

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 IDEA	Reg	Half	Fifth	EDU KNOW	Reg	Half	Fifth	Sanity	Starting	Current

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%)				☐ Firearms				☐ Pilot (01%)			
☐ Appraise (05%)				☐ First Aid (30%)				☐ Psychoanalysis (01%)			
☐ Archaeology (01%)				☐ History (05%)				☐ Psychology (10%)			
☐ Art / Craft (05%)				☐ Intimidate (15%)				☐ Ride (05%)			
☐ Charm (15%)				☐ Jump (20%)				☐ Science (01%)			
☐ Climb (20%)				☐ Language (Other) (01%)				☐ Sleight of Hand (10%)			
Credit Rating (00%)				☐ Language (Own) (EDU)				☐ Spot Hidden (25%)			
Cthulhu Mythos (00%)				☐ Law (05%)				☐ Stealth (20%)			
☐ Disguise (05%)				☐ Library Use (20%)				☐ Survival (10%)			
☐ Dodge (half DEX)				☐ Listen (20%)				☐ Swim (20%)			
☐ Drive Auto (20%)				☐ Locksmith (01%)				☐ Throw (20%)			
☐ Elec. Repair (10%)				☐ Mech. Repair (10%)				☐ Track (10%)			
☐ Fast Talk (05%)				☐ Medicine (01%)				☐ Fighting			
☐ Fighting (Brawl) (25%)				☐ Natural World (10%)				☐ Navigate (10%)			
☐ Firearms (Handgun) (20%)				☐ Occult (05%)				☐ 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. _____ 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 $\geq \frac{1}{2}$ 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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Handwriting practice lines on the right side of the page, consisting of 20 horizontal lines.

