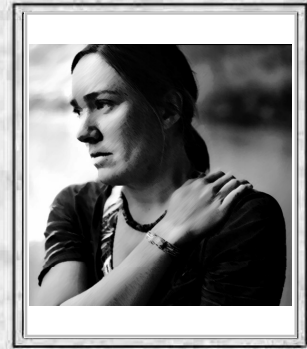


MODERN ERA INVESTIGATOR

Name Harlyn Evans Birthplace Leadville, CO Pronoun _____
 Occupation Backwoods Guide Residence Olympia, WA Age 27



CHARACTERISTICS

STR	Reg	80	Half	40	Fifth	16	SIZ	Reg	70	Half	35	Fifth	14	Hit Points	Maximum	14	Current	0			
	CON	Reg	75	Half	37	Fifth		15	POW	Reg	35	Half	17		Fifth	7	Magic Points	Maximum	7	Current	0
	DEX	Reg	70	Half	35	Fifth		14	APP	Reg	55	Half	27		Fifth	11	Luck	Starting		Current	0
	INT IDEA	Reg	60	Half	30	Fifth		12	EDU KNOW	Reg	50	Half	25		Fifth	10	Sanity	Starting	35	Current	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%)	1	0	0	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg	60	Half	30	Fifth	12	<input type="checkbox"/> Persuade (10%)	10	5	2						
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> _____ (05%)	1	0	0	<input type="checkbox"/> Canoe _____ (01%)	70	35	14									
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> _____ (05%)	5	2	1	<input type="checkbox"/> _____ (01%)	50	25	10									
<input type="checkbox"/> _____ (05%)	5	2	1	<input type="checkbox"/> _____ (05%)	5	2	1	<input type="checkbox"/> _____ (01%)	55	27	11									
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	40	20	8									
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> _____ (05%)	5	2	1	<input type="checkbox"/> _____ (01%)	1	0	0									
<input type="checkbox"/> Climb (20%)	55	27	11	<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	5	2	1									
<input type="checkbox"/> Computer Use (05%)	5	2	1	<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	1	0	0									
Credit Rating (00%)	5	2	1	<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	1	0	0									
Cthulhu Mythos (00%)	0			<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	1	0	0									
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	1	0	0									
<input type="checkbox"/> Dodge (half DEX)	35	17	7	<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	1	0	0									
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	1	0	0									
<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	1	0	0									
<input type="checkbox"/> Electronics (01%)				<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	1	0	0									
<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	1	0	0									
<input type="checkbox"/> Fighting (Brawl) (25%)	60	30	12	<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	1	0	0									
<input type="checkbox"/> _____ (05%)	1	0	0	<input type="checkbox"/> _____ (05%)	55	27	11	<input type="checkbox"/> _____ (01%)	1	0	0									

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	8
Brawl	60 30 12	1D3 + DB	1	-	-	-	Build	1
Camp Axe		1D6+1D4					Dodge	Reg 35 Half 17 Fifth 7
							Damage Bonus	+1D4

MY STORY

You recently relocated to Washington State from the rugged mountains of Colorado. You're not running, but you're glad not to be there anymore. Too many scrapes, scumbags, and petty squabbles.

You're doing some guide gigs here while you save up the cash to make your big move to Alaska. The other guides

here are decent, but seem to be a bit on the conservative side for your taste.

You've taken this weekend job to lead a bunch of city boys down the Lost River. It'll be easy money. You even found a couple locals to move the cars and save time.

BACKSTORY

Personal Description

Tall with sinewy muscles poorly concealed by rugged attire. Despite strength, move with easy athletic grace. Keen eyes set in wind-weathered face.

Ideology & Beliefs

You are a force in your right, resilient and unyielding to adversity. Not everyone has one it takes to really survive.

Significant People

It's been a while since you've had someone that you really cared about. You're not sure it's worth the trouble.

Meaningful Locations

Animas River—the wildest white water in Colorado
The bed of your pickup—where you sleep most nights when not in the woods

Treasured Possessions

Your camp axe—it's saved your tail a number of times, even if nobody believes the stories...

Traits

Laconic, sarcastic, and cynical. If someone is putting you in harm's way, you speak loudly. When the liquor flows, you quickly become the life of the party.

Injuries & Scars

Plenty, but they've never slowed you down.

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Good coffee _____
Camp axe _____
Tarp _____

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 100/96+	Fall > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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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