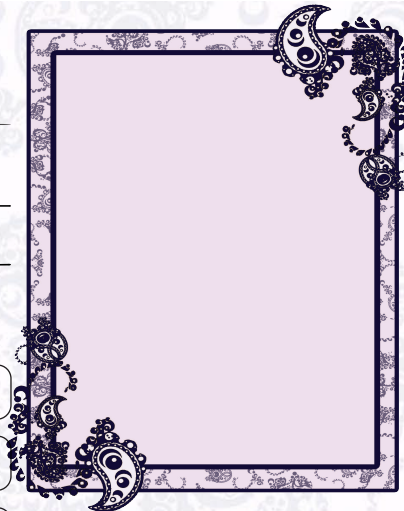


*Amor Fati*  
1920s Investigator

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	EDU	Reg	Half	Fifth	Sanity	Starting	Current
	IDEA				KNOW						



# CALL of CTHULHU

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

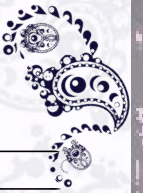
		Reg	Half	Fifth			Reg	Half	Fifth			Reg	Half	Fifth
Skills	<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> Persuade (10%)					
	<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> _____ <i>Firearms</i>				<input type="checkbox"/> _____ (01%)					
	<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychoanalysis (01%)					
	<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Psychology (10%)					
	<input type="checkbox"/> _____ (05%) <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>Language (Other)</i>				<input type="checkbox"/> _____ <i>Science</i>					
	<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> _____				<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) <i>Language (Own)</i>				<input type="checkbox"/> Spot Hidden (25%)					
	<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)					
	<input type="checkbox"/> Dodge (half DEX)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> _____ (10%) <i>Survival</i>					
	<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)					
	<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)					
	<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)					
	<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____					
<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"/> _____						

	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	<input type="text"/>	<input type="text"/>	1D3 + DB	1	-	-	-	Build <input type="text"/>
	<input type="text"/>	<input type="text"/>						Dodge <input type="text"/> Reg <input type="text"/> Half <input type="text"/> Fifth <input type="text"/>
	<input type="text"/>	<input type="text"/>						
	<input type="text"/>	<input type="text"/>						Damage Bonus <input type="text"/>





## My Story




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## Backstory

Personal Description

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Traits

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Ideology & Beliefs

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Injuries & Scars

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Significant People

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Phobias & Manias

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Meaningful Locations

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Arcane Tomes & Spells

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Treasured Possessions

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Encounters with Strange Entities

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## Gear & Possessions

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## Wealth

Spending Level

Cash

Assets

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## 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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