

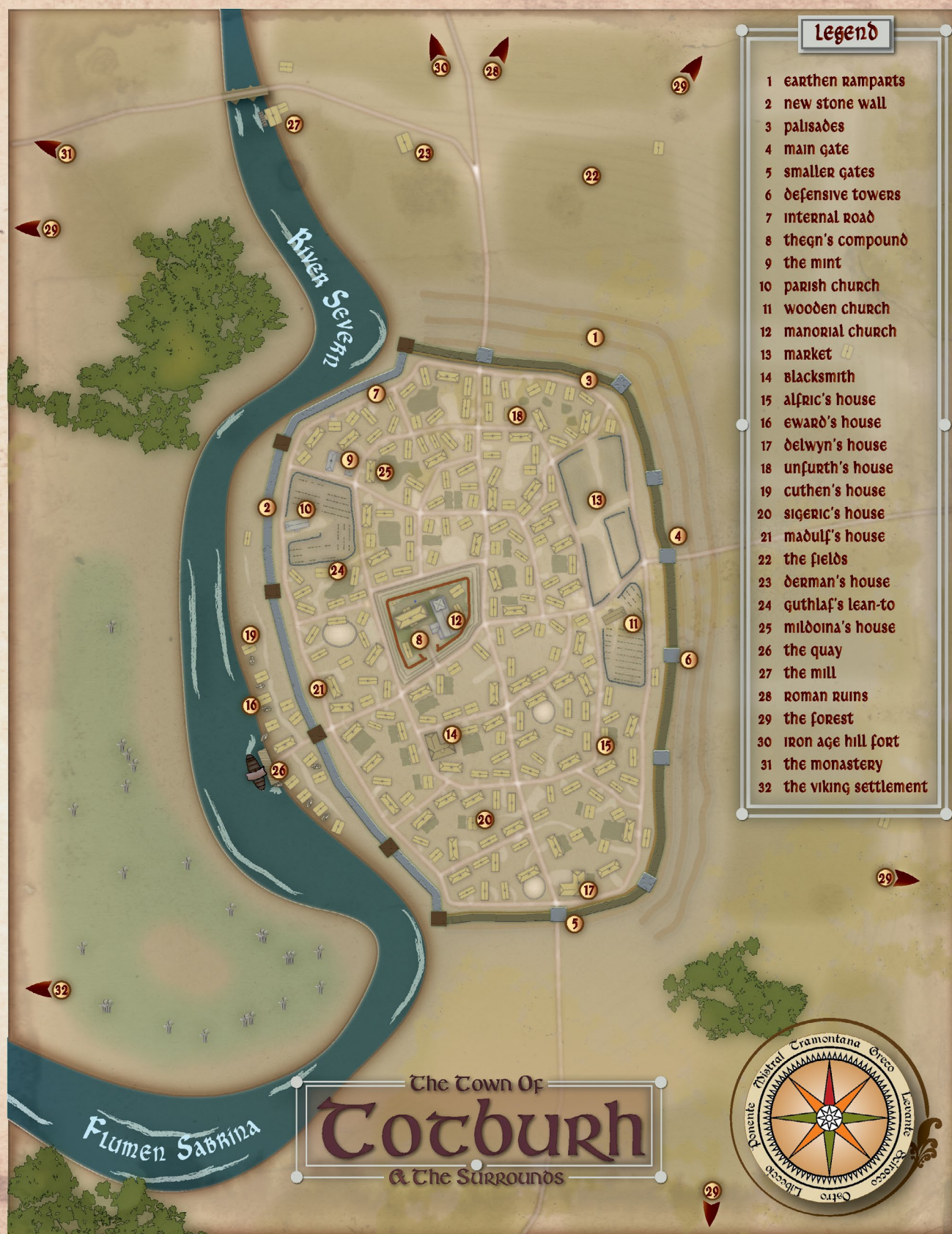
CTHULHU

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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.

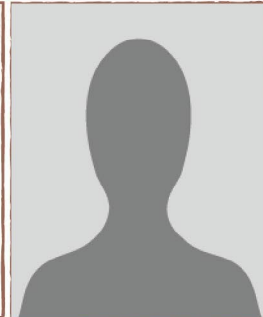
One of my men reported seeing some of the natives with gladii and scuta, holding aloft a false Aquila of Legio IX as they danced around the tower.

dark ages investigator

Name _____
 Player _____
 Occupation Cleric
 Age 31 Sex _____
 Residence Totburh
 Birthplace Gloucester

Characteristics

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



major wound

Md13 HP

temp. insane

indef. insane

85

Max

Insane

01 02 03 04 05 06 07

sanity

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
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

Md7 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							

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

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 ²⁵ / ₁₀

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	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

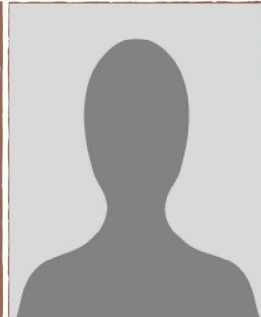
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

dark ages investigator

Name _____
 Player _____
 Occupation Guard
 Age 22 Sex _____
 Residence Totburh
 Birthplace Totburh

Characteristics

STR 85 ⁴²/₁₇ DEX 70 ³⁵/₁₄ POW 35 ¹⁷/₇
 CON 60 ³⁰/₁₂ APP 40 ²⁰/₈ EDU 55 ²⁷/₁₁
 SIZ 70 ³⁵/₁₄ INT 60 ³⁰/₁₂ 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 ☐ 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
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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

sanctus

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

Ma7 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

magic points

Skills

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

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 ³⁷ / ₁₅

backstory



Personal Description Scruffy and sullen

Traits Phlegmatic (resolute)

Ideology/Beliefs Outsiders can't be trusted.

Life Events Mauled by a bear (-5 APP)

Significant People Edric the Bloodhand. Before he was outlawed, he saved you from a bear attack.

Phobias & Manias _____

Meaningful Locations Totburh

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions The knife Edric drove into the bear's eye.

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	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

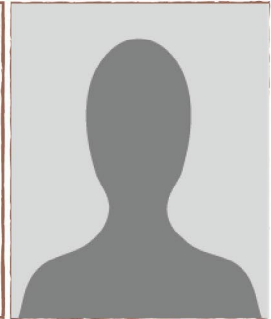
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

dark ages investigator

Name _____
 Player _____
 Occupation Healer
 Age 25 Sex _____
 Residence Totburh
 Birthplace Totburh

Characteristics

STR 55 ²⁷/₁₁ DEX 60 ³⁰/₁₂ POW 85 ⁴²/₁₇
 CON 75 ³⁷/₁₅ APP 50 ²⁵/₁₀ EDU 50 ²⁵/₁₀
 SIZ 60 ³⁰/₁₂ INT 80 ⁴⁰/₁₆ 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

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

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

Armor

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

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 ³⁰ / ₁₂

Traits Loyal

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

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

Cash & Assets

Spending Level 2d

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

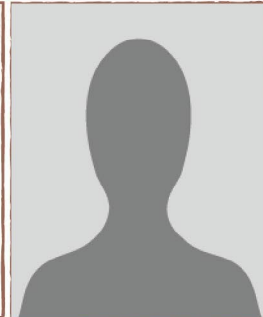
A mind map template for character analysis. The central node is a white circle with the word "me" in a dark, lowercase, sans-serif font. Six dark, wavy lines radiate from this central circle to six identical rectangular boxes arranged in a circle around it. Each box is divided into two horizontal sections: the top section is labeled "Char." and the bottom section is labeled "Player". Both sections have a blank line for writing.

dark ages investigator

Name _____
 Player _____
 Occupation Hearthweru
 Age 29 Sex _____
 Residence Totburh
 Birthplace Totburh

Characteristics

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



major wound ☐ Md5HP

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

temp. insane ☐ 65 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

Md3MP

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

CALL OF CTHULHU

Skills

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

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 ³⁰ / ₁₂

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

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 _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

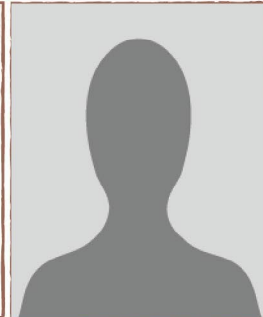
me

dark ages investigator

Name _____
 Player _____
 Occupation Merchant
 Age 31 Sex _____
 Residence Totburh
 Birthplace London

Characteristics

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



major wound ☐ Md12HP

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

temp. 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

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

Md4MP

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

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

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	<u>none</u>
Build	<u>0</u>
Dodge	<u>40</u> ²⁰ / ₈

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**

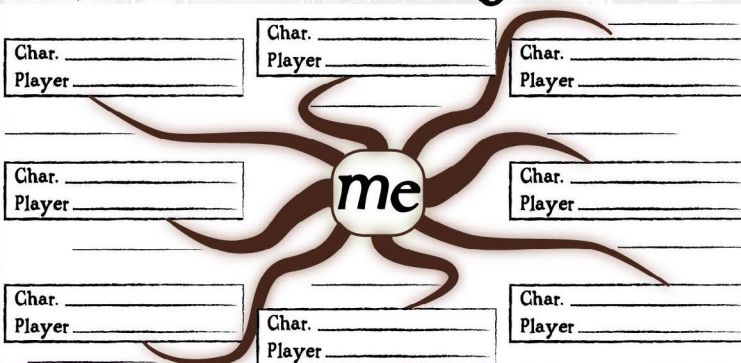
Reach 0 HP with Major Wound = **Dying**

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

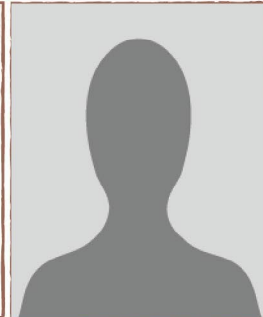


dark ages investigator

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

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

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

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

Spending Level 4d

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

A 'me' web template. In the center is a white circle with the word *me* in black script. Eight dark blue wavy lines radiate from this central circle to eight rectangular boxes arranged in a circle around it. Each box is divided into two horizontal sections: the top section is labeled 'Char.' and the bottom section is labeled 'Player'. Each section has a solid line followed by a dashed line for writing.

dark ages investigator

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

Characteristics

STR

 DEX

 POW

 CON

 APP

 EDU

 SIZ

 INT

 Move Rate

major wound

Max HP

temp. insane

intel. insane

Start

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

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%)
☐ Animal Handling (15%)
☐ Appraise (05%)
☐ Art / Craft (05%)
☐ _____
☐ _____
☐ Charm (15%)
☐ Climb (20%)
☐ Cthulhu Mythos (00%)
☐ Dodge (half DEX)
☐ Drive Horse/Oxen (20%)
☐ Fast Talk (05%)
☐ Fighting (Brawl) (25%)
☐ _____
☐ _____

☐ First Aid (30%)
☐ Insight (05%)
☐ Intimidate (15%)
☐ Jump (25%)
☐ Library Use (05%)
☐ Listen (25%)
☐ Medicine (01%)
☐ Natural World (20%)
☐ _____
☐ Navigate (10%)
☐ Occult (05%)
☐ Other Kingdoms (10%)
☐ _____
☐ Other Language (01%)
☐ _____

☐ Own Kingdom (20%)
☐ Own Language (EDU)
☐ Persuade (15%)
☐ Pilot Boat (01%)
☐ Ranged Weapons
☐ _____
☐ R&W Language (01%)
☐ _____
☐ Repair/Devise (20%)
☐ Religion (20%)
☐ Ride Horse (05%)
☐ Science (01%)
☐ _____
☐ _____

☐ Sleight of Hand (25%)
☐ Spot Hidden (25%)
 Status (00%)

☐ Stealth (20%)
☐ Swim (25%)
☐ Throw (25%)
☐ Track (10%)
☐ _____
☐ _____

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

backstory



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

gear & possessions

cash & assets

Spending Level _____

Cash _____

Assets _____

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