Amor Fati

1920s Investigator

Name Hyacinth Clarke | Birthplace London, England | Pronoun she

Occupation librarian | Residence Arkham, Mass. | Age 25

Characteristics

	Reg	Half	Fifth
STR	55	27	11
CON	50	25	10
DEX	30	15	6
INT (IDEA)	60	30	12
SIZ	50	25	10
POW	75	37	15
APP	65	32	13
EDU (KNOW)	65	32	13

	Maximum	Current
Hit Points	10	
Magic Points	15	

	Starting	Current	Insane
Luck	67		
Sanity	75		15

CALL of CTHULHU

Max Sanity 98 | Temporary Insanity ☐ | Indefinite Insanity ☐ | Major Wound ☐ | Unconscious ☐ | Dying ☐

Skills

Skill	Reg	Half	Fifth
☐ Accounting (05%)	30	15	6
☐ Anthropology (01%)	15	7	3
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ singing (05%) *Art / Craft*	20	10	4
☐ _____ *Art / Craft*			
☐ Charm (15%)	30	15	6
☐ Climb (20%)	25	12	5
Credit Rating (00%)	30	15	6
Cthulhu Mythos (00%)	1	0	0
☐ Disguise (05%)			
☐ Dodge (half DEX)	15	7	3
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)	45	22	9
☐ machete *Fighting*	45	22	9
☐ _____ *Fighting*			
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)	35	17	7
☐ _____ (01%) *Firearms*			
☐ First Aid (30%)			
☐ History (05%)	50	25	10
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ Latin (01%) *Language (Other)*	30	15	6
☐ _____ *Language (Other)*			
☐ _____ (EDU) *Language (Own)*			
☐ Law (05%)			
☐ Library Use (20%)	70	35	14
☐ Listen (20%)	55	27	11
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)	35	17	7
☐ Navigate (10%)			
☐ Occult (05%)	40	20	8
☐ Persuade (10%)			
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	30	15	6
☐ Ride (05%)			
☐ Astronomy (01%) *Science*	35	17	7
☐ _____ *Science*			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	55	27	11
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____ *Survival*			
☐ _____ *Survival*			
☐ _____ *Survival*			

Combat

Weapon	Skill	Reg	Half	Fifth	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		45	22	9	1D3 + DB	1	–	–	–

Move 8

Build 0

Dodge (Reg 15 / Half 7 / Fifth 3)

Damage Bonus 0

My Story

Originally from London, you have enjoyed being the librarian at Miskatonic University's main library for the last year. Your mentor, John Cooper, recently sent a telegram summoning you to Graniteville, Vermont. It is his place of residence and where he runs his occult book shop, which you've been meaning to visit but hadn't the chance. He would not be calling you there without a very good reason, and an occult reason at that. What on earth could he have found for him to ask you away from your own arcane studies? Has he decided it is finally time to teach you actual spells?

Backstory

Personal Description

Short, dark hair with a spark of mischief and knowledge in your eyes.

Traits

Naturally curious and studious, you took a fancy to the arcane and unnatural at a young age.

Ideology & Beliefs

Knowledge is your true calling. The more you know, the more power you have. You always want to know "why" and usually "how".

Injuries & Scars

Significant People

John Cooper, your mentor in all things occult and supernatural, and your mother who is back in England.

Phobias & Manias

Meaningful Locations

London, where you were born, and the fantastic Miskatonic University library.

Arcane Tomes & Spells

None, but that's because John Cooper says you aren't ready for spells yet.

Treasured Possessions

Encounters with Strange Entities

Gear & Possessions

a heavy fake book used to stash alcohol, or a revolver

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	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