Occupation History Student  Age 20 Sex Female  Residence Arkham	STR 70 35		40 20 INT	60	30	
Age 20 Sex Female	40	_	idea			
	$\left  \begin{array}{c c} CON & 80 & 40 \\ \hline \end{array} \right $		$P \mid 50 \mid \frac{25}{10} \mid POW$	<b>7</b> 50	25 10	
	95	_	. 20 Mayo			- Facility
Birthplace_Boston	SIZ 50 10		1 NI -	8	-1	
Major M13/P	Temp. Indef.		<b>50</b> Max	Insane	01 02 03 04 05 0	6 07
00 01 02	08 09 10 11	12 13 14	1 15 16 17 18 19 20	21 22 2	23 24 25 26 27 28 2	9 30
Unconscious 03 04 05 06 07 08 09 10	31 32 33 34 54 55 56 57		7 38 39 40 41 42 43 ) 61 62 63 64 65 66			2 53 <b>5</b> 76
			84 85 86 87 88 89		92 93 94 95 96 97 9	16
11 12 (13) 14 15 16 17 18 19 20	CALL	of C	THMI		(Mator)	110
	Out of	f Luck	01 02 03 04 05 06	07	00 01 02 03 05 06 07 08	04 <b>MAGIC</b>
08 09 10 11 12 13 14 1				30	10 11 12 13	
31 32 33 34 35 36 37 3 54 <b>5</b> 3 56 57 58 59 60 6			47 48 49 50 51 52 5 70 71 72 73 74 75 5	10000	15 16 17 18	19 19
77 78 79 80 81 82 83 8				99	20 21 22 23	24 Z
			FOR SKILLS		— Science (cr <sup>Q</sup> )	
Accounting (05%)	Fast Talk (05%)	25 5	☐ Law (○5%)		Science (01%)	Щ
Anthropology (01%)	Fighting (Brawl) (25%)	60 30 12	Library Use (20%)	60 30 12		
Appraise (05%)			Listen (20%)			
Archaeology (01%) 20 10 4		$\Box$	Locksmith (01%)	P	Sleight of Hand (10%)	10 5
Art/Craft (05%)	Firearms (Handgun) (20%)	20 10 4	Mech. Repair (10%)	40 8	Spot Hidden (25%)	50 25 10
	Firearms (Rifle/Shotgun) (25%)	25 12 5	Medicine (01%)	Ť	Stealth (20%)	50 25 10
	(Rinte/Shotgun) (25%)		Natural World (10%)	10 5 2	Survival (10%)	
Charm (15%) 50 25 10	☐ First Aid (30%)	30 15	■ Navigate (10%)	10 5 2	Swim (20%)	20 10
G (1) (%)	☐ History (05%)	70 35 14	Occult (05%)	5 2	☐ Throw(20%)	20 10
_ , ,				1		1.5
Credit Rating (00%) 40 8	Intimidate (15%)	15 7 3	Op. Hv. Machine (01%)	5	☐ Track (10%)	30 6
Cthulhu Mythos (00%)	Jump (20%)	20 10 4	Persuade (10%)	10 5 2		
Disguise (05%)	language (Other) (01%)		Pilot (01%)			
Dodge (half DEX)  Dodge (half DEX)			Psychology (10%)	50 25 10		
Drive Auto (20%) 40 8			Psychoanalysis (01%)		<b></b>	
	language (Own) (EDU) English	60 30 12	☐ Ride (05%)	P		Ā

WAR WAR BACK	STORY
Personal Description Youthful and bright-eyed. Wears fashionable clothing.	Traits Risk taker. Likes to be in the middle of the action.
Ideology/Beliefs Strong faith in God, having been raised in the Church by her mother.	Injuries & Scars
Significant People Her mother, Joyce, who she writes to every week.	Phobias & Manias
Meaningful Locations Her mother's home in Boston, where the best possible food is served.	Arcane Tomes, Spells & Artifacts
Treasured Possessions Her late father's pocket Bible.	Encounters with Strange Entities
Satchel. Pencils and fountain pen. Note pad. Pocket Bible. Hair clips.	CASH & ASSETS  Spending Level Cash Assets
QUICK REFERENCE RULES  Skill & Characteristic Rolls  Levels of Success: Fumble Fail Regular Hard Extreme Critical 100/96+ >skill ≤skill ½skill ½skill 01  Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls  Wounds & Healing  First Aid heals 1HP; Medicine heals +1d3 HP  Major Wound = 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 (Major Wound): recover 1HP per day  Natural Heal rate (Major Wound): recover 1HP per day	Char. Player  Char. Player  Char. Player  Char. Player

140 (P) 9

@ @ @ A

1920S ERA INVES  Name Wentworth Avel  Player  Occupation Languages	oury	STR 50 25 10	luca	<b>70</b> $\frac{3}{1}$	35	
Age 58 Sex		$\left\  \text{CON} \right\  60 \left\  \frac{30}{12} \right\ $	$\begin{array}{c c} APP & 50 & 25 \\ \hline 10 & POW \end{array}$		30	
Residence_Arkham	-				+1	
Birthplace New York		SIZ 50 25	80 40 Move Rate	6	-1	
Major Wound M1x1HP	) (6)	Temp. Indef.	<b>60</b> Max	Insane	01 02 03 04 05 0	6 07
Dying   00 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	01 02 04 05 09 10	08 09 10 11 31 32 33 34 54 55 56 57	12 13 14 15 16 17 18 19 20 35 36 37 38 39 40 41 42 43 58 59 60 61 62 63 64 65 66 81 82 83 84 85 86 87 88 89	44 45 46 67 68 69	70 71 72 73 74 7	2 53 <b>NI</b> 5 76 <b>NI</b>
	14 15 19 20	CALL	CTHIL	AIN	(M12AP)	10
		Out of	f Luck 01 02 03 04 05 06	07	00 01 02 03 05 06 07 08	04 <b>MA</b> 09 <b>G</b> C
08 09 10 11 12 31 32 33 34 35	13 14 1		1 22 23 24 25 26 27 28 29 3 4 45 46 47 48 49 50 51 52 3	1857.00	10 11 12 13	
54 55 56 57 58	59 60 6	1 62 63 64 65 66 6	7 68 69 70 71 72 73 74 75	76	15 16 17 18	19 <b>POINTS</b>
77 78 79 80 81	82 83 8		0 91 92 93 94 95 96 97 98 9 STIGATOR SKILLS	99 //\\\\\\/	20 21 22 23	24 01
Accounting (05%)		Fast Talk (05%)	Law (05%)	П	Science (01%)	
Anthropology (01%)		Fighting (Brawl) (25%)	45   22   Library Use (20%)	60 30		
Appraise (05%)				0.5		
	20 10					10 5
Archaeology (01%)  Art / Craft (05%)	20 10 4	Firearms	Locksmith (01%)		Sleight of Hand (10%)	$ \begin{array}{c c} 10 & 5 \\ \hline 50 & 25 \\ \hline 10 & 10 \\ \end{array} $
		Firearms (Handgun) (20%)	20 10 Mech. Repair (10%)	10 5	Spot Hidden (25%)	20
	Щ	Firearms (Rifle/Shotgun) (25%)	25 12 Medicine (01%)		Stealth (20%)	40 8
	Ш		Natural World (10%)	2	Survival (10%)	
☐ Charm (15%)	15 7	☐ First Aid (30%)	30 15 Navigate (10%)	10 2	Swim (20%)	20 4
Climb (20%)	20 10 4	History (05%)	25 12	5 2	■ Throw (20%)	20 4
Credit Rating (00%)	40 8	☐ Intimidate (15%)	15 7 Op. Hv. Machine (01%)	P	☐ Track (10%)	10 5
Cthulhu Mythos (00%)		☐ Jump (20%)	20 10 Persuade (10%)	60 30 12		A
Disguise (05%)	百	Language (Other) (01%) Latin	70 35 Pilot(01%)	Ē		
Dodge (half DEX)	40 8	Greek	40 20 Psychology (10%)	40 8		
Drive Auto (20%)	20 10 4	- Gleek	50 25  Psychoanalysis (01%)	18		
Elec Repair (10%)	4	Egyptian Hieroglyphs Language (Own) (EDU) English			П	
Litec (tepair (10%)						
Weapon	Regular 45	Hard Extreme Dam. 22 9 1d3 +	age Range Attacks Amr	no Ma	Damage	ione O
					Dodge 4	0 8

### BACKSTORY Personal Description Wears a slightly-worn suit. Traits Inquisitive. Takes a Average height. A trim mustache. Uses a meticulous approach to monocle, rather than spectacles, when investigation. examining text. Ideology/Beliefs A lifelong interest in myth and Injuries & Scars \_ folklore; he is willing to believe in the reality of the supernatural, but has yet to find any hard evidence. Significant People His late wife, Jane. He Phobias & Manias thinks there was something she wanted to tell him before she died. Meaningful Locations A quiet woodland space, Arcane Tomes, Spells & Artifacts. where he can listen to the birds and relax with a good book. Treasured Possessions A small frame containing a **Encounters with Strange Entities** photograph of Jane, his late wife. CEAR & POSSESSIONS CASH & ASSETS Fountain pen and pencils. Spending Level Note pad. Cash\_ Photo of late wife in travel Assets QUICK REFERENCE RULES FELLOW INVESTIGATORS Skill & Characteristic Rolls Char. Char. Player Player Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls **Wounds & Healing** Char. Char. Me First Aid heals 1HP; Medicine heals +1d3 HP Player Player Major Wound = 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 Char.

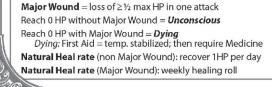
Player

Natural Heal rate (non Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll Char.

Player.

1920S ERA INVESTIGATO	CHARACTERISTICS	
Name_Keiko Cain		
Player	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	
Occupation Science Student		
Age 21 Sex Female	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	
Residence Arkham  Birthplace San Francisco	SIZ 40 8 EDU 70 35 Move 9 41	
Major Wound (M12P)	Temp. Indef. 60 Max Insane 01 02 03 04 0	05 06 07
Dying   00	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 2 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 55 4 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 95	28 29 30 <b>S</b> 51 52 53 74 75 76 97 98 99
11 (12) 13 14 15 16 17 18 19 20	ALLOCALIA	
	Out of Luck 01 02 03 04 05 06 07 05 06 07	03 04 <b>K</b> 08 09 <b>G</b>
	15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 38 39 40 41 42 43 44 45 46 47 48 49 <b>6</b> 0 51 52 53	
54 55 56 57 58 59 60	61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99	18 19 <b>QNT</b> 23 24 <b>V</b>
77 78 79 80 81 82 83	INVESTIGATOR SKILLS	23 24 (6)
Accounting (05%)	Gentle (or%) 40 20 Glavy (or%) Science (01%)	70 35
Anthropology (01%)		
Appraise (05%)		
Archaeology (01%)		(10%) 10 5
Art / Craft (05%)	Locksmith (01%) Sleight of Hand (	2
	Interest   Interest	(A) 45 9
		60 30
	Natural World (10%)   60   30   Survival (10%)	
Charm (15%) 15 3		20 4
Climb (20%) 20 11/4	0	$20 \frac{10}{4}$
Credit Rating (00%) 40 $\frac{2}{6}$	15 7 Op. Hv. Machine (01%)	10 5
Cthulhu Mythos (00%)	☐ Jump (20%) ☐ Persuade (10%) ☐ 40 20 ☐	
Disguise (05%)	language (Other) (01%) 35 17 Pilot (01%)	
Dodge (half DEX)  25   1   5   5	Japanese	
Drive Auto (20%) 20 14		
Elec Repair (10%)	Language (Own) (EDU) 70 35 Ride (05%)	
Leet (lepail (10%)		
Weapon Regular		MBAT
Unarmed 45	22 9 1d3 + db - 1 - Damage	none
Silver penknife 45	22 9 1D3+1 - 1 - Bonus	none
Hockey stick 45	Build	
		25 5

## BACKSTORY Personal Description Slim physique, below Traits\_ Adventurous. Like to be average height. Thick dark hair, glasses, and a busy and get her hands dirty. broad smile. Ideology/Beliefs Science, given the time, can Injuries & Scars \_ explain everything. Doesn't believe in ghosts and wants to find a scientific explanation for such weird happenings. Significant People Her older brother, Hugo, who Phobias & Manias she loves dearly. Hugo works as a doctor in San Francisco. Meaningful Locations Libraries, where she can get Arcane Tomes, Spells & Artifacts. lost in a massive book about science. Treasured Possessions A silver penknife, given to **Encounters with Strange Entities**. her by her brother. She always carries it as a good luck token. CEAR & POSSESSIONS CASH & ASSETS Silver penknife. Spending Level. Note pad. Cash\_ Pencils and fountain pen. Assets Small bottle of blue ink. Satchel containing a small science kit. Hockey stick. QUICK REFERENCE RULES FELLOW INVESTIGATORS Skill & Characteristic Rolls

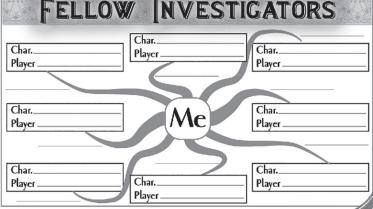


First Aid heals 1HP;

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

Medicine heals +1d3 HP



	1920S ERA INVES	TIGA	TOR	STR	CHA 60 30	ESTATATATATA	ACTERIS  X 70 35 14	STICS	60	30 12			
	PlayerOccupation_Archaeolog	y Profe	essor			_		Idea		'	A SE		
	Age 35 Sex			CON	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	AP	$P \mid 50 \mid \frac{25}{10}$	POW		25 10			(S)
	Residence Arkham					_		Move		41			
	Birthplace Winnipeg, C	anad	a	SIZ	40 8	ED Kno	u si —	Rate	9	-1			
1	Unconscious 03 00 06 07 08 00 11 12 13 1	04 09 14	02 05 10 15	31 54	32 33 34 3 55 56 57 5	35 36 3 58 59 6	50 A 14 15 16 17 1 37 38 39 40 4 60 61 62 63 6 83 84 85 86 8	8 19 20 2 1 42 43 4 4 65 66 6	4 45 4 7 68 6	3 24 2 6 47 4 9 70 7	18 49 <b>50</b> 51 5: 71 72 73 74 7:	9 30 <b>SANITY</b> 5 76 76	
	16 17 18 1	19	20		) ملمك	1	JIHU			00	01 02 03	04 🌊	1
	08 09 10 11 12 31 32 33 34 35 54 55 56 57 58 77 78 79 80 81	36 3 59 <b>(</b>	37 3 60 6	8 39 40 4 1 62 63 6	1 42 43 44 4 65 66 67	1 22 23 4 45 46 7 68 69	3 24 25 26 27 6 47 48 49 50 9 70 71 72 73	51 52 53 74 75 76		05 10 15 20	06 07 08 11 12 13 16 17 18 21 22 23	09 ACIC POINTS	
				A7/-/-	INVES	TIGA	ATOR SKI	LLS	1796			10.47	
	Accounting (05%)			☐ Fast Talk	05%)		☐ Law (○5%)			□ Sci	ience (01%)		
	Anthropology (01%)			☐ Fighting (	Brawl) (25%)	50 25 10	Library Use (	20%) 4	$0 \begin{vmatrix} 20 \\ 8 \end{vmatrix}$				
	Appraise (05%)		$\Box$				Listen (20%)	2	$0 \begin{vmatrix} 10 \\ 4 \end{vmatrix}$				
	Archaeology (01%)	70	35 14			F	Locksmith (	01%)	Ħ	☐ Sle	eight of Hand (10%)	10 5	
	☐ Art / Craft (05%)		$\exists$	Firearms (Handgu	n) (20%)	40 8	Mech. Repa	ir (10%) 1	0 5 2	☐ Sp	ot Hidden (25%)	50 25 10	
			Ħ		otgun) (25%)		Medicine (c		Ħ	☐ Ste	alth (20%)	20 10	
			Ħ	(10102/311	organi) (25%)	F	Natural Wo	rld (10%) 3	0 15	☐ Su	rvival (10%)		
	Charm (15%)	50	25 10	First Aid	(30%)	50 25	Navigate (10		TE	☐ Sw	im (20%)	20 10 4	
	Climb (20%)	=	10 4	☐ History (c		60 30			0 30 12		row (20%)	20 10	
	Credit Rating (00%)	40		☐ Intimida		15 7					ck (10%)	10 5	
	Cthulhu Mythos (00%)			Jump (20		20 10		-	0 5 2			10 2	
	Disguise (05%)			Language	: (Other) (01%)		_		2				
	Dodge (half DEX)	35	17 7	Latin Latin		8	_	(1-9/)	0 20 8				
		20	7 10 4				Psychology		8				
	Drive Auto (20%)	20	4	- language	·(Own) (FDII)	so 40	Psychoanaly	sis (01%)	+			$\vdash \vdash$	
	☐ Elec Repair (10%)		actions.		(Own) (EDU)		Ride (05%)						
CZ\	Wcapon Unarmed38 Handgun	Regu 500 400		Hard Extree 25 16 20 8	0 <u>1dz +</u>	ege db	Range Attack	s Ammo	M	alf. - -	Damage Bonus Build Dodge 38	one 0	

## BACKSTORY Personal Description Handsome but a little Traits Reckless. Tends to jump in rough around the edges. Below average feet first before thinking. height. Wears a suit when necessary, but prefers more casual attire. Ideology/Beliefs A strong love for history and Injuries & Scars \_ ancient cultures. Wants to make a name for himself by finding lost treasures. Significant People His father, Frank Jones, whose Phobias & Manias own discoveries made him famous. Nevada feels overshadowed by his father. Meaningful Locations A bar where strong drinks Arcane Tomes, Spells & Artifacts. are sold, and where he can forget his troubles. Treasured Possessions His Saint Christopher **Encounters with Strange Entities**. medallion, which he believes is a good luck charm. CEAR & POSSESSIONS CASH & ASSETS Travel gear in satchel. Spending Level. .38 handgun and ammo. Cash\_ Pencils and note pad. Assets Hair comb. St. Christopher medallion.

# QUICK REFERENCE RULES

#### Skill & Characteristic Rolls

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

#### **Wounds & Healing**

First Aid heals 1HP;

Medicine heals +1d3 HP

Major Wound = 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 1HP per day Natural Heal rate (Major Wound): weekly healing roll

# FELLOW INVESTIGATORS

CharPlayer	CharPlayer	CharPlayer
CharPlayer	Me	CharPlayer
CharPlayer	CharPlayer	CharPlayer

1920S ERA INVESTIGA	ATOR ATOR	RACTERISTICS	
Name_Lois Russo	U		
Player	$\boxed{} \parallel STR \parallel 80 \parallel \frac{40}{16}$	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	25
Occupation Engineering Stu	udont	luca	25
Age 19 Sex Fema			10
Residence_Arkham	SIZ 60 30	EDU 50 25 Move 9	+1
Birthplace_New York	312   00   12	EDU 50 10 Rate 9	-1
Major Wound M12P	Temp. Indef. Insane	50 Max Insane	01 02 03 04 05 06 07
Dying 00 01	31 32 33 34 3	2 13 14 15 16 17 18 19 20 21 22 2 5 36 37 38 39 40 41 42 43 44 45 4	6 47 48 49 50 51 52 53 差
	54 55 56 57 5	8 59 60 61 62 63 64 65 66 67 68 6 1 82 83 84 85 86 87 88 89 90 91 9	9 70 71 72 73 74 75 76
11 12 13 14	15 ATT		(M101P)
16 17 18 19	20 ALL	CIHULHU	00 01 02 03 04
08 09 10 11 12 13	Out of 14 15 16 17 18 19 20 21	Luck 01 02 03 04 05 06 07 22 23 24 25 26 27 28 29 30	05 06 07 08 09 <b>26</b> (10) 11 12 13 14 <b>3</b>
		45 46 47 48 49 50 51 52 53 68 69 70 71 72 73 74 75 76	10 11 12 13 14 <b>9</b> 15 16 17 18 19
		91 92 93 94 95 96 97 98 99	20 21 22 23 24 🕏
	INVEST	TIGATOR SKILLS	
Accounting (05%)	☐ Fast Talk (05%)	25 5 Law (05%)	Science (01%)
Anthropology (01%)	Fighting (Brawl) (25%)	$\begin{array}{c c} 60 & 30 \\ \hline 12 &                                 $	
Appraise (05%)	Po	listen (20%) 20 10 4	
Archaeology (01%)	Ħ <sub>□</sub>	Locksmith (01%) 21 10	Sleight of Hand (10%) 10 5
Art / Craft (05%)	Firearms (Handgun) (20%)	20 10 Mech. Repair (10%) 70 35 14	Spot Hidden (25%) 25 12
		25 12 Medicine (01%)	Stealth (20%) 40 8
	(Rifte/Shotgun) (25%)	Natural World (10%) 10 5 2	Survival (10%)
Charm (15%) 15		30 15 Navigate (10%) 40 20 8	Swim (20%) 20 10 4
			10
	D 20 8	Occult (05%) 5 2 1	1 hrow (20%) 20 4
	10 _	50 25 Op. Hv. Machine (01%)	☐ Track (10%) 50 25 10
Cthulhu Mythos (00%)		50 25 10 Persuade (10%) 10 5 2	
Disguise (05%)	<u>Italian</u>	25   12   Pilot(01%)	
Dodge (half DEX) 35	5 <del>17</del> □	Psychology (10%) 10 5 2	
☐ Drive Auto (20%) 40		Psychoanalysis (01%)	
	Language (Own) (EDU)	50 25 Ride (05%)	
	WEAPO		COMBAT
	gular Hard Extreme Damag	ge Range Attacks Ammo M	alf.
	60 30 12 1d3+	db1	Damage +1D4
Switchblade knife 6	60 30 12 1D4+1+	<u>-db - 1 </u>	Donus
			Build (+1)
			Dodge 35 17 7

### BACKSTORY Personal Description Athletic physique. Stylish Traits Hard nosed. Fiery temper, bob of dark brown hair. Flapper-style dress. and loves arguing. Never walks under a ladder. Ideology/Beliefs Raised in the Catholic Church. Injuries & Scars \_ She has a healthy respect for the supernatural and can be quite superstitious. Significant People Her father, who she knows Phobias & Manias works for the gangster Dutch Schultz in New York. Meaningful Locations New York City, in the loving Arcane Tomes, Spells & Artifacts. arms of her family. Also, training on an athletics track, where she can focus her mind. Treasured Possessions A switchblade knife, a **Encounters with Strange Entities**. present from her father, who said, "Keep this with you, it'll get you out of hard spots." CEAR & POSSESSIONS CASH & ASSETS Switchblade knife. Spending Level. Handbag. Cash\_ Pencil. Assets Note pad. Hair clips. Crucifix pendant. QUICK REFERENCE RULES **INVESTIGATORS** FELLOW Skill & Characteristic Rolls Char. Char. Player Player Player Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls **Wounds & Healing** Char. Char. Me First Aid heals 1HP; Medicine heals +1d3 HP Player Player Major Wound = 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 Char.

Player

Natural Heal rate (non Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll

Char.

Player.

Char.

Player

1920S ERA INVESTIG	GATOR	CHA	ARA	CTERISTICS			
Name		CIII		Tatatatatatatatatatatatatatatatatatatat			
Player		STR	DE	INT Idea	-		
Occupation		CON	) ADI		$\Box$	$\exists$	
Age Sex		CON	APF	P POW			
Residence		SIZ	EDI			+1	
Birthplace			Know	Rate		-1	
Major Wound	02 05 10 15	31 32 33 34 3 54 55 56 57 5	58 59 60	Start         Max           4 15 16 17 18 19 20 2         2           7 38 39 40 41 42 43 4         4           0 61 62 63 64 65 66 6         6           3 84 85 86 87 88 89 9	14 45 4 57 68 6	9 70 71 72 73 74 7	9 30 <b>SANITY</b>
16 17 18 19	20	CULT	-	THOP	10	00 01 02 03	04 🕿
31 32 33 34 35 36 54 55 56 57 58 59	6 37 38 9 60 61	39 40 41 42 43 44 62 63 64 65 66 67	22 23 4 45 46 7 68 69	01 02 03 04 05 06 07 24 25 26 27 28 29 30 47 48 49 50 51 52 53 70 71 72 73 74 75 76 93 94 95 96 97 98 99	3 6	05 06 07 08 10 11 12 13 15 16 17 18 20 21 22 23	99 14 POINTS
		INVES	TIGA	TOR SKILLS			
Accounting (05%)	Pi	Fast Talk (05%)	P	☐ Law (○5%)	P	Science (01%)	
Anthropology (01%)	古	Fighting (Brawl) (25%)	百	Library Use (20%)	Ħ		
Appraise (05%)	-	<b>J</b>	$\blacksquare$	Listen (20%)	Ħ		
Archaeology (01%)		<u> </u>	$\blacksquare$	Locksmith (01%)	$\forall$	Sleight of Hand (10%)	
Art / Craft (05%)	一一	Firearms (Handgun) (20%)	$\dashv$	Mech. Repair (10%)	+	Spot Hidden (25%)	
	一一;		$\pm$	Medicine (01%)	$\pm$	Stealth (20%)	
		Firearms (Rifle/Shotgun) (25%)	$\dashv$	Natural World (10%)	+	Survival (10%)	
			+		+		
Charm (15%)	=	First Aid (30%)	=	Navigate (10%)	-	Swim (20%)	
Climb (20%)		History (05%)		Occult (05%)	+	☐ Throw (20%)	
Credit Rating (00%)	=	Intimidate (15%)	$\dashv$	Op. Hv. Machine (01%)	#	☐ Track (10%)	
Cthulhu Mythos (00%)		Jump (20%)	<u></u>	Persuade (10%)	H		
Disguise (05%)	H	Language (Other) (01%)		Pilot (01%)	Н	<b></b>	
Dodge (half DEX)		J		Psychology (10%)			
Drive Auto (20%)		<b>]</b> [		Psychoanalysis (01%)			
☐ Elec Repair (10%)	P	Language (Own) (EDU)	P	☐ Ride(05%)	$\Box$		

•	Traits	ACKSTORY  Traits				
Ideology/Beliefs	Injuries & Scars	Injuries & Scars				
Significant People	Phobias & Manias_	Phobias & Manias				
Meaningful Locations	Arcane Tomes, Spel	Arcane Tomes, Spells & Artifacts				
Treasured Possessions	Encounters with Stra	Encounters with Strange Entities				
GEAR & POSSES		SH & ASSET				
	Cash	Level				
	Assets					
QUICK REFERENCE RULES	FELLOW [	<b>NVESTIGATOR</b>				
Skill & Characteristic Rolls  Levels of Success: Regular Hard Extreme Critical Regular Regular Hard Extreme Critical Regular Reg	CharPlayer_	Char.				
	Player	Player				
Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls						
	CharPlayer	Me Char.				

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