1920S ERA INVESTIGATOR	CHA	RACTERISTICS	
Name Player	STR	DEX POW	$\square$
Occupation		**************************************	
Age Sex	CON	APP EDU	
Residence	SIZ	INT Move Rate	+1
Major May HP	Temp. Indef.		
Wound 100 01 02	Insane Insane	13 14 15 16 17 18 19 20 21 22	
Unconscious 03 04 05	31 32 33 34 35 54 55 56 57 58	36 37 38 39 40 41 42 43 44 45 59 60 61 62 63 64 65 66 67 68	46 47 48 49 50 51 52 53 69 70 71 72 73 74 75 76
		82 83 84 85 86 87 88 89 90 91	92 93 94 95 96 97 98 99
11     12     13     14     15       16     17     18     19     20	CALLO	CTHULH	(Max MP) 00 01 02 03 04 <b>₹</b>
08 09 10 11 12 13 14 1	Out of Lu	ick 01 02 03 04 05 06 07	05 06 07 08 09
<b>5</b> 31 32 33 34 35 36 37 3	8 39 40 41 42 43 44 4	15 46 47 48 49 50 51 52 53 68 69 70 71 72 73 74 75 76	10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
		01 92 93 94 95 96 97 98 99	20 21 22 23 24
	INVEST	IGATOR 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%)	
Weapon Regular	WEAPON Hard Extreme Damage 1dz + dl	Range Attacks Ammo	Malf. Damage Bonus Build

Char.

Player

Char.

Player

Char.

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Player