

dark ages investigator

Name Ibrahim al-Balansi
 Player _____
 Occupation Scribe
 Age 35 Sex Male
 Residence _____
 Birthplace Valencia, al-Andalus

Characteristics

STR 60 $\frac{30}{12}$ DEX 52 $\frac{26}{10}$ INT 70 $\frac{35}{14}$
 CON 50 $\frac{25}{10}$ APP 50 $\frac{25}{10}$ POW 40 $\frac{20}{8}$
 SIZ 60 $\frac{30}{12}$ EDU 80 $\frac{40}{16}$ Move Rate 8



major wound Mcll HP temp. insane indef. insane 40 99 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

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

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

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

Mag 8MP

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%)	50 $\frac{25}{10}$	<input type="checkbox"/> First Aid (30%)	50 $\frac{25}{10}$	<input type="checkbox"/> Own Kingdom (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Sleight of Hand (25%)	25 $\frac{12}{5}$
<input type="checkbox"/> Animal Handling (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> Insight (05%)	10 $\frac{5}{2}$	<input type="checkbox"/> Al-Andalus (Spain)	80 $\frac{40}{16}$	<input type="checkbox"/> Spot Hidden (25%)	40 $\frac{20}{8}$
<input type="checkbox"/> Appraise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Intimidate (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> Own Language (EDU)	80 $\frac{40}{16}$	Status (00%)	30 $\frac{15}{6}$
<input type="checkbox"/> Art / Craft (05%)	70 $\frac{35}{14}$	<input type="checkbox"/> Jump (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Tamzigh	80 $\frac{40}{16}$		
<input type="checkbox"/> Calligraphy	70 $\frac{35}{14}$	<input type="checkbox"/> Library Use (05%)	60 $\frac{30}{12}$	<input type="checkbox"/> Persuade (15%)	15 $\frac{7}{3}$		
<input type="checkbox"/> Forgery	60 $\frac{30}{12}$	<input type="checkbox"/> Listen (25%)	40 $\frac{20}{8}$	<input type="checkbox"/> Pilot Boat (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Ranged Weapons	15 $\frac{7}{3}$
<input type="checkbox"/>		<input type="checkbox"/> Medicine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Bow	15 $\frac{7}{3}$	<input type="checkbox"/> Stealth (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Charm (15%)	40 $\frac{20}{8}$	<input type="checkbox"/> Natural World (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> Swim (25%)	25 $\frac{12}{5}$
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> R&W Language (01%)	80 $\frac{40}{16}$	<input type="checkbox"/> Throw (25%)	25 $\frac{12}{5}$
<input type="checkbox"/> Cthulhu Myths (00%)	0 $\frac{0}{0}$	<input type="checkbox"/> Navigate (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Tamzigh	80 $\frac{40}{16}$	<input type="checkbox"/> Track (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Dodge (half DEX)	26 $\frac{13}{5}$	<input type="checkbox"/> Occult (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Arabic	50 $\frac{25}{10}$		
<input type="checkbox"/> Drive Horse/Oxen (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Other Kingdoms (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Repair/Devise (20%)	20 $\frac{10}{4}$		
<input type="checkbox"/> Fast Talk (05%)	5 $\frac{2}{1}$	<input type="checkbox"/>		<input type="checkbox"/> Religion (20%)	20 $\frac{10}{4}$		
<input type="checkbox"/> Fighting (Brawl) (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Other Language (01%)	50 $\frac{25}{10}$	<input type="checkbox"/> Ride Horse (05%)	50 $\frac{25}{10}$		
<input type="checkbox"/> Fighting (Spear)	20 $\frac{10}{4}$	<input type="checkbox"/> Arabic	50 $\frac{25}{10}$	<input type="checkbox"/> Science (01%)	1 $\frac{0}{0}$		
<input type="checkbox"/> Fighting (Sword)	20 $\frac{10}{4}$	<input type="checkbox"/> Gothic	30 $\frac{15}{6}$				

Armor

armor type _____ value _____
 none _____
 shield type _____ dmg/armor _____
 none _____ / _____

Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Dagger	20	10	4	1d4 + 2	-	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Combat

Damage Bonus
 Build
 Dodge 26 $\frac{13}{5}$

backstory



Personal Description _____

Traits Loves creating new
 calligraphy from beautiful
 inspirations

Ideology/Beliefs God has blessed him with the
 skills to make beautiful script.

Life Events _____

Significant People Urtatlim, his loving mother
 Siraj, his distinguished teacher and mentor
 Jariya, his loyal friend

Phobias & Manias _____

Meaningful Locations Valencia, his hometown

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions Calligraphy set given to
 him by Siraj

Encounters with Strange Entities _____

gear & possessions

Calligraphy set _____

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 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**

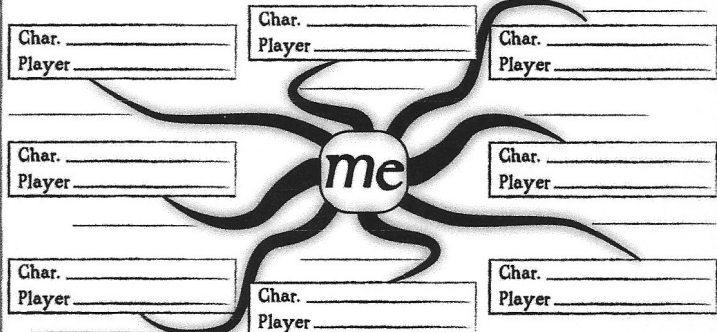
Reach 0 HP with Major Wound = **Dying**

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



dark ages investigator

Name Ionna Bryennios
 Player _____
 Occupation Alchemist/Astronomer
 Age 35 Sex Female
 Residence _____
 Birthplace Homs, Syria

Characteristics

STR 50 ²⁵/₁₀ DEX 60 ³⁰/₁₂ INT 80 ⁴⁰/₁₆
 Idea _____
 CON 50 ²⁵/₁₀ APP 50 ²⁵/₁₀ POW 60 ³⁰/₁₂
 SIZ 40 ²⁰/₈ EDU 70 ³⁵/₁₄ Move Rate 9



major wound	<u>M:9HP</u>	comp. insane	indf. insane	<u>60</u>	<u>99</u>	Insane	01	02	03	04	05	06	07															
hit points	Dying	<u>100</u>	01	02	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
	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	<u>09</u>	10	54	55	56	57	58	59	<u>60</u>	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 CATAULAU

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	<u>75</u>	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	⁵ / ₂	<input type="checkbox"/> First Aid (30%)	30	¹⁵ / ₆	<input type="checkbox"/> Own Kingdom (20%) Syria	40	²⁰ / ₈	<input type="checkbox"/> Sleight of Hand (25%)	25	¹² / ₅
<input type="checkbox"/> Animal Handling (15%)	15	⁷ / ₃	<input type="checkbox"/> Insight (05%)	10	⁵ / ₂	<input type="checkbox"/> Own Language (EDU) Greek	70	³⁵ / ₁₄	<input type="checkbox"/> Spot Hidden (25%)	25	¹² / ₅
<input type="checkbox"/> Appraise (05%)	5	² / ₁	<input type="checkbox"/> Intimidate (15%)	15	⁷ / ₃	<input type="checkbox"/> Persuade (15%)	15	⁷ / ₃	Status (00%)	40	²⁰ / ₈
<input type="checkbox"/> Art / Craft (05%)	5	² / ₁	<input type="checkbox"/> Jump (25%)	25	¹² / ₅	<input type="checkbox"/> Pilot Boat (01%)	1	⁰ / ₀			
<input type="checkbox"/>			<input type="checkbox"/> Library Use (05%)	20	¹⁰ / ₄	<input type="checkbox"/> Ranged Weapons Bow	15	⁷ / ₃	<input type="checkbox"/> Stealth (20%)	20	¹⁰ / ₄
<input type="checkbox"/>			<input type="checkbox"/> Listen (25%)	25	¹² / ₅				<input type="checkbox"/> Swim (25%)	25	¹² / ₅
<input type="checkbox"/> Charm (15%)	15	⁷ / ₃	<input type="checkbox"/> Medicine (01%)	13	⁶ / ₂				<input type="checkbox"/> Throw (25%)	25	¹² / ₅
<input type="checkbox"/> Climb (20%)	20	¹⁰ / ₄	<input type="checkbox"/> Natural World (20%)	20	¹⁰ / ₄	<input type="checkbox"/> R&W Language (01%)	40	²⁰ / ₈	<input type="checkbox"/> Track (10%)	10	⁵ / ₂
<input type="checkbox"/> Cthulhu Mythos (00%)	0	⁰ / ₀									
<input type="checkbox"/> Dodge (half DEX)	30	¹⁵ / ₆	<input type="checkbox"/> Navigate (10%)	10	⁵ / ₂	<input type="checkbox"/> Repair/Devise (20%)	20	¹⁰ / ₄			
<input type="checkbox"/> Drive Horse/Oxen (20%)	20	¹⁰ / ₄	<input type="checkbox"/> Occult (05%)	5	² / ₁	<input type="checkbox"/> Religion (20%)	20	¹⁰ / ₄			
<input type="checkbox"/> Fast Talk (05%)	5	² / ₁	<input type="checkbox"/> Other Kingdoms (10%)	20	¹⁰ / ₄	<input type="checkbox"/> Ride Horse (05%)	5	² / ₁			
<input type="checkbox"/> Fighting (Brawl) (25%)	25	¹² / ₅				<input type="checkbox"/> Science (01%) Alchemy	70	³⁵ / ₁₄			
<input type="checkbox"/> Fighting (Spear)	20	¹⁰ / ₄	<input type="checkbox"/> Other Language (01%) Arabic	50	²⁵ / ₁₀	<input type="checkbox"/> Astronomy	70	³⁵ / ₁₄			
<input type="checkbox"/> Fighting (Sword)	20	¹⁰ / ₄	<input type="checkbox"/> Aramaic, Syriac	50	²⁵ / ₁₀	<input type="checkbox"/> Engineering	25	¹² / ₅			

ARMOR

armor type	value
none	
shield type	dmg/armor
none	/

Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Dagger	20	10	4	1d4 + 2	-	1	-	-

Combat

Damage Bonus	none
Build	0
Dodge	30 ¹⁵ / ₆

backstory



Personal Description _____

Traits Visionary belief in
exploring science to find God.

Ideology/Beliefs God's plans can be found in the
stars and secrets of alchemy.

Life Events _____

Significant People Alexius, her impetuous brother
Ariadne, her eccentric mentor

Phobias & Manias _____

Meaningful Locations Ariadne's laboratory

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions Unexplained samples from
alchemical experiments, someday she will
solve their secrets.

Encounters with Strange Entities _____

gear & possessions

Alchemical tools _____

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 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**

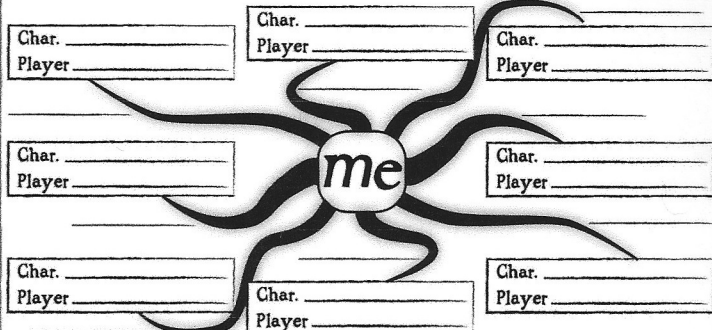
Reach 0 HP with Major Wound = **Dying**

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



dark ages investigator

Name Juddah Bar Zoma
 Player _____
 Occupation Soldier
 Age 22 Sex Male
 Residence _____
 Birthplace Taif, Hijaz (Arabia)

Characteristics

STR 80 $\frac{40}{16}$ DEX 62 $\frac{31}{12}$ INT 40 $\frac{20}{8}$
 Idea
 CON 70 $\frac{35}{14}$ APP 70 $\frac{35}{14}$ POW 50 $\frac{25}{10}$
 SIZ 60 $\frac{30}{12}$ EDU 42 $\frac{21}{8}$ Move Rate 9



major wound M13 MP comp. insane indef. insane 50 99 Insane 01 02 03 04 05 06 07

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	

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

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

M10MP

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

<input type="checkbox"/> Accounting (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Own Kingdom (20%) Arabia	20 $\frac{10}{4}$	<input type="checkbox"/> Sleight of Hand (25%)	25 $\frac{12}{5}$
<input type="checkbox"/> Animal Handling (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> Insight (05%)	10 $\frac{5}{2}$	<input type="checkbox"/> Own Language (EDU) Arabic	42 $\frac{21}{8}$	<input type="checkbox"/> Spot Hidden (25%)	25 $\frac{12}{5}$
<input type="checkbox"/> Appraise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Intimidate (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> Persuade (15%)	15 $\frac{7}{3}$	Status (00%)	20 $\frac{10}{4}$
<input type="checkbox"/> Art / Craft (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Jump (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Pilot Boat (01%)	1 $\frac{0}{0}$		
<input type="checkbox"/>		<input type="checkbox"/> Library Use (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Ranged Weapons Bow	60 $\frac{30}{12}$	<input type="checkbox"/> Stealth (20%)	50 $\frac{25}{10}$
<input type="checkbox"/>		<input type="checkbox"/> Listen (25%)	25 $\frac{12}{5}$	<input type="checkbox"/>		<input type="checkbox"/> Swim (25%)	0 $\frac{0}{0}$
<input type="checkbox"/> Charm (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> Medicine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/>		<input type="checkbox"/> Throw (25%)	25 $\frac{12}{5}$
<input type="checkbox"/> Climb (20%)	50 $\frac{25}{10}$	<input type="checkbox"/> Natural World (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> R&W Language (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Track (10%)	10 $\frac{5}{2}$
Cthulhu Myths (00%)	0 $\frac{0}{0}$	<input type="checkbox"/>		<input type="checkbox"/>			
<input type="checkbox"/> Dodge (half DEX)	60 $\frac{30}{12}$	<input type="checkbox"/> Navigate (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Repair/Devise (20%)	20 $\frac{10}{4}$		
<input type="checkbox"/> Drive Horse/Oxen (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Occult (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Religion (20%)	20 $\frac{10}{4}$		
<input type="checkbox"/> Fast Talk (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Other Kingdoms (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Ride Horse (05%)	20 $\frac{10}{4}$		
<input type="checkbox"/> Fighting (Brawl) (25%)	25 $\frac{12}{5}$	<input type="checkbox"/>		<input type="checkbox"/> Science (01%)	1 $\frac{0}{0}$		
<input type="checkbox"/> Fighting (Spear)	20 $\frac{10}{4}$	<input type="checkbox"/> Other Language (01%)	1 $\frac{0}{0}$				
<input type="checkbox"/> Fighting (Sword)	60 $\frac{30}{12}$	<input type="checkbox"/>					

ARMOR

armor type	value
none	
shield type	dmg/armor
none	/

Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Bow	60	30	12	1d6 + half db	30 yards	1	20 arrows	97
Scimitar (impaling)	60	30	12	1d6 + 1 + db	-	1	-	-
Dagger (impaling)	60	30	12	1d4 + 2 + db	-	1	-	-

Combat

Damage Bonus	+1d4
Build	+1
Dodge	60 $\frac{30}{12}$

backstory



Personal Description _____

Traits Never breaks his word

Ideology/Beliefs God will guide his steps and protect him.

Life Events _____

Significant People Umm Juddah, his proud mother

Phobias & Manias _____

Hakim, his stern former commander

Meaningful Locations The synagogue in Taif

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions The sword of his grandfather

Encounters with Strange Entities _____

gear & possessions

20 arrows _____

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 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 $\geq \frac{1}{2}$ max HP in one attack

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

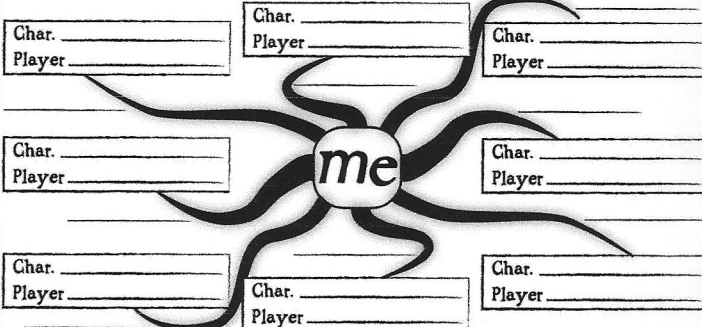
Reach 0 HP with Major Wound = **Dying**

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 Mahrasfand Jahanian
 Player _____
 Occupation Physician
 Age 32 Sex Female
 Residence _____
 Birthplace Mosul, Persia

Characteristics

STR 70 ³⁵/₁₄ DEX 55 ²⁷/₁₁ INT 60 ³⁰/₁₂
 CON 80 ⁴⁰/₁₆ APP 40 ²⁰/₈ POW 50 ²⁵/₁₀
 SIZ 50 ²⁵/₁₀ EDU 60 ³⁰/₁₂ Move Rate 9



major wound M13MP comp. insane mdef. insane 50 99 Insane 01 02 03 04 05 06 07

hit points	Dying	00	01	02	sanct
	Unconscious	03	04	05	
		06	07	08	
		11	12	13	
		16	17	18	

Out of Luck 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	magic points
	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	

M10MP

00	01	02	03	04	magic points
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

CALL OF CTHULHU

Skills

<input type="checkbox"/> Accounting (10%)	30 ¹⁵ / ₆	<input type="checkbox"/> First Aid (30%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Own Kingdom (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Sleight of Hand (25%)	25 ¹² / ₅
<input type="checkbox"/> Animal Handling (15%)	15 ⁷ / ₃	<input type="checkbox"/> Insight (05%)	10 ⁵ / ₂	<input type="checkbox"/> Persia		<input type="checkbox"/> Spot Hidden (25%)	55 ²⁷ / ₁₁
<input type="checkbox"/> Appraise (05%)	5 ² / ₁	<input type="checkbox"/> Intimidate (15%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Own Language (EDU)	60 ³⁰ / ₁₂	Status (00%)	25 ¹² / ₅
<input type="checkbox"/> Art / Craft (05%)	5 ² / ₁	<input type="checkbox"/> Jump (25%)	20 ¹⁰ / ₄	<input type="checkbox"/> Parsik (Middle Persian)			
<input type="checkbox"/>		<input type="checkbox"/> Library Use (05%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (15%)	15 ⁷ / ₃	<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/>		<input type="checkbox"/> Listen (25%)	25 ¹² / ₅	<input type="checkbox"/> Pilot Boat (01%)	1 ⁰ / ₀	<input type="checkbox"/> Swim (25%)	20 ¹⁰ / ₄
<input type="checkbox"/> Charm (15%)	15 ⁷ / ₃	<input type="checkbox"/> Medicine (01%)	70 ³⁵ / ₁₄	<input type="checkbox"/> Ranged Weapons	15 ⁷ / ₃	<input type="checkbox"/> Throw (25%)	25 ¹² / ₅
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Natural World (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Bow		<input type="checkbox"/> Track (10%)	10 ⁵ / ₂
<input type="checkbox"/> Cthulhu Mythos (00%)	0 ⁰ / ₀	<input type="checkbox"/>		<input type="checkbox"/> R&W Language (01%)	40 ²⁰ / ₈		
<input type="checkbox"/> Dodge (half DEX)	27 ¹³ / ₅	<input type="checkbox"/> Navigate (10%)	10 ⁵ / ₂	<input type="checkbox"/>			
<input type="checkbox"/> Drive Horse/Oxen (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Occult (05%)	5 ² / ₁	<input type="checkbox"/> Repair/Devise (20%)	20 ¹⁰ / ₄		
<input type="checkbox"/> Fast Talk (05%)	5 ² / ₁	<input type="checkbox"/> Other Kingdoms (10%)	10 ⁵ / ₂	<input type="checkbox"/> Religion (20%)	20 ¹⁰ / ₄		
<input type="checkbox"/> Fighting (Brawl) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/>		<input type="checkbox"/> Ride Horse (05%)	5 ² / ₁		
<input type="checkbox"/> Fighting (Spear)	20 ¹⁰ / ₄	<input type="checkbox"/> Other Languages (01%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Science (01%)	1 ⁰ / ₀		
<input type="checkbox"/> Fighting (Sword)	20 ¹⁰ / ₄	<input type="checkbox"/> Arabic					

ARMOR

armor type	value
none	
shield type	dmg/armor
none	/

Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
Dagger	20	10	4	1d4 + 2	-	1	-	-

Combat

Damage Bonus	none
Build	0
Dodge	27 ¹³ / ₅

backstory



Personal Description _____

Traits Fascinated by the beauty in nature

Ideology/Beliefs _____

Life Events _____

Significant People Armeen, her doting father
Khazim, a loyal friend since childhood

Phobias & Manias _____

Meaningful Locations The infirmary where she works

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions A knife given to her by her father that she accidentally broke

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**

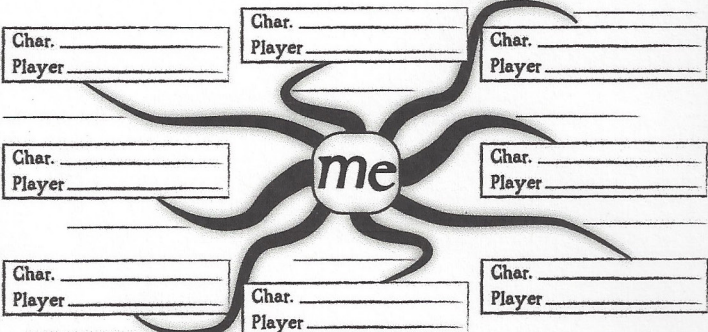
Reach 0 HP with Major Wound = **Dying**

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



dark ages investigator

Name Raah al-Aroodiyya
 Player _____
 Occupation Merchant
 Age 26 Sex Female
 Residence _____
 Birthplace Tangier, Maghreb

Characteristics

STR 40 ²⁰/₈ DEX 50 ²⁵/₁₀ INT 70 ³⁵/₁₄
 Idea
 CON 50 ²⁵/₁₀ APP 80 ⁴⁰/₁₆ POW 60 ³⁰/₁₂
 SIZ 50 ²⁵/₁₀ EDU 60 ³⁰/₁₂ Move Rate 8



major wound M10MP comp. insane indef. insane 60 99 Insane 01 02 03 04 05 06 07

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

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

M12MP

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%)	65 ³² / ₁₃	<input type="checkbox"/> First Aid (30%)	30 ¹⁵ / ₆	<input type="checkbox"/> Own Kingdom (20%) Maghreb (Morocco)	20 ¹⁰ / ₄	<input type="checkbox"/> Sleight of Hand (25%)	25 ¹² / ₅
<input type="checkbox"/> Animal Handling (15%)	15 ⁷ / ₃	<input type="checkbox"/> Insight (05%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Own Language (EDU) Amizaqh (Berber)	75 ³⁷ / ₁₅	<input type="checkbox"/> Spot Hidden (25%)	50 ²⁵ / ₁₀
<input type="checkbox"/> Appraise (05%)	65 ³² / ₁₃	<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Persuade (15%)	70 ³⁵ / ₁₄	Status (00%)	35 ¹⁷ / ₇
<input type="checkbox"/> Art / Craft (05%)	5 ² / ₁	<input type="checkbox"/> Jump (25%)	25 ¹² / ₅	<input type="checkbox"/> Pilot Boat (01%)	1 ⁰ / ₀		
<input type="checkbox"/>		<input type="checkbox"/> Library Use (05%)	20 ¹⁰ / ₄	<input type="checkbox"/> Ranged Weapons Bow	15 ⁷ / ₃	<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/>		<input type="checkbox"/> Listen (25%)	25 ¹² / ₅	<input type="checkbox"/>		<input type="checkbox"/> Swim (25%)	25 ¹² / ₅
<input type="checkbox"/> Charm (15%)	75 ³⁷ / ₁₅	<input type="checkbox"/> Medicine (01%)	1 ⁰ / ₀	<input type="checkbox"/>		<input type="checkbox"/> Throw (25%)	25 ¹² / ₅
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Natural World (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> R&W Language (01%)	38 ¹⁹ / ₇	<input type="checkbox"/> Track (10%)	10 ⁵ / ₂
Cthulhu Mythos (00%)	0 ⁰ / ₀	<input type="checkbox"/>		<input type="checkbox"/>			
<input type="checkbox"/> Dodge (half DEX)	25 ¹² / ₅	<input type="checkbox"/> Navigate (10%)	10 ⁵ / ₂	<input type="checkbox"/> Repair/Devise (20%)	20 ¹⁰ / ₄		
<input type="checkbox"/> Drive Horse/Oxen (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Occult (05%)	5 ² / ₁	<input type="checkbox"/> Religion (20%)	20 ¹⁰ / ₄		
<input type="checkbox"/> Fast Talk (05%)	5 ² / ₁	<input type="checkbox"/> Other Kingdoms (10%)	10 ⁵ / ₂	<input type="checkbox"/> Ride Horse (05%)	5 ² / ₁		
<input type="checkbox"/> Fighting (Brawl) (25%)	25 ¹² / ₅	<input type="checkbox"/>		<input type="checkbox"/> Science (01%)	1 ⁰ / ₀		
<input type="checkbox"/> Fighting (Spear)	20 ¹⁰ / ₄	<input type="checkbox"/> Other Language (01%) Arabic	75 ³⁷ / ₁₅				
<input type="checkbox"/> Fighting (Sword)	20 ¹⁰ / ₄	<input type="checkbox"/>					

ARMOR

armor type	value
none	
shield type	dmg/armor
none	/

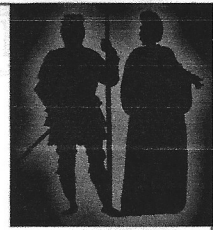
Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Dagger	25	12	5	1d4 + 2	-	1	-	-

Combat

Damage Bonus	none
Build	0
Dodge	25 ¹² / ₅

backstory



Personal Description _____

Traits Ambitious to make a name for herself

Ideology/Beliefs Personal drive can lead to great wealth, God willing.

Life Events _____

Significant People Basil, a jovial competitor
Adilah, her stern mother
Ayoub, her retired former servant

Phobias & Manias _____

Meaningful Locations The wharves on the ocean in Tangier

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions A necklace from her mother

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 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 $\geq \frac{1}{2}$ max HP in one attack

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

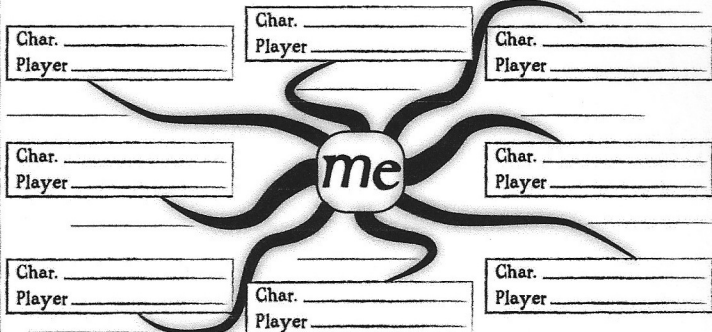
Reach 0 HP with Major Wound = **Dying**

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 Zorabel Kabrionos
 Player _____
 Occupation Monk (Reformed Thief)
 Age 55 Sex Male
 Residence _____
 Birthplace Alexandria, Misr (Egypt)

Characteristics

STR 60 ³⁰/₁₂ DEX 44 ²²/₈ INT 50 ²⁵/₁₀
 CON 40 ²⁰/₈ APP 45 ²²/₉ POW 60 ³⁰/₁₂
 SIZ 50 ²⁵/₁₀ EDU 80 ⁴⁰/₁₆ Move Rate 6



major wound M:9 HP comp. insane indef. insane 60 99 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

h/c points: Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
 11 12 13 14 15
 16 17 18 19 20

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

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

CALL OF CTHULHU

Skills

<input type="checkbox"/> Accounting (10%) 10 ⁵ / ₂	<input type="checkbox"/> First Aid (30%) 30 ¹⁵ / ₆	<input type="checkbox"/> Own Kingdom (20%) Misr/Egypt 70 ³⁵ / ₁₄	<input type="checkbox"/> Sleight of Hand (25%) 65 ³² / ₁₃
<input type="checkbox"/> Animal Handling (15%) 15 ⁷ / ₃	<input type="checkbox"/> Insight (05%) 50 ²⁵ / ₁₀	<input type="checkbox"/> Own Language (EDU) Coptic 80 ⁴⁰ / ₁₆	<input type="checkbox"/> Spot Hidden (25%) 55 ²⁷ / ₁₁
<input type="checkbox"/> Appraise (05%) 5 ² / ₁	<input type="checkbox"/> Intimidate (15%) 15 ⁷ / ₃	<input type="checkbox"/> Persuade (15%) 15 ⁷ / ₃	Status (00%) 40 ²⁰ / ₈
<input type="checkbox"/> Art / Craft (05%) 5 ² / ₁	<input type="checkbox"/> Jump (25%) 25 ¹² / ₅	<input type="checkbox"/> Pilot Boat (01%) 1 ⁰ / ₀	<input type="checkbox"/> Stealth (20%) 40 ²⁰ / ₈
<input type="checkbox"/>	<input type="checkbox"/> Library Use (05%) 60 ³⁰ / ₁₂	<input type="checkbox"/> Ranged Weapons Bow 15 ⁷ / ₃	<input type="checkbox"/> Swim (25%) 20 ¹⁰ / ₄
<input type="checkbox"/>	<input type="checkbox"/> Listen (25%) 60 ³⁰ / ₁₂	<input type="checkbox"/>	<input type="checkbox"/> Throw (25%) 25 ¹² / ₅
<input type="checkbox"/> Charm (15%) 15 ⁷ / ₃	<input type="checkbox"/> Medicine (01%) 1 ⁰ / ₀	<input type="checkbox"/>	<input type="checkbox"/> Track (10%) 10 ⁵ / ₂
<input type="checkbox"/> Climb (20%) 20 ¹⁰ / ₄	<input type="checkbox"/> Natural World (20%) 20 ¹⁰ / ₄	<input type="checkbox"/> R&W Language (01%) 40 ²⁰ / ₈	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Mythos (00%) 0 ⁰ / ₀	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) 22 ¹¹ / ₄	<input type="checkbox"/> Navigate (10%) 10 ⁵ / ₂	<input type="checkbox"/> Repair/Devise (20%) 20 ¹⁰ / ₄	<input type="checkbox"/>
<input type="checkbox"/> Drive Horse/Oxen (20%) 20 ¹⁰ / ₄	<input type="checkbox"/> Occult (05%) 5 ² / ₁	<input type="checkbox"/> Religion (20%) 65 ³² / ₁₃	<input type="checkbox"/>
<input type="checkbox"/> Fast Talk (05%) 50 ²⁵ / ₁₀	<input type="checkbox"/> Other Kingdoms (10%) 40 ²⁰ / ₈	<input type="checkbox"/> Ride Horse (05%) 5 ² / ₁	<input type="checkbox"/>
<input type="checkbox"/> Fighting (Brawl) (25%) 25 ¹² / ₅	<input type="checkbox"/>	<input type="checkbox"/> Science (01%) 1 ⁰ / ₀	<input type="checkbox"/>
<input type="checkbox"/> Fighting (Spear) 20 ¹⁰ / ₄	<input type="checkbox"/> Other Language (01%) Arabic 40 ²⁰ / ₈	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Fighting (Sword) 20 ¹⁰ / ₄	<input type="checkbox"/> Greek 50 ²⁵ / ₁₀	<input type="checkbox"/>	<input type="checkbox"/>

ARMOR

armor type none value _____

shield type none dmg/armor _____

Weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Dagger	20	10	4	1d4 + 2	-	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Combat

Damage Bonus none

Build 0

Dodge 22 ¹¹/₄

backstory



Personal Description _____

Traits Always believes in giving a second chance and helping others

Ideology/Beliefs _____

Life Events _____

Significant People Abbot Cyril, forgiving head of the monastery
Gawdat, a foolish fellow monk
Ridwan, a challenging but friendly Muslim imam

Phobias & Manias _____

Meaningful Locations meditation cell at the monastery

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions prayer beads

Encounters with Strange Entities _____

gear & possessions

Lockpicks _____
 Prayer beads _____

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 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

