STR	1980s Investigator CHARACTERISTICS
CON   APP   POW	STR DEX INT
Residence   Birthplace   SIZ	Occupation
Richard	
Mac/	
1	Major May HP Temp. Indef. Start Max Throng 01 03 03 04 05 06 07
Second   Control   Contr	Dying TOO 01 02 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
11   12   13   14   15   15   17   18   19   20   20   20   20   30   40   50   60   77   80   80   90   10   11   12   13   14   15   16   17   18   19   20   21   22   23   24   25   26   27   28   29   30   10   11   12   13   14   15   16   17   18   19   20   21   22   23   24   25   26   27   28   29   30   10   11   12   13   14   15   16   17   18   19   20   21   22   23   24   25   26   27   28   29   30   10   11   12   13   14   15   16   17   18   19   20   21   22   23   24   25   26   27   28   29   30   10   11   12   13   14   15   16   17   18   19   20   21   22   23   24   25   26   27   28   29   30   10   11   12   13   14   15   16   17   18   19   20   21   22   23   24   25   26   27   28   29   30   10   11   12   13   14   15   16   17   18   19   20   21   22   23   24   25   26   27   28   29   30   10   11   12   13   14   15   16   17   18   19   20   21   22   23   24   25   26   27   28   29   30   10   20   30   40   40   40   40   40   40   4	Unconscious 03 04 05 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
Out of Luck 01 02 03 04 05 06 07 08 09 00 01 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 10 11 11 12 13 14 15 16 17 18 19 20 21 29 30 40 41 42 43 44 44 45 46 47 48 49 50 51 52 53 15 15 16 17 18 19 27 77 78 79 80 81 82 83 84 85 86 87 88 89 90 19 19 29 39 39 49 59 69 79 89 99 10 20 21 22 22 23 24 15 15 16 17 18 19 19 15 15 16 17 18 19 19 15 16 17 18 19 15 15 16 17 18 19 15 15 16 17 18 19 15 16 17 18 17	11 12 13 14 15 (MaxMP)
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 33 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 20 21 22 23 24	Out of Luck 01 02 03 04 05 06 07 05 06 07 08 09
Accounting (05%)	31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
Retoriting (05%)	34 33 36 37 38 39 60 61 62 63 64 63 66 67 68 69 70 71 72 73 74 73 76
Reconting (03%)	CVENTALIZATION SKILLS LIZATION AND SKILLS
Roproise (05%)	Accounting (05%)
Rrthaeology (01%)	☐ Anthropology (01%) ☐ €lectronics (01%) ☐ □ Law (05%) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Rrt / Croft (05%)	
	Hrchaeology (U1%)     (Brawl) (25%)     Listen (25%)     Seight of Hand (10%)
	☐ Art / Craft (05%) ☐ Locksmith (01%) ☐ Spot Hidden (25%) ☐
Charm (15%)	Fixorms
Charm (15%)	(Handgun) (20%)
Computer Use (05%)	Charm (15%) (Rifle/Shotgun) (25%) (Value and (10%) (10%)
Credit Rating (00%)	
Cthulhu Mythos (00%)	
Disguise (05%) Dodge (half DEX) Drive Ruto (20%) Drive Ruto (20%) Drive Regular Hard Extreme Damage Range Range Rttacks Rmmo Malf. Damage Bonus Build	
Dodge (half DEX)  Drive Ruto (20%)  Drive Ruto (	0:1-1 (0.10)
Drive Auto (20%)  WEAPONS  Weapon Regular Hard Extreme Damage Range Attacks Ammo Malf.  Unarmed 1d3 + db - 1  Build  Build	- Innovance (Other) (01%)
Weapon Regular Hard Extreme Damage Range Attacks Ammo Malf. Unarmed 1d3 + db - 1	
Weapon Regular Hard Extreme Damage Range Attacks Ammo Malf. Unarmed 1d3 + db - 1	WEADONS
Build Build	Weapon Regular Hard Extreme Damage Range Attacks Ammo Malf.

## BACKSTORY Personal Description Traits Ideology/Beliefs\_ Injuries & Scars\_ Significant People Phobias & Manias Meaningful Locations. Arcane Tomes, Spells & Artifacts. Treasured Possessions Encounters with Strange Entities. GEAR & POSSESSIONS CASH & ASSETS Spending Level\_ Cash Assets \_ FELLOW INVESTIGATORS QUICK REFERENCE RULES Skill & Characteristic Rolls Char. Char. Char. Player Player. Player\_ Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls Wounds & Healing Char. Char. Me First Aid heals 1HP; Medicine heals +1d3 HP Player. Player\_ Major Wound = loss of $\ge \frac{1}{2}$ max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = Dying Dying: First Aid = temp. stabilised; then require Medicine Char. Char. Natural Heal rate (non Major Wound): recover 1HP per day Player. Player\_ Player Natural Heal rate (Major Wound): weekly healing roll