# Amor Fati

## 1907 Investigator

Name Lenny McVey | Birthplace New York, NY | Pronoun he

Occupation hotel porter ** | Residence Chicago, ILL. | Age 29

### Characteristics

| | Reg | Half | Fifth |
|---|---|---|---|
| STR | 40 | 20 | 8 |
| CON | 40 | 20 | 8 |
| DEX | 50 | 25 | 10 |
| INT (IDEA) | 55 | 27 | 11 |
| SIZ | 50 | 25 | 10 |
| POW | 40 | 20 | 8 |
| APP | 50 | 25 | 10 |
| EDU (KNOW) | 45 | 22 | 9 |

| | Maximum | Current |
|---|---|---|
| Hit Points | 9 | |
| Magic Points | 8 | |

| | Starting | Current | Insane |
|---|---|---|---|
| Luck | 45 | | |
| Sanity | 40 | | 8 |

CALL of CTHULHU

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

### Skills

| Skill | Reg | Half | Fifth |
|---|---|---|---|
| ☐ Accounting (05%) | 20 | 10 | 4 |
| ☐ Anthropology (01%) | | | |
| ☐ Appraise (05%) | | | |
| ☐ Archaeology (01%) | | | |
| ☐ _____ (05%) *Art / Craft* | | | |
| ☐ _____ | | | |
| ☐ Charm (15%) | 50 | 25 | 10 |
| ☐ Climb (20%) | | | |
| Credit Rating (00%) | 15 | 7 | 3 |
| Cthulhu Mythos (00%) | | | |
| ☐ Disguise (05%) | | | |
| ☐ Dodge (half DEX) | 40 | 20 | 8 |
| ☐ Drive Auto (20%) | 30 | 15 | 6 |
| ☐ Elec. Repair (10%) | | | |
| ☐ Fast Talk (05%) | 65 | 32 | 13 |
| ☐ Fighting (Brawl) (25%) | 40 | 20 | 8 |
| ☐ _____ *Fighting* | | | |
| ☐ _____ | | | |
| ☐ Firearms (Handgun) (20%) | 30 | 15 | 6 |
| ☐ Firearms (Rifle/Shotgun) (25%) | 30 | 15 | 6 |
| ☐ _____ *Firearms* | | | |
| ☐ First Aid (30%) | | | |
| ☐ History (05%) | | | |
| ☐ Intimidate (15%) | | | |
| ☐ Jump (20%) | | | |
| ☐ French (01%) *Language (Other)* | 40 | 20 | 8 |
| ☐ Russian | 35 | 17 | 7 |
| ☐ _____ | | | |
| ☐ _____ (EDU) *Language (Own)* | | | |
| ☐ Law (05%) | | | |
| ☐ Library Use (20%) | 40 | 20 | 8 |
| ☐ Listen (20%) | 65 | 32 | 13 |
| ☐ Locksmith (01%) | | | |
| ☐ Mech. Repair (10%) | 35 | 17 | 7 |
| ☐ Medicine (01%) | | | |
| ☐ Natural World (10%) | | | |
| ☐ Navigate (10%) | | | |
| ☐ Occult (05%) | 10 | 5 | 2 |
| ☐ Persuade (10%) | 50 | 25 | 10 |
| ☐ _____ (01%) *Pilot* | | | |
| ☐ Psychoanalysis (01%) | 40 | 20 | 8 |
| ☐ Psychology (10%) | 65 | 32 | 13 |
| ☐ Ride (05%) | | | |
| ☐ _____ (01%) *Science* | | | |
| ☐ _____ | | | |
| ☐ _____ | | | |
| ☐ Sleight of Hand (10%) | 35 | 17 | 7 |
| ☐ Spot Hidden (25%) | 40 | 20 | 8 |
| ☐ Stealth (20%) | | | |
| ☐ _____ (10%) *Survival* | | | |
| ☐ Swim (20%) | | | |
| ☐ Throw (20%) | 35 | 17 | 7 |
| ☐ Track (10%) | | | |
| ☐ _____ | | | |
| ☐ _____ | | | |
| ☐ _____ | | | |

### Combat

| Weapon | Skill | Damage | # of Attacks | Range | Ammo | Malf. |
|---|---|---|---|---|---|---|
| Brawl | 40 / 20 / 8 | 1D3 + DB | 1 | – | – | – |
| | | | | | | |
| | | | | | | |
| | | | | | | |

Move 8

Build 0

Dodge (Reg / Half / Fifth) 40 / 20 / 8

Damage Bonus 0

## My Story

** You've never believed in God but lately you've seen some things that make you wish you did. You have been blackmailed into helping a cult and they want you to find and kill some person you've never met! You don't want to do this, but you don't want to die and you don't want your family put in danger either. So, for now, what can you do but follow along? See Lenny McVey's backstory info.

Pulp Talents:

- Dodgy – Spend 10 Luck to succeed at a Dodge roll.
- Big Talker – Bonus die to Charm, Fast Talk, and Persuade.

## Backstory

### Personal Description

Receding hairline, always a hint of fear in your eyes.

### Traits

Mousy, easily-startled, nervous type who hates fighting and wishes to be more of a man than you are.

### Ideology & Beliefs

Money grants power, not believing in any god.

### Injuries & Scars

### Significant People

Your wife, child, and the hotel maid you are having an affair with (Theresa).

### Phobias & Manias

Minor phobia: insects of all kinds.

### Meaningful Locations

### Arcane Tomes & Spells

### Treasured Possessions

A silver cigarette case given to you by the Congress Hotel staff for ten years of service.

### Encounters with Strange Entities

Just one... but you will never forget it. See additional information sheet.

## Gear & Possessions

* Congress Hotel uniform
* silver cigarette case
* cigarettes & lighter
* gum
* clay cuneiform mark all Followers of Fate must carry

## 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

Lenny McVey's backstory information

You must've dozed off on the L-train on your way to Dearborn, because you are prodded awake by the Follower beside you, reminding you just how much trouble you are in.

A porter at the Congress Hotel, you were working late, as usual, one night two weeks ago. Two strange men and a woman approached you in the basement while you waited for Theresa, the maid. Ignoring your queries on who they were, they told you they knew of your affair with Theresa. One of them grabbed your hand. You struggled and protested, until you saw three beetles crawl unfelt out of your skin, scuttle across your wrist, and burrow into the man who grabbed you.

They waited till your screams died down. Then they told you that you were being conscripted into their cult, the Followers of Fate. The woman told you her name – Carla Radonovic. She appeared to be in charge. She told you she needed the help of a hotel employee and you were going to provide such help. She asked if you'd seen Theresa lately. No, due to her absence at work. Ms. Radonovic smiled at you and told you they made Theresa disappear. They would make you and your family disappear if you did not comply with their every command.

What were you to do? You have a wife and son!

At first, they asked you to do small things – information on important guests, whispering rumors into the ear of the concierge, and the like. Then they told you that you must carry the sign of their cult – a cuneiform clay rounded rectangle – and never leave it off your person.

Today, October 7, 1907, they asked you to do more. You met another Follower at the L-train transfer point near your workplace and are headed to Dearborn Train Station. From there, you are to inconspicuously follow a person you've been shown a photograph of. The Followers of Fate want this Maddox person eliminated, and anyone associated with them. The Followers of Fate have given you a long dagger, just as they have given such a weapon to all Follower cultists. Carla wants Maddox's head brought back as proof that the deed is done, delivering it to her deli on the corner of 13th and Michigan Ave.

Kill someone?? You're a porter! Not always a very good one at that! You aren't a killer! And yet, it is you or this person in the photograph. Perhaps your fellow Follower, who is much more enthusiastic, will do the actual killing and you just have to keep quiet?

But the L pulls to an unexpected halt. Some issue due to the rain. This could make you miss your target. Thank God for the rain.

Knowledge:

Carla owns the deli several blocks away on 13th and Michigan Ave.

The Followers of Fate want Maddox's head, literally.