

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

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	
							Build
							Dodge
							Damage Bonus



[illegible]

Personal Description _____	Traits _____
_____	_____
_____	_____
_____	_____

Ideology & Beliefs \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Injuries & Scars \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Significant People	_____	Phobias & Manias	_____
	_____		_____
	_____		_____

Meaningful Locations	_____	Arcane Tomes & Spells	_____
	_____		_____
	_____		_____
	_____		_____

Treasured Possessions _____	Encounters with Strange Entities _____
_____	_____
_____	_____

# WEALTH

\_\_\_\_\_ Spending Level \_\_\_\_\_  
 \_\_\_\_\_ Cash \_\_\_\_\_  
 \_\_\_\_\_ Assets \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## 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 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

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

