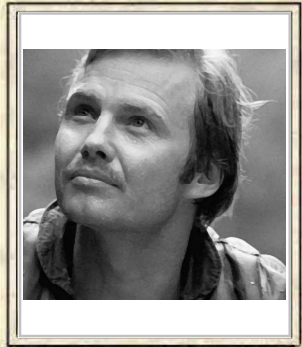


MODERN ERA INVESTIGATOR

Name Curt Kendrick Birthplace Seattle, WA Pronoun _____
 Occupation Ad Exec Residence Seattle, WA Age 32



CHARACTERISTICS	STR	Reg 40	Half 20	Fifth 8	SIZ	Reg 75	Half 37	Fifth 15	Hit Points	Maximum 13	Current 10
	CON	Reg 55	Half 27	Fifth 11	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current 15
	DEX	Reg 55	Half 27	Fifth 11	APP	Reg 60	Half 30	Fifth 12	Luck	Starting _____	Current 60
	INT IDEA	Reg 70	Half 35	Fifth 14	EDU KNOW	Reg 72	Half 36	Fifth 14	Sanity	Starting 60	Current _____



Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SKILLS	<input type="checkbox"/> Accounting (05%)	Reg 5	Half 2	Fifth 1	<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%)	25	12	5	<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"/> _____ (Firearms)	_____	_____	_____	<input type="checkbox"/> None (01%)	1	0	0
	<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> First Aid (30%)	45	22	9	<input type="checkbox"/> Pilot	_____	_____	_____
	<input type="checkbox"/> Sketching (05%) <i>Art / Craft</i>	50	25	10	<input type="checkbox"/> History (05%)	55	27	11	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
	<input type="checkbox"/> Ad Design	70	35	14	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Psychology (10%)	55	27	11
	<input type="checkbox"/> Charm (15%)	40	20	8	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Ride (05%)	5	2	1
	<input type="checkbox"/> Climb (20%)	45	22	9	<input type="checkbox"/> _____ (01%) <i>Language (Other)</i>	_____	_____	_____	<input type="checkbox"/> _____ (01%) <i>Science</i>	1	0	0
	<input type="checkbox"/> Computer Use (05%)	5	2	1	<input type="checkbox"/> _____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____
	Credit Rating (00%)	60	30	12	<input type="checkbox"/> _____	_____	_____	_____	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
	Cthulhu Mythos (00%)	0	_____	_____	<input type="checkbox"/> English (EDU) <i>Language (Own)</i>	50	25	10	<input type="checkbox"/> Spot Hidden (25%)	55	27	11
	<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Stealth (20%)	20	10	4
	<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Library Use (20%)	35	17	7	<input type="checkbox"/> Forest _____ (10%) <i>Survival</i>	30	15	6
	<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Listen (20%)	45	22	9	<input type="checkbox"/> Swim (20%)	45	22	9
	<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Throw (20%)	30	15	6
	<input type="checkbox"/> Electronics (01%)	_____	_____	_____	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	10	5	2
	<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> None	1	0	0
	<input type="checkbox"/> Fighting (Brawl) (25%)	30	15	6	<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> None	1	0	0
	<input type="checkbox"/> _____ <i>Fighting</i>	_____	_____	_____	<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> None	1	0	0

COMBAT	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	7
	Brawl	30 15 6	1D3 + DB	1	-	-	-	Build	0
	Swiss Army Knife	30 15 6	1D6	1	_____	_____	_____	Dodge	Reg 30 Half 15 Fifth 6
	_____	_____	_____	_____	_____	_____	_____	Damage Bonus	0

MY STORY

Ten years ago you and your buddies were hosting a coed party at a Lake Crescent cabin. During this party, your life-long friend Perry vanished without a trace.

Since then, you've all slowly drifted apart into separate, busy lives. After persistent badgering, you've all acquiesced to Ted's insistence on a backwoods canoeing

trip to rekindle your friendship and love for the Olympic Peninsula. It promises adventure, splendor, and new memories to fill the void left by Perry's startling disappearance.

Your daily life consists of working for a Seattle advertising firm owned by your wife's father. It's an unfulfilling grind.

BACKSTORY

Personal Description
Tall and trim. Boyishly youthful features accentuated by cleft chin and bright blue eyes.

Ideology & Beliefs
There has to be something more to life, and you're still looking for it. Nature is pure beauty, but you seldom get to enjoy it.

Significant People
Your college sweetheart and wife, Meg—one of the few spots of joy in your life, even though she seems more distant lately. Ted—you're so grateful he's doing this.

Meaningful Locations
The Olympic Peninsula, you haven't been out in the woods since Perry disappeared.

Treasured Possessions
Your Savinelli pipe. It's an Oom Paul with a luxurious curve to the stem.
Dad's swiss army knife. He didn't leave you much else.

GEAR & POSSESSIONS

Pipe and Tobacco _____ Swiss Army Knife _____
Wind-proof matches _____

Traits
Kind, practical, and easygoing. Often find yourself on the path of least resistance. Try to see the good in everyone.

Injuries & Scars
That metal plate in your collar bone—you haven't been rock climbing since.

Phobias & Manias
You're worried you're going to give up on living if you can't find a higher purpose.

Arcane Tomes & Spells

Encounters with Strange Entities

WEALTH

Spending Level \$40.00
Cash \$100.00
Assets \$1000.00

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble	Fail	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 $\geq \frac{1}{2}$ 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