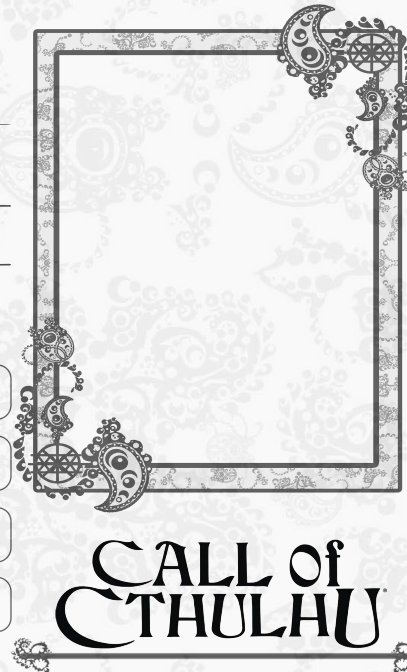


Amor Fati
1907 Investigator

Name _____ Birthplace _____ Pronoun _____
Occupation _____ Residence _____ Age _____

<i>Characteristics</i>	STR	<div>Reg</div>	<div>Half</div>	<div>Fifth</div>	SIZ	<div>Reg</div>	<div>Half</div>	<div>Fifth</div>	Hit Points	<div>Maximum</div>	<div>Current</div>
	CON	<div>Reg</div>	<div>Half</div>	<div>Fifth</div>	POW	<div>Reg</div>	<div>Half</div>	<div>Fifth</div>	Magic Points	<div>Maximum</div>	<div>Current</div>
	DEX	<div>Reg</div>	<div>Half</div>	<div>Fifth</div>	APP	<div>Reg</div>	<div>Half</div>	<div>Fifth</div>	Luck	<div>Starting</div>	<div>Current</div>
	INT	<div>Reg</div>	<div>Half</div>	<div>Fifth</div>	EDU	<div>Reg</div>	<div>Half</div>	<div>Fifth</div>	Sanity	<div>Starting</div>	<div>Current</div>
	IDEA	<div>Reg</div>	<div>Half</div>	<div>Fifth</div>	KNOW	<div>Reg</div>	<div>Half</div>	<div>Fifth</div>		<div>Starting</div>	<div>Current</div>



CALL of CTHULHU

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

		Reg	Half	Fifth			Reg	Half	Fifth			Reg	Half	Fifth
<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%) <i>Science</i>				
<input type="checkbox"/> Charm (15%)					<input type="checkbox"/> _____ (01%) <i>Language (Other)</i>					<input type="checkbox"/> _____				
<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"/> _____				

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	

Build

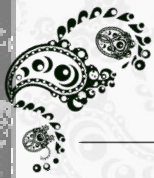
Reg	Half	Fifth

Dodge

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Damage Bonus

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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

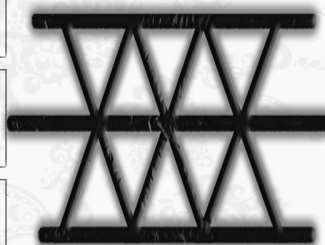
Wealth

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 ≥ 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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