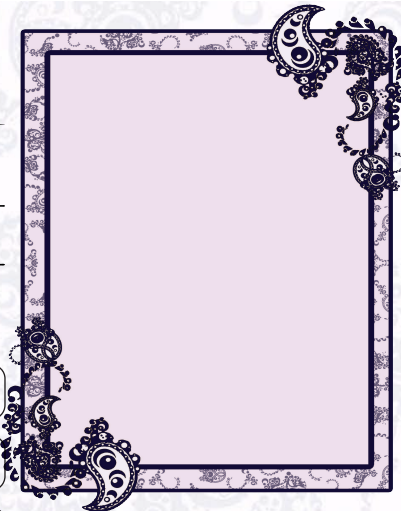




Amor Fati

1920s 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

IDEA

EDU

Reg	Half	Fifth

KNOW

Sanity

Starting	Current	Insane

CALL of CTHULHU

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

Skills

☐ Accounting (05%)

Reg	Half	Fifth

☐ Firearms (Rifle/Shotgun) (25%)

Reg	Half	Fifth

☐ Persuade (10%)

Reg	Half	Fifth

☐ Anthropology (01%)

Reg	Half	Fifth

☐ Firearms (01%)

Reg	Half	Fifth

☐ Pilot (01%)

Reg	Half	Fifth

☐ Appraise (05%)

Reg	Half	Fifth

☐ First Aid (30%)

Reg	Half	Fifth

☐ Psychoanalysis (01%)

Reg	Half	Fifth

☐ Archaeology (01%)

Reg	Half	Fifth

☐ History (05%)

Reg	Half	Fifth

☐ Psychology (10%)

Reg	Half	Fifth

☐ _____ (05%)

Reg	Half	Fifth

☐ Intimidate (15%)

Reg	Half	Fifth

☐ Ride (05%)

Reg	Half	Fifth

☐ Art / Craft

Reg	Half	Fifth

☐ Jump (20%)

Reg	Half	Fifth

☐ _____ (01%)

Reg	Half	Fifth

☐ Charm (15%)

Reg	Half	Fifth

☐ _____ (01%)

Reg	Half	Fifth

☐ Science

Reg	Half	Fifth

☐ Climb (20%)

Reg	Half	Fifth

☐ Language (Other)

Reg	Half	Fifth

☐ _____

Reg	Half	Fifth

Credit Rating (00%)

Reg	Half	Fifth

☐ _____

Reg	Half	Fifth

☐ Sleight of Hand (10%)

Reg	Half	Fifth

Cthulhu Mythos (00%)

Reg	Half	Fifth

☐ _____ (EDU)

Reg	Half	Fifth

☐ Spot Hidden (25%)

Reg	Half	Fifth

☐ Disguise (05%)

Reg	Half	Fifth

☐ Law (05%)

Reg	Half	Fifth

☐ Stealth (20%)

Reg	Half	Fifth

☐ Dodge (half DEX)

Reg	Half	Fifth

☐ Library Use (20%)

Reg	Half	Fifth

☐ _____ (10%)

Reg	Half	Fifth

☐ Drive Auto (20%)

Reg	Half	Fifth

☐ Listen (20%)

Reg	Half	Fifth

☐ Swim (20%)

Reg	Half	Fifth

☐ Elec. Repair (10%)

Reg	Half	Fifth

☐ Locksmith (01%)

Reg	Half	Fifth

☐ Throw (20%)

Reg	Half	Fifth

☐ Fast Talk (05%)

Reg	Half	Fifth

☐ Mech. Repair (10%)

Reg	Half	Fifth

☐ Track (10%)

Reg	Half	Fifth

☐ Fighting (Brawl) (25%)

Reg	Half	Fifth

☐ Medicine (01%)

Reg	Half	Fifth

☐ _____

Reg	Half	Fifth

☐ _____

Reg	Half	Fifth

☐ Natural World (10%)

Reg	Half	Fifth

☐ _____

Reg	Half	Fifth

☐ Fighting

Reg	Half	Fifth

☐ Navigate (10%)

Reg	Half	Fifth

☐ _____

Reg	Half	Fifth

☐ Firearms (Handgun) (20%)

Reg	Half	Fifth

☐ Occult (05%)

Reg	Half	Fifth

☐ _____

Reg	Half	Fifth

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move						
Brawl	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				1D3 + DB	1	-	-	-	<input type="checkbox"/>
Reg	Half	Fifth											
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	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth									<input type="checkbox"/>
Reg	Half	Fifth											

Build ☐

Dodge

Reg	Half	Fifth

Damage Bonus ☐



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



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