

# MODERN ERA INVESTIGATOR

Name \_\_\_\_\_ Birthplace \_\_\_\_\_ Pronoun \_\_\_\_\_

Occupation \_\_\_\_\_ Residence \_\_\_\_\_ Age \_\_\_\_\_

## CHARACTERISTICS

STR	Reg	Half	Fifth
	Reg	Half	Fifth

CON	Reg	Half	Fifth
	Reg	Half	Fifth

DEX	Reg	Half	Fifth
	Reg	Half	Fifth

INT	Reg	Half	Fifth
IDEA	Reg	Half	Fifth

SIZ	Reg	Half	Fifth
	Reg	Half	Fifth

POW	Reg	Half	Fifth
	Reg	Half	Fifth

APP	Reg	Half	Fifth
	Reg	Half	Fifth

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

## COMBAT

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

## MY STORY

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## 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

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## 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  $\geq \frac{1}{2}$  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

