1920s

Investigator Name: Cliff Alex Thomas
Occupation: Author
Gender: Male Age: 24
Birthplace: Brighton, UK
Residence: New York

Characteristics & Rolls

STR	18	DEX	17	INT	15	Idea	75
CON	18	APP	18	POW	13	Luck	65
SIZ	15	SAN	65	EDU	18	Know	90

99-Cthulhu Mythos: 99 Damage Bonus: +1D6

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

- Accounting (10%) 10
- Anthropology (01%) 1
- Archaeology (01%) 1
- **Art** (05%)
  - none 5
  - none 5
- Astronomy (01%) 1
- Bargain (05%) 5
- Biology (01%) 1
- Chemistry (01%) 1
- Climb (40%) 70
- Conceal (15%) 15
- **Craft** (05%)
  - none 5
  - none 5
- Credit Rating (15%) 15
- Cthulhu Mythos (00%) 0
- Disguise (1%) 1
- Dodge (DEXx2) 8
- Drive Auto (20%) 20
- Electrical Repair (10%) 1
- Fast Talk (05%) 5
- First Aid (30%) 30
- Geology (01%) 1
- Hide (10%) 10
- History (20%) 60
- Jump (25%) 25
- Law (05%) 5
- Library Use (25%) 70
- Listen (25%) 25
- Locksmith (01%) 1
- Martial Arts (01%) 1
- Mechanical Repair (20%) 20
- Medicine (05%) 5
- Natural History (10%) 10
- Navigate (10%) 10
- Occult (05%) 70
- Op Hvy Machine (01%) 1
- **Other Language** (01%):
  - German 41
  - Italian 11
  - Latin 16
- **Own Language** (EDUx5):
  - English 90
- Persuade (15%) 70
- Pharmacy (01%) 1
- Photography (10%) 10
- Physics (01%) 1
- **Pilot** (01%):
  - none 1
  - none 1
  - none 1
- Psychoanalysis (01%) 1
- Psychology (05%) 65
- Ride (05%) 5

- Sneak (10%) 10
- Spot Hidden (25%) 25
- Swim (25%) 25
- Throw (25%) 25
- Track (10%) 10

Firearms:
- Handgun (20%) 20
- Machine Gun (15%) 15
- Rifle (25%) 25
- Shotgun (30%) 30
- Submachine Gun (15%) 15

Melee Weapons

Attack/Weapon	%	damage	range	#att	hp
Fist (50%)	50	1D3+db	touch	1	n/a
Grapple (25%)	25	Special	touch	1	n/a
Head Butt (10%)	10	1D4+db	touch	1	n/a
Kick (25%)	25	1D6+db	touch	1	n/a

Firearms

Firearm	%	damage	malf	range	#att	shots	hp