

MODERN ERA INVESTIGATOR

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



CHARACTERISTICS

STR	<input type="text"/> <small>Reg</small> <input type="text"/> <small>Half</small> <input type="text"/> <small>Fifth</small>	SIZ	<input type="text"/> <small>Reg</small> <input type="text"/> <small>Half</small> <input type="text"/> <small>Fifth</small>	Hit Points	<input type="text"/> <small>Maximum</small> <input type="text"/> <small>Current</small>
CON	<input type="text"/> <small>Reg</small> <input type="text"/> <small>Half</small> <input type="text"/> <small>Fifth</small>	POW	<input type="text"/> <small>Reg</small> <input type="text"/> <small>Half</small> <input type="text"/> <small>Fifth</small>	Magic Points	<input type="text"/> <small>Maximum</small> <input type="text"/> <small>Current</small>
DEX	<input type="text"/> <small>Reg</small> <input type="text"/> <small>Half</small> <input type="text"/> <small>Fifth</small>	APP	<input type="text"/> <small>Reg</small> <input type="text"/> <small>Half</small> <input type="text"/> <small>Fifth</small>	Luck	<input type="text"/> <small>Starting</small> <input type="text"/> <small>Current</small>
INT IDEA	<input type="text"/> <small>Reg</small> <input type="text"/> <small>Half</small> <input type="text"/> <small>Fifth</small>	EDU KNOW	<input type="text"/> <small>Reg</small> <input type="text"/> <small>Half</small> <input type="text"/> <small>Fifth</small>	Sanity	<input type="text"/> <small>Starting</small> <input type="text"/> <small>Current</small> <input type="text"/> <small>Insane</small>



Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SKILLS

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

COMBAT

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

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

Two columns of horizontal lines for writing, set against a background of marbled paper with orange, brown, and cream tones. The lines are evenly spaced and extend across the width of each column.