

# 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<br>IDEA | Reg | Half | Fifth | EDU<br>KNOW | Reg | Half | Fifth | Sanity       | Starting | Current |
|             |     |      |       |             |     |      |       |              |          |         |

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"/> Firearms                       |     |      |       | <input type="checkbox"/> Pilot (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"/> Art / Craft (05%)        |     |      |       | <input type="checkbox"/> Intimidate (15%)               |     |      |       | <input type="checkbox"/> Ride (05%)            |     |      |       |
| <input type="checkbox"/> Charm (15%)              |     |      |       | <input type="checkbox"/> Jump (20%)                     |     |      |       | <input type="checkbox"/> Science (01%)         |     |      |       |
| <input type="checkbox"/> Climb (20%)              |     |      |       | <input type="checkbox"/> Language (Other) (01%)         |     |      |       | <input type="checkbox"/> Sleight of Hand (10%) |     |      |       |
| Credit Rating (00%)                               |     |      |       | <input type="checkbox"/> Language (Own) (EDU)           |     |      |       | <input type="checkbox"/> Spot Hidden (25%)     |     |      |       |
| Cthulhu Mythos (00%)                              |     |      |       | <input type="checkbox"/> Law (05%)                      |     |      |       | <input type="checkbox"/> Stealth (20%)         |     |      |       |
| <input type="checkbox"/> Disguise (05%)           |     |      |       | <input type="checkbox"/> Library Use (20%)              |     |      |       | <input type="checkbox"/> Survival (10%)        |     |      |       |
| <input type="checkbox"/> Dodge (half DEX)         |     |      |       | <input type="checkbox"/> Listen (20%)                   |     |      |       | <input type="checkbox"/> Swim (20%)            |     |      |       |
| <input type="checkbox"/> Drive Auto (20%)         |     |      |       | <input type="checkbox"/> Locksmith (01%)                |     |      |       | <input type="checkbox"/> Throw (20%)           |     |      |       |
| <input type="checkbox"/> Elec. Repair (10%)       |     |      |       | <input type="checkbox"/> Mech. Repair (10%)             |     |      |       | <input type="checkbox"/> Track (10%)           |     |      |       |
| <input type="checkbox"/> Fast Talk (05%)          |     |      |       | <input type="checkbox"/> Medicine (01%)                 |     |      |       | <input type="checkbox"/> Fighting              |     |      |       |
| <input type="checkbox"/> Fighting (Brawl) (25%)   |     |      |       | <input type="checkbox"/> Natural World (10%)            |     |      |       | <input type="checkbox"/> Navigate (10%)        |     |      |       |
| <input type="checkbox"/> Firearms (Handgun) (20%) |     |      |       | <input type="checkbox"/> Occult (05%)                   |     |      |       | <input type="checkbox"/> Dodge                 |     |      |       |

## COMBAT

| Weapon | Skill | Damage   | # of Attacks | Range | Ammo | Malf. | Move         |
|--------|-------|----------|--------------|-------|------|-------|--------------|
| Brawl  |       | 1D3 + DB | 1            | -     | -    | -     | Build        |
|        |       |          |              |       |      |       | Dodge        |
|        |       |          |              |       |      |       | Damage Bonus |



## 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. _____<br>Player _____ |
| Char. _____<br>Player _____ |
| Char. _____<br>Player _____ |



|                             |
|-----------------------------|
| Char. _____<br>Player _____ |
| Char. _____<br>Player _____ |
| Char. _____<br>Player _____ |

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

|                   |                   |                 |                    |                 |                    |                |
|-------------------|-------------------|-----------------|--------------------|-----------------|--------------------|----------------|
| Level of Success: | Fumble<br>100/96+ | Fail<br>> skill | Regular<br>≤ skill | Hard<br>½ skill | Extreme<br>¼ skill | Critical<br>01 |
|-------------------|-------------------|-----------------|--------------------|-----------------|--------------------|----------------|

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  $\geq \frac{1}{2}$  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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