Science			
Credit Rating (00%)	93	46	18	<input type="checkbox"/> Latin	70	35	14	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> English (EDU) <small>Language (Own)</small>	85	42	17	<input type="checkbox"/> Spot Hidden (25%)	35	17	7
<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)	42	21	8	<input type="checkbox"/> Library Use (20%)	45	22	9	<input type="checkbox"/> _____ (10%)	10	5	2
<input type="checkbox"/> Drive Auto (20%)	20	10	9	<input type="checkbox"/> Listen (20%)	60	30	12	<input type="checkbox"/> Survival			
<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Throw (20%)	35	17	7
<input type="checkbox"/> Fast Talk (05%)	45	22	9	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Fighting (Brawl) (25%) <small>Fighting</small>	35	17	7	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	9	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> _____			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 35	Half 17	Fifth 7	1D3	1	-	9
							Build <u>0</u>
							Dodge <u>42</u> <u>21</u> <u>8</u>
							Damage Bonus <u>None</u>



MY STORY

Erik is the only child of Henry Ellström, owner of Ellström Textiles. Following the death of his mother, Erik and his father moved to the U.S. Erik's father ensured that his son had the best of everything, from private tutors to the finest clothes and toys. As Erik grew, so did his social circle. Now in his early twenties, Erik is a known figure about town.

A year ago, Erik was contacted by a Mr. Lancing, representing a group of intellectuals calling themselves "the Seekers". Mr. Lancing said that the group were inviting a few handpicked

individuals of the right standing to join the organization. Particularly, Mr. Lancing said the group was interested in utilizing Erik's knowledge of Latin. Erik jumped at the chance, as it seemed like a route to adventure, or at least a few japes. With a shake of hands, Mr. Lancing said he would be in touch soon.

Erik knows the group is more interested in his money than anything else, yet his excitement has been at fever pitch ever since the meeting. He awaits the call, certain that he soon will be on the adventure of a lifetime.

BACKSTORY

Personal Description

5'7" tall, heavy set (the life of luxury having had an impact). Short blond hair, and bright blue eyes.

Ideology & Beliefs

Significant People

His father, Henry Ellström, owner of Ellström Textiles.

Meaningful Locations

His father's mansion in Kingsport, where the sea breeze takes all his cares away.

Treasured Possessions

His violin, a priceless del Gesù.

GEAR & POSSESSIONS

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

