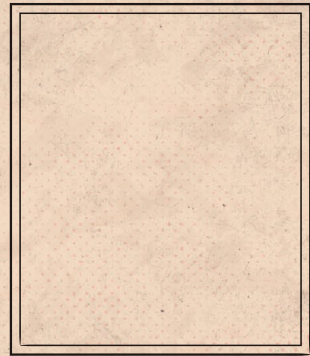


1920s ERA INVESTIGATOR



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



Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SKILLS

Accounting (05%) Reg Half Fifth

Reg Half Fifth

Firearms (Rifle/Shotgun) (25%) Reg Half Fifth

Persuade (10%) Reg Half Fifth

Anthropology (01%) Reg Half Fifth

Reg Half Fifth

Firearms _____ (01%) Reg Half Fifth

Pilot _____ (01%) Reg Half Fifth

Appraise (05%) Reg Half Fifth

Reg Half Fifth

First Aid (30%) Reg Half Fifth

Psychoanalysis (01%) Reg Half Fifth

Archaeology (01%) Reg Half Fifth

Reg Half Fifth

History (05%) Reg Half Fifth

Psychology (10%) Reg Half Fifth

_____ (05%) Reg Half Fifth

Reg Half Fifth

Intimidate (15%) Reg Half Fifth

Ride (05%) Reg Half Fifth

Art / Craft _____ Reg Half Fifth

Reg Half Fifth

Jump (20%) Reg Half Fifth

_____ (01%) Reg Half Fifth

Charm (15%) Reg Half Fifth

Reg Half Fifth

_____ (01%) Reg Half Fifth

Science _____ Reg Half Fifth

Climb (20%) Reg Half Fifth

Reg Half Fifth

_____ Reg Half Fifth

_____ Reg Half Fifth

Credit Rating (00%) Reg Half Fifth

Reg Half Fifth

_____ Reg Half Fifth

Sleight of Hand (10%) Reg Half Fifth

Cthulhu Mythos (00%) Reg Half Fifth

Reg Half Fifth

_____ (EDU) Reg Half Fifth

Spot Hidden (25%) Reg Half Fifth

Disguise (05%) Reg Half Fifth

Reg Half Fifth

Law (05%) Reg Half Fifth

Stealth (20%) Reg Half Fifth

Dodge (half DEX) Reg Half Fifth

Reg Half Fifth

Library Use (20%) Reg Half Fifth

_____ (10%) Reg Half Fifth

Drive Auto (20%) Reg Half Fifth

Reg Half Fifth

Listen (20%) Reg Half Fifth

Survival _____ (10%) Reg Half Fifth

Elec. Repair (10%) Reg Half Fifth

Reg Half Fifth

Locksmith (01%) Reg Half Fifth

Throw (20%) Reg Half Fifth

Fast Talk (05%) Reg Half Fifth

Reg Half Fifth

Mech. Repair (10%) Reg Half Fifth

Track (10%) Reg Half Fifth

Fighting (Brawl) (25%) Reg Half Fifth

Reg Half Fifth

Medicine (01%) Reg Half Fifth

_____ Reg Half Fifth

_____ Reg Half Fifth

Reg Half Fifth

Natural World (10%) Reg Half Fifth

_____ Reg Half Fifth

_____ Reg Half Fifth

Reg Half Fifth

Navigate (10%) Reg Half Fifth

_____ Reg Half Fifth

Firearms (Handgun) (20%) Reg Half Fifth

Reg Half Fifth

Occult (05%) Reg Half Fifth

_____ Reg Half Fifth

COMBAT

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

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
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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

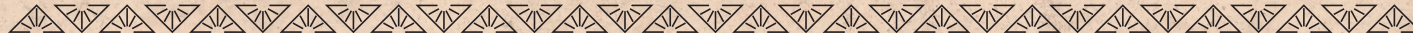
Reach 0 HP without Major Wound = **Unconscious**

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



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