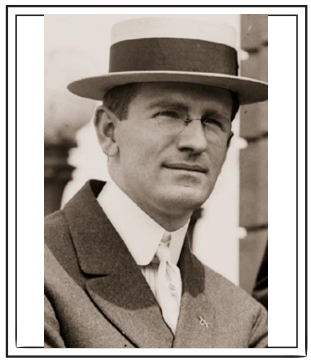
1920s Era Investigator



Name David Wilcox Birthplace ____ Pronoun ____

Occupation Illusionista Residence ____ Age 36

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth
STR	70	35	14	SIZ	45	22	9
CON	60	30	12	POW	55	27	11
DEX	80	40	16	APP	80	40	16
INT (IDEA)	60	30	12	EDU (KNOW)	79	39	15

	Maximum	Current	Insane
Hit Points	10		
Magic Points	11		
Luck	Starting 50		
Sanity	Starting 55		

Max Sanity 99 Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

Skills

	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ Magician (05%) *Art / Craft*	70	35	14
☐ Woodwork	30	15	6
☐ Charm (15%)	55	27	11
☐ Climb (20%)			
Credit Rating (00%)	30	15	6
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)			
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)	50	25	10
☐ Fighting (Brawl) (25%)	40	20	8
☐ ____ *Fighting*			
☐ ____			
☐ Firearms (Handgun) (20%)	30	15	6

	Reg	Half	Fifth
☐ Firearms (Rifle/Shotgun) (25%)			
☐ ____ (01%) *Firearms*			
☐ First Aid (30%)			
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ ____ (01%) *Language (Other)*			
☐ ____			
☐ ____			
☐ English (EDU) *Language (Own)*	79	39	15
☐ Law (05%)			
☐ Library Use (20%)			
☐ Listen (20%)	27	13	5
☐ Locksmith (01%)	50	25	10
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)	25	12	5
☐ Navigate (10%)			
☐ Occult (05%)	35	17	7

	Reg	Half	Fifth
☐ Persuade (10%)			
☐ ____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	35	17	7
☐ Ride (05%)			
☐ ____ (01%) *Science*			
☐ ____			
☐ Sleight of Hand (10%)	65	32	13
☐ Spot Hidden (25%)	40	20	8
☐ Stealth (20%)	30	15	6
☐ ____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ ____			
☐ ____			
☐ ____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	40 / 20 / 8	1D3 + DB	1	-	-	-
.38 Revolver	30 / 15 / 6	1D10	1 (3)	15 yds	6	100

Move 9

Build 0

Dodge (Reg / Half / Fifth) 40 / 20 / 8

Damage Bonus 0

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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 ⅕ skill	Critical 01

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

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