

# MODERN ERA INVESTIGATOR

Name Alex Birthplace Cincinnati Pronoun \_\_\_\_\_  
 Occupation Computer Programmer Residence Oxford Age 23



CHARACTERISTICS

STR	Reg: 40	Half: 20	Fifth: 8	SIZ	Reg: 50	Half: 25	Fifth: 10	Hit Points	Maximum: 10	Current: 10	
CON	Reg: 50	Half: 25	Fifth: 10	POW	Reg: 60	Half: 30	Fifth: 12	Magic Points	Maximum: 12	Current: 12	
DEX	Reg: 60	Half: 30	Fifth: 12	APP	Reg: 50	Half: 25	Fifth: 10	Luck	Starting: _____	Current: 40	
INT IDEA	Reg: 80	Half: 40	Fifth: 16	EDU KNOW	Reg: 80	Half: 40	Fifth: 16	Sanity	Starting: 60	Current: 60	Insane: 12



Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg: 15	Half: 7	Fifth: 3	<input type="checkbox"/> Firearms (Handgun) (20%)	Reg: 20	Half: 10	Fifth: 4	<input type="checkbox"/> Occult (05%)	Reg: 5	Half: 2	Fifth: 1
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12	5	<input type="checkbox"/> Persuade (10%)	10	5	2
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> None (01%)	1	0	0
<input type="checkbox"/> Archaeology (01%)	1	0	0	<i>Firearms</i>				<i>Pilot</i>			
<input type="checkbox"/> Baking (05%)	41	20	8	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
<i>Art / Craft</i>				<input type="checkbox"/> History (05%)	5	2	1	<input type="checkbox"/> Psychology (10%)	20	10	4
<input type="checkbox"/> Cooking	40	20	8	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Mathematics (01%)	75	37	15
<input type="checkbox"/> Climb (20%)	30	15	6	<input type="checkbox"/> Spanish (01%)	20	10	4	<i>Science</i>			
<input type="checkbox"/> Computer Use (05%)	75	37	15	<i>Language (Other)</i>				<input type="checkbox"/> None	1	0	0
Credit Rating (00%)	15	7	3	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> None	1	0	0
Cthulhu Mythos (00%)	0			<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> English (EDU)	70	35	14	<input type="checkbox"/> Spot Hidden (25%)	65	32	13
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<i>Language (Own)</i>				<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> Drive Auto (20%)	40	20	8	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> None (10%)	10	5	2
<input type="checkbox"/> Elec. Repair (10%)	50	25	10	<input type="checkbox"/> Library Use (20%)	70	35	14	<i>Survival</i>			
<input type="checkbox"/> Electronics (01%)	22	11	4	<input type="checkbox"/> Listen (20%)	40	20	8	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> None	1	0	0
<i>Fighting</i>				<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> None	1	0	0
				<input type="checkbox"/> Navigate (10%)	20	10	4	<input type="checkbox"/> None	1	0	0

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	8
Brawl	25 12 5	1D3 + DB	1	-	-	-	Build	0
							Dodge	Reg: 30 Half: 15 Fifth: 6
							Damage Bonus	0

## My Story

I grew up in Cincinnati, Ohio with my parents, my brother and my sister. With these people, I learned my enjoyment of baking when fundraising to take a student trip abroad. This fundraising was also where I first learned responsibility. I had to plan ahead to advertise what I would be making a week ahead of time and anticipate how much I would need to bake each week.

Another role that taught me leadership skills was my job as a Tennis coach for a summer camp. I learned to lead large groups of younger kids, helping them enjoy learning teamwork and athletic skills. Once I become a location leader, I was responsible for communicating with the group in charge of the camp and making on-site decisions to solve unexpected complications.

## Backstory

### Personal Description

I believe that everyone should work to reach their own goals and that the best way to do that is to collaborate. In a team, I bring communication and strategic organization

### Traits

Curious  
Attentive to details

### Ideology & Beliefs

Follow your interests  
Seek entertainment

### Injuries & Scars

### Significant People

My family (mother, father, brother, and sister)  
My girlfriend (Crystal)  
My close friends (Lukas, Josh, Megan, and Stana)

### Phobias & Manias

### Meaningful Locations

Cincinnati, Ohio (My hometown with my family)  
Oxford, Ohio (Where I live now and attend college)  
Huntsville, Alabama (Where I lived for the start of college)

### Arcane Tomes & Spells

### Treasured Possessions

### Encounters with Strange Entities

## Gear & Possessions

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Wealth

Spending Level \$200.00  
Cash \$600.00  
Assets \$15000.00

## Fellow Investigators

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_



Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

## Quick Reference Rules

### Skill & Characteristic Rolls

Level of Success:	Fumble	Fall	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	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