

1920s



Investigator Name \_\_\_\_\_  
 Occupation \_\_\_\_\_ Sex \_\_\_\_\_  
 Nationality \_\_\_\_\_ Age \_\_\_\_\_  
 Birthplace \_\_\_\_\_  
 Colleges, Degrees \_\_\_\_\_  
 Mental Disorders \_\_\_\_\_

### Characteristics & Rolls

STR \_\_\_\_ DEX \_\_\_\_ INT \_\_\_\_ Idea \_\_\_\_  
 CON \_\_\_\_ APP \_\_\_\_ POW \_\_\_\_ Luck \_\_\_\_  
 SIZ \_\_\_\_ SAN \_\_\_\_ EDU \_\_\_\_ Know \_\_\_\_  
 99-Cthulhu Mythos \_\_\_\_ Damage Bonus \_\_\_\_

### Sanity Points

Insane	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

### Hit Points

Dead	-2	-1	0	UNCONSCIOUS			
				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

### Investigator Skills

- |  |  |                                |
|--|--|--------------------------------|
| <input type="checkbox"/> Accounting (10%) _____        | <input type="checkbox"/> Medicine (05%) _____            | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Anthropology (00) _____       | <input type="checkbox"/> Natural History (10%) _____     | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Archaeology (00) _____        | <input type="checkbox"/> Navigate (10%) _____            | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Art (05%): _____              | <input type="checkbox"/> Occult (05%) _____              | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____                         | <input type="checkbox"/> Operate Hvy. Machine (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____                         | <input type="checkbox"/> Other Language (00): _____      | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Astronomy (00) _____          | <input type="checkbox"/> _____                           | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Bargain (05%) _____           | <input type="checkbox"/> _____                           | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Biology (00) _____            | <input type="checkbox"/> _____                           | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Chemistry (00) _____          | <input type="checkbox"/> Own Language (EDU x5): _____    | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Climb (40%) _____             | <input type="checkbox"/> _____                           | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Conceal (15%) _____           | <input type="checkbox"/> Persuade (15%) _____            | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Credit Rating (15%) _____     | <input type="checkbox"/> Pharmacy (00) _____             | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Cthulhu Mythos (00) _____     | <input type="checkbox"/> Photography (10%) _____         | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Dodge (DEX x2) _____          | <input type="checkbox"/> Physics (00) _____              | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Drive Auto (20%) _____        | <input type="checkbox"/> Pilot (00): _____               | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Electrical Repair (10%) _____ | <input type="checkbox"/> _____                           | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Fast Talk (05%) _____         | <input type="checkbox"/> Psychoanalysis (00) _____       | <input type="checkbox"/> _____ |
| <input type="checkbox"/> First Aid (30%) _____         | <input type="checkbox"/> Psychology (05%) _____          | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Geology (00) _____            | <input type="checkbox"/> Ride (05%) _____                | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Hide (10%) _____              | <input type="checkbox"/> Sneak (10%) _____               | <input type="checkbox"/> _____ |
| <input type="checkbox"/> History (20%) _____           | <input type="checkbox"/> Spot Hidden (25%) _____         | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Jump (25%) _____              | <input type="checkbox"/> Swim (25%) _____                | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Law (05%) _____               | <input type="checkbox"/> Throw (25%) _____               | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Library Use (25%) _____       | <input type="checkbox"/> Track (10%) _____               | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Listen (25%) _____            | <input type="checkbox"/> _____                           | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Locksmith (00) _____          | <input type="checkbox"/> _____                           | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Martial Arts (00) _____       | <input type="checkbox"/> _____                           | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Mechanical Repair (20%) _____ | <input type="checkbox"/> _____                           | <input type="checkbox"/> _____ |

#### Weapons

- |   |
|---|
| <input type="checkbox"/> Axe (20%) _____            |
| <input type="checkbox"/> Blackjack (40%) _____      |
| <input type="checkbox"/> Club (25%) _____           |
| <input type="checkbox"/> Knife (25%) _____          |
| <input type="checkbox"/> Sabre (15%) _____          |
| <input type="checkbox"/> Sword (20%) _____          |
| <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%) _____ |

# Investigator Sheet

Player's Name \_\_\_\_\_



### Hand-To-Hand Weapons

Attack or Weapon Type	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	_____	_____	_____	_____
<input type="checkbox"/> Head Butt (10%)	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

### Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots /Round	Shots In Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____