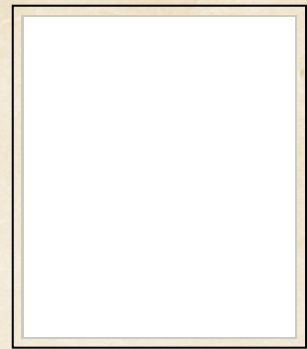


1920s ERA INVESTIGATOR

Name Martha Birthplace Bath Pronoun Ms.
Occupation Acrobat Residence Circus Age 30



CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	60	30	12	SIZ	70	35	14	Hit Points	12	
CON	55	27	11	POW	65	32	13	Magic Points	13	
DEX	75	37	15	APP	55	27	11	Luck	75	
INT	80	40	16	EDU	64	32	12	Sanity	65	64
IDEA				KNOW						13

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%)	10	5	2
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Appraise (05%)	5	2	1	<input checked="" type="checkbox"/> First Aid (30%)	60	30	12	<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%)				<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> _____ (05%)				<input checked="" type="checkbox"/> Jump (20%)	60	30	12	<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Charm (15%)	45	22	9	<input type="checkbox"/> _____ (01%)	31	15	6	<input type="checkbox"/> _____ (01%)			
<input checked="" type="checkbox"/> Climb (20%)	70	35	14	<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Credit Rating (00%)	15	7	3	<input type="checkbox"/> _____ (01%)				<input checked="" type="checkbox"/> Spot Hidden (25%)	55	27	11
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> <u>English</u> (EDU)	64	32	12	<input checked="" type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> _____ (10%)			
<input checked="" type="checkbox"/> Dodge (half DEX)	37	18	7	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Listen (20%)	20	10	4	<input checked="" type="checkbox"/> Swim (20%)	50	25	10
<input type="checkbox"/> Elec. Repair (10%)	30	15	6	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input checked="" type="checkbox"/> Throw (20%)	68	34	13
<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Mech. Repair (10%)	30	15	6	<input type="checkbox"/> Track (10%)	10	5	2
<input checked="" type="checkbox"/> Fighting (Brawl) (25%)	45	22	9	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> _____ (10%)				<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> _____ (10%)				<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> _____ (10%)			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	45 22 9	1D3 + 1D4	1	-	-	-	8
Brass Knuckles	45 22 9	1D3 + 1 + 1D4	1	-	-	-	+1
.32 Revolver	20 10 4	1D8	1 (3)	15 yds	6	100	

Dodge 37 18 7 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 _____

Violin	

GEAR & POSSESSIONS

3 Bandages	Brass Knuckles
Pen & Notebook	
.32 Revolver	
3 .32 Ammo	
Penlight	

WEALTH

Spending Level	\$ 10
Cash	\$ 30
Assets	\$ 750

FELLOW INVESTIGATORS

Char.	Valerie
Player	Brian

Char.	Joshua
Player	Marvin

Char.	
Player	



Char.	Big Tony
Player	Lorenzo

Char.	Harald
Player	Marcel

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

