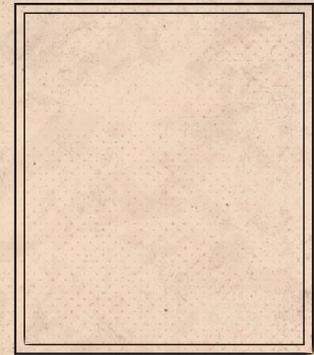


1920s ERA INVESTIGATOR

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 Insane

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%)	Reg Half Fifth	<input type="checkbox"/> <i>Firearms</i>	Reg Half Fifth	<input type="checkbox"/> _____ (01%)	Reg Half Fifth
<input type="checkbox"/> Appraise (05%)	Reg Half Fifth	<input type="checkbox"/> First Aid (30%)	Reg Half Fifth	<input type="checkbox"/> Psychoanalysis (01%)	Reg Half Fifth
<input type="checkbox"/> Archaeology (01%)	Reg Half Fifth	<input type="checkbox"/> History (05%)	Reg Half Fifth	<input type="checkbox"/> Psychology (10%)	Reg Half Fifth
<input type="checkbox"/> _____ (05%)	Reg Half Fifth	<input type="checkbox"/> Intimidate (15%)	Reg Half Fifth	<input type="checkbox"/> Ride (05%)	Reg Half Fifth
<i>Art / Craft</i>	Reg Half Fifth	<input type="checkbox"/> Jump (20%)	Reg Half Fifth	<input type="checkbox"/> _____ (01%)	Reg Half Fifth
<input type="checkbox"/> Charm (15%)	Reg Half Fifth	<input type="checkbox"/> _____ (01%)	Reg Half Fifth	<i>Science</i>	Reg Half Fifth
<input type="checkbox"/> Climb (20%)	Reg Half Fifth	<i>Language (Other)</i>	Reg Half Fifth	_____	Reg Half Fifth
Credit Rating (00%)	Reg Half Fifth	_____	Reg Half Fifth	<input type="checkbox"/> Sleight of Hand (10%)	Reg Half Fifth
Cthulhu Mythos (00%)	Reg Half Fifth	<input type="checkbox"/> _____ (EDU)	Reg Half Fifth	<input type="checkbox"/> Spot Hidden (25%)	Reg Half Fifth
<input type="checkbox"/> Disguise (05%)	Reg Half Fifth	<i>Language (Own)</i>	Reg Half Fifth	<input type="checkbox"/> Stealth (20%)	Reg Half Fifth
<input type="checkbox"/> Dodge (half DEX)	Reg Half Fifth	<input type="checkbox"/> Law (05%)	Reg Half Fifth	<input type="checkbox"/> _____ (10%)	Reg Half Fifth
<input type="checkbox"/> Drive Auto (20%)	Reg Half Fifth	<input type="checkbox"/> Library Use (20%)	Reg Half Fifth	<i>Survival</i>	Reg Half Fifth
<input type="checkbox"/> Elec. Repair (10%)	Reg Half Fifth	<input type="checkbox"/> Listen (20%)	Reg Half Fifth	<input type="checkbox"/> Swim (20%)	Reg Half Fifth
<input type="checkbox"/> Fast Talk (05%)	Reg Half Fifth	<input type="checkbox"/> Locksmith (01%)	Reg Half Fifth	<input type="checkbox"/> Throw (20%)	Reg Half Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg Half Fifth	<input type="checkbox"/> Mech. Repair (10%)	Reg Half Fifth	<input type="checkbox"/> Track (10%)	Reg Half Fifth
<input type="checkbox"/> _____	Reg Half Fifth	<input type="checkbox"/> Medicine (01%)	Reg Half Fifth	_____	Reg Half Fifth
<i>Fighting</i>	Reg Half Fifth	<input type="checkbox"/> Natural World (10%)	Reg Half Fifth	_____	Reg Half Fifth
<input type="checkbox"/> _____	Reg Half Fifth	<input type="checkbox"/> Navigate (10%)	Reg Half Fifth	_____	Reg Half Fifth
<input type="checkbox"/> Firearms (Handgun) (20%)	Reg Half Fifth	<input type="checkbox"/> Occult (05%)	Reg Half Fifth	_____	Reg Half Fifth

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg Half Fifth	1D3 + DB	1	-	-	-	Build <input type="checkbox"/>
_____	Reg Half Fifth	_____	_____	_____	_____	_____	Dodge <input type="checkbox"/>
_____	Reg Half Fifth	_____	_____	_____	_____	_____	Damage Bonus <input type="checkbox"/>
_____	Reg Half Fifth	_____	_____	_____	_____	_____	

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



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

