

MODERN ERA INVESTIGATOR

Name _____ Birthplace _____ Pronoun _____
Occupation _____ Residence _____ Age _____



CHARACTERISTICS

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

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

COMBAT

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

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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