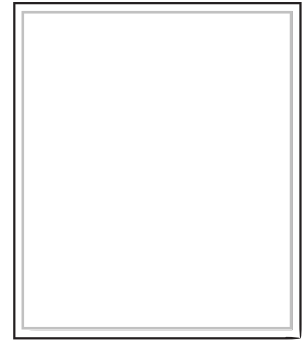


1920s ERA INVESTIGATOR

Name _____ Birthplace _____ Pronoun _____

Occupation _____ Residence _____ Age _____



CHARACTERISTICS

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current		
	Reg	Half	Fifth		POW	Reg	Half		Fifth	Magic Points	Maximum	Current
Reg	Half	Fifth	APP	Reg		Half	Fifth	Luck	Starting		Current	
Reg	Half	Fifth		EDU	Reg	Half	Fifth		Sanity	Starting	Current	Insane
Reg	Half	Fifth	IDEA									

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

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg Half Fifth	<input type="checkbox"/> Persuade (10%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> <i>Firearms</i>		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Psychology (10%)	
<input type="checkbox"/> _____ (05%)		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> <i>Art / Craft</i>		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> _____ (01%)		<input type="checkbox"/> <i>Science</i>	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> <i>Language (Other)</i>		<input type="checkbox"/> _____	
<input type="checkbox"/> Credit Rating (00%)		<input type="checkbox"/> _____		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Cthulhu Mythos (00%)		<input type="checkbox"/> _____ (EDU)		<input type="checkbox"/> Spot Hidden (25%)	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> <i>Language (Own)</i>		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> _____ (10%)	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/> <i>Survival</i>	
<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> _____		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> _____	
<input type="checkbox"/> <i>Fighting</i>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> _____	
<input type="checkbox"/> _____		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> _____	
<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> _____	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg Half Fifth	1D3 + DB	1	-	-	-	Build <input type="checkbox"/>
							Dodge <input type="checkbox"/>
							Damage Bonus <input type="checkbox"/>