

*William Adcock*

*We Are All*  
**SAVAGES**

*A Colonial Scenario for Call of Cthulhu 7th Edition*



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*This scenario is dedicated to Gary White, a playtester and friend, who passed away unexpectedly November 10th, 2019.*

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# INTRODUCTION

January, 1760. The British Colony of New York's western border has long been disputed territory, with the area around the Lakes Erie and Ontario having been claimed by the English, by the French as the southern region of the colony of New France, and by the Iroquois Confederacy as their traditional hunting grounds. With the outbreak of war between the French and the English in 1754, this region, and the access it grants to the lucrative Ohio River Valley, becomes more hotly contested; a fortified French trading post at the mouth of the Niagara River, on the shore of Lake Ontario, would become a focal point for both empires, the lynchpin by which the region would be taken and controlled. On July 25, 1759, British forces under the command of Colonel William Johnson seized Fort Niagara after a nineteen-day siege, cutting off French access to the Ohio River Valley.

Now winter has fallen, and the British garrison at Niagara is largely isolated from other British outposts, with the nearest being Oswego, almost a week's hike away through the snow. Though the Iroquois have largely maintained their neutrality through the conflict, the Seneca tribes have allied with the British, but have little surplus food to spare. The garrison is now dealing with an outbreak of scurvy; without fresh supplies, brought up a perilous route from Albany, many men will die before spring.

## A NOTE ON HISTORICAL FIDELITY

The author, a native of Western New York, has made every effort to present Fort Niagara and the conditions of life therein, faithfully and accurately, as well as to convey the life-threatening struggle that winters presented in this region. Though he has endeavored to be as accurate as possible in his research (wendigoism aside), he admits there are some points where his research failed to turn up answers to questions and he has offered his best guess in place of facts, and offers only that, in the interest of crafting an enjoyable scenario for the *Call of Cthulhu* roleplaying game, where the legend proved better than truth, he's printed the legend.

# KEEPER'S INFORMATION

Fort Niagara is in fact facing a twofold threat this winter; scurvy and malnutrition will kill over a hundred men before the spring thaw, while outside the walls of the Fort lurks a more sinister, supernatural evil.

Robert Coulon, a French-Canadian fur trader and militia-man whose brother was killed during the siege of Niagara, has sworn vengeance on the British for his brother's death. During a bad winter storm earlier in the season, he was given the means to do so. Trapped in a drafty lean-to with three other men and no food, Coulon succumbed to hunger, killed his companions, and ate their flesh, favoring their livers. Coulon is now a Wendigo, a physical manifestation of starvation, isolation and madness. His transformation has made him aware of the Great Old One Ithaqua, and he believes that if he can starve the British garrison at Fort Niagara into cannibalism and mass-transformation into creatures like himself, the Wind-Walker will bless him for doing so.

# TIMELINE OF EVENTS

- **December 23, 1759:** Robert Coulon, already a Wendigo, arrives in the trappers' camp after killing and eating the liver of Red Hawk, a Seneca medicine man.
- **January 1, 1760:** Coulon convinces the trappers to let him lead them on a raid to attack the English supply caravan
- **January 3, 1760:** The English supply caravan is ambushed and butchered. One Mohawk guide, Running Deer, escapes to Fort Niagara.
- **January 4, 1760:** Coulon kills the trappers and begins to eat them.
- **January 6, 1760:** Lieutenant Colonel Eyre assigns the investigators to find the remains of the caravan and the trapper camp.
- **January 9, 1760:** The investigators arrive at the site of the ambushed caravan; Coulon discreetly observes them before moving on to the next stage of his plan.
- **January 11, 1760:** Coulon, claiming to be a Scotsman named "Anderson," presents himself at the front gate of Fort Niagara.
- **January 16, 1760:** Coulon performs an enormous casting of *Alter Weather*, burying Fort Niagara under a massive snowstorm.
- **January 18, 1760:** Second casting of *Alter Weather*. The men trapped in the barracks have no firewood at this point and resort to burning furniture to keep warm.
- **January 19, 1760:** The French Castle runs out of firewood.



*Fort Niagara Map*

## NEW WEAPON: MUSKET

For players used to blazing away with Thompsons in the 1920s, the firearms technology available in 1760 may come as a shock. All firearms in this scenario are the “Brown Bess” Long Land Pattern Musket, a smoothbore, muzzle-loading gun with a barrel length of 46 inches and weighing in at over ten pounds. Full stats for the weapon are as follows:

Name	Skill	Damage	Base Range	Uses per Round	Bullets in Gun	Malf.
“Brown Bess” Musket	Fighting (Rifle)	1D8+4	40 yards	1/4	1	97

## BEGINNING THE INVESTIGATION

The investigators, all scouts, rangers and woodsmen, have been summoned to a meeting with Lieutenant-Colonel William Eyre, the commander of the garrison, held in his office on the second floor of the “French Castle,” the large stone building that forms the nucleus of the fort. The commander greets the investigators warmly, pouring fresh brewed spruce beer into tin mugs for them.

Eyre is about 45, tall and well-built, his dark hair curled and pigtailed in the common style and wearing the green-trimmed red coat of the 55th Regiment of Foot. Once the investigators seat themselves, Eyre allows himself the informality of sitting on the windowsill, the narrow arrow-slit cut in the stonework allowing only a limited view of the blindingly white snow outside. Drinking his own beer, he gets right to business.

The British garrison at Niagara, he explains, is in dire circumstances. The previous summer’s fighting throughout the region disrupted trade and sent many settlers fleeing east, towards Albany, or deeper into the Ohio River Valley, effectively leaving Fort Niagara cut off and isolated. The soldiers were to be relieved in September of 1759 by a fresh force, but that relief column never left Pittsburgh. The exhausted Niagara garrison’s trouble has only been compounded by food shortages—while their supplies of salted pork and flour are more than adequate, their stores of root vegetables and fruit are low and some of the men are already showing the symptoms of scurvy. Today’s bleeding gums and weak joints will be tomorrow’s deaths, a situation Eyre had unfortunately predicted upon his arrival in October.

A supply train from Albany was en route to Niagara to deliver fresh supplies, but was ambushed and attacked by a band of French trappers. The news was brought by a single survivor, a Mohawk warrior named Running Deer who was enlisted to escort the caravan. Despite being stabbed twice, Running Deer managed to hike three days through the snow to Fort Niagara to deliver the news of the attack. He’s recovering in the fort’s chapel currently.

Lieutenant Colonel William Eyre wants the investigators to trace back Running Deer’s trail, find the site of the ambush, and if possible, to find the camp of the French marauders. He’d like the investigators to report back to him with an analysis of their numbers and how defensible their camp is; he intends to send a detachment to root them out (and reclaim the supplies) once he has the required information.

## RUNNING DEER’S TALE

Running Deer is recovering well from his injuries; he was stabbed through the right bicep, and received a glancing cut to his left side, bloody but leaving his vitals unharmed. He expects to be fully recovered in a matter of weeks.

Questioned about his experience, Running Deer explains that they had been ambushed ten days after leaving Fort Oswego for the final leg of the journey (a distance of 144 miles from Oswego to Niagara; pulling sledges through the snow, the oxen are only able to be driven ten miles a day). It had happened just before sunset. There had been a single volley of musket fire from the trees south of the trail the caravan was following, followed by “at least a dozen” men dressed in furs and European clothes, armed with knives, tomahawks and clubs charging out of the dark forest. Their leader, a wild-bearded man, moved so fast he seemed to run on top of the snow. They set upon the caravaneers, brutally stabbing and slashing. Running Deer had managed to beat down his assailant with the butt of a musket, but saw that the situation was hopeless and took off running to deliver a warning to Fort Niagara that their supplies were being stolen.

He recognized the language the attackers were calling back and forth in as French, though says the leader also seemed to howl like a wolf. Successful **Psychology** rolls will indicate that there’s something Running Deer is holding back about the encounter. If he can be **Persuaded** to reveal the truth, he will state that the sound of the man howling “froze the hearts” of every man in the caravan, leaving them unable to move as the raiders approached. It was a sound like no human throat should have been able to make, and it frightened him.

## SETTING OUT

The investigators will be equipped with muskets, shot, powder, hatchets, snowshoes, fur-lined cloaks, scarves, tents, bedrolls, and a ten-day supply of salt pork and hardtack, as well as flint and tinder for starting fires as needed. Eyre anticipates that the French marauders’ camp must be close to where the ambush took place.

Once the investigators set out, it is slow going as they tread carefully over the heavy drifts of snow surrounding the Fort. Some of the drifts are close to seven or eight feet deep, and the investigators must walk slowly on their snowshoes to avoid sinking into the snow. The route the caravan was to take is well-documented for the investigators, and as long as the weather stays clear (see **Winter Weather**, below) it will take them three days to reach the site of the ambush.

The first day has them hugging the shore of Lake Ontario; ice bobs on the lake but the water is mostly above freezing temperatures, and the far shore—the colony of New France—is just barely visible, a phantom line of trees in the winter haze. After the first day, they turn to the southeast, heading further inland and away from the water.

Each night, the investigators will need to stop and build a fire to protect themselves from hypothermia during the night. They will have enough firewood with them for the first night, but after that will necessitate harvesting wood from the environment around them; wood is always available, though they may need to venture some distance from camp to collect enough burnable material. Keepers should adjudicate this as they see fit to emphasize the loneliness of the location and the investigators' complete isolation. Any investigator going off alone to collect firewood will, on a successful **POW** roll, be overwhelmed with the sensation of being watched by something predatory—wolves or a bear, perhaps. SAN 0/1D2 for finding oneself in such a situation.

Except for natural sounds – the crack of a branch breaking under the weight of snow, the harsh caw of a crow – the trip is eerily silent. The entire world seems primitive, ancient, untouched by human hands; the investigators can easily imagine themselves as the last men on Earth as they march slowly through the huge, silent snowdrifts.

## WINTER WEATHER

Keepers wishing to emphasize the harshness and unforgiving nature of the environment may call for a group **Luck** roll for each day of travel; on a failure, a burst of lake effect snow (cold air moving across the Great Lakes, producing narrow bands of heavy snowfall) costs the investigators half a day's travel and necessitates a successful **Navigation** roll to avoid getting lost in the blinding flurries. Several such failures could severely impact the investigators' limited supplies, which would be highly in keeping with the themes of this scenario.

## THE REMAINS OF THE CARAVAN

The investigators will reach the site of the ambush around noon on their third day of travel, barring any delays. The site is easy to find; hundreds of crows have converged on the site to scavenge the bodies of men and oxen; a dozen human corpses and four dead oxen sprawl half-buried in the snow, all of them having been partially consumed by the hungry black birds but otherwise preserved by the cold. Seeing the bodies revealed as

the birds take flight at the investigators' approach costs 0/1D2 SAN. Frozen blood is pooled around each corpse, soaked deeply into the dense, heavy snow.

Examining the site, the shuffling tracks of snowshoed men are still visible, even if snow has fallen in the interim, with recognizable lines of tracks leading to and from the forest south of the ambush site, as well as circling and moving through the entire site. On a **Hard Track** success, investigators can determine that about a dozen or so attackers descended on the caravan, though the intermingled nature of the tracks makes it difficult to say so with absolute confidence. A **Hard Spot Hidden** roll, around the sledges, will determine that one of the attackers was surprisingly barefoot; how they avoided sinking into the snow without dispersing their weight over the width of a snowshoe is unknown.

Digging the men out of the snow and laying them out, the investigators can quickly discern that nine of the men were part of the British caravan; red coats can be found under layers of wool and fur, and wallets containing shillings and half-crowns were carried by several of the men. Six of them were Europeans and the remainder Native warriors, wearing gifted European shirts and military jackets with their deerskin trousers and fur capes.

The remaining three bodies are of thickly-bearded men, with weather-beaten faces and leathery hands, their bodies lean and wiry and covered in scars. They're dressed in a motley assortment of buckskin and flannel, with elk-horn grips on their knives and beaver fur hats strapped under their chins. One of the three is still wearing the white jacket of a French Marine under his furs. **Idea** rolls will identify all three men as French, living as trappers and fur-traders since at least the beginning of winter, if not longer.

All twelve bodies, British, Native and French alike, have been very neatly and methodically opened along their abdomens; **First Aid** rolls will identify the clean cuts of the wounds as having been made with a steel blade, and that the liver has been removed from the body of each man. The absence of powder horns or supplies of shot will suggest that the marauders helped themselves to their victims' supply, but other than that and the liver, it would appear they've taken nothing from the dead men themselves.

Successful **Occult** rolls will identify the liver as being connected to the soul, or the house of the soul, in both European alchemical and magical thinking as well as Iroquoian belief. Successful **Medicine** or **Survival** rolls will suggest that liver is dense with nutrients and good to eat. Anyone contemplating the thought of eating human liver must make a SAN roll for 0/1 points of Sanity.

Stranger still, examining the sledges, the investigators will find that only about a quarter of the supplies have been taken



— kegs of apple cider, vinegar, molasses and lime juice, as well as crates containing root vegetables and canned fruit preserves. Though some effort went into trying to destroy and despoil the remainder—potatoes mashed with musket stocks or simply stomped upon, or crates upended and dumped in the snow—the majority of it will prove salvageable.

Investigators wishing to turn back and report the survival of the supplies should be reminded that this is only half their mission; they must find the camp of the marauders and bring back information that Lieutenant Colonel Eyre can use to prepare a counter-attack. And if they can cause a little havoc along the way, so much the better.

## TRACKING THE MARAUDERS

Snowshoe trackways lead from the ambush site into the forest to the south; examining these tracks, **Spot Hidden** rolls

will notice a line of bare human footprints weaving among the snowshoe prints. Successful **Track** rolls will identify that there's an unusually wide gap between prints, as if the man making them was somehow sprinting over the snow without sinking into it. Some of these prints seem oddly distorted—as if the snow forming them had melted a little and then re-frozen, but none of the snowshoed prints demonstrate any sort of similar distortion.

Once in the forest, it becomes harder to track the marauders by their footprints, though they continue to leave a trail that can be followed—broken, low-hanging branches, gobs of spat tobacco staining the snow, a spot where a man stopped to relieve himself against a tree, all point to where the men came from. Following the trail to their camp will take a total of three successful **Track**, **Spot Hidden** or **Navigate** rolls, in any combination. The densely-packed trees have minimized the accumulation of snow on the forest floor, and the investigators will be able to move faster by taking off their snowshoes without risking sinking or getting trapped.



It will take the investigators a full day's worth of picking their way among the frozen roots to reach the edge of the marauders' camp. This means they will need to stop and make camp for the night, unless they specify that they're traveling without rest through the night to catch up to the marauders. Doing so carries its own risks, as all **Track**, **Spot Hidden** and **Navigate** rolls will be made with a penalty die, making it easier for them to lose the trail—and get lost themselves.

Investigators stopping to camp in the woods will have no shortage of available firewood, but will not have a restful night.

- Each investigator, upon falling asleep, must make a **POW** roll; on a failure, they are wracked with nightmares about starving or freezing to death. The dreams are extremely realistic; upon waking the investigators must make a **SAN** roll for 0/1 loss.
- Each investigator keeping watch during the night must make a **Listen** roll; on a success, they realize that something is moving through the trees just beyond the limit of their campfire's flickering light, circling the camp slowly. Whatever or whoever it is takes great care not to be seen from the camp.
- If shot at or otherwise challenged, the unseen stalker takes off – literally. The individual or creature can be heard retreating up into the sky, knocking the snow off high branches of nearby trees as it goes. **SAN** 0/1D4 to hear this entity flee upwards.

## THE TRAPPERS' ABBATOIR

Again the investigators are treated to a scene of hundreds of hungry crows. The trappers' camp is a ramshackle affair; a loose collection of half-cabins, tents and lean-tos, half-fortified against the weather, surrounding a Native-style bark longhouse, with a loose palisade of sharpened stakes, bound together with scavenged rope of various lengths and thicknesses, separating the camp from the forest. A number of deerskins and a single black bearskin have been stretched out over wooden frames to tan. The camp is silent save for the cawing of crows and the flapping of countless black-feathered wings; the birds cluster on the roofs of the sturdier buildings and perch along the top of the palisade. The sky is growing dark as the investigators arrive.

The various tents and lean-tos all contain personal possessions, abandoned seemingly without care; bags, clothing, personal effects are left scattered about. There is no sign of life in any of the cabins.

## INSIDE THE LONGHOUSE

The doorway to the longhouse is a simple wool blanket nailed to the top of the door frame. Inside is the scene of a struggle. Torn hammocks and broken furniture are scattered around the single large room, and in the middle of the longhouse a large cast iron pot has been tipped over, spilling its contents across the floor, while the fire it had cooked over has been kicked apart and doused with dirt. The embers are cold.

Hanging from a crossbeam at the far end of the longhouse are the bodies of five men, stripped to their breeches and suspended by their ankles. Bellies and throats have been slashed open, and their skulls cracked open. Brains, hearts and livers have all been removed. The dirt floor of the longhouse is caked in dried blood and even a cursory examination reveals gobbets of organ meat – including brain matter – bearing marks that a successful **First Aid** roll will identify as coming from human teeth. A successful **Idea** check suggests that the scattered chunks of meat are the result of someone eating hurriedly and carelessly. Encountering this grisly tableau costs 0/1D4 **SAN**.

Examining the spilled remains of the men's last meal reveals what was done with the livers taken from the men at the caravan site—the stolen organs were being stewed for consumption along with some rough-chopped onions and carrots. Everything has dried out, and it appears to have been days since the spill occurred.

Searching the longhouse further—for example, with a successful **Spot Hidden** roll—will turn up not only the stolen supplies from the caravan, but also a diary being kept by one of the trappers. It is, of course, written in French, and a successful **Other Language (French)** roll will be required to fully decipher the cramped, clumsy handwriting.

## HANDOUT: TRAPPER'S DIARY

*December 23rd, 1759 — a strange man wandered into our camp today, badly frostbitten and delirious. I do not know if he will survive, but we have done all we can for him.*

*December 28th, 1759 — the strange man is recovering at a surprising speed. He gives his name as Robert Coulon. He has come down from New France via the Saint Lawrence River, he says, to collect deerskins to trade further north and east. He'd been wandering, lost and hungry, for days before finding our camp. This Coulon is proving popular with the men. Though carrying little in the way of trade goods, he has brought with him a large pouch of very excellent tobacco, and our little band are in high spirits despite the poor weather and worse luck finding game. He shares stories of his travels, and has the men doing likewise, to pass the time.*



*He has traveled widely and seen much, if even half the stories he tells are true. A ghost story of the Algonquins he told last night, about a hungry ghost that appears on winter nights, was so well-told it kept half the men from sleeping. Coulon has a great personal magnetism about him; I do not like it. Our camp is supposed to be egalitarian, but more and more, the men defer to Coulon's decisions. He has proposed raiding a British caravan bound for Niagara. I do not like the idea; the British retribution would be terrible. But the men love the idea because Coulon suggested it.*

*December 29th, 1759 — Coulon is becoming intolerable. He has hinted that during his stay with the Algonquin, their medicine man taught him ancient wisdom and secret, magical lessons. The men listen enthralled. He has hinted that he cannot die, and will teach the men how to be likewise. This, I can take no more.*

*December 30th, 1759 — My God! I challenged Coulon's assertions of immortality and he demanded to be put to the test. I shot him in the chest at twenty paces, at his request. He staggered, fell—and*

*then stood back up, the blood already ceasing to flow. He merely smiled and requested a fresh shirt. What madness is this?*

*January 1st, 1760 — He has told us his secret, and told us we must now join him or die, as only the initiated can live with the knowledge he has divulged. He is a cannibal; eating human flesh has made him strong and powerful, and he asks that we become like him. I have talked with some of the other men in private. After the raid on the caravan, when Coulon is at ease and unsuspecting, we will overpower him and cut him into pieces to make sure he dies. Then we will consign ourselves into the hands of God Almighty.*

## COLD STORAGE

Behind the longhouse, the investigators can find what remains of the unaccounted-for French trappers. Two men are buried in a large snowdrift, with only their faces (mostly skeletonized by crows at this point) exposed. The snow below their faces has been pink-tinged with spilled blood, and if excavated the

bodies are found to be stripped to their breeches. Their bodies have not been cut open to harvest organs; there is instead a sense that they were being saved for later. That thought warrants a SAN check for 0/1D2 SAN.

## THE SENECA WAR PARTY

As the investigators are examining this grisly scene, they will hear a loud shout in Seneca – “*Dwadáde’gē: ēgadiyóshā!*” or loosely, “white men, we have come for war!” A volley of musket balls will erupt through the bark walls of the longhouse, and any investigator *fumbling* a **Luck** roll will be struck by an errant bullet for 1D8 damage.

Outside, just entering the camp, is a party of a dozen Seneca warriors armed with Brown Bess muskets and an assortment of war clubs, their faces painted black and red, wrapped in blankets against the cold. They are nervous and on edge; they believe that the camp is home to a powerful evil force that has harassed their village.

Investigators emerging from behind the longhouse slowly and successfully making a **Persuade** roll (with a bonus die if speaking in Seneca) can calm the situation enough to sit down and speak peacefully with Two Foxes, the sub-chief chosen to lead the party. He is relieved that the French are dead, but remains wary about who, or what, killed them. They have traveled for weeks, tracking someone or something that had killed their medicine man, Red Hawk, in his bed. It ran faster than a deer and was dressed in a bloodstained white flannel shirt; other than that, none of the warriors got a good look at it. They had followed its tracks to the French camp.

If the contents of the Frenchman’s journal are read to Two Foxes, he will be greatly disturbed. If asked, he can shed some light on the matter: “The Wendat of the far shore and the Algonquin tell of a spirit called wendigo; when a man eats the flesh of another man, the wendigo enters him and no other food will ever satisfy his hunger. He grows colder and crueler, cursed forever to roam the high mountain forests as a slave to Itakwa, the Great Spirit of the lonely places on earth and master of the wendigo.”

He goes on to tell the investigators to relay a message to Lieutenant Colonel William Eyre; that, being a white man, this wendigo will favor the flesh of other white men, and that dealing with this horrible spirit must also be a task for white men. If asked how to destroy a wendigo, he will shrug a little, and say, “The wendigo’s heart is made from bitter, black ice. Melt the heart and the wendigo will die. May the Great Spirit favor you in this endeavor.”

If asked for help, Two Foxes will apologize and refuse, stating that his war party must return to look after their own people.

## RETURNING TO THE FORT

It will take the investigators an uneventful four days to return to Fort Niagara, especially if they stop to gather what supplies they can carry from the ambush site—and an additional day if they make any efforts to bury the dead men deeper in the snow to protect them from further predation by crows.

Lieutenant Colonel William Eyre will be both pleased and puzzled by their report; pleased to know that salvageable supplies are within reach, and that the French marauders have been seemingly exterminated to a man, and puzzled by their deaths. He will put no credence in any claims of a supernatural killer such as a wendigo and concludes to his own satisfaction that the Frenchmen had gone mad from the winter’s isolation and killed each other in a fit of cabin fever. The anonymous journal, with its wild tales of a bulletproof man, confirms the insanity of the French trappers.

Furthermore, he believes he has outside evidence of the Frenchmen’s madness; on the 11<sup>th</sup> of January, a man staggered to the gates, half-dead from cold. Once revived, he gave his name as Joseph Anderson, a Scotsman, trader and land surveyor who had been traveling north from Fort Pitt. Anderson claimed to have been captured and tortured by a band of mad Frenchmen for days, only managing to escape when they’d fallen to fighting among themselves. He’d stumbled from their camp, navigating by the sun as best he was able, and eventually found himself at the gates of Fort Niagara. Anderson has asked to remain at Niagara until the spring thaw, offering his services to the garrison in any way possible.

## MEETING ANDERSON

The investigators will be given a respite, as another team of rangers is sent to collect the surviving supplies from the ambush site and bring them back to the Fort. The first thing they are likely to want to do with this newfound free time is speak with Joseph Anderson. He’s an easy man to find; he’s still recuperating in the hospital building.

A small, thin man, dressed in a borrowed shirt that is too big and billows around his thin arms, Anderson hardly seems the sort of man who could survive long outside in the Niagara winter, let alone after having been tortured. **Spot Hidden** rolls will notice that Anderson has chosen to borrow a pair of officers’ riding gloves to cover his hands.

The investigators will find Anderson friendly and happy to talk, though unsurprisingly, he’ll be reticent to go into the details of his captivity among the Frenchmen, though he’ll share enough details that the investigators can match his

descriptions of his captors to the bodies they found in the camp.

If asked why he was heading for Fort Niagara in the middle of winter, he'll smile sheepishly and state that he'd underestimated the winter and had hoped to experience ice-fishing on Lake Ontario; he'd seen drawings of huge, armored fish (sturgeon) and was hoping to catch one himself. This is a lie, as can be ascertained by any investigator whose **Psychology** rolls beat his **Fast Talk** rolls. Asking about the gloves, he sighs, and explains that his hands are badly frostbitten, and while he still has use of his fingers, its limited and the injured digits are unsightly. This actually is partially true; while Anderson can use the spell *Body-Warping of Gorgoroth* to disguise his wendigo-state, even when disguised his hands and feet appear frostbitten, as this is Ithaqua's mark on him.

Also, "Anderson" is a high-functioning sociopath, and was so even before becoming a cannibalistic monster. He is very skilled and used to lying to everyone he interacts with, and always has a bonus die for **Fast Talk**, **Charm** or **Persuade** rolls.

The investigators are likely to immediately suspect Anderson of being the same person as the Coulon referenced in the Frenchman's journal, but without proof, the investigators run the risk of being labeled insane themselves.

## THE STORM

As the evening grows darker on the 16<sup>th</sup> of January, most likely a day or two after the investigators return to Fort Niagara, snow begins to fall outside. Hearing some of the men grumble about the seemingly endless winter, Anderson (having recovered enough to have moved from the hospital building to the French Castle) proposes a little music to lift the men's spirits. Beating time with a spoon against the underside of the well bucket, Anderson begins to sing, his voice a rich and lilting baritone. The words are nonsense—he'll call it an "Old Scottish melody"—and repeat in a predictable pattern, and he encourages those around him to join in once they've caught it. His enthusiasm is infectious, and soon dozens of men are toasting with their ration of spruce beer and singing along.

Native investigators succeeding on an **Occult** roll will recognize the melody as identical to that of a dance used by the medicine men to conjure rain. No ordinary rain dance, this particular medicine was unusually potent and reserved for the direst of droughts, calling upon the power of the Great Spirit to deliver rain to the supplicant medicine man.

Any investigator trying to disrupt the music will be derided as a spoilsport and probably have spruce beer thrown on them.

Investigators using this as a distraction to search Anderson's belongings can, with a successful **Spot Hidden** roll, turn up a bloodstained white flannel shirt (the shirt Anderson had

been wearing when he'd arrived at Fort Niagara) and a large folding knife with a French maker's mark on the blade. The investigators may recall that the Seneca warriors they'd met at the trapper camp were chasing a killer in a bloody white shirt.

The song Anderson is singing is in fact a casting of the spell *Alter Weather*, and he's harvesting one Magic Point from every unwitting soldier singing along (there are 75) to supplement his own supply, which he's going to nearly exhaust casting the spell to ensure that Fort Niagara is the epicenter of the largest, most brutal snowstorm the colony of New York has ever seen. The temperature begins to drop immediately, and within an hour of him casting the spell, Lake Ontario has frozen over. The wind begins to howl outside the French Castle's storm shutters, reaching speeds of over 50 miles per hour as they swirl around the fort, carrying a heavy and unceasing snowfall that is blown into drifts as high as thirty feet deep in places.

By dawn, the fort will be completely snowed in, with over eight feet of snow having fallen in a twelve hour period, and the doors of the fort sealed shut by the weight of the drifts piled high against them.

If confronted by the investigators, Anderson will deny any involvement, asking them if they seriously believe he could alter the weather. Any such shows of suspicion will mark the investigators as a threat to Anderson, and he'll move to neutralize them as quickly as possible.

## AFTER THE STORM

The ferocity of the storm takes the garrison at Fort Niagara by surprise, and soon the men who had spent the night in the French Castle are the lucky ones; the men stationed in the secondary barracks buildings are effectively entombed alive, without food and only a minimal amount of accessible firewood to keep themselves warm.

Efforts to clear the doorways are slow; the best that can be done is for multiple men working together to push each door open as far as possible (only a few inches given the accumulation on the other side) while other men dig at the gap with shovels, musket stocks and mittened hands, trying to clear enough that the next team of men can push the doors open a few inches wider. Even this effort will be thwarted, however, as the very weight of the accumulated snow causes the drift to collapse, filling in hours' worth of excavation in seconds.

The men are thoroughly demoralized by mid-afternoon, and Lieutenant-Colonel Eyre retreats to his quarters to drink and resign himself to losing many of the men under his command to exposure or worse if the snow does not melt soon. He fears that the men in the secondary barracks buildings are already as good as dead, and a glimpse out of any of the windows

on the second story of the French Castle readily reveals the frozen bodies of guardsmen who died at their posts on the wall surrounding the fort. SAN 0/1 to see these poor unfortunates, like frost-encrusted statues on the walls and in the guard towers.

By the end of the day on the 17<sup>th</sup>, no real progress has been made clearing the snow, much to everyone's frustration. The one saving grace is that no one fears starvation; the larders of the Castle are well-stocked with flour and salt pork. A fervent prayer is said over dinner for the men still trapped in the barracks and hospital that they will neither starve nor freeze before their compatriots can free them from their frozen prison. Lieutenant Colonel Eyre and the other officers recognize that the barracks and hospital are out of firewood at this point but that there's nothing they can do until they can get the snow cleared.

If Anderson is not stopped, he will attempt another casting of *Alter Weather* on the evening of the 18<sup>th</sup> to further demoralize and trap the men. A smaller storm generated from fewer magic points (due to the exhaustion and demoralization of the men trapped in the French Castle), it will nevertheless drop another three feet of snow on top of the eight already accumulated. He will do the same on the 20<sup>th</sup>, and the 22<sup>nd</sup> if allowed to continue his reign of terror, all while maintaining the charade that he's a weak, sickly man.

By dawn on the 19<sup>th</sup> of January, the French Castle's supply of firewood will be exhausted, and the men will begin breaking up and burning furniture to keep warm. The barracks and hospital building will have been out of firewood for two days by that point. By dawn on the 20<sup>th</sup>, the men in the barracks and hospital will be starting to try and eat the leather of their shoes, and the first deaths from exposure will occur among those trapped in these freezing, snow-buried buildings.

## FOLLOWING ANDERSON

Any investigators following and keeping an eye on "Anderson" will have to evade his preternatural senses (successfully beating his **Spot Hidden** or **Listen** rolls with a **Stealth** roll) to do so without being detected. If he does realize he's being followed, Anderson will feign ignorance and set an ambush in a staircase or similar enclosed space, where he will attempt to snap the investigators' neck or beat them to death against the thick stone walls.

His disguise will slip during the attack, revealing his true Wendigo form: that of a nude, emaciated, pale human with long, greasy hair, sunken red eyes and a wide mouth of sharp teeth. His nose, lips, ears and genitals are all gone, sloughed off from frostbite and leaving behind only blackened, necrotic tissue. His hands and feet have similarly become gnarled,

blackened parodies of their former shape, the polished white bones of his fingers and toes projecting like claws. Seeing this form necessitates a **SAN** roll for 0/1D6 SAN.

If, however, the investigators can successfully follow Anderson without his knowledge, they will find that he is making nightly trips to the top story of the fort, a crawling out through one of the cannon ports there. Once outside the French Castle itself, Anderson seems to walk on air, taking long, bounding leaps through empty space down towards the barracks buildings. Seeing this impossible walking through air costs investigators 0/1 SAN. Once on the roof of one of the barracks buildings, he listens down the chimney intently for a minute or two before moving on to the next building. He checks each barracks and the hospital in turn, listening for signs that the men trapped within are beginning to go mad from hunger.

## ANDERSON'S PLAN

If confronted, Anderson can cheerfully confirm that he is Robert Coulon, and will ask how well he played a Scotsman. He is shameless about his plan: he intends to starve the British garrison at Fort Niagara into cannibalism, so that they will transform into beings like him – "strong, fit, hearty, who can walk away from injuries that would kill a lesser man." He points out that many of the men are already far-gone with scurvy, and that without the regenerative powers of wendigoism, they will die before spring, and argue that he's doing them a service by ensuring they stay alive.

**Psychology** rolls can detect the lie in this; surviving scurvy is certainly a side effect of the garrison becoming wendigos, but Coulon's primary motivations are patriotism and vengeance. Turning the British garrison into 250 cannibal monsters would wreak utter havoc on British colonial interests in North America. If this is pointed out, Coulon will laugh and agree; "So which will it be? Will you accept the blessings of Him Who Walks Upon the Winds and become wendigos? Or will you be a hot meal for those who will?"

The investigators will have a difficult time convincing anyone in the fort that "Anderson" is a French cannibal; while he will drop his disguise around them to taunt them, he will maintain the illusion of being weak, frail Anderson around anyone else, and if possible will get the investigators reprimanded or otherwise punished for harassing him in his convalescence.

# INSIDE THE FRENCH CASTLE

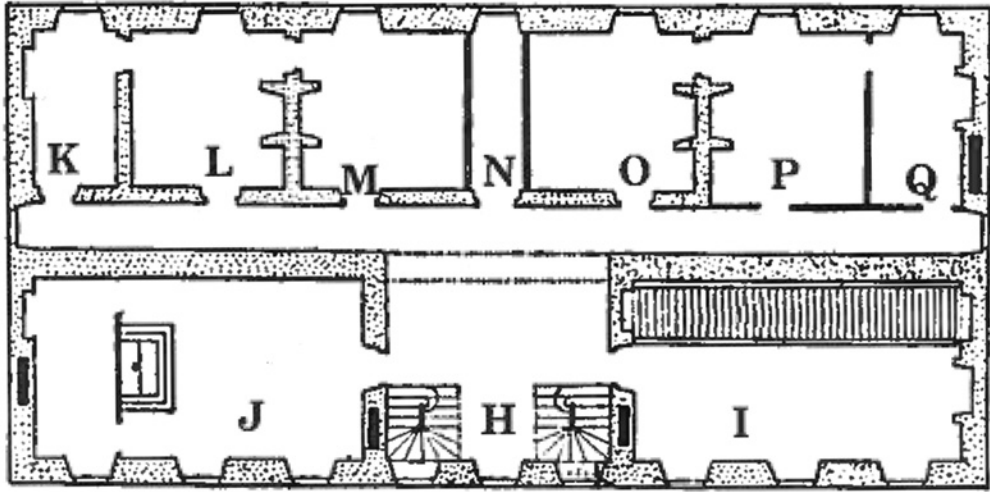
The investigators may find themselves chasing (or being chased by) the wendigo through the French Castle. A map detailing the layout of the building has been provided, and descriptions of the rooms included below.

- A) **The Vestibule:** This central entrance to the Castle serves as a meeting place and connects to all other rooms on the ground floor. A pair of spiral staircases lead up to the first floor, and a well provides a safe source of drinking water in case of a siege. The floors and walls are of thick stone. Some claim to have seen the spectral, headless body of a French officer sitting on the lip of the well on nights of the full moon – whether the Castle truly is haunted by the ghost of a French officer or not is left to individual Keepers to decide for themselves.
- B) **Trade Room:** This small room, accessible via the secondary door on the front face of the Castle, is used to store furs and trade provisions, as well as providing sleeping quarters for a trade clerk. Currently, given the state of the Fort following the British siege and capture, the trade room is closed for service.
- C) **Guards' Room:** One of the original barracks built as part of the fort, this room provides living quarters for up to thirty enlisted men. A long wooden shelf bunk stretches the length of the room, on which the men sleep on individual pallets. Meals are cooked in the fireplace here, and for the enlisted men assigned here, when not on duty or at work this room is effectively their home.
- D) **Powder Room:** This small room, with its thick walls and reinforced door, was originally built as a powder magazine but rendered superfluous by the larger powder magazine built in 1757. It has since become a solitary confinement cell. Any investigator ordered arrested during the course of the scenario will be confined here.
- E) **Store Room:** Originally designated as a store room, this room has also been converted into a prison cell.
- F) **Johnson Room:** Formerly subdivided by a wooden partition into a pair of store rooms, upon being taken over by the British this room was opened up to make an officer's mess and council chamber. A painting of Colonel William Johnson, the officer who had led the British forces during the siege last summer, hangs in a place of prominence above a long wooden table with bench seating.
- G) **Bakery:** This is the original bakery built with the fort; it's since been rendered largely superfluous by a larger bake-house built in 1745, but is still in limited use.
- H) **First Story Vestibule:** Identical to the one directly below it, save for the absence of a well.
- I) **Guard's Room:** Identical to the one at C, again housing about thirty soldiers. In the spring, it will be converted into an officers' quarters.
- J) **Chapel:** An important part of any French garrison, it still sees use under the Anglican British. There is no permanent chaplain at the moment, and the imagery present is still predominantly Catholic.
- K) **"Cabinet":** Originally a small office for use by an officer and his clerk, this room is currently being used as a store room.
- L) **Commander's Apartment:** Currently occupied by Lieutenant-Colonel William Eyre, this room is dominated by the commander's desk and bed, allowing him the convenience of working in the early morning or late into the night. The room's window offers a view of Lake Ontario and a set of folding doors open onto the Officer's Mess in M.
- M) **Officer's Mess:** During the early years of its existence, Fort Niagara was home to only five or six French officers, who would take their meals and socialize in this room. It remains a social chamber for the fort's new British occupants.
- N) **Sentry Point:** This narrow branch off the main corridor offers an excellent view of Lake Ontario.
- O) **Officer's Quarters:** This room is set up with two beds, a small table and chairs, and dressers, enough to house two officers comfortably. It is currently unoccupied.
- P) **Officer's Quarters:** As "O," above.
- Q) **Officer's Quarters:** As "O," above.
- R) The top floor of the fort is a single large room, an attic used for storage. Eight 18-pounders (cannons designed to fire 18-pound cannonballs) are arranged around this room, four facing north and four facing south, pointed out windows for defense across both land and lake. One such cannon could be loaded by a team of 4-6 investigators in 3 combat rounds, and would do 8D10 damage to a target.

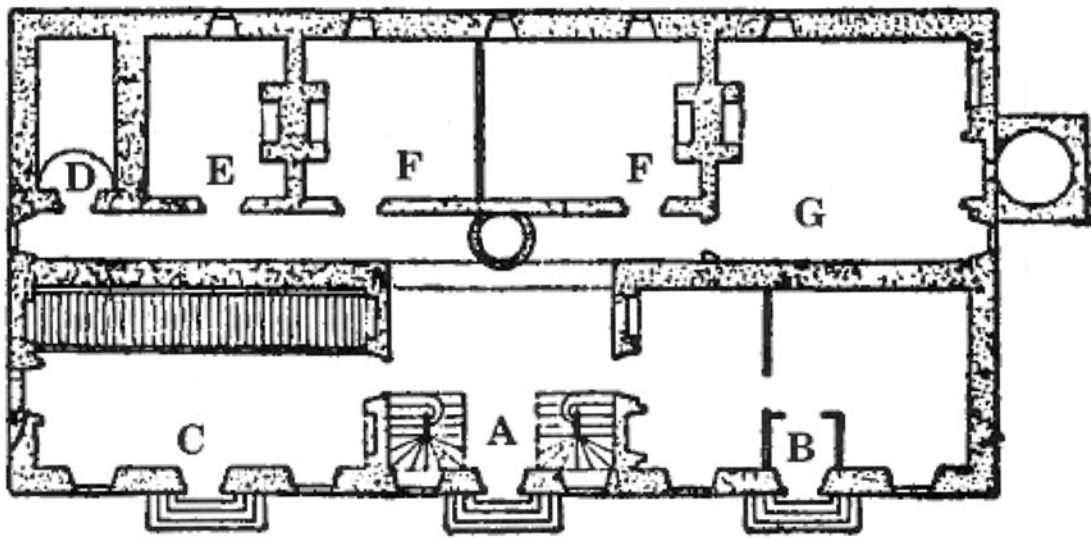
## SEEKING OUTSIDE HELP

It may occur to the investigators to seek supernatural help; the Native investigators, both members of the Turtle Clan of the Seneca, know their medicine man, White Owl, very well and would know him as a source of wisdom, advice, and possibly magic.

In order to leave the Fort once Anderson has summoned the storm, the investigators will need to make a successful **SIZ** roll to squeeze out through one of the cannon ports on the top story of the building, and then a successful **Climb** roll



*First Floor*



*Ground Floor*

(Regular if they have brought and lowered a rope, Extreme if they're trying to climb down the icy stonework).

However, if the investigators leave the fort without authorization from Lieutenant Colonel Eyre, they will be considered deserters, and will be arrested if they return to the fort. They'll lose any military rank and spend the rest of the winter under lock and key.

If the investigators do steal supplies and make the trek to the Turtle Clan's land, they can make the trip in two days' time. They will be welcomed, albeit warily; while the Seneca have allied with the British to drive out the French, they don't really trust the British either.

White Owl is extremely elderly, blind, and speaks no English or French. If the investigators can impress on him what they are dealing with, he'll agree to teach them one spell: *The Charm for Unmaking a Wendigo (Melt Flesh)*, cautioning them that it can only be cast once the wendigo's icy heart has been removed from its chest. Casting the spell on the heart destroys it, and with it, the wendigo.

## CONCLUDING THE SCENARIO

The scenario ends when either the investigators have managed to kill the Wendigo (possibly making themselves criminals and outcasts in the process) or Coulon succeeds in getting the garrison addicted to human flesh and transformed into Ithaqua-worshipping monsters.

## REWARDS

- Killing the Wendigo +1D6 SAN

## STATISTICS

### Average British Soldier

STR 70 CON 75 SIZ 60 DEX 50 INT 40  
APP 45 POW 50 EDU 50 SAN 50 HP: 14  
DB: +1D4 Build: 1 Move: 8 MP: 10

#### Combat

Brawl 25% (12/5), damage 1D3+1D4  
Musket 65% (32/13), damage 1D8+4  
Bayonet 50% (25/10), damage 1D6+1D4  
Dodge 25% (12/5)

#### Skills

Climb 40%, Listen 55%, Spot Hidden 45%.

### Average Seneca Warrior

STR 70 CON 75 SIZ 70 DEX 70 INT 60  
APP 55 POW 60 EDU 45 SAN 60 HP: 15  
DB: +1D4 Build: 1 Move: 8 MP: 12

#### Combat

Brawl 65% (32/13), 1D3+1D4  
War Club 65% (32/13), 1D6+1D4  
Bow 50% (25/10), 1D6+1D2  
Musket 30% (15/6), 1D8+4  
Dodge 35% (17/7)

#### Skills

Dodge 40%, Listen 55%, Natural World 60%, Spot Hidden 60%, Stealth 45%, Survival (North American Woodlands) 75%, Track 45%.

### Robert Coulon, *wendigo*

STR 100 CON 90 SIZ 100 DEX 90 INT 50  
APP — POW 65 EDU — SAN — HP: 19  
DB: +1D6 Build: 2 Move: 8/90\* MP: 13

\*flying

#### Combat

##### Attacks per round: 2

A Wendigo attacks with its claws and fangs.

Claw 65%, damage 1D8+1D6  
Bite 45%, damage 1D4

#### Skills

Fast Talk 80%, Listen 75%, Psychology 60%, Spot Hidden 75%, Stealth 75%, Track 75%.

**Armor:** none; however, they regenerate 1D6 hit points per round. If brought to zero hit points, they appear dead, but if the heart is not destroyed by fire or magic, they rise again the next sunset.

**Spells:** Alter Weather, Body-Warping of Gorgoroth, Contact Ithaqua, Implant Fear.

**Sanity Loss:** 0/1D6 to see a wendigo in its natural state; 0/1D2 to hear its bone-chilling cry.



## HANDOUT - TRAPPER'S DIARY

*December 23rd, 1759*

*A strange man wandered into our camp today, badly frostbitten and delirious. I do not know if he will survive, but we have done all we can for him.*

*December 29th, 1759*

*Coulon is becoming intolerable. He has hinted that during his stay with the Algonquin, their medicine man taught him ancient wisdom and secret, magical lessons. The men listen enthralled. He has hinted that he cannot die, and will teach the men how to be likewise. This, I can take no more.*

December 28th, 1759

The strange man is recovering at a surprising speed. He gives his name as Robert Coulon. He has come down from New France via the Saint Lawrence River, he says, to collect deerskins to trade further north and east. He'd been wandering, lost and hungry, for days before finding our camp. This Coulon is proving popular with the men. Though carrying little in the way of trade goods, he has brought with him a large pouch of very excellent tobacco, and our little band are in high spirits despite the poor weather and worse luck finding game. He shares stories of his travels, and has the men doing likewise, to pass the time. He has traveled widely and seen much, if even half the stories he tells are true. A ghost story of the Algonquins he told last night, about a hungry ghost that appears on winter nights, was so well-told it kept half the men from sleeping. Coulon has a great personal magnetism about him; I do not like it. Our camp is supposed to be egalitarian, but more and more, the men defer to Coulon's decisions. He has proposed raiding a British caravan bound for Niagara. I do not like the idea; the British retribution would be terrible. But the men love the idea because Coulon suggested it.

December 30th, 1759

My God! I challenged Coulon's assertions of immortality and he demanded to be put to the test. I shot him in the chest at twenty paces, at his request. He staggered, fell - and then stood back up, the blood already ceasing to flow. He merely smiled and requested a fresh shirt. What madness is this?

January 1st, 1760

He has told us his secret, and told us we must now join him or die, as only the initiated can live with the knowledge he has divulged. He is a cannibal; eating human flesh has made him strong and powerful, and he asks that we become like him. I have talked with some of the other men in private. After the raid on the caravan, when Coulon is at ease and unsuspecting, we will overpower him and cut him into pieces to make sure he dies. Then we will consign ourselves into the hands of God Almighty.

# 1760S ERA INVESTIGATOR

Name Sergeant John Ambrose  
 Player \_\_\_\_\_  
 Occupation British Grenadier  
 Age 31 Sex M  
 Residence Fort Niagara, Colony of New York  
 Birthplace Brentwood, Great Britain

# CHARACTERISTICS

STR 75  $\frac{37}{15}$  DEX 65  $\frac{32}{13}$  INT 45  $\frac{22}{9}$   
 CON 60  $\frac{30}{12}$  APP 50  $\frac{25}{10}$  POW 60  $\frac{30}{12}$   
 SIZ 90  $\frac{45}{18}$  EDU 40  $\frac{20}{8}$  Move Rate **7**  $\frac{+1}{-1}$



Major Wound  **M15** IP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane  **60** Max Insane  01 02 03 04 05 06 07

08	09	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

HIT POINTS

08	09	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												

# CALL of CTHULHU

Out of Luck  01 02 03 04 05 06 07

08	09	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

M12 IP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

# SKILLS

<input type="checkbox"/> Accounting (05%)	15 $\frac{7}{3}$	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)	36 $\frac{18}{7}$	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Spear)	50 $\frac{25}{10}$	<input type="checkbox"/> Listen (20%)	35 $\frac{17}{7}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	40 $\frac{20}{8}$
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	65 $\frac{32}{13}$	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)	30 $\frac{15}{6}$	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	60 $\frac{30}{12}$
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Intimidate (15%)	45 $\frac{22}{9}$	<input type="checkbox"/> Op. Inv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	20 $\frac{10}{4}$	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> French	50 $\frac{25}{10}$	<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	42 $\frac{21}{8}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	30 $\frac{15}{6}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Wagon (20%)		<input type="checkbox"/> Language (Own) (EDU)		<input type="checkbox"/> Ride (05%)	25 $\frac{12}{5}$	<input type="checkbox"/>	
		<input type="checkbox"/> English	40 $\frac{20}{8}$			<input type="checkbox"/>	

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	36	18	7	1d3 + db	-	1	-	-
Musket	65	32	13	1d8 + 4	40 yards	1/4	1	97
Bayonet	50	25	10	1d6 + db	-	1	-	-

# COMBAT

Damage Bonus **+1d6**  
 Build **+2**  
 Dodge **42  $\frac{21}{8}$**



# 1760s ERA INVESTIGATOR

Name Private James Shaddock  
 Player \_\_\_\_\_  
 Occupation British Regular Infantryman  
 Age 28 Sex M  
 Residence Fort Niagara, Colony of New York  
 Birthplace Brentwood, Great Britain

# CHARACTERISTICS

STR 50  $\frac{25}{10}$  DEX 70  $\frac{35}{14}$  INT 50  $\frac{25}{10}$   
 CON 90  $\frac{45}{18}$  APP 50  $\frac{25}{10}$  POW 50  $\frac{25}{10}$   
 SIZ 60  $\frac{30}{12}$  EDU 45  $\frac{22}{9}$  Move Rate 8  $\frac{+1}{-1}$



Major Wound  **M15/IP**

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane  **50** *Max* Insane 01 02 03 04 05 06 07

Indef. Insane

08	09	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

**HIT POINTS**

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
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# CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

**LUCK**

08	09	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

**MAGE POINTS**

00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

# SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%) $\frac{25}{12}$ $\frac{5}{5}$	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Axe) $\frac{55}{27}$ $\frac{11}{11}$	<input type="checkbox"/> Listen (20%) $\frac{45}{22}$ $\frac{9}{9}$	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%) $\frac{50}{25}$ $\frac{10}{10}$
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) $\frac{55}{27}$ $\frac{11}{11}$	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%) $\frac{50}{25}$ $\frac{10}{10}$
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%) Woodlands $\frac{40}{20}$ $\frac{8}{8}$
<input type="checkbox"/>	<input type="checkbox"/> First Aid (30%) $\frac{40}{20}$ $\frac{8}{8}$	<input type="checkbox"/> Navigate (10%) $\frac{35}{17}$ $\frac{7}{7}$	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Climb (20%) $\frac{40}{20}$ $\frac{8}{8}$	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Inv. Machine (01%)	<input type="checkbox"/> Track (10%) $\frac{35}{17}$ $\frac{7}{7}$
Credit Rating (00%) $\frac{15}{7}$ $\frac{3}{3}$	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
Cthulhu Mythos (00%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> French $\frac{40}{20}$ $\frac{8}{8}$	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) $\frac{55}{27}$ $\frac{11}{11}$	<input type="checkbox"/> Iroquois $\frac{36}{18}$ $\frac{7}{7}$	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive Wagon (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
	<input type="checkbox"/> Language (Own) (EDU) English $\frac{45}{22}$ $\frac{9}{9}$	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Musket	55	27	11	1d8 + 4	40 yards	1/4	1	97
Hatchet	55	27	11	1d6 + db	-	1	-	-

# COMBAT

Damage Bonus **none**

Build **0**

Dodge **55**  $\frac{27}{11}$

# BACKSTORY

**Personal Description** Shaddock is wiry and lean, with an overall scruffy appearance.

**Traits** Stoic, a "strong, silent type."

**Ideology/Beliefs** Anglican.

**Injuries & Scars** \_\_\_\_\_

**Significant People** Lieutenant-Colonel Robert Rogers, creator of the Rangers. You'd trained as one of his soldiers, learning bushcraft, hand-to-hand combat and guerilla warfare techniques, before being transferred.

**Phobias & Manias** \_\_\_\_\_

**Meaningful Locations** You never feel more at peace, or closer to God, than when out in the forest.

**Arcane Tomes, Spells & Artifacts** \_\_\_\_\_

**Treasured Possessions** Your hatchet. More than just a tool for bushcraft, it's a symbol of your status as a Ranger.

**Encounters with Strange Entities** \_\_\_\_\_

## GEAR & POSSESSIONS

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

## CASH & ASSETS

**Spending Level** \_\_\_\_\_

**Cash** \_\_\_\_\_

**Assets** \_\_\_\_\_

_____
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_____
_____
_____

## 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**

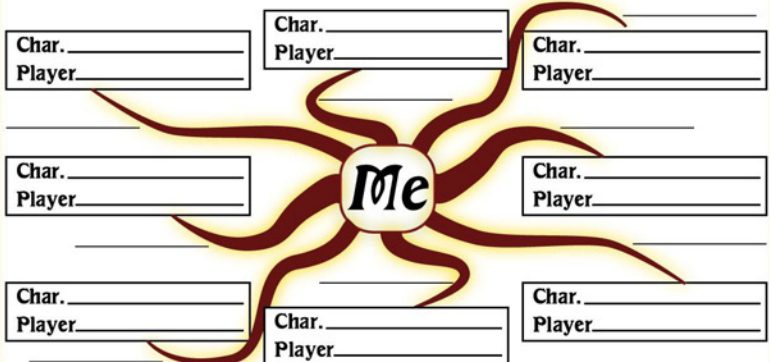
Reach 0 HP with Major Wound = **Dying**

**Dying:** First Aid = temp. stabilised; then require Medicine

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

**Natural Heal rate** (Major Wound): weekly healing roll

## FELLOW INVESTIGATORS

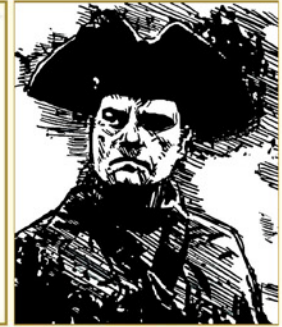


### 1760s ERA INVESTIGATOR

Name Arnold Howard  
 Player \_\_\_\_\_  
 Occupation Farmer/Colonial Militiaman  
 Age 38 Sex M  
 Residence Fort Niagara, Colony of New York  
 Birthplace Schenectady, Colony of New York

## CHARACTERISTICS

STR 70  $\frac{35}{14}$  DEX 45  $\frac{22}{9}$  INT 75  $\frac{37}{15}$   
 CON 65  $\frac{32}{13}$  APP 55  $\frac{27}{11}$  POW 50  $\frac{25}{10}$   
 SIZ 75  $\frac{37}{15}$  EDU 55  $\frac{27}{11}$  Move Rate 7  $\frac{+1}{-1}$



Major Wound  M14 IP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane  Indef. Insane  50 Max

01	02	03	04	05	06	07
08	09	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						

LUCK

08	09	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	<u>50</u>	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		

## CALL of CTAULAU

Out of Luck 10 IP

01	02	03	04	05	06	07
08	09	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						

## SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Animal Handling (05%) <u>45</u> $\frac{22}{9}$	<input type="checkbox"/> Fighting (Brawl) (25%) <u>25</u> $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Axe) <u>45</u> $\frac{22}{9}$	<input type="checkbox"/> Listen (20%) <u>45</u> $\frac{22}{9}$	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%) <u>50</u> $\frac{25}{10}$
<input type="checkbox"/> Art / Craft (05%) Carpentry <u>45</u> $\frac{22}{9}$	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <u>45</u> $\frac{22}{9}$	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Farming <u>65</u> $\frac{32}{13}$	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%) <u>55</u> $\frac{27}{11}$	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/>	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Inv. Machine (01%)	<input type="checkbox"/> Track (10%) <u>20</u> $\frac{10}{4}$
Credit Rating (00%) <u>30</u> $\frac{15}{6}$	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%) <u>55</u> $\frac{27}{11}$	<input type="checkbox"/>
Cthulhu Myths (00%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) <u>22</u> $\frac{11}{4}$	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Wagon (20%) <u>40</u> $\frac{20}{8}$	<input type="checkbox"/> Language (Own) (EDU) English <u>55</u> $\frac{27}{11}$	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Musket	45	22	9	1d8 + 4	40 yards	1/4	1	97
Hatchet	45	22	9	1d6 + db	-	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## COMBAT

Damage Bonus +1d4

Build +1

Dodge 22  $\frac{11}{4}$



# BACKSTORY

**Personal Description** Arnold Howard is a stout, stocky man with a ruddy complexion.

**Traits** Down to earth, level-headed, faithful.

**Ideology/Beliefs** Indifferently religious; a church-goer, but privately of the belief that priests no little more about God than laypeople do, and possibly much less.

**Injuries & Scars** \_\_\_\_\_

**Significant People** Howard has a young wife, Abigail, back in Albany; once the spring thaw comes and he breaks ground on a new farm, he'll send for her.

**Phobias & Manias** \_\_\_\_\_

**Meaningful Locations** For all the blood shed on this ground in the last few years, there's something right peaceful about watching the Niagara flow into Lake Ontario in Howard's opinion. If he could, he'd put his farm right where Fort Niagara now stands.

**Arcane Tomes, Spells & Artifacts** \_\_\_\_\_

**Treasured Possessions** His wedding ring, reminding him always of his beloved Abigail.

**Encounters with Strange Entities** \_\_\_\_\_

## GEAR & POSSESSIONS

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

## CASH & ASSETS

**Spending Level** \_\_\_\_\_

**Cash** \_\_\_\_\_

**Assets** \_\_\_\_\_

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## 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**

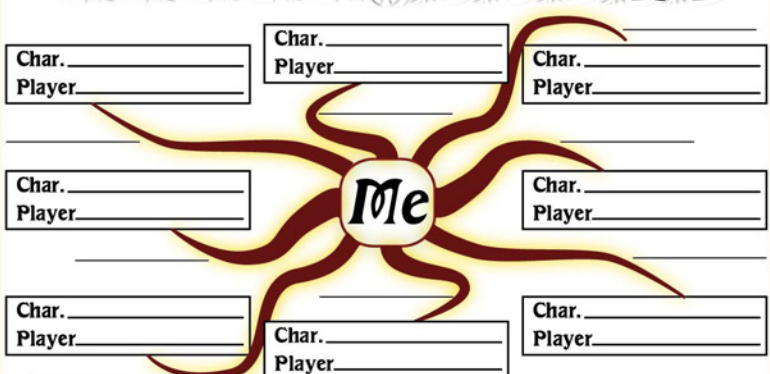
Reach 0 HP with Major Wound = **Dying**

**Dying:** First Aid = temp. stabilised; then require Medicine

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

**Natural Heal rate** (Major Wound): weekly healing roll

## FELLOW INVESTIGATORS



# 1760s ERA INVESTIGATOR

Name Jonathan Wellington  
 Player \_\_\_\_\_  
 Occupation Colonial Militiaman  
 Age 41 Sex M  
 Residence Fort Niagara, Colony of New York  
 Birthplace Albany, Colony of New York

# CHARACTERISTICS

STR 50  $\frac{25}{10}$  DEX 55  $\frac{27}{11}$  INT 80  $\frac{40}{16}$   
 CON 50  $\frac{25}{10}$  APP 60  $\frac{30}{12}$  POW 75  $\frac{37}{15}$   
 SIZ 70  $\frac{35}{14}$  EDU 70  $\frac{35}{14}$  Move Rate **6**  $\frac{+1}{-1}$



Major Wound  **M12** IP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane  Indef. Insane  **75** Max

01	02	03	04	05	06	07
08	09	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						

SANITY

# CALL of CTHULHU

Out of Luck

01	02	03	04	05	06	07
08	09	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						

M15 IP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

# SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	15 $\frac{7}{3}$	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)	11 $\frac{5}{2}$
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	45 $\frac{22}{9}$	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Meteorology	
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> _____		<input type="checkbox"/> Listen (20%)	50 $\frac{25}{10}$	
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> _____		<input type="checkbox"/> Locksmith (01%)		
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50 $\frac{25}{10}$	<input type="checkbox"/> Medicine (01%)		
<input type="checkbox"/> Farming			<input type="checkbox"/> Natural World (10%)	50 $\frac{25}{10}$	
<input type="checkbox"/> Masonry	<input type="checkbox"/> _____		<input type="checkbox"/> Navigate (10%)	40 $\frac{20}{8}$	
<input type="checkbox"/> _____	<input type="checkbox"/> First Aid (30%)	55 $\frac{27}{11}$	<input type="checkbox"/> Occult (05%)		
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Op. Inv. Machine (01%)		
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Persuade (10%)		
Credit Rating (00%)	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Pilot (01%)		
20 $\frac{10}{4}$	<input type="checkbox"/> Language (Other) (01%)	21 $\frac{10}{4}$	<input type="checkbox"/> _____		
Cthulhu Myths (00%)	<input type="checkbox"/> Iroquois		<input type="checkbox"/> Psychology (10%)		
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> _____		<input type="checkbox"/> Ride (05%)		
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Language (Own) (EDU)	70 $\frac{35}{14}$			
27 $\frac{13}{5}$	<input type="checkbox"/> English				
<input type="checkbox"/> Drive Wagon (20%)					
30 $\frac{15}{6}$					

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Musket	50	25	10	1d8 + 4	40 yards	1/4	1	97
_____								
_____								
_____								

# COMBAT

Damage Bonus **none**

Build **0**

Dodge **27**  $\frac{13}{5}$



# 1760s ERA INVESTIGATOR

Name Running Fox  
 Player \_\_\_\_\_  
 Occupation Seneca Warrior  
 Age 26 Sex M  
 Residence Fort Niagara, Colony of New York  
 Birthplace Turtle Clan, Seneca Nation

# CHARACTERISTICS

STR 60  $\frac{30}{12}$  DEX 55  $\frac{27}{11}$  INT 60  $\frac{30}{12}$   
 Idea  
 CON 55  $\frac{27}{11}$  APP 35  $\frac{17}{7}$  POW 60  $\frac{30}{12}$   
 SIZ 65  $\frac{32}{13}$  EDU 80  $\frac{40}{16}$  Move Rate 7  $\frac{+1}{-1}$



Major Wound  **M12/1P**

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane  **60** *Max* Insane 01 02 03 04 05 06 07

08	09	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

**SANITY**

# CALL of CTAULAU

Out of Luck 01 02 03 04 05 06 07

08	09	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

**LUCK**

**M12/1P**

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

**MAGIC POINTS**

# SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%) <b>70</b> $\frac{35}{14}$	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%) <b>50</b> $\frac{25}{10}$	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%) <b>55</b> $\frac{27}{11}$
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%) <b>65</b> $\frac{32}{13}$	<input type="checkbox"/> Survival (10%) Woodlands <b>60</b> $\frac{30}{12}$
<input type="checkbox"/>	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%) <b>35</b> $\frac{17}{7}$
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%) <b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Throw (20%) <b>40</b> $\frac{20}{8}$
<input type="checkbox"/> Climb (20%) <b>55</b> $\frac{27}{11}$	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Inv. Machine (01%)	<input type="checkbox"/> Track (10%) <b>35</b> $\frac{17}{7}$
Credit Rating (00%) <b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
Cthulhu Mythos (00%)	<input type="checkbox"/> Language (Other) (01%) English <b>31</b> $\frac{15}{6}$	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> French <b>21</b> $\frac{10}{4}$	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) <b>27</b> $\frac{13}{5}$	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Wagon (20%)	<input type="checkbox"/> Language (Own) (EDU) Seneca <b>80</b> $\frac{40}{16}$	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	70	35	14	1d3 + db	-	1	-	-
Musket	40	20	8	1d8 + 4	40 yards	1/4	1	97
War Club	70	35	14	1d6 + db	-	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

# COMBAT

Damage Bonus **+1d4**

Build **+1**

Dodge **27**  $\frac{13}{5}$

# BACKSTORY

**Personal Description** Tall, muscular, with a permanent resting grimace.

**Traits** Quiet, self-sufficient, responsible.

**Ideology/Beliefs** Traditional Iroquois Religion.

**Injuries & Scars** \_\_\_\_\_

**Significant People** You've always found White Owl, the medicine man of your tribal community, a source of wisdom and advice in times of hardship.

**Phobias & Manias** \_\_\_\_\_

**Meaningful Locations** You miss your village, but respect your agreement to assist the English through the winter.

**Arcane Tomes, Spells & Artifacts** \_\_\_\_\_

**Treasured Possessions** Your war club was made by your father, a beautiful piece of handiwork.

**Encounters with Strange Entities** \_\_\_\_\_

## GEAR & POSSESSIONS

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

## CASH & ASSETS

**Spending Level** \_\_\_\_\_

**Cash** \_\_\_\_\_

**Assets** \_\_\_\_\_

_____
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_____

## 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**

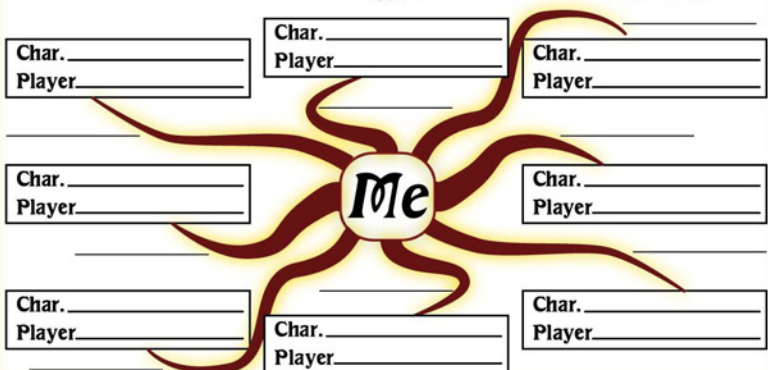
Reach 0 HP with Major Wound = **Dying**

**Dying:** First Aid = temp. stabilised; then require Medicine

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

**Natural Heal rate** (Major Wound): weekly healing roll

## FELLOW INVESTIGATORS



### 1760s ERA INVESTIGATOR

Name James Bear/Wandering Bear  
 Player \_\_\_\_\_  
 Occupation Seneca Warrior  
 Age 24 Sex M  
 Residence Fort Niagara, Colony of New York  
 Birthplace Turtle Clan, Seneca Nation

## CHARACTERISTICS

STR 55  $\frac{27}{11}$  DEX 60  $\frac{30}{12}$  INT 60  $\frac{30}{12}$   
 Idea  
 CON 85  $\frac{42}{17}$  APP 60  $\frac{30}{12}$  POW 55  $\frac{27}{11}$   
 SIZ 50  $\frac{25}{10}$  EDU 50  $\frac{25}{10}$  Move Rate 9  $\frac{+1}{-1}$



Major Wound  **M13** MP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane  **55** Max Insane 01 02 03 04 05 06 07

08	09	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

LUCK

08	09	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	<b>60</b>	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

**CALL of CTAULAU** **Md11** MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Out of Luck 01 02 03 04 05 06 07

### SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%) 45 $\frac{22}{9}$	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%) 40 $\frac{20}{8}$	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%) 45 $\frac{22}{9}$
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) 35 $\frac{17}{7}$	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%) 70 $\frac{35}{14}$	<input type="checkbox"/> Survival (10%) Woodlands 50 $\frac{25}{10}$
<input type="checkbox"/>	<input type="checkbox"/> First Aid (30%) 50 $\frac{25}{10}$	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%) 30 $\frac{15}{6}$
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%) 10 $\frac{5}{2}$	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Climb (20%) 40 $\frac{20}{8}$	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Inv. Machine (01%)	<input type="checkbox"/> Track (10%) 70 $\frac{35}{14}$
Credit Rating (00%) 15 $\frac{7}{3}$	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
Cthulhu Mythos (00%)	<input type="checkbox"/> Language (Other) (01%) English 31 $\frac{15}{6}$	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> French 36 $\frac{18}{7}$	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) 30 $\frac{15}{6}$	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Wagon (20%)	<input type="checkbox"/> Language (Own) (EDU) Seneca 50 $\frac{25}{10}$	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

### WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Musket	35	17	7	1d8 + 4	40 yards	1/4	1	97
War Club	45	22	9	1d6 + db	-	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

### COMBAT

Damage Bonus **none**

Build **0**

Dodge **30**  $\frac{15}{6}$





Myers







Myers





Myers



Myers