NAME

Theodore "Teddy" Roosevelt

Roosevelt wore a fringed buckskin shirt, a broad sombrero, leather chaps, and boots and silver spurs. He also wore glasses and was called "Four Eyes" by other Westerners until with a single punch, he knocked out an obnoxious, gun-toting drunkard who made the mistake of stepping within reach of Roosevelt's right. After that incident, the cowboys treated him like one of their own.

CORE ASPECTS

High Concept: Man of destiny running from despair.
Background: Harvard-educated politician.
Stability: A good hunt.
Trouble: Speak softly and carry a big stick.
"Big jobs usually go to the men who prove their ability to outgrow small ones."

SKILLS

3	Fight	F S	*Boxing*
2	Interact	F	*Oration*
	Move	-	*Ride*
1	Physique	-	*Endurance,* **Strong** (over., cr. adv.)
1	Resolve	-	*Brave*
1	Wits	-	*Survival*
	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

Tough. +1 physical stress & soak, add +1d to Physique (defend) tests.

Well-Trained (x2)

Strong Body. +1 Fight & thrown damage, negate 1d burdened/hampered, +1d Physique (overcome, create advantage).

Boxing. Damage 2 [S]; physical (bludgeoning)

Prepared. You gain +1d for any gear test and once per scene you have an extra stunt point for gear. Instead of earning a stunt point on triples when you succeed, you earn a stunt point on doubles and two stunt points on triples. You can use one stunt point to provide a piece of gear to all PCs, and one stunt point will allow you to keep the item for the scenario.

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	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
	STRESSED	4
4	*staggered*	8
8	incapacitated	

Soak 1; physical
Soak 2; physical; coverage 2

GRAVE ASPECTS

ASSETS & GEAR

Pride Writer's Pen, having drafted laws, composed speeches, and written books.
Memento Wedding Ring.
Solace Lucky rabbit's foot from first kill.

Instrument Hunting Rifle +1d
Henry Rifle. Damage 5 [T]; ranged (near), physical (ballistic); reliable, reload (snap action), skill minimum (Physique 1d), uses (ammo)

Trappings Lawman and Rancher
Buckskins. Soak 2; physical; coverage 2
Willy. Black horse, Load Level (Medium)
Colt Peacemaker. Damage 3 [T]; ranged (close), physical (ballistic); reliable, reload (snap action), skill minimum (Physique 1d), uses (ammo); -1d to conceal
Knife. Damage 4 [T]; physical (impaling); +1d to conceal

BACKSTORY

In 1883, at the age of 24, Teddy Roosevelt stepped off a train in Little Missouri (later called Medora) in the heart of Dakota territory. He'd come to join the hunt for the last buffalo. He went back East soon after his hunting trip was over. After his wife died in childbirth in 1884, Roosevelt returned to the West to take a personal hand in running the Maltese Cross Ranch which he'd invested in the previous year. The ranch was doing so well, he established a second ranch, the Elkhorn, just a little further on down the Little Missouri River.

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.