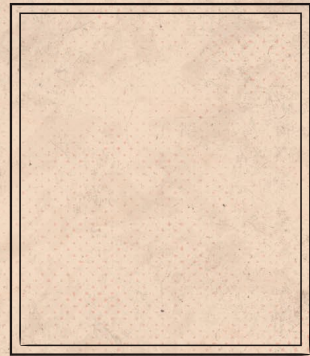


1920s ERA INVESTIGATOR



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

IDEA

EDU

Reg	Half	Fifth

KNOW

Sanity

Starting	Current	Insane



Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SKILLS

Accounting (05%)

Reg	Half	Fifth

Firearms (Rifle/Shotgun) (25%)

Reg	Half	Fifth

Persuade (10%)

Reg	Half	Fifth

Anthropology (01%)

Reg	Half	Fifth

Firearms

Reg	Half	Fifth

_____ (01%)

Reg	Half	Fifth

Appraise (05%)

Reg	Half	Fifth

First Aid (30%)

Reg	Half	Fifth

Pilot Psychoanalysis (01%)

Reg	Half	Fifth

Archaeology (01%)

Reg	Half	Fifth

History (05%)

Reg	Half	Fifth

Psychology (10%)

Reg	Half	Fifth

_____ (05%)

Reg	Half	Fifth

Intimidate (15%)

Reg	Half	Fifth

Ride (05%)

Reg	Half	Fifth

Art / Craft

Reg	Half	Fifth

Jump (20%)

Reg	Half	Fifth

_____ (01%)

Reg	Half	Fifth

Charm (15%)

Reg	Half	Fifth

_____ (01%)

Reg	Half	Fifth

Science

Reg	Half	Fifth

Climb (20%)

Reg	Half	Fifth

Language (Other)

Reg	Half	Fifth

Reg	Half	Fifth

Credit Rating (00%)

Reg	Half	Fifth

Reg	Half	Fifth

Sleight of Hand (10%)

Reg	Half	Fifth

Cthulhu Mythos (00%)

Reg	Half	Fifth

_____ (EDU)

Reg	Half	Fifth

Spot Hidden (25%)

Reg	Half	Fifth

Disguise (05%)

Reg	Half	Fifth

Law (05%)

Reg	Half	Fifth

Stealth (20%)

Reg	Half	Fifth

Dodge (half DEX)

Reg	Half	Fifth

Library Use (20%)

Reg	Half	Fifth

_____ (10%)

Reg	Half	Fifth

Drive Auto (20%)

Reg	Half	Fifth

Listen (20%)

Reg	Half	Fifth

Survival Swim (20%)

Reg	Half	Fifth

Elec. Repair (10%)

Reg	Half	Fifth

Locksmith (01%)

Reg	Half	Fifth

Throw (20%)

Reg	Half	Fifth

Fast Talk (05%)

Reg	Half	Fifth

Mech. Repair (10%)

Reg	Half	Fifth

Track (10%)

Reg	Half	Fifth

Fighting (Brawl) (25%)

Reg	Half	Fifth

Medicine (01%)

Reg	Half	Fifth

Reg	Half	Fifth

Reg	Half	Fifth

Natural World (10%)

Reg	Half	Fifth

Reg	Half	Fifth

Reg	Half	Fifth

Navigate (10%)

Reg	Half	Fifth

Reg	Half	Fifth

Firearms (Handgun) (20%)

Reg	Half	Fifth

Occult (05%)

Reg	Half	Fifth

Reg	Half	Fifth

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move												
Brawl	<table border="1" style="display: inline-table;"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td> </td><td> </td><td> </td></tr></table>	Reg	Half	Fifth				1D3 + DB	1	-	-	-	<table border="1" style="display: inline-table;"><tr><td> </td></tr></table>						
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Reg	Half	Fifth																	

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.

