Amor Fati

1907 Investigator

Name George "Artie" Ames | Birthplace New Jersey | Pronoun he

Occupation coachman ** | Residence Chicago, ILL. | Age 58

Characteristics

	Reg	Half	Fifth
STR	65	32	13
CON	65	32	13
DEX	65	32	13
INT (IDEA)	45	22	9
SIZ	65	32	13
POW	40	20	8
APP	50	25	10
EDU (KNOW)	45	22	9

	Maximum	Current
Hit Points	13	
Magic Points	8	

	Starting	Current
Luck	70	

	Starting	Current	Insane
Sanity	40		8

CALL of CTHULHU

Max Sanity 97 | Temporary Insanity ☐ | Indefinite Insanity ☐ | Major Wound ☐ | Unconscious ☐ | Dying ☐

Skills

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____ *Art / Craft*			
☐ Charm (15%)	45	22	9
☐ Climb (20%)	25	12	5
Credit Rating (00%)	15	7	3
Cthulhu Mythos (00%)	2	1	0
☐ Disguise (05%)			
☐ Dodge (half DEX)	40	20	8
☐ Drive Auto (20%)	65	32	13
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)	70	35	14
☐ _____ *Fighting*			
☐ _____ *Fighting*			
☐ Firearms (Handgun) (20%)	55	27	11
☐ Firearms (Rifle/Shotgun) (25%)	55	27	11
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)			
☐ Intimidate (15%)	40	20	8
☐ Jump (20%)			
☐ Read Lips (English) (01%) *Language (Other)*	55	27	11
☐ _____ *Language (Other)*			
☐ _____ (EDU) *Language (Own)*			
☐ Law (05%)	35	17	7
☐ Library Use (20%)	40	20	8
☐ Listen (20%)			
☐ Locksmith (01%)			
☐ Mech. Repair (10%)	45	22	9
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)	70	35	14
☐ Occult (05%)	25	12	5
☐ Persuade (10%)	40	20	8
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)	35	17	7
☐ Psychology (10%)	40	20	8
☐ Ride (05%)	35	17	7
☐ Animal Handling (01%) *Science*	20	10	4
☐ _____ *Science*			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	55	27	11
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)	30	15	6
☐ Track (10%)	35	17	7
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill	Reg	Half	Fifth	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		70	35	14	1D3 + DB	1	–	–	–
revolver		55	27	11	1D10	1 (3)	15 yds	8	99

Move 6

Build 1

Dodge Reg 40 | Half 20 | Fifth 8

Damage Bonus +1D4

My Story

** A coachman in Chicago for over twenty years, one particular incident was a fare to remember, introducing you to mythos creatures and landing you an offer of secret employ with the Paisley Foundation. That's where the scars on your back came from, but you are reluctant to bring up such a troubling tale. You much prefer the daily life of a coachman who owns two pesky mares. And while you are on-call as an agent of the Paisley Foundation, they tend to use you only for transport. See George "Artie" Ames' backstory information for more details.

Pulp Talents:

•Lucky Draw–spend 10 Luck=find common object you seek

• Brick Wall – bonus die to CON rolls & to maintain grapple, spend 10 Luck & shrug off affects of major wound

Backstory

Personal Description

Sturdy and burly, you are always in your coachman's uniform and usually wear the top hat.

Traits

Quick to smile, overly friendly, drives a fast carriage.

Ideology & Beliefs

You live by the motto: "Be nice to people and they're usually nice back. And, if not, that's what weapons are for."

Injuries & Scars

There are scars on your back that you prefer not to talk about.

Significant People

family in Graniteville, Vermont and Fort Worth, Texas

Phobias & Manias

Not fond of cats or insects. Less of a phobia and more of a "You stay on your side and I'll stay on mine."

Meaningful Locations

Chicago -- it's your city.

Arcane Tomes & Spells

Treasured Possessions

A pocket watch with an Elder Sign on it.

Encounters with Strange Entities

One encounter with the large panther-like cryptid five years ago, and a more recent scuffle with a vampiric sheet, to name a few.

Gear & Possessions

* pocket knife
* a revolver
* cigarettes & matches
* carrots & sugar cubes
* gold pocket watch marked with Elder Sign

Wealth

Spending Level

Cash

Assets

Despite your low credit rating, everything is paid for by the Paisley Foundation. Purchase anything reasonable.

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	Etreme ⅕ skill	Critical 01

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

George “Artie” Ames’ backstory information

Your mind must’ve wandered, because you blink and have to remember where you are and what you’re doing. A quick glance at your gold pocket watch reminds you of the time, the day, and your mission. It’s the 7th of October, 1907. Your current job is to transport this Maddox person to Dearborn Train Station to pick up some lady. Maddox is pretty quiet, but even that tells you something. Despite hiding it well, you’re fairly sure Maddox feels the need to make a good impression on the lady you're picking up.

You give the friendlier mare beside you a companionable pat as the rain patters down. Damn rain sure makes things harder. You thought you’d gotten used to the Chicago rain all the years you’ve lived here, but the wet just never seems to get out of the tack and you know the next few days’ll be long ones in need of your particular skills.

A coachman by trade, you’ve driven people all over Chicago. No one knows the city better. It’s one of the reasons the Paisley Foundation started using you for regular transport.

There was a murder recently nearby. Police have been coming by to ask questions, and a nosy reporter, too, but you’re just a coachman. That means not making mention of the murder, or what you see or hear as a coachman, because you answer to other authorities.

Details you keep secret: You are an agent of the Paisley Foundation. What started off as being a regular customer turned into a job offer with all of the training that went with being an agent. You’re fair as one of their agents, excellent at keeping things in-house, and even better at not letting anyone know you are a Paisley Foundation agent.

See, their agents are the feet on the street. Most of the time, you’re in the coachman’s seat. You see and hear everything from your visible occupation and can report back to the Paisley Foundation Corners – those four who run the place – who then plot their next moves. You are integral to the smooth running of the organization and you take great pride in being so valued.

Sometimes you see too much and need time off, but that’s the regular with the Paisley Foundation. A while back, you helped wrestle a panther cryptid and don’t care much for cats anymore. Bugs either. Not afraid of them. Just… Keep your distance. Suspicious of black satin also, after helping Mr. Young tear the vampiric sheet off young Mr. Doud, before the kid ever knew about the Paisley Foundation or became their vice president.

You know Maddox is not associated with the Paisley Foundation, but that their plan is to let people assume so. Vice President Doud and President Young are the top men of the Paisley Foundation and told you to go along with it. You don’t know precisely why but it probably has something to do with the cult that has reared its head this past month. You heard a whisper from Secretary Midsommer that this Maddox person was also having issues with the Followers of Fate cult.

Maddox does not know you are an agent. Your orders are to carry on as a coachman, as Maddox is in need of transportation, and learn all you can about the secretive person while assisting as needed.

Knowledge:
Navigating the city
Hiding your agent status
People skills
Where to find practically anything