

MODERN ERA INVESTIGATOR

Name _____ Birthplace _____ Pronoun _____

Occupation _____ Residence _____ Age _____

Reg	Half	Fifth
STR		
CON		
DEX		
INT IDEA		

Reg	Half	Fifth	Maximum	Current
SIZ			Hit Points	
POW			Magic Points	
APP			Luck	
EDU KNOW			Sanity	



Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

Skills

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

Combat

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

