Amor Fati

1907 Investigator

Name Lacy Moore | Birthplace Arlington, PA | Pronoun she

Occupation retired ** | Residence Graniteville, VT | Age 81

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth
STR	50	25	10	SIZ	45	22	9
CON	40	20	8	POW	80	40	16
DEX	60	30	12	APP	50	25	10
INT (IDEA)	65	32	13	EDU (KNOW)	60	30	12

	Maximum	Current	Insane
Hit Points	8		
Magic Points	16		
Luck (Starting)	50		
Sanity (Starting)	71		14

CALL of CTHULHU

Max Sanity 90 | Temporary Insanity ☐ | Indefinite Insanity ☐ | Major Wound ☐ | Unconscious ☐ | Dying ☐

Skills

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)	35	17	7
☐ Climb (20%)			
Credit Rating (00%)	10	5	2
Cthulhu Mythos (00%)	9	4	1
☐ Disguise (05%)	40	20	8
☐ Dodge (half DEX)	50	25	10
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)	55	27	11
☐ Fighting (Brawl) (25%)	65	32	13
☐ knives/daggers *Fighting*	65	32	13
☐ _____			
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)	35	17	7
☐ _____ (01%) *Firearms*			
☐ First Aid (30%)	70	35	14
☐ History (05%)	45	22	9
☐ Intimidate (15%)	40	20	8
☐ Jump (20%)			
☐ _____ (01%) *Language (Other)*			
☐ _____			
☐ _____ (EDU) *Language (Own)*			
☐ Law (05%)			
☐ Library Use (20%)	45	22	9
☐ Listen (20%)	55	27	11
☐ Locksmith (01%)	25	12	5
☐ Mech. Repair (10%)			
☐ Medicine (01%)	25	12	5
☐ Natural World (10%)	40	20	8
☐ Navigate (10%)	25	12	5
☐ Occult (05%)	40	20	8
☐ Persuade (10%)	45	22	9
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	40	20	8
☐ Ride (05%)	30	15	6
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)	25	12	5
☐ Spot Hidden (25%)	60	30	12
☐ Stealth (20%)	40	20	8
☐ _____ (10%) *Survival*	45	22	9
☐ Swim (20%)	35	17	7
☐ Throw (20%)	40	20	8
☐ Track (10%)	40	20	8
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill	Reg	Half	Fifth	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		65	32	13	1D3 + DB	1	–	–	–
knives/daggers		65	32	13	1D4 + DB	1	-	-	-
daggers (thrown)		40	20	8	1D4+ half DB	1	15	-	-

Move 4

Build 0

Dodge (Reg / Half / Fifth) 50 / 25 / 10

Damage Bonus 0

My Story

** After a long life of hunting and killing monsters around the world, you thought those days were behind you and you'd live the rest of your time surrounded by family. It seems fate has other plans… See Lacy's backstory information for more details.

Pulp Talents:

- Cosmic Seasoning – Bonus die to Sanity rolls.
- First Impression – Bonus die for your first attack in a fight. They weren't expecting that!

Backstory

Personal Description

Very old but fit for a woman in a black dress with white hair and a lively twinkle in your eye.

Traits

Unphased but unjaded, you leap at danger instead of away – just as you always have. You are stubborn and not to be pushed around by anyone or anything.

Ideology & Beliefs

If something threatens your family, it isn't long for this world.

Injuries & Scars

You have too many scars to count them all. You're lucky if you remember where they all came from.

Significant People

Randall (son), Suzanna (daughter-in-law), Michael, David, and little Ruth-Anne (grandkids)

Phobias & Manias

Nothin' like huntin' and killin' monsters! It is an obsession.

Meaningful Locations

Arcane Tomes & Spells

You only ever needed one spell: Enchant Object

Treasured Possessions

a leather-bound journal containing your hand-written monster-hunting and life exploits, and a strange metal ring that can sense the presence of undead

Encounters with Strange Entities

Gear & Possessions

- * 2 enchanted daggers
- * 1 bottle silver iodine
- * willow bark
- * other pain-relieving medicinals
- * old personal journal
- * needle & thread
- * handbag
- * Wee'je'go Indian ring (can sense undead)

Wealth

Spending Level

Cash

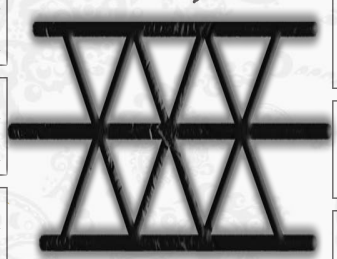
Assets

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

Lacy Moore's backstory information

Rain splatters against the glass as you gaze out the train's window. It's just pulled up at Dearborn Station in Chicago, IL. You blink. Must have woke with the halt of the train. You're confused for a brief bit but, referencing your journal, you see the date is October 7, 1907. Oh, that's right. You were called here by the Paisley Foundation and someone by the name of Maddox. Don't know them, but your monster hunting exploits in the past have clearly been noticed for this person to call you to action. Sure, you may be a bit slower in body, but your mind is just as sharp. Whatever they have for you, you're sure to tackle head-on and beat, same as always.

As the conductor calls for everyone to exit, you stand and reach for your small bag. Your joints don't pop anymore. They creak and protest. Damn old age. Not good for anything!

You are a monster hunter by profession, though very few people know this. Your son, his wife, and their three kids back home in Vermont surely do not know. Clearly, this Paisley Foundation knows, as they telegrammed you with a desperate letter asking for help. Details are sketchy but it's somethin' to do with a pesky cult known as the Followers of Fate. Long ago, they sent an assassin to try and kill you. They thought he succeeded and you have not heard from them since. Not until the letter. You had doubts about going, but a trusted acquaintance came and told you they foresaw bad things, especially if you did not go to Chicago, and so you left your family at the ripe age of 81, and here you are.

Details you keep secret: You are not feeling as good as you pretend but ignore any health concerns. There are various medicinals in your bag which you take to curtail your ails. You also never make mention of your family to anyone. They are the only thing you truly value and you will not let your obsession with defeating evil and fighting monsters come back 'round and hurt the ones you love. You have a son, his wife, and their three youngins -- your grandkids. You admit only to yourself you are partial to your granddaughter, Ruth-Anne.

Knowledge:
Monster hunting and slaying
Some lore and mythology
History

Spell List:
Enchant Object