Creating Dark Age Characters

- Choose a Name or create one
- **Birthplace & Language**:
  - German empire (with four main Old High German dialects spoken: Frankish, Saxon, Bavarian, Allemanic)
  - the kingdoms of France, Burgundy, or Italy (where Old French and Occitan dialects are spoken)
  - the kingdom of England (Old English dialects spoken)
  - Scandinavia (Old Norse)
- **Characteristics**:
  - Allot 100 points among the eight characteristics (Min 3 Max 18 in any characteristic)
    - APP (Appearance) , CON (Constitution), DEX (Dexterity) , EDU (Education), INT (Intelligence) , POW (Power) , SIZ (Size), STR (Strength)
- **Figured Characteristics and Rolls**:

Damage Bonus Table

STR + SIZ	DB
02 to 12	-1D6
13 to 16	-1D4
17 to 24	+0
25 to 32	+1D4
33 to 40	+1D6
41 to 56	+2D6
57 to 72	+3D6
73 to 88	+4D6

- Attraction (Charisma) Roll = (APP x5)
- Dexterity Roll = (DEX x5)
- Own Language Skill = (EDU x5)
- Know Roll = (EDU x5)
- Idea Roll = (INT x5)
- Luck Roll = (POW x5)
- Magic Points = (maximum = POW)
- Hit Points = (average of CON + SIZ)
- SAN (Sanity) = (POW x5)
- Damage Bonus = see table (STR + SIZ)
- **Age & Aging**
- Your investigator's age is 15. For every ten years or fraction older that you make your investigator, add a point to EDU and allot 20 occupation points. Also remove your choice of 1 STR, 1 CON, 1 DEX, or 1 APP.
- **Occupation**
- Choose an Occupation, which also includes starting money where applicable
- Spend EDU x 20 points on skills related to your occupation
- **Other Skills**
- From the Skill List, spend INT x 10 points on personal interest skills

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