### Investigator Sheet

#### Investigator Name

**1890s**

<table>
<thead>
<tr>
<th>Occupation</th>
<th>Sex</th>
<th>Nationality</th>
<th>Age</th>
<th>Birthplace</th>
<th>Colleges, Degrees</th>
<th>Mental Disorders</th>
</tr>
</thead>
</table>

#### Characteristics & Rolls

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>INT</th>
<th>Idea</th>
<th>CON</th>
<th>APP</th>
<th>POW</th>
<th>Luck</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>SIZ</th>
<th>SAN</th>
<th>EDU</th>
<th>Know</th>
</tr>
</thead>
</table>

#### 99-Chulhu Mythos

### 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 | 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 |

#### 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 |

#### Investigator Skills

- Accounting (10%)
- Anthropology (00)
- Archaeology (00)
- Art (05%)
- Astronomy (00)
- Bargain (05%)
- Biology (00)
- Chemistry (00)
- Climb (40%)
- Conceal (15%)
- Credit Rating (15%)
- Cthulhu Mythos (00)
- Dodge (DEX x2)
- Drive Carriage (20%)
- Electrical Repair (10%)
- Fast Talk (05%)
- First Aid (30%)
- Geology (00)
- Hide (10%)
- History (20%)
- Jump (25%)
- Law (05%)
- Library Use (25%)
- Listen (25%)
- Locksmith (00)
- Martial Arts (00)
- Mechanical Repair (20%)
- Medicine (05%)
- Natural History (10%)
- Navigate (10%)
- Occult (05%)
- Operate Hvy. Machine (00)
- Other Language (00):
- Persuade (15%)
- Pharmacy (00)
- Photography (10%)
- Physics (00)
- Pilot Balloon (00)
- Pilot Boat (00)
- Psychology (05%)
- Sneak (10%)
- Spot Hidden (25%)
- Swim (25%)
- Throw (25%)
- Track (10%)
- Axe (20%)
- Blackjack (40%)
- Club (25%)
- Knife (25%)
- Sabre (15%)
- Sword (20%)
- Handgun (20%)
- Machine Gun (15%)
- Rifle (25%)
- Shotgun (30%)

#### Hand-To-Hand Weapons

- Fist/Punch (50%)
- Head Butt (10%)
- Kick (25%)
- Grapple (25%)

#### Firearms

<table>
<thead>
<tr>
<th>Firearm</th>
<th>Current Skill %</th>
<th>Attack Damage</th>
<th>Base Range /Round</th>
<th>Shots /Gun</th>
<th>Shots In Malfunc.</th>
<th>Number</th>
<th>Malfunc.</th>
<th>Hit Points</th>
</tr>
</thead>
</table>

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