Weapon	Initiative Bonus	Attack Bonus	Damage	Crit	Range	Features?
Revolver	0	+3	2	2	Short	Unreliable bullets 3d6 Gear Dice: One roll of 1 = dud Two rolls of 1 = fizzle & jam
Shotgun	0	+3	1 (Stun)	N/A	Short	Rock salt shells Target stunned for 1 turn per damage Endure roll to reduce 1 stun per success
Acid	0	0	2	3	Close	Fire 2
Axe / Pickaxe	-1	0	3	2	Close	Heavy
Blow torch *FT?*	0 *0*	+1 *+1*	1 *3*	3 *1*	Close *Close*	Fire 1 (p97) *Heavy, Fire 3*
Dynamite	0	6d6 Blast Power	1	2	Close	None
Gas canister explosion	0	6d6 Blast Power	2	1	Close	None
Hatchet	0	+1	2	2	Close	None
Kitchen knife	+1	0	2	2	Close	None
Metal bar	0	0	2	2	Close	None
Normal hammer	0	0	1	3	Close	None
Scalpel	+1	0	1	3	Close	Light
Shovel	-1	0	2	3	Close	Heavy
Sledge hammer	-2	0	3	2	Close	Heavy
Whip - light	+2	0	1	4	Close	

Vehicle	Drive Bonus	HP	Move Rate	Armour	Ram Dam	Passengers
Tractor	0	25	10	5	5	Two occupants, carry max of 5
Snowmobile	+1	8	30	0	2	Max 2 riders
Helicopter	0	16	100	2	4	Pilot + 4 passengers max
Dog sled + 8 dogs	-1	6	12	0	N/A	Max 2 riders

Creature	STR	AGI	WIT	EMP	Hit Pts	Mind	AP	Mve	Skills	Attacks
Huskie 1	2	4	-	-	6	-	0	12	FIGHT 2 DEXTERITY 3	Bite: Dam1, Crit 2
Huskie 2					6					
Huskie 3					6					
Huskie 4					6					
Huskie 5					6					
Huskie 6					6					
Huskie 7					6					
Huskie 8					6					
The Thing	10	10	10	10	20	20	10	15	ENDURE +Str 16 FORCE + Str 16 FIGHT + Str 16 SNEAK + Agi 14 DEXTERITY + Agi 14 OBS + Wits 15 SCIENCE + Wits 15 TECH + Wits 15	**Bite:** *Dam2, Crit 1* **Tentacle swipe:** *Dam 3, Crit 3, IB +1* **Tentacle stab:** *Dam 2, Crit 1, IB +1* **Whip:** *Dam 1, Crit 3, IB +3 and Grapple*

When a PC sees something weird they must make an OPPOSED COMPREHEND skill roll not to react badly. The number rolled against depends on the horror of the experience. For each point of difference the PC takes 1 point of Stress Damage:

The Thing transforms: 8
See The Thing's remains for the first time: 5
Someone dies in front of them: 5
See a dead body: 3
See a dead dog: 2