



Investigator Name _____
 Birthplace _____
 Language _____
 Religion _____
 Afflictions _____
 Sex _____ Age _____

Characteristics & Rolls

STR _____ DEX _____ INT _____ Idea _____
 CON _____ APP _____ POW _____ Luck _____
 SIZ _____ SAN _____ EDU _____ Know _____
 99-Cthulhu Mythos _____ Damage Bonus _____

Player Name: _____

D.A.R.K. AGES

CTHULHU

Sanity Points

Insane 0 1 2 3 4 5 6 7 8 9 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

Unconscious 0 1 2 3
 4 5 6 7 8 9 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

Hit Points

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 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

Investigator Skills


<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Natural World (10%) _____	
Art (05%): _____	<input type="checkbox"/> Navigate (10%) _____	
<input type="checkbox"/> _____	<input type="checkbox"/> Occult (05%) _____	
<input type="checkbox"/> _____	Other Kingdoms (01%): _____	
<input type="checkbox"/> Bargain (05%) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Climb (DEX+STR%) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Conceal (15%) _____	Other Language (01%): _____	
Craft (05%): _____	<input type="checkbox"/> _____	
<input type="checkbox"/> _____	<input type="checkbox"/> _____	
<input type="checkbox"/> _____	<input type="checkbox"/> _____	
Cthulhu Mythos (00) _____	<input type="checkbox"/> Own Kingdom (20%) _____	
<input type="checkbox"/> Dodge (DEX x2) _____	Own Language (EDUx5%): _____	
<input type="checkbox"/> Drive Horses (20%) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Fast Talk (05%) _____	<input type="checkbox"/> Persuade (15%) _____	
<input type="checkbox"/> First Aid (30%) _____	<input type="checkbox"/> Pilot Boat (01%) _____	
<input type="checkbox"/> Hide (10%) _____	<input type="checkbox"/> Potions (01%) _____	
<input type="checkbox"/> Insight (05%) _____	<input type="checkbox"/> Repair/Devise (20%) _____	
<input type="checkbox"/> Jump (25%) _____	<input type="checkbox"/> Ride Horse (05%) _____	
<input type="checkbox"/> Library Use (25%) _____	Science (01%): _____	
<input type="checkbox"/> Listen (25%) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Medicine (05%) _____	<input type="checkbox"/> _____	

<input type="checkbox"/> Sneak (10%) _____
<input type="checkbox"/> Spot Hidden (25%) _____
<input type="checkbox"/> Status (15%) _____
<input type="checkbox"/> Swim (25%) _____
<input type="checkbox"/> Throw (25%) _____
<input type="checkbox"/> Track (10%) _____
Write Language (01%): _____
<input type="checkbox"/> _____
<input type="checkbox"/> _____
Other Skills _____
<input type="checkbox"/> _____
<input type="checkbox"/> _____

Weapons

weapon	skill %	damage	hand	range	#att	shots	hp
<input type="checkbox"/> Fist (50%) _____	_____ %	1D3+db	1	touch	1	1	n/a
<input type="checkbox"/> Grapple (25%) _____	_____ %	special	2	touch	1	1	n/a
<input type="checkbox"/> Head (10%) _____	_____ %	1D4+db	0	touch	1	1	n/a
<input type="checkbox"/> Kick (25%) _____	_____ %	1D6+db	0	touch	1	1	n/a
<input type="checkbox"/> Small Knife (25%) _____	_____ %	1D4+db	1	touch	1	1	10
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____

Armor



Type _____
 Armor Points _____
 Shield _____ %
 Armor Points _____

Personal Data

Lord _____ Residence _____ Personal Description _____ _____ Family & Friends _____ _____ _____	Episodes of Insanity _____ _____ Wounds & Injuries _____ _____ Marks & Scars _____ _____ _____
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Income & Hoard

Income _____

Deniers on Hand _____

Hoard (where) _____

Inheritable Property _____

Favors Owed _____



Spells Known

Minion or Mount

Name _____

Desc _____

SAN Loss _____

STR _____ DEX _____ INT _____

CON _____ APP _____ POW _____

SIZ _____ SAN _____ EDU _____

MOV _____ Damage Bonus _____

MAGIC POINTS DEAD =0 1 2 3 4

5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28

Armor _____

HIT POINTS DEAD =0 1 2 3 4

5	6	7	8	9	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

weapon	skill	damage
_____	_____ %	_____
_____	_____ %	_____
_____	_____ %	_____
_____	_____ %	_____

Skills _____

Spells _____

Possessions _____

Minion or Mount

Name _____

Desc _____

SAN Loss _____

STR _____ DEX _____ INT _____

CON _____ APP _____ POW _____

SIZ _____ SAN _____ EDU _____

MOV _____ Damage Bonus _____

MAGIC POINTS DEAD =0 1 2 3 4

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Armor _____

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29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52

weapon	skill	damage
_____	_____ %	_____
_____	_____ %	_____
_____	_____ %	_____
_____	_____ %	_____

Skills _____

Spells _____

Possessions _____

Notes or History

