

GEAR AND WEAPONS.

ONE NIGHT ONLY

For your edification and enjoyment, Squamous Studios Productions proudly present

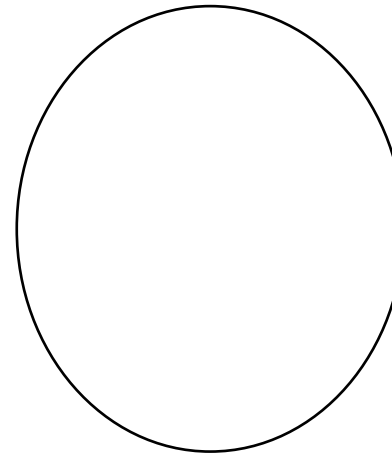
WEAPON SKILL% DAM RANGE SHOTS MALF.

WEAPON SKILL% DAM RANGE SHOTS MALF.

WEAPON SKILL% DAM RANGE # OF ATT HP

GEAR.

STARRING



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.

☞ **WHAT YOU KNOW OF THE OTHERS .** ☞

THE SUPPORTING CAST.

☞ ace in the hole. ☞

BACKGROUND.

CHARACTERISTICS.

STR	DEX	INT	Idea
CON	APP	POW	luck
SIZ	SAN	EDU	know

99-Cthulhu Mythos: _____

Dam. Bonus: _____

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	_____
Anthropology	_____	Medicine	_____
Archaeology	_____	Natural History	_____
Art	_____	Navigate	_____
_____	_____	Occult	_____
_____	_____	Operate Hvy Machinery	_____
Bargain	_____	Other Languages	_____
Biology	_____	_____	_____
Chemistry	_____	_____	_____
Climb	_____	_____	_____
Conceal	_____	Own Language	_____
Craft	_____	_____	_____
_____	_____	Persuade	_____
_____	_____	Pharmacy	_____
Credit Rating	_____	Photography	_____
Cthulhu Mythos	_____	Physics	_____
Demolitions	_____	Pickpocket	_____
Disguise	_____	Repair	_____
Dodge	_____	Ride	_____
Fast Talk	_____	Scripture	_____
First Aid	_____	Seduce	_____
Foraging	_____	Sixth Sense	_____
Gamble	_____	Sneak	_____
Geology	_____	Spit	_____
Grit	_____	Spot Hidden	_____
Hide	_____	Swear	_____
History	_____	Swim	_____
Homesteading	_____	Teamster	_____
Insight	_____	Throw	_____
Jump	_____	Tipple	_____
Lasso	_____	Track	_____
Law	_____	Trap	_____
Legends & Lore	_____	_____	_____
Library Use	_____	_____	_____
Listen	_____	_____	_____


COMBAT INFORMATION.

HAND TO HAND.

ATTACK	SKILL%	DAMAGE	NO. OF ATTACKS
Punchin'	_____	1D3+db	1
Head Buttin'	_____	1D4+db	1
Kickin'	_____	1D6+db	1
Wrastlin'	_____	Special	1
Martial Arts	_____	Double	1
Knife	_____	Varies	1
Tomahawk	_____	Varies	1

firearms.

ATTACK	SKILL%
Black Powder Weapons	_____
Pistol	_____
Quick Draw	_____
Rifle	_____
Shotgun	_____
Machine Gun	_____

 **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+	_____