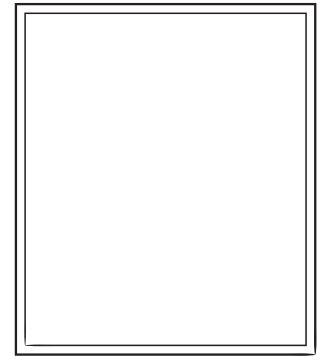


# 1920s ERA INVESTIGATOR

Name \_\_\_\_\_ Birthplace \_\_\_\_\_ Pronoun \_\_\_\_\_

Occupation \_\_\_\_\_ Residence \_\_\_\_\_ Age \_\_\_\_\_



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

Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

SKILLS	<input type="checkbox"/> Accounting (05%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>	<input type="checkbox"/> Persuade (10%)	Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
	<input type="checkbox"/> Anthropology (01%)	<input type="text"/>	<input type="checkbox"/> <i>Firearms</i>	<input type="text"/>	<input type="checkbox"/> <i>Pilot</i> (01%)	<input type="text"/>
	<input type="checkbox"/> Appraise (05%)	<input type="text"/>	<input type="checkbox"/> First Aid (30%)	<input type="text"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="text"/>
	<input type="checkbox"/> Archaeology (01%)	<input type="text"/>	<input type="checkbox"/> History (05%)	<input type="text"/>	<input type="checkbox"/> Psychology (10%)	<input type="text"/>
	<input type="checkbox"/> <i>Art / Craft</i> (05%)	<input type="text"/>	<input type="checkbox"/> Intimidate (15%)	<input type="text"/>	<input type="checkbox"/> Ride (05%)	<input type="text"/>
	<input type="checkbox"/> _____	<input type="text"/>	<input type="checkbox"/> Jump (20%)	<input type="text"/>	<input type="checkbox"/> <i>Science</i> (01%)	<input type="text"/>
	<input type="checkbox"/> Charm (15%)	<input type="text"/>	<input type="checkbox"/> _____ (01%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>
	<input type="checkbox"/> Climb (20%)	<input type="text"/>	<input type="checkbox"/> <i>Language (Other)</i>	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>
	<input type="checkbox"/> Credit Rating (00%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="text"/>
	<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="text"/>	<input type="checkbox"/> _____ (EDU)	<input type="text"/>	<input type="checkbox"/> Spot Hidden (25%)	<input type="text"/>
	<input type="checkbox"/> Disguise (05%)	<input type="text"/>	<input type="checkbox"/> <i>Language (Own)</i>	<input type="text"/>	<input type="checkbox"/> Stealth (20%)	<input type="text"/>
	<input type="checkbox"/> Dodge (half DEX)	<input type="text"/>	<input type="checkbox"/> Law (05%)	<input type="text"/>	<input type="checkbox"/> _____ (10%)	<input type="text"/>
	<input type="checkbox"/> Drive Auto (20%)	<input type="text"/>	<input type="checkbox"/> Library Use (20%)	<input type="text"/>	<input type="checkbox"/> <i>Survival</i>	<input type="text"/>
	<input type="checkbox"/> Elec. Repair (10%)	<input type="text"/>	<input type="checkbox"/> Listen (20%)	<input type="text"/>	<input type="checkbox"/> Swim (20%)	<input type="text"/>
	<input type="checkbox"/> Fast Talk (05%)	<input type="text"/>	<input type="checkbox"/> Locksmith (01%)	<input type="text"/>	<input type="checkbox"/> Throw (20%)	<input type="text"/>
	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="text"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="text"/>	<input type="checkbox"/> Track (10%)	<input type="text"/>
	<input type="checkbox"/> _____	<input type="text"/>	<input type="checkbox"/> Medicine (01%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>
	<input type="checkbox"/> <i>Fighting</i>	<input type="text"/>	<input type="checkbox"/> Natural World (10%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>
	<input type="checkbox"/> _____	<input type="text"/>	<input type="checkbox"/> Navigate (10%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>
	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="text"/>	<input type="checkbox"/> Occult (05%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>

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

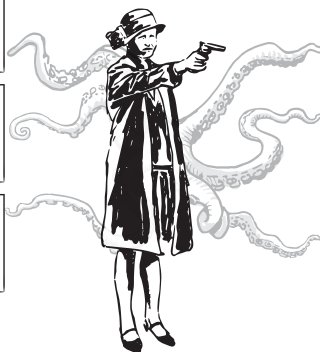
_____	_____
_____	_____
_____	_____
_____	_____

## 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

