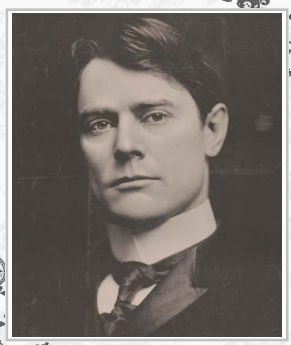
Amor Fati

1907 Investigator



Name Samuel "Sam" Clarke | Birthplace Suffolk, England | Pronoun he

Occupation journalist ** | Residence Chicago, ILL. | Age 26

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth
STR	55	27	11	SIZ	55	27	11
CON	70	35	14	POW	40	20	8
DEX	65	32	13	APP	80	40	16
INT (IDEA)	55	27	11	EDU (KNOW)	65	32	13

	Maximum	Current
Hit Points	12	
Magic Points	8	

	Starting	Current
Luck	45	

	Starting	Current	Insane
Sanity	40		8

CALL of CTHULHU

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

Skills

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ calligraphy (05%) *Art / Craft*	40	20	8
☐ _____			
☐ Charm (15%)	70	35	14
☐ Climb (20%)			
Credit Rating (00%)	22	11	4
Cthulhu Mythos (00%)			
☐ Disguise (05%)	45	22	9
☐ Dodge (half DEX)	40	20	8
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)	65	32	13
☐ Fighting (Brawl) (25%)	65	32	13
☐ brass knuckles *Fighting*	65	32	13
☐ _____			
☐ Firearms (Handgun) (20%)	65	32	13
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ (01%) *Firearms*			
☐ First Aid (30%)			
☐ History (05%)			
☐ Intimidate (15%)	45	22	9
☐ Jump (20%)			
☐ _____ (01%) *Language (Other)*			
☐ _____			
☐ _____ (EDU) *Language (Own)*			
☐ Law (05%)	40	20	8
☐ Library Use (20%)	65	32	13
☐ Listen (20%)	50	25	10
☐ Locksmith (01%)	30	15	6
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			
☐ Persuade (10%)	60	30	12
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)	40	20	8
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)	45	22	9
☐ Stealth (20%)	45	22	9
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill			Damage	# of Attacks	Range	Ammo	Malf.
Brawl	65	32	13	1D3 + DB	1	–	–	–
brass knuckles	65	32	13	1D3+1+DB	1	-	-	-
handgun	65	32	13	1D8	1 (3)	15 yds	8	100

Move 8

Build 0

Dodge (Reg 40 / Half 20 / Fifth 8)

Damage Bonus 0

My Story

** You have always looked out for Number One and have your sights set on the rumored Pulitzer Prize in Journalism, even though Pulitzer isn't dead yet. Why won't he die already?? No matter. You are on the trail of the hottest story in Chicago and the Chicago Sun Times Tribune will see your true value as a journalist when they read the piece you have planned on one of the top businesses in the city…as soon as you get your interview. See Sam's backstory information for more details.

Pulp Talents:

- Stouter Than Stout – Spend 5 Luck = avoid intoxication
- Connected – Spend 5 Luck to gather street intel

Backstory

Personal Description

Sharp-tongued man with dark hair and an eye for liquor, women, and fighting.

Traits

You are as quick to put a person in their place as you are to drink them under the table or lure them to bed. Bit of an adrenaline junkie.

Ideology & Beliefs

You live life fully to the point of snarky, obnoxious, callous behavior. You will do practically anything to get ahead in the journalism business.

Injuries & Scars

Significant People

You do not care about others unless it can get you something or somewhere, however you do have a sister back in England.

Phobias & Manias

You are terrified of growing old and will do anything to prevent that, be it turn to evil or magic.

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Fame is your coveted thing. Fame and immortality.

Encounters with Strange Entities

Gear & Possessions

* notepad & pen
* handgun
* lighter
* lockpicking set
* cigarettes
* brass knuckles
* booze in a cologne bottle

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

Samuel "Sam" Clarke's backstory information – Merridie and Samuel variant

God, you hate the rain. You left that shite back in England. Not that you hate your country of birth but… well… Bad blood there. Your family was shite, except your step-sister. You think about her every now and then but not lately. Too busy.

Life in Chicago is fast-paced. You must jump on things quick to catch the scoop. Being a reporter in a big city is tough. You're damn good at it, and that comes with a mess of trouble, which you equally enjoy.

You are a feisty journalist and have done every seedy thing you can think of. You'd do anything to get to the story – the true story – no matter how dirty your hands get. You love to drink hard alcohol more than you like twisting people to suit your needs, but both are fun. You love the challenge of catching the story and messing with people in the process. Both at the same time? Utter joy. Using your charisma usually gets you what you want, and condemns people time after time as you ply the details out of unsuspecting marks. If things get messy, your fists were made for bashing in teeth and not breaking a sweat in the process.

Your current hunt started when you were put on the story of a local murder found in the alley near 259 Washington St. That address belongs to the philanthropic business of the Paisley Foundation. The murder victim was found with a handful of pamphlets which only come from the lobby of that business. Deliciously suspicious. Even more, as they have denied you an interview. Never had anything solid on the Paisley Foundation. They're too tight-assed to fall for your usual traps and you could never get any of them drunk. So you're tailing a new acquaintance of theirs who just left the building and you hope to finally get a lead on what REALLY goes on behind their closed doors. You have your sights on that new person right now, waiting in the rain at Dearborn. Real serious type. Perfect to test your skills, as you haven't come up against a real challenge in a while.

Today is October 7, 1907 and marks the start of your march toward one of those rumored Pulitzer prizes – as soon as old Pulitzer dies and those awards he wrote in his will can start up.

Details you keep secret: Your greatest fear is growing old, infirm, and bed-ridden, without an ounce of excitement left in your life. Better to die young and famous than old and decrepit. You've never met any old person you couldn't push over by breathing on them. It scares you that all mankind is headed that way. If someone offered you immortality, you'd jump at that shite without a second thought for morality or consequence. Gimme!

Knowledge:
Political alliances and connections
Law
Research
Disguise and deception
Underground network