

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				
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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				
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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				
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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			
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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>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 (Rifle/Shotgun) (25%)	<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"/> Persuade (10%)	<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"/> Appraise (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"/> _____ (01%) <i>Firearms</i>	<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"/> _____ (01%) <i>Pilot</i>	<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"/> _____ (05%) <i>Art / Craft</i>	<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"/> History (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"/> Psychology (10%)	<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"/> Charm (15%)	<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"/> Jump (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"/> _____ (01%) <i>Science</i>	<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"/> Climb (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"/> _____ (01%) <i>Language (Other)</i>	<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"/> _____	<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"/> Computer Use (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"/> _____	<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"/> _____	<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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Credit Rating (00%)	<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"/> _____	<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"/> Sleight of Hand (10%)	<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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Cthulhu Mythos (00%)	<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"/> _____ (EDU) <i>Language (Own)</i>	<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"/> Spot Hidden (25%)	<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"/> Disguise (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"/> Law (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"/> Stealth (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			
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<input type="checkbox"/> Dodge (half 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				<input type="checkbox"/> Library Use (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"/> _____ (10%) <i>Survival</i>	<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"/> Drive Auto (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"/> Listen (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"/> Swim (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			
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<input type="checkbox"/> Elec. Repair (10%)	<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"/> Locksmith (01%)	<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"/> Throw (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			
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<input type="checkbox"/> Fast Talk (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"/> Medicine (01%)	<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"/> _____	<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"/> Fighting (Brawl) (25%)	<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"/> Natural World (10%)	<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"/> _____	<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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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"/>						

Two columns of horizontal lines for writing, set against a background of orange and brown marbled paper.