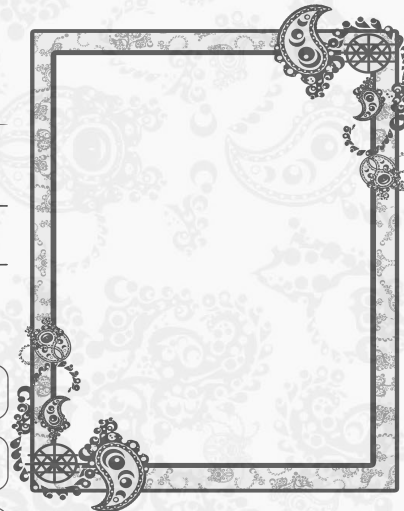




Amor Fati

1907 Investigator



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

Characteristics

Reg	Half	Fifth
STR		

Reg	Half	Fifth
SIZ		

Maximum	Current
Hit Points	

Reg	Half	Fifth
CON		

Reg	Half	Fifth
POW		

Maximum	Current
Magic Points	

Reg	Half	Fifth
DEX		

Reg	Half	Fifth
APP		

Starting	Current
Luck	

Reg	Half	Fifth
INT		
IDEA		

Reg	Half	Fifth
EDU		
KNOW		

Starting	Current	Insane
Sanity		

CALL of CTHULHU

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

Skills

Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)		

Reg	Half	Fifth
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		

Reg	Half	Fifth
<input type="checkbox"/> Persuade (10%)		

Reg	Half	Fifth
<input type="checkbox"/> Anthropology (01%)		

Reg	Half	Fifth
<input type="checkbox"/> Firearms (Pilot)		

Reg	Half	Fifth
<input type="checkbox"/> (01%)		

Reg	Half	Fifth
<input type="checkbox"/> Appraise (05%)		

Reg	Half	Fifth
<input type="checkbox"/> First Aid (30%)		

Reg	Half	Fifth
<input type="checkbox"/> Psychoanalysis (01%)		

Reg	Half	Fifth
<input type="checkbox"/> Archaeology (01%)		

Reg	Half	Fifth
<input type="checkbox"/> History (05%)		

Reg	Half	Fifth
<input type="checkbox"/> Psychology (10%)		

Reg	Half	Fifth
<input type="checkbox"/> Art / Craft		

Reg	Half	Fifth
<input type="checkbox"/> Intimidate (15%)		

Reg	Half	Fifth
<input type="checkbox"/> Ride (05%)		

Reg	Half	Fifth
<input type="checkbox"/> Charm (15%)		

Reg	Half	Fifth
<input type="checkbox"/> Jump (20%)		

Reg	Half	Fifth
<input type="checkbox"/> Science		

Reg	Half	Fifth
<input type="checkbox"/> Climb (20%)		

Reg	Half	Fifth
<input type="checkbox"/> Language (Other)		

Reg	Half	Fifth
<input type="checkbox"/> Sleight of Hand (10%)		

Reg	Half	Fifth
Credit Rating (00%)		

Reg	Half	Fifth
<input type="checkbox"/> Cthulhu Mythos (00%)		

Reg	Half	Fifth
<input type="checkbox"/> Spot Hidden (25%)		

Reg	Half	Fifth
<input type="checkbox"/> Disguise (05%)		

Reg	Half	Fifth
<input type="checkbox"/> Law (05%)		

Reg	Half	Fifth
<input type="checkbox"/> Stealth (20%)		

Reg	Half	Fifth
<input type="checkbox"/> Dodge (half DEX)		

Reg	Half	Fifth
<input type="checkbox"/> Library Use (20%)		

Reg	Half	Fifth
<input type="checkbox"/> Survival		

Reg	Half	Fifth
<input type="checkbox"/> Drive Auto (20%)		

Reg	Half	Fifth
<input type="checkbox"/> Listen (20%)		

Reg	Half	Fifth
<input type="checkbox"/> Swim (20%)		

Reg	Half	Fifth
<input type="checkbox"/> Elec. Repair (10%)		

Reg	Half	Fifth
<input type="checkbox"/> Locksmith (01%)		

Reg	Half	Fifth
<input type="checkbox"/> Throw (20%)		

Reg	Half	Fifth
<input type="checkbox"/> Fast Talk (05%)		

Reg	Half	Fifth
<input type="checkbox"/> Mech. Repair (10%)		

Reg	Half	Fifth
<input type="checkbox"/> Track (10%)		

Reg	Half	Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)		

Reg	Half	Fifth
<input type="checkbox"/> Medicine (01%)		

Reg	Half	Fifth
<input type="checkbox"/> Natural World (10%)		

Reg	Half	Fifth
<input type="checkbox"/> Firearms (Handgun) (20%)		

Reg	Half	Fifth
<input type="checkbox"/> Navigate (10%)		

Reg	Half	Fifth
<input type="checkbox"/> Occult (05%)		

Combat

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

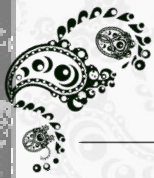
Move ☐

Build ☐

Dodge

Reg	Half	Fifth

Damage Bonus ☐



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

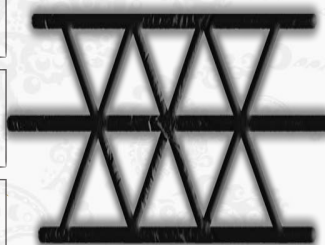
Wealth

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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