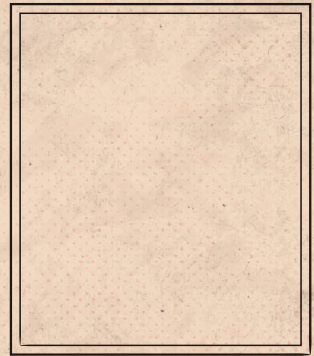


1920s ERA INVESTIGATOR



Name _____ Birthplace _____ Pronoun _____

Occupation _____ Residence _____ Age _____

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



Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SKILLS

<input type="checkbox"/> Accounting (05%) <input type="text"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <input type="text"/>	<input type="checkbox"/> Persuade (10%) <input type="text"/>
<input type="checkbox"/> Anthropology (01%) <input type="text"/>	<input type="checkbox"/> <i>Firearms</i> <input type="text"/>	<input type="checkbox"/> _____ (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"/> _____ (05%) <input type="text"/>	<input type="checkbox"/> Intimidate (15%) <input type="text"/>	<input type="checkbox"/> Ride (05%) <input type="text"/>
<input type="checkbox"/> <i>Art / Craft</i> <input type="text"/>	<input type="checkbox"/> Jump (20%) <input type="text"/>	<input type="checkbox"/> _____ (01%) <input type="text"/>
<input type="checkbox"/> Charm (15%) <input type="text"/>	<input type="checkbox"/> _____ (01%) <input type="text"/>	<input type="checkbox"/> <i>Science</i> <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"/>						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
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

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

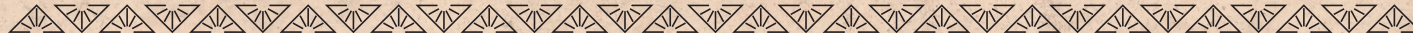
Reach 0 HP without Major Wound = **Unconscious**

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



Two columns of horizontal lines for writing, separated by a central vertical line.

