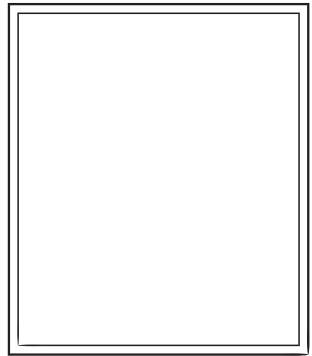


MODERN ERA INVESTIGATOR

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



CHARACTERISTICS

STR	<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				SIZ	<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				Hit Points	<table border="1"><tr><td>Maximum</td><td>Current</td></tr><tr><td> </td><td> </td></tr></table>	Maximum	Current				
Reg	Half	Fifth																					
Reg	Half	Fifth																					
Maximum	Current																						
CON	<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				POW	<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				Magic Points	<table border="1"><tr><td>Maximum</td><td>Current</td></tr><tr><td> </td><td> </td></tr></table>	Maximum	Current				
Reg	Half	Fifth																					
Reg	Half	Fifth																					
Maximum	Current																						
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				APP	<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				Luck	<table border="1"><tr><td>Starting</td><td>Current</td></tr><tr><td> </td><td> </td></tr></table>	Starting	Current				
Reg	Half	Fifth																					
Reg	Half	Fifth																					
Starting	Current																						
INT IDEA	<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				EDU KNOW	<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				Sanity	<table border="1"><tr><td>Starting</td><td>Current</td><td>Insane</td></tr><tr><td> </td><td> </td><td> </td></tr></table>	Starting	Current	Insane			
Reg	Half	Fifth																					
Reg	Half	Fifth																					
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> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Firearms (Rifle/Shotgun)(25%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Persuade (10%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> Appraise (05%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____ (01%) <i>Firearms</i>	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____ (01%) <i>Pilot</i>	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> Archaeology (01%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> First Aid (30%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Psychoanalysis (01%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> _____ (05%) <i>Art / Craft</i>	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> History (05%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Psychology (10%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> _____	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Intimidate (15%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Ride (05%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> Charm (15%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Jump (20%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____ (01%) <i>Science</i>	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> Climb (20%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____ (01%) <i>Language (Other)</i>	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> Computer Use (05%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Sleight of Hand (10%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
Credit Rating (00%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Spot Hidden (25%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
Cthulhu Mythos (00%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____ (EDU) <i>Language (Own)</i>	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Stealth (20%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> Disguise (05%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Law (05%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____ (10%) <i>Survival</i>	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> Dodge (half DEX)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Library Use (20%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Swim (20%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> Drive Auto (20%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Listen (20%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Throw (20%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> Elec. Repair (10%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Locksmith (01%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Track (10%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> Electronics (01%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Mech. Repair (10%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> Fast Talk (05%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Medicine (01%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> Fighting (Brawl) (25%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Natural World (10%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												
<input type="checkbox"/> _____ <i>Fighting</i>	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> Navigate (10%)	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<input type="checkbox"/> _____	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>												

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move <input type="checkbox"/>									
Brawl	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				1D3 + DB	1	-	-	-	Build <input type="checkbox"/>						
_____	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				_____	_____	_____	_____	_____	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			
Reg	Half	Fifth														
_____	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				_____	_____	_____	_____	_____	Damage Bonus <input type="checkbox"/>						
_____	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				_____	_____	_____	_____	_____							

MY STORY

BACKSTORY

<p>Personal Description _____</p> <p>_____</p> <p>_____</p> <p>Ideology & Beliefs _____</p> <p>_____</p> <p>_____</p> <p>Significant People _____</p> <p>_____</p> <p>_____</p> <p>Meaningful Locations _____</p> <p>_____</p> <p>_____</p> <p>Treasured Possessions _____</p> <p>_____</p> <p>_____</p>	<p>Traits _____</p> <p>_____</p> <p>_____</p> <p>Injuries & Scars _____</p> <p>_____</p> <p>_____</p> <p>Phobias & Manias _____</p> <p>_____</p> <p>_____</p> <p>Arcane Tomes & Spells _____</p> <p>_____</p> <p>_____</p> <p>Encounters with Strange Entities _____</p> <p>_____</p> <p>_____</p>
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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

