

# CTHULHU

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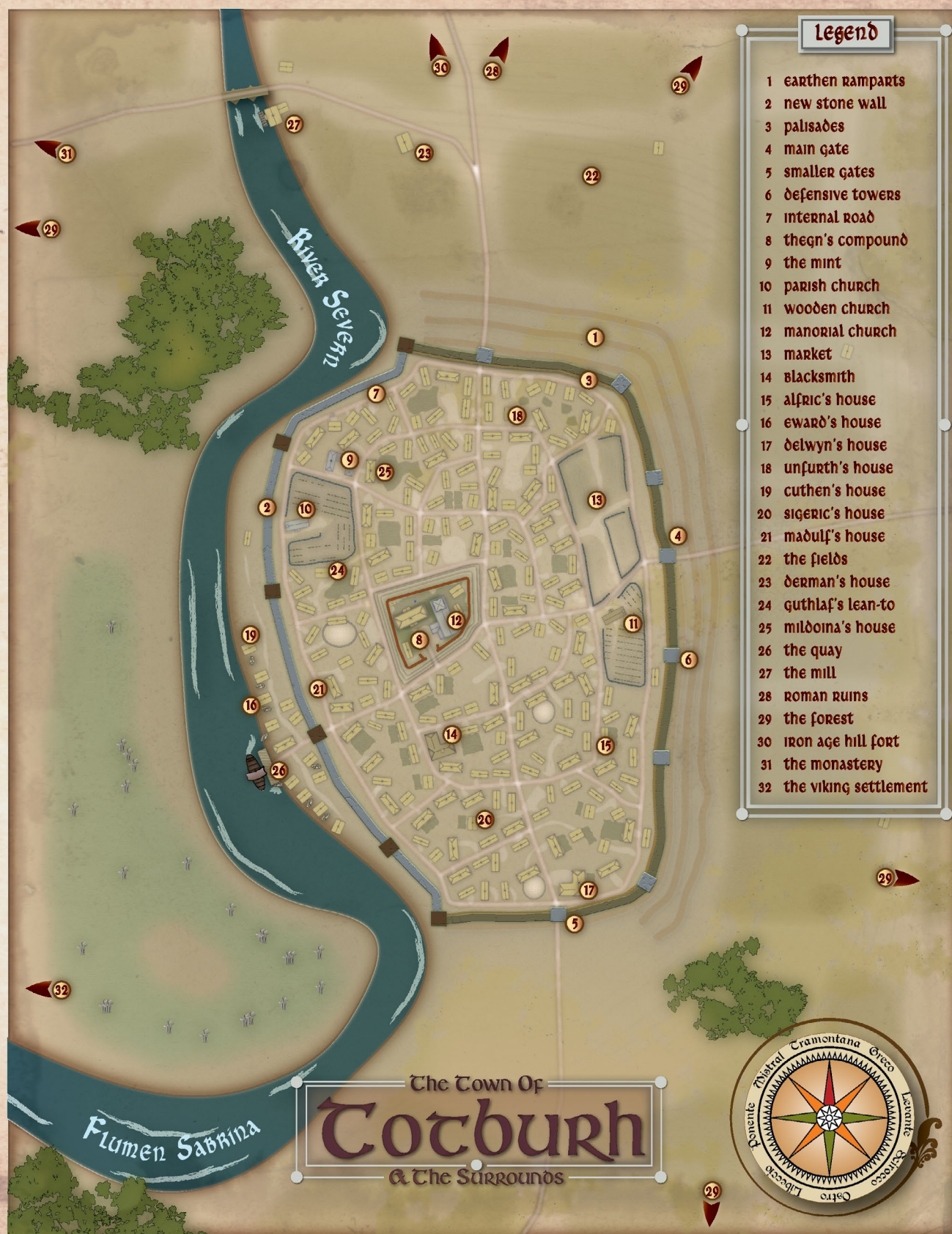
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*The Farm of Eorbelm map*







The gotii village map





## HANDOUT: HUNT I

An account of the natives by Gaius Aquilius Collatinus, found among his field notes after his Roman cohort was found crushed in the forest not far from the Severn River.

*Handout: Hunt 1*

And Legio IX rebuilt the tower in the castrum center, destroyed by my men, to worship the deity called Shub-Nigurat, a wolf among men. They participated in the rites, forsaking the Imperial cults to the point that Hadrian decimated the legion as punishment. When the remaining men still called upon the wolf, Hadrian ordered the rest of the legion killed and its Aquila destroyed.

One of my men reported seeing some of the natives with gladii and scuta, holding aloft a false Aquila of Legio IX as they danced around the tower.

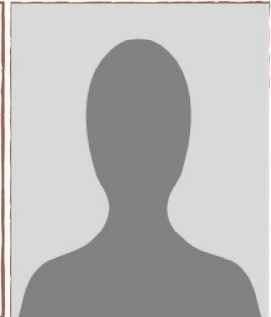


# dark ages investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Cleric  
 Age 31 Sex \_\_\_\_\_  
 Residence Totburh  
 Birthplace Gloucester

## Characteristics

STR 55 <sup>27</sup>/<sub>11</sub> DEX 75 <sup>37</sup>/<sub>15</sub> POW 85 <sup>42</sup>/<sub>17</sub>  
 CON 60 <sup>30</sup>/<sub>12</sub> APP 75 <sup>37</sup>/<sub>15</sub> EDU 70 <sup>35</sup>/<sub>14</sub>  
 SIZ 75 <sup>37</sup>/<sub>15</sub> INT 65 <sup>32</sup>/<sub>13</sub> Move Rate 8



major wound ☐ M13 HP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19
20			

temp. insane ☐ index insane ☐ 85 Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Out of Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

M47 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

## Skills

<input type="checkbox"/> Accounting (10%)	10	<sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> First Aid (30%)	70	<sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Own Kingdom (20%)	65	<sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Sleight of Hand (25%)	25	<sup>12</sup> / <sub>5</sub>
<input type="checkbox"/> Animal Handling (15%)	15	<sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Insight (05%)	75	<sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> Own Language (EDU)	70	<sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Spot Hidden (25%)	25	<sup>12</sup> / <sub>5</sub>
<input type="checkbox"/> Appraise (05%)	5	<sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Intimidate (15%)	45	<sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Englich	60	<sup>30</sup> / <sub>12</sub>	Status (00%)	45	<sup>22</sup> / <sub>9</sub>
<input type="checkbox"/> Art / Craft (05%)	45	<sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Jump (25%)	25	<sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Persuade (15%)	60	<sup>30</sup> / <sub>12</sub>	Totburh	45	<sup>22</sup> / <sub>9</sub>
<input type="checkbox"/> Candle-making			<input type="checkbox"/> Library Use (05%)	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Pilot Boat (01%)	1	<sup>0</sup> / <sub>0</sub>	Church	30	<sup>15</sup> / <sub>6</sub>
<input type="checkbox"/>			<input type="checkbox"/> Listen (25%)	45	<sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Ranged Weapons			<input type="checkbox"/> Stealth (20%)	20	<sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>			<input type="checkbox"/> Medicine (01%)	55	<sup>27</sup> / <sub>11</sub>	<input type="checkbox"/>			<input type="checkbox"/> Swim (25%)	25	<sup>12</sup> / <sub>5</sub>
<input type="checkbox"/> Charm (15%)	65	<sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Natural World (20%)	30	<sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> R&W Language (01%)	45	<sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Throw (25%)	25	<sup>12</sup> / <sub>5</sub>
<input type="checkbox"/> Climb (20%)	20	<sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>			<input type="checkbox"/> Latin	45	<sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Track (10%)	10	<sup>5</sup> / <sub>2</sub>
Cthulhu Mythos (00%)			<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	50	<sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Navigate (10%)	10	<sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Repair/Devise (20%)	20	<sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		
<input type="checkbox"/> Drive Horse/Oxen (20%)	35	<sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Occult (05%)	65	<sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Religion (20%)	75	<sup>37</sup> / <sub>15</sub>	<input type="checkbox"/>		
<input type="checkbox"/> Fast Talk (05%)	50	<sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Other Kingdoms (10%)	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Ride Horse (05%)	35	<sup>17</sup> / <sub>7</sub>	<input type="checkbox"/>		
<input type="checkbox"/> Fighting (Brawl) (25%)	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Rome			<input type="checkbox"/> Science (01%)			<input type="checkbox"/>		
<input type="checkbox"/> Cudgel	45	<sup>22</sup> / <sub>9</sub>	<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/>			<input type="checkbox"/> Other Language (01%)	60	<sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/>			<input type="checkbox"/> Latin			<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>		

## Armor

armor type	value
Robe	n/a
shield type	dmg/armor
	/
	/

## Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
Cudgel	45	22	9	1d6 + db	-	1	-	-

## Combat

Damage Bonus	+1d4
Build	+1
Dodge	50 <sup>25</sup> / <sub>10</sub>



# backstory



**Personal Description** Youthful and sharp

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**Traits** Ambitious

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**Ideology/Beliefs** There is one true God.

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**Life Events** Lost among the elf hills as a child (+5 POW)

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**Significant People** Your brother died while under your care. You still try to prove yourself to him.

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**Phobias & Manias** \_\_\_\_\_

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**Meaningful Locations** The farmstead where you met your first love.

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**Arcane Tomes, Spells & Artifacts** \_\_\_\_\_

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**Treasured Possessions** A tattered copy of the first psalm you ever transcribed.

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**Encounters with Strange Entities** \_\_\_\_\_

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## gear & possessions

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## cash & assets

**Spending Level** 4d

**Cash** \_\_\_\_\_

**Assets** \_\_\_\_\_

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## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = 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. stabilised; then require Medicine

**Natural Heal rate** (non Major Wound): recover 1HP per day

**Natural Heal rate** (Major Wound): weekly healing roll

## fellow investigatorS

Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	<b>me</b>	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

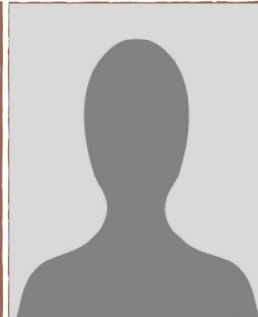


# dark ages investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Guard  
 Age 22 Sex \_\_\_\_\_  
 Residence Totburh  
 Birthplace Totburh

## Characteristics

STR 85 <sup>42</sup>/<sub>17</sub> DEX 70 <sup>35</sup>/<sub>14</sub> POW 35 <sup>17</sup>/<sub>7</sub>  
 CON 60 <sup>30</sup>/<sub>12</sub> APP 40 <sup>20</sup>/<sub>8</sub> EDU 55 <sup>27</sup>/<sub>11</sub>  
 SIZ 70 <sup>35</sup>/<sub>14</sub> INT 60 <sup>30</sup>/<sub>12</sub> Move Rate 8



major wound ☐ Ma13HP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	<u>13</u>	14
16	17	18	19
20			

temp. insane ☐ 35 Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

sanity

## CALL OF CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Ma7MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

magic points

## Skills

<input type="checkbox"/> Accounting (10%)	20	$\frac{10}{4}$	<input type="checkbox"/> First Aid (30%)	40	$\frac{20}{8}$	<input type="checkbox"/> Own Kingdom (20%)	65	$\frac{32}{13}$	<input type="checkbox"/> Sleight of Hand (25%)	25	$\frac{12}{5}$
<input type="checkbox"/> Animal Handling (15%)	15	$\frac{7}{3}$	<input type="checkbox"/> Insight (05%)	75	$\frac{37}{15}$	<input type="checkbox"/> Own Language (EDU) English	55	$\frac{27}{11}$	<input type="checkbox"/> Spot Hidden (25%)	60	$\frac{30}{12}$
<input type="checkbox"/> Appraise (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Intimidate (15%)	60	$\frac{30}{12}$	<input type="checkbox"/> Persuade (15%)	15	$\frac{7}{3}$	Status (00%)		
<input type="checkbox"/> Art / Craft (05%) Armorer	35	$\frac{17}{7}$	<input type="checkbox"/> Jump (25%)	25	$\frac{12}{5}$	<input type="checkbox"/> Pilot Boat (01%)	1	$\frac{0}{0}$			
<input type="checkbox"/>			<input type="checkbox"/> Library Use (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Ranged Weapons			<input type="checkbox"/> Stealth (20%)	20	$\frac{10}{4}$
<input type="checkbox"/>			<input type="checkbox"/> Listen (25%)	75	$\frac{37}{15}$	<input type="checkbox"/>			<input type="checkbox"/> Swim (25%)	25	$\frac{12}{5}$
<input type="checkbox"/> Charm (15%)	15	$\frac{7}{3}$	<input type="checkbox"/> Medicine (01%)	1	$\frac{0}{0}$	<input type="checkbox"/>			<input type="checkbox"/> Throw (25%)	45	$\frac{22}{9}$
<input type="checkbox"/> Climb (20%)	66	$\frac{33}{13}$	<input type="checkbox"/> Natural World (20%) Fields	45	$\frac{22}{9}$	<input type="checkbox"/> R&W Language (01%)			<input type="checkbox"/> Track (10%)	10	$\frac{5}{2}$
Cthulhu Mythos (00%)			<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	75	$\frac{37}{15}$	<input type="checkbox"/> Navigate (10%)	40	$\frac{20}{8}$	<input type="checkbox"/> Repair/Devise (20%)	20	$\frac{10}{4}$	<input type="checkbox"/>		
<input type="checkbox"/> Drive Horse/Oxen (20%)	20	$\frac{10}{4}$	<input type="checkbox"/> Occult (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Religion (20%)	45	$\frac{22}{9}$			
<input type="checkbox"/> Fast Talk (05%)	35	$\frac{17}{7}$	<input type="checkbox"/> Other Kingdoms (10%)			<input type="checkbox"/> Ride Horse (05%)	40	$\frac{20}{8}$			
<input type="checkbox"/> Fighting (Brawl) (25%)	75	$\frac{37}{15}$	<input type="checkbox"/>			<input type="checkbox"/> Science (01%)					
<input type="checkbox"/> Spear	70	$\frac{35}{14}$	<input type="checkbox"/> Other Language (01%)			<input type="checkbox"/>					
<input type="checkbox"/> Knife	60	$\frac{30}{12}$	<input type="checkbox"/>			<input type="checkbox"/>					

Armor	
armor type	value
<u>Leather and rings</u>	1d6
shield type	dmg/armor
<u>Round wooden</u>	1d3 / 1d3

## Armor

armor type	value
Leather and rings	1d6
shield type	dmg/armor
Round wooden	1d3/1d3
	/

## Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	75	37	15	1d3 + db	-	1	-	-
Spear	70	35	14	1d8+db	15	1	-	-
Knife	60	30	12	1d6+db	20	1	4	-
Shield	40	20	8	1d3+db	-	1	-	-

## Combat

Damage Bonus	+1d4
Build	+1
Dodge	75 <sup>37</sup> / <sub>15</sub>



**Traits** Phlegmatic (resolute)

**Life Events** Mauled by a bear (-5 APP)

## Phobias & Manias

## Arcane Tomes, Spells & Artifacts

## Encounters with Strange Entities

## Cash & Assets

**Cash**

## Assets

### Skill & Characteristic Rolls

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

First Aid heals 1HP:                      Medicine heals +1d3 HP

**Major Wound** = loss of  $\geq \frac{1}{2}$  max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

**Dying:** First Aid = temp. stabilised; then require Medicine

**Natural Heal rate** (non Major Wound): recover 1HP per day

**Natural Heal rate** (Major Wound): weekly healing roll

Char.	Player
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Char.	Playe
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Char. _____
Player _____

Char. _____
Player _____

me

Char. _____
Player _____

Char. _____
Player _____

Char.	Playe
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Char. _____
Player _____

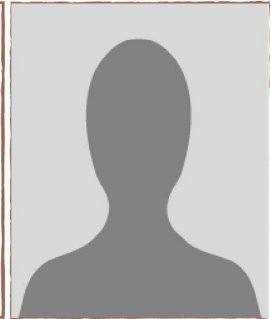


# dark ages investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Healer  
 Age 25 Sex \_\_\_\_\_  
 Residence Totburh  
 Birthplace Totburh

## Characteristics

STR 55 <sup>27</sup>/<sub>11</sub> DEX 60 <sup>30</sup>/<sub>12</sub> POW 85 <sup>42</sup>/<sub>17</sub>  
 CON 75 <sup>37</sup>/<sub>15</sub> APP 50 <sup>25</sup>/<sub>10</sub> EDU 50 <sup>25</sup>/<sub>10</sub>  
 SIZ 60 <sup>30</sup>/<sub>12</sub> INT 80 <sup>40</sup>/<sub>16</sub> Move Rate 8



major wound ☐ M13 HP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19
20			

temp. insane ☐ indef. insane ☐ 85 Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

M47 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

## Skills

<input type="checkbox"/> Accounting (10%)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> First Aid (30%)	75 <sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> Own Kingdom (20%) England	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Sleight of Hand (25%)	55 <sup>27</sup> / <sub>11</sub>
<input type="checkbox"/> Animal Handling (15%)	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Insight (05%)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Own Language (EDU) English	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Spot Hidden (25%)	40 <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Appraise (05%)	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Intimidate (15%)	15 <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Persuade (15%)	15 <sup>7</sup> / <sub>3</sub>	Status (00%)	30 <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Art / Craft (05%) Potions	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Jump (25%)	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Pilot Boat (01%)	1 <sup>0</sup> / <sub>0</sub>		
<input type="checkbox"/>		<input type="checkbox"/> Library Use (05%)	15 <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Ranged Weapons Bow	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Stealth (20%)	50 <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/>		<input type="checkbox"/> Listen (25%)	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>		<input type="checkbox"/> Swim (25%)	40 <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Charm (15%)	15 <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Medicine (01%)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>		<input type="checkbox"/> Throw (25%)	30 <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Climb (20%)	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Natural World (20%)	75 <sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> R&W Language (01%)		<input type="checkbox"/> Track (10%)	25 <sup>12</sup> / <sub>5</sub>
Cthulhu Mythos (00%)		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Navigate (10%)	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Repair/Devise (20%)	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Horse/Oxen (20%)	35 <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Occult (05%)	55 <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Religion (20%)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Fast Talk (05%)	35 <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Other Kingdoms (10%)		<input type="checkbox"/> Ride Horse (05%)	5 <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Fighting (Brawl) (25%)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>		<input type="checkbox"/> Science (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Knife	65 <sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Other Language (01%) Cymric	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> shield	35 <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

## Armor

armor type	value
shield type	dmg/armor
Buckler	1d2 / 1d2
	/

## Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
Knife	65	32	13	1d6+db	15	1	4	-
Bow	45	22	9	1d8	60	1	20	

## Combat

Damage Bonus	none
Build	0
Dodge	60 <sup>30</sup> / <sub>12</sub>



# backstory



**Personal Description** Smart and rosy

**Traits** Loyal

**Ideology/Beliefs** The local priests are a sham.

**Life Events** Imbalance of humors, sanguine (+10 fast talk, -10 insight)

**Significant People** Your mentor, who managed to keep you alive when you were ravaged by the flux.

**Phobias & Manias**

**Meaningful Locations** Your small, herb-filled home

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** A cachet of dried herbs left behind by your mentor, who fled after being persecuted by the church.

**Encounters with Strange Entities**

## gear & possessions

## cash & assets

**Spending Level** 2d

**Cash**

**Assets**

## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = loss of  $\geq \frac{1}{2}$  max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

*Dying:* First Aid = temp. stabilised; then require Medicine

**Natural Heal rate** (non Major Wound): recover 1HP per day

**Natural Heal rate** (Major Wound): weekly healing roll

## fellow investigatorS

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

me

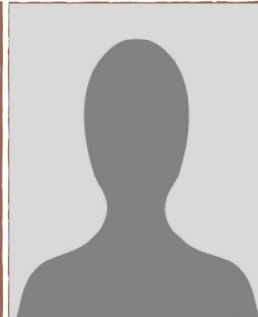


# dark ages investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Hearthweru  
 Age 29 Sex \_\_\_\_\_  
 Residence Totburh  
 Birthplace Totburh

## Characteristics

STR 70 <sup>35</sup>/<sub>14</sub> DEX 85 <sup>42</sup>/<sub>17</sub> POW 65 <sup>32</sup>/<sub>13</sub>  
 CON 85 <sup>42</sup>/<sub>17</sub> APP 70 <sup>35</sup>/<sub>14</sub> EDU 65 <sup>32</sup>/<sub>13</sub>  
 SIZ 70 <sup>35</sup>/<sub>14</sub> INT 75 <sup>37</sup>/<sub>15</sub> Move Rate 8



major wound

Md5 MP

temp. insane

indef. insane

65

Max

Insane

01 02 03 04 05 06 07

sanity

hrc points	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

## CALL OF CTHULHU

Md3 MP

luck	Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15
	16	17	18	19	20	21	22	23
	24	25	26	27	28	29	30	
	31	32	33	34	35	36	37	38
	39	40	41	42	43	44	45	46
	47	48	49	50	51	52	53	
	54	55	56	57	58	59	60	61
	62	63	64	65	66	67	68	69
	70	71	72	73	74	75	76	
	77	78	79	80	81	82	83	84
	85	86	87	88	89	90	91	92
	93	94	95	96	97	98	99	

magic points	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

## Skills

<input type="checkbox"/> Accounting (10%)	10	<sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> First Aid (30%)	35	<sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Own Kingdom (20%)	50	<sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Sleight of Hand (25%)	25	<sup>12</sup> / <sub>5</sub>
<input type="checkbox"/> Animal Handling (15%)	15	<sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Insight (05%)	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Own Language (EDU)	65	<sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Spot Hidden (25%)	40	<sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Appraise (05%)	5	<sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Intimidate (15%)	65	<sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> English			Status (00%)	65	<sup>32</sup> / <sub>13</sub>
<input type="checkbox"/> Art / Craft (05%)	55	<sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Jump (25%)	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Persuade (15%)	15	<sup>7</sup> / <sub>3</sub>			
<input type="checkbox"/> Weaving			<input type="checkbox"/> Library Use (05%)	5	<sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Pilot Boat (01%)	1	<sup>0</sup> / <sub>0</sub>			
<input type="checkbox"/>			<input type="checkbox"/> Listen (25%)	25	<sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Ranged Weapons			<input type="checkbox"/> Stealth (20%)	20	<sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>			<input type="checkbox"/> Medicine (01%)	1	<sup>0</sup> / <sub>0</sub>				<input type="checkbox"/> Swim (25%)	25	<sup>12</sup> / <sub>5</sub>
<input type="checkbox"/> Charm (15%)	15	<sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Natural World (20%)	60	<sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>			<input type="checkbox"/> Throw (25%)	35	<sup>17</sup> / <sub>7</sub>
<input type="checkbox"/> Climb (20%)	60	<sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>			<input type="checkbox"/> R&W Language (01%)			<input type="checkbox"/> Track (10%)	10	<sup>5</sup> / <sub>2</sub>
Cthulhu Mythos (00%)			<input type="checkbox"/> Navigate (10%)	10	<sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>			<input type="checkbox"/> Shield	55	<sup>27</sup> / <sub>11</sub>
<input type="checkbox"/> Dodge (half DEX)	60	<sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Occult (05%)	5	<sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Repair/Devise (20%)	20	<sup>10</sup> / <sub>4</sub>			
<input type="checkbox"/> Drive Horse/Oxen (20%)	20	<sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Other Kingdoms (10%)			<input type="checkbox"/> Religion (20%)	45	<sup>22</sup> / <sub>9</sub>			
<input type="checkbox"/> Fast Talk (05%)	30	<sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>			<input type="checkbox"/> Ride Horse (05%)	45	<sup>22</sup> / <sub>9</sub>			
<input type="checkbox"/> Fighting (Brawl) (25%)	70	<sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Other Language (01%)	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Science (01%)					
<input type="checkbox"/> Spear	65	<sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Welsh								
<input type="checkbox"/> Sword	70	<sup>35</sup> / <sub>14</sub>	<input type="checkbox"/>								

## Armor

armor type	value
Chainmail	1d8
shield type	dmg/armor
Round, wooden	1d3 / 1d3
	/

## Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	70	35	14	1d3 + db	-	1	-	-
Spear	65	32	13	1d6 + db	15	1	-	-
Sword	70	35	14	1d8 + db	-	1	-	-
Shield	55	27	11	1d3 + db	-	1	-	-

## Combat

Damage Bonus	+1d4
Build	+1
Dodge	60 <sup>30</sup> / <sub>12</sub>



# backstory



Personal Description Rugged and weary

Traits Romantic

Ideology/Beliefs Loyal to my lord on earth

Life Events Hit across face as child (-10 spot hidden, +5 dodge)

Significant People Oswyn, your thane. You had the chance to save his wife, Athilde, but were too slow.

Phobias & Manias

Meaningful Locations Oswyn's hall

Arcane Tomes, Spells & Artifacts

Treasured Possessions A ratty fragment of St. George's robe.

Encounters with Strange Entities

## gear & possessions

## cash & assets

Spending Level

Cash

Assets

## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of  $\geq \frac{1}{2}$  max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

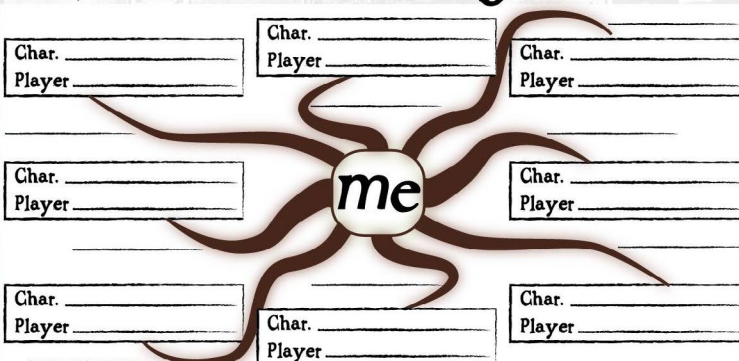
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

## fellow investigatorS



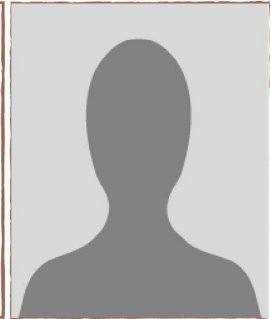


# dark ages investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Merchant  
 Age 31 Sex \_\_\_\_\_  
 Residence Totburh  
 Birthplace London

## Characteristics

STR 60 <sup>30</sup>/<sub>12</sub> DEX 75 <sup>37</sup>/<sub>15</sub> POW 70 <sup>35</sup>/<sub>14</sub>  
 CON 80 <sup>40</sup>/<sub>16</sub> APP 75 <sup>37</sup>/<sub>15</sub> EDU 60 <sup>30</sup>/<sub>12</sub>  
 SIZ 45 <sup>22</sup>/<sub>9</sub> INT 85 <sup>42</sup>/<sub>17</sub> Move Rate 9



major wound ☐ M12HP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19
20			

temp. insane ☐ index insane ☐ 70 Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

## CALL OF CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

M14MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

## Skills

<input type="checkbox"/> Accounting (10%)	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> First Aid (30%)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Own Kingdom (20%)	70 <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Sleight of Hand (25%)	45 <sup>22</sup> / <sub>9</sub>
<input type="checkbox"/> Animal Handling (15%)	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Insight (05%)	35 <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Own Language (EDU)	70 <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Spot Hidden (25%)	45 <sup>22</sup> / <sub>9</sub>
<input type="checkbox"/> Appraise (05%)	70 <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Intimidate (15%)	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> English	70 <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Status (00%)	65 <sup>32</sup> / <sub>13</sub>
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Jump (25%)	25 <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Persuade (15%)	65 <sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Totburh	65 <sup>32</sup> / <sub>13</sub>
<input type="checkbox"/>		<input type="checkbox"/> Library Use (05%)	15 <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Pilot Boat (01%)	1 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> Listen (25%)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Ranged Weapons	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Stealth (20%)	20 <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>		<input type="checkbox"/> Medicine (01%)	1 <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Sling	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Swim (25%)	25 <sup>12</sup> / <sub>5</sub>
<input type="checkbox"/> Charm (15%)	75 <sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> Natural World (20%)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>		<input type="checkbox"/> Throw (25%)	25 <sup>12</sup> / <sub>5</sub>
<input type="checkbox"/> Climb (20%)	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> R&W Language (01%)	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Track (10%)	10 <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Cthulhu Mythos (00%)		<input type="checkbox"/> Navigate (10%)	70 <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> English	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Occult (05%)	25 <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Drive Horse/Oxen (20%)	75 <sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> Other Kingdoms (10%)	65 <sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Repair/Devise (20%)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Fast Talk (05%)	65 <sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Gwent	65 <sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Religion (20%)	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Fighting (Brawl) (25%)	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>		<input type="checkbox"/> Ride Horse (05%)	45 <sup>22</sup> / <sub>9</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Knife	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Other Language (01%)	70 <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Science (01%)		<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> Cymric	70 <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

## Armor

armor type	value
Leather	1d3-1
shield type	dmg/armor
	/
	/

## Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
Knife	50	25	10	1d6+db	15	1	3	-
Sling	60	30	12	1d4	60	1	unlim.	-

## Combat

Damage Bonus	none
Build	0
Dodge	40 <sup>20</sup> / <sub>8</sub>



# backstory



**Personal Description** Cheerful and ungainly

**Traits** Risk-taker

**Ideology/Beliefs** There is evil in society that must be rooted out.

**Life Events** Eldest Child (+10 status, -5 insight)

**Significant People** Your sister. Although you're the eldest, she has always excelled. You have to prove yourself better than her.

**Phobias & Manias**

**Meaningful Locations** Your stall on market day

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** A battered copper pot, the first item you ever traded for.

**Encounters with Strange Entities**

## gear & possessions

## Cash & Assets

**Spending Level** 8d

**Cash**

**Assets**

## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: 

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = loss of  $\geq \frac{1}{2}$  max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

*Dying:* First Aid = temp. stabilised; then require Medicine

**Natural Heal rate** (non Major Wound): recover 1HP per day

**Natural Heal rate** (Major Wound): weekly healing roll

## fellow investigatorS

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

me

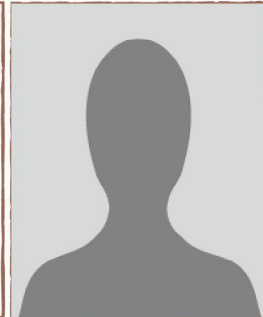


# dark ages investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Woodsman  
 Age 25 Sex \_\_\_\_\_  
 Residence Totburh  
 Birthplace Totburh

## Characteristics

STR 75 37 15 DEX 80 40 16 POW 55 27 11  
 CON 70 35 14 APP 65 32 13 EDU 60 30 12  
 SIZ 50 25 10 INT 70 35 14 Move Rate 9



major wound

MidHP

temp. insane

indef. insane

55

Max

Insane

01 02 03 04 05 06 07

sanity

hrc points	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

## CALL OF CTHULHU

MidHP

luck	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

magic points

## Skills

<input type="checkbox"/> Accounting (10%)	10	5	2	<input type="checkbox"/> First Aid (30%)	45	22	9	<input type="checkbox"/> Own Kingdom (20%)	55	27	11	<input type="checkbox"/> Sleight of Hand (25%)	25	12	5
<input type="checkbox"/> Animal Handling (15%)	65	32	13	<input type="checkbox"/> Insight (05%)	50	25	10	<input type="checkbox"/> England				<input type="checkbox"/> Spot Hidden (25%)	60	30	12
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Own Language (EDU)	60	30	12	<input type="checkbox"/> English			
<input type="checkbox"/> Art / Craft (05%)	50	25	10	<input type="checkbox"/> Jump (25%)	25	12	5	<input type="checkbox"/> Persuade (15%)	15	7	3	<input type="checkbox"/> Pilot Boat (01%)	1	0	0
<input type="checkbox"/> Woodworking				<input type="checkbox"/> Library Use (05%)	5	2	1	<input type="checkbox"/> Ranged Weapons	60	30	12	<input type="checkbox"/> Bow			
<input type="checkbox"/>				<input type="checkbox"/> Listen (25%)	60	30	12	<input type="checkbox"/>				<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/>				<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/>				<input type="checkbox"/> Swim (25%)	25	12	5
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> Natural World (20%)	75	37	15	<input type="checkbox"/>				<input type="checkbox"/> Throw (25%)	25	12	5
<input type="checkbox"/> Climb (20%)	70	35	14	<input type="checkbox"/> Woods				<input type="checkbox"/> R&W Language (01%)				<input type="checkbox"/> Track (10%)	70	35	14
<input type="checkbox"/> Cthulhu Mythos (00%)				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>			
<input type="checkbox"/> Dodge (half DEX)	55	27	11	<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> Repair/Devise (20%)	50	25	10	<input type="checkbox"/>			
<input type="checkbox"/> Drive Horse/Oxen (20%)	20	10	4	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> Religion (20%)	20	10	4	<input type="checkbox"/>			
<input type="checkbox"/> Fast Talk (05%)	20	10	4	<input type="checkbox"/> Other Kingdoms (10%)				<input type="checkbox"/> Ride Horse (05%)	5	2	1	<input type="checkbox"/>			
<input type="checkbox"/> Fighting (Brawl) (25%)	45	22	9	<input type="checkbox"/>				<input type="checkbox"/> Science (01%)				<input type="checkbox"/>			
<input type="checkbox"/> Spear	50	25	10	<input type="checkbox"/> Other Language (01%)				<input type="checkbox"/>				<input type="checkbox"/>			
<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>			

## Armor

armor type	value
Leathers	1D3-1
shield type	dmg/armor
	/
	/

## Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Spear	50	25	10	1d6+db	15	1	-	-
Bow	60	30	12	1d8	60	1	10	-

## Combat

Damage Bonus	+1d4		
Build	+1		
Dodge	55	27	11



**Traits** Choleric (hot tempered)

**Life Events** Poorly healed wound (-5 STR)

## Phobias & Manias

## Arcane Tomes, Spells & Artifacts

## Encounters with Strange Entities

## Cash & Assets

Cash

## Assets

### Skill & Characteristic Rolls

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

First Aid heals 1HP:                      Medicine heals +1d3 HP

**Major Wound** = loss of  $\geq \frac{1}{2}$  max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

*Dying*: First Aid = temp. stabilised; then require Medicine

**Natural Heal rate** (non Major Wound): recover 1HP per day

**Natural Heal rate** (Major Wound): weekly healing roll

Char. _
Player

Char.	Playe
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Char.	Player
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
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18	18
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20	20
21	21
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93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

Char. _	Player
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Char.	Player
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Char. _	Player
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Char.	Playe
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Char.	Player
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## dark ages investigator

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation \_\_\_\_\_  
 Age \_\_\_\_\_ Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

## Characteristics

STR 

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 DEX 

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 POW 

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 CON 

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 APP 

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 EDU 

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 SIZ 

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 INT 

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 Move Rate 

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major wound 

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Max HP

temp. insane 

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intel. insane 

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Start

Max

Insane

01 02 03 04 05 06 07

sanct

hrc points	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

## CALL OF CTHULHU

Max MP

luck	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

magic points

## Skills

☐ Accounting (10%) 

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☐ Animal Handling (15%) 

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☐ Appraise (05%) 

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☐ Art / Craft (05%) 

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☐ \_\_\_\_\_ 

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☐ \_\_\_\_\_ 

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☐ Charm (15%) 

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☐ Climb (20%) 

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 Cthulhu Mythos (00%) 

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☐ Dodge (half DEX) 

--	--

  
☐ Drive Horse/Oxen (20%) 

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☐ Fast Talk (05%) 

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☐ Fighting (Brawl) (25%) 

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☐ \_\_\_\_\_ 

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☐ \_\_\_\_\_ 

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☐ First Aid (30%) 

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☐ Insight (05%) 

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☐ Intimidate (15%) 

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☐ Jump (25%) 

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☐ Library Use (05%) 

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☐ Listen (25%) 

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☐ Medicine (01%) 

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☐ Natural World (20%) 

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☐ \_\_\_\_\_ 

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☐ Navigate (10%) 

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☐ Occult (05%) 

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☐ Other Kingdoms (10%) 

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☐ \_\_\_\_\_ 

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☐ Other Language (01%) 

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☐ \_\_\_\_\_ 

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☐ Own Kingdom (20%) 

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☐ Own Language (EDU) 

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☐ Persuade (15%) 

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☐ Pilot Boat (01%) 

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☐ Ranged Weapons 

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☐ \_\_\_\_\_ 

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☐ R&W Language (01%) 

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☐ \_\_\_\_\_ 

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☐ Repair/Devise (20%) 

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☐ Religion (20%) 

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☐ Ride Horse (05%) 

--	--

  
☐ Science (01%) 

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☐ \_\_\_\_\_ 

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☐ \_\_\_\_\_ 

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☐ Sleight of Hand (25%) 

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☐ Spot Hidden (25%) 

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 Status (00%) 

--	--

  
☐ Stealth (20%) 

--	--

  
☐ Swim (25%) 

--	--

  
☐ Throw (25%) 

--	--

  
☐ Track (10%) 

--	--

  
☐ \_\_\_\_\_ 

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☐ \_\_\_\_\_ 

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## Armor

armor type \_\_\_\_\_ value \_\_\_\_\_  
 shield type \_\_\_\_\_ dmg/armor \_\_\_\_\_  
 \_\_\_\_\_ / \_\_\_\_\_

## Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	half.
Unarmed				1d3 + db	-	1	-	-

## Combat

Damage Bonus 

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 Build 

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 Dodge 

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# backstory



Personal Description \_\_\_\_\_

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Traits \_\_\_\_\_

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Ideology/Beliefs \_\_\_\_\_

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Injuries & Scars \_\_\_\_\_

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Significant People \_\_\_\_\_

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Phobias & Manias \_\_\_\_\_

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Meaningful Locations \_\_\_\_\_

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Arcane Tomes, Spells & Artifacts \_\_\_\_\_

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Treasured Possessions \_\_\_\_\_

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Encounters with Strange Entities \_\_\_\_\_

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## gear & possessions

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## cash & assets

Spending Level \_\_\_\_\_

Cash \_\_\_\_\_

Assets \_\_\_\_\_

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## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = 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. stabilised; then require Medicine

**Natural Heal rate** (non Major Wound): recover 1HP per day

**Natural Heal rate** (Major Wound): weekly healing roll

## fellow investigatorS

Char.  
Player

Char.  
Player

Char.  
Player

Char.  
Player

Char.  
Player

Char.  
Player

Char.  
Player

Char.  
Player

me