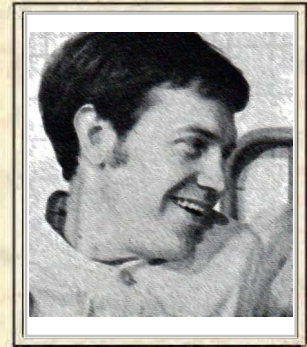


# MODERN ERA INVESTIGATOR

Name Donny Shows Birthplace Seattle, WA Pronoun \_\_\_\_\_  
 Occupation Talent Agent Residence Los Angeles, CA Age 33



CHARACTERISTICS	STR	Reg: 50	Half: 25	Fifth: 10	SIZ	Reg: 60	Half: 30	Fifth: 12	Hit Points	Maximum: 12	Current: _____
	CON	Reg: 60	Half: 30	Fifth: 12	POW	Reg: 50	Half: 25	Fifth: 10	Magic Points	Maximum: 10	Current: _____
	DEX	Reg: 75	Half: 37	Fifth: 15	APP	Reg: 55	Half: 27	Fifth: 11	Luck	Starting: _____	Current: _____
	INT IDEA	Reg: 70	Half: 35	Fifth: 14	EDU KNOW	Reg: 70	Half: 35	Fifth: 14	Sanity	50	0



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%)	36	18	7	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12	5	<input type="checkbox"/> Persuade (10%)	50	25	10
	<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%)	30	15	6	<input type="checkbox"/> Pilot	_____	_____	_____
	<input type="checkbox"/> Music (Guitar) (05%)	60	30	12	<input type="checkbox"/> History (05%)	5	2	1	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
	<input type="checkbox"/> _____ (Art / Craft)	_____	_____	_____	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Psychology (10%)	60	30	12
	<input type="checkbox"/> Charm (15%)	60	30	12	<input type="checkbox"/> Jump (20%)	40	20	8	<input type="checkbox"/> Ride (05%)	5	2	1
	<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> _____ (01%)	_____	_____	_____	<input type="checkbox"/> None (01%)	1	0	0
	<input type="checkbox"/> Computer Use (05%)	_____	_____	_____	<input type="checkbox"/> _____ (Language (Other))	_____	_____	_____	<input type="checkbox"/> _____	1	0	0
	Credit Rating (00%)	5	2	1	<input type="checkbox"/> _____	_____	_____	_____	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
	Cthulhu Mythos (00%)	0	_____	_____	<input type="checkbox"/> English (EDU)	50	25	10	<input type="checkbox"/> Spot Hidden (25%)	40	20	8
	<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Law (05%)	70	35	14	<input type="checkbox"/> Stealth (20%)	40	20	8
	<input type="checkbox"/> Dodge (half DEX)	37	18	7	<input type="checkbox"/> Library Use (20%)	30	15	6	<input type="checkbox"/> None (10%)	10	5	2
	<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Listen (20%)	60	30	12	<input type="checkbox"/> Survival	_____	_____	_____
	<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Swim (20%)	40	20	8
	<input type="checkbox"/> Electronics (01%)	_____	_____	_____	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Throw (20%)	20	10	4
	<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Track (10%)	10	5	2
	<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> _____	_____	_____	_____
	<input type="checkbox"/> _____ (Fighting)	_____	_____	_____	<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> _____	_____	_____	_____

COMBAT	Weapon	Brawl	25	12	5	Damage	1D3 + DB	# of Attacks	1	Range	-	Ammo	-	Malf.	-	Move	8
																Build	0
																Dodge	Reg: 37, Half: 18, Fifth: 7
																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 is a dream. You are an agent and producer for talented young musicians in Los Angeles.

## BACKSTORY

### Personal Description

Lean and rangy with a slender face and angular jawline. Soft, caring eyes with beaming smile. Callused fingertips from guitar strumming.

### Ideology & Beliefs

Don't believe in bad days. An obstacle is just an opportunity to grow. Music is the language of love—you still miss playing the clubs back home.

### Significant People

Curt Kendrick, he and his wife, Meg, helped you get cleaned up, off smack and into law school years ago.

### Meaningful Locations

Your talent agency office, you never imagined it would be so successful, so fast. And you get to help bring so many gifted artists to the public.

### Treasured Possessions

Your trusty Guild guitar—it's always by your side.

### Traits

Heart of gold. Easily befriends strangers. Never says no to a generous offer.

### Injuries & Scars

Long faded track marks.

### Phobias & Manias

When you get into a groove, you just can't stop until you see where the music takes you.

### Arcane Tomes & Spells

### Encounters with Strange Entities

## GEAR & POSSESSIONS

Your guitar \_\_\_\_\_ Good grass and rolling papers \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## 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