Amor Fati

1907 Investigator

Name Merridie Maddox | Birthplace ** | Pronoun she

Occupation carpenter ** | Residence Chicago, ILL. | Age 29

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth
STR	65	32	13	SIZ	55	27	11
CON	45	22	9	POW	90	45	18
DEX	60	30	12	APP	55	27	11
INT (IDEA)	95	47	19	EDU (KNOW)	60	30	12

	Maximum	Current
Hit Points	10	
Magic Points	18	

	Starting	Current	Insane
Luck	55		
Sanity	79		15

CALL of CTHULHU

Max Sanity 89 | Temporary Insanity ☐ | Indefinite Insanity ☐ | Major Wound ☐ | Unconscious ☐ | Dying ☐

Skills

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ carpentry (05%) *Art / Craft*	80	40	16
☐ technical drawing	45	22	9
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)	30	15	6
Cthulhu Mythos (00%)	10	5	2
☐ Disguise (05%)			
☐ Dodge (half DEX)	50	25	10
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)	20	10	4
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)	65	32	13
☐ silver wood axe *Fighting*	65	32	13
☐			
☐ Firearms (Handgun) (20%)	35	17	7

Skill	Reg	Half	Fifth
☐ Firearms (Rifle/Shotgun) (25%)			
☐ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)	45	22	9
☐ Intimidate (15%)	40	20	8
☐ Jump (20%)			
☐ Latin (01%) *Language (Other)*	35	17	7
☐ Eldritch	45	22	9
☐ Greek	50	25	10
☐ Hatteras (EDU) *Language (Own)*	65	32	13
☐ Law (05%)	25	12	5
☐ Library Use (20%)	70	35	14
☐ Listen (20%)	70	35	14
☐ Locksmith (01%)	25	12	5
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)	30	15	6
☐ Navigate (10%)			
☐ Occult (05%)	70	35	14

Skill	Reg	Half	Fifth
☐ Persuade (10%)	60	30	12
☐ (01%) *Pilot*			
☐ Psychoanalysis (01%)	45	22	9
☐ Psychology (10%)	65	32	13
☐ Ride (05%)			
☐ Chemistry (01%) *Science*	25	12	5
☐ Engineering	35	17	7
☐			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	60	30	12
☐ Stealth (20%)	40	20	8
☐ (10%) *Survival*	35	17	7
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)	50	25	10
☐			
☐			
☐			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl	65 / 32 / 13	1D3 + DB	1	–	–	–
silver wood axe (2)	65 / 32 / 13	1D8+2+DB	1 (2)	-	-	-

Move 9

Build 0

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

Damage Bonus 0

My Story

** You have been the leader of the Cone Order for a few years. It is a secret Order which cages and returns evil to Pandora's Box. The Order is to remain unknown, unspoken of, and do their job in anonymity and silence. See Merridie's backstory information for more details.

Pulp Talents:

- Iron Will – Bonus die to POW rolls.
- Loremaster – Bonus die to all lore rolls, (Cthulhu Mythos, History, Library Use, Occult, Religion).

Backstory

Personal Description

Blond hair, blue eyes, but still manages to blend in and go unnoticed.

Traits

Generally soft-spoken, loyal, and quiet, you are equally focused, humorless, knowledgeable, and stalwart in your beliefs.

Ideology & Beliefs

The Cone Order cages and returns evil to Pandora's Box. The Order is to remain unknown, unspoken of, and do their job in anonymity and silence.

Injuries & Scars

You have a unique Elder Sign tattooed on your back to ward off possession and otherworldly nasties. You are also missing your left pinky tip.

Significant People

Anneliese Chadwick, your daughter, though you cannot admit this to anyone.

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

several -- see spell list in Maddox's backstory information

Treasured Possessions

Encounters with Strange Entities

Too many to count.

Gear & Possessions

* 2 enchanted silver wood axes
* 5 stones with Elder Signs carved into them
* sharp pocket knife
* 20 yards of twine
* 2 doses of Powerful Invigorator potion
* spell reagents like chalk, matches, flint, wood

Wealth

Spending Level

Cash

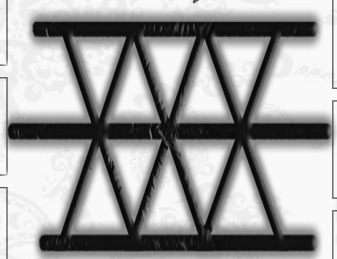
Assets

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

Merridie Maddox's backstory information

Rain patters all around. You open your eyes. You are standing at Dearborn Train Station. That's right. It is October 7, 1907, Chicago, almost dark. You're waiting for someone. Mrs. Moore. Yes. That's right. You've summoned her here to help with the Followers of Fate. You know more about that evil cult than anyone and can review your notes at any time, as you have a knack for lore and occult knowledge among your many talents. You also know more about Mrs. Moore than anyone else alive. You've done your research. You're fairly certain that, though she is aged, this is the person who can help deal with the cult before it can further infest the city.

You are a carpenter by trade but very skilled in mythology, magic, and creating containers to seal the evils of the world. You can quickly craft boxes of many shapes, sizes, and uses and apply various spells to them to seal away unnatural things. You have even made a dybbuk box. You do not often show these skills to others. Very few people know how you acquired your skill in carpentry, and what you use it for. Most are in your Order or work in the Paisley Foundation's upper-most echelons. Not even Mrs. Moore knows who you are or what you do.

Details you keep secret: You are the leader of the Cone Order. The only member allowed to speak of its existence is known only as Point and you have been recently apPointed to that position. Point is the one who decides which evils to tackle and when. The Paisley Foundation knows Point gave you permission to go through them to seek out Mrs. Moore but they may not know you are Point.

The Cone Order is an ancient order which encompasses the truth of Pandora's box. The Cone Order seeks to detain, or "put back in the box" what has been released. Not all weird things in the world are a direct result. Some things, like all Great Old Ones, were merely attracted to Earth by the chaos created when the evils were let loose. That isn't to say the Cone Order does not also fight against the weird things of the Cthulhu mythos, for they frequently latch onto the evils left in the wake of the box's opening.

Your most closely guarded secret is the location of the Cone Order's heir. She was born just over seven years ago. The Followers of Fate know of her existence and have been attacking, interrogating, and killing Cone Order members to gain this information, but all Cone Order members are chosen very carefully. No one will reveal this most important information, because none living know her whereabouts, except you and the one raising her. The Followers will stop at nothing to find this child of Pandora's destiny and corrupt her to their side, just as you will do everything in your power to keep her hidden.

Knowledge:

* Ley Lines (areas of greater visions, pathways to elsewhere, abundance of energy, etc.)
* Magic
* History / Occult / Religion / Mythology of all types

Cthulhu Mythos

Spell List:

Awaken/Command/Dismiss Servitor
Bind
Brew Potion: Powerful Invigorator
Create Circle
Detect Enchantment (Cone Order variant)
Devotion
Elder Sign (Cone Order variant)
Scholar's Sight
Ward
Warding Stones