	O A	Amor Fati		
	1920	s Investigator		84
Vame	Birthplace	Pronoi	ın	
eccupation	Birthplace Residence	Age		
		المراقع والمامة		
STR Half Fifth S	Z Reg Half Fift	Hit Points Maximum	Current	
CON Half Fifth	Neg Half Fiff	Magic Points	ximum Current	·
Reg Half Fifth	Reg Half Fift	h	Current	
Reg Half Fifth	PP Reg Half Fift	Luck Starting Cur	rent Insane CAL	LOf
	DU	Sanity	L CTHI	ULH
□ Accounting (05%)	Half Fifth Firearr (Rifle/S	ns Shotgun) (25%)	Persuade (10%)	Reg Half
Anthropology (01%)	Firearms		Pilot (01%)	
☐ Appraise (05%) ☐ Archaeology (01%)	☐ First Aid (30%) ☐ History (05%)		☐ Psychoanalysis (01%)☐ Psychology (10%)	0)
(05%)	☐ Intimidate (15%)		☐ Ride (05%)	
Art / Craft			(01%	
☐ Charm (15%)		(01%)	Science	
□ Climb (20%)		se (Other)		2000 1
Credit Rating (00%)			Sleight of Hand (10%	6)
Cthulhu Mythos (00%)		(EDU)	☐ Spot Hidden (25%)	
Disguise (05%)	☐ Law (0		Stealth (20%)	
Dodge (half DEX)		y Use (20%)	Survival (10%)	
Drive Auto (20%)	Listen	Qui Tale 199 A Market	Swim (20%)	
Elec. Repair (10%)		mith (01%)	☐ Throw (20%)	
Fast Talk (05%)		Repair (10%)	☐ Track (10%)	
Fighting (Brawl) (25%)	2	ne (01%)		
Fighting		te (10%)		-
Firearms	☐ Occult	5 G		
(Handgun) (20%)	2020//			0. 2224
Weapon Skill		Attacks Range Am	nmo Malf. Move	
Brawl	<u> 1D3 + DB</u>		Build (	Half Fifth
		161	— — Dodge Damage Bor	
			Damage Box	1115

MI MI	Story Story	
Bac Personal Description	Ekstory 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	

Char. Player. Char. Player.

Char. \_ Player\_

## Fellow Investigators



Char.

Player\_ Char.

Player\_

Char. Player

## **QUICK REFERENCE RULES**

## **Skill & Characteristic Rolls**

Level of Success: 100/96+ > skill 100/96+ > skill 100/96+ > skill 100/96+ Success: 100/96+ > skill 100/96+ Success 100/96+

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  $\ge \frac{1}{2}$  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



