1920s Era Investigator



Name Jacob Gibson | Birthplace | Pronoun

Occupation Bidello | Residence | Age 36

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth
STR	70	35	14	SIZ	65	32	13
CON	65	32	13	POW	70	35	14
DEX	45	22	9	APP	55	27	11
INT (IDEA)	50	25	10	EDU (KNOW)	70	35	14

	Maximum	Current
Hit Points	13	
Magic Points	14	

	Starting	Current
Luck	60	

	Starting	Current	Insane
Sanity	70		

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

Skills

	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)	40	20	8
☐ Climb (20%)	40	20	8
Credit Rating (00%)	15	7	3
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)	45	22	9
☐ Drive Auto (20%)	40	20	8
☐ Elec. Repair (10%)	50	25	10
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)	60	30	12
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)			

	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)*	70	35	14
☐ Law (05%)			
☐ Library Use (20%)			
☐ Listen (20%)	35	17	7
☐ Locksmith (01%)	40	20	8
☐ Mech. Repair (10%)	70	35	14
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			

	Reg	Half	Fifth
☐ Persuade (10%)			
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)			
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	45	22	9
☐ Stealth (20%)	50	25	10
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ Operate Heavy Machinery	39	19	7
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	60 / 30 / 12	1D3 + DB	1	-	-	-
Wrench	60 / 30 / 12	1D8+DB	1			

Move 8

Build 1

Dodge (Reg / Half / Fifth) 45 / 22 / 9

Damage Bonus +1D4

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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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