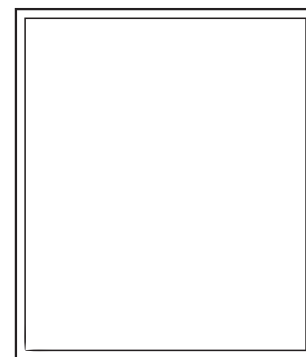


1920s ERA INVESTIGATOR

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

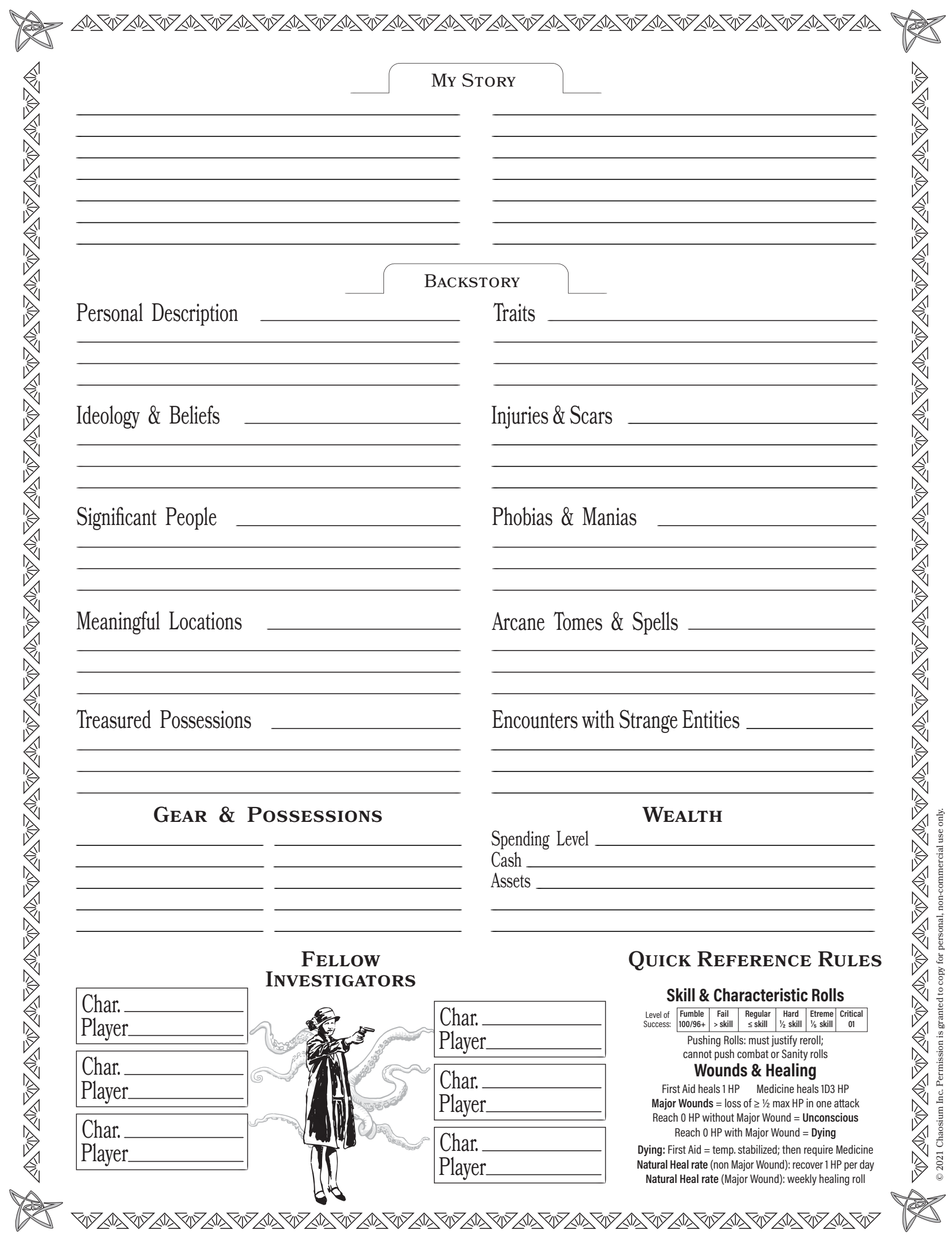
Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

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%)				<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>Charm</i> (15%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> <i>Science</i> (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> <i>Language (Other)</i> (01%)				<input type="checkbox"/> <i>Survival</i> (10%)			
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>Swim</i> (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> <i>Fighting</i>			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> <i>Occult</i> (05%)			
<input type="checkbox"/> <i>Firearms</i> (Handgun) (20%)				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> <i>Move</i>			
								<input type="checkbox"/> <i>Build</i>			
								<input type="checkbox"/> <i>Dodge</i>	Reg	Half	Fifth
								<input type="checkbox"/> <i>Damage Bonus</i>			

COMBAT

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



My Story

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BACKSTORY

Personal Description <hr/>	Traits <hr/>
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<hr/>	<hr/>
<hr/>	<hr/>
Ideology & Beliefs <hr/>	Injuries & Scars <hr/>
<hr/>	<hr/>
<hr/>	<hr/>
<hr/>	<hr/>
Significant People <hr/>	Phobias & Manias <hr/>
<hr/>	<hr/>
<hr/>	<hr/>
<hr/>	<hr/>
Meaningful Locations <hr/>	Arcane Tomes & Spells <hr/>
<hr/>	<hr/>
<hr/>	<hr/>
<hr/>	<hr/>
Treasured Possessions <hr/>	Encounters with Strange Entities <hr/>
<hr/>	<hr/>
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GEAR & POSSESSIONS

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WEALTH

Spending Level

Cash

Assets

FELLOW INVESTIGATORS

Char. <hr/>
Player <hr/>
Char. <hr/>
Player <hr/>
Char. <hr/>
Player <hr/>



Char. <hr/>
Player <hr/>
Char. <hr/>
Player <hr/>
Char. <hr/>
Player <hr/>

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 $\geq \frac{1}{2}$ 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



Handwriting practice lines on the left side of the page. The section contains 25 horizontal lines, providing a space for practicing letter formation and alignment.

Handwriting practice lines on the right side of the page. The section contains 25 horizontal lines, providing a space for practicing letter formation and alignment.