Modern Era Investigator

Name Mohamed (Abdel) Birthplace Old City Pronoun he/him

Occupation Salesman Residence Old City Age 27

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth
STR	60	30	12	SIZ	60	30	12
CON	90	45	18	POW	70	35	14
DEX	80	40	16	APP	80	40	16
INT (IDEA)	90	45	18	EDU (KNOW)	40	20	8

	Maximum	Current
Hit Points	15	
Magic Points	14	

	Starting	Current
Luck		

	Starting	Current	Insane
Sanity	89		17

Max Sanity 89 Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

Skills

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)	35	17	7
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)	75	37	15
☐ Climb (20%)			
☐ Computer Use (05%)			
Credit Rating (00%)			
Cthulhu Mythos (00%)	10	5	2
☐ Disguise (05%)			
☐ Dodge (half DEX)			
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Electronics (01%)			
☐ Fast Talk (05%)	50	25	10
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)	55	27	11
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ English (01%) *Language (Other)*	40	20	8
☐ _____			
☐ _____			
☐ Arabic (EDU) *Language (Own)*			
☐ Law (05%)			
☐ Library Use (20%)			
☐ Listen (20%)	50	25	10
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			
☐ Persuade (10%)	60	30	12
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)	41	20	8
☐ Psychology (10%)			
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)	50	25	10
☐ Spot Hidden (25%)	80	40	16
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

Combat

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

Move 8

Build 0

Dodge (Reg / Half / Fifth)

Damage Bonus 0

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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 ⅕ skill	Critical 01

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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