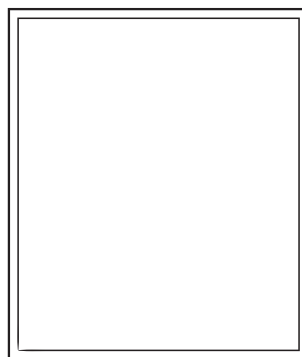


1920s ERA INVESTIGATOR

Name _____ Birthplace _____ Pronoun _____
Occupation _____ Residence _____ Age _____



CHARACTERISTICS

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Starting	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Starting	Current
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Starting	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Starting	Current
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Maximum	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Starting	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Starting	Current
INT IDEA	Reg	Half	Fifth	EDU KNOW	Reg	Half	Fifth	Sanity	Maximum	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
	Reg	Half	Fifth		Reg	Half	Fifth		Starting	Current
	Reg	Half	Fifth		Reg	Half	Fifth		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%)	Reg	Half	Fifth	☐ <i>Firearms</i>	Reg	Half	Fifth	☐ _____ (01%)	Reg	Half	Fifth
☐ Appraise (05%)	Reg	Half	Fifth	☐ First Aid (30%)	Reg	Half	Fifth	☐ <i>Pilot</i>	Reg	Half	Fifth
☐ Archaeology (01%)	Reg	Half	Fifth	☐ History (05%)	Reg	Half	Fifth	☐ Psychoanalysis (01%)	Reg	Half	Fifth
☐ _____ (05%)	Reg	Half	Fifth	☐ Intimidate (15%)	Reg	Half	Fifth	☐ Psychology (10%)	Reg	Half	Fifth
☐ <i>Art / Craft</i>	Reg	Half	Fifth	☐ Jump (20%)	Reg	Half	Fifth	☐ Ride (05%)	Reg	Half	Fifth
☐ Charm (15%)	Reg	Half	Fifth	☐ _____ (01%)	Reg	Half	Fifth	☐ _____ (01%)	Reg	Half	Fifth
☐ Climb (20%)	Reg	Half	Fifth	☐ <i>Language (Other)</i>	Reg	Half	Fifth	☐ <i>Science</i>	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	☐ <i>Language (Own)</i>	Reg	Half	Fifth	☐ Stealth (20%)	Reg	Half	Fifth
☐ Dodge (half DEX)	Reg	Half	Fifth	☐ Law (05%)	Reg	Half	Fifth	☐ _____ (10%)	Reg	Half	Fifth
☐ Drive Auto (20%)	Reg	Half	Fifth	☐ Library Use (20%)	Reg	Half	Fifth	☐ <i>Survival</i>	Reg	Half	Fifth
☐ Elec. Repair (10%)	Reg	Half	Fifth	☐ Listen (20%)	Reg	Half	Fifth	☐ Swim (20%)	Reg	Half	Fifth
☐ Fast Talk (05%)	Reg	Half	Fifth	☐ Locksmith (01%)	Reg	Half	Fifth	☐ Throw (20%)	Reg	Half	Fifth
☐ Fighting (Brawl) (25%)	Reg	Half	Fifth	☐ Mech. Repair (10%)	Reg	Half	Fifth	☐ Track (10%)	Reg	Half	Fifth
☐ _____	Reg	Half	Fifth	☐ Medicine (01%)	Reg	Half	Fifth	☐ _____	Reg	Half	Fifth
☐ <i>Fighting</i>	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		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





Handwriting practice lines on the left side of the page. The page contains 20 horizontal lines for writing.

Handwriting practice lines on the right side of the page. The page contains 20 horizontal lines for writing.