



MIDNIGHT OF  
THE CENTURY

## INVESTIGATOR DOSSIER

PLAYER NAME

ROLL 3D6 FOR EACH STAT, SWAP ANY TWO

	CURRENT	MAX
<b>BODY</b>		
<b>MIND</b>		
<b>WILL</b>		

EXHAUSTED (PG. 10) ○

ROLL FOR TRAITS (PG. 5)

DOOM PHASE AND DIFFICULTY (PG. 9)

**DAWN 1** ○

**MIDDAY 2** ○

**DUSK 3** ○

**MIDNIGHT 4** ○

ROLL FOR... (PG. 4)

CONNECTION

HAVEN

VEHICLE

NAME (PG. 5)

AGE (30+4D6)

PRONOUNS

CHOOSE YOUR SPECIALISM (PG. 6)

### PROFILER ○

STAT BONUS

+2 Mind

EQUIPMENT

Photo of Connection, painkillers, latex gloves.

PROFILER SKILLS

#### GLIMPSE (MIND)

See what the killer sees.

#### PROFILE (MIND)

Generate a psychological profile of your suspect.

### OCCULTIST ○

STAT BONUS

+2 Will

EQUIPMENT

Sigil, cigarettes and matches, lockpick, tarot cards.

OCCULTIST SKILLS

#### COMMUNE (WILL)

Attempt to speak to the dead

#### HERALD (WILL)

Fleeting vision of the past, present, or future.

OTHER EQUIPMENT

CONDITIONS GAINED VIA FRACTURE (PG. 8)

  
  
  
  

INVESTIGATION NOTES

