

# 1920s ERA INVESTIGATOR

Name \_\_\_\_\_ Birthplace \_\_\_\_\_ Pronoun \_\_\_\_\_  
Occupation \_\_\_\_\_ Residence \_\_\_\_\_ Age \_\_\_\_\_



## CHARACTERISTICS

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current
INT IDEA	Reg	Half	Fifth	EDU KNOW	Reg	Half	Fifth	Sanity	Starting	Current

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"/> Firearms				<input type="checkbox"/> Pilot (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"/> Art / Craft (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Sleight of Hand (10%)			
Credit Rating (00%)				<input type="checkbox"/> Language (Own) (EDU)				<input type="checkbox"/> Spot Hidden (25%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Fighting			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> Navigate (10%)			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> Dodge			

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	Build
							Dodge
							Damage Bonus





## 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 _____
Cash _____
Assets _____
_____

## 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 ½ skill	Extreme ¼ 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  $\geq \frac{1}{2}$  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







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