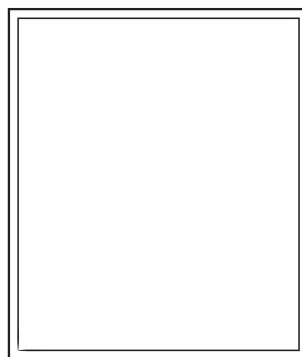


MODERN ERA INVESTIGATOR

Name _____ Birthplace _____ Pronoun _____
Occupation _____ Residence _____ 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

Reg	Half	Fifth

IDEA

EDU

Reg	Half	Fifth

KNOW

Sanity

Starting	Current	Insane



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

SKILLS

☐ Accounting (05%)

Reg	Half	Fifth

☐ Firearms (Handgun) (20%)

Reg	Half	Fifth

☐ Occult (05%)

Reg	Half	Fifth

☐ Anthropology (01%)

Reg	Half	Fifth

☐ Firearms (Rifle/Shotgun) (25%)

Reg	Half	Fifth

☐ Persuade (10%)

Reg	Half	Fifth

☐ Appraise (05%)

Reg	Half	Fifth

☐ Firearms

Reg	Half	Fifth

☐ Pilot (01%)

Reg	Half	Fifth

☐ Archaeology (01%)

Reg	Half	Fifth

☐ First Aid (30%)

Reg	Half	Fifth

☐ Psychoanalysis (01%)

Reg	Half	Fifth

☐ Art / Craft (05%)

Reg	Half	Fifth

☐ History (05%)

Reg	Half	Fifth

☐ Psychology (10%)

Reg	Half	Fifth

☐ Intimidate (15%)

Reg	Half	Fifth

☐ Jump (20%)

Reg	Half	Fifth

☐ Ride (05%)

Reg	Half	Fifth

☐ Charm (15%)

Reg	Half	Fifth

☐ Language (Other) (01%)

Reg	Half	Fifth

☐ Science (01%)

Reg	Half	Fifth

☐ Climb (20%)

Reg	Half	Fifth

☐ Language (Own) (EDU)

Reg	Half	Fifth

☐ Sleight of Hand (10%)

Reg	Half	Fifth

☐ Computer Use (05%)

Reg	Half	Fifth

☐ Spot Hidden (25%)

Reg	Half	Fifth

☐ Stealth (20%)

Reg	Half	Fifth

☐ Credit Rating (00%)

Reg	Half	Fifth

☐ Survival (10%)

Reg	Half	Fifth

☐ Swim (20%)

Reg	Half	Fifth

☐ Cthulhu Mythos (00%)

Reg	Half	Fifth

☐ Throw (20%)

Reg	Half	Fifth

☐ Track (10%)

Reg	Half	Fifth

☐ Disguise (05%)

Reg	Half	Fifth

☐ Law (05%)

Reg	Half	Fifth

☐ Fast Talk (05%)

Reg	Half	Fifth

☐ Dodge (half DEX)

Reg	Half	Fifth

☐ Library Use (20%)

Reg	Half	Fifth

☐ Fighting (Brawl) (25%)

Reg	Half	Fifth

☐ Drive Auto (20%)

Reg	Half	Fifth

☐ Listen (20%)

Reg	Half	Fifth

☐ Navigate (10%)

Reg	Half	Fifth

☐ Elec. Repair (10%)

Reg	Half	Fifth

☐ Locksmith (01%)

Reg	Half	Fifth

☐ Mech. Repair (10%)

Reg	Half	Fifth

☐ Electronics (01%)

Reg	Half	Fifth

☐ Medicine (01%)

Reg	Half	Fifth

☐ Damage Bonus

Reg	Half	Fifth

☐ Fast Talk (05%)

Reg	Half	Fifth

☐ Natural World (10%)

Reg	Half	Fifth

☐ Build

Reg	Half	Fifth

☐ Fighting

Reg	Half	Fifth

☐ Weapon

Reg	Half	Fifth

☐ Move

Reg	Half	Fifth

COMBAT

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl	<div></div>	<div></div>	<div></div>	1D3 + DB	1	-	-	-
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Move

Reg	Half	Fifth

Build

Reg	Half	Fifth

Dodge

Reg	Half	Fifth

Damage Bonus

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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