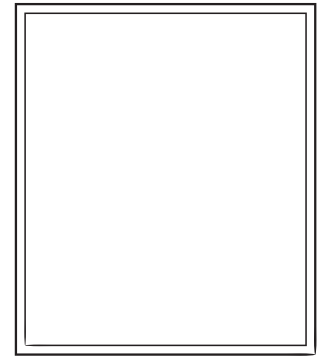


Cthulhu Dark Ages™

INVESTIGATOR

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



CHARACTERISTICS

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current	
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current	
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current	
INT IDEA	Reg	Half	Fifth	EDU KNOW	Reg	Half	Fifth	Sanity	Starting	Current	



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

SKILLS

<input type="checkbox"/> Accounting (10%)	Reg Half Fifth	<input type="checkbox"/> Library Use (05%)	Reg Half Fifth	<input type="checkbox"/> Religion (20%)	Reg Half Fifth
<input type="checkbox"/> Animal Handling (15%)		<input type="checkbox"/> Listen (25%)		<input type="checkbox"/> Ride Horse (05%)	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> _____ (01%)	
<input type="checkbox"/> _____ (05%)		<input type="checkbox"/> _____ (20%)		<i>Science</i>	
<i>Art / Craft</i>		<i>Natural World</i>		<input type="checkbox"/> _____	
<input type="checkbox"/> _____		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Sleight of Hand (25%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Spot Hidden (25%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> _____ (10%)		<input type="checkbox"/> _____ (00%)	
<input type="checkbox"/> Cthulhu Mythos (00%)		<i>Other Kingdoms</i>		<i>Status</i>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> _____ (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Dodge (half DEX)		<i>Other Language</i>		<input type="checkbox"/> Swim (25%)	
<input type="checkbox"/> Drive (Horses/Oxen) (20%)		<input type="checkbox"/> _____ (20%)		<input type="checkbox"/> Throw (25%)	
<input type="checkbox"/> Fast Talk (05%)		<i>Own Kingdom</i>		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> _____ (EDU)		<input type="checkbox"/> _____	
<input type="checkbox"/> _____		<i>Own Language</i>		<input type="checkbox"/> _____	
<i>Fighting</i>		<input type="checkbox"/> Persuade (15%)		<input type="checkbox"/> _____	
<input type="checkbox"/> _____		<input type="checkbox"/> Pilot Boat (01%)		<input type="checkbox"/> _____	
<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> _____		<input type="checkbox"/> _____	
<input type="checkbox"/> Insight (05%)		<i>Ranged Weapon</i>		<input type="checkbox"/> _____	
<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> _____		<input type="checkbox"/> _____	
<input type="checkbox"/> Jump (25%)		<input type="checkbox"/> _____ (01%)		<input type="checkbox"/> _____	
<input type="checkbox"/> Repair/Devise (20%)		<i>Read/Write Language</i>		<input type="checkbox"/> _____	

ARMOR

Armor Type	Value
Armor Type	Value
Shield Type	dmg/armor
Shield Type	dmg/armor

COMBAT

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

Build ☐
Dodge ☐
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 $\geq \frac{1}{2}$ max HP in one attack

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

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

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

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

Natural Heal rate (Major Wound): weekly healing roll

