1920s ERA INVESTIGATOR

Name _____
Player _____
Occupation _____
Age _____ Sex _____
Residence _____
Birthplace _____

CHARACTERISTICS

STR		DEX		POW	
CON		APP		EDU	
SIZ		INT (Idea)		Move Rate	(+1 / -1)

Major Wound ☐ Max HP

	Dying	00	01	02
HIT POINTS	Unconscious	03	04	05
	06	07	08	09	10
	11	12	13	14	15
	16	17	18	19	20

Temp. Insane ☐ Indef. Insane ☐ Start Max

SANITY
Insane 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

CALL of CTHULHU

Max MP

LUCK
Out of Luck 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS
00 01 02 03 04
05 06 07 08 09
10 11 12 13 14
15 16 17 18 19
20 21 22 23 24

INVESTIGATOR SKILLS

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

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus ⬭

Build ⬭

Dodge ☐

BACKSTORY

Personal Description _____

_____

_____

Ideology/Beliefs _____

_____

_____

_____

Significant People _____

_____

_____

_____

Meaningful Locations _____

_____

_____

_____

Treasured Possessions _____

_____

_____

_____

_____

Traits _____

_____

_____

Injuries & Scars _____

_____

_____

_____

Phobias & Manias _____

_____

_____

_____

Arcane Tomes, Spells & Artifacts _____

_____

_____

_____

Encounters with Strange Entities _____

_____

_____

_____

_____

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels 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 1HP;   Medicine heals +1d3 HP

Major Wound = 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 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Me

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____