

MODERN ERA INVESTIGATOR

Name Rory Gilmore Birthplace Hartford, CT Pronoun She
Occupation Student Residence Stars Hollow, CT Age 20



CHARACTERISTICS
STR 40 20 8 SIZ 50 25 10 Hit Points 10 10
CON 50 25 10 POW 60 30 12 Magic Points 12 12
DEX 50 25 10 APP 60 30 12 Luck 45 45
INT 70 35 14 EDU 80 40 16 Sanity 60 50 70



Max Sanity 60 Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS
☐ Accounting (05%) 5 2 1 ☐ Firearms (Handgun) (20%) 20 10 4 ☐ Occult (05%) 5 2 1
☐ Anthropology (01%) 1 0 0 ☐ Firearms (Rifle/Shotgun) (25%) 25 12 5 ☐ Persuade (10%) 10 5 2
☐ Appraise (05%) 5 2 1 ☐ First Aid (30%) 30 15 6 ☐ Pilot (01%) 1 0 0
☐ Archaeology (01%) 1 0 0 ☐ History (05%) 50 25 10 ☐ Psychoanalysis (01%) 1 0 0
☐ Art / Craft 5 2 1 ☐ Intimidate (15%) 15 7 3 ☐ Ride (05%) 5 2 1
☐ Charm (15%) 35 17 7 ☐ Jump (20%) 20 10 4 ☐ Natural Sciences (01%) 21 10 4
☐ Climb (20%) 20 10 4 ☐ Spanish (01%) 40 20 8 ☐ Science 5 2 1
☐ Computer Use (05%) 60 30 12 ☐ French 40 20 8 ☐ Sleight of Hand (10%) 10 5 2
Credit Rating (00%) 60 30 12 ☐ Latin 40 20 8 ☐ Spot Hidden (25%) 25 12 5
Cthulhu Mythos (00%) 0 0 0 ☐ English (EDU) 80 40 16 ☐ Stealth (20%) 20 10 4
☐ Disguise (05%) 5 2 1 ☐ Law (05%) 25 12 5 ☐ Survival 5 2 1
☐ Dodge (half DEX) 25 12 5 ☒ Library Use (20%) 70 35 14 ☐ Swim (20%) 20 10 4
☐ Drive Auto (20%) 50 25 10 ☐ Listen (20%) 40 20 8 ☐ Throw (20%) 20 10 4
☐ Elec. Repair (10%) 10 5 2 ☐ Locksmith (01%) 1 0 0 ☐ Track (10%) 10 5 2
☐ Electronics (01%) 1 0 0 ☐ Mech. Repair (10%) 10 5 2 ☐ 1 0 0
☐ Fast Talk (05%) 5 2 1 ☐ Medicine (01%) 1 0 0 ☐ 1 0 0
☐ Fighting (Brawl) (25%) 25 12 5 ☐ Natural World (10%) 50 25 10 ☐ 50 25 10
☐ Fighting 1 0 0 ☐ Navigate (10%) 10 5 2 ☐ 10 5 2

COMBAT
Weapon Brawl Skill 25 12 5 Damage 1D3 + DB # of Attacks 1 Range - Ammo - Malf. - Move 8
Build 0 Dodge 25 12 5 Damage Bonus None

MY STORY

Raised by Lordei
Dreams of being a foreign
correspondent
Dated Dean and Jesse
Chose to study at Yale over Harvard

BACKSTORY

Personal Description Slight, straight Traits Geeky, neurotic, bad
brown hair decision maker

Ideology & Beliefs Studios, believes
world owes her something

Significant People Lordei, Paris, Dean,
Jesse, Luke, Emily, Richard,
Lane

Meaningful Locations Stars Hollow, Luke's
Diner, Independence Inn, Yale

Treasured Possessions Walkman, books

GEAR & POSSESSIONS

Cell phone
Books (5)
Walkman + CDs
10% 10% off Dangers

WEALTH

Spending Level
Cash
Assets

FELLOW INVESTIGATORS

Char. Lordei Gilmore
Player Comie

Char. Player

Char. Player

Char. Player

Char. Player

Char. Player



QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success: Fumble 100-95+ Fail 95-80 Regular 80-65 Hard 65-50 Extreme 50-35 Critical 35-20

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 1HP per day
Natural Heal rate (Major Wound): weekly healing roll