

# 1920s ERA INVESTIGATOR

Name Άϊας Λατσούδης Birthplace Γαλαζίδι Pronoun Άγόφι  
 Occupation Μούσχος (ναυτόπαιδο) Residence Γαλαζίδι Age \_\_\_\_\_



**CHARACTERISTICS**

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current	
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current	
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current	
INT IDEA	Reg	Half	Fifth	EDU KNOW	Reg	Half	Fifth	Sanity	Starting	Current	Insane

Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

**SKILLS**

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg	Half	Fifth	<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Firearms				<input type="checkbox"/> Βάσκα (01%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Science			
<input type="checkbox"/> Credit Rating (00%)				<input type="checkbox"/> _____				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Cthulhu Mythos (00%)				<input type="checkbox"/> ΕΛΛΗΝΙΚά (EDU)				<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Language (Own)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Dodge (half DEX)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> Survival			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> _____			

**COMBAT**

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	<input type="checkbox"/>
Σουβιάς							Build <input type="checkbox"/>
							Dodge <input type="checkbox"/>
							Damage Bonus <input type="checkbox"/>

## MY STORY

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## BACKSTORY

### Personal Description

12 ετών. Μικρός, γοητός, καθαρά μάτια κι ένας κόμπος στην κοιλιά.

### Traits

Καθότι καθαρή η φωνάρα δεν μπορεί να τον ζευδαρώ. – Βάρος που κουβαλά: Όχι (του πήσαν πολλά).

### Ideology & Beliefs

Του υποσχέθηκαν ένα ταξίδι. Θα το κάνει, με ή χωρίς αυτούς.

### Injuries & Scars

### Significant People

Ο παπός του, ο νεκρός καπετάνιος. Ο θανάκης Βελάνης, που τον προσέχει σαν μεγαλύτερο αδελφό.

### Phobias & Manias

### Meaningful Locations

Η πλαφόια του μπηλά του παπώ του.

### Arcane Tomes & Spells

### Treasured Possessions

Ένας σουγιάς για φυλάχτρα ναυτική, το καπέλο του παπώ του.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

Σουγιάς φυλάχτρα

Χοινάκι το καπέλο του παπώ του.

## WEALTH

Spending Level Παιδί (-)

Cash Δίκες πένες

Assets Τίποτα δικό του άκορη

## FELLOW INVESTIGATORS

Char. Θανάκης Βελάνης

Player Γιάννης

Char. Λεάνδρος

Player Δοβανίτης  
Λεωνίδας

Char. Κωνσταντίνος

Player Δοβανίτης  
Κώστας



Char. Γεώργιος

Player Ησαϊακόπουλος  
Γιώργος

Char. \_\_\_\_\_

Player \_\_\_\_\_

Char. \_\_\_\_\_

Player \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

### Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

Major Wounds = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll



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