

QUICK START CTHULHU DARK AGES

“Quod in aeternum cubet mortuum non est,
Et saeculis miris actis etiam Mors perierit”

Quick Start Rules for the CTHULHU DARK AGES Role-Playing Game

Adapted from “Quick Start Cthulhu” by
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Interested in Chaosium's Call of Cthulhu and Cthulhu Dark Ages? You're not alone!

Call of Cthulhu is Chaosium's classic role-playing game of Lovecraftian horror in which ordinary people are confronted by the terrifying and alien forces of the Cthulhu Mythos.

Cthulhu Dark Ages started as a supplement for Call of Cthulhu, setting the clock of Lovecraftian horror back 1000 years, right into the Middle Ages. Cthulhu Dark Ages as a stand-alone role-playing game was published by Chaosium Inc. in 2004.

Quick Start Cthulhu Dark Ages is a direct adaptation of Quick Start Cthulhu (Quick Start Rules for the Call Of Cthulhu Role-Playing Game) written by Ben Monroe and Sandy Petersen, freely available at <http://www.chaosium.com>. Although Cthulhu Dark Ages is fully compatible with the philosophy and the game system of Call of Cthulhu, owing to particularities of the Dark Ages, some adjustments and additions to the quick start rules have been made.

All you need to play Cthulhu Dark Ages for the first time is this booklet, some dice, plenty of imagination, and your friends.

Welcome to the Worlds of Call of Cthulhu!

The Chaosium Guys
Stéphane Gesbert

Quick Start Cthulhu Dark Ages

"The oldest and strongest emotion of mankind is fear." – H.P. Lovecraft

950 AD. The Occident is torn apart: empires and kingdoms have endured two centuries of invasions, and now warlords fight over the remains like wild dogs. The clergy is weak and morally depraved, cities are depopulated, trade is stagnant and violence reigns everywhere. History is coming into the Sixth Age of mankind, the ultimate age before the end of the world.

950 AD. The Byzantine Theodorus Philetas translates the Al Azif into Greek, and renames it Necronomicon. It will take one century before the blasphemous tome is finally condemned, and most copies destroyed...

Horror. Terror. Fear is at the core of our existence. Horror stories are a catharsis for the dread we hold in our souls on a day-to-day level. Cthulhu Dark Ages is a game that lets you explore that fear, bringing monsters and terrors out into the daylight, and fighting against them for the sake of soul and sanity.

If you've played other role-playing games (RPGs) before, then you have an idea of how it works: A group of players sit around a table and describe the actions of their characters, while one player (the game master, or "keeper" as he or she is known in Cthulhu Dark Ages) guides the story along. It is like an interactive novel where one person tells the story, and the players take part in the story. However, Cthulhu Dark Ages is different from most other RPGs. In Cthulhu Dark Ages, the players portray ordinary people cast into extraordinary circumstances. You have no magic weapons with which to assault the dark things of the world. You cannot count on the local king sending armies of minions to your aid. You simply have your wits, your courage and your skill to fight the horrors of the Cthulhu Mythos. In its simplest form, Cthulhu Dark Ages is a game about heroes. The heroes who realize that the world is crawling with alien terrors bent on the destruction of humanity, and who take that fight back to the abyss itself.

The booklet you now hold in your hands gives you all the information you will need to create a character for the Cthulhu Dark Ages role-playing game, as well as a brief overview of how to play the game. Many of the game's details are glossed over here simply because Cthulhu Dark Ages is a game of mystery. Often, if the players understand too much of the goings-on behind the rules, it can break the atmosphere of tension necessary for a good mystery.

Once you've played a game or two, you will probably want to take a look at the full rules for Cthulhu Dark Ages or Call of Cthulhu which are available from any good game store, most large bookstores, or directly at www.chaosium.com. To create your character, you will only need four ordinary 6-sided dice. To play the game, you should invest in a full set of polyhedral dice. At least one each 4, 8, 10, 12 and 20-sided dice are needed to play the game.

What's a Cthulhu?

The Call of Cthulhu and Cthulhu Dark Ages games are inspired by the "Cthulhu Mythos" stories of Depression era author H.P. Lovecraft and his imitators. Cthulhu is the name of a tremendously evil, alien priest/god/monster that features in many of Lovecraft's works, most notably, "The Call of Cthulhu." Countless stories have been written over the years expanding on his creations. Pulp authors such as Robert E. Howard extrapolated Lovecraft's ideas into their own. Current horror writers such as Clive Barker and Stephen King show a clear influence from Lovecraft.

If you've never read any of Lovecraft's work before, you have missed out. Penguin Books has two collections of his work that should get you started. "The Call of Cthulhu and Other Weird Tales" and "The Thing on the Doorstep and Other Weird Tales" should give you a good introduction to his work.

Creating an Investigator

To play Cthulhu Dark Ages you need to create a character. Characters in the game are called "investigators" as they primarily spend their playtime investigating the horrors of the Cthulhu Mythos. Creating your character is simple, and outlined below. It will be helpful for you to have a piece of scratch paper handy, or ideally a Cthulhu Dark Ages character sheet. There is one located in this booklet.

The Primary Attributes

To begin, a Cthulhu Dark Ages character has seven primary attributes. Each of these attributes is described below, as well as noting how many dice you roll to determine the value of each attribute.

Strength (STR) measures the raw physical power your investigator can bring to bear. It influences the amount of damage he or she can deliver with a punch or kick, as well as his or her grip, or ability to lift heavy items. Roll 3 six-sided dice and add them together to determine the value for STR.

Constitution (CON) is a measure of the hardness of your investigator. It influences the amount of damage you can take before going unconscious or dying as well as how resistant you are to diseases and poison. Roll 3 six-sided dice and add them together to determine the value for CON.

Dexterity (DEX) is a measure of your investigator's agility and speed. Roll 3 six-sided dice and add them together to determine the value for DEX.

Size (SIZ) is a measure of your investigator's physical mass. It influences how much damage you can take, as

well as how much you can deliver. Also, as a measure of your Investigator's weight, it influences the ability of horrible monsters to pick him up and toss him around the room. Roll 2 six-sided dice, add them together and add 6 to that total to determine the value for SIZ.

Intelligence (INT) is a rough guide to your investigator's cunning and ability to make leaps of logic and intuition. Roll 2 six-sided dice, add them together and add 6 to that total to determine the value for INT.

Power (POW) is a combination of personal magnetism, spirit, and mental stability. It influences your character's ability to cast magical spells, as well as his or her resistance to the sanity-blasting horrors of the Cthulhu Mythos. Roll 3 six-sided dice and add them together to determine the value for POW.

Appearance (APP) measures the charm and physical appeal of your character. Roll 3 six-sided dice and add them together to determine the value for APP.

Education (EDU) is a measure of the knowledge that your investigator has accumulated through formal education, or the venerated "School of Hard Knocks." Roll 3 six-sided dice, add them together and add 3 to the total to determine the value for EDU.

Note, that before play begins, you may swap around any attributes that use the same dice to determine their value. In other words, you could swap any of the values for Strength, Constitution, Dexterity, Appearance or Power with each other. You could only swap Size and Intelligence with each other. Education remains static. If the rolls you get for your investigator are abysmal, you should consider re-rolling a few. The average attributes should be around 10-11, if you have too many lower than that, you should pick one or two to re-roll. Note that often playing a character with substandard attributes can be just as satisfying as playing one with exceptionally high attributes. It all comes down to creating a character with which you are comfortable.

The Secondary Attributes

There are a number of attributes that are determined after you have figured the attributes above. These are Idea, Knowledge, Luck, Dexterity, Charisma, Damage Bonus, Magic Points, Hit Points, and Sanity.

Idea is simply your INT score multiplied by 5. This score is used as a percentile roll to give your investigator information, or to make leaps of deduction in certain situations. Percentile rolls will be explained later in the "Game Systems" chapter.

Knowledge is your EDU score multiplied by 5. This score is used as a percentile roll to show how your investigator's education and training gives insight certain situations.

Luck is your POW score multiplied by 5. This score is often used as a percentile roll to give your character a last chance in a crisis situation, or to cause bad things to happen to the only investigator in the group to fail the roll.

Dexterity is your DEX score multiplied by 5. This score is used as a percentile roll to give your investigator manipulation skills for which no game skill exists. It could decide for instance, if the investigator was able to pick that lock or was able to grab the vine at the edge of the cliff.

Charisma is your APP score multiplied by 5. This score is used as a percentile roll to give your investigator communication skills for which no game skill exists. Did he or she make a good impression? Did she catch everybody's attention?

Damage Bonus is how much extra damage your investigator does with a successful close-combat attack. Add your STR and SIZ and consult the Damage Bonus Table to find your damage bonus.

Damage Bonus Table

STR + SIZ	DB
2 to 12	-1D6
13 to 16	-1D4
17 to 24	+0
25 to 32	+1D4
33 to 40	+1D6

Magic Points are equal to your POW. MPs fluctuate up and down as you cast spells or activate arcane alien devices. If your investigator's MPs ever fall below 0, he or she goes unconscious until he or she can recover them.

Hit Points are figured by adding SIZ and CON together, then dividing the total by two and rounding up. As your investigator takes damage from combat or other events, your HPs will drop. If you drop to only 2 HPs, your investigator goes unconscious. If he or she hits -2 or lower, he or she is dead.

Sanity (SAN) begins at a level equal to your POW score multiplied by 5. Circle the value that corresponds to this number on the character sheet. This score is used as a percentile roll that presents your investigator's ability to remain stoic in the face of horrors. As you face the horrors of the Cthulhu Mythos your SAN score fluctuates. It can raise above it's starting level, but can never be higher than 99 minus the value of your Cthulhu Mythos skill (q.v.).

Occupation and Skills

At this point, you should have an idea of what your investigator does for a living. This choice of occupation will influence the selection of skills for your character. To begin with, choose an occupation. Anything you think would be interesting to play is valid, but you should confirm this with your keeper. Some favorite occupations in Cthulhu Dark Ages are Scholar, Free Warrior or Mercenary, Healer, and Small Trader. However, the occupations are only limited by your imagination.

Once you have select the occupation, you should look at the list of skills on you character sheet. Choose 8 skills that are appropriate for your character's chosen occupation. These are your "Occupation Skills."

You now have to assign percentile points to the skills on the character sheet. Before you do so, please note that no skill can start play with a rating higher than 75.

Additionally no character can add points to the Cthulhu Mythos skill during character creation. It is assumed that all beginning characters are ignorant of the threat of the Mythos.

You multiply your EDU score by 15 to get the number of points to spread amongst your Occupation Skills. Add any number of these points to the eight skills you chose. Each skill on the character sheet also has a number in parenthesis next to it. This is the "Base Chance" that every investigator has with that skill. Any points you add to a skill stack with its Base Chance. For example, if you add 15 points to the "Conceal" skill (Base Chance of 15) you would have "Conceal: 30".

After selecting the Occupation Skills, select your Sideline Skills. These are skills that your character has acquired over the course of his or her life. To determine how many points you have to spend on them, multiply your INT score by 10. Divide those points amongst any skills on the sheet you would like (again, you can't put points into Cthulhu Mythos). Note that you may wish to save a few skill points to buy combat skills such as "Fist/Punch," "Sword," etc.

Sample Occupations

FREE WARRIOR

You are a proud miles, a professional warrior. You are a bold adventurer on his own or hired by a warlord. Your only possessions are a horse, a long sword and a chainmail.

Skills: grapple, natural world, own kingdom, ride, status, track, one weapon skill, and one other skill as a personal specialty.

Yearly income: up to 9000 deniers.

FREE FARMER, FISHERMAN OR WOODSMAN

You are the salt of the earth: as a well-to-do farmer or colonist, your community depends on your crops, and you work like a horse. As a fisherman you are living in a fishing community by a lake or by the sea. As a woodsman you exploit the forest: you might be a hunter, a honey gatherer or a woodcutter that produces charcoal.

Skills: pick one craft, drive horses or pilot boat or track, natural world, navigate, sneak or swim, spot hidden or listen, and two other skills as personal specialties.

Yearly income: up to 600 deniers.

PRIEST

You are on a mission from Church to enlighten laymen and women in the ways of God. You are an exorcist or a full-fledged priest who is bound to a parish and collects the tithe from the farmers, most of which goes to your greedy lord anyway. Although celibacy is strongly recommended, some of you have a concubine and have children!

Skills: fast talk, insight, Latin, occult, persuade, status, and two other skills as personal specialties (religiously correct spells allowed for exorcists).

Yearly income: up to 600 deniers.

MONK/NUN OR SCHOLAR

You work in a monastery or in a (cathedral) school in the city. When you don't preach or teach, you spend your time

reading classical authors, writing manuals, or copying arcane manuscripts from the monastery's library.

Skills: pick one craft or science or art, Latin, library use, occult, own kingdom, status, write Latin, and one other skill as a personal specialty.

Yearly income: up to 1200 deniers. *Nota Bene:* monks and nuns should not own anything, spend the money to buy personal effects, and donate the rest down to a few deniers.

Final Touches

You now have something that looks like a finished character. Go back to the top of the sheet, make sure you have a name, sex, age, and all the other information filled in. Look over the character sheet and taking one last look at all the skills, attributes, etc. which you have generated. From looking over all this material, you will begin to get an idea of who this character is.

You might want to fill out some notes on your investigator's background and personality. Who is he or she really? Where did he or she grow up? What is his or her family like? The more time you spend thinking about your character, the more it develops a personality.

The Game System

Playing the Game

In a role-playing game, there is no winner or loser. You all win if everyone tells a good story and is moved by the drama of the tale. You lose if nobody has fun. However, to keep things moving along during the course of the game you will be called on to roll dice to determine the outcome of critical events. Generally, "Skill Checks" may be called for in stressful situations. Walking down a clear hallway is not a stressful situation. Running down a rubble-strewn corridor while being chased by howling, slaving ghouls is.

The following section outlines the basics of playing a game of Cthulhu Dark Ages.

Dice Rolling & Skill Checks

Different types of polyhedral dice are used to determine the outcome of events in a Cthulhu Dark Ages session. You should be able to purchase a set of these dice in any good game store. You will want at least one each of 4-, 6-, 8-, 10-, 12-, and 20-sided die. You will also want to pick up dice referred to as "percentage" dice. These dice will have ten sides numbered "10, 20, 30, etc." Dice notation in the game is simple. You will always know what type and number of dice to roll when you see something like "1D6" or "3D10." The first number is the quantity of dice to roll. The second number (after the "D") tells you what type. So, "1D6" means to roll a single 6-sided die. "3D10" tells you to roll 3 ten-sided dice and add the values. If you ever see something like "2D6+6" that means to roll 2 six-sided dice, add them together, and then add six to that sum.

For the most part, dice are rolled as you normally would. Roll the dice called for in the rules, and read the uppermost

number. One of the most common rolls you will make is a "percentile" roll. All skills, as well as Idea, Know, Luck and Sanity rolls start with a percentile roll. To do this, roll a percentile die as described above, and a regular ten-sided die. Then simply add the two numbers together. If the number you rolled is equal to or under the skill listed on your character sheet, you have succeeded.

Example: Jane is rolling to see if her character spots a ghoulish sneaking up on her in a dark graveyard. She has a "Spot Hidden" skill of 45%. She rolls the two dice, getting a "60" on the percentile die, and "3" on the ten-sided die. Adding them together, she gets a total of 63, well over her skill of 45%. She never sees the ghoulish coming.

Generally, the Keeper for your game tells you when you can attempt a skill roll.

Additionally, when you successfully roll a given skill, put a check mark in the box next to it on your sheet. You can only get one check per skill at a time. At the end of the scenario, your Keeper will tell you to "roll for skill increases." At this time, roll percentile dice against any checked skills. If you roll over the value of the skill, you can then add 1D6 points to the skill's value. In other words, the more you know about something, the harder it is to learn anything new, or get any better.

The Resistance Table

		Active Characteristic																																																			
		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																					
Passive Characteristic	1	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—																					
	2	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—																				
	3	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—																				
	4	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—																			
	5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—																		
	6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—																	
	7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—																
	8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—															
	9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—														
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—													
	11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—												
	12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—											
	13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—										
	14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—									
	15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—								
	16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—							
	17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—						
	18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—					
	19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—					
	20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—				
	21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—			
	22	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—			
	23	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—			
	24	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—		
	25	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
	26	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
	27	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	28	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	29	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	30	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	31	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

For success, roll 1D100 equal to or less than the indicated number

The Resistance Table

On occasion, you may need to roll a test that's not covered by the skills on your sheet. In this instance, you will look at your characteristics and determine which is best to use, and then match them against a value set by the Keeper on the resistance table below.

For example, let's say your character with a STR score of 13 is arm-wrestling with Burly John, who has a STR of 18. You look up your STR of 13 on the Resistance Table as the "Active Characteristic" then look up Burly John's as the "Passive Characteristic." The value that meets on both axes of the graph shows you the number you have to hit. If you roll equal or under that number, you have succeeded. However, in a case of two people or a person and a monster resisting each other, the other character gets a chance to roll as well. In a case such as this, ties extend the action, and the first character to roll a success when the opponent rolls a failure wins.

However, let's say your character is barreling down a rubble-strewn hallway in a musty tomb. A pack of ghouls are running behind him, hungry for his or her tasty flesh and organs. The Keeper might tell you that you have to make a resisted DEX test against a difficulty of 14 or you trip and fall. In this case, match your DEX as the active characteristic against the passive value of 14. If you succeed, you keep running. If you fail, you fall, and are probably doomed.

Again, the Keeper could also call for a test of your DEX against the DEX of the ghouls to see if they overcome you. In this case, you'd roll just as when facing off against Burly John, but using DEX instead of STR.

Sanity

The horrors of the Cthulhu Mythos threaten the mind as much as the body. The psychic shock from encountering the alien terrors of the Mythos is one of the primary dangers that characters in the game will endure. Investigating mysteries in a Cthulhu Dark Ages game take a dreadful toll on the sanity of the investigators, and eventually lead to madness.

Whenever you encounter the horrors of the Mythos, or come across something mundane yet horrific (such as stumbling across your best friend's mutilated corpse) you make a percentile roll against your current Sanity score. If you roll over your current Sanity, you lose a greater amount of Sanity points. If you roll under, you will lose less, or none. The Sanity loss is generally described for an event as something like "0/1D6" or "2/1D10." The number before the slash mark tells you how much Sanity your character loses if it rolls under his or her current SAN score; the number after the slash is how much your character loses if you roll over your current SAN.

When confronted with sanity-blasting events, your Keeper will ask you to roll the percentile dice and then let you know how much SAN you lose depending on if you succeed or fail.

Unfortunately, regaining lost Sanity is a long, arduous process. You may have to check your character into a

monastery, or seek other forms of private care or spiritual retreats, safe from further upset and harm to get those points back. Generally, at the successful end of each scenario you should get a few points back as a reward. Additionally, when you raise a skill above 90% through experience, you get a few points added to your Sanity as well.

As your SAN score slips lower, your character becomes less and less stable and his or her ability to function decreases. Full rules for Sanity are not included here, but your keeper will let you know the effects of this degradation when you play the game.

Combat

Combat in Cthulhu Dark Ages is dangerous and deadly. When you are confronted with the horror of the Mythos, it is generally a better idea to run away, or avoid confrontation all together. However, often there is no other choice than to go in, slashing and hacking away and make the best of it.

The rules for combat in Cthulhu Dark Ages are simple. When a combat occurs, all investigators, as well as characters and monsters controlled by the keeper act in order of their DEX scores. The highest DEX goes first, and they go in descending order from there.

A combat round in Cthulhu Dark Ages is timed vaguely, and is best described as "long enough for everyone to do one or two interesting things." The flow of the round is best controlled by the keeper, and hard and fast rules for movement and actions are not part of the game. The keeper should simply give everyone a chance to do something quickly while being aware of the narrative flow. When it comes time for you to attack, you simply choose a target and roll the appropriate skill. If you are shooting with a bow, you might have "Bow 50%" and you would use that skill. If you are trying to punch or kick, you use the appropriately named skill. As with all skill rolls, you roll percentile dice and try to roll equal to or less than the designated value on your character sheet.

If you succeed in the roll, you hit your opponent and do damage appropriate to the weapon you are using. The Weapon Table gives some sample damage values. Note that most "melee" weapons (i.e.: a weapon you use in close combat such as a knife or even your fists) also adds your character's "Damage Bonus" to the listed damage.

When a target is hit, roll the damage dice and subtract the total value from its total Hit Points. Some targets have armor, or resistances that reduces the value of the damage, causing them to lose fewer Hit Points. This is common for investigators in a Dark Ages setting, and most monsters you will face probably have some sort of armor.

In a combat round, an investigator wielding a shield can attempt to parry (block) one attack using his or her Shield skill.

If your investigator is taking damage, note that as soon as he or she is reduced to 2 or less Hit Points, he or she falls unconscious. If the investigator drops below - 2 Hit Points, he or she dies.

Weapon Table

Weapon	Damage	Base %
Fist/Punch	1D3+db	50%
Knife	1D4+db	25%
Sword	1D8+db	20%
Spear	1D6+db	15%
Bow/arrow	1D8 (no db)	10%

Armor Table

Armor	Damage absorbed
Leather, Soft	3
Leather, Boiled	4
Leather & rings	5
Chainmail	6

Add +1 to the armor rating when wearing a helm

Shields

Shield	Hit Points	Base %
Improvised	15	10%
Small	20	15%
Medium	25	15%
Large	30	15%

The shield's HP represents the maximum weapon damage it can absorb or deflect without being itself damaged

Recommended Books & Movies

“Then with utter and horrifying suddenness we heard a frightful sound from below. It was from the tethered horses - they had screamed, not neighed, but screamed... and there was no light down there, nor the sound of any human thing, to shew why they had done so” – “The Very Old Folk” – H.P. Lovecraft

The following books and films should get you in the proper mindset to play a game of Cthulhu Dark Ages. Obviously, you do not have to be familiar with any of these before playing the game, but if you are so inspired, so much the better.

Books & Stories

Atlas of the Year 1000, J. Man

The Year 1000, R. Lacey and D. Danziger.

H.P. Lovecraft

The Colour out of Space, The Haunter of the Dark, The Dunwich Horror.

Through the Gates of the Silver Key.

From Beyond, The Hound, The Horror at Red Hook, Supernatural Horror in Literature.

The Black Stone, The Hounds of Tindalos.

Nyarlatotep, The Very Old Folk.

R.E. Howard

The Black Stone, People of the Dark, The Worms of the Earth, The Shadow Kingdom.

R. Campbell

The Church in High Street, The Moons Lens.

C. Barker

The Damnation Game

Mike Mignola

Dark Horse Comics

Films & Shows

Aleksandr Nevskiy

L'An Mil

Cadfael

Conan

Dracula (Bram Stoker's)

Dragonslayer

Marketa Lazarova

Monthly Python: Jabberwocky & Holy Grail

Ofelas *aka* Pathfinder

Name of the Rose

The Seventh Sign

The 13th warrior

Alien

Dark Water

The Grudge

The Haunting (1963)

Re-Animator


The Ring

The Thing

Video Games

Silent Hill

1000 AD



Investigator Name _____
 Occupation _____
 Birthplace _____
 Sex _____ Age _____
 Mental Disorders _____
 Religion / Faith _____

Characteristics & Rolls

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

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


Hit Points

UNCONSCIOUS

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

1000 AD Investigator Sheet

Player's Name _____



Cthulhu Dark Ages
Horror Roleplaying By Torchlight

Investigator Skills

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Other Language (01%): _____	<div style="border: 2px solid black; width: 100%; height: 100%;"></div> <p style="margin-top: 10px;">Spells</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
<input type="checkbox"/> Art (05%): _____	<input type="checkbox"/> Own Language (EDUx5%): _____	
<input type="checkbox"/> Bargain (05%) _____	<input type="checkbox"/> Persuade (15%) _____	
<input type="checkbox"/> Climb (40%) _____	<input type="checkbox"/> Pilot Boat (01%) _____	
<input type="checkbox"/> Conceal (15%) _____	<input type="checkbox"/> Potions (01%) _____	
<input type="checkbox"/> Craft (05%): _____	<input type="checkbox"/> Repair / Devise (20%) _____	
<input type="checkbox"/> Cthulhu Mythos (00) _____	<input type="checkbox"/> Ride (05%) _____	
<input type="checkbox"/> Dodge (DEX x2%) _____	<input type="checkbox"/> Science (01%): _____	
<input type="checkbox"/> Drive Horses (20%) _____	<input type="checkbox"/> Sneak (10%) _____	
<input type="checkbox"/> Fast Talk (05%) _____	<input type="checkbox"/> Spot Hidden (25%) _____	
<input type="checkbox"/> First Aid (30%) _____	<input type="checkbox"/> Status (15%) _____	
<input type="checkbox"/> Hide (10%) _____	<input type="checkbox"/> Swim (25%) _____	
<input type="checkbox"/> Insight (05%) _____	<input type="checkbox"/> Throw (25%) _____	
<input type="checkbox"/> Jump (25%) _____	<input type="checkbox"/> Track (10%) _____	
<input type="checkbox"/> Library Use (EDUx2%) _____	<input type="checkbox"/> Write Language (01%): _____	
<input type="checkbox"/> Listen (25%) _____	_____	
<input type="checkbox"/> Natural World (10%) _____	_____	
<input type="checkbox"/> Navigate (10%) _____	_____	
<input type="checkbox"/> Occult (05%) _____	_____	
<input type="checkbox"/> Other Kingdoms (01%) _____	Other Skills : _____	
<input type="checkbox"/> Own Kingdom (20%) _____	_____	

Hand-To-Hand Weapons

Weapon Type	Skill %	Damage	#Hands	Length	#Attacks	HP's
<input type="checkbox"/> Fist/Punch (50%)	_____	1d3+db	1	Short	1	n/a
<input type="checkbox"/> Grapple (25%)	_____	Special	2	Short	1	n/a
<input type="checkbox"/> Head Butt (10%)	_____	1d4+db	0	Short	1	n/a
<input type="checkbox"/> Kick (25%)	_____	1d6+db	0	Short	1	n/a
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____

Missile Weapons

Missile Type	Skill %	Damage	Base Range	#Attacks	HP's
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Dark Ages Costs & Equipment

FOOD (FOR THE BODY AND MIND)

2 pounds (loaves) of wheat bread	1 denier
2 pounds of cheese	1 denier
3 dozens eggs	1 denier
Food, 1 day	1 denier
Food and lodging, 1 day	1-5 deniers
Horse fodder, 1 day	3-6 deniers
Book, regular (e.g. law book)	100 deniers

CLOTHING

Linen piece	12 deniers
Woolen pelisse - cheap	12 deniers
Hooded cloak or robe	60 deniers
Short cloak - superior	120 deniers
Double cloak, hooded - winter	140 deniers
Marten cloak, bonnet - noble	360 deniers

TOOLS

Bucket	12 deniers
Awl, plane, auger, file, pliers, shears, hammer, saw	4-24 deniers
Sickle, hand ax, pickax, spade	24 deniers
Swing plow	72 deniers
Plow (iron plowshare and colter)	140 deniers

WEAPONS, SHIELDS AND ARMOUR

24 arrows or 12 bolts	12 deniers
Fine scabbard	72 deniers
Helm	200 deniers

Hand-to-Hand Weapons

cost	
Ax	40 deniers
Ax, Frankish	?
Ax, Great	100 deniers
Knife, Small	10 deniers
Knife, Large	15 deniers
Lance	40 deniers
Mace	20 deniers
Spear, Short	20 deniers
Spear, Long	25 deniers
Sword, Short	120 deniers
Sword, Long	180 deniers
Sword, Frankish	?

Missile Weapons

Bow	40 deniers
Crossbow	100 deniers
Sling	5 deniers

Shields

Shield, Small	25 deniers
Shield, Medium	60 deniers
Shield, Large	80 deniers

MISCELLANEOUS

Resinous torch, lamp oil, candle for 2-hours worth of light	1 denier
Creeper rope, 30-ft	2 deniers
Fiber rope, 30-ft	12 deniers
6-persons tent, incl. 2 10-ft poles	360 deniers
Traveler's pack: outer wear, water-skin, knife, fishing line & hook, felt blanket, sack, flintstone & iron, whetstone	240 deniers
Hungarian or Moorish-type saddle	200+ deniers
Warrior gear: war-horse, saddle, horn, sword, spear, helm, chainmail, shield	2400 deniers

DAILY WAGES

Farmer, priest, servant	1-3 deniers
Craftsman, sailor	3-5 deniers
Guard, cleric, mercenary	5-12 deniers
Warrior, merchant, maître-d'oeuvre	12-24 deniers

ANIMALS

Farm dog	12 deniers
Sheep	12-15 deniers
Cow	24 deniers
Mule	36 deniers
Sow	12-54 deniers
Ox	24-108 deniers
Horse	240+ deniers
War-horse	600 deniers
Young slave, boy or girl	< 3000 deniers
Freeman or -woman's life (e.g. ransom)	±15000 deniers

VEHICLES

Wheelbarrow	12 deniers
Two-wheeled cart	120 deniers
Four-wheeled wagon	240 deniers
Four wheeled cart (leathered)	360 deniers

CONSTRUCTIONS

Commoner's hut	24 deniers
Commoner's house	120 deniers
Short wooden bridge	140 deniers
Fishery	160 deniers
Timber hall	240 deniers
Water mill	270 deniers
Small farm with land	2400 deniers
Earth and timber castle: tower, moat, stockade, ditch, bailey and gatehouse	12000 deniers

BOATS

Rowboat	120 deniers
Raft	12 deniers
Viking Drakkar	9000 deniers
Norse Knorr	3000 deniers
Merchant boat (rowboat/pump optional)	12000 deniers
Byzantine merchant ship (incl. rowboat)	24000 deniers