

# 1920S ERA INVESTIGATOR

Name Joy Miller  
 Player Mariana  
 Occupation Criminosa  
 Age 37 Sex F  
 Residence \_\_\_\_\_  
 Birthplace 19/05

# CHARACTERISTICS

STR 80 DEX 40 POW 50  
 CON 60 APP 50 EDU 50  
 SIZ 70 INT Idea 60 Move Rate 0 +1 -1

Major Wound M13IP  
 HIT POINTS  
 Dying 00 01 02  
 Unconscious 03 04 05  
 06 07 08 09 10  
 11 12 13 14 15  
 16 17 18 19 20

Temp. Insane \_\_\_\_\_ Indef. Insane \_\_\_\_\_  
 Start \_\_\_\_\_ Max \_\_\_\_\_  
 Insane 01 02 03 04 05 06 07  
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30  
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53  
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76  
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

# CALL of CTHULHU

LUCK  
 Out of Luck 01 02 03 04 05 06 07  
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30  
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53  
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76  
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Max MP  
 00 01 02 03 04  
 05 06 07 08 09  
 10 11 12 13 14  
 15 16 17 18 19  
 20 21 22 23 24

# INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input checked="" type="checkbox"/> Listen (20%) <u>60</u>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input checked="" type="checkbox"/> Locksmith (01%) <u>40</u>	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input checked="" type="checkbox"/> Firearms (Handgun) (20%) <u>50</u>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <u>45</u>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input checked="" type="checkbox"/> Survival (10%) <u>70</u>
<input type="checkbox"/> Charm (15%) <u>35</u>	<input type="checkbox"/> First Aid (30%) <u>50</u>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%) <u>40</u>
<input checked="" type="checkbox"/> Climb (20%) <u>50</u>	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input checked="" type="checkbox"/> Track (10%) <u>40</u>
Cthulhu Mythos (00%)	<input checked="" type="checkbox"/> Jump (20%) <u>40</u>	<input checked="" type="checkbox"/> Persuade (10%) <u>60</u>	<input type="checkbox"/>
<input checked="" type="checkbox"/> Disguise (05%) <u>50</u>	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) <u>20</u>	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage 1d3 + db	Range	Attacks	Ammo	Malf.
Unarmed					-	1	-	-
<u>9mm Marakov</u>				<u>1D10</u>	<u>45</u>	<u>1-3</u>	<u>8</u>	<u>99</u>

# COMBAT

Damage Bonus    
 Build    
 Dodge 20

# BACKSTORY



Personal Description Mulher de estatura mediana, cabelo ruivo na altura do ombro, usa top preto, jeans e jaqueta.

Traits Desconfiada e educada

Ideology/Beliefs O karma sempre vem

Injuries & Scars cicatriz na mão esquerda.

Significant People Um amigo de infância

Phobias & Manias \_\_\_\_\_

Meaningful Locations \_\_\_\_\_

Arcane Tomes, Spells & Artifacts \_\_\_\_\_

Treasured Possessions \_\_\_\_\_

Encounters with Strange Entities \_\_\_\_\_

## GEAR & POSSESSIONS

## CASH & ASSETS

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = 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 1HP per day

**Natural Heal rate** (Major Wound): weekly healing roll

## FELLOW INVESTIGATORS

