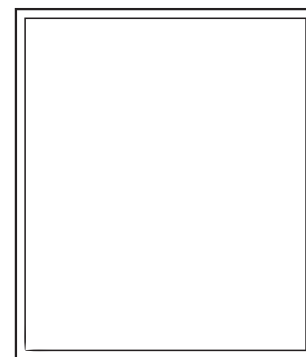


MODERN ERA INVESTIGATOR

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

COMBAT

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

Build ☐
Dodge ☐
Damage Bonus ☐

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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