

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 ≥ 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



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Handwriting practice lines on the right side of the page, consisting of 20 horizontal lines.

