

GEAR AND WEAPONS.



WEAPON	SKILL%	DAM	RANGE	SHOTS	MALF.
Colt Peacemaker .45	86	1D10+2	25	6	98-00



WEAPON	SKILL%	DAM	RANGE	SHOTS	MALF.
Winchester 1886 Rifle	77	2D6+4	90	8	99-00



WEAPON	SKILL%	DAM	RANGE	# OF ATT	HP
Bowie Knife	55	1D6+db	melee	1	10

GEAR.

High quality clothing (frock coat, embroidered vest, tie, pants, shirt)
 Gun belt
 Colt Peacemaker
 Winchester 1886 rifle

Smoking pipe and lighter
 U.S. Marshal badge (not worn)
 Picture of family
 Pocket Watch
 The last letter you received from Jeremy

BLUE PEARL THEATRE

Black Knife Ridge

**ONE NIGHT ONLY
 DECEMBER 14, 1901**

For your edification and enjoyment, Squamous Studios Productions proudly present

THE PHANTOMS OF BLACK KNIFE RIDGE

STARRING



**August
 Black**

A special performance featuring thrills, danger, and adventure! This live drama will endeavor to horrify, excite, and enthrall you!

Music by the Wembley Church Choir and Orchestra

**Admission
 only \$1.50!**

THE MAIN CAST.

The Deputy Carson Page
The Bodyguard August Black
The Town Doctor. Dr. Elijah Bozeman
The Indian Scout Nashoba Nowa
The Stranger Sam Doolin
The Saloon Owner ... “Giant” Jasper Bosch

THE SUPPORTING CAST.

The Sheriff Harrison Pickett
The Oil Baron Ulysses Dalton
Dalton’s Foreman Johnny “Swift” McCall
Snake Oil Salesman. Theodore O’Malley
The Torch Singer. Daisy Nash
The Manager Ernest P. Zucker
The Town Drunk Retribution Phillips
The Blacksmith. Cole Chissum
Jasper’s Wife Ingrid
Ingrid’s Daughter Madeline
The Town Priest Rev. Levi Scurlock

☞ WHAT YOU KNOW OF THE OTHERS . ☞

Carson Page: Looks pretty young for a deputy; makes you wonder what happened to the Sheriff in town. Still, seems like the young buck can handle himself well.

Doc Bozeman: You’ve been around alcoholics long enough to spot them at a distance. He still carries that air of respectability and competence. You hope to never have to find out how competent he still may be.

“Giant” Jasper Bosch: Runs a nice saloon, from what you can see so far. Bosch looks like a man who you’d be better off not tussling with. The scars on his knuckles tells a story of a lot of fights.

Nashoba Nowa: Some Indian wandering around the place. Based on their interactions, you get the impression that he’s best friends with the deputy.

The Stranger: You’ve no idea who this guy is, but then again, your party just arrived in town this morning. Maybe an accountant or a lawyer?

☞ ace in the hole. ☞

I’m Your Huckleberry. That’s Just My Game: Once per game, you will somehow be able to survive a gunfight, no matter how improbable or insane the odds. That doesn’t mean you won’t get wounded, or even die at the end of the fight; however, you become just about impossible to bring down while the battle is ongoing. This Ace In The Hole includes duels. You must declare that you’re using your Ace In the Hole at the beginning of the combat scene.

BACKGROUND.

You grew up in Dodge City, Kansas, with your parents, and younger brother, Jeremy. Jeremy was always the quiet one, the hard worker, the one who loved to make things with his hands. You, conversely, were outspoken, brash, and worshipped "Wild Bill" Hickok, who was already legendary in Kansas and most of the Western states. You and Jeremy cut your teeth on your father's ranch.

By the time you were 18, Jeremy had already left; the railroad companies were moving in, determined to cut a rail line through the entire state. Jeremy had joined a union, laying down track. You, on the other hand, got in law enforcement, determined to become the next Wild Bill. After a few years at the local level (becoming a deputy in Dodge City for a while), you applied for and got the job as a U.S. Marshal. Your new position had you assigned to several different states, including Texas, Oklahoma, Louisiana, Ohio, and Illinois.

It was in Chicago that your life changed forever. In 1894, tensions began to grow between the owner of the Pullman Palace Car Company, and thousands of Pullman employees who endured wage cuts, increased workloads, and requirements to live in Pullman City. Strikes took over Chicago, with violence and riots increasing. In early July, President Cleveland sent federal troops, including dozens of U.S. Marshals, to help quell the rioting. In the early morning of July 10, you and your fellow Marshals were tasked with escorting a train through downtown Chicago. A mob of strikers approached, threatening to stop the train. Somewhere, a shot rang out, people panicked, and, looking to your left, you saw one of your fellow Marshals grab and throw one of the strikers in front of the train. He was crushed instantly.

It was your brother, Jeremy.

Without thinking, your hand flashed to your gun, and you emptied all six shots in the Marshal's head.

Knowing you'd be hung for your crime, you bolted from Chicago, took a new name, becoming a fugitive in the process. You floated around the Midwest taking odd jobs for several years, and somehow ended up as body guard to singer Daisy Nash. A couple years on, and you've found the gig a nice escape. Great pay, travel around the country, and the most you have to worry about are drunks hoping to get a piece of Daisy. Or her trying to get a piece of you.

CHARACTERISTICS.

STR 12	DEX 16	INT 16	Idea 80
CON 17	APP 10	POW 16	luck 80
SIZ 12	SAN 64	EDU 14	know 70

99-Cthulhu Mythos: _____

Dam. Bonus: none

HIT POINTS.

Dead	-3	-2	-1	0			
1	2	3	4	5	6	7	
8	9	10	11	12	13	14	
15	16	17	18	19	20	21	

MAGIC POINTS.

Uncons.	-3	-2	-1			
0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27

SANITY.

Insane	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
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								

Severe wounds

No.	Location	Penalty
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	Dead	n/a

SKILLS.

Accounting	_____	Locksmith	49
Anthropology	_____	Medicine	_____
Archaeology	_____	Natural History	_____
Art	_____	Navigate	50
_____	_____	Occult	22
_____	_____	Operate Hvy Machinery	_____
Bargain	43	Other Languages	_____
Biology	_____	Cherokee	23
Chemistry	_____	Chinese (Mandarin)	46
Climb	45	_____	_____
Conceal	58	Own Language	_____
Craft	_____	English	70
_____	_____	Persuade	55
_____	_____	Pharmacy	_____
Credit Rating	23	Photography	_____
Cthulhu Mythos	_____	Physics	_____
Demolitions	_____	Pickpocket	_____
Disguise	_____	Repair	43
Dodge	59	Ride	71
Fast Talk	66	Scripture	22
First Aid	45	Seduce	_____
Foraging	_____	Sixth Sense	_____
Gamble	85	Sneak	70
Geology	_____	Spit	55
Grit	86	Spot Hidden	60
Hide	45	Swear	78
History	_____	Swim	_____
Homesteading	24	Teamster	_____
Insight	76	Throw	40
Jump	_____	Tipple	67
Lasso	56	Track	_____
Law	70	Trap	_____
Legends & Lore	60	_____	_____
Library Use	50	_____	_____
Listen	67	_____	_____

COMBAT INFORMATION.

HAND TO HAND.

ATTACK	SKILL%	DAMAGE	NO. OF ATTACKS
Punchin'	70	1D3+db	1
Head Buttin'	48	1D4+db	1
Kickin'	50	1D6+db	1
Wrastlin'	40	Special	1
Martial Arts	0	Double	1
Knife	55	Varies	1
Tomahawk	10	Varies	1

firearms.

ATTACK	SKILL%
Black Powder Weapons	30
Pistol	86
Quick Draw	89
Rifle	77
Shotgun	65
Machine Gun	35

 **A note on pistols in the Old West:**
When carrying around a pistol, most folks kept an empty chamber in the firing position; this was due to the fact that, at rest, the firing pin was dangerously close to the bullet's primer, and could often accidentally go off. Thus, anyone who didn't want to lose a foot chambered their pistol for five rounds, instead of its maximum capacity of six when wearing their smoke wagon day-to-day.

DRAW!

DEX	_____
+Pistol%/10	_____
+Quick Draw%/10	_____
	=====
=1D10+	_____