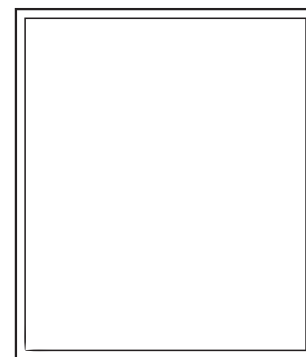


# MODERN ERA INVESTIGATOR

Name \_\_\_\_\_ Birthplace \_\_\_\_\_ Pronoun \_\_\_\_\_  
Occupation \_\_\_\_\_ Residence \_\_\_\_\_ Age \_\_\_\_\_



## CHARACTERISTICS

STR	Reg	Half	Fifth
CON	Reg	Half	Fifth
DEX	Reg	Half	Fifth
INT	Reg	Half	Fifth

SIZ	Reg	Half	Fifth
POW	Reg	Half	Fifth
APP	Reg	Half	Fifth
EDU	Reg	Half	Fifth

Hit Points	Maximum	Current	
Magic Points	Maximum	Current	
Luck	Starting	Current	
Sanity	Starting	Current	Insane



Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

## SKILLS

<input type="checkbox"/> Accounting (05%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Firearms (Handgun) (20%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Occult (05%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
Reg	Half	Fifth																					
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<input type="checkbox"/> Anthropology (01%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Persuade (10%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Appraise (05%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> <i>Firearms</i>	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> <i>Pilot</i> (01%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Archaeology (01%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> First Aid (30%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Psychoanalysis (01%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> <i>Art / Craft</i> (05%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> History (05%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Psychology (10%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Charm (15%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Intimidate (15%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Ride (05%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Climb (20%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Jump (20%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> <i>Science</i> (01%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
Reg	Half	Fifth																					
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<input type="checkbox"/> Computer Use (05%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> <i>Language (Other)</i> (01%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Sleight of Hand (10%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
Reg	Half	Fifth																					
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Credit Rating (00%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> <i>Language (Own)</i> (EDU)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Spot Hidden (25%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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Cthulhu Mythos (00%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Law (05%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Stealth (20%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
Reg	Half	Fifth																					
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<input type="checkbox"/> Disguise (05%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Library Use (20%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> <i>Survival</i> (10%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
Reg	Half	Fifth																					
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<input type="checkbox"/> Dodge (half DEX)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Listen (20%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Swim (20%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Drive Auto (20%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Locksmith (01%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Throw (20%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Elec. Repair (10%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Mech. Repair (10%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Track (10%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Electronics (01%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Medicine (01%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Fast Talk (05%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Natural World (10%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Fighting (Brawl) (25%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Navigate (10%)	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> <i>Fighting</i>	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth																			
Reg	Half	Fifth																					

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move <input type="checkbox"/>												
Brawl	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				1D3 + DB	1	-	-	-	Build <input type="checkbox"/>						
Reg	Half	Fifth																	
	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth									Dodge <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth									Damage Bonus <input type="checkbox"/>						
Reg	Half	Fifth																	
	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth															
Reg	Half	Fifth																	

## MY STORY

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## BACKSTORY

Personal Description _____	Traits _____
_____	_____
_____	_____
_____	_____
Ideology & Beliefs _____	Injuries & Scars _____
_____	_____
_____	_____
_____	_____
Significant People _____	Phobias & Manias _____
_____	_____
_____	_____
_____	_____
Meaningful Locations _____	Arcane Tomes & Spells _____
_____	_____
_____	_____
_____	_____
Treasured Possessions _____	Encounters with Strange Entities _____
_____	_____
_____	_____
_____	_____

## GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____

## WEALTH

Spending Level \_\_\_\_\_

Cash \_\_\_\_\_

Assets \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## FELLOW INVESTIGATORS

Char. _____
Player _____
Char. _____
Player _____
Char. _____
Player _____



Char. _____
Player _____
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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