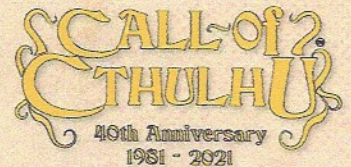


1920s ERA INVESTIGATOR

Name Gerald O'Shea Birthplace Boston Pronoun _____
Occupation Boxer Residence Boston Age 28

CHARACTERISTICS

STR	Reg 70	Half 35	Fifth 14	SIZ	Reg 80	Half 40	Fifth 16	Hit Points	Maximum 16	Current 14
CON	Reg 80	Half 40	Fifth 16	POW	Reg 65	Half 32	Fifth 13	Magic Points	Maximum	Current
DEX	Reg 65	Half 32	Fifth 13	APP	Reg 40	Half 20	Fifth 8	Luck	Starting 70	Current
INT	Reg 55	Half 27	Fifth 11	EDU	Reg 70	Half 35	Fifth 14	Sanity	Starting 100	Current 100



Max Sanity 99 Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 5	Half	Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg 30	Half 34	Fifth	<input checked="" type="checkbox"/> Persuade (10%)	Reg 10	Half 25	Fifth
<input type="checkbox"/> Anthropology (01%)	Reg 1	Half	Fifth	<input type="checkbox"/> Firearms	Reg	Half	Fifth	<input type="checkbox"/> Pilot (01%)	Reg	Half	Fifth
<input checked="" type="checkbox"/> Appraise (05%)	Reg 5	Half 14	Fifth	<input checked="" type="checkbox"/> First Aid (30%)	Reg 35	Half 36	Fifth 42	<input type="checkbox"/> Psychoanalysis (01%)	Reg 1	Half	Fifth
<input type="checkbox"/> Archaeology (01%)	Reg 1	Half	Fifth	<input type="checkbox"/> History (05%)	Reg 5	Half	Fifth	<input checked="" type="checkbox"/> Psychology (10%)	Reg 36	Half 41	Fifth
<input type="checkbox"/> Art / Craft (05%)	Reg	Half	Fifth	<input type="checkbox"/> Intimidate (15%)	Reg 66	Half 67	Fifth	<input type="checkbox"/> Ride (05%)	Reg 5	Half	Fifth
<input type="checkbox"/> Charm (15%)	Reg 15	Half	Fifth	<input checked="" type="checkbox"/> Jump (20%)	Reg 66	Half 77	Fifth	<input type="checkbox"/> Science (01%)	Reg	Half	Fifth
<input checked="" type="checkbox"/> Climb (20%)	Reg 25	Half 31	Fifth	<input type="checkbox"/> Language (Other) (01%)	Reg	Half	Fifth	<input type="checkbox"/> Sleight of Hand (10%)	Reg 16	Half	Fifth
Credit Rating (00%)	Reg 14	Half	Fifth	<input type="checkbox"/> Language (Own) (EDU)	Reg	Half	Fifth	<input checked="" type="checkbox"/> Spot Hidden (25%)	Reg 37	Half 84	Fifth
Cthulhu Mythos (00%)	Reg 0	Half	Fifth	<input type="checkbox"/> Law (05%)	Reg 5	Half	Fifth	<input type="checkbox"/> Stealth (20%)	Reg 26	Half	Fifth
<input type="checkbox"/> Disguise (05%)	Reg 5	Half	Fifth	<input checked="" type="checkbox"/> Library Use (20%)	Reg 20	Half 23	Fifth	<input type="checkbox"/> Survival (10%)	Reg 16	Half	Fifth
<input checked="" type="checkbox"/> Dodge (half DEX)	Reg 78	Half	Fifth	<input checked="" type="checkbox"/> Listen (20%)	Reg 26	Half 36	Fifth	<input type="checkbox"/> Swim (20%)	Reg 20	Half	Fifth
<input type="checkbox"/> Drive Auto (20%)	Reg 20	Half	Fifth	<input type="checkbox"/> Locksmith (01%)	Reg 1	Half	Fifth	<input checked="" type="checkbox"/> Throw (20%)	Reg 26	Half 36	Fifth
<input checked="" type="checkbox"/> Elec. Repair (10%)	Reg 10	Half 10	Fifth	<input checked="" type="checkbox"/> Mech. Repair (10%)	Reg 10	Half 18	Fifth	<input type="checkbox"/> Track (10%)	Reg 10	Half	Fifth
<input type="checkbox"/> Fast Talk (05%)	Reg 5	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg 1	Half 4	Fifth	<input type="checkbox"/>	Reg	Half	Fifth
<input checked="" type="checkbox"/> Fighting (Brawl) (25%)	Reg 55	Half 63	Fifth	<input type="checkbox"/> Natural World (10%)	Reg 10	Half	Fifth	<input type="checkbox"/>	Reg	Half	Fifth
<input checked="" type="checkbox"/> AXE 68+2	Reg 35	Half 64	Fifth	<input type="checkbox"/> Navigate (10%)	Reg 10	Half	Fifth	<input type="checkbox"/>	Reg	Half	Fifth
<input type="checkbox"/> Firearms (Handgun) (20%)	Reg 20	Half 28	Fifth	<input type="checkbox"/> Occult (05%)	Reg 5	Half	Fifth	<input type="checkbox"/>	Reg	Half	Fifth

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	7
							Build +1
							Dodge 78 39 15
							Damage Bonus +1d4