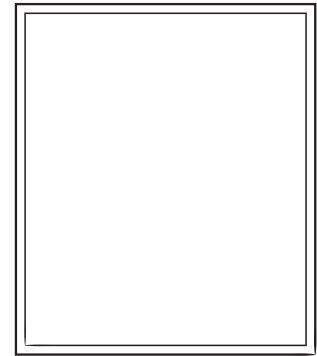


# 1920s ERA INVESTIGATOR

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 

Reg	Half	Fifth

  
IDEA

EDU 

Reg	Half	Fifth

  
KNOW

Sanity 

Starting	Current	Insane

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

## SKILLS

☐ Accounting (05%) 

Reg	Half	Fifth

☐ Firearms (Rifle/Shotgun) (25%) 

Reg	Half	Fifth

☐ Persuade (10%) 

Reg	Half	Fifth

☐ Anthropology (01%) 

Reg	Half	Fifth

☐ *Firearms*

Reg	Half	Fifth

☐ \_\_\_\_\_ (01%) 

Reg	Half	Fifth

☐ Appraise (05%) 

Reg	Half	Fifth

☐ First Aid (30%) 

Reg	Half	Fifth

☐ *Pilot* Psychoanalysis (01%) 

Reg	Half	Fifth

☐ Archaeology (01%) 

Reg	Half	Fifth

☐ History (05%) 

Reg	Half	Fifth

☐ Psychology (10%) 

Reg	Half	Fifth

☐ \_\_\_\_\_ (05%) 

Reg	Half	Fifth

☐ Intimidate (15%) 

Reg	Half	Fifth

☐ Ride (05%) 

Reg	Half	Fifth

☐ *Art / Craft*

Reg	Half	Fifth

☐ Jump (20%) 

Reg	Half	Fifth

☐ \_\_\_\_\_ (01%) 

Reg	Half	Fifth

☐ Charm (15%) 

Reg	Half	Fifth

☐ \_\_\_\_\_ (01%) 

Reg	Half	Fifth

☐ *Science*

Reg	Half	Fifth

☐ Climb (20%) 

Reg	Half	Fifth

☐ *Language (Other)*

Reg	Half	Fifth

☐ \_\_\_\_\_ 

Reg	Half	Fifth

Credit Rating (00%) 

Reg	Half	Fifth

☐ \_\_\_\_\_ 

Reg	Half	Fifth

☐ Sleight of Hand (10%) 

Reg	Half	Fifth

Cthulhu Mythos (00%) 

Reg	Half	Fifth

☐ \_\_\_\_\_ (EDU) 

Reg	Half	Fifth

☐ Spot Hidden (25%) 

Reg	Half	Fifth

☐ Disguise (05%) 

Reg	Half	Fifth

☐ *Language (Own)* Law (05%) 

Reg	Half	Fifth

☐ Stealth (20%) 

Reg	Half	Fifth

☐ Dodge (half DEX) 

Reg	Half	Fifth

☐ Library Use (20%) 

Reg	Half	Fifth

☐ \_\_\_\_\_ (10%) 

Reg	Half	Fifth

☐ Drive Auto (20%) 

Reg	Half	Fifth

☐ Listen (20%) 

Reg	Half	Fifth

☐ *Survival* Swim (20%) 

Reg	Half	Fifth

☐ Elec. Repair (10%) 

Reg	Half	Fifth

☐ Locksmith (01%) 

Reg	Half	Fifth

☐ Throw (20%) 

Reg	Half	Fifth

☐ Fast Talk (05%) 

Reg	Half	Fifth

☐ Mech. Repair (10%) 

Reg	Half	Fifth

☐ Track (10%) 

Reg	Half	Fifth

☐ Fighting (Brawl) (25%) 

Reg	Half	Fifth

☐ Medicine (01%) 

Reg	Half	Fifth

☐ \_\_\_\_\_ 

Reg	Half	Fifth

☐ \_\_\_\_\_ 

Reg	Half	Fifth

☐ Natural World (10%) 

Reg	Half	Fifth

☐ \_\_\_\_\_ 

Reg	Half	Fifth

☐ *Fighting*

Reg	Half	Fifth

☐ Navigate (10%) 

Reg	Half	Fifth

☐ \_\_\_\_\_ 

Reg	Half	Fifth

☐ Firearms (Handgun) (20%) 

Reg	Half	Fifth

☐ Occult (05%) 

Reg	Half	Fifth

☐ \_\_\_\_\_ 

Reg	Half	Fifth

## COMBAT

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl	<div></div>	<div></div>	<div></div>	<u>1D3 + DB</u>	1	-	-	-
	<div></div>	<div></div>	<div></div>					
	<div></div>	<div></div>	<div></div>					
	<div></div>	<div></div>	<div></div>					

Move 

--

Build 

--

Dodge 

Reg	Half	Fifth

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
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

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 ≥ ½ 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



Lined writing area on the left side of the page.

Lined writing area on the right side of the page.