Character Creation – Devil in San Miguel – modified 02/11/2023

Character Types

Type	Aligned Faction	HP	MV	SV	RES	DIP	Max # Weapons	points	Special Skills
Witch	Witch	15	2	2	5	4	3	31	
Witch Hunter	Witch Hunter	15	2	3	5	4	3	32	
Investigator	Witch Hunter	10	1	1	5	5	1	23	Investigator can search twice in same turn (2 actions)
Physician	Witch Hunter	10	1	1	5	4	1	22	when in base to base contact, use two actions to heal 1 HP
Gunfighter	ANY	14	3	4	5	2	4	32	
Pugilist	ANY	12	4	1	5	1	1	24	
Cavalry	Witch Hunter	12	3	3	5	2	3	28	
Native	ANY	10	3	3	5	2	3	26	
sharpshooter	ANY	12	2	4	5	2	3	28	
ruffiian	ANY	10	2	2	5	1	2	22	
Cultist	Cult of Cthulhu	10	3	2	6	3	2	26	
Ithaqua	AI	15	3	0	7	1	0	26	weapon tooth and claw
Dagon	AI	10	3	0	7	1	0	21	weapon tooth and claw
ghoul	Witch/AI	5	3	0	5	1	0	14	weapon tooth and claw
Nyarlathotep	AI	15	4	0	7	1	0	27	weapon tooth and claw
Shoggoth	AI	10	3	0	7	1	0	21	weapon tooth and claw
cowboy zombie	Witch/AI/Cult of Cthulhu	5	3	1	4	1	1	15	default weapon tomahawk
Lost Brave	Witch/AI/Cult of Cthulhu	5	3	1	4	1	1	15	default weapon tomahawk
Byakhee	AI	10	3	0	7	1	0	21	weapon tooth and claw
The Horror	AI	20	5	1	7	1	0	34	weapon tooth and claw/energy weapon (falling block rifle stats)
Elder Thing	AI	10	3	0	7	1	0	21	weapon tooth and claw/energy weapon (falling block rifle stats)
Cthulhu	AI	20	5	1	7	1	0	34	weapon tooth and claw/energy weapon (falling block rifle stats)

Witch faction must have, at least, one Witch type
Witch Hunter Faction must have, at least,one Witch Hunter type
Cultist Faction must have, at least, one Cultist type
All characters may carry up to two items.

Shooting Weapons

type	range	# Shots/turn		Capacity	modifier	points
revolver	24	6		6	4	40
carbine	36	3		14	2	55
shotgun	18	2	*	2	4	26
revolving carbine	36	6		6	2	50
repeating rifle	48	3		15	1	67
falling block rifle	96	1	**	0	0	97

*shotgun roll 2 D10 per shot
** falling block rifle doesn't need an action to reload
if your active weapon is a long gun, it takes an action to switch to melee weapon
it takes an action to switch from long gun to revolver, and back.

Melee Weapons

type	modifier	points
bare knuckles	4	0
improvised weapon	3	1
tooth and claw	1	3
tomahawk	1	3
saber	0	4
knife	2	2

Melee Calculation
(RES+weapon modifier)-(MV)
Subtract above result from die roll = HP subtracted

Cover	
fence	1
wall	2
wagon	1
inside window	3

Shooting Calculation
(RES+Cover+weapon modifier)-(SV)
1st Shot – Subtract above result from die roll = HP subtracted
Subsequent shots – all “successful” rolls add one more HP of damage

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