

dark ages investigator

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

CHARACTERISTICS

STR DEX INT
 Idea
 CON APP POW
 SIZ EDU Move Rate

major wound **MaxHP**

hit points	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**

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

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

Out of Luck 01 02 03 04 05 06 07

MaxMP

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"/>	<input type="checkbox"/> Library Use (05%)	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/>	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> R&W Language (01%)	<input type="checkbox"/> Track (10%)
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"/> Fast Talk (05%)	<input type="checkbox"/> Other Kingdoms (10%)	<input type="checkbox"/> Ride Horse (05%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/>	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/>	<input type="checkbox"/> Other Language (01%)	<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	malf.
Unarmed	_____	_____	_____	1d3 + db	-	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Combat

Damage Bonus

Build

Dodge

