Cthulhu Dark Ages

Investigator

Name _____ Birthplace _____ Pronoun _____

Occupation _____ Residence _____ Age _____

Characteristics

	Reg	Half	Fifth			Reg	Half	Fifth			Maximum	Current
STR					SIZ					Hit Points		

	Reg	Half	Fifth			Reg	Half	Fifth			Maximum	Current
CON					POW					Magic Points		

	Reg	Half	Fifth			Reg	Half	Fifth			Starting	Current
DEX					APP					Luck		

	Reg	Half	Fifth			Reg	Half	Fifth			Starting	Current	Insane
INT (IDEA)					EDU (KNOW)					Sanity			

Call of Cthulhu 40th Anniversary 1981 - 2021

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

Skills

Skill	Reg	Half	Fifth	Skill	Reg	Half	Fifth	Skill	Reg	Half	Fifth
☐ Accounting (10%)				☐ Library Use (05%)				☐ Religion (20%)			
☐ Animal Handling (15%)				☐ Listen (25%)				☐ Ride Horse (05%)			
☐ Appraise (05%)				☐ Medicine (01%)				☐ _____ (01%) _Science_			
☐ _____ (05%) _Art / Craft_				☐ _____ (20%) _Natural World_				☐ _____			
☐ _____				☐ Navigate (10%)				☐ Sleight of Hand (25%)			
☐ Charm (15%)				☐ Occult (05%)				☐ Spot Hidden (25%)			
☐ Climb (20%)				☐ _____ (10%) _Other Kingdoms_				☐ _____ (00%) _Status_			
Cthulhu Mythos (00%)				☐ _____				☐ _____			
☐ Disguise (05%)				☐ _____ (01%) _Other Language_				☐ Stealth (20%)			
☐ Dodge (half DEX)				☐ _____				☐ Swim (25%)			
☐ Drive (Horses/Oxen) (20%)				☐ _____ (20%) _Own Kingdom_				☐ Throw (25%)			
☐ Fast Talk (05%)				☐ _____ (EDU) _Own Language_				☐ Track (10%)			
☐ Fighting (Brawl) (25%)				☐ Persuade (15%)				☐ _____			
☐ _____ _Fighting_				☐ Pilot Boat (01%)				☐ _____			
☐ _____				☐ _____ _Ranged Weapon_							
☐ First Aid (30%)				☐ _____							
☐ Insight (05%)				☐ _____							
☐ Intimidate (15%)				☐ _____ (01%) _Read/Write Language_							
☐ Jump (25%)				☐ Repair/Devise (20%)							

Armor

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

Combat

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

Move ☐

Build ☐

Dodge | Reg | Half | Fifth |

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

Quick Reference Rules

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅕ skill	Critical 01

Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP   Medicine heals 1D3 HP

Major Wounds = loss of ≥ ½ max HP in one attack

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

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

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

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

Natural Heal rate (Major Wound): weekly healing roll