

OLD WEST

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR **DEX** **INT**
 Idea
CON **APP** **POW**
SIZ **EDU** **Move**
 Know **Rate**

Major Wound	Temp. Insane	Indef. Insane	Start	Max	Insane	01	02	03	04	05	06	07	SANITY	
00	01	02	03	04	05	06	08	09	10	11	12	13		14
07	08	09	10	11	12	13	31	32	33	34	35	36		37
14	15	16	17	18	19	20	54	55	56	57	58	59		60
21	22	23	24	25	26	27	77	78	79	80	81	82		83
28	29	30	31	32	33	34	84	85	86	87	88	89		90
35	36	37	38	39	40	41	91	92	93	94	95	96	97	
							98	99						

DOWN DARKER TRAILS

LUCK	Out of Luck	01	02	03	04	05	06	07	MAGIC POINTS	
08	09	10	11	12	13	14	15	16		00
31	32	33	34	35	36	37	38	39		05
54	55	56	57	58	59	60	61	62		10
77	78	79	80	81	82	83	84	85		15
										20
									01	
									06	
									11	
									16	
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									98	

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	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

Build

Dodge

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 _____