

1920s



Investigator Name Ben Wallace  
 Occupation Doctor (Prof) Sex M Age 68  
 Colleges, Degrees BUM, DoM Prof (emeritus)  
 Birthplace Boston  
 Mental Disorders \_\_\_\_\_  
masennus (ohi), pimeän pelko (hyvin lievä)

### Characteristics & Rolls

STR 10 DEX 6 INT 17 Idea 85  
 CON 12 APP 6 POW 10 Luck 50  
 SIZ 15 SAN 50 EDU 23 Know 115  
 99 - Cthulhu Mythos 79 Damage Bonus +1D4

### Sanity Points

Insanity	0	1	2	3	4	5	6	7	8	9	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	<u>50</u>	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

Unconscious	0	1	2	3				
	4	5	6	7	8	9	<u>10</u>	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

### Hit Points

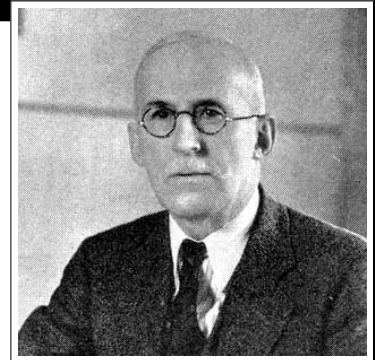
Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	10	11
	12	13	<u>14</u>	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

## 1920s Investigator's Sheet

Player's Name Joonas

### Investigator Skills

- |   |  |
|---|--|
| <input type="checkbox"/> Accounting (10%) _____           | <input type="checkbox"/> Law (05%) <u>15</u>               |
| <input type="checkbox"/> Anthropology (01%) <u>20</u>     | <input type="checkbox"/> Library Use (25%) <u>50</u>       |
| <input type="checkbox"/> Archaeology (01%) <u>20</u>      | <input type="checkbox"/> Listen (25%) <u>50</u>            |
| Art (05%): _____  | <input type="checkbox"/> Locksmith (01%) _____             |
| <input type="checkbox"/> _____ _____                      | <input type="checkbox"/> Martial Arts (01%) _____          |
| <input type="checkbox"/> _____ _____                      | <input type="checkbox"/> Mechanical Repair (20%) <u>30</u> |
| <input type="checkbox"/> Astronomy (01%) _____            | <input type="checkbox"/> Medicine (05%) <u>85</u>          |
| <input type="checkbox"/> Bargain (05%) <u>15</u>          | <input type="checkbox"/> Natural History (10%) _____       |
| <input type="checkbox"/> Biology (01%) <u>70</u>          | <input type="checkbox"/> Navigate (10%) _____              |
| <input type="checkbox"/> Chemistry (01%) <u>20</u>        | <input type="checkbox"/> Occult (05%) _____                |
| <input type="checkbox"/> Climb (40%) _____                | <input type="checkbox"/> Operate Hvy. Machine (01%) _____  |
| <input type="checkbox"/> Conceal (15%) _____              | Other Language (01%):                                      |
| Craft (05%):  | <input type="checkbox"/> <u>French</u> <u>35</u>           |
| <input type="checkbox"/> <u>Egyptian Glyphs</u> <u>35</u> | <input type="checkbox"/> <u>Egypt</u> <u>55</u>            |
| <input type="checkbox"/> _____ _____                      | <input type="checkbox"/> <u>Latin</u> <u>60</u>            |
| <input type="checkbox"/> Credit Rating (15%) <u>85</u>    | Own Language (EDUx5):                                      |
| Cthulhu Mythos (00%) <u>20</u>                            | <input type="checkbox"/> <u>English</u> <u>115</u>         |
| <input type="checkbox"/> Disguise (01%) _____             | <input type="checkbox"/> Persuade (15%) <u>60</u>          |
| <input type="checkbox"/> Dodge (DEXx2) <u>12</u>          | <input type="checkbox"/> Pharmacy (01%) <u>80</u>          |
| <input type="checkbox"/> Drive Auto (20%) _____           | <input type="checkbox"/> Photography (10%) _____           |
| <input type="checkbox"/> Electrical Repair (10%) _____    | <input type="checkbox"/> Physics (01%) _____               |
| <input type="checkbox"/> Fast Talk (05%) _____            | Pilot (01%):   |
| <input type="checkbox"/> First Aid (30%) _____            | <input type="checkbox"/> _____ _____                       |
| <input type="checkbox"/> Geology (01%) _____              | <input type="checkbox"/> _____ _____                       |
| <input type="checkbox"/> Hide (10%) _____                 | <input type="checkbox"/> _____ _____                       |
| <input type="checkbox"/> History (20%) <u>30</u>          | <input type="checkbox"/> Psychoanalysis (01%) <u>65</u>    |
| <input type="checkbox"/> Jump (25%) _____                 | <input type="checkbox"/> Psychology (05%) <u>60</u>        |



- |  |
|--|
| <input type="checkbox"/> Ride (05%) _____            |
| <input type="checkbox"/> Sneak (10%) _____           |
| <input type="checkbox"/> Spot Hidden (25%) <u>50</u> |
| <input type="checkbox"/> Swim (25%) _____            |
| <input type="checkbox"/> Throw (25%) _____           |
| <input type="checkbox"/> Track (10%) _____           |
| <input type="checkbox"/> _____ _____                 |
| <input type="checkbox"/> _____ _____                 |
| <b>Firearms</b>                                      |
| <input type="checkbox"/> Handgun (20%) _____         |
| <input type="checkbox"/> Machine Gun (15%) _____     |
| <input type="checkbox"/> Rifle (25%) _____           |
| <input type="checkbox"/> Shotgun (30%) _____         |
| <input type="checkbox"/> Submachine Gun (15%) _____  |

### Weapons

melee	%	damage	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist/Punch (50%) _____		<u>1D3+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Head Butt (10%) _____		<u>1D4+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Kick (25%) _____		<u>1D6+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Grapple (25%) <u>30</u>		<u>special</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> <u>Cane</u> <u>40</u>		<u>1D6+db</u>	<u>1</u>	<u>15</u>	<input type="checkbox"/>							
<input type="checkbox"/> _____ _____					<input type="checkbox"/>							
<input type="checkbox"/> _____ _____					<input type="checkbox"/>							
<input type="checkbox"/> _____ _____					<input type="checkbox"/>							