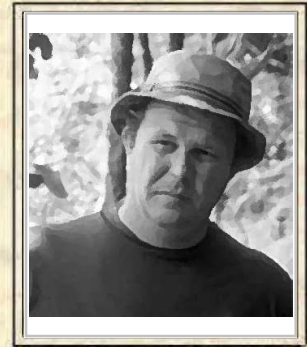


# MODERN ERA INVESTIGATOR

Name Larry Frippe Birthplace Seattle, WA Pronoun \_\_\_\_\_  
 Occupation Insurance Salesman Residence Tacoma, WA Age 33



CHARACTERISTICS	STR	Reg: 40	Half: 20	Fifth: 8	SIZ	Reg: 60	Half: 30	Fifth: 12	Hit Points	Maximum: 10	Current: 10
	CON	Reg: 45	Half: 22	Fifth: 9	POW	Reg: 60	Half: 30	Fifth: 12	Magic Points	Maximum: 12	Current: 15
	DEX	Reg: 65	Half: 32	Fifth: 13	APP	Reg: 45	Half: 22	Fifth: 9	Luck	Starting: _____	Current: 60
	INT IDEA	Reg: 80	Half: 40	Fifth: 16	EDU KNOW	Reg: 66	Half: 33	Fifth: 13	Sanity	Starting: 60	Current: _____



Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

SKILLS	<input type="checkbox"/> Accounting (05%)	Reg: 45	Half: 22	Fifth: 9	<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	_____	_____	_____	<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"/> _____ (05%)	5	2	1	<input type="checkbox"/> History (05%)	60	30	12	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
	<input type="checkbox"/> _____	_____	_____	_____	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Psychology (10%)	45	22	9
	<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Ride (05%)	5	2	1
	<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Russian _____ (01%)	25	12	5	<input type="checkbox"/> _____ (01%)	_____	_____	_____
	<input type="checkbox"/> Computer Use (05%)	5	2	1	<input type="checkbox"/> German _____	20	10	4	<input type="checkbox"/> _____	_____	_____	_____
	<input type="checkbox"/> Credit Rating (00%)	45	22	9	<input type="checkbox"/> _____	_____	_____	_____	<input type="checkbox"/> Sleight of Hand (10%)	30	15	6
	<input type="checkbox"/> Cthulhu Mythos (00%)	_____	_____	_____	<input type="checkbox"/> English _____ (EDU)	65	32	13	<input type="checkbox"/> Spot Hidden (25%)	40	20	8
	<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Stealth (20%)	30	15	6
	<input type="checkbox"/> Dodge (half DEX)	22	11	4	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> None _____ (10%)	10	5	2
	<input type="checkbox"/> Drive Auto (20%)	25	12	5	<input type="checkbox"/> Listen (20%)	55	27	11	<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%)	20	10	4
	<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%)	65	32	13	<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"/> None	_____	_____	_____	<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> _____	_____	_____	_____

COMBAT	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	8
	Brawl	25 12 5	1D3 + DB	1	-	-	-	Build	0
	_____	_____	_____	_____	_____	_____	_____	Dodge	Reg: 22 Half: 11 Fifth: 4
	_____	_____	_____	_____	_____	_____	_____	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

rip 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 hawking insurance, playing golf, and trying to keep your wife Dot happy.

## BACKSTORY

**Personal Description**  
An affable schlub with receding hairline and small, soft hands. Horrible technicolor fashion sense.

**Ideology & Beliefs**  
You're a student of history. Bad things happen to all people. Stay out of the way, hopefully it'll happen to someone else.

**Significant People**  
Donny—with all that rockstar money coming in, he's gotta be needing a lot of coverage. Houses, cars, earthquake!

**Meaningful Locations**  
The air-conditioned bar at your suburban country club.

**Treasured Possessions**  
All of them. But it's ok if they are lost or stolen, they're insured. Just a long as they aren't repossessed.

**Traits**  
Risk avoidant with low tolerance for discomfort. Gift of gab. Patronize you perceived lessers, but desperately want to fit in with peers.

**Injuries & Scars**  
You're too cautious for that.

**Phobias & Manias**  
Looking like a failure. Especially financially. And you'd really prefer not to drown on this trip.

**Arcane Tomes & Spells**

**Encounters with Strange Entities**

## GEAR & POSSESSIONS

Best life jacket money can buy A flashlight with plenty of extra batteries

## 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