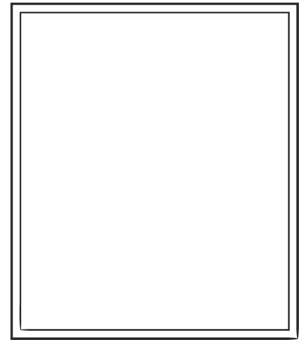


1920s ERA INVESTIGATOR

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



CHARACTERISTICS

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

Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SKILLS

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

COMBAT

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

QUICK REFERENCE RULES

Char. _____
Player _____
Char. _____
Player _____
Char. _____
Player _____



Char. _____
Player _____
Char. _____
Player _____
Char. _____
Player _____

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

