

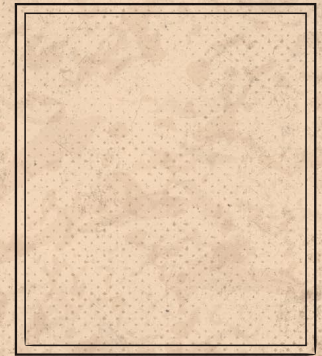


DOWN DARKER TRAILS

INVESTIGATOR

Name _____ Birthplace _____ Pronoun _____

Occupation _____ Residence _____ Age _____



CHARACTERISTICS

STR	Reg	Half	Fifth

SIZ	Reg	Half	Fifth

Hit Points	Maximum	Current

CON	Reg	Half	Fifth

POW	Reg	Half	Fifth

Magic Points	Maximum	Current

DEX	Reg	Half	Fifth

APP	Reg	Half	Fifth

Luck	Starting	Current

INT	Reg	Half	Fifth
IDEA			

EDU	Reg	Half	Fifth
KNOW			

Sanity	Starting	Current	Insane



Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (05%)	Reg	Half	Fifth

<input type="checkbox"/> Firearms (Handgun) (20%)	Reg	Half	Fifth

<input type="checkbox"/> Occult (05%)	Reg	Half	Fifth

<input type="checkbox"/> Animal Handling (05%)	Reg	Half	Fifth

<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg	Half	Fifth

<input type="checkbox"/> Operate Heavy Machinery (01%)	Reg	Half	Fifth

<input type="checkbox"/> Anthropology (01%)	Reg	Half	Fifth

<input type="checkbox"/> <i>Firearms</i>	Reg	Half	Fifth

<input type="checkbox"/> Persuade (10%)	Reg	Half	Fifth

<input type="checkbox"/> Appraise (05%)	Reg	Half	Fifth

<input type="checkbox"/> First Aid (30%)	Reg	Half	Fifth

<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth

<input type="checkbox"/> Archaeology (01%)	Reg	Half	Fifth

<input type="checkbox"/> Gambling (10%)	Reg	Half	Fifth

<input type="checkbox"/> Psychology (10%)	Reg	Half	Fifth

<input type="checkbox"/> _____ (05%)	Reg	Half	Fifth
<i>Art / Craft</i>			

<input type="checkbox"/> History (05%)	Reg	Half	Fifth

<input type="checkbox"/> Ride (15%)	Reg	Half	Fifth

<input type="checkbox"/> Charm (15%)	Reg	Half	Fifth

<input type="checkbox"/> Intimidate (15%)	Reg	Half	Fifth

<input type="checkbox"/> Rope Use (05%)	Reg	Half	Fifth

<input type="checkbox"/> Climb (20%)	Reg	Half	Fifth

<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth
<i>Language (Other)</i>			

<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth
<i>Science</i>			

Credit Rating (00%)	Reg	Half	Fifth

<input type="checkbox"/> _____ (EDU)	Reg	Half	Fifth
<i>Language (Own)</i>			

<input type="checkbox"/> Sleight of Hand (10%)	Reg	Half	Fifth

Cthulhu Mythos (00%)	Reg	Half	Fifth

<input type="checkbox"/> Law (05%)	Reg	Half	Fifth

<input type="checkbox"/> Spot Hidden (25%)	Reg	Half	Fifth

<input type="checkbox"/> Disguise (05%)	Reg	Half	Fifth

<input type="checkbox"/> Library Use (20%)	Reg	Half	Fifth

<input type="checkbox"/> Stealth (20%)	Reg	Half	Fifth

<input type="checkbox"/> Dodge (half DEX)	Reg	Half	Fifth

<input type="checkbox"/> Listen (20%)	Reg	Half	Fifth

<input type="checkbox"/> _____ (10%)	Reg	Half	Fifth
<i>Survival</i>			

<input type="checkbox"/> Drive Wagon/Coach (20%)	Reg	Half	Fifth

<input type="checkbox"/> Locksmith (01%)	Reg	Half	Fifth

<input type="checkbox"/> Swim (20%)	Reg	Half	Fifth

<input type="checkbox"/> Elec. Repair (00%)	Reg	Half	Fifth

<input type="checkbox"/> Mech. Repair (10%)	Reg	Half	Fifth

<input type="checkbox"/> Throw (20%)	Reg	Half	Fifth

<input type="checkbox"/> Fast Talk (05%)	Reg	Half	Fifth

<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth

<input type="checkbox"/> Track (10%)	Reg	Half	Fifth

<input type="checkbox"/> Fighting (Brawl) (25%)	Reg	Half	Fifth

<input type="checkbox"/> Natural World (20%)	Reg	Half	Fifth

<input type="checkbox"/> Trap (10%)	Reg	Half	Fifth

<input type="checkbox"/> _____	Reg	Half	Fifth
<i>Fighting</i>			

<input type="checkbox"/> Navigate (10%)	Reg	Half	Fifth

<input type="checkbox"/> _____	Reg	Half	Fifth

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	
							Build
							Dodge
							Damage Bonus

My Story

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Backstory

Personal Description _____	Traits _____
_____	_____
_____	_____
_____	_____
Ideology & Beliefs _____	Injuries & Scars _____
_____	_____
_____	_____
_____	_____
Significant People _____	Phobias & Manias _____
_____	_____
_____	_____
_____	_____
Meaningful Locations _____	Arcane Tomes & Spells _____
_____	_____
_____	_____
_____	_____
Treasured Possessions _____	Encounters with Strange Entities _____
_____	_____
_____	_____
_____	_____

Gear & Possessions

_____	_____
_____	_____
_____	_____
_____	_____

Wealth

Spending Level _____
Cash _____
Assets _____

Fellow Investigators



Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____

Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____

Quick Reference Rules

Skill & Characteristic Rolls

Level 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 1 HP Medicine heals 1D3 HP

Major Wounds = 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. stabilized; then require Medicine

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

Natural Heal rate (Major Wound): weekly healing roll

