

1920s



Investigator Name Fanny Thomson
Occupation Journalist Sex F Age 29
Colleges, Degrees BUA, MA
Birthplace Boston
Mental Disorders _____

Characteristics & Rolls

STR 10 DEX 10 INT 18 Idea 90
CON 14 APP 15 POW 13 Luck 65
SIZ 12 SAN 65 EDU 18 Know 90
99 - Cthulhu Mythos 99 Damage Bonus none

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 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

Unconscious 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

Hit Points

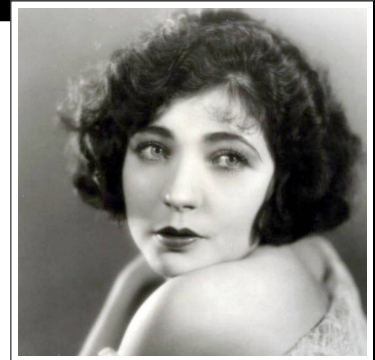
Dead -2 -1 0 1 2 3
4 5 6 7 8 9 10 11
12 (13) 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

1920s Investigator's Sheet

Player's Name Juuli

Investigator Skills

- Accounting (10%) _____
- Anthropology (01%) 15
- Archaeology (01%) 10
- Art (05%):
 - Writing 60
 - Dancing 40
- Astronomy (01%) 15
- Bargain (05%) 40
- Biology (01%) 5
- Chemistry (01%) _____
- Climb (40%) 50
- Conceal (15%) 45
- Craft (05%):
 - Develop Film 65
 - _____
- Credit Rating (15%) 30
- Cthulhu Mythos (00%) _____
- Disguise (01%) 20
- Dodge (DEXx2) 40
- Drive Auto (20%) 25
- Electrical Repair (10%) 25
- Fast Talk (05%) 65
- First Aid (30%) 35
- Geology (01%) _____
- Hide (10%) 65
- History (20%) 35
- Jump (25%) 40
- Law (05%) _____
- Library Use (25%) 60
- Listen (25%) 45
- Locksmith (01%) 45
- Martial Arts (01%) _____
- Mechanical Repair (20%) _____
- Medicine (05%) 10
- Natural History (10%) 30
- Navigate (10%) 25
- Occult (05%) 10
- Operate Hvy. Machine (01%) _____
- Other Language (01%):
 - Portuguese 20
 - Latin 10
 - _____
- Own Language (EDUx5):
 - English 125
 - Persuade (15%) 80
 - Pharmacy (01%) _____
 - Photography (10%) 65
 - Physics (01%) _____
- Pilot (01%):
 - _____
 - _____
 - _____
- Psychoanalysis (01%) 5
- Psychology (05%) 40



- Ride (05%) 15
- Sneak (10%) 35
- Spot Hidden (25%) 65
- Swim (25%) 40
- Throw (25%) _____
- Track (10%) 50
- _____
- _____
- Firearms**
- Handgun (20%) 40
- Machine Gun (15%) _____
- Rifle (25%) _____
- Shotgun (30%) _____
- 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"/> <u>25 Derringer</u>	<u>40</u>	<u>1D6</u>	<u>00</u>	<u>3 yds</u>	<u>1</u>	<u>1</u>	<u>5</u>
<input type="checkbox"/> Head Butt (10%)		<u>1D4+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Kick (25%)	<u>35</u>	<u>1D6+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Grapple (25%)	<u>35</u>	<u>special</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/>					<input type="checkbox"/>							
<input type="checkbox"/>					<input type="checkbox"/>							
<input type="checkbox"/>					<input type="checkbox"/>							
<input type="checkbox"/>					<input type="checkbox"/>							