

Name **"Crimson" Hockridge**
 Player _____
 Occupation **Pirate Captain**
 Age **28** Sex _____
 Residence _____
 Birthplace _____

1650^S



1730^S

CHARACTERISTICS

STR	70	<small>35/14</small>	DEX	65	<small>32/13</small>	INT	70	<small>35/14</small>
CON	65	<small>32/13</small>	APP	75	<small>37/15</small>	POW	50	<small>25/10</small>
SIZ	70	<small>35/14</small>	EDU	55	<small>27/11</small>	Move Rate	8	<small>+1/-1</small>

HIT POINTS

Current HP

13

M:13HP

Major Wound Temp. Insane Indef. Insane

50 rt /99x

Current Sanity

50

SANITY

LUCK

Luck Total

0

CALL of CTHULHU

Corsairs of Cthulhu

Fighting Mythos in the Golden Age of Piracy

M:10MP

Current MP

10

MAGIC POINTS

Corsair Skills

<input type="checkbox"/> Accounting (05%)	5	<small>2/1</small>	<input type="checkbox"/> Fast Talk (05%)	5	<small>2/1</small>	<input type="checkbox"/> Law (05%)	5	<small>2/1</small>	<input type="checkbox"/> Science (01%)	1	<small>0/0</small>
<input type="checkbox"/> Anthropology (01%)	1	<small>0/0</small>	<input type="checkbox"/> Fighting(Brawl)(25%)	25	<small>12/5</small>	<input type="checkbox"/> Library Use (20%)	20	<small>10/4</small>	<input type="checkbox"/>		<small>0/0</small>
<input type="checkbox"/> Antiquarian (01%)	1	<small>0/0</small>	<input type="checkbox"/> Fighting(Sword)	65	<small>32/13</small>	<input type="checkbox"/> Listen (20%)	20	<small>10/4</small>	<input type="checkbox"/>		<small>0/0</small>
<input type="checkbox"/> Appraise (05%)	5	<small>2/1</small>	<input type="checkbox"/>		<small>0/0</small>	<input type="checkbox"/> Locksmith (01%)	1	<small>0/0</small>	<input type="checkbox"/> Seamanship (20%)	65	<small>32/13</small>
<input type="checkbox"/> Art/Craft (05%)	5	<small>2/1</small>	<input type="checkbox"/> Firearms Handgun (20%)	50	<small>25/10</small>	<input type="checkbox"/> Mech. Repair (10%)	10	<small>5/2</small>	<input type="checkbox"/> Sleight of Hand (10%)	10	<small>5/2</small>
<input type="checkbox"/>		<small>0/0</small>	<input type="checkbox"/> Firearms Rifle/Shotgun (25%)	25	<small>12/5</small>	<input type="checkbox"/> Medicine (01%)	1	<small>0/0</small>	<input type="checkbox"/> Spot Hidden (25%)	25	<small>12/5</small>
<input type="checkbox"/> Artillery Cannon (20%)	20	<small>10/4</small>	<input type="checkbox"/>		<small>0/0</small>	<input type="checkbox"/> Natural World (10%)	10	<small>5/2</small>	<input type="checkbox"/> Stealth (20%)	20	<small>10/4</small>
<input type="checkbox"/> Artillery (01%)	1	<small>0/0</small>	<input type="checkbox"/> First Aid (30%)	30	<small>15/6</small>	<input type="checkbox"/> Navigate (10%)	40	<small>20/8</small>	<input type="checkbox"/> Survival (10%)	10	<small>5/2</small>
<input type="checkbox"/> Charm (15%)	65	<small>32/13</small>	<input type="checkbox"/> History (05%)	5	<small>2/1</small>	<input type="checkbox"/> Occult (05%)	5	<small>2/1</small>	<input type="checkbox"/> Swim (20%)	20	<small>10/4</small>
<input type="checkbox"/> Climb (20%)	35	<small>17/7</small>	<input type="checkbox"/> Intimidate (15%)	15	<small>7/3</small>	<input type="checkbox"/> Operate Hevy Machine (01%)	1	<small>0/0</small>	<input type="checkbox"/> Throw (20%)	20	<small>10/4</small>
Credit Rating (00%)	40	<small>20/8</small>	<input type="checkbox"/> Jump (20%)	20	<small>10/4</small>	<input type="checkbox"/> Persuade (10%)	65	<small>32/13</small>	<input type="checkbox"/> Track (10%)	10	<small>5/2</small>
Cthulhu Mythos (00%)	0	<small>0/0</small>	<input type="checkbox"/> Language Other(01%)	1	<small>0/0</small>	<input type="checkbox"/> Pilot (01%) <small>Snip</small>	40	<small>20/8</small>	<input type="checkbox"/>		<small>0/0</small>
<input type="checkbox"/> Disguise (05%)	5	<small>2/1</small>	<input type="checkbox"/>		<small>0/0</small>	<input type="checkbox"/>		<small>0/0</small>	<input type="checkbox"/>		<small>0/0</small>
<input type="checkbox"/> Dodge (half DEX)	32	<small>16/6</small>	<input type="checkbox"/> Language Pirate Chant (20%)	40	<small>20/8</small>	<input type="checkbox"/> Psychology (10%)	10	<small>5/2</small>	<input type="checkbox"/>		<small>0/0</small>
<input type="checkbox"/>		<small>0/0</small>	<input type="checkbox"/> Language Own(EDU) <small>English</small>	55	<small>27/11</small>	<input type="checkbox"/> Ride (05%)	5	<small>2/1</small>	<input type="checkbox"/>		<small>0/0</small>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Rapier	65	32	13	1D6+1D4	-	1	-	-
Flintlock pistol	50	25	10	1D10+1	10	1/4	1	95
		0	0					
		0	0					
		0	0					

COMBAT

Damage Bonus	+1D4
Build	1
Dodge	32 <small>16/6</small>

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Bandolier _____ Fancy clothes and tricorne hat _____

12 rounds of pistol shot _____

Pipe and 4 uses of tobacco _____

Spyglass _____

Speaking trumpet _____

Manacles _____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	¼ 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**

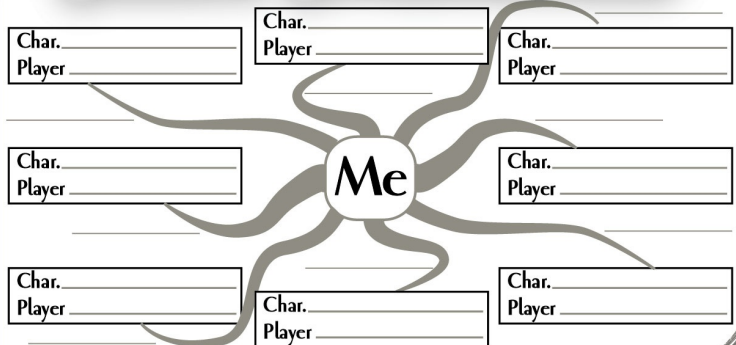
Reach 0 HP with Major Wound = **Dying**

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



“Crimson” Hockridge

Captain of the *Red Queen*

Age 28

Coming from an old English family, a fierce determination to live a fast, colorful, and free life drove Hockridge to the sea and from there quickly to piracy. They were not intimidated by setbacks, even when captured by French troops. Hockridge managed to be enlisted as a privateer to the Crown and so be able to sail on unharmed — albeit without having the slightest interest in any observance of this treaty! Instead, they now have a nimble ship and a capable crew of pirates whom they are determined to lead to fame and fortune.

Name Brown **1650s**
 Player _____
 Occupation **Cook Carpenter Doctor**
 Age **31** Sex _____
 Residence _____
 Birthplace _____

1650s



1730s

CHARACTERISTICS

STR	60	30/12	DEX	55	27/11	INT	80	40/16
CON	60	30/12	APP	50	25/10	POW	75	37/15
SIZ	90	45/18	EDU	60	30/12	Move Rate	7	+1/-1

HIT POINTS

Current HP

15

M:15HP

Major Wound Temp. Insane Indef. Insane

.75 rt /99x

Current Sanity

75

SANITY

LUCK

Luck Total

0

CALL of CTHULHU

Corsairs of Cthulhu

Fighting Mythos in the Golden Age of Piracy

M:15MP

Current MP

15

MAGIC POINTS

Corsair Skills

<input type="checkbox"/> Accounting (05%)	15	7/3	<input type="checkbox"/> Fast Talk (05%)	5	2/1	<input type="checkbox"/> Law (05%)	5	2/1	<input type="checkbox"/> Science (01%)	1	0/0
<input type="checkbox"/> Anthropology (01%)	1	0/0	<input type="checkbox"/> Fighting(Brawl)(25%)	25	12/5	<input type="checkbox"/> Library Use (20%)	20	10/4	<input type="checkbox"/>		0/0
<input type="checkbox"/> Antiquarian (01%)	1	0/0	<input type="checkbox"/>		0/0	<input type="checkbox"/> Listen (20%)	20	10/4	<input type="checkbox"/>		0/0
<input type="checkbox"/> Appraise (05%)	5	2/1	<input type="checkbox"/>		0/0	<input type="checkbox"/> Locksmith (01%)	1	0/0	<input type="checkbox"/> Seamanship (20%)	40	20/8
<input type="checkbox"/> Art/Craft (05%) Cook	15	7/3	<input type="checkbox"/> Firearms Handgun (20%)	20	10/4	<input type="checkbox"/> Mech. Repair (10%)	30	15/6	<input type="checkbox"/> Sleight of Hand (10%)	10	5/2
<input type="checkbox"/> Carpenter	30	15/6	<input type="checkbox"/> Firearms Rifle/Shotgun (25%)	50	25/10	<input type="checkbox"/> Medicine (01%)	25	12/5	<input type="checkbox"/> Spot Hidden (25%)	25	12/5
<input type="checkbox"/> Artillery Cannon (20%)	20	10/4	<input type="checkbox"/>		0/0	<input type="checkbox"/> Natural World (10%)	10	5/2	<input type="checkbox"/> Stealth (20%)	20	10/4
<input type="checkbox"/> Artillery (01%)	1	0/0	<input type="checkbox"/> First Aid (30%)	50	25/10	<input type="checkbox"/> Navigate (10%)	10	5/2	<input type="checkbox"/> Survival (10%)	10	5/2
<input type="checkbox"/> Charm (15%)	15	7/3	<input type="checkbox"/> History (05%)	5	2/1	<input type="checkbox"/> Occult (05%)	5	2/1	<input type="checkbox"/> Swim (20%)	20	10/4
<input type="checkbox"/> Climb (20%)	20	10/4	<input type="checkbox"/> Intimidate (15%)	35	17/7	<input type="checkbox"/> Operate Hevy Machine (01%)	1	0/0	<input type="checkbox"/> Throw (20%)	20	10/4
Credit Rating (00%)	20	10/4	<input type="checkbox"/> Jump (20%)	20	10/4	<input type="checkbox"/> Persuade (10%)	10	5/2	<input type="checkbox"/> Track (10%)	10	5/2
Cthulhu Mythos (00%)	0	0/0	<input type="checkbox"/> Language Other(01%)	1	0/0	<input type="checkbox"/> Pilot (01%)	1	0/0	<input type="checkbox"/>		0/0
<input type="checkbox"/> Disguise (05%)	5	2/1	<input type="checkbox"/>		0/0	<input type="checkbox"/>		0/0	<input type="checkbox"/>		0/0
<input type="checkbox"/> Dodge (half DEX)	27	13/5	<input type="checkbox"/> Language Pirate Chant (20%)	40	20/8	<input type="checkbox"/> Psychology (10%)	10	5/2	<input type="checkbox"/>		0/0
<input type="checkbox"/>		0/0	<input type="checkbox"/> Language Own(EDU)	60	30/12	<input type="checkbox"/> Ride (05%)	5	2/1	<input type="checkbox"/>		0/0

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Cleaver	60	30	12	1D4+	-	1	-	-
FlintlockMusket	50	25	10	1D10+4	60	1/4	1	95
		0	0					
		0	0					
		0	0					

COMBAT

Damage Bonus	+1D4
Build	1
Dodge	27 13/5

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Satchel _____	Common clothes _____
11 rounds of musket shot _____	Bandanna _____
Medical kit _____	_____
Mirror _____	_____
Bottle of fine rum _____	_____
Some fine cooking spices _____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____
 Cash _____
 Assets _____

QUICK REFERENCE RULES

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

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

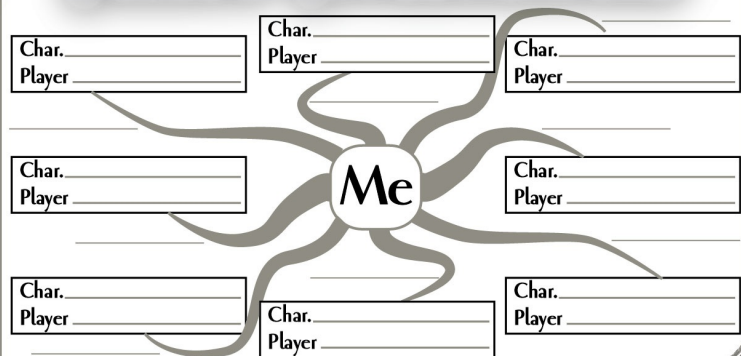
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Brown

Cook, Carpenter & Doctor

Age 31

Brown has probably the most varied tasks on board in personal union: they provide the crew with food, repairs around the ship, and uses the same tools to treat wounds. It's just unfortunate that they're bad at all three. Nevertheless, the obese Brown is a constant part of the team — simply too much now depends on them! In addition, they become really menacing in their mood swings: within seconds they can escalate into a frenzied rage. Only one thing can appease Brown then: large amounts of spirits and whores! In short: it is a guarantee of success on every shore leave.

Name Decker
 Player _____
 Occupation Lieutenant Helmsperson
 Age 36 Sex _____
 Residence _____
 Birthplace _____

1650^s



1730^s

CHARACTERISTICS

STR	80	40 16	DEX	75	37 15	INT	55	27 11
CON	70	35 14	APP	60	30 12	POW	60	30 12
SIZ	75	37 15	EDU	45	22 9	Move Rate	8	+1 -1

HIT POINTS

Current HP

14

M:14HP

Major Wound Temp. Insane Indef. Insane

60 rt /99x

Current Sanity

60

SANITY

LUCK

Luck Total

[Empty box]

CALL of CTHULHU

Corsairs of Cthulhu

Fighting Mythos in the Golden Age of Piracy

M:12MP

Current MP

12

MAGIC POINTS

Corsair Skills

<input type="checkbox"/> Accounting (05%)	5	2 1	<input type="checkbox"/> Fast Talk (05%)	5	2 1	<input type="checkbox"/> Law (05%)	5	2 1	<input type="checkbox"/> Science (01%)	1	0 0
<input type="checkbox"/> Anthropology (01%)	1	0 0	<input type="checkbox"/> Fighting(Brawl)(25%)	55	27 11	<input type="checkbox"/> Library Use (20%)	20	10 4	<input type="checkbox"/>		0 0
<input type="checkbox"/> Antiquarian (01%)	1	0 0	<input type="checkbox"/> Fighting Sword	70	35 14	<input type="checkbox"/> Listen (20%)	60	30 12	<input type="checkbox"/>		0 0
<input type="checkbox"/> Appraise (05%)	5	2 1	<input type="checkbox"/>		0 0	<input type="checkbox"/> Locksmith (01%)	1	0 0	<input type="checkbox"/> Seamanship (20%)	70	35 14
<input type="checkbox"/> Art/Craft (05%)	5	2 1	<input type="checkbox"/> Firearms Handgun (20%)	30	15 6	<input type="checkbox"/> Mech. Repair (10%)	10	5 2	<input type="checkbox"/> Sleight of Hand (10%)	10	5 2
<input type="checkbox"/>		0 0	<input type="checkbox"/> Firearms Rifle/Shotgun (25%)	25	12 5	<input type="checkbox"/> Medicine (01%)	1	0 0	<input type="checkbox"/> Spot Hidden (25%)	60	30 12
<input type="checkbox"/> Artillery Cannon (20%)	20	10 4	<input type="checkbox"/>		0 0	<input type="checkbox"/> Natural World (10%)	10	5 2	<input type="checkbox"/> Stealth (20%)	20	10 4
<input type="checkbox"/> Artillery (01%)	1	0 0	<input type="checkbox"/> First Aid (30%)	30	15 6	<input type="checkbox"/> Navigate (10%)	10	5 2	<input type="checkbox"/> Survival (10%)	10	5 2
<input type="checkbox"/> Charm (15%)	15	7 3	<input type="checkbox"/> History (05%)	5	2 1	<input type="checkbox"/> Occult (05%)	5	2 1	<input type="checkbox"/> Swim (20%)	20	10 4
<input type="checkbox"/> Climb (20%)	50	25 10	<input type="checkbox"/> Intimidate (15%)	15	7 3	<input type="checkbox"/> Operate Hevy Machine (01%)	1	0 0	<input type="checkbox"/> Throw (20%)	20	10 4
Credit Rating (00%)	30	15 6	<input type="checkbox"/> Jump (20%)	20	10 4	<input type="checkbox"/> Persuade (10%)	35	17 7	<input type="checkbox"/> Track (10%)	10	5 2
Cthulhu Mythos (00%)	0	0 0	<input type="checkbox"/> Language Other(01%)	1	0 0	<input type="checkbox"/> Pilot (01%) Ship	70	35 14	<input type="checkbox"/>		0 0
<input type="checkbox"/> Disguise (05%)	5	2 1	<input type="checkbox"/>		0 0	<input type="checkbox"/>		0 0	<input type="checkbox"/>		0 0
<input type="checkbox"/> Dodge (half DEX)	37	18 7	<input type="checkbox"/> Language Pirate Chant (20%)	40	20 8	<input type="checkbox"/> Psychology (10%)	10	5 2	<input type="checkbox"/>		0 0
<input type="checkbox"/>		0 0	<input type="checkbox"/> Language Own(EDU)	45	22 9	<input type="checkbox"/> Ride (05%)	5	2 1	<input type="checkbox"/>		0 0

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Cutlass	70	35	14	D8+1+D4	-	1	-	-
Flintlock pistol	30	15	6	1D6+1	10	1/4	1	95
		0	0					
		0	0					
		0	0					

COMBAT

Damage Bonus **+1D4**

Build **1**

Dodge **37** $\frac{18}{7}$

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Belt pouch _____ Old uniform _____

10 rounds of pistol shot _____

Compass _____

Candle _____

Metal file _____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

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**

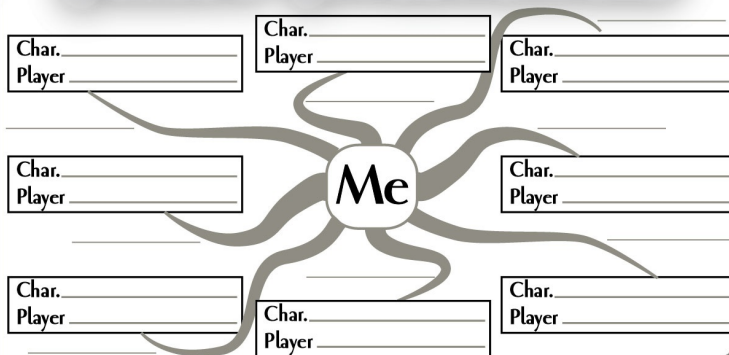
Reach 0 HP with Major Wound = **Dying**

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



Decker

Lieutenant & Helmsperson

Age 36

From the humblest of circumstances in the New World, harbors and ships have been Decker's home since childhood. Orphaned at an early age, it was only fitting that they hired on as a youth and went to sea as soon as possible. Decker worked hard and found their place on every crew, soon becoming an able sailor, then a sailing master and finally even a helmsperson. Loyalty to their captain was always a matter of honor for them, even when a pirate took over this post and instead of trading, privateering became a way of earning a living. Decker also made themselves indispensable as a powerful corsair under Captain Hockridge.

Name García
 Player _____
 Occupation **Gunner Quartermaster**
 Age **56** Sex _____
 Residence _____
 Birthplace _____

1650s

1730s

CHARACTERISTICS

STR	65	32/13	DEX	70	35/14	INT	60	30/12
CON	85	42/17	APP	40	20/8	POW	70	35/14
SIZ	65	32/13	EDU	75	37/15	Move Rate	6	+1/-1

HIT POINTS
Current HP
15

M:15HP Major Wound Temp. Insane Indef. Insane 70rt /99x

Current Sanity
70
SANITY

LUCK
Luck Total

CALL of CTHULHU

Corsairs of Cthulhu

Fighting Mythos in the Golden Age of Piracy

Current MP
14
MAGIC POINTS

Corsair Skills

<input type="checkbox"/> Accounting (05%)	5	2/1	<input type="checkbox"/> Fast Talk (05%)	5	2/1	<input type="checkbox"/> Law (05%)	5	2/1	<input type="checkbox"/> Science (01%)	1	0/0
<input type="checkbox"/> Anthropology (01%)	35	17/7	<input type="checkbox"/> Fighting(Brawl)(25%)	25	12/5	<input type="checkbox"/> Library Use (20%)	20	10/4	<input type="checkbox"/>		0/0
<input type="checkbox"/> Antiquarian (01%)	1	0/0	<input type="checkbox"/>		0/0	<input type="checkbox"/> Listen (20%)	20	10/4	<input type="checkbox"/>		0/0
<input type="checkbox"/> Appraise (05%)	5	2/1	<input type="checkbox"/>		0/0	<input type="checkbox"/> Locksmith (01%)	1	0/0	<input type="checkbox"/> Seamanship (20%)	50	25/10
<input type="checkbox"/> Art/Craft (05%)	5	2/1	<input type="checkbox"/> Firearms Handgun (20%)	45	22/9	<input type="checkbox"/> Mech. Repair (10%)	60	30/12	<input type="checkbox"/> Sleight of Hand (10%)	10	5/2
<input type="checkbox"/>		0/0	<input type="checkbox"/> Firearms Rifle/Shotgun (25%)	25	12/5	<input type="checkbox"/> Medicine (01%)	1	0/0	<input type="checkbox"/> Spot Hidden (25%)	35	17/7
<input type="checkbox"/> Artillery Cannon (20%)	70	35/14	<input type="checkbox"/>		0/0	<input type="checkbox"/> Natural World (10%)	10	5/2	<input type="checkbox"/> Stealth (20%)	20	10/4
<input type="checkbox"/> Artillery (01%)	1	0/0	<input type="checkbox"/> First Aid (30%)	30	15/6	<input type="checkbox"/> Navigate (10%)	10	5/2	<input type="checkbox"/> Survival (10%)	10	5/2
<input type="checkbox"/> Charm (15%)	15	7/3	<input type="checkbox"/> History (05%)	5	2/1	<input type="checkbox"/> Occult (05%)	5	2/1	<input type="checkbox"/> Swim (20%)	20	10/4
<input type="checkbox"/> Climb (20%)	40	20/8	<input type="checkbox"/> Intimidate (15%)	55	27/11	<input type="checkbox"/> Operate Hevy Machine (01%)	1	0/0	<input type="checkbox"/> Throw (20%)	20	10/4
Credit Rating (00%)	20	10/4	<input type="checkbox"/> Jump (20%)	20	10/4	<input type="checkbox"/> Persuade (10%)	55	27/11	<input type="checkbox"/> Track (10%)	10	5/2
Cthulhu Mythos (00%)	0	0/0	<input type="checkbox"/> Language Other(01%) English	75	37/15	<input type="checkbox"/> Pilot (01%)	1	0/0	<input type="checkbox"/>		0/0
<input type="checkbox"/> Disguise (05%)	5	2/1	<input type="checkbox"/>		0/0	<input type="checkbox"/>		0/0	<input type="checkbox"/>		0/0
<input type="checkbox"/> Dodge (half DEX)	35	17/7	<input type="checkbox"/> Language Pirate Chant (20%)	40	20/8	<input type="checkbox"/> Psychology (10%)	10	5/2	<input type="checkbox"/>		0/0
<input type="checkbox"/>		0/0	<input type="checkbox"/> Language Own(EDU) Spanish	75	37/15	<input type="checkbox"/> Ride (05%)	5	2/1	<input type="checkbox"/>		0/0

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Iron ramrod	55	27	11	1D8+1D4	-	1	-	-
Blunderbuss	45	22	9	4D6/2D6	10/20	1/4	1	95
		0	0					
		0	0					
		0	0					

COMBAT

Damage Bonus **+1D4**
 Build **1**
 Dodge **35** **17/7**

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Small sea chest _____ Common clothes _____

10 rounds of musket shot _____ Wig _____

2 days of dried food _____

2 torches _____

Flint and steel _____

Ink, quill, and paper _____

CASH & ASSETS

Spending level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	>skill	≤ skill	½ skill	¼ 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 _____

García

Master Gunner & Quartermaster

Age 56

The captain may be in charge of the ship, but García is in charge of the guns and the affairs of the crew and is at least the second most important person on board! They are of the opinion that this should also be reflected in the percentage of shares of booty. The small but tough García feels most comfortable below deck and maintains close contact with the regular crew members. They are humorous but slow-moving, but once they have made a decision, it is carried out with all efficiency — García learned this from their work with the cannons. They only have no sense of humor about one thing: the supernatural! That's no laughing matter.