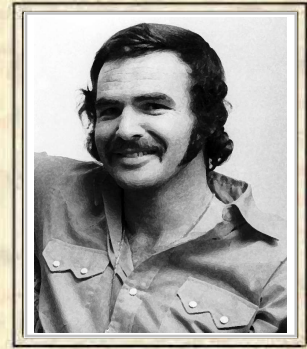


MODERN ERA INVESTIGATOR

Name Ted Brantly Birthplace Seattle, WA Pronoun _____
 Occupation Contractor Residence Portland, OR Age 36



CHARACTERISTICS	STR	Reg 85	Half 42	Fifth 17	SIZ	Reg 40	Half 20	Fifth 8	Hit Points	Maximum 11	Current 10
	CON	Reg 70	Half 35	Fifth 14	POW	Reg 55	Half 27	Fifth 11	Magic Points	Maximum 11	Current 15
	DEX	Reg 65	Half 32	Fifth 13	APP	Reg 70	Half 35	Fifth 14	Luck	Starting _____	Current 60
	INT IDEA	Reg 55	Half 27	Fifth 11	EDU KNOW	Reg 55	Half 27	Fifth 11	Sanity	Starting 75	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%)	1	0	0	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50	25	10	<input type="checkbox"/> Persuade (10%)	10	5	2
	<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> Archery	45	22	9	<input type="checkbox"/> Canoe (01%)	45	22	9
	<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> <i>Firearms</i> First Aid (30%)	40	20	8	<input type="checkbox"/> <i>Pilot</i> Psychoanalysis (01%)	1	0	0
	<input type="checkbox"/> _____ (05%)	5	2	1	<input type="checkbox"/> History (05%)	5	2	1	<input type="checkbox"/> Psychology (10%)	10	5	2
	<input type="checkbox"/> <i>Art / Craft</i> Carpentry	55	27	11	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
	<input type="checkbox"/> Charm (15%)	35	17	7	<input type="checkbox"/> Jump (20%)	22	11	4	<input type="checkbox"/> <i>Science</i> None (01%)	1	0	0
	<input type="checkbox"/> Climb (20%)	30	15	6	<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> _____			
	<input type="checkbox"/> Computer Use (05%)	5	2	1	<input type="checkbox"/> <i>Language (Other)</i> _____				<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"/> <i>Language (Own)</i> English (EDU)	50	25	10	<input type="checkbox"/> Spot Hidden (25%)	45	22	9
	<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)	32	16	6	<input type="checkbox"/> Library Use (20%)	35	17	7	<input type="checkbox"/> <i>Survival</i> Mountain (10%)	45	22	9
	<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Listen (20%)	40	20	8	<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%)	35	17	7
	<input type="checkbox"/> Electronics (01%)				<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	45	22	9
	<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> _____			
	<input type="checkbox"/> Fighting (Brawl) (25%)	50	25	10	<input type="checkbox"/> Natural World (10%)	50	25	10	<input type="checkbox"/> _____			
	<input type="checkbox"/> <i>Fighting</i> _____				<input type="checkbox"/> Navigate (10%)	45	22	9	<input type="checkbox"/> _____			

COMBAT	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	9
	Brawl	50 25 10	1D3 + DB	1	-	-	-	Build	1
	Bow and arrow	45 22 9	1D6+1/2DB					Dodge	Reg 32 Half 16 Fifth 6
								Damage Bonus	+1D4

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. You have discovered yourself in the outdoors, and recently purchased a cabin on Lake Crescent. It's time

for you and your life-long friends to reunite and get over the past. After months of persistent encouragement, they've finally agreed...on the condition that you hire an experienced guide. You certainly don't need one.

In your daily life, you're a successful building contractor beginning to move into the commercial space.

BACKSTORY

Personal Description

Gym toned physique wrapped in an overpriced wetsuit, winning smile and ravishing facial hair.

Ideology & Beliefs

Every adventure is an opportunity to prove that you're a winner. The great outdoors is where you draw your personal power driving your constant success.

Significant People

Your niece, Margo—good kid, adopted, but you're pretty sure your sister hasn't told her yet.

Meaningful Locations

The Honky Tonk on Ladie's Night. Your new cabin on Lake Crescent—you paid cash.

Treasured Possessions

Your silver arrow head pendant.

Traits

Fully inflated macho man, deeply prideful and dangerously cocky about skills as an outdoorsman

Injuries & Scars

Embarassingly, no scars. But this might just be the perfect opportunity!

Phobias & Manias

Despise looking weak, scared, or hesitant.

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

Bow & Arrow _____ Wet suit _____
 Can of Skol _____

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+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 0!
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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