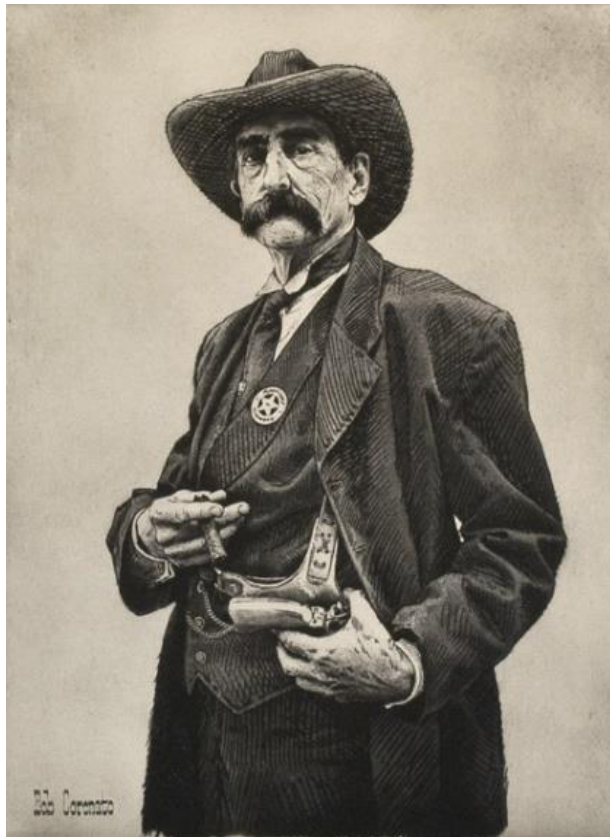## NAME

Seth Bullock

A tall, steely-eyed man of principle and high character with an imposing appearance that commanded instant respect. He is a man of a tough 37 years with a wife and three children.

CORE ASPECTS

High Concept: A lawman, through & through.
Background: Western Canadian Frontiersman
Stability: A good meal and warm company.
Trouble: Sense of duty and code of ethics.

"Any more gunplay gets answered. You call the law here, you don't get to call it off just cause you're liquored up and popular on payday."

SKILLS

3	Fight	F S	Shoot (attack), Pistols
2	Interact	-	Intimidate
	Move	F	Ride
1	Physique	-	
1	Resolve	-	Brave
1	Wits	P	Notice
	The Unreal	-	

SKILL TALENTS

Focused (F). Gain +1 SP on doubles with this skill. Max rank for this skill increases by 1.

Practiced (P). Choose a simple success with this skill if you are *up* without rolling, or you may reroll any ones on a test once.

Specialized (S). Gain a perk and the ability to trade 1d for +1 SP on success with this skill.

TALENTS

Quick. +1d on Initiative, +1 bonus action per conflict, and +1 SP on doubles.

Well-Trained (x2)

Lucky. +2 refresh.

Load Level. Basic

Load Level	Burdened	Survival	Gear
○ Unprepared	-	-1d, daily	none
○ Basic	-	daily	-1d
○ Light	-1d	daily	+0d
○ Medium	-2d	weekly	+1d
○ Heavy	-3d	monthly	+1d

NOVA 6

Cowboy Cthulhu Themepack

LEVEL	PLOT REFRESH	SETBACKS
10	① ② ③ ④ ⑤	① ② ③ ④ ⑤

DREAD	COURAGE	UNREAL INSIGHT
① ② ③ ④ ⑤	① ② ③ ④ ⑤	① ② ③ ④ ⑤

STRESS TRACKER

Physical	Consequence	Mental
4	STRESSED	4
8	*staggered*	8
	incapacitated	

GRAVE ASPECTS

ASSETS & GEAR

Pride Sherriff's Badge.
Memento First dollar he ever earned in the store.
Solace Locket with wife and kid's pictures.

Instrument Shootin' Iron +1d
Remington 1875 Pistol. Damage 4 [T]; ranged (close), physical (ballistic); reliable, slow, skill minimum (Physique 1d), uses (ammo); -1d to conceal

Trappings Lawman and Rancher
Meredith. Chestnut horse, Load Level (Medium)
Henry Rifle. Damage 5 [T]; ranged (near), physical (ballistic); reliable, reload (snap action), skill minimum (Physique 1d), uses (ammo)
Knife. Damage 3 [T]; physical (impaling); +1d to conceal

Backstory

Bullock came to Deadwood, South Dakota, on August 1, 1876, whereupon he opened a hardware store. Soon after his arrival, Bullock was asked to become the town's first sheriff. He accepted the job and continued to operate the hardware store on the side. Bullock was as brave a man as one could ask for, and a crack shot besides, but even so he used his gun rarely. He preferred strong words to hot lead.

Later in his life, Bullock owned and operated a ranch which bordered on Teddy Roosevelt's Elkhorn ranch as the deputy sheriff in Medera. Bullock is credited with introducing alfalfa as a crop to the Black Hills.

Fear

Dread Builds

Dread is the sense of foreboding and tension you acquire on discovery of potential threats. Dread builds with each discovery and is spent automatically to increase the difficulty of Fear or Unreal tests by 1d per point of Dread.

Courage Bolsters

Courage grows as you overcome your fears, tracked as Courage dice. Spend one Courage to add +1d in any action test involving Dread, Fear, or confronting the Unreal.

The Unreal Confounds

If you do not succumb to fear when confronting the Unreal, you gain Unreal Insight, otherwise you are harmed by witnessing the impossible. As your understanding grows, so does your comprehension of how Reality can be, will be, and in many ways already has been, undone.

The Unreal

The Unreal reflects your understanding of things you were not meant to know—the horrible truth that lies behind what nearly everyone believes to be real. Folk without skill in The Unreal are referred to, respectfully, as *the oblivious*. In the context of the Unreal, Reality is what the oblivious believe, perceive, and experience to be the truth of the cosmos.

Unreal Insight

Insights into the truth of the cosmos can provide a +1d bonus in any action test when you spend one point of Unreal Insight. However, your approach will possibly frighten any *oblivious* who witness your action.

Knowing The Unreal

When you suffer a grave aspect when confronted by the Unreal or gain Unreal Insight, you can spend one Plot Point to gain one rank (and one only) in The Unreal that will last until the next major milestone. Optionally, you can increase the duration of the grave aspect by one step instead of spending the Plot Point.

The Unreal Subverts Reality

The Unreal responds to your will, which is not the same as submitting to your will. You can spend a Plot Point to subvert reality and use The Unreal to create almost any kind of effect. Failure is...not good.

Those souls that figured out some amount of control with consistency of outcome, survived, and then thought to share their discovery recorded their success as a spell to be studied and mastered.

The Unreal Reveals Terrifying Truth

Use The Unreal to create advantage when solving eldritch puzzles, learning spells, or confronting the Unreal. This can be used to reduce the time required or increase the value of success.

Such Terrible Knowledge

Wits can never provide understanding, but it can be used to translate the Unreal in a way that is useful to the oblivious. This could be a Challenge or a Conflict and require a scene or more. Regardless, each failure results in damage 2 [T] mental (fear). Success solves the puzzle or learns the spell.

Recognizing The Unreal

You can also use the Unreal to identify eldritch terrors from their spoor, possibly discern details about how to serve or banish such terrors, or recognize otherwise hidden evidence of the Unreal.