

# C'THULHU

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CHARTA BRITANNIAE

a steffania cambrensis donata,  
cuius opus hoc est:

Anglo-Saxon England map



**Legend**

- 1 earthen ramparts
- 2 new stone wall
- 3 palisades
- 4 main gate
- 5 smaller gates
- 6 defensive towers
- 7 internal road
- 8 thegn's compound
- 9 the mint
- 10 parish church
- 11 wooden church
- 12 manorial church
- 13 market
- 14 blacksmith
- 15 alfric's house
- 16 eward's house
- 17 delwyn's house
- 18 unfurth's house
- 19 cuthen's house
- 20 sigeric's house
- 21 madulf's house
- 22 the fields
- 23 derman's house
- 24 guthlaf's lean-to
- 25 mildoina's house
- 26 the quay
- 27 the mill
- 28 roman ruins
- 29 the forest
- 30 iron age hill fort
- 31 the monastery
- 32 the viking settlement

The Town Of  
**Totburh**  
 & The Surrounds





The Western Marches Map

A Map of the Western Marches



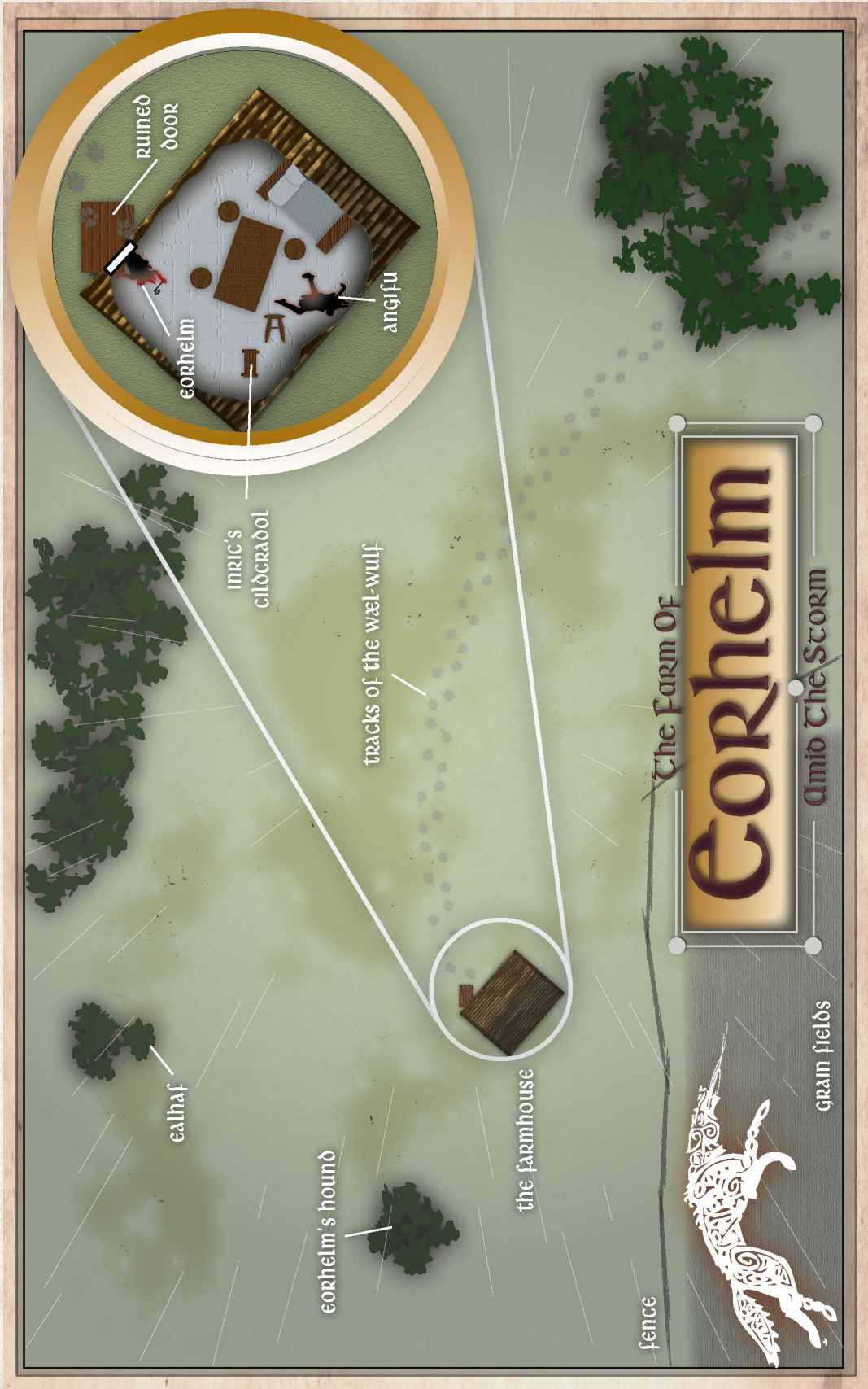
Vaulted Ceiling

60 feet

The Monastery Of  
**St. Swithun's**  
& The Surrounds

*The Monastery of St. Swithun's and Surrounds Map*

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	<input type="checkbox"/>	Md13 HP	temp. insane	<input type="checkbox"/>	indef. insane	<input type="checkbox"/>	85	Max	Insane	01	02	03	04	05	06	07													
hit points	Dying	00	01	02	08	09	10	11	12	13	14	15	16	17	18	19	20												
	Unconscious	03	04	05	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53		
		06	07	08	09	10	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
		11	12	13	14	15	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**

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	Md7 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%) England	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) English	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"/> Persuade (15%)	60	<sup>30</sup> / <sub>12</sub>	Status (00%) Totburh	45	<sup>22</sup> / <sub>9</sub>
<input type="checkbox"/> Art / Craft (05%) Candle-making	45	<sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Jump (25%)	25	<sup>12</sup> / <sub>5</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"/> Library Use (05%)	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Ranged Weapons			<input type="checkbox"/> Stealth (20%)	20	<sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>			<input type="checkbox"/> Listen (25%)	45	<sup>22</sup> / <sub>9</sub>				<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"/> Medicine (01%)	55	<sup>27</sup> / <sub>11</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"/> Natural World (20%)	30	<sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> R&W Language (01%) 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"/> 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%) Rome	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"/>			<input type="checkbox"/> Science (01%)			<input type="checkbox"/>		
<input type="checkbox"/> Cudgel	45	<sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Other Language (01%) Latin	60	<sup>30</sup> / <sub>12</sub>	<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

**Traits** Ambitious

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

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

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

**Phobias & Manias**

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

**Arcane Tomes, Spells & Artifacts**

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

**Encounters with Strange Entities**

## gear & possessions

## Cash & Assets

**Spending Level** 4d

**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**

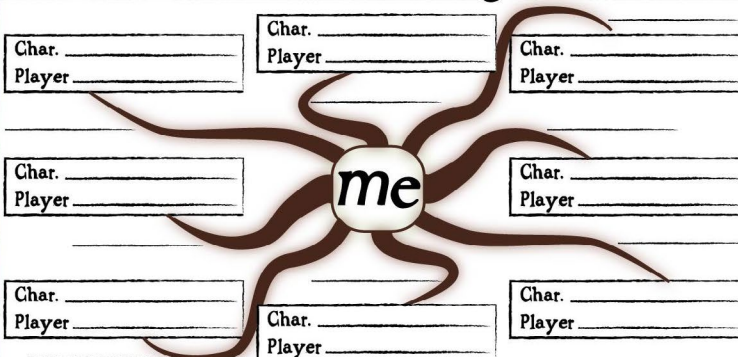
Reach 0 HP with Major Wound = **Dying**

*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

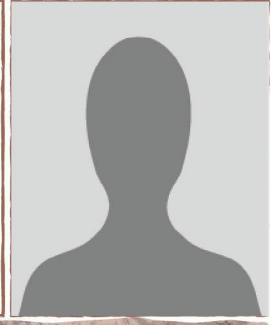


**dark ages investigator**

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	<input type="checkbox"/>	MP <u>13</u>	temp. insane	<input type="checkbox"/>	indef. insane	<input type="checkbox"/>	<u>35</u>	Max	Insane	01	02	03	04	05	06	07													
hit points	Dying	<u>00</u>	01	02	08	09	10	11	12	13	14	15	16	17	18	19	20												
	Unconscious	<u>03</u>	04	05	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53		
		<u>06</u>	07	08	09	10	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
		<u>11</u>	12	<u>13</u>	14	15	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**

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

**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	<u>+1d4</u>
Build	<u>+1</u>
Dodge	<u>75</u> <sup>37</sup> / <sub>15</sub>

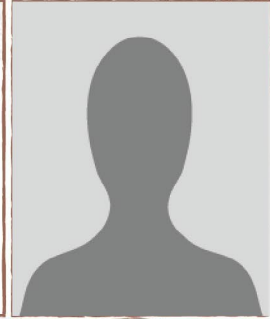


**dark ages investigator**

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	<input type="checkbox"/>	Md13 HP	temp. insane	<input type="checkbox"/>	indef. insane	<input type="checkbox"/>	85	Max	Insane	01	02	03	04	05	06	07													
hit points	Dying	00	01	02	08	09	10	11	12	13	14	15	16	17	18	19	20												
	Unconscious	03	04	05	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53		
		06	07	08	09	10	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
		11	12	13	14	15	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
		16	17	18	19	20																							

**CALL of CTHULHU**

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

**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"/> 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"/> 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"/> 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"/> 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"/> 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"/> Fighting (Brawl) (25%)	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>			<input type="checkbox"/> Science (01%)					
<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"/> shield	35	<sup>17</sup> / <sub>7</sub>	<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 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 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 \_\_\_\_\_

me

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

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

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

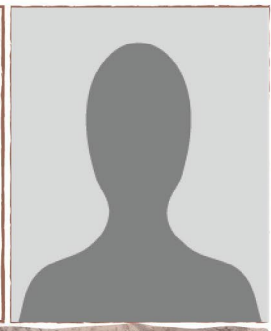
Char. \_\_\_\_\_  
Player \_\_\_\_\_

**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	<input type="checkbox"/>	Md5 MP	temp. insane	<input type="checkbox"/>	indef. insane	<input type="checkbox"/>	65	Max	Insane	01	02	03	04	05	06	07												
hit points	Dying	<u>00</u>	01	02	08	09	10	11	12	13	14	15	16	17	18	19	20											
	Unconscious	03	04	05	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	
	06	07	08	09	10	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	11	12	13	14	<u>15</u>	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
	16	17	18	19	20																							

# CALL OF CTHULHU

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	Md3 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%)	35	<sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Own Kingdom (20%) England	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) English	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"/> Persuade (15%)	15	<sup>7</sup> / <sub>3</sub>	Status (00%)	65	<sup>32</sup> / <sub>13</sub>
<input type="checkbox"/> Art / Craft (05%) Weaving	55	<sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Jump (25%)	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Pilot Boat (01%)	1	<sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	20	<sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>			<input type="checkbox"/> Library Use (05%)	5	<sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Ranged Weapons			<input type="checkbox"/> Swim (25%)	25	<sup>12</sup> / <sub>5</sub>
<input type="checkbox"/>			<input type="checkbox"/> Listen (25%)	25	<sup>12</sup> / <sub>5</sub>	<input type="checkbox"/>			<input type="checkbox"/> Throw (25%)	35	<sup>17</sup> / <sub>7</sub>
<input type="checkbox"/> Charm (15%)	15	<sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Medicine (01%)	1	<sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>			<input type="checkbox"/> Track (10%)	10	<sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	60	<sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Natural World (20%)	60	<sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> R&W Language (01%)			<input type="checkbox"/> Shield	55	<sup>27</sup> / <sub>11</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%)	10	<sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Repair/Devise (20%)	20	<sup>10</sup> / <sub>4</sub>	<b>ARMOR</b>		
<input type="checkbox"/> Drive Horse/Oxen (20%)	20	<sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Occult (05%)	5	<sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Religion (20%)	45	<sup>22</sup> / <sub>9</sub>	armor type	value	
<input type="checkbox"/> Fast Talk (05%)	30	<sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Other Kingdoms (10%)			<input type="checkbox"/> Ride Horse (05%)	45	<sup>22</sup> / <sub>9</sub>	Chainmail	1d8	
<input type="checkbox"/> Fighting (Brawl) (25%)	70	<sup>35</sup> / <sub>14</sub>	<input type="checkbox"/>			<input type="checkbox"/> Science (01%)			shield type	dmg/armor	
<input type="checkbox"/> Spear	65	<sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Other Language (01%) Welsh	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>			Round, wooden	1d3 / 1d3	
<input type="checkbox"/> Sword	70	<sup>35</sup> / <sub>14</sub>	<input type="checkbox"/>			<input type="checkbox"/>			/	/	

## 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	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 ≥ ½ max HP in one attack

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

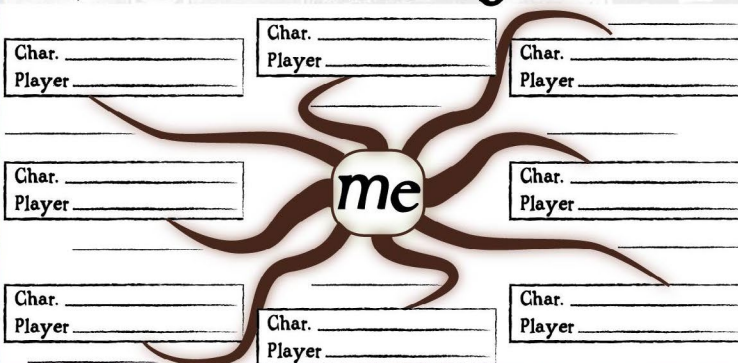
Reach 0 HP with Major Wound = **Dying**

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



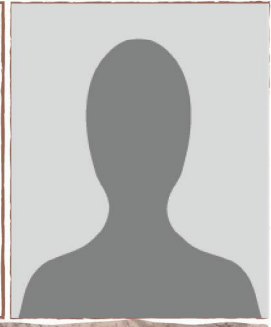


**dark ages investigator**

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	<input type="checkbox"/>	Mid2HP	temp. insane	<input type="checkbox"/>	indef. insane	<input type="checkbox"/>	70	Max	Insane	01	02	03	04	05	06	07													
hit points	Dying	00	01	02	08	09	10	11	12	13	14	15	16	17	18	19	20	sanity											
	Unconscious	03	04	05	31	32	33	34	35	36	37	38	39	40	41	42	43		44	45	46	47	48	49	50	51	52	53	
	06	07	08	09	10	54	55	56	57	58	59	60	61	62	63	64	65		66	67	68	69	70	71	72	73	74	75	76
	11	12	13	14	15	77	78	79	80	81	82	83	84	85	86	87	88		89	90	91	92	93	94	95	96	97	98	99
	16	17	18	19	20																								

**CALL of CTHULHU**

luck	Out of Luck																01	02	03	04	05	06	07	magic points
	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	

**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%) England	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) English	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"/> Persuade (15%)	65	<sup>32</sup> / <sub>13</sub>	Status (00%) Totburh	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"/> Pilot Boat (01%)	1	<sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Stealth (20%)	20	<sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>			<input type="checkbox"/> Library Use (05%)	15	<sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Ranged Weapons Sling	60	<sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Swim (25%)	25	<sup>12</sup> / <sub>5</sub>
<input type="checkbox"/>			<input type="checkbox"/> Listen (25%)	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"/> Charm (15%)	75	<sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> Medicine (01%)	1	<sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> R&W Language (01%) English	45	<sup>22</sup> / <sub>9</sub>	<input type="checkbox"/> Track (10%)	10	<sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Climb (20%)	20	<sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Natural World (20%)	60	<sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>			<input type="checkbox"/>		
Cthulhu Mythos (00%)			<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	40	<sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Navigate (10%)	70	<sup>35</sup> / <sub>14</sub>	<input type="checkbox"/> Repair/Devise (20%)	60	<sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>		
<input type="checkbox"/> Drive Horse/Oxen (20%)	75	<sup>37</sup> / <sub>15</sub>	<input type="checkbox"/> Occult (05%)	25	<sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Religion (20%)	50	<sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>		
<input type="checkbox"/> Fast Talk (05%)	65	<sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Other Kingdoms (10%) Gwent	65	<sup>32</sup> / <sub>13</sub>	<input type="checkbox"/> Ride Horse (05%)	45	<sup>22</sup> / <sub>9</sub>	<input type="checkbox"/>		
<input type="checkbox"/> Fighting (Brawl) (25%)	50	<sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>			<input type="checkbox"/> Science (01%)			<input type="checkbox"/>		
<input type="checkbox"/> Knife	50	<sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Other Language (01%) 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 \_\_\_\_\_

me

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

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

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

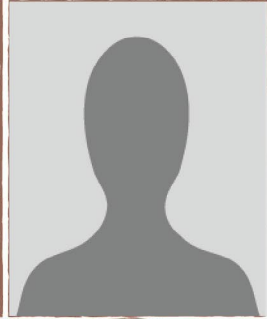
Char. \_\_\_\_\_  
Player \_\_\_\_\_

**dark ages investigator**

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

**Characteristics**

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



major wound  MidHP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	<u>12</u>	13
14	15	16	17
18	19	20	

temp. insane  55 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

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

**CALL of CTHULHU**

MidMP

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

# backstory



**Personal Description** Rugged and Dirty

**Traits** Choleric (hot tempered)

**Ideology/Beliefs** Hard work conquers all

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

**Significant People** Your lover. You wronged your lover years ago and now that person has nothing to do with you.

**Phobias & Manias**

**Meaningful Locations** A rock overlooking the Severn

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** A wooden carving given to you by your lover.

**Encounters with Strange Entities**

## gear & possessions

## Cash & Assets

**Spending Level** 4d

**Cash**

**Assets**

## Quick Reference Rules

### Skill & Characteristic Rolls

Levels 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 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 \_\_\_\_\_

me

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

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

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

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

**dark ages investigator**

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

**Characteristics**

STR   DEX   POW    
 CON   APP   EDU    
 SIZ   INT   Move Rate

major wound  **MaxHP**  
 Dying  00 01 02  
 Unconscious  03 04 05  
 06 07 08 09 10  
 11 12 13 14 15  
 16 17 18 19 20

comp. insane  indef. insane  **Start** **Max**  
 Insane 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

**CALL OF CTHULHU**

**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**  
**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%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Own Kingdom (20%)	<input type="checkbox"/> Sleight of Hand (25%)
<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Own Language (EDU)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (15%)	Status (00%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> Pilot Boat (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/> Library Use (05%)	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/>	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/>	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> R&W Language (01%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/>	<input type="checkbox"/>
Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Repair/Devise (20%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Horse/Oxen (20%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Religion (20%)	<input type="checkbox"/>
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Other Kingdoms (10%)	<input type="checkbox"/> Ride Horse (05%)	<input type="checkbox"/>
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/>	<input type="checkbox"/> Science (01%)	<input type="checkbox"/>
<input type="checkbox"/>	<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 \_\_\_\_\_  
 shield type \_\_\_\_\_ dmg/armor \_\_\_\_\_  
 \_\_\_\_\_ / \_\_\_\_\_

**Weapons**

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

**Combat**

Damage Bonus

Build

Dodge

