

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

IDEA

SIZ

Reg	Half	Fifth

POW

Reg	Half	Fifth

APP

Reg	Half	Fifth

EDU

Reg	Half	Fifth

KNOW

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			
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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"/> <u>Firearms</u> <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"/> <u>Pilot</u> (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"/> <u>Art / Craft</u> (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"/> <u>Charm</u> (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"/> <u>Jump</u> (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"/> <u>Science</u> (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"/> 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"/> <u>Language (Other)</u> (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"/> <u>Sleight of Hand</u> (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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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"/> <u>Language (Own)</u> (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			
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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"/> <u>Survival</u> (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"/> 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"/> <u>Fighting</u> <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"/> <u>Fighting</u> <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"/> <u>Fighting</u> <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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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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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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