

1920s



Investigator Name: Tyler Mills
 Occupation: Police Detective
 Gender: Male Age: 27
 Birthplace: Miami, Florida
 Residence: Sugar Hill, New York

Characteristics & Rolls

STR	18	DEX	17	INT	10	Idea	50
CON	18	APP	10	POW	15	Luck	75
SIZ	14	SAN	75	EDU	14	Know	70
99-Cthulhu Mythos: 99				Damage Bonus: +1D4			

Sanity Points

Insanity	0	1	2	3	4	5	6	7	8	9	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											

Magic Points

Unconscious	0	1	2
3	4	5	6
7	8	9	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	

Hit Points

Dead	-2	-1	0	1	2
3	4	5	6	7	8
9	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	

Investigator Skills

<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> Library Use (25%)	35		
<input type="checkbox"/> Anthropology (01%)	1	<input type="checkbox"/> Listen (25%)	55		
<input type="checkbox"/> Archaeology (01%)	1	<input type="checkbox"/> Locksmith (01%)	55		
Art (05%)		<input type="checkbox"/> Martial Arts (01%)	1		
<input type="checkbox"/> None	5	<input type="checkbox"/> Mechanical Repair (20%)	20		
<input type="checkbox"/> None	5	<input type="checkbox"/> Medicine (05%)	5		
<input type="checkbox"/> Astronomy (01%)	1	<input type="checkbox"/> Natural History (10%)	10		
<input type="checkbox"/> Bargain (05%)	16	<input type="checkbox"/> Navigate (10%)	10		
<input type="checkbox"/> Biology (01%)	1	<input type="checkbox"/> Occult (05%)	5		
<input type="checkbox"/> Chemistry (01%)	1	<input type="checkbox"/> Op Hvy Machine (01%)	1		
<input type="checkbox"/> Climb (40%)	40	Other Language (01%):		<input type="checkbox"/> Sneak (10%)	10
<input type="checkbox"/> Conceal (15%)	15	<input type="checkbox"/> none	1	<input type="checkbox"/> Spot Hidden (25%)	55
Craft (05%)		<input type="checkbox"/> none	1	<input type="checkbox"/> Swim (25%)	25
<input type="checkbox"/> none	5	<input type="checkbox"/> none	1	<input type="checkbox"/> Throw (25%)	25
<input type="checkbox"/> none	5	Own Language (EDUx5):		<input type="checkbox"/> Track (10%)	10
<input type="checkbox"/> Credit Rating (15%)	15	<input type="checkbox"/> English	70	<input type="checkbox"/> Computer Use (1)	26
Cthulhu Mythos (00%)	0	<input type="checkbox"/> Persuade (15%)	50	<input type="checkbox"/> none (1)	1
<input type="checkbox"/> Disguise (1%)	1	<input type="checkbox"/> Pharmacy (01%)	1	<input type="checkbox"/> Computer Use (1)	1
<input type="checkbox"/> Dodge (DEXx2)	19	<input type="checkbox"/> Photography (10%)	10	<input type="checkbox"/> none (1)	1
<input type="checkbox"/> Drive Auto (20%)	30	<input type="checkbox"/> Physics (01%)	1	<input type="checkbox"/> none (1)	1
<input type="checkbox"/> Electrical Repair (10%)	1	Pilot (01%):		<input type="checkbox"/> none (1)	1
<input type="checkbox"/> Fast Talk (05%)	35	<input type="checkbox"/> none	1	Firearms:	
<input type="checkbox"/> First Aid (30%)	30	<input type="checkbox"/> none	1	<input type="checkbox"/> Handgun (20%)	45
<input type="checkbox"/> Geology (01%)	1	<input type="checkbox"/> none	1	<input type="checkbox"/> Machine Gun (15%)	15
<input type="checkbox"/> Hide (10%)	25	<input type="checkbox"/> Psychoanalysis (01%)	1	<input type="checkbox"/> Rifle (25%)	25
<input type="checkbox"/> History (20%)	20	<input type="checkbox"/> Psychology (05%)	40	<input type="checkbox"/> Shotgun (30%)	30
<input type="checkbox"/> Jump (25%)	25	<input type="checkbox"/> Ride (05%)	5	<input type="checkbox"/> Submachine Gun (15%)	15
<input type="checkbox"/> Law (05%)	60				

Melee Weapons

Attack/Weapon	%	damage	range	#att	hp
<input type="checkbox"/> Punch (50%)	<u>50</u>	1D3+db	touch	1	n/a
<input type="checkbox"/> Grapple (25%)	<u>35</u>	Special	touch	1	n/a
<input type="checkbox"/> Head Butt (10%)	<u>10</u>	1D4+db	touch	1	n/a
<input type="checkbox"/> Kick (25%)	<u>25</u>	1D6+db	touch	1	n/a
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

Firearms

Firearm	%	damage	malf	range	#att	shots	hp
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							



