

1920s ERA INVESTIGATOR



Name _____ Birthplace _____ Pronoun _____

Occupation _____ Residence _____ Age _____

CHARACTERISTICS	Reg Half Fifth	STR	Reg Half Fifth	SIZ	Maximum Current	Hit Points
	Reg Half Fifth	CON	Reg Half Fifth	POW	Maximum Current	Magic Points
	Reg Half Fifth	DEX	Reg Half Fifth	APP	Starting Current	Luck
	Reg Half Fifth	INT <small>IDEA</small>	Reg Half Fifth	EDU <small>KNOW</small>	Starting Current Insane	Sanity



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"/> _____ (05%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> <i>Science</i> (01%)	
	<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> <i>Language (Other)</i> (01%)		<input type="checkbox"/> _____	
	<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> _____		<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"/> <i>Language (Own)</i> (EDU)		<input type="checkbox"/> Spot Hidden (25%)	
	<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Stealth (20%)	
	<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/> <i>Survival</i> (10%)	
	<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Swim (20%)	
	<input type="checkbox"/> Elec. Repair (10%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Throw (20%)	
	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Track (10%)	
	<input type="checkbox"/> Fighting (Brawl) (25%)		<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	<input type="checkbox"/>	1D3 + DB	1	-	-	-	Build <input type="checkbox"/>
	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____	Dodge <input type="checkbox"/>
	_____	<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
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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



Two columns of horizontal lines for writing, separated by a central vertical line.

