

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 KNOW	80	40	16	Sanity	90	90
IDEA										18



Max Sanity 99 Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SILLS

	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"/>				<input type="checkbox"/>		(01%)	1	0	0
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot			1	0	0
<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"/> _____ (05%)				<input type="checkbox"/> History (05%)	5	2	1	<input checked="" type="checkbox"/> Psychology (10%)	50	25	10		
Art / Craft				<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%)	1	0	0		
<input checked="" type="checkbox"/> Charm (15%)	80	40	16	<input type="checkbox"/> Language (Other)	1	0	0	<input type="checkbox"/>					
<input type="checkbox"/> Climb (20%)	20	10	9	<input type="checkbox"/>				<input type="checkbox"/>					
Credit Rating (00%)	17	8	3	<input type="checkbox"/>				<input checked="" type="checkbox"/> Sleight of Hand (10%)	70	35	14		
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> English (EDU)	80	40	16	<input checked="" type="checkbox"/> Spot Hidden (25%)	55	27	11		
<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 checked="" type="checkbox"/> Dodge (half DEX)	32	16	6	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> _____ (10%)	10	5	2		
<input type="checkbox"/> Drive Auto (20%)	20	10	9	<input checked="" type="checkbox"/> Listen (20%)	70	35	14	<input type="checkbox"/> Survival					
<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Swim (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"/> Throw (20%)	20	10	4		
<input checked="" type="checkbox"/> Fighting (Brawl) (25%)	62	31	12	<input checked="" type="checkbox"/> Medicine (01%)	51	25	10	<input type="checkbox"/>					
Fighting				<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	Reg	Half	Fifth	Damage	# of Attacks	Range	Ammo	Malf.	Move	7
Brawl		62	31	12	1D3 + 1D4	1	-	-	-	Build	+1
Medium Knife		62	31	12	2D4 + 2	1	Touch	-	-	Dodge	32 16 6
.22 Revolver		20	10	4	1D6	1 (3)	10 yds	6	100	Damage Bonus	+1D4

MY STORY

BACKSTORY

Personal Description _____

Ideology & Beliefs _____

Significant People _____

Meaningful Locations _____

Treasured Possessions _____

GEAR & POSSESSIONS

Aspirin (12 Pills) _____

Pen Light _____

Fountain Pen _____

Alcohol _____

.22 Revolver _____

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 1/5 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



