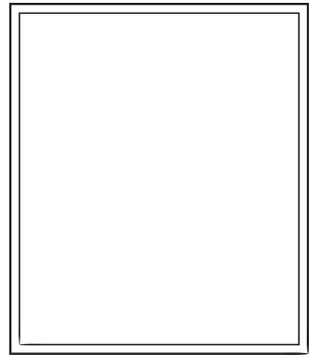


1920s ERA INVESTIGATOR



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 | EDU | Reg | Half | Fifth | Sanity | Starting | Current | Insane |
| | IDEA | | | | KNOW | | | | | | | |



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

| | | | | | | | | |
|--------|--------|-------|--------|--------------|-------|------|-------|---------------------------------------|
| COMBAT | Weapon | Skill | Damage | # of Attacks | Range | Ammo | Malf. | Move <input type="checkbox"/> |
| | Brawl | | | 1D3 + DB | 1 | - | - | - |
| | | | | | | | | Build <input type="checkbox"/> |
| | | | | | | | | Dodge <input type="checkbox"/> |
| | | | | | | | | Damage Bonus <input type="checkbox"/> |

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

