

1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Book Store Owner
 Age 29 Sex _____
 Residence Providence, RI
 Birthplace _____

CHARACTERISTICS

STR **60** $\frac{30}{12}$ DEX **40** $\frac{20}{8}$ INT **70** $\frac{35}{14}$
 CON **50** $\frac{25}{10}$ APP **50** $\frac{25}{10}$ POW **50** $\frac{25}{10}$
 SIZ **60** $\frac{30}{12}$ EDU **80** $\frac{40}{16}$ Move Rate **8**



Major Wound **11**
 HIT POINTS
 Dying $\frac{00}{01}$ 01 02
 Unconscious $\frac{03}{04}$ 03 04 05
 06 07 08 09 10
11 12 13 14 15
 16 17 18 19 20

Temp. Insane _____ Indef. Insane _____ **50** **97**
 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

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

10
 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

<input type="checkbox"/> Accounting (05%)	20 $\frac{10}{4}$	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)	50 $\frac{25}{10}$	<input type="checkbox"/> Fighting (Brawl) (25%)	45 $\frac{22}{9}$	<input type="checkbox"/> Library Use (20%)	60 $\frac{30}{12}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	40 $\frac{20}{8}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	40 $\frac{20}{8}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	50 $\frac{25}{10}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Art/ Craft (05%) Pottery	25 $\frac{12}{5}$	<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	45 $\frac{22}{9}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	50 $\frac{25}{10}$	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	30 $\frac{15}{6}$	<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> History (05%)	60 $\frac{30}{12}$	<input type="checkbox"/> Occult (05%)	70 $\frac{35}{14}$	<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
Credit Rating (00%)	40 $\frac{20}{8}$	<input type="checkbox"/> Intimidate (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Myths (00%)	2 $\frac{1}{0}$	<input type="checkbox"/> Jump (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Dream Interpretation	25 $\frac{12}{5}$
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Ancient Greek	40 $\frac{20}{8}$	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	40 $\frac{20}{8}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	40 $\frac{20}{8}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	80 $\frac{40}{16}$	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **40** $\frac{20}{8}$

