

# Athulhu Dark Ages Character Sheet



| Name             | Career             | Age | Sex | Distinguishing Features, Marks & Scars |
|------------------|--------------------|-----|-----|--|
| Sir Byron Blount | Hospitaller Knight | 25  | M   | See Notes                              |

Afflictions, Injuries & Insanity

Money on hand: 175 Gold Coins

Favours owed: (See Notes)

Savings and other assets: (See Notes)

Family, Friends, Underlings & Contacts

See Notes



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|-----------|--------------|------|-----------|------------|--------------|-------|-----------|
| Strength  | Constitution | Size | Dexterity | Appearance | Intelligence | Power | Education |
| 13        | 17           | 13   | 18        | 12         | 15           | 12    | 14        |

 Idea Roll: 75
 Sanity Points
 Magic Points
 Hit Points

 Luck Roll: 60
 Maximum: 40° 59 59 59 55
 Maximum: 12
 Maximum: 15

 Know Roll: 70
 Damage Bonus: 1d4
 Maximum: 12
 Maximum: 15

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|---|-----|------------------------------|-----|--|-----|
|   |     | Skills                       |     |  | 7   |
| □ Accounting (10%)  |     | □ Listen (25%)               |     | □ Science (01%)  |     |
| □ Art (05%)   |     | □ Medicine (01%)             | 31% |  |     |
| □ Dance   | 35% | □ Natural World (10%)        |     |  |     |
|   |     | □ Navigate (10%)             | 21% | □ Sneak (10%)  |     |
| □ Bargain (05%)   |     | □ Occult (05%)               |     | □ Spot Hidden (25%)  |     |
| □ Climb (DEX+STR) (31%)   |     | □ Other Kingdoms (01%)       |     | □ Status (15%)   |     |
| □ Conceal (15%)   |     | □ Byzantine Empire           | 20% | □ Swim (25%)   |     |
| □ Craft: (5%)   |     | □ County of Tripoli          | 15% | □ Theology (01%)   |     |
|   |     |                              |     | □ Throw (25%)  |     |
|   |     | □ Other Language (01%)       |     | □ Track (10%)  |     |
| □ Cthulhu Mythos (00%)  |     | □ Latin                      | 30% | □ Write Language (01%)   |     |
| □ Dodge (DEX x2) (36%)  |     |                              |     | o  |     |
| □ Drive Horses (20%)  |     |                              |     | o  |     |
| □ Fast Talk (05%)   |     | □ Own Kingdom (20%)          |     | □ Other Skills   |     |
| □ First Aid (30%)   | 50% | □ Own Language (EDUx5) (70%) |     | □ Ancient Hist of Middle East  | 50% |
| □ Hide (10%)  |     | □ Persuade (15%)             |     | □ Mythos of the Middle East  | 36% |
| □ Insight (05%)   |     | □ Pilot Boat (01%)           |     |  |     |
| □ Jump (25%)  |     | □ Potions (01%)              |     |  |     |
| □ Law (01%)   | 60% | □ Repair/Devise (20%)        |     |  |     |
| □ Library Use (EDUx2) (28%)   |     | □ Ride Horse (05%)           | 36% |  |     |



| Melee Weapons        | %   | Damage  | Hand | Range | #att | Length | Parry | ко  | Imp | HP  |
|----------------------|-----|---------|------|-------|------|--------|-------|-----|-----|-----|
| □ Fist / Punch (50%) |     | 1d3     | 1    | Touch | 1    | Short  | Spec  | Yes | No  | - 1 |
| □ Head Butt (10%)    |     | 1d4     | 0    | Touch | 1    | Short  | Spec  | Yes | No  | -   |
| □ Kick (25%)         |     | 1d6     | 0    | Touch | 1    | Short  | Spec  | Yes | No  | -   |
| □ Grapple (25%)      |     | Special | 2    | Touch | 1    | Short  | Spec  | Yes | No  | -   |
| □ Small Knife (25%)  |     | 1d4     | 1    | Touch | 1    | Short  | No    | No  | Yes | 10  |
| □ Sword, Long (20%)  | 65% | 1d8     | 1    | Touch | 1    | Long   | No    | Yes | Yes | 210 |
| □ Crossbow (20%)     | 50% | 2d6     | 2    | 100   | 1/2  | N/A    | No    | No  | Yes | -   |
|                      | 1   |         |      |       |      |        |       |     |     |     |
|                      |     |         |      |       |      |        |       |     |     |     |
|                      |     |         |      |       |      |        |       |     |     |     |

| Armor            | Damage/<br>Deflection | Burden | Rounds<br>to put on | Shield      | %   | #P |
|------------------|-----------------------|--------|---------------------|-------------|-----|----|
| Leather & Scales | 6                     | Light  | 4                   | Small (15%) | 71% | 25 |

Equipment

First Aid "kit"

Medical "kit"

#### Pillars:

#### Major

• Retrieve the Spear of Destiny for the use in protecting Jerusalem.

#### Minor

Ensure Holy Relics are taken to Cyprus for safe keeping

## Information:

Sir Byron is one of the newer members of the Hospitaller order of Knights, only hving been knighted the day after the disaster at Hattin, but he comes from a lesser noble family in France and has Sir Byron has been sent by his Order from Cyprus to protect Father Black in his pursuits but is also to help Balian defend the city from Saladin and the Saracens.

#### Views:

Outwardly - Young but confident.

Inwardly – Self assured that God has chosen him as an instrument.

### Knowledge for Players

Current Political Situation in the Holy Land

By 1187, the whole situation in the Holy Land had degraded to the point of complete disunity due to squabbles, backstabbing, and in-fighting among the nobility, clergy, and the separate canonistic orders of the church. Although most wanted to see the continuation of the Kingdom of Jerusalem, they were no longer willing to sacrifice their efforts to the cause on faith alone.

Most nobles in the Holy Land viewed actions by the current Pope as self-serving and counterproductive to the needs of the current political structure. Urban III had implemented several edicts regarding the Kingdom of Jerusalem over the past year, in hopes of bringing back the passion and urgency of the original crusade, but it only alienated most nobles in Europe, especially those who held lands in the Holy Land.

The several canonistic orders of Knights were now fighting each other as much as fighting the hated Saracens. While prior Popes had shown a particular bias toward the Order of the Templar Knights, Pope Urban III began to see them as a threat to the power of the church as they had grown both rich and powerful in estates over the past fifty years. The Knights Hospitaller, although not as influential as the Templar's, were seen by Urban as the only true allies of the church. The Teutonic Order of Knights were the newest order but had become very influential in the Holy Roman Empire, but were not trusted by the other orders.

The Clergy itself at this time even saw its own infighting and political turmoil. The several canonistic orders of clergy, while not showing open rebellion to the pope, were indeed not happy with current papal political situation. Even the Papal Regular, those inside the political structure of the Catholic Church usually worked within their own political agenda's for grabbing power.

In short, the whole political situation in Europe was being played out inside the boarders of the doomed Kingdom...