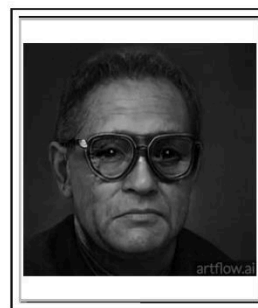


# MODERN ERA INVESTIGATOR

Name Francisco Ferdinando Birthplace Atibaia, SP Pronoun \_\_\_\_\_  
 Occupation Book Dealer Residence São Paulo, SP Age 55



## CHARACTERISTICS

STR	Reg 40	Half 20	Fifth 8	SIZ	Reg 45	Half 22	Fifth 9	Hit Points	Maximum 11	Current
CON	Reg 65	Half 32	Fifth 13	POW	Reg 40	Half 20	Fifth 8	Magic Points	Maximum 8	Current
DEX	Reg 40	Half 20	Fifth 8	APP	Reg 40	Half 20	Fifth 8	Luck	Starting	Current
INT	Reg 65	Half 32	Fifth 13	EDU	Reg 63	Half 31	Fifth 12	Sanity	Starting 40	Current 8



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 20	Half 10	Fifth 4
<input type="checkbox"/> Anthropology (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Persuade (10%)	Reg 10	Half 5	Fifth 2
<input type="checkbox"/> Appraise (05%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Firearms (Pilot)	Reg	Half	Fifth	<input type="checkbox"/> Pilot (01%)	Reg 1	Half 0	Fifth 0
<input type="checkbox"/> Archaeology (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> First Aid (30%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Psychoanalysis (01%)	Reg 1	Half 0	Fifth 0
<input type="checkbox"/> Art / Craft	Reg	Half	Fifth	<input type="checkbox"/> History (05%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Psychology (10%)	Reg 40	Half 20	Fifth 8
<input type="checkbox"/>	Reg	Half	Fifth	<input type="checkbox"/> Intimidate (15%)	Reg 15	Half 7	Fifth 3	<input type="checkbox"/> Ride (05%)	Reg 5	Half 2	Fifth 1
<input type="checkbox"/> Charm (15%)	Reg 15	Half 7	Fifth 3	<input type="checkbox"/> Jump (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Science (01%)	Reg 1	Half 0	Fifth 0
<input type="checkbox"/> Climb (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Spanish (01%)	Reg 36	Half 18	Fifth 7	<input type="checkbox"/>	Reg	Half	Fifth
<input type="checkbox"/> Computer Use (05%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Language (Other)	Reg	Half	Fifth	<input type="checkbox"/>	Reg	Half	Fifth
Credit Rating (00%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/>	Reg	Half	Fifth	<input type="checkbox"/> Sleight of Hand (10%)	Reg 10	Half 5	Fifth 2
Cthulhu Mythos (00%)	Reg	Half	Fifth	<input type="checkbox"/> Portuguese (EDU)	Reg 63	Half 31	Fifth 12	<input type="checkbox"/> Spot Hidden (25%)	Reg 40	Half 20	Fifth 8
<input type="checkbox"/> Disguise (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Law (05%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Stealth (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Dodge (half DEX)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Library Use (20%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Survival (10%)	Reg	Half	Fifth
<input type="checkbox"/> Drive Auto (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Listen (20%)	Reg 35	Half 17	Fifth 7	<input type="checkbox"/> Swim (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Elec. Repair (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/> Locksmith (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Throw (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Electronics (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Mech. Repair (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/> Track (10%)	Reg 10	Half 5	Fifth 2
<input type="checkbox"/> Fast Talk (05%)	Reg 57	Half 28	Fifth 11	<input type="checkbox"/> Medicine (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/>	Reg	Half	Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Natural World (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/>	Reg	Half	Fifth
<input type="checkbox"/> Fighting	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Navigate (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/>	Reg	Half	Fifth

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	5
							Build
							0
							Dodge
							30 15 6
							Damage Bonus
							0

## MY STORY

Francisco is the proud owner of The Old Woods store, a second-hand bookstore in São Paulo's Downtown which is known for having rare copies and well conserved first editions. It took him a long time to get where he is now and nobody helped him in the way.  
Has been living at the Métro since 2008, when he bought unit 31 in a public sale.

## BACKSTORY

**Personal Description**  
Overweight and short, has well-kept black hair and has no beard. Can't read without his brown rectangle glasses.  
Usually wears a suit over a t-shirt. Very modern.

**Ideology & Beliefs**  
There is always a better deal to be found.  
Kids these days are too entitled.

**Significant People**  
Orlando Santos, the groundskeeper, his only friend.

**Meaningful Locations**  
The Old Woods Bookstore

**Treasured Possessions**  
1st edition of The Posthumous Memoirs of Brás Cubas, by Machado de Assis.

**Traits**  
Slightly arrogant.

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes & Spells**

**Encounters with Strange Entities**

## GEAR & POSSESSIONS

## WEALTH

Spending Level  
Cash  
Assets

## 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 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  $\geq \frac{1}{2}$  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

# MODERN ERA INVESTIGATOR

Name Laura Matsuda Birthplace Ponta Grossa, PR Pronoun \_\_\_\_\_  
 Occupation Law student Residence São Paulo, SP Age 23



## CHARACTERISTICS

STR	Reg 40	Half 20	Fifth 8	SIZ	Reg 40	Half 20	Fifth 8	Hit Points	Maximum 10	Current
CON	Reg 65	Half 32	Fifth 13	POW	Reg 75	Half 37	Fifth 15	Magic Points	Maximum 15	Current
DEX	Reg 35	Half 17	Fifth 7	APP	Reg 50	Half 25	Fifth 10	Luck	Starting	Current
INT	Reg 75	Half 37	Fifth 15	EDU	Reg 80	Half 40	Fifth 16	Sanity	Starting 75	Current 15



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%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Persuade (10%)	Reg 10	Half 5	Fifth 2
<input type="checkbox"/> Appraise (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Firearms (Pistol)				<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> First Aid (30%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Psychoanalysis (01%)	Reg 1	Half 0	Fifth 0
<input type="checkbox"/> Art / Craft (05%)				<input type="checkbox"/> History (05%)	Reg 65	Half 32	Fifth 13	<input type="checkbox"/> Psychology (10%)	Reg 10	Half 5	Fifth 2
<input type="checkbox"/> Charm (15%)	Reg 15	Half 7	Fifth 3	<input type="checkbox"/> Intimidate (15%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Ride (05%)	Reg 5	Half 2	Fifth 1
<input type="checkbox"/> Climb (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Japanese (01%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Computer Use (05%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Language (Other)				<input type="checkbox"/> Sleight of Hand (10%)	Reg 10	Half 5	Fifth 2
Credit Rating (00%)	Reg 15	Half 7	Fifth 3	<input type="checkbox"/> Portuguese (EDU)	Reg 80	Half 40	Fifth 16	<input type="checkbox"/> Spot Hidden (25%)	Reg 75	Half 37	Fifth 15
Cthulhu Mythos (00%)				<input type="checkbox"/> Law (05%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Stealth (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Disguise (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Library Use (20%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	Reg 42	Half 21	Fifth 8	<input type="checkbox"/> Listen (20%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Swim (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Drive Auto (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Locksmith (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Throw (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Elec. Repair (10%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Mech. Repair (10%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Track (10%)	Reg 10	Half 5	Fifth 2
<input type="checkbox"/> Electronics (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Medicine (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> _____			
<input type="checkbox"/> Fast Talk (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Natural World (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Navigate (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting											

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 50	Half 25	Fifth 10	1D3 + DB	1	-	-

Build -1

Dodge Reg 42 Half 21 Fifth 8

Damage Bonus -1

## MY STORY

Born in the state of Paraná (south region of Brazil), from a conservative family of Asian descent. While not agreeing with their parents view of the world, Laura ended up complying with their wishes of turning her into an academic prodigy – since it would allow her to leave her house for more progressive places.

Having passed the university entrance exams with relative ease in 2013. She now attends the University of São Paulo Law School, where she found colleagues in the same moneyless situation as her. Together, they rented apartment 122. Since the condominium fees are still a little bit expensive, she decided to participate in the condo association board to get a much-needed discount.

## BACKSTORY

### Personal Description

Small girl of asian descent with a pixie cut dark hair.  
Wears of-brand clothes she buys from street vendors nearby. Wears a cat-eye red glasses.

### Traits

Has an intimidating resting bitch face. Don't like speaking to strangers.

### Ideology & Beliefs

Brazilian Law is a bourgeoisie instrument of oppression and must be reformed.  
Wants to become a Judge.

### Injuries & Scars

### Significant People

Her Bachan (grandmother), who still lives in Paraná.

### Phobias & Manias

### Meaningful Locations

### Arcane Tomes & Spells

### Treasured Possessions

The newspaper that published her approval in the university entrance exam.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

## WEALTH

Spending Level

Cash

Assets

## 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 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  $\geq \frac{1}{2}$  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

# MODERN ERA INVESTIGATOR

Name Maria Helena Carolhosa Birthplace Uberaba, MG Pronoun \_\_\_\_\_  
Occupation Military Police Residence São Paulo, SP Age 34



## CHARACTERISTICS

STR	Reg 70	Half 35	Fifth 14	SIZ	Reg 65	Half 32	Fifth 13	Hit Points	Maximum 10	Current
CON	Reg 40	Half 20	Fifth 8	POW	Reg 85	Half 42	Fifth 17	Magic Points	Maximum 17	Current
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 50	Half 25	Fifth 10	Luck	Starting 50	Current
INT	Reg 50	Half 25	Fifth 10	EDU	Reg 85	Half 42	Fifth 17	Sanity	Starting 85	Current 17



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 65	Half 32	Fifth 13	<input type="checkbox"/> Occult (05%)	Reg 5	Half 2	Fifth 1
<input type="checkbox"/> Anthropology (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Persuade (10%)	Reg 50	Half 25	Fifth 10
<input type="checkbox"/> Appraise (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Firearms (Pilot)	Reg	Half	Fifth	<input type="checkbox"/> Pilot (01%)	Reg 1	Half 0	Fifth 0
<input type="checkbox"/> Archaeology (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> First Aid (30%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Psychoanalysis (01%)	Reg 1	Half 0	Fifth 0
<input type="checkbox"/> Art / Craft	Reg	Half	Fifth	<input type="checkbox"/> History (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Psychology (10%)	Reg 65	Half 32	Fifth 13
<input type="checkbox"/> Charm (15%)	Reg 15	Half 7	Fifth 3	<input type="checkbox"/> Intimidate (15%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Ride (05%)	Reg 5	Half 2	Fifth 1
<input type="checkbox"/> Climb (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Jump (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Science	Reg	Half	Fifth
<input type="checkbox"/> Computer Use (05%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> English (01%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Sleight of Hand (10%)	Reg 10	Half 5	Fifth 2
Credit Rating (00%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Language (Other)	Reg	Half	Fifth	<input type="checkbox"/> Spot Hidden (25%)	Reg 75	Half 37	Fifth 15
Cthulhu Mythos (00%)	Reg	Half	Fifth	<input type="checkbox"/> Portuguese (EDU)	Reg 85	Half 42	Fifth 17	<input type="checkbox"/> Stealth (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Disguise (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Law (05%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Survival	Reg	Half	Fifth
<input type="checkbox"/> Dodge (half DEX)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Library Use (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Swim (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Drive Auto (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Listen (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Throw (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Elec. Repair (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/> Locksmith (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Track (10%)	Reg 10	Half 5	Fifth 2
<input type="checkbox"/> Electronics (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Mech. Repair (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/>	Reg	Half	Fifth
<input type="checkbox"/> Fast Talk (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Medicine (01%)	Reg 36	Half 18	Fifth 7	<input type="checkbox"/>	Reg	Half	Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Natural World (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/>	Reg	Half	Fifth
<input type="checkbox"/> Fighting	Reg	Half	Fifth	<input type="checkbox"/> Navigate (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/>	Reg	Half	Fifth

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg 50	Half 25	Fifth 10	1D3 + DB	1	-	8
.38 Taurus Revolver	Reg 65	Half 32	Fifth 13	1D10	1 (3)	15	1
	Reg	Half	Fifth				
	Reg	Half	Fifth				

Dodge ☐ Build ☐ Damage Bonus ☐ +1D4

## MY STORY

Maria Helena Carvalhosa comes from a family of military police officers (ostensible policing of public spaces and the maintenance of public order - a remnant of more authoritarian times). After 10 years in the force, she decided to take an unpaid leave to pursue a degree in Psychology, which she felt could add a lot to her career. She has never been happier.

The lack of a salary, however, forced her into living with her elderly aunt in apartment 55, who loves her immensely and is glad to have some company. Maria joined the association board to get the condo fee discount, which would reduce the burden on her auntie budget.

## BACKSTORY

### Personal Description

Average height, fit and fair skinned. Long and straight brown hair, always pulled back. Likes wearing polo shirts and black jeans.

### Traits

Talkative. Assumes everyone thinks like her.

### Ideology & Beliefs

A good criminal is a dead criminal, just like her father use to say.

The police exists to bring order to this chaotic world.

### Injuries & Scars

### Significant People

Her aunt Odete Carvalhosa.

### Phobias & Manias

### Meaningful Locations

### Arcane Tomes & Spells

### Treasured Possessions

A .38 revolver given by her father.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

.38 Taurus Revolver

## WEALTH

Spending Level

Cash

Assets

## 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 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  $\geq \frac{1}{2}$  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

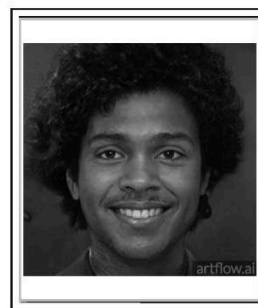
Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll



# MODERN ERA INVESTIGATOR

Name Ronaldo Oliveira Birthplace Feira de Santana, BA Pronoun \_\_\_\_\_  
Occupation Author Residence São Paulo Age 28



## CHARACTERISTICS

STR	Reg 55	Half 27	Fifth 11	SIZ	Reg 50	Half 25	Fifth 10	Hit Points	Maximum 9	Current
CON	Reg 45	Half 22	Fifth 9	POW	Reg 60	Half 30	Fifth 12	Magic Points	Maximum 12	Current
DEX	Reg 60	Half 30	Fifth 12	APP	Reg 40	Half 20	Fifth 8	Luck	Starting	Current
INT	Reg 60	Half 30	Fifth 12	EDU	Reg 80	Half 40	Fifth 16	Sanity	Starting	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 40	Half 20	Fifth 8
<input type="checkbox"/> Anthropology (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Persuade (10%)	Reg 60	Half 30	Fifth 12
<input type="checkbox"/> Appraise (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Firearms (Pistol)	Reg	Half	Fifth	<input type="checkbox"/> Pilot (01%)	Reg	Half	Fifth
<input type="checkbox"/> Archaeology (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> First Aid (30%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Psychoanalysis (01%)	Reg 1	Half 0	Fifth 0
<input type="checkbox"/> Literature (05%)	Reg 75	Half 37	Fifth 15	<input type="checkbox"/> History (05%)	Reg 50	Half 25	Fifth 10	<input type="checkbox"/> Psychology (10%)	Reg 60	Half 30	Fifth 12
<input type="checkbox"/> Art / Craft	Reg	Half	Fifth	<input type="checkbox"/> Intimidate (15%)	Reg 15	Half 7	Fifth 3	<input type="checkbox"/> Ride (05%)	Reg 5	Half 2	Fifth 1
<input type="checkbox"/> Cooking	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> Jump (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Science (01%)	Reg	Half	Fifth
<input type="checkbox"/> Charm (15%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Spanish (01%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Sleight of Hand (10%)	Reg 10	Half 5	Fifth 2
<input type="checkbox"/> Climb (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Language (Other)	Reg	Half	Fifth	<input type="checkbox"/> Spot Hidden (25%)	Reg 25	Half 12	Fifth 5
<input type="checkbox"/> Computer Use (05%)	Reg 15	Half 7	Fifth 3	<input type="checkbox"/> Portuguese (EDU)	Reg 80	Half 40	Fifth 16	<input type="checkbox"/> Stealth (20%)	Reg 20	Half 10	Fifth 4
Credit Rating (00%)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Law (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Survival (10%)	Reg	Half	Fifth
Cthulhu Mythos (00%)	Reg	Half	Fifth	<input type="checkbox"/> Library Use (20%)	Reg 60	Half 30	Fifth 12	<input type="checkbox"/> Swim (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Disguise (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Listen (20%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> Throw (20%)	Reg 20	Half 10	Fifth 4
<input type="checkbox"/> Dodge (half DEX)	Reg 30	Half 15	Fifth 6	<input type="checkbox"/> Locksmith (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> Track (10%)	Reg 10	Half 5	Fifth 2
<input type="checkbox"/> Drive Auto (20%)	Reg 20	Half 10	Fifth 4	<input type="checkbox"/> Mech. Repair (10%)	Reg 45	Half 22	Fifth 9	<input type="checkbox"/> _____	Reg	Half	Fifth
<input type="checkbox"/> Elec. Repair (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/> Medicine (01%)	Reg 1	Half 0	Fifth 0	<input type="checkbox"/> _____	Reg	Half	Fifth
<input type="checkbox"/> Electronics (01%)	Reg	Half	Fifth	<input type="checkbox"/> Natural World (10%)	Reg 40	Half 20	Fifth 8	<input type="checkbox"/> _____	Reg	Half	Fifth
<input type="checkbox"/> Fast Talk (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Navigate (10%)	Reg 10	Half 5	Fifth 2	<input type="checkbox"/> _____	Reg	Half	Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg 25	Half 12	Fifth 5								
<input type="checkbox"/> Fighting	Reg	Half	Fifth								

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	25 12 5	1D3 + DB	1	-	-	-	9
							Build
							0
							Dodge
							30 15 6
							Damage Bonus
							0

## MY STORY

Ronaldo was born in a middle-class family in Feira de Santana, Bahia (north-east region). He graduated from the Federal University of Bahia with a degree in Literature. Dreams of becoming a writer, but his works haven't achieved relevant success yet. He came to São Paulo to better expose his works and ended up as a literature and writing teacher in private and prep schools.

The pay is not that bad, which allows him to rent unit 101 of the Métro.

He thinks the condo fees are too much for what it offers and joined the board of the association to try to convince others of lowering it.

## BACKSTORY

### Personal Description

Dark skin and short afro hair – of which he is very proud of. Likes to wear denim shirts and khaki trousers. Follows the fashion trends of the younger folk.

### Traits

Friendly, loves to help others.

Doesn't like to spend money - he's a penny pincher!

### Ideology & Beliefs

Everyone should have an opportunity in life.

### Injuries & Scars

### Significant People

All of his students.

### Phobias & Manias

### Meaningful Locations

The city where he was born - Feira de Santana, Bahia

### Arcane Tomes & Spells

### Treasured Possessions

### Encounters with Strange Entities

## GEAR & POSSESSIONS

## WEALTH

Spending Level

Cash

Assets

## 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 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  $\geq \frac{1}{2}$  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