



DOWN DARKER TRAILS™

SETTING GUIDE

HANDOUTS

This supplement is best used with the *Call of Cthulhu* (7th Edition) roleplaying game and, optionally, the *Pulp Cthulhu* sourcebook, both available separately.

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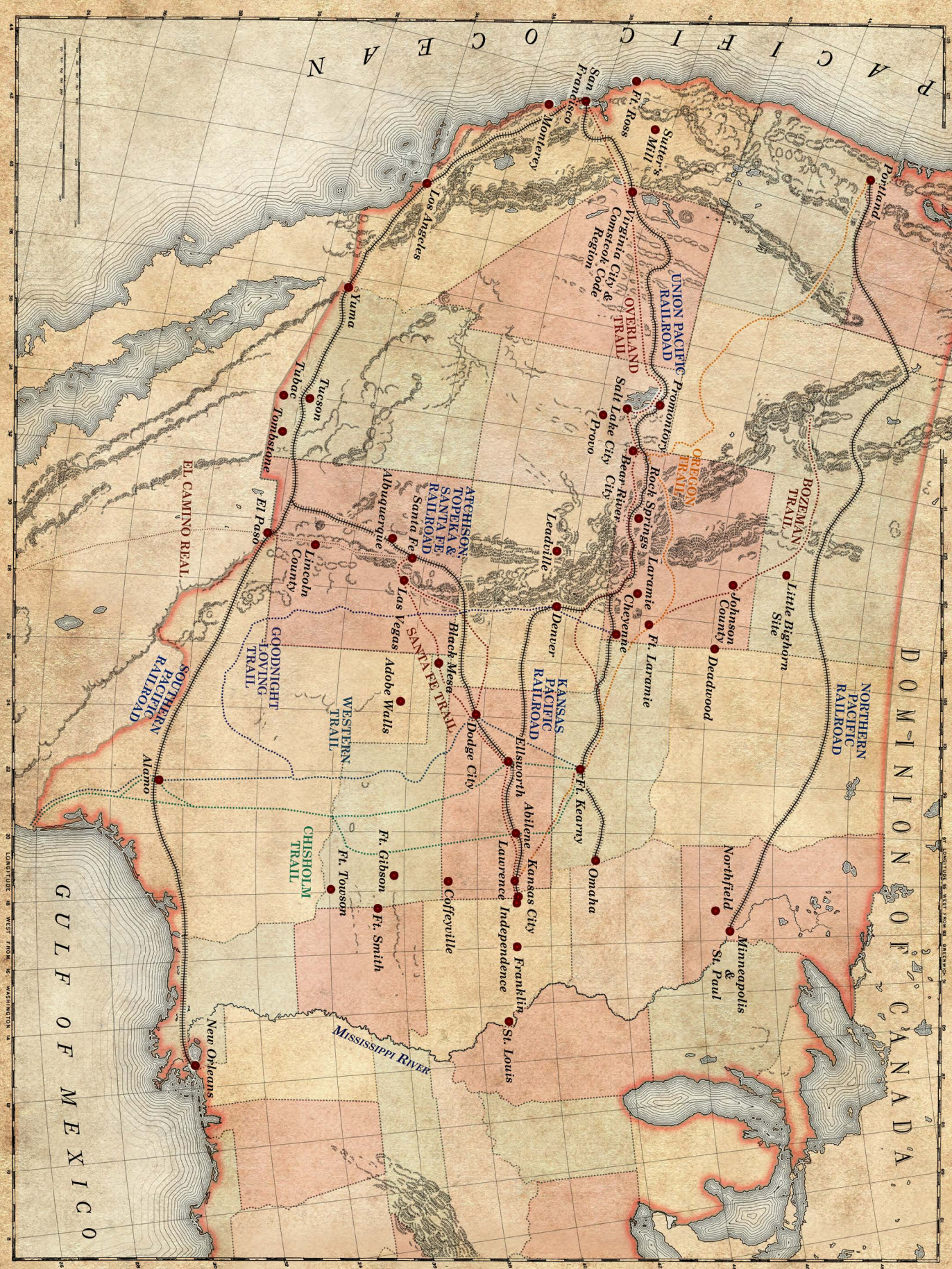
THE SPANISH CONQUEST



91 89 87 85 LONGITUDE 83 WEST FROM 81 GREENWICH 79 77 75 73 71



RAILROADS, CATTLE TRAILS AND SETTLEMENT TRAILS



COLUMBIA



AMERICAN INDIAN TRIBES AND BATTLE SITES



TO SULLIVAN'S GAP

OWENS BROTHERS' CAMP

LEGEND

- 1 PASSAGE
- 2 CAMPSITE
- 3 ENCLOSURE
- 4 RAMP
- 5 ENTRANCE

OWENS BROTHERS' MINE

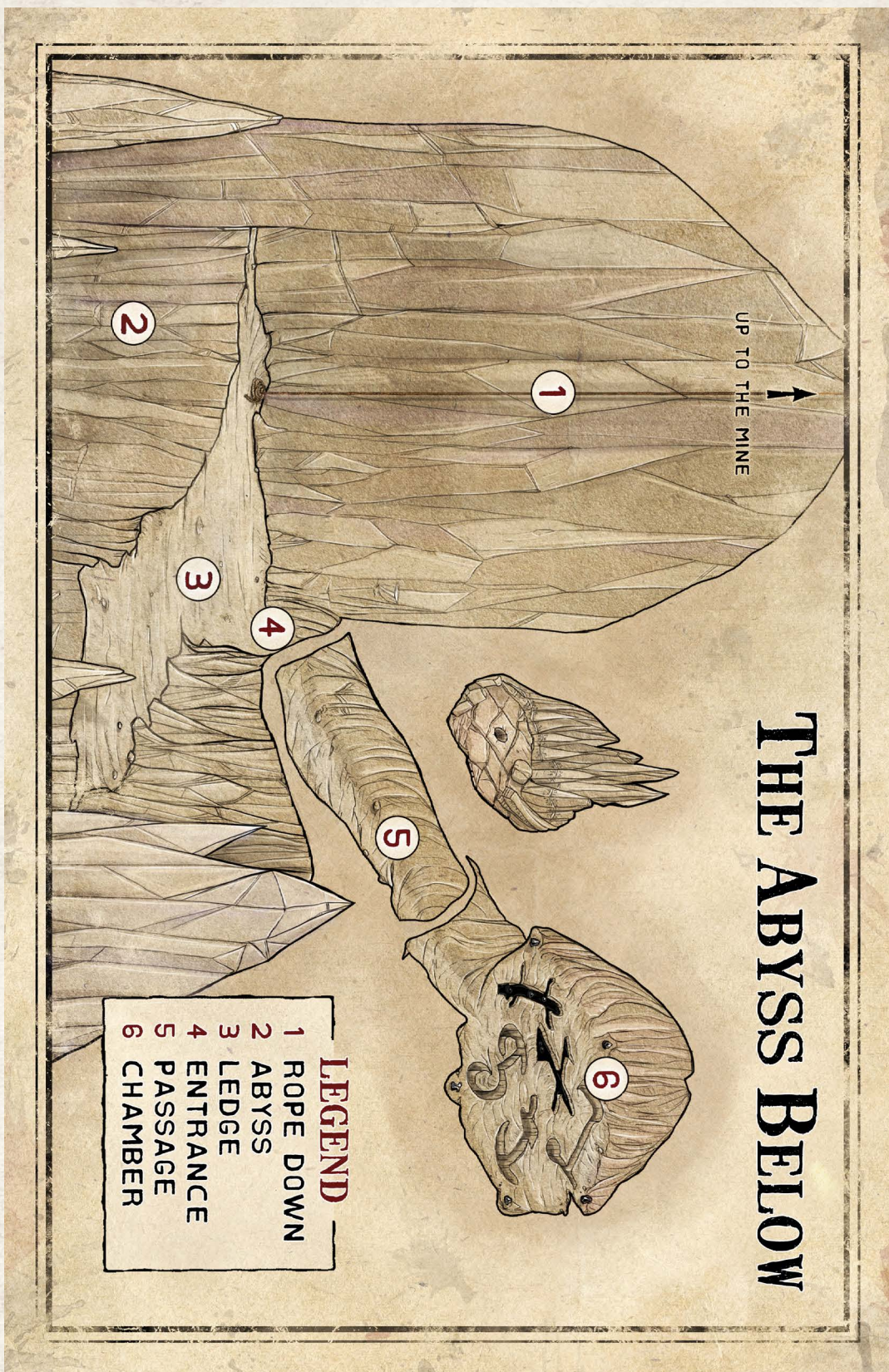
LEGEND

- 5 ENTRANCE
- 6 COLT .45
- 7 BODIES
- 8 BREACH

TO THE MINE

DOWN
TO THE ABYSS

TO THE CAMP



CHARACTERS AND MONSTERS

RUDOLF ZIMMER, age 70+, crazed German prospector

STR 50 CON 70 SIZ 50 DEX 55 INT 60
APP 40 POW 45 EDU 60 SAN 0 HP 12
DB: 0 Build: 0 Move: 4 MP: 9

Combat

Brawl 25% (12/5), damage 1D3
Rapier 35% (17/7), damage 1D6
Dodge 20% (10/4)

Skills

Language (English) 10%, Language (German) 60%, Shout
Out Crazy Orders 70%, Stealth 30%.

Armor: Conquistador breastplate and helmet, offering 5-point
protection 60% of the time.

MOUNTAIN LION, protective mother

STR 80 CON 50 SIZ 70 DEX 90 INT —
APP — POW 65 EDU — SAN — HP 12
DB: +1D4 Build: 1 Move: 12 MP: —

Combat

Attacks per round: 2

Attacks with either two claws or claw and bite. May attempt
maneuver to pin down prey, gaining bonus die to next attack, which
is raking (claw) or biting. Prey may attempt a DEX or STR roll,
opposed by the lion's STR, on the following round to break free.

Fighting 60% (30/12), damage 2D6 + 1D4
Pin (mnvr) 60% (30/12), success grants bonus die
to next attack
Dodge 45% (22/9)

Skills

Climb 70%, Jump 40%, Stealth 90%, Track 80%.

Armor: 1-point fur.

THE CLAIM-JUMPERS

	Rand	Melvin	Joe
STR	80	70	65
CON	70	65	70
SIZ	80	75	70
DEX	65	55	55
INT	65	55	60
APP	45	55	50
POW	65	50	40
EDU	60	50	65
SAN	60	46	35
HP	15	14	14
DB:	+1D4	+1D4	+1D4
Build:	1	1	1
Move:	8	7	7

Combat

Fighting 45% (22/9), damage 1D3 + DB
.45 revolver 45% (22/9), damage 1D10+2
12-g. shotgun (2B)* 45% (22/9), damage 4D6/2D6/1D6
.44 rifle** 45% (22/9), damage 2D6+1
Dodge 30% (15/6)

*Rand.

**Melvin and Joe.

Skills

Climb 55%, Fast Talk 40%, Jump 35%, Listen 40%, Psychology
25%, Spot Hidden 45%, Stealth 45%.

Armor: none.

FORMLESS SPAWN OF TSATHOGGUA, *the pitch-black thing*

STR 90 CON 60 SIZ 120 DEX 90 INT 70
APP — POW 70 EDU — SAN — HP 18
DB: +2D6 Build: 3 Move: 12 MP: 14

Combat

Attacks per round: 2 (limited to 1 bite per round)

Due to their extreme fluidity they are able to attack in a wide variety of ways, forming whips, tentacles, and other appendages with which to bludgeon and strike their opponents.

- **Bite:** the victim is instantly swallowed. Each round thereafter the victim takes 1 point of damage from constriction—the damage done per round progressively increasing by 1 point (e.g. on the second round 2 points of damage are taken, and so forth). While swallowed, the victim may take no action, though friends may attempt to slay the monster to free him or her. A formless spawn can make one bite attack per round and can continue to swallow prey until having swallowed its own SIZ in prey. While digesting a victim, a spawn may continue to fight but may not shift location without disgorging what it has swallowed.

- **Grab** (mnvr): grabs an opponent using one of its whip-like appendages; range is 24 yards.

Fighting	60% (30/12), damage 2D6+2D6
Grab (mnvr)	60% (30/12), opponent is held, damage 1D6+2D6
Bite	30% (15/6), damage swallowed, see note.
Dodge	45% (22/9)

Armor: immune to all physical weapons, even enchanted ones (wounds close up immediately); can be harmed by magic, fire, chemicals, and other forces (takes half damage from explosives).

Spells: Contact Formless Spawn of Tsathoggua, Create Zombie (variant).

Sanity loss: 1/1D10 Sanity points to see a formless spaw

KEEPER REFERENCE BOOKLET

UNDEAD MINERS, *zombie puppets*

	Elvin*	Jim	Frank	Newt	Trapper Clegg
STR	100	95	110	100	95
CON	110	100	115	100	95
SIZ	65	70	80	70	65
DEX	35	20	25	10	20
INT	70*	—	—	—	—
POW	70*	05	05	05	05
HP	17	17	19	17	16
DB:	+1D6	+1D6	+1D6	+1D6	+1D4
Build:	2	2	2	2	1
Move:	8	6	6	6	6

**Elvin is possessed by the spawn's intellect.*

Combat

Attacks per round: 1

Elvin

Fighting 50% (25/10), damage 1D3+1D6
 .45 revolver 20% (10/4), damage 1D10+2
 Dodge N/A

Others

Fighting 30% (15/6), damage 1D3+DB
 Dodge N/A

Skills (Elvin only):

Listen 15%, Language (English) 55%, Spot Hidden 20%,
 Stealth 40%.

A armor: impaling weapons cause only 1 point of damage, all other attacks cause half damage.

Sanity loss: 1/1D8 Sanity points to see a zombie (or 1D3/1D8 if the person was known to the viewer).



CHARACTERS AND MONSTERS

EVERETT SCANLON, age 49, *distraught father, horse rancher*

STR 65 CON 70 SIZ 60 DEX 55 INT 65
APP 55 POW 60 EDU 75 SAN 54 HP 13
DB: +1D4 Build: 1 Move: 7 MP: 12

Combat

Brawl 65% (32/13), damage 1D3+1D4
.45 revolver 40% (20/8), damage 1D10+2
.44-40 rifle 55% (27/11), damage 2D6+1
Dodge 35% (17/7)

Skills

Animal Handling 55%, Credit Rating 55%, Intimidate 60%,
Law 35%, Listen 35%, Natural World 60%, Navigate 35%,
Language (English) 75%, Language (Spanish) 30%, Ride 65%,
Rope Use 60%, Spot Hidden 40%, Stealth 40%, Track 30%.

Armor: none.

JULIET SCANLON, age 17, *love-struck daughter*

STR 50 CON 60 SIZ 55 DEX 70 INT 70
APP 80 POW 60 EDU 60 SAN 52 HP 11
DB: 0 Build: 0 Move: 8 MP: 12

Combat

Brawl 40% (20/8), damage 1D3
.31 pocket revolver 30% (15/6), damage 1D8
Dodge 50% (25/10)

Skills

Art/Craft (Piano) 55%, Art/Craft (Singing) 60%, Charm 55%,
Cthulhu Mythos 5%, Fast Talk 60%, History 40%, Listen
40%, Natural World 40%, Occult 20%, Language (English)
60%, Language (Spanish) 35%, Ride 60%, Spot Hidden 45%,
Stealth 70%, Swim 45%, Track 30%.

Armor: none.

VICENTE ROMERO, age 23, *lover*

STR 60 CON 70 SIZ 70 DEX 75 INT 65
APP 70 POW 65 EDU 60 SAN 65 HP 14
DB: +1D4 Build: 1 Move: 8 MP: 13

Combat

Brawl 60% (30/12), damage 1D3+1D4
.36 revolver 35% (17/7), damage 1D10+2
.44-40 rifle 40% (20/8), damage 2D6+1
Dodge 45% (22/9)

Skills

Charm 60%, Fast Talk 40%, Jump 50%, Listen 30%, Natural
World 55%, Navigate 35%, Language (English) 50%,
Language (Spanish) 60%, Ride 70%, Rope Use 70%, Spot
Hidden 35%, Stealth 45%, Track 35%.

Armor: none.

ALFONSE ROMERO, age 25, *brother*

STR 75 CON 75 SIZ 70 DEX 65 INT 60
APP 60 POW 60 EDU 55 SAN 60 HP 14
DB: +1D4 Build: 1 Move: 8 MP: 12

Combat

Brawl 75% (37/15), damage 1D3+1D4
.45 revolver 50% (25/10), damage 1D10+2
.44-40 rifle 45% (22/9), damage 2D6+1
Dodge 55% (27/11)

Skills

Animal Handling 55%, Intimidate 40%, Fast Talk 40%, Jump
55%, Listen 40%, Natural World 65%, Navigate 40%, Language
(English) 35%, Language (Spanish) 55%, Ride 80%, Rope Use
75%, Spot Hidden 40%, Stealth 40%, Throw 50%, Track 35%.

Armor: none.

DOWN DARKER TRAILS

GUSTAVO ROMERO, *age 55, father, cattle rancher*

STR 65 CON 75 SIZ 60 DEX 60 INT 70
APP 60 POW 65 EDU 75 SAN 65 HP 13
DB: +1D4 Build: 1 Move: 6 MP: 13

Combat

Brawl 60% (30/12), damage 1D3+1D4
.45 revolver 45% (22/9), damage 1D10+2
.44-40 rifle 55% (27/11), damage 2D6+1
Dodge 35% (17/7)

Skills

Animal Handling 70%, Charm 40%, Credit Rating 50%, Intimidate 45%, Listen 40%, Natural World 75%, Navigate 45%, Language (English) 40%, Language (Spanish) 75%, Ride 75%, Rope Use 75%, Spot Hidden 45%, Stealth 35%, Track 45%.

Armor: none.

CECELIA ROMERO, age 44, mother

STR 55 CON 65 SIZ 55 DEX 60 INT 65
APP 70 POW 65 EDU 65 SAN 65 HP 12
DB: 0 Build: 0 Move: 7 MP: 13

Combat

Brawl 30% (15/6), damage 1D3
.44-40 rifle 35% (17/7), damage 2D6+1
Dodge 40% (20/8)

Skills

Art/Craft (Sewing) 70%, Charm 50%, Fast Talk 60%, History 30%, Listen 45%, Natural World 40%, Occult 30%, Language (English) 30%, Language (Spanish) 65%, Ride 50%, Spot Hidden 45%, Stealth 40%.

Armor: none.

DOCTOR ALAN COLLINS, age 58, Physician

STR 45 CON 65 SIZ 40 DEX 45 INT 65
APP 55 POW 60 EDU 90 SAN 45 HP 10
DB: 0 Build: 0 Move: 7 MP: 12

Combat

Brawl 30% (15/6), damage 1D3
 (or scalpel 1D3)
Dodge 35% (17/7)

Skills

Accounting 35%, Credit Rating 40%, Cthulhu Mythos 5%, Fast Talk 35%, First Aid 75%, History 25%, Language (Latin) 30%, Library Use 40%, Medicine 45%, Occult 20%, Persuade 30%, Psychology 50%, Language (English) 90%, Language (Spanish) 20%, Science (Biology) 45%, Science (Pharmacy) 45%, Stealth 30%.

Armor: none.

FRANCIS SCANLON, age 35, insane mother

STR 40 CON 45 SIZ 50 DEX 50 INT 55
APP 45 POW 45 EDU 50 SAN 15 HP 9
DB: 0 Build: 0 Move: 8 MP: 9

Combat

Brawl 35% (17/7), damage 1D3
Dodge 25% (12/5)

Skills

N/A (all at base percent).

Armor: none.

KEEPER REFERENCE BOOKLET

"VIOLET SCANLON," age 17, spawn of Yig

STR 100 CON 130 SIZ 55 DEX 100 INT 55
 APP 15 POW 60 EDU — SAN — HP 18
 DB: +1D4 Build: 1 Move: 11 MP: 12

Combat

Attacks per round: 2 or 1 (2 claws and 1 bite, or 1 hug/crush)

Fighting 75% (37/15), damage 1D4+1D4
 (plus poison* if biting)

Hug (mnvr) 75% (37/15), following round
 automatic crush, damage 2D4

Dodge 65% (32/13)

**Violet's bite injects strong poison causing 2D10 damage; an Extreme CON roll halves this damage. The victim's STR, DEX, and Move are halved for 1D6 hours, as he or she writhes with convulsions and fits of vomiting. The region of the body where the bite was inflicted turns a ghastly purplish-black color and swells to nearly twice normal size; if the victim survives, the swelling subsides within 1D6 days. Attempting to suck out the venom requires a First Aid roll; success halves damage (or quarters it if the victim made the Extreme CON roll). Immediate amputation of a bitten limb may prevent death, albeit at great and permanent cost.*

Skills

Listen 60%, Spot Hidden 75%, Stealth 80%, Swim 80%.

Armor: 1-point scales.

Spells: none; innate power to Summon and Bind Child of Yig (5 magic points).

Sanity loss: 1/1D8 Sanity points to see Violet Scanlon.

CHILD OF YIG, rattlesnake

STR 40 CON 50 SIZ 40 DEX 90 INT —
 APP — POW 60 EDU — SAN — HP 9
 DB: n/a Build: -1 Move: 8 MP: 12

Combat

Attacks per round: 1

Often these snakes appear so swiftly that the victim is startled (Listen or Spot Hidden roll to avoid ambush) and automatically hit unless he or she can react swiftly (Dodge roll). The child of Yig will pursue and continue to attack unless it is killed.

Fighting 50% (25/10), damage 1+poison*

Dodge 45% (22/9)

**A Child of Yig's bite injects strong poison causing 2D10 damage; an Extreme CON roll halves this damage. Attempting to suck out the venom requires a First Aid roll; success halves damage (or quarters it if the victim made the Extreme CON roll). Immediate amputation of a bitten limb may prevent death, albeit at great and permanent cost.*

Skills

Stealth 70%.

Armor: none.

Sanity loss: 0/1 Sanity points to see a child of Yig.

RATTLESNAKES, Violet's friends

STR 25 CON 35 SIZ 25 DEX 50 INT —
 APP — POW 40 EDU — SAN — HP 6
 DB: n/a Build: -2 Move: 8 MP: 12

Combat

Attacks per round: 1 (bite)

Bite 40% (20/8), damage 1D2+poison*

**A rattlesnake's bite injects strong poison causing 2D10 damage; an Extreme CON roll halves this damage. Attempting to suck out the venom requires a First Aid roll; success halves damage (or quarters it if the victim made the Extreme CON roll). Immediate amputation of a bitten limb may prevent death, albeit at great and permanent cost.*

Skills

Stealth 90%.

Armor: none.

DOWN DARKER TRAILS

MISCELLANEOUS RANCH-HANDS (Scanlon's vaqueros, Romero's cowboys)

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	65	60	70	65	70	60	85	60	65	65
CON	75	60	55	50	65	65	70	60	55	75
SIZ	60	65	60	60	70	65	80	65	65	70
DEX	60	65	55	70	50	65	55	70	65	70
INT	60	55	75	65	60	70	65	75	65	60
APP	45	55	60	50	40	70	60	55	50	40
POW	55	50	65	50	40	55	60	60	50	40
EDU	50	45	40	50	55	60	40	55	50	60
SAN	55	50	65	50	40	55	60	60	50	40
HP	13	12	11	11	13	13	15	12	12	14
DB:	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D6	+1D4	+1D4	+1D4
Build:	1	1	1	1	1	1	2	1	1	1
Move:	8	8	8	8	8	8	8	8	8	8
MP:	11	10	12	10	8	14	12	11	10	8

Combat

Brawl	70% (35/14), damage 1D3 +DB (or knife 1D4+DB)
.45 revolver	40% (20/8), damage 1D10+2
.44-40 rifle	50% (25/10), damage 2D6+1
Dodge	45% (22/9)

Skills

Animal Handling 55%, First Aid 35%, Fast Talk 45%,
Jump 45%, Listen 40%, Natural World 60%, Navigate 40%,
Language (English) (Scanlons 50%/Romeros 35%), Language
(Spanish) (Scanlons 10%/Romeros 50%) Ride 70%, Rope Use
65%, Spot Hidden 35%, Stealth 40%, Throw 45%, Track 30%.

Armor: none.



OLD WEST

Name _____
 Player **A** _____
 Occupation _____
 Abilene 62, 73
 Age _____ Sex _____
 Adventures, Designing 176
 Residence _____
 Age _____
 Birthplace _____
 (Optional Rule)

CHARACTERISTICS

STR _____ **DEX** _____ **INT** _____
 Blackfoot 96, 98
 Idea 81, 106
CON _____ **APP** _____ **POW** _____
 Black Gulf Canyon Gang 160
 Bleeding Kansas 56, 80
 Colorado 57, 62, 69, 73, 76, 78, 79, 80, 83,
 86, 90, 92, 93, 94, 95, 96, 97, 120
SIZ _____ **EDU** _____ **Move** _____
 Bless Blade (Spell) 153
 Blight/Bless on (Spell) 154
 Rate 67, 83, 90, 96, 97, 98,
 100, 121, 142

Major Wound	Max HP										Temp. Insane	Indef. Insane										Start										Max										Insane										01	02	03	04	05	06	07																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																					
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BACKSTORY



Personal Description

Traits

Ideology/Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

HISTORY

CASH & ASSETS

Spending Level

Cash

Assets

POSSESSIONS

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

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. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.
Player

Char.
Player

Char.
Player

Char.
Player

ME

Char.
Player

Char.
Player

Char.
Player

Char.
Player

OLD WEST

Name _____

Player _____

Occupation _____

Age _____ Sex _____

Archetype _____

Residence _____

Birthplace _____

CHARACTERISTICS

STR **DEX** **INT**

CON **APP** **POW**

SIZ **EDU** **Move Rate**

Dying **Max HP** **Temp. Insane** **Indef. Insane** **Start** **Max**

HIT 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 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41

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

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

DOWN DARKER TRAILS **Max MP**

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

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%) <input type="text"/>	<input type="checkbox"/> Fast Talk (05%) <input type="text"/>	<input type="checkbox"/> Language (Own) (EDU) <input type="text"/>	<input type="checkbox"/> Rope Use (05%) <input type="text"/>
<input type="checkbox"/> Animal Handling (05%) <input type="text"/>	<input type="checkbox"/> Fighting (Brawl) (25%) <input type="text"/>	<input type="checkbox"/> Law (05%) <input type="text"/>	<input type="checkbox"/> Science (01%) <input type="text"/>
<input type="checkbox"/> Anthropology (01%) <input type="text"/>	<input type="checkbox"/> <input type="text"/>	<input type="checkbox"/> Library Use (20%) <input type="text"/>	<input type="checkbox"/> <input type="text"/>
<input type="checkbox"/> Appraise (05%) <input type="text"/>	<input type="checkbox"/> <input type="text"/>	<input type="checkbox"/> Listen (20%) <input type="text"/>	<input type="checkbox"/> Sleight of Hand (10%) <input type="text"/>
<input type="checkbox"/> Archaeology (01%) <input type="text"/>	<input type="checkbox"/> Firearms (Handgun) (20%) <input type="text"/>	<input type="checkbox"/> Locksmith (01%) <input type="text"/>	<input type="checkbox"/> Spot Hidden (25%) <input type="text"/>
<input type="checkbox"/> Art / Craft (05%) <input type="text"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <input type="text"/>	<input type="checkbox"/> Mech. Repair (10%) <input type="text"/>	<input type="checkbox"/> Stealth (20%) <input type="text"/>
<input type="checkbox"/> <input type="text"/>	<input type="checkbox"/> <input type="text"/>	<input type="checkbox"/> Medicine (01%) <input type="text"/>	<input type="checkbox"/> Survival (10%) <input type="text"/>
<input type="checkbox"/> Charm (15%) <input type="text"/>	<input type="checkbox"/> <input type="text"/>	<input type="checkbox"/> Natural World (20%) <input type="text"/>	<input type="checkbox"/> Swim (20%) <input type="text"/>
<input type="checkbox"/> Climb (20%) <input type="text"/>	<input type="checkbox"/> First Aid (30%) <input type="text"/>	<input type="checkbox"/> Navigate (10%) <input type="text"/>	<input type="checkbox"/> Throw (20%) <input type="text"/>
<input type="checkbox"/> Credit Rating (00%) <input type="text"/>	<input type="checkbox"/> Gambling (10%) <input type="text"/>	<input type="checkbox"/> Occult (05%) <input type="text"/>	<input type="checkbox"/> Track (10%) <input type="text"/>
<input type="checkbox"/> Cthulhu Mythos (00%) <input type="text"/>	<input type="checkbox"/> History (05%) <input type="text"/>	<input type="checkbox"/> Op. Hv. Machine (01%) <input type="text"/>	<input type="checkbox"/> Trap (10%) <input type="text"/>
<input type="checkbox"/> Disguise (05%) <input type="text"/>	<input type="checkbox"/> Intimidate (15%) <input type="text"/>	<input type="checkbox"/> Persuade (10%) <input type="text"/>	<input type="checkbox"/> <input type="text"/>
<input type="checkbox"/> Dodge (half DEX) <input type="text"/>	<input type="checkbox"/> Jump (20%) <input type="text"/>	<input type="checkbox"/> Pilot (01%) <input type="text"/>	<input type="checkbox"/> <input type="text"/>
<input type="checkbox"/> Drive Wagon/Coach (20%) <input type="text"/>	<input type="checkbox"/> Language (Other) (01%) <input type="text"/>	<input type="checkbox"/> Psychology (10%) <input type="text"/>	<input type="checkbox"/> <input type="text"/>
<input type="checkbox"/> Elec. Repair (00%) <input type="text"/>	<input type="checkbox"/> <input type="text"/>	<input type="checkbox"/> Ride (15%) <input type="text"/>	<input type="checkbox"/> <input type="text"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Walf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

Build

Dodge

BACKSTORY



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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

Using Luck

Adjust skill rolls (1 Luck per skill point); Avoid malfunction/melee fumble (10 Luck).

Halve SAN loss (SAN loss x 2 Luck); Stay conscious (1 Luck, double per round after).

Avoid Death (all Luck points spent; requires Luck ≥ 30).

Healing

Natural healing: +2 HP per day.

First Aid: +1D4 HP.

Medicine: +1D4 HP.

FELLOW INVESTIGATORS

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