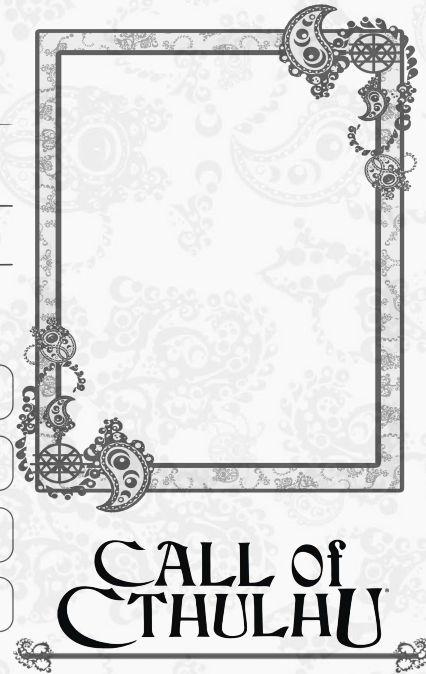


Amor Fati
1907 Investigator

Name _____ Birthplace _____ Pronoun _____
Occupation _____ Residence _____ Age _____

Characteristics	STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current
	CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current
	DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current
	INT	Reg	Half	Fifth	EDU	Reg	Half	Fifth	Sanity	Starting	Current
	IDEA	Reg	Half	Fifth	KNOW	Reg	Half	Fifth		Starting	Current



CALL of CTHULHU

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

		Reg	Half	Fifth			Reg	Half	Fifth			Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)					<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)					<input type="checkbox"/> Persuade (10%)				
<input type="checkbox"/> Anthropology (01%)					<input type="checkbox"/> _____					<input type="checkbox"/> _____ (01%)				
<input type="checkbox"/> Appraise (05%)					<i>Firearms</i>					<i>Pilot</i>				
<input type="checkbox"/> Archaeology (01%)					<input type="checkbox"/> First Aid (30%)					<input type="checkbox"/> Psychoanalysis (01%)				
<input type="checkbox"/> _____ (05%)					<input type="checkbox"/> History (05%)					<input type="checkbox"/> Psychology (10%)				
<i>Art / Craft</i>					<input type="checkbox"/> Intimidate (15%)					<input type="checkbox"/> Ride (05%)				
<input type="checkbox"/> _____					<input type="checkbox"/> Jump (20%)					<input type="checkbox"/> _____ (01%)				
<input type="checkbox"/> Charm (15%)					<input type="checkbox"/> _____ (01%)					<i>Science</i>				
<input type="checkbox"/> Climb (20%)					<i>Language (Other)</i>					<input type="checkbox"/> _____				
<input type="checkbox"/> Credit Rating (00%)					<input type="checkbox"/> _____					<input type="checkbox"/> Sleight of Hand (10%)				
<input type="checkbox"/> Cthulhu Mythos (00%)					<input type="checkbox"/> _____ (EDU)					<input type="checkbox"/> Spot Hidden (25%)				
<input type="checkbox"/> Disguise (05%)					<i>Language (Own)</i>					<input type="checkbox"/> Stealth (20%)				
<input type="checkbox"/> Dodge (half DEX)					<input type="checkbox"/> Law (05%)					<input type="checkbox"/> _____ (10%)				
<input type="checkbox"/> Drive Auto (20%)					<input type="checkbox"/> Library Use (20%)					<i>Survival</i>				
<input type="checkbox"/> Elec. Repair (10%)					<input type="checkbox"/> Listen (20%)					<input type="checkbox"/> Swim (20%)				
<input type="checkbox"/> Fast Talk (05%)					<input type="checkbox"/> Locksmith (01%)					<input type="checkbox"/> Throw (20%)				
<input type="checkbox"/> Fighting (Brawl) (25%)					<input type="checkbox"/> Mech. Repair (10%)					<input type="checkbox"/> Track (10%)				
<input type="checkbox"/> _____					<input type="checkbox"/> Medicine (01%)					<input type="checkbox"/> _____				
<i>Fighting</i>					<input type="checkbox"/> Natural World (10%)					<input type="checkbox"/> _____				
<input type="checkbox"/> _____					<input type="checkbox"/> Navigate (10%)					<input type="checkbox"/> _____				
<input type="checkbox"/> Firearms (Handgun) (20%)					<input type="checkbox"/> Occult (05%)					<input type="checkbox"/> _____				

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	Build
							Dodge
							Damage Bonus

Reg

Half

Fifth



My Story

Backstory

Personal Description

Traits

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

Gear & Possessions

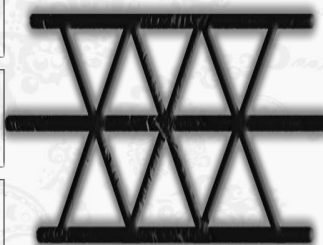
Wealth

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 ≥ 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





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