

1920s ERA INVESTIGATOR



Name Wentworth Avebury Birthplace New York Pronoun Him/He
Occupation Languages Professor Residence Arkham Age 58

CHARACTERISTICS

STR	Reg 50	Half 25	Fifth 10	SIZ	Reg 50	Half 25	Fifth 10	Hit Points	Maximum 11	Current
CON	Reg 60	Half 30	Fifth 12	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current
DEX	Reg 40	Half 20	Fifth 8	APP	Reg 50	Half 25	Fifth 10	Luck	Starting 60	Current
INT	Reg 70	Half 35	Fifth 14	EDU	Reg 80	Half 40	Fifth 16	Sanity	Starting 60	Current 12

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg Half Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg Half Fifth	<input type="checkbox"/> Persuade (10%)	Reg Half Fifth
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Firearms		<input type="checkbox"/> Pilot	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Archaeology (01%)	20 10 4	<input type="checkbox"/> History (05%)	25 12 5	<input type="checkbox"/> Psychology (10%)	40 20 8
<input type="checkbox"/> Art / Craft		<input type="checkbox"/> Intimidate (15%)	15 7 3	<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Charm (15%)	15 7 3	<input type="checkbox"/> JUMP (20%)	20 10 4	<input type="checkbox"/> Science	
<input type="checkbox"/> Climb (20%)	20 10 4	<input type="checkbox"/> LATIN (01%)	70 35 14	<input type="checkbox"/> Sleight of Hand (10%)	10 5 2
Credit Rating (00%)	40 20 8	<input type="checkbox"/> LANGUAGE (Other)		<input type="checkbox"/> Spot Hidden (25%)	50 25 10
Cthulhu Mythos (00%)		<input type="checkbox"/> GREEK	40 20 8	<input type="checkbox"/> Stealth (20%)	40 20 8
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> ENGLISH (EDU)	80 40 16	<input type="checkbox"/> Survival	
<input type="checkbox"/> Dodge (half DEX)	40 20 8	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Swim (20%)	20 10 4
<input type="checkbox"/> Drive Auto (20%)	20 10 4	<input type="checkbox"/> Library Use (20%)	60 30 12	<input type="checkbox"/> Throw (20%)	20 10 4
<input type="checkbox"/> Elec. Repair (10%)	10 5 2	<input type="checkbox"/> Listen (20%)	50 25 10	<input type="checkbox"/> Track (10%)	10 5 2
<input type="checkbox"/> Fast Talk (05%)	5 2 1	<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Fighting	
<input type="checkbox"/> Fighting (Brawl) (25%)	45 22 9	<input type="checkbox"/> Mech. Repair (10%)	10 5 2	<input type="checkbox"/> Natural World (10%)	10 5 2
<input type="checkbox"/> Firearms (Handgun) (20%)	20 10 4	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Navigate (10%)	10 5 2
		<input type="checkbox"/> Occult (05%)	5 2 1	<input type="checkbox"/>	

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	45 22 9	1D3 + DB	1	-	-	-	6
							Build
							0
							Dodge
							40 20 8
							Damage Bonus
							0

MY STORY

BACKSTORY

Personal Description

Wears a slightly-worn suit. Average height. A trim mustache. Uses a monocle, rather than spectacles, when examining text.

Ideology & Beliefs

A lifelong interest in myth and 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 thinks there was something she wanted to tell him before she died.

Meaningful Locations

A quiet woodland space, where he can listen to the birds and relax with a good book.

Treasured Possessions

A small frame containing a photograph of Jane, his late wife.

Traits

Inquisitive. Takes a meticulous approach to investigation.

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Fountain pen and pencils.

Note pad.

Photo of late wife in travel frame.

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 ⅓ 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