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WESTERN



THELIN

YOUR PATH

WESTERN

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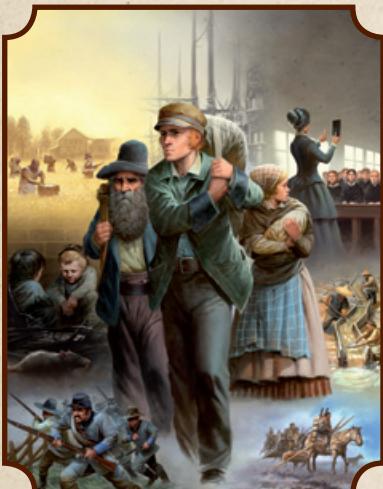


★ CONTENT ★



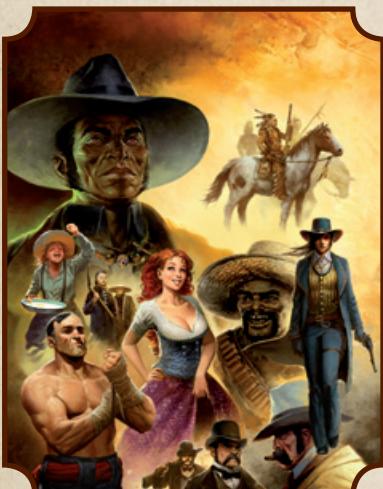
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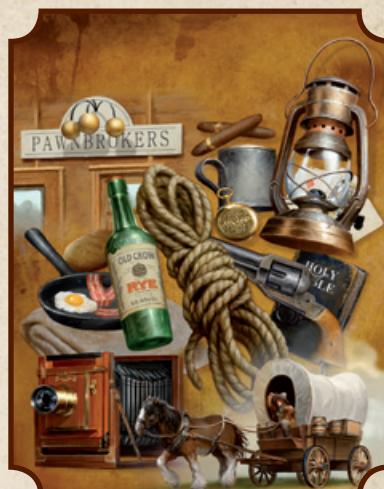
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AN INTRODUCTION TO ROLE PLAYING

Role playing is about telling stories together, everyone playing their respective role and talking about what that person – also known as a character – does, says, thinks, feels, and reacts to different situations. Before you start, it is good to spend time thinking through the person you want to play, from personality to skills and appearance. If you are planning to play in a group, it can be useful to agree in advance on how the different characters might know each other and determine what kinds of relationships they might have.

In order for the adventure to have a little more direction and structure, one person must be the Game's Master. Instead of just playing a single role like the others, the Game Master describes the situations and surroundings the characters find themselves in, as well as all the people they meet. The Game Master will typically have devised several mysteries and events which the players will gradually get to experience. This creates the story that is a combination of the Game Master's planned adventures and how the players themselves choose to react, who they become friends with, and who become their sworn enemies.

There is no cheat sheet, no right or wrong way to deal with situations that arise. Even if several different groups use the same adventure, their final stories will still be different. This is because the players always have the starring roles in the story. Everything revolves around them. The main characters' personalities and ways of solving problems will set the stage. An interesting adventure and a good campaign world help to create excellent conditions and provide material for the players to decorate it with.

Roleplaying does not really work the way most other games do. It's not about one player defeating the others. Instead, roleplaying is about cooperation and collaboration to solve problems, it is usually the interaction between players that creates the best results. Characters can of course be enemies, or different characters might have different agendas, but the purpose is not to knock other players out of the game. Instead, a good ending to a roleplaying adventure is when the story reaches a satisfying conclusion for everyone.

There is nothing that says you may only use the same characters once. On the contrary, it is often more fun to re-use them in several more-or-less-independent adventures and allow them to develop over time. This is *campaign gaming* and can be likened to a TV series where each season has a larger story arc but each episode has its own story with its own conclusion.

Everything we've talked about so far has been about the "role" part of roleplaying, the interactive storytelling that is still superior to computer games for one simple reason – the Game Master. The Game

Master's role is to react to what the players do and consequently adapt the rest of the adventure. Did the characters turn in the wanted criminal that the Game Master had intended they would work for and rob banks with? That changes the adventure completely, but perhaps instead the criminal's friends will seek revenge, or perhaps the law will want their help to find the loot from his latest bank robbery.

For better or worse, it is always the players who decide what their characters want and will try to do. The more effort that is put into creating the characters, the easier they will be to play and to get a clear idea of who they are and how they would react.

This type of game is called roleplaying because of the rules of play that work somewhat like the game world's natural laws. The rules provide a clear picture of how the game world functions, what is needed to succeed with various things, how the surroundings react when the players are acting out their characters' roles and so on.

A number of roleplaying groups prefer to just use the rules to describe, in numbers, the player characters and the non-player characters (NPCs – these are all the people the players meet during play). When they begin to play, they do not want to leave everything to chance, but rather be up to the players and the Game Master, with the tacit agreement that the players' choices must conform to what is possible rather than becoming superheroes who can do anything. It is of course possible to play that way, if preferred.

Instead, you could use only those rules you wish to, or use them only during the most dramatic moments, which means that neither the Game Master nor the players can be completely certain of what will happen in any given situation. When the posse is hot on the characters' heels, there are rules to decide whether they succeed in avoiding them and getting to safety or whether the posse will catch up with them. The players and the Game Master must improvise when things do not go as planned. Allowing the use of rules, dice, and chance can make each scene more exciting because the outcome will be more unpredictable.

The book you are holding in your hands right now — *Your Path – The Players' Book* — is one of *Western*'s two Core Books. It contains all you need to create and develop characters. In *The Law of the Land – The Game Masters' Book* you will find the rules for how the various situations — not the least of which gunfights — are to be decided. It is a tool box full of goodies and inspiration, campaign and scenario design, and a scenario to get you started. You will find multiple supporting titles for *Western*, scenarios as well as sourcebooks of different kinds.

★ INTRODUCTION ★

HOW TO PLAY WESTERN

This is a short overview of *Western*'s rule system.

EFFECT, FUMBLIES AND DIFFICULTIES

Western is a dice-based roleplaying game. Success or failure is based either on one of your ATTRIBUTES (e.g., STRENGTH or INTELLIGENCE) or a SKILL you have learned (e.g., RIDING). You combine your values with the result of a twenty-sided die — which you re-roll each time you roll a 20 — and add up the results (this is called an *open ended dice roll*). The higher the result, the better the EFFECT, where a total of 20 means you have just barely succeeded and 30+ is a PERFECT CHECK, it went better than you could have hoped.

Rolling a 20 on the die means you have succeeded, rolling a 1 is a FUMBLE. You have not just failed, it could have changed your circumstances enough to require a change of plan. Both you and the Game Master must improvise to act out this momentary disaster, which may lead to unpredicted scenes.

Your chances of success in different situations depend on what you are trying to do. Easy things like tracking footprints in snow will give you a bonus to the roll, but more complicated tasks like riding at a full gallop while simultaneously shooting at the fleeing robbers will make it harder to succeed. These modifications are called DIFFICULTIES and occur in increments of 5.

STYLES OF PLAY

Different players want to experience different things. Some want to play gritty and down-to-earth while others want to play something closer to super heroes in the Wild West. Most groups fall somewhere in between. We have tried to devise the rules to be flexible enough to work with all of these different requirements. The only thing you must do is figure out which *Style of Play* works best for you before you begin, and then create player characters based on the rules for that specific kind (CAMPAIGN, REALISM or ACTION).

REPUTATION: HONOR AND FAME

Whatever your characters decide to do, others will hear about it. Rumors spread like wildfire. It matters what people say about you and how well known you are. It affects how you are treated and what you get paid. If you are known as an honest and upstanding person, people will show their appreciation. If, however, you have a reputation as a mad dog, you'd better keep an eye out for that revenge-seeking posse.

Your REPUTATION is divided into two values: HONOR and FAME. NEUTRAL HONOR is 0, and the higher the value in either direction, the more extreme you are deemed to be. FAME describes how well known you are.

WEAPONS: DEGREES AND SPECIALIZATIONS

If you draw your weapon, you had best be able to handle it. Most gunslingers pride themselves in being able to hit their target with a single shot. To determine where your shot went, you use the CROSSHAIR, an oval gun sight where 30 is a PERFECT SHOT. If you're a marksman, skilled with your six-shooter, you will hit where you aimed, but if you are a bad shot, you might wind up shooting someone's hat off while aiming for their leg.

It is not enough to hit the target. You have to be quick on the draw too. The first shot is often decisive. In a duel, the first shot could be the last. That's why there are lots of tricks to improving your speed, such as choosing a fast gun or shooting directly from the hip.

When you handle weapons of different kinds, you are training your COMBAT SKILLS. In these, you learn ACCURACY and SPEED separately. For each fifth step you gain in ACCURACY, you increase one DEGREE in your knowledge and can choose a SPECIALIZATION that can be anything from reducing the chance of fumbling to improving your aim. The higher value you have in SPEED, the more ACTIONS (opportunities to act during a round of combat, which is 6 seconds long) you get. The different DEGREES describe how good you are when you reach them (see the table below).

TALENTS, OBSTACLES AND DESTINY

In order to inspire colorful characters and offer ways to affect the setting, *Western* has a system of TALENTS and OBSTACLES. A TALENT is something you are better at or that makes your life easier (such as PERFECT RECALL and EAGLE EYE), as opposed to OBSTACLES (like OPPRESSED and RECKLESS). You can only use your TALENTS if you have previously played your OBSTACLES in a way that had clear consequences to the game play. Doing this can prompt the Game Master to award you with an OBSTACLE POINT or TOKEN.

DESTINY POINTS represent the player's chance to cheat the system. In a critical situation, they can choose to sacrifice a DESTINY POINT to manipulate the outcome (by reducing damage from injuries or adding a bonus to an important roll-of the dice).

DEGREES

DEGREE	SKILL LEVEL	DESCRIPTION	BONUS
1	5-9	LAYMAN	+1
2	10-14	EXPERIENCED	+2
3	15-19	VETERAN	+3
4	20-24	EXPERT	+4
5	25-29	MASTER	+5
6	30	LEGEND	+6



FAST TRACK OR MICRO MANAGEMENT?

Western will always provide you with options. Players and Game Masters who just want to play without worrying too much about rules, mechanics or different systems can always opt for the FAST TRACK. In every chapter and every situation, you will find a short cut to just get on with the game play by using templates or just the core rules.

This will be true, both on the grandest of scales and within each different chapter. When you have lots of time to prepare and want to explore the inspiration provided with a detailed system – follow each step, check out the random tables available and then pick and choose to your heart's delight. The level of detail you want to use is always up to you.

The FAST TRACK is enough to provide fun mechanics for play, and with lots of options to develop over time. The rules themselves will not award you for spending more time by making your game stats better than if you FAST TRACK, however. The reward for the time you spend is the added inspiration you create for your players while doing it. The story hooks, character quirks and immersion into the game setting will be a natural bonus that comes with getting to know your character within the game.

FAST TRACK CHARACTER CREATION

You can spend a long time creating a character worthy of epic adventures, with so many nuances and details that you could write novels about them or turn your character into the star of a TV series! Or you could just choose one of the 33 ROLES available, fill in all the game stats from the template you have chosen, and start to play. If you want to add a more detailed background later on, you can. The choice is yours.

Do you want it to go faster? *Western* has many pick up and play scenarios. These scenarios come complete with pre-constructed characters. You can use any of these for your own scenarios and campaigns too. They include game stats, background and a personality.

You want to keep it simpler? Check out the *Western Character Deck* and pick one of the cards to use as your own. The *Character Cards* got game stats to let you play, and a mugshot to know what you look like.

In the *Archetype section* in *Law of the Land* you find game stats for different kind of characters from all walks of life. Or you can download one of the sample characters from askfageln.se !

If you prefer to micro manage character creation, you can choose to spend every single CHARACTER CREATION POINT with care, or pick and choose from the game's templates. These show, for instance, how much schooling you have had, or how skilled you want to be in fighting skills.

FAST TRACK YOUR PAST

Whenever you are about to embark on a journey into a new game setting, you want to introduce the players to the setting as quickly as possible. For many, so much is known about the Old West, they probably feel they can jump into the action without any introduction.

To get a quick introduction to the undercurrents of the 1870s, you can draw a FAMILY TREE where you get to know some basic facts about your character's relatives, and what happened to them. This will make many abstract things personal to your character, such as the Civil War, which affected most families in the harshest way possible. The Family Tree gives some emotional background for your character and a way to connect to the setting that might otherwise be lost.

The American Dream is amazing. Everyone can shape their own destiny, no matter their past. Still, your *Ethnic Background* makes a difference when you make LIFE PATH-ROLLS for your relatives. Your right to life and liberty back in the days of slavery might be quite limited and the unsettled frontier was not colorblind.

You can use the *Social Background* for everything from determining your character's starting equipment to finding out what pay you might get in different professions. This section is part of the *Tool Box* approach we like to use throughout the game. The details are there if you want them for a quick reference, but they are not necessary in any way to play.

The *Education* section is basically a bunch of templates and descriptions of different kinds of schooling your character might have gone through already (or, if you so choose, you might want to play during that time). It can add flavor and character to your background, provide easy to access *Templates*, and are part of the *Tool Box* approach for the Game Master.

Last, but not least, when you choose a *Role Template*, you also get a spread of LIFE PATHS connected to this ROLE. They give an idea on what kind of events might be noteworthy for somebody with your profession. It will give some flavor and character, and the Game Master can use them as simple scenario hooks. If you want to FAST TRACK, you need not roll a single time here. You can either choose to be a blank slate or make all such decisions yourself.

FAST TRACK SKILL CHECKS

If you want to keep the rules as quick and easy as possible, just roll a d20 and add the ATTRIBUTE or SKILL of your choice. Most of the time, a total of 20 is enough to succeed. If you need to compare your result with your opponent, roll once each to decide who got the highest score. You can enhance and nuance this, or simply FAST TRACK with this *Basic Effect Table*:



★ INTRODUCTION ★

BASIC EFFECT-TABLE

RESULT	EFFECT
BELOW 5	Complete Failure. Embarrassing
5-9	Not even close.
10-14	A for effort, but you failed in your attempt.
15-19	Close, but not enough. Add some extra effort.
20-24	Mission accomplished, you fulfilled your goal.
25-29	Easy, no problem.
30-34	PERFECT, better than anticipated, add a bonus.
35+	Great success, you impress all and can accomplish even more than you first hoped to.

FAST TRACK GUN PLAY

Since this is a *Western* game, gunplay is important. By using a transparent film with a CROSSHAIR and placing it over a template of your opponent, you decide where you aim – and then see where you actually hit. This can be FAST TRACKED, either by always aiming in the chest, or by using the *Basic Effect Table*.

To decide how a fight ends, there is a chapter in *The Law of the Land* to determine wounds and injuries. You can FAST TRACK this, either by deciding that one hit and you are out, setting a severity of a wound needed to take you out of game play, or using the TROOP SYSTEM, making battles between several large groups go quickly and easily once you prepare the fight in advance.

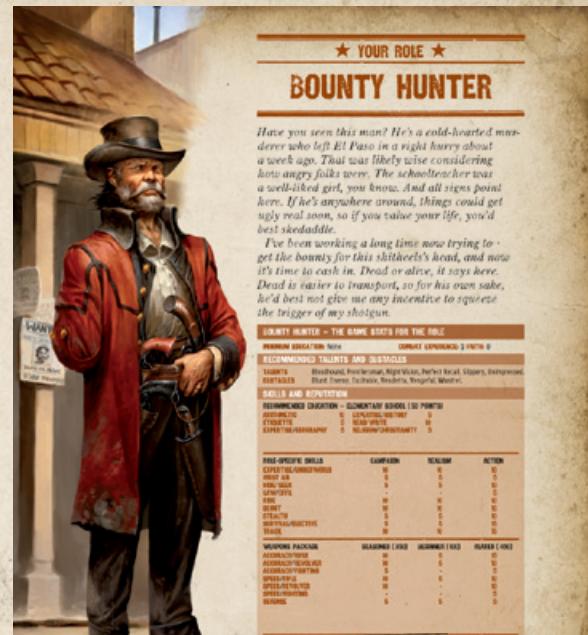
FAST TRACK YOUR REPUTATION

REPUTATION is a way to make the player's actions count in game. There are rules on how to change your reputation in *The Law of the Land*. The basic principle is that if you do good things, you will increase your HONOR. If you do bad things it will decrease. Anything you do that is spectacular enough to make people talk about it will enhance your FAME.

TOOL BOX APPROACH

Western will always try to provide the Game Master and the players with easy to access additional rules and game mechanics. These are well integrated with the core system, yet still add details suitable for the situation at hand. Most of the time, it will not affect your game play in any way, shape or form if and how a disease is ravaging a city or the countryside, how poison and drugs affect different people, exactly how far away the robbers are from the posse, or how a blast from dynamite will hit different nearby structures.

If you want a quick reference when that happens and need them to easily function as part of the overall game, *The Western Tool Box* is yours. Use these chapters and upcoming Source Books as you please, to make your own game better and more fun. They are meant to be an aid, to provide templates, inspiration and ideas – never to be chains to limit your own imagination.



★ YOUR ROLE ★

BOUNTY HUNTER

Have you seen this man? He's a cold-hearted murderer who left El Paso in a right hurry about a week ago. That was likely when he realized how angry folks were. The waitress he was a well-like girl, you know. And all signs point here. If he's anywhere around, things could get ugly real soon, so if you value your life, you'd best shoo-daddle.

For been working a long time now trying to get the bounty for this shithead's head, and now it's time to cash in. Dead or alive, it says here. Dead is easier to transport, so for his own sake, he'd best not give me any incentive to squeeze the trigger of my shotgun.

BOUNTY HUNTER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: HIGH SCHOOL **COMBAT EXPERTISE: 3 PATHS**

RECOMMENDED TALENTS AND OBSTACLES:

CHARACTERISTICS: Bloodthirsty, Mercenary, High Voice, Perfect Facial, Upper, Dangerous, Skilled

SKILLS AND REPUTATION:

RECOMMENDED EDUCATION: ELEMENTARY SCHOOL (30 POINTS)

CHARACTERISTICS: 0: LEADERSHIP, 1: STREET, 2: VIOLENCE, 3: VICTIM, 4: EXPERTISE (HORSEBACK)

SKILLS AND REPUTATION: 0: EXPERTISE (HORSEBACK), 1: REPUTATION (HONOR), 2: REPUTATION (FAME)

ROLE-SPECIFIC SKILLS:

CAMPAIN: EXPERTISE (HORSEBACK) 10, 0: 0, 1: 0, 2: 0, 3: 0, 4: 0, 5: 0, 6: 0, 7: 0, 8: 0, 9: 0, 10: 0, 11: 0, 12: 0, 13: 0, 14: 0, 15: 0, 16: 0, 17: 0, 18: 0, 19: 0, 20: 0, 21: 0, 22: 0, 23: 0, 24: 0, 25: 0, 26: 0, 27: 0, 28: 0, 29: 0, 30: 0, 31: 0, 32: 0, 33: 0, 34: 0, 35: 0, 36: 0, 37: 0, 38: 0, 39: 0, 40: 0, 41: 0, 42: 0, 43: 0, 44: 0, 45: 0, 46: 0, 47: 0, 48: 0, 49: 0, 50: 0, 51: 0, 52: 0, 53: 0, 54: 0, 55: 0, 56: 0, 57: 0, 58: 0, 59: 0, 60: 0, 61: 0, 62: 0, 63: 0, 64: 0, 65: 0, 66: 0, 67: 0, 68: 0, 69: 0, 70: 0, 71: 0, 72: 0, 73: 0, 74: 0, 75: 0, 76: 0, 77: 0, 78: 0, 79: 0, 80: 0, 81: 0, 82: 0, 83: 0, 84: 0, 85: 0, 86: 0, 87: 0, 88: 0, 89: 0, 90: 0, 91: 0, 92: 0, 93: 0, 94: 0, 95: 0, 96: 0, 97: 0, 98: 0, 99: 0, 100: 0, 101: 0, 102: 0, 103: 0, 104: 0, 105: 0, 106: 0, 107: 0, 108: 0, 109: 0, 110: 0, 111: 0, 112: 0, 113: 0, 114: 0, 115: 0, 116: 0, 117: 0, 118: 0, 119: 0, 120: 0, 121: 0, 122: 0, 123: 0, 124: 0, 125: 0, 126: 0, 127: 0, 128: 0, 129: 0, 130: 0, 131: 0, 132: 0, 133: 0, 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★ INTRODUCTION ★

FOREWORD

We are thrilled you have chosen to play *Western*, a Swedish Wild West roleplaying game now translated into English for the first time. A lot of people made this possible, from our Kickstarter backers to eminent translators and players all over the world.

Western consists of two basic Core Books, as well as a multitude of Scenarios and Source Books. In *The Law of the Land – the Game Masters' Book*, you will find rules for how you deal with conflicts, how rumors are spread, whether the posse has a chance of catching up with the bank robbers and how you make the chase dramatic. We also attempt to provide the Game Master with clear tools for creating NPCs, campaigns, and adventures. That Core Book ends with the scenario *The Last Raid*, a full length story that is ready to just pick up and play. It provides both players and the Game Master with a setting and a bunch of interesting characters they can go back to and use in their own campaign and for their own stories later down the road if they desire.

Western is set in America in 1875. We progress the game setting onwards from that point in upcoming titles. It gives the campaign a here-and-now feeling, providing specific details about people and actors in the campaign world and what they want to achieve. By no means do you have to use all the time specific information, unless you want to. When you play, you can roam as free as you wish among the old west inspiration. Still, we believe it makes it easier for players and Game Masters alike to research and improvise if they have a set beginning point.

In this book, *Your Path – The Players' Book*, you will find rules for how to create and develop your character during gameplay. Getting started is quick and easy if you select one of the 33 ROLES included without making any major changes. However, the system is flexible enough that you can also choose to delve down into your point distribution and fine tune as much as you like.

As important as your various skills and points is the fact that you as a player are able to quickly get into the game world. You need to get a feel for how your character fits in and relates to the rest of society. In the chapter *Your Past*, you can chronicle your family's history in America, where you can include your own ties to things like the gold rush, slavery, and the Civil War.

What your particular family's fate looks like greatly depends on what ethnic background your character has – whether you belong to the white majority or are black, Mexican, Asian or Native American. *Western* builds on a historical reality where society is both narrow-minded and racist. This gives rise to conflicts and adventures where the characters have a chance to make a difference and change the situation.

If you have racism as an important part of your game, non-white characters may experience the game and the majority society in it as more difficult and oppressive in regard to how they are treated. For those who are prepared to defy conventions, we provide a system with TALENTS and OBSTACLES that turns the difficulties they face as minorities who are OPPRESSED into OBSTACLE POINTS, which they can then use to activate their TALENTS. This allows such characters to do more interesting things.

Similarly, society tends also to treat women, homosexuals and transgendered people less favorably. Just as with racism, the player group can choose to ignore this and play as if everyone has the same opportunities. If, on the other hand, you would like to have a harsher game world to rebel against, you can play with rules that allow these groups also to receive advantages when they've been treated poorly because of who they are. We like to see when people defy expectations and not only play straight white males, even if that goes against the most common clichés of the Wild West. Society at large may be run by white men, but there were those who broke the rules and forged their own paths. A female gunslinger is certainly more noticeable than a hundred armed white men. Of course, most RPG characters stand out from the crowd no matter what.

We have chosen to build the game world on both the historical reality and the western myth. Reality was often many times more fantastic than anything we could make up, with colorful characters and astounding events. It would be a pity not to take advantage of that. However, it is also great fun to add a little imagination, especially where historians are not in agreement over what happened.

Every time you play *Western*, you create a whole new historical timeline for your group. The things you do in game become your game world's reality. You have the freedom to do what you want in your game without historical reality falling apart. There is no specific future that must remain intact. Even if revolver duels on the open street are an artifact from movies and TV shows, it would be a shame if they did not appear in a game set in the Wild West. The dusty streets in the American southwest can exist simultaneously alongside the hustle and bustle of New York City, and thanks to the excellent means of transport – such as trains across the entire continent – it is a quick journey from one place to the other.

We wish you many hours of interesting roleplay. Don't be a stranger, now. Y'hear?

Tove & Anders Gillbring



YOUR CHARACTER



★ YOUR CHARACTER ★

MAKE YOUR MOVE

Carol picks up her rifle and wonders whether she ought to just shoot Cletus here and now, before the hothead winds up getting them all killed. Even so, she can understand that he's upset that Bertha has given her more say-so – and not him. He dreams of becoming the leader of the clan, but for everyone else, that would be a nightmare. Bertha Clayton is the obvious authority, the matriarch who runs both lawful and lawless businesses alike with an iron grip. She loves her sons, but none of them have the potential she had at their age. This is why Bertha is prepared to let her new daughter-in-law Carol shoulder more responsibility. Cletus protests vehemently. He tries to get his younger brother Tiny Tim to convince their ma to change her mind, but Tiny is loyal to his mother and does not care.

When you play RPGs, you take on a role. You play a person in the story your group creates together. This is not just any role, but that of a lead character. In this book, you will find ways to move quickly and easily get to the stage where you can start playing, to set up your game the way you want it, and to provide you with clear ties to the setting. Here, you get a personal past and a family history as well as ideas for what motivates you. You can decide what your advantages and disadvantages might be. In the next two sections, we will discuss the roleplaying and how the players in the group can help each other improve the quality and experience of the game even more.

The first thing you should do is decide why your characters would join into a group. What causes you to want to go out and adventure together? This will be vital during campaigns where you will need a group to go on several adventures together. If you just want to do a single adventure, you will not have to put as much into the reasons why the characters are together. Conflicts within the group can be greater.

There are always shortcuts one can take in this area, like having everyone being on the same mission right from the start (such as solving a number of gun thefts from the army or making an expedition into the wilderness to find Cibola and its Seven Cities of Gold), though not necessarily for the same contractor. Perhaps they are part of the same trade caravan or among a group of diverse travelers heading, for example, to the Black Hills, in which the journey itself is dramatic enough to bring them together.

In the search for common ground, all the characters can be connected to the same place, whether it is a city, the Hell on Wheels of a railroad, a ranch, or a fort. In mission-based groupings, characters with different backgrounds can be united. An important part of a campaign is playing with the group together so that strong ties are created between all the characters.

The characters do not all need to know each other when the game begins, though we recommend that every character has at least one strong tie to one of the other characters in the group. The stronger this connection is, the more pressure it can be subjected to. Siblings fight over just about anything, but no matter how angry they are at each other, blood is still thicker than water. There is no danger they would not be prepared to face to help each other.

Blood ties are probably one of the strongest connections that exist between two characters, but a common history can also be critical, such as two characters that have helped each other where their lives have been on the line. Love, whether it is requited or not, can also create a sense of loyalty and a desire to experience adventures together.

The players should describe their chosen relationships in detail. Their background story doesn't have to be a success. It can be something like how they got lost in a blizzard and one of their horses died, or that they were cheated out of a payment after a job they'd done together. Perhaps they were just kicked off a train at the same time. This kind of description to their relationship will strengthen their bond for future adventures.





WHO ARE YOU?

Once you have begun to build relationships within the group, and decided why you are together, it is easier to take the next step and decide which role you want your character to play within the group. Later on in this book, we will cover your personality and background in more detail, including justifications, desires, and overarching relationships. This part is more about what your basic role is from a storytelling perspective. There are a number of dramatic archetypes that can prove helpful. Different characters can play (or fight against) the same archetype. You also do not need to limit yourself to only one dramatic archetype. Feel free to combine several until you find a combination you want to play, or disregard them all.

Similarly, it is also a good idea to have an inkling of what sort of role you want your character to play within the group. Decide at the beginning of the game what jumping-off point you have, and what role you are working toward further along. Once you begin to play, you can develop your character's personality and relationships with the other players. This will in turn gradually change and shape your role within the group.

Selecting a dramatic archetype is as helpful for you as a player as it is for the Game Master. The characters might not talk a lot about it, and they don't even need to be consciously aware of this role division. A number of the dramatic archetypes do become clearer in some games than in others, like the *Jester*.

THE ADORER

You look up to and want to be like one of the other characters. You try to act like them, but you never manage to be quite as good. You seldom question your idol, and if there are conflicts within the group, there is never a doubt as to whose side you're on.

The risk is that you might fail to play your own characters as an independent person. This may not be much fun in the long run. Start out with a few things you do not like about your idol, and during gameplay, these details can grate more and more on your initially blind loyalty. In this way, your own dramatic journey becomes more about finding out what you think is important and determining your own role within the group once you have toppled your idol from their pedestal.

THE ADVENTURER

You are curious and restless, always ready with a thousand questions. The unknown is always a temptation, and if there is something that does not seem quite right, you absolutely must find out why. You are often the one that persuades the others to go out on new adventures. Danger and excitement do not scare you. On the contrary, you find them extremely alluring.

The greatest pitfall is that you might run off on your own adventures, rather than bringing the other characters with you. Your task is to convince them to come too.

★ YOUR CHARACTER ★

THE EXPERT

Your greatest contribution to the group is that you are a fountain of knowledge, or at least possess information that is important to completing the adventures or the campaign successfully. The expertise you select should be meaningful for the type of adventure you will play. For example, if you are an expert in paleontology, it would be disappointing if the group never ventured out into the wilderness to look for dinosaur fossils.

It is useful if your character is a bit self-important. In order not to be too much of a know-it-all, you can also decide what your character is *not* good at. It is no fun for the other players if you never need their characters' help or if they never get to be the one who knows something important.

THE GOOD SAMARITAN

You want to help others, no matter what. You are a kind soul who does your best both when it comes to encouraging others as well as offering practical help in different situations. For example, you should ensure you have at least basic knowledge about first aid and maybe even have an expertise in herbs or medicine.

The greatest risk with being too helpful is that you always put the group ahead of your own character. Thus, you risk becoming *too* selfless. Do not forget even your character should have dreams and desires worth following.

THE GUARDIAN

You keep a watchful eye over one of the other characters (such as a younger relative or someone you are – perhaps secretly – in love with) or the whole group. Protecting those you feel responsible for is important to you. You should therefore be skilled with weapons and willing to use them if need be. You should not be a coward if you choose this role, but instead be willing to put yourself in harm's way in order to protect those you are watching over. You have taken this task upon yourself, but for your own reasons that you may not necessarily wish to reveal to the others.

The pitfalls of this choice are that you can become overprotective, to the point that the other players do not feel they are getting to experience the danger and adventure they were looking for.

THE JESTER

You tease, joke, and try to get the other characters to laugh, even the one you just pulled a prank on if you can manage it. You want to have fun and you do not take life too seriously. At least that is the impression you want to give, even if it is not entirely true.

The problem with constant joking is that it can sometimes go very wrong. Try to hold back a little so that your jokes do not take over completely.

THE LEADER

You view yourself as the group's obvious leader – the one who makes the decisions and tells the others what to do. You are also the one with the responsibility to mediate in any conflicts between the other characters so the group does not disintegrate. Duty and responsibility are keys.

It may be tempting to try to control everything all the time, but do not forget that you are a part of a roleplaying group that should be having fun together. Give others space and listen to their ideas and suggestions.

THE REBEL

You have a hard time conforming, and would rather be able to do your own thing. Sometimes this is due to a deep conviction the others in the group do not share, but frequently it is more about you wanting to have more options to choose from. You might suggest new interpretations or solutions to a problem just so the group will have more alternatives to consider. You may also have a hidden agenda with goals the others do not know about. This might be in direct conflict with their own.

The pitfalls here are clear. It is important to not become so much of a free thinker that you are unable to be a part of the group. You should still have strong ties to at least one other character so that you do not just run off on your own adventure when you get frustrated. There is a lot of dynamic drama that can occur in conflicts that arise when you are forced to choose between your convictions and your friends.

THE SKEPTIC

You are a doubter who always questions the accepted truths or things that seem a little too good to be true. In a time when superstition is widespread, you rely on logic and apply rational analysis to most situations. Critical thinking and the scientific method are your guiding principles.

Be aware that many people view it as blasphemous to place science and one's own common sense above religion. Try instead to reason with other characters rather than simply objecting to everything they say and do.

THE STRATEGIST

You think in the long term, often several steps ahead. If anything needs organizing or planning, the group can count on you to come up with a carefully considered suggestion.

Sometimes you might be thinking a little too far into the future and wind up missing what is happening in the here and now. Do not forget to listen to others' suggestions when you plan, and try to ensure you have a task for everyone.



GAMEPLAY TIPS

This section offers advice on how you can enhance the atmosphere while playing *Western*. Some might seem obvious, especially to experienced players, while others will hopefully inspire.

TAKE THE INITIATIVE!

Do not wait for the Game Master to present a new area, person, or event. Take matters into your own hands. Let your character use his contacts and network to ask an old friend or relative for help. Look for clues on the scene that you have not yet been told about but that you suspect might exist. *"The sheriff in Dodge said Carter was crazy for gambling, so I try to find a gambling hall with the highest payout limits in the vicinity. I start by asking the first ragamuffin I see."*

It is much more fun when the players and Game Master tell the story together than to put all the responsibility on the Game Master alone.

UTILIZE YOUR PERSONALITY

When you create a character in *Western*, you put time into figuring out who you are and what is important to you. Make sure to use that when you play. Do things that might lie a bit outside the adventure the Game Master presents to you, but that still feel right for your character. Not everything should revolve around solving the problem as quickly and effectively as possible. This is your character's personal journey, and how events affect her or him is often the thing that is most memorable. Something like just refusing to cross the river when the posse is hot on your heels because you are afraid of water and can't swim can turn into a gameplay moment all will appreciate for the vividness it brings to the scene.

WORK WITH YOUR FELLOW PLAYERS

The Game Master neither can nor should control all the dialogue when you play. Conversations directly among player characters are fun and create new scenes.

"You've never been to the theater? I'll get tickets for us all!" "It's not real! Do not jump up on the stage to whip Fagin. He's just somebody the actor pretends to be." "Of course I know of Bushwhackers, Wayne Lee Turner, the leader of the gang, stole my horse when I was in Laredo. It was a magnificent stallion, no doubt the best horse I ever had. I'm damn well gonna get him back, too. Will you help me?"

ENCOURAGE EACH OTHER

Make suggestions in character for things the other characters can do.

"Isn't that your big brother Joe? I thought he was in Kansas." "The saloon girl across the street is making

eyes at you. Wasn't she the one you promised a new hat to when you won the poker game last night?"

If someone tries to suggest something that affects your character, encourage it. Of course, you do not always need to accept the other character's description of an event as if that was exactly the way it happened, but try to weave in what they say with your response to make the story and the gameplay more fun.

"That guy over there? No way, I don't think Joe will ever step foot outside Kansas. But darn it if it doesn't look like my cousin Gareth. He and Joe are the spittin' image of each other." "Yeah, that's probably Kate all right. She's still mad at me, I expect. I spent all my winnings on whiskey and that purdy flowered hat she wanted ended up being just a plain straw hat. I gave it to her this morning thinking she'd be appreciative, but she threw me out on my ear."

ENCOURAGE CONFLICT

In a *Western* game, there should naturally be a good deal of shooting. However, it is usually only the crazy types who go for their guns whenever they meet a new person. Instead, try to escalate conflict gradually, perhaps by trying to convince others that your way is the best way of looking at the situation. You might even go so far as to wrangle some advantage. Then you can either simply roleplay the situation or roll for skills to determine which party is the victor. The loser can either accept the defeat and not make a big deal of it or decide to escalate.

The conversation can now get gradually louder and the annoyance becomes more obvious. As long as someone is prepared to capitulate, things can leave off after a few harsh words. If no one is willing to let things go, it can easily lead to violence. Once weapons are drawn, things can end in disaster. Not everyone has equal footing in a conflict, and when the tone gets more threatening, the one who is more famous always has a slight advantage. He or she can try to gain the *Respect* of the other side (and thus make them stand down or at least hesitate a little).

TALK ABOUT WHAT HAPPENED

The Game Master is not the only one who benefits from keeping track of the events of a game session. The best thing is when players write down their own accounts from their characters' perspectives, including what they felt was most important or memorable. It need not even be objective truth, but rather simply how they want others to view what took place. Before the next session, while the Game Master is still preparing to start, is a great time to share your versions of what happened during the previous gaming session.

CHARACTER CREATION

You are the game's protagonist. All adventures revolve around you. So, who are you? What events have shaped you? Your skills and dreams are all part of your narrative. You, as a player, control what your character becomes at Character Creation and in play.

If several of you plan to play together, decide how you fit together in a larger picture. What caused you to face adventures together? Knowing why your characters have chosen to work together usually makes the game more interesting, vibrant, and fun.

Before you start to play, you will create the story's main characters, the heroes of the adventures. All the events are centered around your characters. To figure out who you represent, who your alter ego is, start by talking within the group. How do you all want to play, and what do you look forward to with *Western?* Regardless of whether you have a clear image of how you want to play, and who the characters are, it can be easy and quick to create your player characters. The game provides tools to help you through the process.

If you feel you're lacking in concrete ideas, there are random tables with strong links to the game setting that can provide you with ideas. These can be followed to the letter, or used simply for inspiration. You often get a few details that are interesting enough to affect your choice of ROLE when you use random chance to create your past. We recommend creating your past first, and selecting one of the 33 ROLES afterwards.

The game setting you enter can be harsh, brutal, racist and misogynistic. Industrialism is shaping large cities while civil society and its laws and rules have not yet caught up with all those who have gone west to find their fortunes or make their homes at the frontier. The Civil War that raged eleven years ago, and the market crash of two years ago still cast long shadows. US society has enormous social disparities in which many people come to harm. This creates conflicts of various types and on several different levels.

The need for heroes to stand up against prejudices, foolishness, racism, and self-appointed autocrats is great. There are no easy roads to follow. Your character

will be subjected to temptations and difficult moral choices during the entire adventure or campaign.

You decide how the setting affects your character. If you take on the hardships of the era as personal OBSTACLES, you get TOKENS to activate your TALENTS. If you'd rather not face any hassles due to who you choose to play, do not select these OBSTACLES. Then your Game Master knows how you want it to play out.

CHARACTER CREATION CRIB SHEET

This chapter covers how to create your character. We have created a sort of crib sheet (below) to help you. On the following pages, you find information about the various steps in the table, with page references so you can quickly complete your character creation.

Afterward, we provide a sample *Character Sheet* and instructions on how to fill it in.

CHARACTER CREATION CRIB SHEET

STEP	DESCRIPTION
1	Select STYLE OF PLAY
2	Select or roll for your family's past
3	Select ROLE, WEAPON PACK. Roll LIFE PATH EVENTS
4	Select EDUCATION
5	Gender, Appearance and Sexual Orientation
6	Select MOTIVATIONS, TALENTS and OBSTACLES
7	Allocate ATTRIBUTE values
8	Calculate SECONDARY ATTRIBUTES
9	Select further SKILLS
10	Purchase additional equipment

★ CHARACTER CREATION ★



1. SELECT THE STYLE OF PLAY YOU PREFER

Your first decision is choosing the **STYLE OF PLAY** at which you want to play. It determines the number of points you have available for character creation. **STYLE OF PLAY** is about more than just points, however. It determines your basic approach to how you will play, how the setting will affect you, and what type of adventures you will be presented with.

STYLE OF PLAY is a decision that affects the entire group, thus it should be made by all of you. The gameplay will be the same for all of your characters.

CAMPAIGN is the default way of playing, recommended if you plan to play the same characters through several more or less independent adventures. Player characters are more skillful than the average person and have a slight leg up in the world.

REALISM means that the player characters are not much different from how people are in general with regard to their ability and knowledge. They are as easily afflicted by life's usual problems like diseases and crop-destroying weather and they also wrestle with their daily chores in a down-to-earth fashion. Plots and intrigues are often on a small scale.

ACTION is the most fast-paced way to play and is great for those who want a shorter campaign or just a few RPG get-togethers. Player characters can do things far beyond the ability of normal people and they are rarely affected by mundane problems like diseases. They are well known, established and scenarios are mostly about big exciting events with many fierce opponents. For more on **STYLES OF PLAY**, see page 20.

2. SELECT OR ROLL FOR YOUR FAMILY'S PAST

Now it is time to determine your player character's background. If you already have a clear idea, use that! The material provided here is intended to provide tips, support and inspiration, not to limit creative players.

The chapter *Your Past* is divided into two main parts: *Ethnicity* and *Social Background*. Racism is deeply rooted throughout American society and plays an integral part in most conflicts that arise. Slavery was still allowed a mere eleven years ago, and many southern white racists have a hard time accepting that times have changed. The situation is somewhat better in the north, where the abolitionists are strongest, as well as in the west. But even here, black people, Asians, Natives, and Mexicans are rarely treated as equals by the white majority of society.

In the section on ethnicity, you can find more about how the world treats you if you are *Asian*, *Native*, *Mexican*, *Black* or *White*. In a racist society, skin color affects what opportunities people have. You can determine your relatives' fates, occupations and interests, and how large a family you have. By rolling for the fate of your character's family, your relationship to the game world will become personal and more concrete. This improves immersion in the game and gives you an idea about what feels important for your character. Game Masters gain a lot of ideas for adventures that will be meaningful for the players.

The *Social Background* your character's parents have, and how successful they have been in life, will be crucial for you. The world is very different if your

★ YOUR CHARACTER ★

parents were poor farmers, celebrated drifters, or well-to-do industrialists. Their background determines, for example, which channels of education will be open to you. You may also be able to inherit some money or other assets from your family.

The wealth (or lack thereof) you start with is not limited to your SOCIAL BACKGROUND, however. The ROLE you select and the LIFE PATH EVENTS you roll will also affect what you begin the game with.

For more information about *Your Past*, see page 30.

3. ROLES, WEAPON PACKS AND LIFE PATH EVENTS

You have 33 ROLES to choose from, all of which describe how the ROLE fits into the game world as well as the values you need. Each ROLE consists of a RECOMMENDED EDUCATION, a set of ROLE-SPECIFIC SKILLS, and a RECOMMENDED WEAPON PACK. If you play REALISM, you read from that column and receive 50 points to use how you want. CAMPAIGN and ACTION each have their own column, providing you 150 and 250 points to distribute as desired.

For more about ROLES, see page 96 and on.

You are always free to switch things up. You can exchange one pack for another, change the number of COMBAT SKILLS you have, or the level of skill points you want in these skills. You of course have to keep track of your points and pay for more or higher values. If you select to reduce your skill levels with weapons, you will instead gain points.

For more about WEAPON PACKS, see page 97.

You do not actually get more points to create your character by selecting ROLE, EDUCATION or WEAPON PACK, but these templates make the process of creating your character go faster. You can then redistribute points between different SKILLS right up until you begin to play.

An important reason to select a ROLE is that you, along with each of the other ROLES, can roll for your own LIFE PATH EVENTS – random tables that show what you were up to before the game begins. A SETTLER will have completely different experiences than those of a GUNSLINGER, or for that matter, a DOCTOR or a CONMAN.

In addition to providing more feeling and immersion in the game, your LIFE PATH EVENTS can affect your finances and whether you have any FRIENDS, ENEMIES, or CONTACTS when the game begins. If you want a more complicated background, such as having begun as a SETTLER before entering the MILITARY and then finally becoming a PREACHER, there is nothing to stop you from rolling for LIFE PATH EVENTS for several different ROLES as long as you don't roll for more than four times in total. If you want to add more details to your background later, you can.

Your equipment and REPUTATION will be according to the final ROLE you have selected.

ROLES-TABLE

SELECT FROM THE FOLLOWING 33 ROLES

ACTOR	AGITATOR	APACHE
BOUNTY HUNTER	CHARLATAN	CONMAN
COUNTERFEITER	COWBOY	DESPERADO
DOCTOR	DRIVER	ENTREPRENEUR
EXPLORER	GAMBLER	GUNSLINGER
HUNTER	INVENTOR	LAWMAN
LAWYER	MAMBO	MEDIUM
PINKERTON	PREACHER	PROSPECTOR
PUGILIST	REPORTER	SALOON GIRL
SCOUT	SECRET SERVICE	SETTLER
SHAMAN	SOLDIER	WARRIOR

4. SELECT EDUCATION

Each ROLE has a RECOMMENDED EDUCATION with the points cost listed. You can select from FORMAL EDUCATION (where you select the highest level you want) and THE SCHOOL OF HARD KNOCKS. You can only have one FORMAL EDUCATION, but pick several different experiences from THE SCHOOL OF HARD KNOCKS if you want and if you have sufficient points.

You can even choose only certain SKILLS under a specific EDUCATION in order to save points, but note that you have not then graduated with passing grades in all subjects. Higher education often has admissions requirements, so be aware that you must at least have the basics in order to continue your studies. You also cannot jump from APPRENTICE to MASTER without the proper CRAFTS, or from SOLDIER to OFFICER if you ignore Military DRILL.

The more affluent your parents, the higher level of education you will have been able to receive, and the higher the expectations will be that you continue studying. You can be highly educated even with a poor background, but you must then have a high ATTRIBUTE VALUE in INTELLIGENCE (how high depends on respective education). You probably also had a mentor – perhaps a teacher – who noticed your potential, encouraged you to study, and convinced your parents to give you a chance.

A good education provides better opportunities in life. You therefore receive \$1 per point you have placed on FORMAL EDUCATION before the game begins.

Read more about EDUCATION on page 84.

5. GENDER, APPEARANCE AND SEXUAL ORIENTATION

How you look affects your self-esteem and others' preconceived notions about you. Your physical shape, hair and eye color, all of these are a part of the package along with whether you are well dressed or bathe so infrequently that you have flies as pets. Perhaps you have cauliflower ears or eyelashes that cast shadows on your cheekbones. See page 250 for appearances.

★ CHARACTER CREATION ★

Women and men are treated differently, for instance only men can be soldiers. The emphasis placed on what nice girls are allowed to do means that those who dare to step outside the lines often end up in conflict with their surroundings and their own families. During the Civil War, many women had to step in and take care of the family farm or business. They have continued to have more influence ever since.

Sexual orientation affects how you are perceived. Heterosexuality is the norm. The larger your town, the stronger the social pressure to fit in. At the same time, cities offer more hidden networks and seemingly innocent clubs in which to meet like-minded people. Being openly homosexual is viewed as scandalous, sometimes criminal, and often leads to your family disowning you. Lesbian women manage somewhat better, since decent women are not deemed to possess any sexual desire whatsoever. Not even the most outspoken representatives of free love talk about an attraction to the same sex. Being bisexual is not a term used in conversation, or discussed in any open way.

Transsexuals and transvestites have a difficult time blending in. Men who dress in women's clothing are assumed to be prostitutes. In the West, where there is a lack of women. Dances are often held where several men come dressed as women. The majority, however, are crude caricatures rather than transsexuals. Transsexual women are a more common sight. Most of them are women who do not want to conform to a passive role as a man's arm decoration, but prefer to control their own lives. Some live their entire lives as the opposite sex, taking a new, better-suited name. Others, like Calamity Jane, just cross dress and go about their lives as if they had as much latitude as most men take for granted.

6. SELECT MOTIVATIONS, TALENTS AND OBSTACLES

What do you want to achieve and what do you dream about? Are you a carefree bon vivant, or is vengeance your purpose in life? See MOTIVATIONS on page 236.

TALENTS and OBSTACLES are personality traits that can make your character's life easier or harder. They also provide a quick inroad for how to play your character. When you roleplay your OBSTACLES, you get OBSTACLE POINTS (also called TOKENS). They can activate one of your TALENTS. Select OBSTACLES you want to play, in order to get any use of your TALENTS.

Obstacles, like WOMAN and HALF-BREED, reflect a prejudiced setting. By choosing OBSTACLES like these, your Game Master knows you accept hardships in play from your choice of character. When you face them, you get TOKENS to activate your TALENTS. If you do not want any hassle from your choice of character, refrain from selecting OBSTACLES like these. Then your Game Master knows you do not want any grief.

OBSTACLES are descriptive, showing how they may occur in game. TALENTS provide bonuses (see page 238).

7. ALLOCATE ATTRIBUTE VALUES

ATTRIBUTES are your mental and physical abilities, like INTELLIGENCE and STRENGTH. These affect how easily you can learn various SKILLS, since your ATTRIBUTE BONUSES give you a basic chance to achieve things. For instance, the SKILL RIDE is controlled by the ATTRIBUTES DEXTERITY and COOL while SCOUT is affected by INTELLIGENCE and VIGILANCE.

Depending on what STYLE OF PLAY you have chosen, you receive a varying number of points to distribute among the seven ATTRIBUTES before the game begins: 80 (REALISM), 100 (CAMPAIGN), or 120 (ACTION). You pay 1 point per step, plus the bonus cost (maximum +5 for an ATTRIBUTE, you get points back if you have a negative ATTRIBUTE BONUS). You can raise your ATTRIBUTE VALUES during gameplay, but then each step costs many more EXPERIENCE POINTS.

For more information on ATTRIBUTES, see page 260.

8. CALCULATE YOUR SECONDARY ATTRIBUTES

Once you determine your ATTRIBUTE VALUES, you can calculate your SECONDARY ATTRIBUTES (GUTS, GRIT, etc.).

See more about SECONDARY ATTRIBUTES on page 262.

9. SELECT FURTHER SKILLS

Your remaining points after selecting ROLE, EDUCATION, and WEAPON PACK can buy new SKILLS or raise the SKILL LEVELS you already have. You cannot, however, save your starting points. The STYLE OF PLAY determines how much PRACTICE you can buy in a SKILL: REALISM 10, CAMPAIGN 15, OR ACTION 20.

It is easier to learn the basics of a SKILL than to master it completely. To reflect this, the PRACTICE you get costs more depending on how much PRACTICE you already have (in increments of 5). You must pay the higher points cost for the more expensive PRACTICE if you raise a SKILL that is included in the ROLE. If PRACTICE 10 is included, you pay for extra steps from 11 and up.

See more about PRACTICE and COSTS on page 272.

For every fifth step you have in SKILL LEVEL, your knowledge increases a DEGREE. For every DEGREE you have in ACCURACY in a COMBAT DISCIPLINE, you learn a SPECIALIZATION. Select your SPECIALIZATIONS before the game begins.

Read about SPECIALIZATIONS on page 300.

10. PURCHASE ADDITIONAL EQUIPMENT

Your EDUCATION, ROLE and LIFE PATH EVENTS all define the amount of money you have when the game begins, as well as the equipment and QUALITY you get.

If you want more items, like clothes, weapons, musical instruments, or something else, you can purchase that now. You cannot buy anything better than QUALITY +2 before the game begins, as it is often an adventure in itself to acquire anything that is exceptionally good.

See more about Equipment on page 307.

★ YOUR CHARACTER ★

CHARACTER SHEET

Western's four-page character sheet also serves as a folder where you can collect all about your character (notes, maps, expanded forms, chronicles). One character sheet is included in the book. You can purchase more in a pack of 20 or download one from our web. On the sheet, you will find everything you need to calculate your values and raise them during the game.

PAGE 1 - WHAT EVERYONE SEES

What others can see or perceive about your characters, such as how you look, your clothing and REPUTATION.

MAIN INFORMATION

Enter your name and REPUTATION here (see p. 14 in *The Law of the Land*). If you have an alias, include that, along with the REPUTATION gained under that assumed name. If the characters are perceived as being part of an obvious group, such as a gang of outlaws, ranch hands, brewers, or even fearsome bounty hunters, include the group's name and REPUTATION (see page 29 in *The Law of the Land*).

State your selected ROLE (p. 96) and EDUCATION (p. 84). You can also indicate whether you are right or left handed (your choice). You can also note whether you are wanted and if so, where and for how much.

If you have some saying you use frequently, or that captures the core of your personality write that here, along with your goals and MOTIVATIONS (p. 236). There is additionally room for a short description.

LIFE PATH EVENTS

Four events have had an impact on your character before play. Roll for which they are at the *LIFE PATH EVENTS* tables, matching your ROLE. The LIFE PATH-system is described on page 98.

APPEARANCE

You can draw your character. Describe your eye and hair color, size, and age. Indicate whether you have any remarkable characteristics or anything that might affect how you are perceived. Inspiration for hairstyles, mustaches, and other features can be found on page 250.

TALENTS AND OBSTACLES

You must play your OBSTACLES in order to make use of your TALENTS (see more on page 238).

MOUNTS

Write down your horse's characteristics, appearance, ATTRIBUTES and SKILLS (p. 176 in *The Law of the Land*).

★ THE CHARACTER SHEET ★

BACKGROUND/FAMILY TREE

GRANDFATHER (PATERNAL)	Born in 18XX	GRANDFATHER (PATERNAL)	Born in 18XX
NAME	18XX-18XX	NAME	18XX-18XX
OCCUPATION	18XX-18XX	OCCUPATION	18XX-18XX
GROUP	18XX-18XX	GROUP	18XX-18XX
HOME IN AMERICA		HOMELAND/OTHERS	
RELATION		SOCIAL STATUS	
[Blank Box]			
TIME IN AMERICA			
SUCCESS			
UNLEASHED HANTS			
NAME SOCIAL ST. SUCCESS OCCUPATION GROUP 18XX-18XX 18XX-18XX 18XX-18XX			
NAME SOCIAL ST. SUCCESS OCCUPATION GROUP 18XX-18XX 18XX-18XX 18XX-18XX			
NAME SOCIAL ST. SUCCESS OCCUPATION GROUP 18XX-18XX 18XX-18XX 18XX-18XX			
[Blank Box]			
TIME IN AMERICA			
SUCCESS			
GRANDMOTHER (MATERNAL)			
Born in 18XX			
NAME			
18XX-18XX			
OCCUPATION			
18XX-18XX			
GROUP			
18XX-18XX			
HOME IN AMERICA		HOMELAND/OTHERS	
RELATION		SOCIAL STATUS	
[Blank Box]			
TIME IN AMERICA			
SUCCESS			
UNLEASHED HANTS			
NAME SOCIAL ST. SUCCESS OCCUPATION GROUP 18XX-18XX 18XX-18XX 18XX-18XX			
NAME SOCIAL ST. SUCCESS OCCUPATION GROUP 18XX-18XX 18XX-18XX 18XX-18XX			
NAME SOCIAL ST. SUCCESS OCCUPATION GROUP 18XX-18XX 18XX-18XX 18XX-18XX			
[Blank Box]			
TIME IN AMERICA			
SUCCESS			
FATHER			
Born in 18XX			
NAME			
18XX-18XX			
OCCUPATION			
18XX-18XX			
GROUP			
18XX-18XX			
HOME IN AMERICA		SOCIAL STATUS	
RELATION		SOCIAL STATUS	
[Blank Box]			
TIME IN AMERICA			
SUCCESS			
MOTHER			
Born in 18XX			
NAME			
18XX-18XX			
OCCUPATION			
18XX-18XX			
GROUP			
18XX-18XX			
HOME IN AMERICA		SOCIAL STATUS	
RELATION		SOCIAL STATUS	
[Blank Box]			
TIME IN AMERICA			
SUCCESS			
BROTHERS-SISTERS			
NAME SOCIAL ST. SUCCESS OCCUPATION GROUP 18XX-18XX 18XX-18XX			
NAME SOCIAL ST. SUCCESS OCCUPATION GROUP 18XX-18XX 18XX-18XX			
NAME SOCIAL ST. SUCCESS OCCUPATION GROUP 18XX-18XX 18XX-18XX			

EQUIPMENT AND CLOTHING

Information about equipment can be found on page 307. Clothes is described in greater detail on page 254.

MONEY

The money you begin the game with depends on:

- Your SOCIAL BACKGROUND and your parents' SUCCESS (see more on p. 62).
 - The ROLE you have selected.
 - The points you placed on FORMAL EDUCATION when you created your character (1 point = \$1).
 - Your 4 LIFE PATH EVENTS.

PAGE 2 - ATTRIBUTES AND COMBAT

These are the game stats you need when rolling the dice in combat, and shortly afterwards.

ATTRIBUTES

Your ATTRIBUTES describe the mental and physical circumstances you have available for use in different types of activities. Distribute your points among the 7 ATTRIBUTES (page 260) and then calculate your SECONDARY ATTRIBUTES (page 262 and onwards).

MOVES AND SPECIALIZATIONS

In close combat, you learn MOVES that vary depending on which COMBAT DISCIPLINE you have acquired and how well you have learned it (see page 289). For each fifth step you have in SKILL LEVEL in ACCURACY within a DISCIPLINE (including distance weapons), you get a SPECIALIZATION. (see p. 300)

COMBAT

Enter the values you need for combat (see p. 31 in *The Law of the Land*). It is important to be accurate, fast, and to have an appropriate weapon for the situation. You do not want to stand there with only a revolver if you run into an angry grizzly bear.

INJURIES

Use a pencil to fill in the injuries you acquire during combat so you can erase these marks as your wounds heal (see p. 77 in *The Law of the Land*). Some injuries cause Permanent Injury, (see page 86 in *The Law of the Land*). These can be written in ink on the silhouette of your character.

PAGE 3 - SKILLS

Here you can find all the SKILLS (see page 266) and note how good you are in these. COMBAT SKILLS are listed separately (see more on page 297).

PAGE 4 - YOUR FAMILY

On the final page is a family tree where you can add information about your closest relatives (beginning with your paternal and maternal grandparents). This not only gives you a firmer foothold in the game world and the setting, it also creates many chances for adventures. The Family Tree even has a practical purpose, including determining the amount of money you begin the game with and if you get any family heirloom or not.

Read more about family on page 30.

STYLES OF PLAY

The crosses of the dead cast their long shadows over the three figures in the churchyard. They are simple crosses without adornments. Those who die here remain nameless. Soon, two more will meet death and the ultimate truth. There is nothing left to wait for, nothing left to hope for. The three are ready to draw their guns and shoot. Three people who despise one another. Three people who each want to get their hands on the missing Confederate treasure for themselves. They all have the same thought – Who will I shoot first?

Billy cannot stand waiting any longer. He has grown weary of this battle of wills. He draws, but never gets to pull the trigger.

When it is time to launch a new role playing campaign, start by talking to each other and the Game Master. What type of adventure do you want it to be? Are you imaging small intrigues and fights for survival in a harsh climate? Or do you prefer spectacular action scenes where the characters manage the nigh impossible and are players on the great political stage? Do you want to play short intensive adventures, or a long campaign of more epic dimensions?

Western lets you choose between three different STYLES OF PLAY that affect the characters' circumstances in the game world. The STYLES OF PLAY selected will be used for all characters in the group, which is why you should discuss your direction in advance.

The game uses CAMPAIGN by default. The player characters have better circumstances than the general population and already have considerable skill. The idea with campaign-gaming is to play several adventures with the same characters. The structure is a bit like a TV series where there is an overarching story along with several more or less independent adventures/episodes.

Each adventure helps to enhance the campaign world and further involve the characters with their surroundings. Right from the start, there are often ideas on how the characters will develop during the gameplay, regarding what they learn as well as how they are affected by everything that happens to them. This inner journey is not necessary, but it is usually a valuable feature of the game. If you play for a very long time and feel that the larger story arc has reached its logical conclusion, you can either end the campaign or,

like a TV series, end the season and start a new one! You can use the same characters, but with a different set of circumstances and a new story arc.

Some prefer a more realistic playing style and dislike the idea of characters having extra advantages. In this case, REALISM is the method for you. The fight for survival is considerably more difficult, particularly if you head out into the wilderness. Mother Earth is not kind, and both weather and wildlife are formidable opponents. Getting free or cheap land can seem enticing, but working it will be a hard slog, even without conflicts with the Natives who often disagree with the *obvious* idea that they should leave their hunting grounds for the settlers.

Even here there is plenty of room for character improvement. The young and stubborn may mature during the campaign's progression. However, no matter how hard the characters work and how much they learn, the world remains as uncompromising as ever. In the end, they might die due to their rotting teeth, lead poisoning, or something else just as ignominious.

Of course there is also the possibility to play under completely opposite conditions. The final STYLE OF PLAY, ACTION, allows the player characters to be considerably better than the general population. The focus here is on speed, action, lots of combat, and high levels of intrigue. One of the main reasons to play this way is if you have planned to only play a few adventures with the same characters and you want to be really good right from the start. This often leads to fantastic battles where nearly everyone dies.

★ STYLES OF PLAY ★



This leads to another issue to discuss among the group before gameplay starts. Do you want the characters to be able to die randomly at all? Many players feel that danger enhances the game experience, that the risk of their character dying makes every battle and conflict more meaningful. This creates an atmosphere that will not be as poignant if the players feel invincible.

Others prefer to let the Game Master roll all injuries in secret. It is then up to the Game Master in any given situation to decide if she wants to strictly follow what the dice show or whether a particular outcome better fits the adventure or campaign. Finally, there are groups who do not want their characters to die if there is no dramaturgically good reason for it. In combat that would otherwise be deadly, the outcome can be scaled down to serious consequences for the characters but their lives are not at risk. Such an approach, however, puts considerable demands on the players and requires them to act sensibly and not behave recklessly because they feel invulnerable.

Should you choose to retain the risk of dying, we have provided the characters with a little extra help so that one unlucky roll of dice is not enough to kill them. DESTINY POINTS ensure that fate is on their characters' side. Life-threatening situations can be made somewhat less dangerous.

This is a powerful tool to appease the powers that be, so access to DESTINY POINTS is limited. Do not count on getting new ones every time you play, but at least one will be distributed upon a successful end to

an adventure. REALISM allots only 1 DESTINY POINT from the start, CAMPAIGN allots 3 and ACTION allots 5. Characters can even gain new DESTINY POINTS during gameplay; the STYLE OF PLAY determines how easily and how often this may occur.

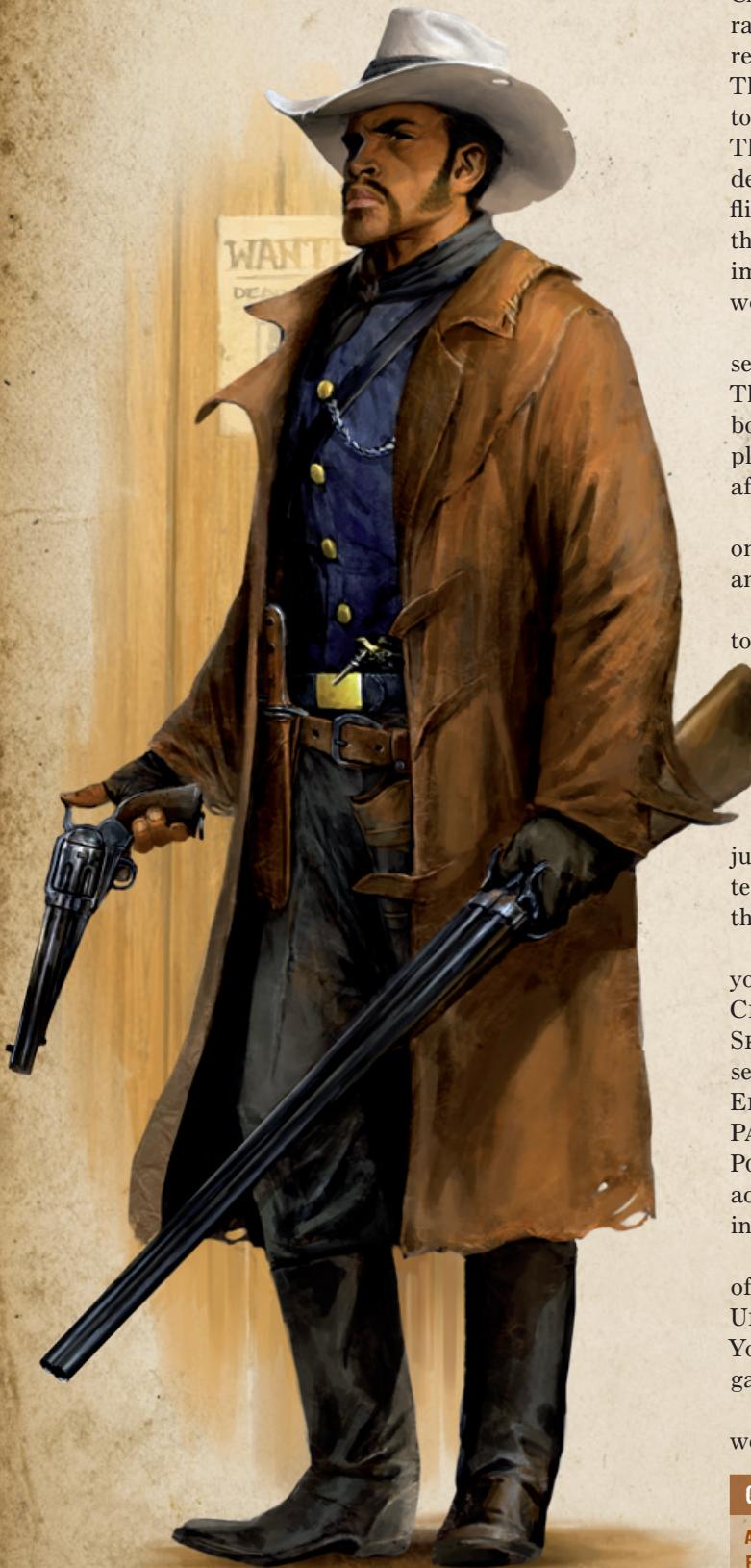
Western is a game where the characters are constantly developing and improving. You receive EXPERIENCE POINTS which you can use to raise your ATTRIBUTES and SKILLS. You can even learn completely new SKILLS. After combat, you receive COMBAT POINTS that can raise your COOL UNDER FIRE, making it easier to manage new combat situations. Characters beginning with low values can become more skillful over time, even legendary if they are lucky enough to survive the trials they are facing.

If you play REALISM, however, the game world will still not be as easily dealt with as an opponent. A blizzard can be lethal and an epidemic can wipe out people like the grim reaper himself. If a character is especially unlucky, she could be kicked in the head by her own horse. REALISM is harsh and uncompromising.

In a game like *Western*, where we want every little thing the characters do to have consequences, it is vital to keep track of game events. We recommend that the Game Master use the *Happened So Far* form (you can find it at the end of *Core Book II – The Law of the Land* or online, from Åskfågeln's web) after each session. This is complemented even more if the players take their own notes from their characters' perspectives as well (for instance by writing a Chronicle, from their point of view).

★ YOUR CHARACTER ★

CAMPAIGN



CAMPAIGN is the best choice when you want to let several adventures create a longer story arch with the same recurring characters from one scenario to the next. The player characters will have greater abilities to handle tough challenges and trials than most people around them. The Game Master can draw from the campaign world's descriptions and rules to find different adventures, conflicts, and problems for the characters to solve. However, the challenges presented to them should have a dramatic impact rather than giving the sensation that the game world is out to get them.

Most characters on CAMPAIGN STYLE have already selected a path in life and acquired a base to build upon. Their development will be an important part of the game, both rule-wise as well as how they develop during gameplay. They may wind up on a completely different path after having played for a while.

Characters supporting themselves with their guns in one way or the other should have at least 15/15 in To Hit and COMBAT SPEED.

CAMPAIGN is the default in *Western*, since many prefer to play longer campaigns as opposed to individual adventures. This viewpoint has permeated the rules, such as with REPUTATION, where its poignancy and meaning increases the longer the same character is played. At the end of *The Law of the Land*, you will find forms that facilitate this for the Game Master, such as the *Happened So Far-form*. By filling this out during or just after a gaming session, it is easier for the Game Master to keep track of events that have occurred, and how the characters dealt with various situations and NPCs.

When you create your character in CAMPAIGN STYLE, you receive 100 points to buy ATTRIBUTES with, and 650 CHARACTER CREATION POINTS for PRACTICE in various SKILLS. If you want a template, you can use 500 points to select a ROLE. This includes a RECOMMENDED FORMAL EDUCATION, a set of ROLE-SPECIFIC SKILLS and a WEAPON PACK. You will then have 150 CHARACTER CREATION POINTS left to tailor your character to your liking, buying additional PRACTICE in different SKILLS to a limit of 15 in PRACTICE in any SKILL before you begin to play.

In CAMPAIGN STYLE, you have smelled your share of gun powder before. Everyone begins with 1 in COOL UNDER FIRE (Some ROLES have extra COOL UNDER FIRE). You can have at most 5 in COOL UNDER FIRE when the game begins, no matter how you get it.

You can select up to 3 TALENTS and 3 OBSTACLES, as well as 3 DESTINY POINTS to tweak your fate with.

CAMPAIGN STYLE OF PLAY

ATTRIBUTE POINTS	100	DESTINY POINTS	3
ROLE-SPECIFIC SKILL POINTS	500	COOL UNDER FIRE/MAX	1/5
ADDITIONAL SKILL POINTS	150	TALENTS AND OBSTACLES	3



★ STYLES OF PLAY ★

DREAMS AND GOALS

It is recommended that player characters have long-term goals and dreams. These can be things like becoming the world's fastest gunslinger, starting a successful and luxurious gambling parlor, turning a little place in the middle of nowhere into a metropolis, finding the legendary Thunderbird, naming a place, plant or animal species after themselves, or working to grant women throughout the country the right to vote. It does not matter if the goals and dreams are grand and feel improbable, as long as they are not completely unreasonable.

Other motivations that are perhaps not as ambitious but can still have a great effect on gameplay are of a more personal nature. It could be the minister's young daughter who wants to avenge her father's death or track down those responsible for the attack on her home town. A black character may want to clear his name of the murder for which he was falsely accused by the racist sheriff. Perhaps the character dedicated their life to protect one or several other people. Or the black sheep of the family who got rich and famous and hopes to vindicate themselves and be accepted by the family once again. Any of these types of drives and MOTIVATIONS could fit here.

Whatever direction you choose, it is good to think of the characters' development right from the start. How will they evolve throughout the game. He or she will be affected by events they are not yet aware of. No personality is written in stone, but it is a good idea to have a basic understanding of where you think your character will end up.

THE GAME WORLD

When you play CAMPAIGN, the setting in itself becomes extra important. Because sessions and stories stretch across a longer period of time, things like NPCs will recur regularly. Relationships between people will be a vital part of the stories you create together. All the characters' choices will have consequences on how they are perceived by the world and the people around them. REPUTATION is an example of a rule mechanic more important in CAMPAIGN than in any of the other STYLES OF PLAY.

It is not only NPCs that recur in campaigns. The player characters also usually have a fixed point in their existence, like a town, a city or a specific geographical area. To watch the city, its operations, and the area around them develop, and be a part of this change is often a vital element of the game itself.

Another alternative is that the character has a task or employment providing that fixed focal point, such as stage driver, Pinkerton agent, reporter for a large newspaper, or an exploration mission for a university. The characters should always feel they are a part of an organization in flux or an ever-changing world.

INSPIRATION

BRISCO COUNTY JR. – A good example of how a person can travel to different places throughout a larger area in pursuit of a mission. Many people recur, including a scientist who is constantly showing off new inventions that are always just a bit ahead of their time.

COPPER – An Irish police officer in New York is the focus of the intrigues. Everything that happens casts a shadow, such as how the draft riots in New York during the Civil War lead to black people leaving Five Points for Harlem. There is a varied mix of court cases, corruption, and racism and friendship across gender, class and ethnic barriers.

DEADWOOD – Excellent campaign setting with lots of intrigue and character-driven stories all while showing how this mining town in Black Hills is developing and changing. The way conflict escalates between the seasons can provide inspiration for how a campaign can gradually be built.

HATFIELDS & MCCOYS – Miniseries about a classic blood feud between two families. The feud is more important than anything else for those involved. Everyone who comes into contact with those involved are affected.

HELL ON WHEELS – This series focuses on people building the transcontinental railroad and the community and society that exists along the tracklaying area.

LONESOME DOVE – Miniseries about a long cattle drive with events and tangential incidents along the way. Many sequels followed the fates of various characters. Among the better of these are *Streets of Laredo* and *Lonesome Dove the Outlaw Years*, where the city of Curtis Wells is the center of most of the events.

HOW THE WEST WAS WON – Epic saga that follows one family that migrates west and what happens to them. Main characters are related and close to one another.

THE MAGNIFICENT SEVEN – Seven typical player characters are the focus of this TV-series. The city, where several of them are lawmen, is the base for their adventures.

TOMBSTONE – This is an overarching story that unfolds over a long period of time. Three brothers and prior lawmen journey to Tombstone to live a quiet life. They wind up being the lawmen here after a few years and get involved in the area's problems with *The Cowboys* – a gang of outlaws with their own internal strife. The shootout at the OK Corral leads to retaliation against the Earp brothers, followed by their merciless quest to avenge their dead.

YOUNG GUNS – The film opens on a gallery of "freshly baked characters" who have an idea of where they are going. They are all a little different but pretty wet behind the ears. The characters co-operate, as most of them are employees of Tunstall. When he is murdered, the friends become united. They want revenge, but they are also targets of elimination. The Lincoln County War is thus on, and during the campaign, they become skilled gunslingers and infamous outlaws.

★ YOUR CHARACTER ★

REALISM



In REALISM, your characters will not get anything for free. They have nothing that makes them better than others and no long life of accumulated knowledge to fall back on. The overall game is about surviving all the challenges and adversities the *Western* world can hand them. This is the STYLE OF PLAY to choose when you want escaping a blizzard to be a great adventure or when the most natural reaction to hearing a gunshot is to take cover instead of running out to see what is going on.

REALISM is selected by many who want to simulate what life was like in another era so that their characters can experience all the difficulties that await them. The goal is not so much about intrigue or action-packed game sequences, but rather wrestling with the more mundane chores of the kind we do not see in modern society.

REALISM is reflected in the rules by giving the player characters few points to start with and many difficulties to face. You get 80 points to distribute among seven ATTRIBUTES. You can scrape together enough for a good ATTRIBUTE BONUS for one trait, but overall you have ordinary physical and mental faculties to handle any problems that present themselves. You only get 300 CHARACTER CREATION POINTS. Since the ROLE requires 250 points, only 50 points are left to enhance or add SKILLS. ROLES always include a RECOMMENDED FORMAL EDUCATION, with the same SKILLS no matter what level you play on.

Afterward, check the REALISM column for how much PRACTICE you get in the various ROLE-SPECIFIC SKILLS. COMBAT SKILLS are the farthest down in the column, listed separately because they are included in a WEAPON PACK. You cannot begin the game with more than 10 in PRACTICE in any SKILL, unless it is not due to a FORMAL EDUCATION you choose to have gone through.

ROLES that have not naturally been in combat will receive no COOL UNDER FIRE and you may not have more than 3 COOL UNDER FIRE before play begins, no matter how much gunsmoke you wish you had seen so far. The gun-carrying ROLES should have around 10/10 in To HIT and COMBAT SPEED. They have held a weapon before, but they are not skilled gunslingers.

You can appease the harsh powers that be with the single DESTINY POINT you receive at the start of your game.

You can also select 3 TALENTS and 3 OBSTACLES.

If you want to play in the unforgiving REALISM setting but get a better chance to handle the challenges you will face, you can create your characters using CAMPAIGN STYLE OF PLAY. Then you take the REALISM approach to your gameplay, facing a grim and gritty setting.

REALISM STYLE OF PLAY

ATTRIBUTE POINTS	80	DESTINY POINTS	1
ROLE-SPECIFIC SKILL POINTS	250	COOL UNDER FIRE/MAX	0/3
ADDITIONAL SKILL POINTS	50	TALENTS AND OBSTACLES	3



★ STYLES OF PLAY ★

DREAMS AND GOALS

Characters in REALISM can be divided into two main categories. The young and naïve are inexperienced but have great expectations of their lives and what they will achieve. Despite not standing a chance against a seasoned gunslinger, they have a confidence that can move mountains – at least as long as they only have to talk. That said, they usually accomplish quite a lot and they are not afraid of anyone. Once the bullets start flying, that may change fast. They probably run for cover before they dare to draw their guns and shoot.

When you play this kind of character, much revolves around how their highfalutin plans and dreams are crushed against a harsh reality. They are forced to grow up and realize that not everything is moonlight and roses just because they want it to be. This does not stop them from improving during the game, but the setting remains just as merciless. Even the best gunslingers can die from pneumonia or gangrene.

The other type of REALISM character is not as young and unsuspecting. Instead, they are distinguished by being ordinary, or even oldtimers who have seen a lot more than they have accomplished so far. They are no better at dealing with problems than anyone else, it might just be the other way around. Their dreams and goals are usually modest and down to earth. If anything, they often dare to dream more about success for their loved ones than for themselves. Or maybe to gather that courage to help a friend or someone they care about, even though they realize the danger ahead. To face their fear and be able to stand tall.

Their hopes might be about wishing for success in business, surviving the cold winter, and not being kicked out of their home because they cannot afford to pay their debts. They often want to give their children better opportunities than they had themselves, scraping together enough for their education. Or their wish might be to meet someone to love and build a family.

MOTIVATIONS can be to survive, endure and succeed.

THE GAME WORLD

When playing REALISM, the setting is harsh and the environment is often a more dangerous enemy than a gunslinger. Every day brings its own challenges. The changing weather is extremely poignant, and natural occurrences such as a severe locust infestation may bring enormous hardships to the characters. If a friend or family member is terribly ill and in need of a doctor, you might defy the blizzard and your own better judgement to find help. If a hailstorm or early frost destroys much of the crops, it is a major disaster that might force the character to find other means of survival or watch their family starve during the winter.

Rules that become important in REALISM revolve around stamina. Anything that affects CONSTITUTION Loss (such as disease) can be advantageously used.

INSPIRATION

UNFORGIVEN – A prostitute gets her face sliced up, but the law releases the culprit when he pays the brothel owner. Her sisters in misfortune put a reward out for him, attracting two gunfighters who have long since hung up their guns. Do they still have what it takes? It is tough, gritty, and revolves largely around disease.

BUFFALO SOLDIERS – Black soldiers are sent out on a suicide mission to hunt down the Apache warrior Victorio and his renegades, all while enduring racism and bullying from the white officers. Focus is on the everyday slog in the army rather than on great battles.

McCABE & MRS. MILLER – Set in an upstart mining town where McCabe tries to open a whorehouse and saloon and partners with Mrs. Miller. An unglamorous milieu, cold and filthy. The main characters are entrepreneurs and when the gunfighters turn up, the different skill level in gun handling is extremely noticeable.

THE ASSASSINATION OF JESSE JAMES BY THE COWARD ROBERT FORD

– What would make you kill a friend, relative, and hero? A film about friendship and betrayal between the country's most notorious outlaw and his unknown, awkward relative. Slow-paced narrative.

OPEN RANGE – Cowboys on their way home wind up clashing with the town's strong man, a corrupt lawman and ranch owner. The local conflict escalates over time and the final battle is like no other.

RIDE WITH THE DEVIL – A group of young men wants to defend their hometown and enlist as guerrilla soldiers with Black John. Focus on the attacks on the innocent civilians. Most of the plot deals with surviving, staying hidden, and living with choices.

THE GREAT SILENCE – Settlers risk freezing and starving to death in their camp in a mountain pass. The town's bigwig explains away these objectionable individuals as outlaws and hires bounty hunters to kill them. The settlers hire a gunfighter of their own. This film has a spectacular ending.

THE JACK BULL – Horse breeder Myrl Redding is forced to leave two of his beautiful and well-kept horses as collateral when ranch owner Henry Ballard sets up a toll. When Myrl returns to pay the toll and get his horses back, they have been severely beaten. He demands redress, which leads to a spiral of conflicts and violence. The chain of events occurs over time and by the end has even pulled in the territory's chief justice.

THE MISSING – A young girl is kidnapped by the Apaches. Her mother gets help from her father and starts up a search. The environment is unkind, the mission is difficult, and there are no easy solutions – not for the extremely strained relationships and not for rescuing the abducted girl.

TRUE GRIT – Mattie Ross is a young girl, determined to exact justice and avenge the murder of her father. She hires a drunken federal deputy sheriff and they enter the Indian Territory together.

★ YOUR CHARACTER ★

ACTION



ACTION is for those who want access to the best things the game world can offer right off the bat. Maybe you do not want to tie yourself down to a longer campaign but prefer to play shorter, more intense sessions. The mundane everyday grind is left behind, leaving room for more extreme adventures with complicated intrigues and large-scale conflicts.

This is a game with high intensity and lots of combat. The player characters can succeed at spectacular maneuvers, the kind you might see in action movies. This is the **STYLE OF PLAY** where any character who wants to can handle weapons – even doctors, inventors and others who wouldn't normally be associated with combat. **ROLES** that support themselves with in-hand weapons should have at least 20/20 in **To Hit** and **COMBAT SPEED**. All characters receive 5 in **COOL UNDER FIRE**, and you can increase it up to 10 before gameplay begins.

When you play **ACTION**, it is primarily the combat rules, **DESTINY POINTS**, **TALENTS** and **OBSTACLES** that come into use. Most things deal with the here and now, as well as exploiting the rules to the max.

Your physical and mental values are better than those of the general population. You get 120 points to distribute among seven **ATTRIBUTES**. Remember that you must also pay the **BONUS** fee. If you want to maximize your **QUICKNESS** to 20, it costs 25 **ATTRIBUTE POINTS** – the 20 you put there, and an extra 5 since the bonus is +5.

ACTION starts each character with 1000 **CHARACTER CREATION POINTS** to buy **PRACTICE** in various **SKILLS**, where the **ROLE** (including **FORMAL EDUCATION** and **WEAPON PACK**) is based on 750 points. The difference between **STYLES OF PLAY** becomes clear when you compare how much **PRACTICE** you get in different **SKILLS** in the columns for **ACTION**, **CAMPAIGN** and **REALISM** for each **ROLE**. The 250 points you have remaining can be used for new **SKILLS** or to improve the ones you already have. You may not have more than 20 in **PRACTICE** in any one **SKILL**.

Since **ACTION** characters live a precarious life, constantly in the eye of the storm and expecting to be shot at any moment, they get several **DESTINY POINTS**. You begin the game with 5 **DESTINY POINTS** to manipulate the higher powers. They can be used for anything from reducing damage to rerolling when you have fumbled the dice at the most inopportune time. You also get several **TALENTS** and **OBSTACLES** – 4 of each (instead of 3) – for more opportunities to create colorful characters. Be sure to pick **MOTIVATIONS** that fit well with your **TALENTS** and **OBSTACLES**.

ACTION STYLE OF PLAY

ATTRIBUTE POINTS	120	DESTINY POINTS	5
ROLE-SPECIFIC SKILL POINTS	750	COOL UNDER FIRE/MAX	5/10
ADDITIONAL SKILL POINTS	250	TALENTS AND OBSTACLES	4



★ STYLES OF PLAY ★

DREAMS AND GOALS

Player characters in ACTION are often so established that they have reached several of their more youthful dreams. For the most part, they are recognized and successful in their field. Some still dream big, but most are satisfied with the recognition and success they got. Some may have become infamous and feared.

A gunslinger in ACTION is more likely to dream about shelving his guns than winning even more recognition. The Desperado typically only has one major job left, one last thing he intends to do before moving on to something more peaceful and somber.

Then life and the world gets in the way in the form of glory-seeking confrontational snot-nosed brats, or an unexpected and reliable tip about the location of William the Conqueror's Crucifix. Suddenly, it is impossible to withdraw from the limelight just yet.

Other driving forces that always work in this type of frequently violent stories are revenge, greed, and vain dreams of becoming the most successful person in their field, such as an eagle-eyed marksman with the quickest draw, an invention that takes the world by storm, or a show that captures the Wild West and attracts audiences from the entire world to your theater.

THE GAME WORLD

Even if the characters want to wind down and relax, the world around them is unsympathetic to their desires. Player characters are often extremely adept, but they are far from the only ones skilled at handling weapons. There is always at least one opponent who is as clever as the player characters. These enemies also have a tendency to have several henchmen, so combat where four characters must succeed at staving off an attack from a dozen outlaws or something equally as bad is more a rule than an exception.

The characters can also count on getting requests from society's higher-ups who have their eyes on them. It might be anyone from a presidential candidate who needs some bodyguards during their election campaign tour to the inventor who is contacted by the government or some powerful organization to secretly create a prototype.

Intrigues tend to be a little over the top and the sums of money mentioned can be enormous. Missions can take on grand proportions such as destroying the Klan organization in one state – or getting a powerful rancher to stop chasing settlers from their land.

An innocent population of townsfolk and similar being terrorized by crooks and corrupt authorities can be a useful campaign ingredient. For one reason or another, the characters are expected to help. Sometimes they can be convinced to take the mission on the promise of money or other rewards, but in the end, it is rare that any player character insists the poor townsfolk be required to pay.

INSPIRATION

THE GOOD, THE BAD, AND THE UGLY – The best *Spaghetti Western* ever made. The three main characters: the bounty hunter Blondie, the outlaw Tuco, and the gunslinger Angel Eyes are all on the hunt for a Confederate treasure buried in an unmarked grave. They take it in turns to cooperate and cheat one another. The final scene is a three-way duel in the graveyard.

DJANGO UNCHAINED – Tarantino's revenge saga takes place in Texas where a German bounty hunter and an ex-slave make short work of some wanted criminals and the racists hunting for Django's missing wife.

FOR A FEW DOLLARS MORE – Two highly skilled bounty hunters are chasing the escapee El Indio and his gang, who intend to rob the bank in El Paso. The bounty hunters have their own reasons and motives, constantly finding themselves in situations where they must choose whether to cooperate or go their separate ways.

THE LONE RANGER – Johnny Depp plays the Native Tonto with a crow on his head when the team behind *Pirates of the Caribbean* take on the western genre with the same attitude, pace, and over-the-top details. The difference between law and justice is central to the film.

MAVERICK – Focuses on gamblers who want to participate in a poker tournament on a riverboat, where the winner will get \$500,000 dollars. We follow their route to the tournament, how they fight to collect enough for their buy-in, and how they try to trip each other up.

ONCE UPON A TIME IN THE WEST – A gunslinger wants to avenge the murder of his brother. He clashes with the bad guys who work for the railway baron who drives settlers away from their land. It all begins with the lone stranger shooting down three bandits at the train station. Everyone is tough, skilled at shooting, and there is no character development whatsoever.

SHANGHAI NOON – East meets west when a Chinese princess is kidnapped. Jackie Chan, as a clumsy guard from the emperor's Imperial Guard, comes to the US to rescue her. During the adventure, he teams up with a small-time American crook with delusions of grandeur.

SILVERADO – A group of colorful personalities decide, for various reasons, to cooperate with the local cattle baron and his corrupt lawman.

THE QUICK AND THE DEAD – Mysterious tale set in an isolated western town. On the surface, it seems to be about who is the best gunslinger in the country, showing many duels on the main street. There is, however, another underlying story of revenge, abuse and misuse of power that comes to its own conclusion.

THE WILD BUNCH – A gang of outlaws rob a bank, which ends in a bloodbath. They flee to Mexico where they continue their life of crime and wind up clashing with Mexican revolutionaries. Lots of action that ends in an impressive final battle where the gang is gunned down to the last man in a cascade of bullets.

EXAMPLE

To demonstrate how the rules work, we have created an example character. This person will be your guide through all the parts of the rules system, from initial creation to utilizing the rules during gameplay. In the two Core Books Your Path – The Players' Book and The Law of the Land – The Game Masters' Book, you will find a new example in each chapter (usually near the end) that showcases the rules you have just read. Additionally, we use all of the examples to weave together a coherent story.

Players do not start the game empty handed. They usually have a few ideas about what they want to do and how they want to play. Our first decision is to play a longer campaign with at least a dozen sessions, rather than a shorter adventure that spans only a few sessions. Because of this, we select the CAMPAIGN STYLE OF PLAY. Our character will have enough experience to not be a complete newbie, but still have a long way before he reaches a more legendary level. The game world can provide difficult challenges, but will not be quite as unforgiving as the actual conditions of the 1870s.

Because we want to highlight the influence of racism in the setting (narrow-minded racists make for great villains), we choose to play an ex-slave (ETHNICITY: BLACK). We select to play a MALE character, since we want him to have a past as a soldier. He took up arms against slavery, which was more difficult for a woman to do.

Our example character will be named Matthew Douglass. Matthew is the name he grew up with, the name his mother and friends called him. He refuses, however, to keep the surname his former owner gave him, taking instead the name Douglass to honor the abolitionist and politician Frederick Douglass.

Matthew was born one of many slaves on a large plantation in the South. He cannot remember a single day during his youth that he did not long for freedom. He tried to escape on his own, leaving the plantation and heading north, but he did not get far before slave hunters and their dogs tracked him down. The foreman had Matthew whipped in order to subdue him and eliminate his desire for freedom, as well as to scare the other slaves from attempting to escape. Matthew can still remember the pain and humiliation. He continued

to dream, waiting for his next opportunity to flee. Finally, it came – during the Civil War. He managed to keep out of sight and avoid raising any suspicions until he found some troops from the North he could join.

After several years of war, he returned home to reunite with his family. The desire to escape slavery and the plantation was one thing, but the price of freedom was high. He lost contact with all his loved ones. He missed them and wanted nothing more than to build a new future with his family. He saved up during the war so he could buy a place of their own, somewhere where they could be left in peace.

His family is therefore highly important to him, but that said, we don't intend to play a long campaign as farmers in the South. We want to make him ready for adventure. He gained weapon experience in the army, but in the end, we want him to be a bounty hunter out in the West.

This tells us that something must have happened to them. He did not get that happy reunion he longed for. Instead, he is burdened by a great sorrow that drives him to revenge. What better villain than the overseer who had him whipped all those years ago? We will call this nemesis Earl Haggard, a drunken brute bitter about the Confederacy having lost the war. Whatever he got up to while Matthew was away, what he did to Matthew's loved ones, Haggard is no longer around when Matthew returns after the war. We do not want our example character to have solved everything right from the start. Instead, we want thoughts of revenge to be his strongest motivation and his reason for eventually becoming a bounty hunter.

Revenge may have pushed Matthew over the edge. Hidden behind a mask, he exacted revenge on other brutish racists like Haggard before he realized that he was becoming a brute himself, all while getting farther away from Haggard. Without a family, and only knowing how to work on a plantation or be a soldier, Matthew chose to return to the army as a buffalo soldier.

Finally, when his contract was about to run out just over a year prior, he saw a wanted poster for Earl Haggard. His nemesis had become an outlaw. Matthew left the army that same day to become a bounty hunter and finally avenge his family.

YOUR PAST



ETHNIC BACKGROUND

Are you a settler who just stepped ashore in the hopes of realizing the American dream, or have you been here since the time of the colonies? Even if the self-reliant individual and the lone stranger are part of Western mythology, your roots matter. If you or your family has been forced to flee slavery, you likely have a different perspective on the Northern states' military occupation of the South after the Civil War than if your family home had been burnt to the ground by Sherman's army. If you are a Native, you probably do not have much love for the military. Your past affects how others treat you – as well as how you view others, such as deciding who you can rely on, and who you instinctively mistrust.

You are in the land of opportunity. Your fate rests in your own hands. You can start with nothing and achieve everything. You can make the American dream your reality! However, this is just a part of the story. You have not simply emerged from nothing. You are a product of your background. In a racist society, no one can turn a blind eye to the significance of ethnicity, but even your family's economic, religious and social background affects the experiences, values and opportunities you grew up with. In this chapter, you will find out more about all of these factors.

YOU KNOW BEST

If you already have a clear idea about your character, you should of course use that. If you feel less certain, you can rely on chance and the tables in this chapter for help, either following them completely or simply using them for inspiration. Regardless of what you choose, it is a good idea to talk among the group before creating characters, so you don't have extremely different opinions about what and how you want to play.

A few conflicts within the group can provide more interest and drama in the game, but it should not feel as if it would be unreasonable for your characters to cooperate at all. Try to find a mutual idea about what unites you, despite your individual temptations. You might be related, be lifelong friends, have the same philosophy, studied or fought together, or had some other simultaneous task or profession. A *Western* campaign can even work in spite of mutual mistrust, as long as it is a conscious decision on the players' part.

FACTORS TO CONSIDER

How you perceive the world is dependent on a number of different factors. The ones we've selected to highlight here are *ethnicity, family and social background*.

ETHNICITY

In a society as racist as America in 1875 was, ethnicity is probably the most crucial factor in what your life is going to be like. We delve a little deeper into what it means to come from one of the five largest ethnic groups (*Native, Chinese, Mexican, black, and white*) and present each of them in turn. In each ethnic section, you can go further with where your family lives, your religion, individual family members' LIFE PATH EVENTS, social background, and profession.

YOUR FAMILY'S HISTORY AND LIFE PATH EVENTS

Your family connections give you a clearer role in this world, a context that provides evocative background details and can inspire how you react to various situations and events during gameplay. Close relations make for good plot twists. You can choose to roll the dice for all your closest relatives' LIFE PATH EVENTS in this section.

SOCIAL BACKGROUND

We have divided the population into *Farmers, Soldiers, Laborers, Drifters, Townspeople, Business Owners, Officers, Politicians, Landowners and Industrialists*. The group you are from determines your family's wealth, occupations, and chance at a good education.

★ ETHNIC BACKGROUND ★



SAME PLACE, DIFFERENT WORLD

An infinite number of adventures and stories can take place on the American continent in 1875. What's right for you depends on several factors, such as your family's status and economy. The most important factor, however, is *ethnicity*. Will you be a member of the white majority or belong to one of the minorities?

The indigenous Native population has watched their way of life disappear. A few live on reservations on their old lands, but most have been forced to flee far away, often to the Indian Territory. There are those who still fight, who refuse to give up, but the army continues its merciless onslaught. The Natives who live among the whites endure great mistrust and racism. The army happily hires Natives as scouts to find their tribe's traditional enemies. Solitary Natives can be part of diverse groups, but are best suited taking part in campaigns that take place at the frontier rather than in more heavily populated areas. If you want to play a Native in a big city, you should be one of the few who got a chance to be highly educated, and join the political fight for Native Americans' rights.

It was only 11 years ago that slavery was abolished in the South and 16 years since no black person could move freely anywhere in the country without proving either that they were free or that they had their owner's permission to travel. This sort of collective attitude leaves its trace and creates opportunity for conflicts. Both the fight against white racists and the fight for a better life for one's self and one's family are important elements for a black player character.

The Mexican population in the Southwestern part of the country is divided into a small clique of wealthy and powerful, and the larger group of poor Mexicans. There are conflicts with Natives, bandits, and Anglos who often treat the Mexicans as second-class citizens.

The Chinese are the most recently arrived group. Their numbers are quickly increasing. Chinese families of wealth, with power and resources are rare. The majority have been recruited to work under terrible conditions, primarily for railway companies. Most Chinese people live in Chinatowns where different Tongs fight each other (and influential companies) for control. Tong are Chinese secret societies, often tied to criminal activities, drugs, gambling and prostitution.

WHAT IS YOUR ETHNIC BACKGROUND?

Your desire is more important than random chance. However, you can use this table to decide your grandparents' ETHNIC BACKGROUND. Society is segregated, only if your d20 roll shows a 20 are their backgrounds different from each other. You roll once for your father's parents and again for your mother's parents.

ETHNICITY

D100	ETHNICITY	SEE PAGE
01-50	WHITE PEOPLE	36
51-70	BLACK PEOPLE	40
71-85	MEXICAN PEOPLE	46
86-90	CHINESE PEOPLE	50
91-00	NATIVE PEOPLE	54



YOUR FAMILY'S LIFE PATH

What was your childhood like? Did you have a big family; or did you grow up alone on the city streets? Was your family poor Irish who emigrated during the famine and British oppression? Were they plantation owners with contacts in the old world, or slaves on that plantation? You will get a better sense of your character when you fill in these kinds of details. Also, it will be easier for the Game Master to tailor adventures just for you. If you know what kind of character you want to play, go with it. Otherwise, use this system to get help from chance, or be inspired.

YOUR FAMILY'S HISTORY

The last page of your *Character Sheet* consists of a family tree. You can add short snippets about your grandparents, their children and your siblings. You can then add a more complete family history based on these. When you write your family history, begin with your father's parents and then your mother's (roll for one side of the family at a time). This step-by-step guide will help you keep the page-flipping down.

YOUR FAMILY HISTORY - STEP BY STEP

STEP	FACTOR TO DECIDE
A	YOUR PATERNAL GRANDPARENTS
1	ETHNICITY
2	HOME IN AMERICA
3	HOMELAND/ORIGIN
4	TIME IN AMERICA
5	RELIGION
6	INITIAL SOCIAL BACKGROUND
7	LIFE PATH EVENTS, ROLL ONE PERIOD AT A TIME
8	WRITE DOWN THEIR FINAL SOCIAL BACKGROUND
9	ROLL FOR SUCCESS, ADD POTENTIAL MODIFICATIONS
10	OCCUPATION, ONE FOR THEM EACH
11	GROUP AFFILIATIONS OR MEMBERSHIP
12	CHILDREN (1D6)
13	LIFE PATH EVENTS, FATHER'S SIBLINGS (3 ROLLS)
14	SUCCESS, OCCUPATION, GROUP - FATHER'S SIBLINGS
B	MOTHER'S SIDE OF THE FAMILY
1	REPEAT 1-14 ABOVE, FOR YOUR MOTHER'S FAMILY
C	YOUR PARENTS
1	REPEAT 1-6 ABOVE (BASE ON THEIR PARENTS)
2	LIFE PATH EVENTS (3 ROLLS EACH, ONE PERIOD AT A TIME)
3	REPEAT 8-12 ABOVE FOR YOUR PARENTS
D	YOUR SIBLINGS
1	REPEAT 1-6, BASED ON YOUR PARENTS
2	LIFE PATH EVENTS, OLDER SIBLINGS (2 ROLLS)
3	LIFE PATH EVENTS, YOUNGER SIBLINGS (1 ROLL)
4	OLDER SIBLINGS REPEAT 8-12, YOUNGER REPEAT 8-11

FAMILY SIZE

Your grandparents on your father's and mother's side met, got married, and had 1D6 worth of children each. In the same way, your parents got married and had 1D6 worth of children. Some families had more kids, but since child mortality was high, this system assumes no more than six children survived childhood.

How large a family you have depends on what happens when you roll for your relatives **LIFE PATH EVENTS**. Not everyone is lucky enough to find someone to share their lives, but those who do will have 1D6 children together. There is room for all your closest relatives (your paternal and maternal grandparents, uncles and aunts, your parents and your siblings) on the back of the *Character Sheet*. To determine whether a child is a girl or a boy, roll 1D6. 1-3 is a boy, and 4-6 is a girl.

MARITAL STATUS

The demographics of 1800s-USA are special, and there are more men than women. It is a young nation that has enticed adventurers from the whole world. Since the middle of the 1800s, immigration has increased. Most who come are single young men, while the number of women and families are low.

The gender distribution is more skewed in the West, particularly in the least populated areas. In larger towns and more civilized farming areas there are considerably more women and children than in mining camps and the wilderness. There is a constant surplus of men, and always more bachelors than unmarried women. Most women can count on being noticed and having suitors. The expectation is that they should find a suitable husband, but not everyone adapts to that norm. Some go in search of their own happiness, much like their male adventure-seeking counterparts. Some believe a prospective husband should live up to a higher standard than any of the men that have courted them so far. Others have occupations that make them less attractive marriage prospects.

Not everyone who lives together as "married" has had a formal wedding ceremony. It is not uncommon for families to be split from one another, usually when the man leaves to look for gold or adventures. When a certain amount of time has passed without contact, both parties can build new families if they desire – at least out in the West and in lower levels of society. In the wealthiest or most upper class families, the social pressure and rules of etiquette are harsher.

Openly homosexual relationships are unusual and marriage is unthinkable for this group. However, it is common that people of the same gender live together and run a business together. Many of these could be sexual partners without others suspecting anything.

★ ETHNIC BACKGROUND ★

HOME IN AMERICA

What characterizes the different parts of the United States? Here is a short overview. The random tables are listed under each ethnic group, as it affects where people settle (e.g., there are more Chinese in California than in the rest of the country put together, while the majority of black people are in the South).

THE NORTHERN STATES

The North is the industrial and economic heart of the country; its power is centralized in the large cities, with New York leading the way. In its shadow, a widespread corruption grows. Poor people work hard from a young age for terrible pay and under outrageously bad conditions – if they can find work at all. The countryside is sparsely populated, however, with immigrants from the same backgrounds settling near to one another; e.g., there are many Swedes in Minnesota and Illinois.

These northern states advocated for and defended the Union. The Civil War was deemed necessary to preserve the nation. Many are committed abolitionists, suffragettes and teetotalers. Workers' attempts to organize, however, are meeting resistance.

The most prestigious universities are in New England or the industrial belt. Religious pressure is strong in New England where the work ethic is strict and moral turpitude is high.

THE BORDER STATES

The border states are those that were most divided on the issue of slavery before and during the Civil War. This division has continued and deepened after the end of the war. Residents here fought on both sides, often as paramilitary guerillas looting and plundering the civil population instead of participating in the main army's official battles. Most were no better than robbers and murderers who had no compunction about killing their own neighbors while claiming they acted on "important principles". This means that a disproportionate number of people here have experienced the atrocities of war, either as perpetrators or as victims – and in extreme cases, as both.

Delaware and Maryland, where the Union's capital city of Washington lies, officially belonged to the Union, though they had unusually high numbers of Confederate sympathizers. Kentucky and Missouri were, during a large part of the war, under Northern control, but saw their fair share of the bloodiest battles – at least for the civilian population. In Missouri, Quantrill's Raiders ravaged the area. West Virginia was the opposite of Delaware and Maryland, since this area belonged to the southern state of Virginia, but forged its own state in 1863 and joined the Union.

Federal political power is concentrated in Washington. The city is dominated by politics and corruption. Many sell their honor and principles for money or favors.

THE SOUTH

Plantations spread across cotton country, but factories are rare. The South is a producer of raw materials, which up until the Civil War sold its harvests via New York. During the war, they began using their own shipping harbors. They still do to some extent. Tobacco is an important crop, particularly in the upper part of the South. The economy of the South was dependent on slavery. These new circumstances are difficult for former slave owners. They have had to pay back taxes to the North and salaries to those who work. The Union governed the South after the Civil War. Now all the southern states once again have the right to vote in the presidential and gubernatorial elections.

You are judged for your family's habits and your ability to behave yourself properly. Those sufficiently wealthy and accepted in society you will be invited to balls and similar events. Others should know their place.

Poor farmers who cannot live on what their farms produce often supplement their means with petty crime. Others have been forced to work, ironically, for nearly slave wages themselves.

Following the abolition of slavery, some former slaves started their own businesses. Others live in poverty and work for low salaries on the plantations. A worry among the black population is what will become of them once the northern troops depart.

Racism is rife and many racist organizations resort to violence to get their way. Their actions frighten and disgust even some white people. There is a difference between being a local patriot and fighting for self-governance and behaving like a racist jerk.

THE WEST

Since the start of the 1800s, expansion to the west has been unstoppable. Settlers and adventurers have moved further west in the hunt for furs, gold, trading, or just a bit of land. This has led to many conflicts with the Natives, who did not wish to move or see their way of life disappear. Despite the war with Mexico, many Mexicans remain in the southern parts of the West.

Following the gold rush in 1849, San Francisco has been booming. Farther north and east, the land is still sparsely populated. As expansion moved westward, several communities have been established. With the railroad, some cities become hubs for traffic and trade, such as Kansas's Cattle Towns where livestock are driven to fill trains heading for Chicago's slaughterhouses.

The Mormons have their own sanctuary in Utah and dominate this territory. Others, from religious sects to groups of freed slaves, have travelled west in order to start their own communities.

If your father is white and your mother Native, you might have good contacts with her tribe and the white majority society. More likely, all wonder where your allegiances lie and distrust you equally.

HOMELAND/ORIGINS

The concept of ethnicity is a blunt descriptor. Most people identify themselves with smaller groups. White people see a big difference in whether they view themselves as French, German, Irish, English or Swedish. Most Chinese people in the USA are Cantonese, but there are also Han and Mongols. Black people come from many different cultures and parts of Africa – where people who belong to minority groups in large areas, like the Mandinka, often run a greater risk of being captured by slave hunters. In Mexico there is a huge difference with regard to economic conditions and status between being part of the Spanish or Creole elite and being Mestizo or South American Native. Native Americans put their tribal affiliations before any general Native ethnicity. Tribes have different languages, culture, traditions and history, and often view other tribes as their enemies.

TIME IN AMERICA

Your prospects will depend on whether your family has had time to build up its position and wealth in the country, or if you are newcomers attracted by the California gold rush. Among white people, there is a clear demarcation in status, where your family is considered better and more important the longer they have been here. For Mexicans, the reverse is true – the stronger your ties to Europe, the better. For black people, it makes no difference. Among the Chinese, there were barely any early immigrants, but those rare few have a better chance among the white majority society.

RELIGION

Under each ethnic group, you will find a snippet about which religions are the most common, and which traditions your relatives would be most familiar with. There are a number of religions in America, so some people convert to a different faith. Two major revivalist movements have swept across the country, attracting thousands of listeners to tent meetings. Several new churches and sects have popped up in this fashion. Even mixes of religions, like voodoo and Santeria, are becoming increasingly popular among black people.

Freedom of religion is enshrined in the Constitution. As long as you believe in a higher power, it is supported by most – at least if it is Christian. Catholics, however, often had problems on the East Coast and Mormons are not viewed as Christian at all. Both groups have met with (as well as spread) hate and violence.

Being an atheist is deemed suspect, worse than being Jewish or Muslim (tolerance of these groups is low). Few white people know anything about Chinese culture or religions, even though Christian missionaries try to convert Chinese people when possible. Natives receive no respect for their faith, which is viewed as a hindrance to their ability to be ‘civilized’.

LIFE PATH EVENTS

It is hard to summarize a person’s life in a few sentences, but the *Life Path Events tables* under each ethnic group are an attempt to do that. The rolls you make are divided into four different time periods. Each generation rolls a different number of times. The older a person you roll for is, the earlier you start to determine what that person has experienced.

During each time period you roll the most important event that occurs for each person. Your grandparents and parents got married and had children since you exist – it requires no result on the tables. For other relatives, however, marriage is one of many things that could happen. The system is based on four main tables, one for each time period. You may sometimes roll again to get more details – either 1D6 with follow up in the foot notes or on a special table on the next page. This provides more atmosphere and interest, and make the results more personal to your character.

In wartime soldiers and officers roll on both the *Time Period-table* and on the *War-table*. They cannot avoid fighting in the war but can experience other life-altering things too. It is the SOCIAL BACKGROUND a person has while the war is ongoing that counts. If earlier rolls on the *Life Path Events tables* cause SOCIAL BACKGROUND to change, you must keep track of this.

DIFFERENT ETHNICITY, DIFFERENT LIFE PATH EVENTS

The *Life Path Events tables* differ between the ethnic groups since their opportunities are very different. Even when you roll on the fairly general tables such as *Death* or *Declining Health* when someone has died or become sick, events can differ due to ethnicity. Black people are lynched to a greater degree, particularly in the South. Chinese succumb to considerably more accidents connected to working on the railroad.

Each ethnic group also has a number of specific tables. Typical examples are a table for black people who have escaped slavery and a table for Chinese who have had encounters with various Tongs.

The shadow of slavery is so overarching that there are different *Life Path Events tables* for people born as slaves or as for free black people. Slaves do not need to roll for building a family (the result is called CHANGED CIVIL STATE in the other tables). It typically just happens, as slave-owners want slaves to have children (as an investment).

Depending where they are from Native Americans use different *Life Path Events tables*. Prairie Indians, Southwestern tribes and the Five “Civilized” tribes all got their own sets. Their situations differ extensively.

THE GOLD RUSH (PRIOR TO 1851)

Entrepreneurs from Missouri to Santa Fe loaded themselves up with goods and opened direct trade routes between Mexico and the East Coast. The US declared

★ ETHNIC BACKGROUND ★

war on Mexico to expand their borders. Wagon trains of settlers moved across the prairie for land given out by the government to those willing to tame the wilderness. When news of gold in California spread, people from all over set out in search of their shining dreams.

Roll for your grandparents only.

WESTERN EXPANSION (1851-1860)

Gold rushes in California and Colorado. Disagreements about slavery created fanatics on both sides, willing to move to impose their will on new territories. Slaves must escape to Canada to evade slave-hunters. Long wagon trains of settlers head west along the Oregon Trail. Many died of dysentery. Civil War broke out in Mexico when the church and previous elites opposed the newly elected regimes land reforms.

Continue for your grandparents' LIFE PATH EVENTS, then begin to roll for your parents' generation.

THE CIVIL WAR (1861-1865)

The War Between the States, which the South lost, dominated everything this period. Work with the Transatlantic Railroad began. The Central Pacific employed more Chinese. In Mexico, the losing conservative side used their European contacts to convince France to occupy the country. Back in America, as white people had few soldiers to spare, Natives were not attacked as intensely. Many were forced onto reservations where they could be monitored more easily.

Roll LIFE PATH EVENTS for all of your earlier relatives who remain alive, and with whom you may still have contact. Start to roll for your older siblings.

THE RECONSTRUCTION (1866-1875)

After the war, the South was occupied by Northern troops. This military force gradually relinquished control once defeat was admitted and the black people's right to vote accepted. Resentments were high and tensions were greater than ever. Slavery was abolished, but racist organizations tried to terrorize black people into submission. One could take the train across the entire continent but Northern Pacific, with plans to build the northern routes, went bankrupt and the market crashed. No one was unaffected. France abandoned their Mexican occupation and the elected government under Juarez retook control. The Indian War raged on across the prairie. Gold was found in the Black Hills.

Roll for everyone who is still alive and that you still have contact with.

OTHER AGES, OTHER TIMES?

The time periods are adapted to player characters 16-30 years old. If you play an older person, start rolling your relatives earlier. If you play a younger person, do not roll for your relatives until later and start your parents' LIFE PATH EVENTS during the Civil War.

ROOM FOR INTERPRETATION

Combine outcomes with your own interpretations, to paint a fuller picture. CHANGED CIVIL STATUS could either mean marriage and children or a separation.

SOCIAL BACKGROUND

When you know the final SOCIAL BACKGROUND a person has, you can figure out other details, like SUCCESS, OCCUPATION, GROUP AFFILIATIONS, and so on.

SOCIAL MOBILITY

Roll the INITIAL SOCIAL BACKGROUND of your grandparents. This can change in the *Life Path Events tables*. SOCIAL BACKGROUND ±1 means you change an entire group (LABORERS become DRIFTERS). Children begin with the SOCIAL BACKGROUND those they grow up with.

Your parents get your paternal grandfather's SOCIAL BACKGROUND (if he dies/disappears during the first period, use that of your paternal grandmother). As long as a couple lives together, their modifiers of SOCIAL BACKGROUND and SUCCESS are added together.

SUCCESS

The income differences among SOCIAL BACKGROUNDS are vast. Low SUCCESS means your relative does not have a regular (daily) job or high costs, while a high result shows a talent awarded with better pay.

SUCCESS can be modified by the *Life Path Events tables*, in stages on the *Success-table* connected to each SOCIAL BACKGROUND. (from STABLE to WELL PAID).

If your maternal grandparents have a higher SOCIAL BACKGROUND than your paternal grandparents, you can increase your parents' SUCCESS ROLL as many levels on the table as the number of steps on the social scale between the families. They tried to help you.

OCCUPATION

Each SOCIAL BACKGROUND lists OCCUPATIONS with salaries per day and year, even if, e.g., FARMERS and LANDOWNERS are actually reliant on their crops. Most people work six days a week, 300 days per year.

GROUP AFFILIATION

Most people are interested in more than their work. Interpersonal groups are a socially acceptable way to gather and a way to expand one's contacts and affluence. Even the lowliest farmhand can find friends, cohorts, and a sense of belonging in such gatherings. Many groups come with an implicit risk of being judged by the actions of its members and the reputation they develop among the local community and beyond.

PLAYER CHARACTER'S CIRCUMSTANCES

Each SOCIAL BACKGROUND shows how growing up without parents might look, your education possibilities, and how much money and valuables you get.

LIFE PATH FOR WHITE PEOPLE

HOME IN AMERICA

The first thing you do here is find out where in the country your paternal and maternal grandparents first had their homes, whether they just arrived or were born and grew up in the USA. They will always have a special relationship with this place. You make a single roll for your paternal grandfather and grandmother, plus another roll for your maternal grandfather and grandmother. You first determine what *area* they are from – the politically turbulent Border States, the most industrialized northern states, the stronghold of slavery and plantations in the South, or the fortune-seekers and adventurers' Wild West.

From there, you go to the relevant sub-table to determine a more specific location. You will continue to use these sub-tables if you roll that one of your family members has moved during the LIFE PATH EVENTS.

HOME IN AMERICA

D100 AREA

01-15 BORDER STATES

16-65 NORTHERN STATES

66-95 THE SOUTH

96-00 THE WEST

THE BORDER STATES

D100 STATE

01-04 DELAWARE

05-41 KENTUCKY

42-63 MARYLAND

64-89 MISSOURI

90-00 WEST VIRGINIA

THE SOUTH

D100 STATE

01-11 ALABAMA

12-14 ARKANSAS

15 FLORIDA

16-28 GEORGIA

29-36 LOUISIANA

37-45 MISSISSIPPI

46-57 NORTH CAROLINA

58-67 SOUTH CAROLINA

68-81 TENNESSEE

82-84 TEXAS

85-00 VIRGINIA

THE NORTHERN STATES

D100 STATE

01-03 CONNECTICUT

04-09 ILLINOIS

10-17 INDIANA

18 IOWA

19-22 MAINE

23-30 MASSACHUSETTS

31-33 MICHIGAN

34 MINNESOTA

35-36 NEW HAMPSHIRE

37-40 NEW JERSEY

41-63 NEW YORK

64-78 OHIO

79-95 PENNSYLVANIA

96 RHODE ISLAND

97-98 VERMONT

99-00 WISCONSIN

THE WEST

D100 STATE/TERRITORY

01 ARIZONA

02-31 CALIFORNIA

32-37 COLORADO

38 IDAHO

39-54 KANSAS

55-56 MONTANA

57-61 NEBRASKA

62 NEVADA

63-82 NEW MEXICO

83 NORTH DAKOTA

84-88 OKLAHOMA

89-93 OREGON

94 SOUTH DAKOTA

95-98 UTAH

99 WASHINGTON



FAMILY ORIGIN

To Natives, most pale-faces look the same, but you know better. Many white families cherish the memories and traditions of their old country and try to teach their children the language they grew up with. When they move, they mostly choose areas where there are others from the same background. In large cities like New York and San Francisco, quarters for different immigrant groups arise. Many are also prepared to help out a 'countryman' – even when that person is a stranger.

You can determine where in Europe your family has its roots by rolling a D100 and checking the result in the column corresponding with their *Home in America* (we have merged the South and the Border States). Here also, roll a single time for your paternal grandparents and again for your maternal grandparents.

The results have implications for your continued rolling for your family history. The countries are divided into three groups, from major European powerhouses (Group 1) to the poorest immigrant countries (Group 3). Use these groups when you roll your grandparents' SOCIAL BACKGROUNDS. If they have their roots in Group 1 or 2, chances are, things went well for them economically in America.

FAMILY ORIGIN

COUNTRY	NORTH	S/B	WEST
GROUP 3 (SOCIAL BACKGROUND)			
Finland	01	01	01
Ireland	02-22	02-21	02-22
Italy	23	22	23
Norway	24	23	24
Poland	25-26	24-25	25-26
Russia	27	26	27
Wales	28-31	27-30	28-29
GROUP 2 (SOCIAL BACKGROUND)			
Austria-Hungary	32-33	31-32	30-31
Bavaria	34-40	33-36	32-33
Denmark	41	37	34
Ottoman Empire	42-43	38-39	35-36
Prussia	44-54	40-45	37-40
Scotland	55-58	46-49	41-43
Sweden	59-61	50-51	44
Switzerland	62	52	45
GROUP 1 (SOCIAL BACKGROUND)			
England	63-82	53-72	46-65
France	83-90	73-88	66-81
Holland	91-96	89-92	82-85
Portugal	97-98	93-95	86-90
Spain	99-00	96-00	91-00

★ LIFE PATH EVENTS FOR WHITE PEOPLE ★

TIME IN AMERICA

There is no official nobility or royalty in the United States, but people do have different statuses. Racism permeates all of society. Merely by being born white, you have received a winning ticket in the lottery of life. Americans appreciate industrious entrepreneurs. Being rich helps if you wish to insert yourself into social hierarchies. However, there is something more important which gives you far greater recognition in most circles – how long your family has been on this continent. How they, as well as you, have behaved matters, but a long history is always a useful reference.

A long American family history will give you a BONUS when you roll for SOCIAL BACKGROUND, higher the longer ago your family arrived. Roll once for your paternal grandparents and once again for your maternal grandparents. The table is divided according to important events in American history, as era means more than any specific year would.

TIME IN AMERICA

D100	HISTORICAL EVENTS	YEAR	SOCIAL B.
01-50	LATE EXPANSION WEST	1821-1850	±0
51-85	EARLY EXPANSION WEST	1790-1820	+1 STEP
86-92	AMERICAN REVOLUTION	1763-1789	+1 STEP
93-97	LATE COLONIAL TIMES	1701-1762	+2 STEP
98-99	EARLY COLONIAL TIMES	1626-1700	+2 STEP
00	THE FIRST COLONIES	-1625	+3 STEP

RELIGION

Religion plays a major part in people's lives and faith in God is viewed as obvious for most. Many also believe that the *Bible* is literal. There are those who deny God's existence, but they are few and are generally deemed suspicious. Not everyone is a religious fanatic, of course. The degree of commitment varies between individuals as well as within families. The more civilized and populous a city is, the more likely it is that the people there go to church regularly or are in some way active in religion outside the home. In most families, for example, saying grace before supper is a given. A stranger who would share their food but not share their prayer thanking a higher power for their meal is seen as rude and suspicious. There is, however, tolerance for those who believe, live, and pray differently. Many follow more of a general Christian devotion rather than belonging to any specific faith.

On the frontier, in the tent cities and boomtowns, God feels far away. The people here are primarily lone fortune seekers rather than families, so churches are conspicuously absent. The dream of getting rich goes before salvation for those out here.

What people believe and what faith they admit to varies. Many brought their religion with them to America and continue to worship their God in the

same way they always have. Others are enticed by new religions they meet. The Revivalist Movement is strong. Traveling preachers and missionaries can attract thousands of people to a single prayer meeting. Many more-or-less Christian types of churches are established. Their congregations often form their own communities limited to like-minded believers.

Protestants of various types (Calvinists, Lutherans, Anglicans, Quakers and Revivalists) have been the dominant religions of the original 13 colonies. As the South and the West have a large portion of their population with Latin roots, Catholicism is stronger there. Jews, as well, are prominent in America, especially in industrial and commercial centers.

SOCIAL BACKGROUND

Everyone can work their way to the top, but it helps to have been in America for a long time or have roots in a high-status country. In the *Family Origins table*, you got a column to use in the *Social Backgrounds for Grandparents table*. Roll once for your paternal grandparents and once again for your maternal grandparents. They may have received a bonus for this roll in the *Time in America table*. The Bonus can increase their status by up to 3 steps (e.g., from FARMERS to DRIFTERS) above what the die showed.

The higher you roll, the better circumstances they will have had in life. There is a difference between being the child of a poor dirt farmer and a railway tycoon. You will get more details about the different SOCIAL BACKGROUNDS and what they mean for your education possibilities and initial funds further on in this chapter. This will refer to the SOCIAL BACKGROUND you grew up with, i.e., that of your parents, after you have gone through their LIFE PATH EVENTS.

In the SOCIAL BACKGROUNDS sections, you find more details on the respective groups. When you have finished your relatives' LIFE PATH EVENTS, roll the final details about each person on the pages shown in the table below. This can help flesh out things like how successful they were, what professions they have currently, and associations to which they might be linked.

SOCIAL BACKGROUNDS FOR GRANDPARENTS

GROUP 1	GROUP 2	GROUP 3	SOCIAL BACKGROUND PAGE	
01-10	01-15	01-20	FARMERS	64
11-15	16-25	21-30	SOLDIERS	66
16-30	26-45	31-60	LABORERS	68
31-40	46-55	61-75	DRIFTERS	70
41-60	56-75	76-90	TOWNSPEOPLE	72
61-80	76-90	91-95	BUSINESS OWNERS	74
81-85	91-95	96-97	OFFICERS	76
86-90	96-97	98	POLITICIANS	78
91-95	98-99	99	LANDOWNERS	80
96-00	00	00	INDUSTRIALISTS	82

1 THE GOLD RUSH (PRIOR TO 1851)

Entrepreneurs open trade between Mexico and the East Coast. USA goes to war against Mexico to expand the country's borders. Long wagon trains of settlers move across the prairie for the land given out by the government to those willing to tame the wilderness. The Revivalist Movement is strong, many are saved and new religions focused on personal salvation are formed. When news of gold in California spreads, people from everywhere leave all behind in search of riches.

Roll for your paternal and maternal grandparents.

WHITE PEOPLE - PRIOR TO 1851

MAN	WOMAN	EVENT ¹	
01-05	01-05	DEATH ²	
06-10	06-10	DECLINING HEALTH ²	SUCCESS -1
11-15	11	ON TRIAL ²	
16-25	12-26	SETBACK	SOCIAL BACKGROUND -1
26-35	27-36	BUSINESS FAILURE	SUCCESS -1
36-45	37-46	RESETTLE TO ... ³	ROLL 1D6
46-55	47-66	SAVED	
56-65	-	ENLIST IN THE WAR AGAINST MEXICO ²	
66-90	67-85	THE CALIFORNIA GOLD RUSH ²	
91-00	86-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ Those with SOCIAL BACKGROUND SOLDIER & OFFICER also roll on the War Table.

² See separate table on the following page.

³ 1-2=Northern States, 3=Border States, 4=The South, 5-6=The West¹

3 THE CIVIL WAR (1861-1865)

The gruesome War Between the States overshadows everything else during this time period. All men with SOCIAL BACKGROUND SOLDIER or OFFICER when the war begins must now roll once on this table and once on the *War table* on the next page in order to see what happened to them during the war. Everyone from the South gets SUCCESS -1D6, since the South loses the war and the civilian population suffers greatly. On a roll of 6, the family home is also burned to the ground

Roll for all surviving grandparents, your parents, their siblings, and all of your older siblings.

WHITE PEOPLE - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-10	06-10	DECLINING HEALTH ¹	SUCCESS -1
11-20	11-20	SETBACK	SOCIAL BACKGROUND -1
21-25	21-30	HOME OR BUSINESS DESTROYED	SUCCESS -2
26-35	-	CIVIL WAR - CONSCRIPTED INTO THE ARMY ¹	
36-40	31-40	RESETTLE OUT WEST ¹	
41-60	41-75	CHANGED CIVIL STATUS ²	
61-70	76-85	IMPROVED FINANCES	SUCCESS +1
71-90	86-90 ³	CIVIL WAR - ENLISTED IN THE ARMY ¹	
91-00	91-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² Single=Married +1D6 children. Married=Separated or Widowed.

³ Roll 1D6 for women. 1-5=Nurse, 6=Spy

2 WESTERN EXPANSION (1851-1860)

The California Gold Rush continues in the early 1850s. In 1858, gold is found at Pike's Peak near Denver, Colorado. Many fortune seekers make their way there. Disagreements on slavery create fanatics on both sides, many of whom move to Border States and Kansas to impose their will on the new territories. More settlers in long wagon trains head west along the Oregon Trail.

Roll for your surviving paternal and maternal grandparents and their children – your parents and their siblings.

WHITE PEOPLE - 1851-1860

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-10	06-10	DECLINING HEALTH ¹	SUCCESS -1
11-15	11	ON TRIAL ¹	
16-20	12-21	SETBACK	SOCIAL BACKGROUND -1
21-40	22-31	RESETTLE TO ... ²	ROLL 1D6
41-45	32-41	SAVED OR LOSE FAITH	
46-70	42-71	CHANGED CIVIL STATUS ³	
71-80	72-81	IMPROVED FINANCES	SUCCESS +1
81-95	82-90	THE CALIFORNIA/COLORADO GOLD RUSH ¹	
96-00	91-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² 1=Northern States, 2-3=Border States, 4=The South, 5-6=The West¹

³ Single=Married +1D6 children. Married=Separated or Widowed.

4 THE RECONSTRUCTION (1866-1875)

Post-war occupation of the South by Northern troops forces the South to admit defeat and finally accept black people's right to vote. Resentments are high. You can now take the train across the entire continent but Northern Pacific, which plans to build the northern routes, goes bankrupt and the market crashes. No one is unaffected. The Indian war rages on and gold has been found in the Black Hills.

Roll for all surviving paternal and maternal grandparents, your parents, their siblings, and all your older and younger siblings.

WHITE PEOPLE - 1866-1875

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-10	06-10	DECLINING HEALTH ¹	SUCCESS -1
11-15	11	ON TRIAL ¹	
16-30	12-26	AFFECTED BY THE MARKET CRASH	SUCCESS -1D6
31-45	27-41	RESETTLE TO ... ²	ROLL 1D6
46-50	42-50	SAVED OR LOSE FAITH	
51-75	51-80	CHANGED CIVIL STATUS ³	
76-80	81-85	WON THE LOTTERY	SUCCESS +1
81-90	86-90	THE BLACK HILLS GOLD RUSH ¹	
91-00	91-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² 1-2=Northern States, 3=Border States, 4=The South, 5-6=The West¹

³ Single=Married +1D6 children. Married=Separated or Widowed.

★ LIFE PATH EVENTS FOR WHITE PEOPLE ★

DEATH

Everyone dies. Find out how/why it happened here.

DEATH

NORTH	S/B	WEST	CAUSE OF DEATH	
01-10	01-15	01-05	SUICIDE	
11-15	16-20	06-15	MURDERED	
16-25	21-30	16-30	KILLED ¹	ROLL 1d6
26-40	31-50	31-50	DRUNKARD	
41-50	51-60	51-65	EXTREME WEATHER	
51-65	61-70	66-75	FIRE	
66-75	71-80	76-85	DROWNED	
76-00	81-00	86-00	ACCIDENT	

¹ North [1D6]: 1-3=Robbery, 4-5=Brawl, 6=Revenge
 South/Border [1D6]: 1-2=Robbery, 3-4=Brawl, 5=Revenge, 6=Duel
 West [1D6]: 1-2=Bandits, 3-4=Brawl, 5=Braves, 6=Revenge

DECLINING HEALTH

Epidemics and alcoholism. Women who do not behave as expected by ‘proper society’ risk being labeled insane.

DECLINING HEALTH

MAN	WOMAN	ILLNESS	
01-15	01-15	CANCER	(ROLL 1d6. 1-4=DEAD)
16-30	16-35	CHOLERA	(ROLL 1d6. 1-3=DEAD)
31-40	36-45	SMALLPOX	(ROLL 1d6. 1-2=DEAD)
41-45	46-47	SYPHILIS	(ROLL 1d6. 1=DEAD, 2=INSANE)
46-50	48-55	CONSUMPTION	(ROLL 1d6. 1-2=DEAD)
51-65	56-70	TYPHOID FEVER	(ROLL 1d6. 1-2=DEAD)
66-70	71-80	INSANITY	(ROLL 1d6. 1-2=INSANE ASYLUM)
71-00	81-00	DRUNKARD	(ROLL 1d6. 1=DEAD)

ON TRIAL & PRISON

People in prison must substitute coming rolls with the *Prison table* until they are pardoned or released.

ON TRIAL¹

MAN	WOMAN	PUNISHMENT	
01-05	-	LYNCHED, NO TRIAL	
06-20	01-10	EXECUTED	
21-30	11-20	LIFE ²	ALL NEW TIME-ROLLS ON THE PRISON TABLE
31-45	21-35	20 YEARS ²	2 NEXT TIME-ROLLS ON THE PRISON TABLE
46-60	36-50	10 YEARS ²	NEXT TIME-ROLL ON THE PRISON TABLE
61-85	51-80	5 YEARS ²	NEXT TIME-ROLL ON THE PRISON TABLE
86-00	81-00	ACQUITTED	

¹ All Rolls are modified by Social Background. LABORERS and lower -10. DRIFTERS -5. OFFICERS +10. POLITICIANS and higher +20.

² SUCCESS -2.

PRISON

MAN	WOMAN	EVENT	
01-20	01-10	DEATH	ROLL ON THE DEATH TABLE
21-60	11-50	DECLINING HEALTH	ROLL DECLINING HEALTH
61-75	51-70	KILL FELLOW INMATE	ROLL ON TRIAL
76-95	71-80	ESCAPE	ROLL ON THE TIME PERIOD TABLE
96-00	81-00	PARDONED	ROLL ON THE TIME PERIOD TABLE

GOLD RUSH

Use this table for California, Colorado and the Black Hills.

GOLD RUSH

MAN	WOMAN	EVENT	
01-10	01-05	DEATH	ROLL ON THE DEATH TABLE
11-20	06-15	LOST EVERYTHING ¹	SOCIAL BACKGROUND LABORER
21-40	16-35	SETBACK ¹	SOCIAL BACKGROUND -1
41-50	36-45	CRIPPLED ¹	SUCCESS -1
51-60	46-60	DISAPPEARED	
61-70	61-75	ROBBED ¹	SUCCESS -1
71-75	76-79	BECOME AN OUTLAW	SOCIAL BACKGROUND DRIFTER
76-89	80-89	FOUND GOLD ¹	SUCCESS +1
90-99	90-99	SUCCESSFUL ¹	SOCIAL BACKGROUND +1
00	00	WEALTHY ¹	SOCIAL BACKGROUND INDUSTRIALIST

¹ 1D6: 1-4=Returned home, 5=Settled in the area,
 6=Moved on to the area of the next gold rush.

RESETTLE OUT WEST

All who resettled out West roll here. Some lost everything, while others succeeded beyond their wildest dreams.

RESETTLE OUT WEST

MAN	WOMAN	EVENT	
01-10	01-10	DEATH	ROLL ON THE DEATH TABLE
11-25	11-25	MET NATIVE AMERICANS ¹	ROLL 1d6
26-30	26-30	LOST EVERYTHING	SOCIAL BACKGROUND FARMER
31-40	31-40	SETBACK	SOCIAL BACKGROUND -1
41-50	41-50	CRIPPLED	
51-65	51-65	ROBBED	SUCCESS -1
66-75	66-75	HAVE NOT BEEN HEARD FROM SINCE	
76-88	76-88	RETURNED HOME	
89-98	89-98	SUCCESSFUL	SOCIAL BACKGROUND +1
99-00	99-00	WEALTHY	SOCIAL BACKGROUND LANDOWNER

¹ 1=Scalped, 2=Wounded, 3=Prisoner, 4=Enemy, 5=Trade, 6=Friend

WAR

Roll here for all wars. Women do not get promoted, but can still get a BONUS to their SUCCESS-ROLL.

WAR

MAN	WOMAN	EVENT	
01-20	01-05	DEATH ¹	ROLL 1d6
21-27	06	HEAD WOUND ²	ROLL 1d6
28-37	07	LOSS OF LIMBS ³	ROLL 1d6
38-42	08	IN A PRISON/PRISON CAMP	
43-50	09-18	DISAPPEARED/MISSING	
51-60	19-20	DESERTED	SUCCESS -2
61-85	21-90	UNHARMED	
86-90	91-95	DECORATED FOR BRAVERY	SUCCESS +1
91-00	96-00	PROMOTED ⁴	ROLL 1d6, SUCCESS +2

¹ 1=Prison Camp, 2-3=Disease, 4-6=Combat

² 1=Deaf, 2=One-eyed, 3=Burns, 4=Blind, 5=Toothless, 6=Scarred

³ 1>No legs, 2>No arms, 3=Left arm, 4=Right arm, 5=Left leg, 6=Right leg

⁴ 1=Second Lieutenant, 2=Lieutenant, 3=Captain, 4=Major,

5=Lieutenant Colonel, 6=Colonel

LIFE PATH FOR BLACK PEOPLE

BORN FREE?

You are considered black if you have any black blood. Were your grandparents luckily among the free black people in America prior to 1850, or were they slaves? Decide this by rolling a D20. 20 means they were free.

HOME IN AMERICA

Slavery was most prevalent in the South. Free black people lived primarily along the east coast. Freed children of slaves often stayed in the South, near their families. Prior to 1850, free black people in any state had to carry documentation of their status or risk re-enslavement.

HOME - ENSLAVED

D100	AREA
01-15	BORDER STATES
16	NORTHERN STATES
17-00	THE SOUTH

BORDER STATES

D100	STATE
01	DELAWARE
02-57	KENTUCKY
58-92	MARYLAND
93-00	MISSOURI

THE SOUTH

D100	STATE
01-07	ALABAMA
08	ARKANSAS
09	FLORIDA
10-22	GEORGIA
23-28	LOUISIANA
29-32	MISSISSIPPI
33-46	NORTH CAROLINA
47-64	SOUTH CAROLINA
65-72	TENNESSEE
73	TEXAS
74-00	VIRGINIA

NORTHERN STATES

D100	STATE
01	CONNECTICUT
02-22	ILLINOIS
23	INDIANA
24	MASSACHUSETTS
25-84	NEW JERSEY
85-86	NEW YORK
87	OHIO
88-99	PENNSYLVANIA
00	RHODE ISLAND

HOME - BORN FREE

D100	AREA
01-24	BORDER STATES
25-68	NORTHERN STATES
69-00	THE SOUTH

BORDER STATES

D100	STATE
01-21	DELAWARE
22-28	KENTUCKY
29-99	MARYLAND
00	MISSOURI

THE SOUTH

D100	STATE
01-02	ALABAMA
03	ARKANSAS
04	FLORIDA
05-06	GEORGIA
07-22	LOUISIANA
23	MISSISSIPPI
24-42	NORTH CAROLINA
43-50	SOUTH CAROLINA
51-54	TENNESSEE
55	TEXAS
56-00	VIRGINIA

NORTHERN STATES

D100	STATE
01-06	CONNECTICUT
07	ILLINOIS
08-10	INDIANA
11-15	MASSACHUSETTS
16-29	NEW JERSEY
30-63	NEW YORK
64-70	OHIO
71-98	PENNSYLVANIA
99-00	RHODE ISLAND

FAMILY ORIGIN

Black people have been in America for nearly as long as white people have. Early on, many black and poor white people had *indentured service contracts*. These meant they were obliged to serve for a number of years for their passage to America, but would then be free. As slavery spread, free blacks ceased to come.

Most enslaved black people in the US came from West and Central Africa. They were captured and brought to slave forts along the west coast of Africa, where they were chained together and transported as cargo on European slave ships that crossed the Atlantic. When the Atlantic slave trade was banned in 1807, Americans could still buy new slaves from the Caribbean.

Many slaves were Muslims. Animism, voodoo (and West African tribal religions) occurred as well. Others were attracted to Christian missions. Owners tried to prevent their slaves from preserving their own cultures, often with violence. Some were able to keep fragments, such as where they came from, their ethnicities, and a few words of their languages. Through songs and simple art, they even preserved bits and pieces of religious rites and traditions. Many chose to forget, perhaps to avoid punishment, while others cherished these memories as the priceless treasures they are.

FAMILY ORIGIN

D100	FAMILY'S ORIGIN	GROUP	RELIGION
01-08	SENEGAMBIA	MANDINKA	ISLAM
09-12	SENEGAMBIA	FULA	ISLAM
13-14	SENEGAMBIA	WOLOF	ISLAM
15-21	SIERRA LEONE	MENDE	CHRISTIAN/ISLAM
22-28	SIERRA LEONE	TEMNE	ISLAM/CHRISTIAN
29-32	IVORY COAST	MANDÉ	ISLAM
33-34	IVORY COAST	KRU	ISLAM
35-42	GOLD COAST	AKAN	CHRISTIAN/ISLAM
43-45	GOLD COAST	ASHANTI	CHRISTIAN/ISLAM
46-48	BIGHT OF BENIN	YORUBA	CHRISTIAN/ISLAM
49	BIGHT OF BENIN	EWE	VOODOO/CHRISTIAN
50-52	BIGHT OF BENIN	FON	VOODOO/CHRISTIAN
53	BIGHT OF BENIN	ALLADA	VOODOO/CHRISTIAN
54	BIGHT OF BENIN	MAHI	VOODOO/CHRISTIAN
55-66	BIGHT OF BONNY	IGBO	CHRISTIAN
67	BIGHT OF BONNY	TIKAR	ISLAM
68-72	BIGHT OF BONNY	IBIBIO	CHRISTIAN/ISLAM
73-75	BIGHT OF BONNY	BAMILEKE	CHRISTIAN
76	BIGHT OF BONNY	BUBI	CHRISTIAN
77-90	W. CENTRAL AFRICA	CONGO	ANIMISM/CHRISTIAN
91-97	W. CENTRAL AFRICA	MBUNDU	ANIMISM/CHRISTIAN
98	SOUTHEAST AFRICA	MACUA	ANIMISM/CHRISTIAN
99-00	SOUTHEAST AFRICA	MALAGASY	ANIMISM/CHRISTIAN

★ LIFE PATH EVENTS FOR BLACK PEOPLE ★



RELIGION

Only a few have managed to preserve their people's original faith and pass it on to their children. Since black people were not allowed to read and write, this could only occur orally; and in secret, so for each new generation born in America, less remained of this knowledge.

Slaves were not allowed to keep their old beliefs. Most had Christianity forced upon them by their owners. Many embraced the new faith and often found more revolutionary interpretations of the *Bible* and the words of Jesus than their oppressors had hoped. Christianity has remained strong within this group, even after slavery was abolished. A difference in their interpretation of the *Bible* was that they do not fear Hell as much, since they already felt they experienced it in this life. Judgement Day is not a threat, rather a promise of eternal life in paradise for the faithful.

The worship services led by black people, often in their own churches, are characterized by a more active and engaged congregation. They shout answers to the (frequently Baptist) preacher's questions and their hymns are often more rousing than those sung in white people's churches.

Through time, variants of mixed religions also became strong, among them Voodoo and Santeria. They both have elements of old African folklore and Christianity, standing without doubt on the side of the black people against the rest of society. Many white people, particularly in Louisiana, fear and respect the power in these religions.

SOCIAL BACKGROUND

Your family has not been soldiers, politicians or officers for generations, but the LIFE PATH EVENTS allow for some to have these occupations. Most black people are poor farmers or laborers, but Frederick Douglass is a well-known speaker, and successful black business owners are becoming more common.

Racism is widespread high and low. Some saloons refuse to serve black people. Many organizations keep black members out unless they form their own chapters for people of color only. When it comes to legal processes, it is nearly impossible to get justice against a white man with better contacts. Slavery may be abolished, but equality is still far away.

If your grandparents were slaves, they began as FARMERS and you roll their LIFE PATH EVENTS on the next spread. If they were free, use the table below and then go to page 44 for their LIFE PATH EVENTS. If any enslaved relatives are freed or escaped during the first three time periods, continue their rolls on page 44.

SOCIAL BACKGROUND

D100	SOCIAL BACKGROUND	PAGE
01-35	FARMERS	64
36-65	LABORERS	68
66-80	DRIFTERS	70
81-95	TOWNSPEOPLE	72
96-98	BUSINESS OWNERS	74
99	LANDOWNERS	80
00	INDUSTRIALISTS	82



★ YOUR PAST ★

1 THE GOLD RUSH (PRIOR TO 1851)

The tensions and disagreements between the slave owners in the South and the abolitionists in the North are increasing. The issue of slavery in the new territories out West creates conflicts. The Atlantic slave trade has been banned but trade between slave owners increase. Owners decide whether and with whom slaves can build families, but when marriage creates a new generation of slaves, the owners are usually pleased.

Roll for your paternal and maternal grandparents.

ENSLAVED BLACK PEOPLE - PRIOR TO 1851

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-15	06-15	DECLINING HEALTH ¹	SUCCESS -1
16-35	16-20	PUNISHED ¹	SUCCESS -1
36-50	21-30	SOLD	ROLL NEW HOME IN AMERICA
51-70	31-40	ESCAPE SLAVERY ¹	
-	41-55	PREGNANT AFTER BEING RAPED ²	ROLL 1d6
71-75	56-65	ENGAGE IN VOODOO ³	SUCCESS +1
76-80	66-70	LEARN TO READ AND WRITE	SUCCESS +1
81-95	71-95	PRIVILEGED ASSIGNMENT ¹	
96-00	96-00	FREED ⁴	SUCCESS +1

¹ See separate table on the following page.

² 1-3=Owner, 4-5=Overseer, 6=Acquaintance of Owner

³ Gains proficiency (increase SKILL LEVEL) each time this result is rolled.

⁴ Use tables for free black people on the following spread for next roll.

3 THE CIVIL WAR (1861-1865)

This period is dominated by the War Between the States. The South loses and civilians are hard hit. The Union decrees that all slaves in the South are to be freed. Many try to flee north when they hear this news. The slave owners do their best, however, to prevent all attempts at escape.

Roll for all surviving grandparents, your parents and their siblings, and your older siblings. Owners allow your older siblings to build families, and they have 1D6 children.

ENSLAVED BLACK PEOPLE - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-15	06-15	DECLINING HEALTH ¹	SUCCESS -1
16-30	16-20	PUNISHED ¹	SUCCESS -1
31-40	21-25	SOLD	ROLL NEW HOME IN AMERICA
41-65	26-35	ESCAPE SLAVERY ¹	
-	36-50	PREGNANT AFTER BEING RAPED ²	ROLL 1d6
66-70	51-60	ENGAGE IN VOODOO ³	SUCCESS +1
71-75	61-70	LEARN TO READ AND WRITE	SUCCESS +1
76-85	71-85	PRIVILEGED ASSIGNMENT ¹	
86-00	86-00	FREED ⁴	SUCCESS +1

¹ See separate table on the following page.

² 1-3=Owner, 4-5=Overseer, 6=Acquaintance of Owner

³ Gains proficiency (increase SKILL LEVEL) each time this result is rolled.

⁴ Use tables for free black people on the following spread for next roll.

2 WESTERN EXPANSION (1851-1860)

The slavery controversy causes fanatics on both sides to move to the Border States and Kansas to impose their will on the new territories. Settlers head west in wagon trains, seeking a new life. Others leave all behind and go in search of fortune in the gold rushes. Slave owners gain the right to hunt for escaped slaves in the North.

Roll for your surviving grandparents, your parents, and their siblings. Owners decide to allow your relatives to marry, and they have 1D6 children.

ENSLAVED BLACK PEOPLE - 1851-1860

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-15	06-15	DECLINING HEALTH ¹	SUCCESS -1
16-35	16-25	PUNISHED ¹	SUCCESS -1
36-50	26-35	SOLD	ROLL NEW HOME IN AMERICA
51-70	36-40	ESCAPE SLAVERY	
-	41-55	PREGNANT AFTER BEING RAPED ²	ROLL 1d6
71-75	56-65	ENGAGE IN VOODOO ³	SUCCESS +1
76-80	66-70	LEARN TO READ AND WRITE	SUCCESS +1
81-95	71-95	PRIVILEGED ASSIGNMENT ¹	
96-00	96-00	FREED ⁴	SUCCESS +1

¹ See separate table on the following page.

² 1-3=Owner, 4-5=Overseer, 6=Acquaintance of Owner

³ Gains proficiency (increase SKILL LEVEL) each time this result is rolled.

⁴ Use tables for free black people on the following spread for next roll.

4 THE RECONSTRUCTION (1866-1875)

Slavery was abolished. Most former slaves encounter poverty and oppression in new forms (such as company stores with unfair prices and racist attacks). Post-war occupation of the South by Northern troops forces the South to admit defeat and accept black people's right to vote. Many former slaves try to find their family members who have long since been sold. Others leave the South and seek their fortunes in the West.

Roll for all surviving grandparents, your parents, their siblings, and all your siblings.

BLACK PEOPLE [EX SLAVES] - 1866-1875

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-15	06-15	DECLINING HEALTH ¹	SUCCESS -1
16-30	16-25	ATTACKED BY THE KU KLUX KLAN ¹	
31-45	26-40	SHARECROPPERS ²	ROLL 1d6, DIMINISHED SUCCESS
46-50	41-45	RESETTLE TO ... ³	ROLL 1d6
51-70	46-70	MARRIED OR REUNITED WITH FAMILY	
71-75	-	ENLISTED IN THE ARMY ¹	SOC. B. SOLDIER
76-80	71-80	ENGAGE IN VOODOO ⁴	SUCCESS +1
81-90	81-90	OWN FARM	SUCCESS +1
91-00	91-00	EDUCATED	SOCIAL BACKGROUND TOWNSPEOPLE OR +1

¹ See separate table on the following page.

² 1-3=SUCCESS -3, 4-5=SUCCESS -2, 6=SUCCESS -1

³ 1=Illinois, 2=Indiana, 3=Kansas, 4=Missouri, 5=Ohio, 6=Texas

⁴ Gains proficiency (increase SKILL LEVEL) each time this result is rolled.

★ LIFE PATH EVENTS FOR BLACK PEOPLE BORN INTO SLAVERY ★

DEATH

Everyone dies. Find out how/why it happened here.

DEATH

MAN	WOMAN	CAUSE OF DEATH
01-05	01-05	SUICIDE
06-15	06-10	MURDERED
16-30	11-15	LYNCHED
31-45	16-25	KILLED
46-50	26-35	STARVED TO DEATH
51-60	36-50	FIRE
61-70	51-65	DROWNED
71-00	66-00	ACCIDENT

DECLINING HEALTH

Slaves seldom receive enough food to stay healthy. Epidemics like malaria ravage lives on the plantations.

DECLINING HEALTH

MAN	WOMAN	ILLNESS	(ROLL 1D6. 1-4=DEAD)
01-15	01-15	CANCER	(ROLL 1D6. 1-4=DEAD)
16-30	16-30	CHOLERA	(ROLL 1D6. 1-3=DEAD)
31-40	31-40	SMALLPOX	(ROLL 1D6. 1-3=DEAD)
41-45	41-45	CONSUMPTION	(ROLL 1D6. 1-3=DEAD)
46-60	46-60	TYPHOID FEVER	(ROLL 1D6. 1-3=DEAD)
61-85	61-85	MALARIA	(ROLL 1D6. 1=DEAD)
86-95	86-95	MALNUTRITION	(ROLL 1D6. 1=DEAD)
96-00	96-00	INSANITY	

PUNISHED

Slaves can be subject to punishments for the slightest offense. This often took the form of painful imprisonment, physical beatings, or being branded like livestock.

PUNISHED

MAN	WOMAN	PUNISHMENT
01-05	01-05	FLOGGED TO DEATH
06-15	06-30	FAMILY MEMBER SOLD TO ... ¹
16-30	31-55	SOLD TO ANOTHER PLANTATION
31-40	56-60	FOOT CUT OFF
41-55	61-65	EAR CUT OFF
56-80	66-80	WHIPPED, 1D6 LASHES
81-00	81-00	BRANDED

¹ [1D6]: 1-2=Owner nearby, 3-4=Far away, 5-6=Nobody knows

ATTACKED BY THE KU KLUX KLAN

White racists try to scare black people into submission.

ATTACKED BY THE KU KLUX KLAN

MAN	WOMAN	ATTACK	
01-15	01-05	LYNCHED	
16-35	06-15	WHIPPED	SUCCESS -1
36-50	16-30	HOME BURNED DOWN	SUCCESS -1
51-70	31-50	BEATEN	SUCCESS -1
71-00	51-00	BURNING CROSS PLACED IN FRONT OF HOUSE	

PRIVILEGED ASSIGNMENT

Almost anything is better than working on a plantation.

PRIVILEGED ASSIGNMENT

MAN	WOMAN	ASSIGNMENT	
01-05	-	BOXER/WRESTLER	SOCIAL BACKGROUND DRIFTER
06-12	-	JOCKEY	SOCIAL BACKGROUND DRIFTER
13-30	-	DRIVER	SOCIAL BACKGROUND DRIFTER
31-45	01-10	MUSICIAN	SOCIAL BACKGROUND DRIFTER
46-50	-	COCK FIGHTER	SOCIAL BACKGROUND DRIFTER
51-90 ¹	11-70 ²	ARTISAN	SOCIAL BACKGROUND LABORER
-	71-00	CHAMBERMAID	SOCIAL BACKGROUND TOWNSPEOPLE
91-00	-	SERVANT	SOCIAL BACKGROUND TOWNSPEOPLE

¹ [1D6]: 1-2=Blacksmith, 3-4=Carpenter, 5=Cobbler, 6=Groom

² [1D6]: 1=Weaver, 2-3=Seamstress, 4=Laundress, 5-6=Cook

ESCAPE SLAVERY

A runaway slave can only feel safe from slave hunters when they reach Canada. Any escapee who is *caught* must make a follow up roll using the *Punishment table*.

ESCAPE SLAVERY

MAN	WOMAN	EVENT	
01-10	01-10	KILLED DURING THE ESCAPE	
11-20	11-15	CAUGHT AND BEATEN	ROLL PUNISHED
21-40	16-40	CAUGHT BY SLAVE HUNTERS	ROLL PUNISHED
41-50	41-50	CAUGHT, HELP OTHERS FLEE	ROLL PUNISHED
51-65	51-70	DISAPPEARED	
66-75	71-75	KILLED PERSON, NOW OUTLAW ¹	SOC. B. DRIFTER
76-90	76-90	SAFE IN NORTHERN STATE ¹	SOC. B. LABORER
91-95	91-95	SAFE IN NORTHERN STATE ¹	S. B. TOWNSPEOPLE
96-99	96-99	SAFE IN CANADA ¹	SOCIAL BACKGROUND DRIFTER
00	00	SAFE IN CANADA ¹	SOCIAL BACKGROUND TOWNSPEOPLE

¹ Use tables for free black people on the following spread for next roll.

ENLISTED IN THE ARMY

Black soldiers were often called *Buffalo Soldiers*. Following the Civil War, they were assigned dangerous and thankless tasks in the war against Native Americans.

ENLISTED IN THE ARMY

D100	EVENT	
01-15	DEATH ¹	ROLL 1D6
16-25	HEAD WOUND ²	ROLL 1D6
26-35	LOSS OF LIMBS ³	ROLL 1D6
36-50	HARRASSED BY RACIST WHITE OFFICER	
51-55	DISAPPEARED/MISSING	
56-65	DESERTED	SUCCESS -2
66-90	UNHARMED	
91-95	DECORATED FOR BRAVERY	SUCCESS +1
96-00	PROMOTED ⁴	ROLL 1D6, SUCCESS +1

¹ 1=Shot by Firing Squad, 2-3=Disease, 4-6=Combat

² 1=Deaf, 2=One-eyed, 3=Burns, 4=Blind, 5=Toothless, 6=Scarred

³ 1>No legs, 2>No arms, 3=Left arm, 4=Right arm, 5=Left leg, 6=Right leg

⁴ 1-3=Corporal, 4-5=Sergeant, 6=Sergeant First Class

★ YOUR PAST ★

1 THE GOLD RUSH (PRIOR TO 1851)

Tensions between slave owners in the South and abolitionists in the North are increasing, triggered by whether slavery should be permitted in the new territories gained in the war against Mexico. The Atlantic slave trade is banned, but trade between slave owners is increasing. Escaped slaves are free if they reach the northern states. When news of gold in California spreads, people across the nation are enticed to leave everything behind in search of riches.

Roll only for your grandparents during this time period.

FREE BLACK PEOPLE - PRIOR TO 1851

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-15	06-15	DECLINING HEALTH ¹	SUCCESS -1
16-30	16-20	ON TRIAL ¹	
31-45	21-35	SETBACK	SOCIAL BACKGROUND -1
46-60	36-45	FIGHT AGAINST SLAVERY ¹	
61-65	46-55	ENGAGE IN VOODOO ²	SUCCESS +1
66-75	56-75	SAVED OR CHANGE OF FAITH	
76-85	76-90	LEARN TO READ AND WRITE	SUCCESS +1
86-95	91-95	THE CALIFORNIA GOLD RUSH ¹	
96-00	96-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² Gains proficiency [increase SKILL LEVEL] each time this result is rolled.

2 WESTERN EXPANSION (1851-1860)

The slavery controversy causes fanatics on both sides to move to the Border States and Kansas to impose their will on the new territories. Settlers head west in wagon trains seeking a new life. Others leave everything behind in search of fortune in the gold rushes. Slave owners gain the right to hunt for escaped slaves in the North, while many slaves receive help fleeing to Canada via the Underground Railroad.

Roll for your surviving grandparents, your parents and their siblings.

FREE BLACK PEOPLE - 1851-1860

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-15	06-15	DECLINING HEALTH ¹	SUCCESS -1
16-25	16-20	ON TRIAL ¹	
26-40	21-30	SETBACK	SOCIAL BACKGROUND -1
41-50	31-40	FIGHT AGAINST SLAVERY ¹	
51-55	41-50	ENGAGE IN VOODOO ²	SUCCESS +1
56-80	51-80	CHANGED CIVIL STATUS ³	
81-85	81-90	LEARN TO READ AND WRITE	SUCCESS +1
86-95	91-95	THE CALIFORNIA/COLORADO GOLD RUSH ¹	
96-00	96-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² Gains proficiency [increase SKILL LEVEL] each time this result is rolled.

³ Single=Married +1D6 children. Married=Separated or Widowed.

3 THE CIVIL WAR (1861-1865)

The gruesome War Between the States dominates everything this time period. Many black people enlist in the Union army, especially after President Lincoln forbids slavery in the South (where he did not have control at the time of the proclamation). During the draft riots in New York, many black people were lynched in protest against the war. The South eventually lost and the civilian population was hard hit.

Roll for all surviving grandparents, your parents and their siblings, and your older siblings.

FREE BLACK PEOPLE - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-15	06-15	DECLINING HEALTH ¹	SUCCESS -1
16-25	16-19	ON TRIAL ¹	
26-35	20-29	SETBACK	SOCIAL BACKGROUND -1
36-40	30-34	RESETTLE TO ... ²	ROLL 1D6
41-55	35-54	FIGHT AGAINST SLAVERY ¹	
56-60	55-64	ENGAGE IN VOODOO ³	SUCCESS +1
61-80	65-94	CHANGED CIVIL STATUS ⁴	
81-95	95	ENLISTED IN THE ARMY ¹	SOC. B. SOLDIER
96-00	96-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² 1-2=Illinois, 3=Indiana, 4=Kansas, 5-6=Ohio

³ Gains proficiency [increase SKILL LEVEL] each time this result is rolled.

⁴ Single=Married +1D6 children. Married=Separated or Widowed.

4 THE RECONSTRUCTION (1866-1875)

Slavery was abolished and the post-war occupation of the South by Northern troops forces the South to admit defeat and finally accept black people's right to vote. Many former slaves try to reunite their families, seeking out family members who managed to escape slavery or have long since been sold to new owners. Many families are willing to leave everything behind and try to start over in a new place.

Roll for all surviving grandparents, your parents, their siblings, and all your siblings.

FREE BLACK PEOPLE - 1866-1875

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-15	06-15	DECLINING HEALTH ¹	SUCCESS -1
16-30	16-25	BEATEN BY RACISTS	ROLL PERMANENT INJURY
31-40	26-35	SETBACK	SOCIAL BACKGROUND -1
41-45	36-40	RESETTLE TO ... ²	ROLL 1D6
46-55	41-50	FIGHT AGAINST SLAVERY ¹	
56-60	51-60	ENGAGE IN VOODOO ³	SUCCESS +1
61-85	61-90	CHANGED CIVIL STATUS ⁴	
86-90	-	ENLISTED IN THE ARMY ¹	SOC. B. SOLDIER
91-00	91-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² 1=Illinois, 2=Indiana, 3=Kansas, 4=Missouri, 5=Ohio, 6=Texas

³ Gains proficiency [increase SKILL LEVEL] each time this result is rolled.

⁴ Single=Married +1D6 children. Married=Separated or Widowed.

★ LIFE PATH EVENTS FOR BLACK PEOPLE BORN FREE ★

DEATH

Everyone dies. Find out how/why it happened here.

DEATH

NORTH	S/B	WEST	CAUSE OF DEATH	
01-10	01-05	01-05	SUICIDE	
11-20	06-15	06-15	MURDERED	
21-25	16-30	16-25	LYNCHED	
26-40	31-50	26-45	KILLED ¹	ROLL 1d6
41-50	51-55	46-55	DRUNKARD	
51-60	56-65	56-65	FIRE	
61-70	66-75	66-75	DROWNED	
71-00	76-00	76-00	ACCIDENT	

- ¹ North [1D6]: 1-2=Robbery, 3-5=Brawl, 6=Revenge
 South/Border[1D6]: 1-3=KKK, 4=Robbery, 5=Brawl, 6=Revenge
 West [1D6]: 1-2=Bandits, 3-4=Brawl, 5=Braves, 6=Revenge

DECLINING HEALTH

Epidemics spread like wildfire, but even malnutrition causes the health of many to decline.

DECLINING HEALTH

MAN	WOMAN	ILLNESS	
01-15	01-15	CANCER	(ROLL 1d6. 1-4=DEAD)
16-35	16-35	CHOLERA	(ROLL 1d6. 1-3=DEAD)
36-45	36-45	SMALLPOX	(ROLL 1d6. 1-2=DEAD)
46-50	46-50	CONSUMPTION	(ROLL 1d6. 1-2=DEAD)
51-65	51-65	TYPHOID FEVER	(ROLL 1d6. 1-2=DEAD)
66-80	66-80	MALARIA	(ROLL 1d6. 1=DEAD)
81-95	81-95	MALNUTRITION	(ROLL 1d6. 1=DEAD)
96-00	96-00	INSANITY	

ON TRIAL & PRISON

People in prison must substitute coming rolls with the *Prison-table* until they are pardoned or released.

ON TRIAL

NORTH	S/B	WEST	PUNISHMENT
01-05	01-20	01-10	LYNCHED, NO TRIAL
06-25	21-40	11-30	EXECUTED
26-40	41-55	31-45	LIFE ¹ All Time=ROLLS ON THE PRISON-TABLE
41-55	56-70	46-60	20 YEARS ¹ 2 TIME=ROLLS ON THE PRISON-TABLE
56-70	71-85	61-75	10 YEARS ¹ NEXT TIME=ROLL ON THE PRISON-TABLE
71-90	86-95	76-90	5 YEARS ¹ NEXT TIME=ROLL ON THE PRISON-TABLE
91-00	96-00	91-00	ACQUITTED

- ¹ SUCCESS -3.

PRISON

MAN	WOMAN	EVENT	
01-25	01-20	DEATH	ROLL ON THE DEATH-TABLE
26-60	21-65	DECLINING HEALTH	ROLL Declining Health
61-75	66-75	KILL FELLOW INMATE	ROLL On Trial
76-95	76-85	ESCAPE	ROLL ON THE PERIOD-TABLE
96-00	86-00	PARDONED	ROLL ON THE PERIOD-TABLE

GOLD RUSH

Few get rich, while many end in poverty or a life of crime.

GOLD RUSH

MAN	WOMAN	EVENT	
01-15	01-10	DEATH	ROLL ON THE DEATH-TABLE
16-30	11-25	LOSE EVERYTHING ¹	SOCIAL BACKGROUND LABORER
31-50	26-50	SETBACK ¹	SOCIAL BACKGROUND -1
51-60	51-65	DISAPPEARED	
61-75	66-85	ROBBED ¹	SUCCESS -1
76-89	86-89	BECOME AN OUTLAW ²	SOCIAL BACKGROUND DRIFTER
90-99	90-99	SUCCESSFUL ¹	SOCIAL BACKGROUND +1
00	00	WEALTHY ¹	SOCIAL BACKGROUND INDUSTRIALIST

- ¹ 1D6: 1-4=Returned home, 5=Settled in the area,

6=Moved on to the area of the next gold rush.

- ² 1D6: 1=Cardsharp, 2=Conman, 3=Horsethief, 4-5=Robber, 6=Rustler

FIGHT AGAINST SLAVERY

The war against slavery was fought with weapons, words, and by helping slaves to escape north to freedom.

FIGHT AGAINST SLAVERY

MAN	WOMAN	EVENT
01-10	01-10	KILLED BY RACISTS
11-20	11-20	KIDNAPPED INTO SLAVERY ¹
21-25	21-22	KILLED RACIST, BECAME OUTLAW SB DRIFTER
26-50	23-55	WORK FOR THE UNDERGROUND RAILROAD
51-65	56-85	ABOLITIONIST PARTISAN
66-80	-	MEMBER OF THE UNION LEAGUE ²
81-90	86-00	ABOLITIONIST AGITATOR
91-00	-	UNION LEAGUE AGITATOR ²

- ¹ During the 3 first time periods, the kidnapped were sold into slavery in the South, the last they were shipped to the Caribbean.

- ² The Union League was formed during the Civil War. If this result is rolled earlier than that time, it is counted as ABOLITIONIST.

ENLISTED IN THE ARMY

Black soldiers were often called *Buffalo Soldiers*. Following the Civil War, they were assigned dangerous and thankless tasks in the Indian Wars.

ENLISTED IN THE ARMY

D100	EVENT
01-15	DEATH ¹
16-25	HEAD WOUND ²
26-35	LOSS OF LIMBS ³
36-50	HARRASSED BY RACIST WHITE OFFICER
51-55	DISAPPEARED/MISSING
56-65	DESERTED
66-90	UNHARMED
91-95	DECORATED FOR BRAVERY
96-00	PROMOTED ⁴

- ¹ Shot by Firing Squad, 2-3=Disease, 4-6=Combat

- ² 1=Deaf, 2=One-eyed, 3=Burns, 4=Blind, 5=Toothless, 6=Scarred

- ³ 1=No legs, 2=No arms, 3=Left arm, 4=Right arm, 5=Left leg, 6=Right leg

- ⁴ 1-3=Corporal, 4-5=Sergeant, 6=Sergeant First Class

LIFE PATH FOR MEXICAN PEOPLE

HOME IN AMERICA

Mexicans have lived in the southwestern part of the USA longer than anyone who speaks English as their Native tongue, as colonization of Mexico began earlier than of the USA. The southwestern area belonged to Mexico until 1848. Many Anglos (English-speaking Americans) treat Mexicans like second-class citizens in their own country and Anglos often have the attitude that they have the right to control what Mexicans do or do not do. The idea of *Manifest Destiny* – that the United States is fated to expand both west and south across the American continent (to the detriment of everyone else) – has a great influence on this attitude. Most Mexicans carry on their lives as they have always done, regardless of such notions. Many have family in the US as well as in Mexico.

There are many war veterans south of the US border, since Mexico has had its share of unrest, revolutions and war during the past twenty years. The Apaches are a feared enemy that resides on both sides of the border.

HOME IN AMERICA

D100	AREA
01-15	THE SOUTH
16-40	THE WEST
41-00	MEXICO

THE SOUTH

D100	STATE
01-15	LOUISIANA
16-20	MISSISSIPPI
21-00	TEXAS

THE WEST

D100	STATE/TERRITORY
01-10	ARIZONA
11-57	CALIFORNIA
51-58	COLORADO
59	IDAHO
60	KANSAS
61	MONTANA
62	NEBRASKA
63-64	NEVADA
65-89	NEW MEXICO
90	NORTH DAKOTA
91	OKLAHOMA
92-96	OREGON
97	SOUTH DAKOTA
98	UTAH
99	WASHINGTON
00	WYOMING

MEXICO

D100	STATE
01	AGUASCALIENTES
02	CAMPECHE
03-05	CHIAPAS
06-10	CHIHUAHUA
11-15	COAHUILA
16	COLIMA
17-19	DURANGO
20-23	GUANAJUATO
24-26	GUERRERO
27-28	HIDALGO
29-33	JALISCO
34-51	MEXICO
52-55	MICHOACAN
56-57	MORELOS
58-63	NUEVO LEON
64-67	OAXACA
68-72	PUEBLA
73-74	QUERETARO
75-77	SAN LUIS POTOSI
78-80	SINALOA
81-83	SONORA
84-85	TABASCO
86-89	TAMAULIPAS
90	TLAXCALA
91-97	VERACRUZ
98-99	YUCATAN
00	ZACATECAS

FAMILY ORIGIN

'Mexican' is a simplistic description – just as 'white' is for those people who come from various European countries when it is not important to differentiate between Swedish, German or French. As a Mexican, your circumstances will vary greatly depending on whether you were born to Spanish elite merchants and officials who ran the country until 1821, to the Creoles, who were American-established European descendants who controlled most of the mining and goods industries, or to the *Mestizo* (by far the largest group).

Mestizos are made up of the often-poor masses of the population and are not actually an ethnically homogenous group. *Mestizos* include the descendants of the children of Spanish and Portuguese men and Native women. There are Mexican Natives, chosen here to count as 'Mexicans' since they are so assimilated into Mexican society that they can no longer be identified primarily by their tribe, unlike the Apache and Comanche. Having long family histories is important, and even Native tribal titles are recognized and grant respect in Mexican society.

furthest down on the social scale are the black people. They are few, since the Spaniards used Native slaves in Mexico. Though Mexican society is stratified according to origin, many ethnic groups have mixed. A Mexican "*mulatto*" has a black parent and a white parent who was Spanish or Creole. Children of black and Native parents were called *zambo*, and were nearly as disadvantaged as the black people.

Ethnicity has an enormous impact on the division of power, money and social status – see the table below, which you use to roll for your grandparents. As times are changing, in large part due to reforms and revolutions, more people are able to break the old restricting molds and surpass bias and expectations.

Playing a Mexican often means adventures in the southwestern part of the USA – the wildest, least populated, and least controlled – and in Mexico. Use the border and the shifting loyalties on both sides of it to create additional conflicts and obstacles for your characters during play.

FAMILY ORIGIN

D100	ORIGIN	SOCIAL BACKGROUND
01-03	BLACK	GROUP 3
04	ZAMBO	GROUP 3
05	MULATTO	GROUP 3
06-50	MESTIZO	GROUP 2
51-80	NATIVE	GROUP 2
81-95	CREOLE	GROUP 1
96-00	SPANIARD	GROUP 1

★ LIFE PATH EVENTS FOR MEXICAN PEOPLE ★



RELIGION

The Catholic Church has a firm grasp on the Mexican people. Mexicans with other belief systems are highly unusual (other than remains of Native folklore that has been mixed in with the Catholic beliefs). The Catholic missions began several hundred years ago and Jesuit priests were some of the most successful early discoverers of the southwestern USA. The missions they left behind were often the beginning foundations for the colonization of these areas.

There was a time when the church was viewed as an enemy by both Natives and Mestizos. The Catholic Church was thought to be an instrument for power and the Spanish elite who controlled the region with an iron fist. For the Mexican people of 1875, however, the Catholic Church's presence is both strong and self-evident. The Holy Madonna and various saints are important in everyday life, often turned to in prayer. As more white people move west, other Christian denominations are also accepted, but few Mexicans could really imagine converting from the Catholic Church.

From time to time, people allow themselves to be misled, with the hunt for gold or other circumstances preventing them from going to church or confessing. This is viewed as unfortunate, but as long as you come back to the church, all is forgiven. Even bandits can have their sins absolved; God will not turn his face from you. To deny God, however, is too unthinkable for most. It is a sign that there is something very wrong with the person who offers such opinions.

SOCIAL BACKGROUND

Your grandparents' origins affect their options in life. GROUP 1 in the table below consists of Spaniards and Creoles, who retain the majority of the economic and political power. GROUP 2 – Mestizos and Natives – perform the lion's share of the manual labor, even though they are beginning to gain more political influence. In GROUP 3, you find all Mexicans with black ancestry, suffering the brunt of the widespread racism.

There are many more people in GROUPS 2 and 3. Given that they have the least chance at education, their lot is often to be peasants (SOCIAL BACKGROUND FARMERS), soldiers, laborers, or artisans (TOWNSFOLK or BUSINESS OWNERS). Recent wars and unrest have made the Mexican army a career path primarily for Mestizos and Natives. Officer positions are made for political and bribery reasons, while soldiers can become lawmen or outlaws.

SOCIAL BACKGROUND

GROUP 1	GROUP 2	GROUP 3	SOCIAL BACKGROUND	PAGE
-	01-20	01-20	FARMERS	64
-	21-30	21-30	SOLDIERS	66
-	31-40	31-60	LABORERS	68
01-05	41-60	61-80	DRIFTERS	70
06-10	61-80	81-90	TOWNSPEOPLE	72
11-30	81-90	91-96	BUSINESS OWNERS	74
31-40	91-94	97	OFFICERS	76
41-50	95-97	98	POLITICIANS	78
51-90	98-99	99	LANDOWNERS	80
91-00	00	00	INDUSTRIALISTS	82

★ YOUR PAST ★

1 THE GOLD RUSH (PRIOR TO 1851)

The Santa Fe Trail opens. For the first time, there is direct trade between Mexico and the USA. Texas becomes independent, then a part of the US. After the war between the US and Mexico, the southwest becomes increasingly American. Soon afterward, gold is found in California and people from all over swarm to the area. Long wagon trains of settlers move across the prairie eager to claim land grants from the government.

Roll only for your grandparents this time period.

MEXICAN PEOPLE - PRIOR TO 1851

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-10	06-10	DECLINING HEALTH ¹	SUCCESS -1
11-25	11-30	TRAGEDY ¹	
26-30	31-33	ON TRIAL ¹	
31-40	34-41	BECOME BANDIT ¹	SOCIAL BACKGROUND DRIFTER
41-55	42-59	SETBACK	SOCIAL BACKGROUND -1
56-65	60-69	RESETTLE TO ... ²	ROLL 1d6
66-75	70-74 ³	FOUGHT IN THE MEXICO-USA WAR ¹	
76-85	75-82	FOUND GOLD IN CALIFORNIA	SUCCESS +1d6
86-00	83-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² 1=The South, 2-3=The West, 4-6=Mexico

³ Roll 1D6 for women. 1-4=Nurse, 5=Spy, 6=Fighter

2 WESTERN EXPANSION (1851-1860)

The California Gold Rush continues. White settlers expand west along the Oregon Trail in search of new life and fortunes. In Mexico, civil war breaks out, where the church and the previous elites (Spaniards and Creoles) oppose the democratically elected regime's radical politics (land reforms in particular). Mexico's new president is Benito Juarez, a Native Zapotec.

Roll for your surviving grandparents and their children – your parents and their siblings.

MEXICAN PEOPLE - 1851-1860

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-10	06-10	DECLINING HEALTH ¹	SUCCESS -1
11-25	11-30	TRAGEDY ¹	
26-30	31-32	ON TRIAL ¹	
31-40	33-40	BECOME BANDIT ¹	SOCIAL BACKGROUND DRIFTER
41-50	41-50	SETBACK	SOCIAL BACKGROUND -1
51-55	51-55	RESETTLE TO ... ²	ROLL 1d6
56-80	56-85	CHANGED CIVIL STATUS ³	
81-90	86-90 ⁴	FOUGHT IN THE REFORM WAR ¹	
91-00	91-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² 1=The South, 2-3=The West, 4-6=Mexico

³ Single=Married +1D6 children. Married=Separated or Widowed.

⁴ Roll 1D6 for women. 1-3=Nurse, 4=Spy, 5-6=Fighter

3 THE CIVIL WAR (1861-1865)

After the Reform War, Mexico cannot pay its foreign debts. France occupies Mexico and places Emperor Maximilian I from Austria-Hungary on the throne. French mercenaries and Maximilian's Imperial Army take control of large parts of Mexico. Mexico's democratically elected government under Juarez and his forces are pressed hard but never submit. The American Civil War has little impact in the southwest.

Roll for all your surviving grandparents, your parents and their siblings, and your older siblings.

MEXICAN PEOPLE - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-10	06-10	DECLINING HEALTH ¹	SUCCESS -1
11-25	11-25	TRAGEDY ¹	
26-30	26-30	ON TRIAL ¹	
31-40	31-40	SETBACK	SOCIAL BACKGROUND -1
41-45	41-50	RESETTLE TO ... ²	ROLL 1d6
46-65	51-75	CHANGED CIVIL STATUS ³	
66-75	76-80 ⁴	WAR – JOIN THE MEXICAN IMPERIAL ARMY ¹	
76-90	81-90 ⁴	FOUGHT IN THE WAR AGAINST FRANCE ¹	
91-00	91-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² 1=The South, 2-4=The West, 5-6=Mexico

³ Single=Married +1D6 children. Married=Separated or Widowed.

⁴ Roll 1D6 for women. 1-2=Nurse, 3-4=Spy, 5-6=Fighter

4 THE RECONSTRUCTION (1866-1875)

After the American Civil War, some war veterans join the war in Mexico. Most Confederate soldiers support the Emperor and yankees Juarez. Popular resistance towards the French puppet is strong. France leaves and the war ends in 1867. Juarez is president again. Following his death, the Mestizo war hero Porfirio Diaz campaigns for president, but loses the election. In 1876, he begins to amass troops to seize power by force.

Roll for all your relatives that are still alive, including your younger siblings.

MEXICAN PEOPLE - 1866-1875

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-10	06-10	DECLINING HEALTH ¹	SUCCESS -1
11-25	11-25	TRAGEDY ¹	
26-30	26-30	ON TRIAL ¹	
31-45	31-40	BECOME BANDIT	SOCIAL BACKGROUND DRIFTER
46-55	41-50	SETBACK	SOCIAL BACKGROUND -1
56-60	51-55	RESETTLE TO ... ²	ROLL 1d6
61-80	56-80	CHANGED CIVIL STATUS ³	
81-90	81-90 ⁴	FOUGHT IN THE WAR AGAINST FRANCE ¹	
91-00	91-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² 1=The South, 2-5=The West, 6=Mexico

³ Single=Married +1D6 children. Married=Separated or Widowed.

⁴ Roll 1D6 for women. 1-2=Nurse, 3-4=Spy, 5-6=Fighter

★ LIFE PATH EVENTS FOR MEXICAN PEOPLE ★

DEATH

Everyone dies. Find out how/why it happened here.

DEATH

MAN	WOMAN	CAUSE OF DEATH	
01-05	01-10	SUICIDE	
06-15	11-20	MURDERED	
16-35	21-40	KILLED ¹	ROLL 1d6
36-55	41-45	DRUNKARD	
56-60	46-55	EXTREME WEATHER	
61-70	56-65	FIRE	
71-75	66-75	DROWNED	
76-00	76-00	ACCIDENT	

¹ 1d6: 1-2=Bandits, 3=Apaches, 4-5=Soldiers, 6=Revenge

DECLINING HEALTH

New methods of transportation means diseases travel quickly, leading to terrible epidemics.

DECLINING HEALTH

MAN	WOMAN	ILLNESS	(ROLL 1d6, 1-4=DEAD)
01-15	01-15	CANCER	(ROLL 1d6, 1-4=DEAD)
16-30	16-35	CHOLERA	(ROLL 1d6, 1-3=DEAD)
31-40	36-45	SMALLPOX	(ROLL 1d6, 1-2=DEAD)
41-45	46-47	SYPHILIS	(ROLL 1d6, 1=DEAD, 2=INSANE)
46-50	48-55	CONSUMPTION	(ROLL 1d6, 1-2=DEAD)
51-65	56-70	TYPHOID FEVER	(ROLL 1d6, 1-2=DEAD)
66-70	71-80	INSANITY	(ROLL 1d6, 1=INSANE ASYLUM)
71-00	81-00	DRUNKARD	(ROLL 1d6, 1-2=DEAD)

ON TRIAL & PRISON

People in prison must substitute coming rolls with the *Prison table* until they are pardoned or released.

ON TRIAL

MAN	WOMAN	PUNISHMENT ¹	
01-05	-	LYNCHED, NO TRIAL	
06-25	01-10	SHOT BY FIRING SQUAD	
26-40	11-20	LIFE ²	ALL NEW TIME-ROLLS ON THE PRISON TABLE
41-55	21-35	20 YEARS ²	2 NEXT TIME-ROLLS ON THE PRISON TABLE
56-75	36-55	10 YEARS ²	NEXT TIME-ROLL ON THE PRISON TABLE
76-90	56-85	5 YEARS ²	NEXT TIME-ROLL ON THE PRISON TABLE
91-00	86-00	ACQUITTED	

¹ All Rolls are modified by Social Background. LABORERS and lower -10. DRIFTERS -5. OFFICERS +10. POLITICIANS and higher +20.

² SUCCESS -2.

PRISON

MAN	WOMAN	EVENT	
01-25	01-20	DEATH	ROLL ON THE DEATH TABLE
26-60	21-60	DECLINING HEALTH	ROLL Declining Health
61-75	61-70	KILL FELLOW INMATE	ROLL ON Trial
76-95	71-85	ESCAPE	ROLL ON THE PERIOD TABLE
96-00	86-00	PARDONED	ROLL ON THE PERIOD TABLE

BANDIT – OR FREEDOM FIGHTER?

The life of a bandit is wild, often violent, seldom boring.

BANDIT

MAN	WOMAN	WANTED FOR...	ROLL 1d6
01-15	01-15	MURDER OF ... ¹	ROLL 1d6
16-25	16-17	ABDUCTION (COMANCHEROS)	
26-35	18-32	THEFT	
36-50	33-47	RUSTLING CATTLE	
51-60	48-55	STEALING WEAPONS FROM THE ARMY	
61-80	56-85	TAKING UP ARMS AGAINST THE GOVERNMENT	
81-90	86-95	BANK OR MINE ROBBERY	SUCCESS +1
91-00	96-00	BANDIT GENERAL	SUCCESS +2

¹ 1=Man, 2=Soldier, 3=Woman, 4=Lawman, 5=Politician, 6=Banker

TRAGEDY

Much misery can come to your family. They can lose everything; their property, their freedom, or their lives.

TRAGEDY

MAN	WOMAN	EVENT	
01-10	01-05	SHOT BY FIRING SQUAD	
11-20	06-15	ATTACKED BY APACHES ¹	ROLL 1d6
21-35	16-30	ATTACKED BY BANDITS ²	ROLL 1d6
36-37	31-60	ABDUCTED BY COMANCHEROS	
38-50	61-70	PROPERTY CONFISCATED	SOC. B. DRIFTER
51-65	71-80	HOME OR BUSINESS DESTROYED	SUCCESS -2
66-80	81-89	BUSINESS FAILURE	SUCCESS -1
81-95	90-99	ROBBED	SUCCESS -1
96-00	00	CRIPPLED DURING BULLFIGHT	

¹ 1-2=Killed, 3=Scalped, 4=Tortured, 5=Wounded, 6=Prisoner

² 1-2=Killed, 3=Tortured, 4=Wounded, 5=Prisoner, 6=Robbed

WAR

Used for all wars during this period, including those who join the Mexican Imperial Army. Women are not promoted to a new title, but get a +2 to SUCCESS.

WAR

MAN	WOMAN	EVENT	
01-25	01-15	DEATH ¹	ROLL 1d6
26-30	16-18	HEAD WOUND ²	ROLL 1d6
31-40	19-21	LOSS OF LIMBS ³	ROLL 1d6
41-50	22-31	DISAPPEARED/MISSING	
51-60	32-36	DESERTED, NOW OUTLAW	SOC. B. DRIFTER
61-65	37-40	TURNCOAT	
66-70	41-45	SPY	
71-85	46-85	UNHARMED	
86-90	86-90	DECORATED FOR BRAVERY	SUCCESS +1
91-00	91-00	PROMOTED ⁴	ROLL 1d6, SOCIAL BACKGROUND OFFICER

¹ 1=Prison, 2=Shot by Firing Squad, 3-4=Disease, 5-6=Combat

² 1=Deaf, 2=One-eyed, 3=Burns, 4=Blind, 5=Toothless, 6=Scarred

³ 1>No legs, 2>No arms, 3=Left arm, 4=Right arm, 5=Left leg, 6=Right leg

⁴ 1=Second Lieutenant, 2=Lieutenant, 3=Captain, 4=Major,

5=Lieutenant Colonel, 6=Colonel

LIFE PATH FOR CHINESE PEOPLE

HOME IN AMERICA

The natural route for Chinese people to get to the American continent crosses the Pacific Ocean to San Francisco. Your grandparents probably had their first home in this country in California and the surrounding area. Roll once for your maternal grandparents, then again for your paternal grandparents.

Chinese people in the US often live in their own neighborhoods, usually named Chinatown. While these areas formally obey the government's laws, it is really the Tongs that rule over them. These mafia-like organizations with roots in the Chinese Triads also control the opium trade, prostitution, and gambling. San Francisco's Chinatown is by far the largest Chinatown in the country.

HOME IN AMERICA

D100	AREA
01-02	BORDER STATES
03-08	THE SOUTH
09-13	NORTHERN STATES
14-00	THE WEST

BORDER STATES

D100	STATE
01-30	KENTUCKY
31-80	MARYLAND
81-00	MISSOURI

NORTHERN STATES

D100	STATE
01-02	CONNECTICUT
03-08	ILLINOIS
09-15	INDIANA
16-18	MAINE
19-25	MASSACHUSETTS
26-27	MICHIGAN
28-32	NEW JERSEY
33-65	NEW YORK
66-80	OHIO
81-00	PENNSYLVANIA

THE SOUTH

D100	STATE
01-10	ALABAMA
11-12	ARKANSAS
13-25	GEORGIA
26-36	LOUISIANA
37-44	MISSISSIPPI
45-56	NORTH CAROLINA
57-66	SOUTH CAROLINA
67-80	TENNESSEE
81-84	TEXAS
85-00	VIRGINIA

THE WEST

D100	STATE/TERRITORY
01-47	CALIFORNIA
48-54	COLORADO
55-61	IDAHO
62-70	KANSAS
71-72	MONTANA
73-76	NEBRASKA
77-88	NEW MEXICO
89-94	OREGON
95-96	NEVADA
97-00	UTAH

FAMILY ORIGIN

China has a large and diverse flora of ethnic groups; the largest of these is the Han. The majority of Chinese immigrants originated in Guangdong Province in the densely populated cosmopolitan areas of the south, where grievances as well as a certain entrepreneurial spirit caused many to emigrate. The next table depicts a number of ethnic groups that are part of the Han, but with their own notable characteristics.

Several ethnic groups have a Native language over and above Mandarin or Cantonese. A Chinese player character can choose one of the listed languages for their ethnic group as their mother tongue.

FAMILY ORIGIN

D100	ETHNIC GROUP	LANGUAGE
1-70	CANTONESE	CANTONESE
71-77	HAKKA	CANTONESE/HAKKA
78-80	ZHUANG	CANTONESE/TAI
81-82	TEOCHEW	CANTONESE/TEOCHEW
83-84	HOKKIEN	MANDARIN/HOKKIEN
85-96	HAN	MANDARIN
97-98	HUI ¹	MANDARIN
99	MONGOL	MANDARIN/MONGOLIAN
00	MANCHU ²	MANDARIN/MANJU GISUN

¹ Hui are Muslims.

² Get +1 on SOCIAL BACKGROUND for being the "Master Race" in China.

TIME IN AMERICA

Nearly all Chinese immigrants came after 1849. The player characters' grandparents may have arrived later than *LIFE PATH EVENTS-table 1*. If they came during the *First Immigration Wave*, begin with *Table 1* or roll twice using *Table 2*. If they arrived later, roll first on *Table 3*, but still 4 LIFE PATH EVENTS in total. Those few who came prior to 1821 get a bonus on their roll for SOCIAL BACKGROUND. Roll once each for your paternal and maternal grandparents.

TIME IN AMERICA

D100	HISTORICAL EVENTS	YEAR	SOCIAL B.
01-52	SECOND IMMIGRATION WAVE	1861-	±0
53-87	FIRST IMMIGRATION WAVE	1850-1860	±0
88-98	LATE EXPANSION WEST	1821-1849	±0
99	EARLY EXPANSION WEST	1790-1820	+1 STEP
00	AMERICAN REVOLUTION	1763-1789	+2 STEPS

RELIGION

Most Chinese profess to religions the white majority in society has never heard of. A mix of Confucianism, Daoism, and ancestor worship make up most of their religious beliefs. This mix usually suits American companies well, with its tone of obedience and respect for authority, but it also has a tradition of rebellion against those unworthy of power. Alongside these faiths, Buddhism is widespread, particularly the Pure Land school which venerates the heavenly Amitābha Buddha. Despite all the missionary work in China, Christianity has not managed to gain a foothold, but some Chinese in the US have converted. Missionaries try to offer salvation to vulnerable women in America's Chinatowns.

★ LIFE PATH EVENTS FOR CHINESE PEOPLE ★



SOCIAL BACKGROUND

Few Chinese people in the USA were rich and powerful in their homeland. Many wealthier Chinese families find the US so vulgar, dirty and chaotic they do not want to live there. Only the most adventurous – or disgraced – among them have traveled here.

The Chinese who do best in the US have typically worked their way up within their Tongs or Kongsi. Tongs often brought Chinese workers to American employers who paid their salaries directly to the Tongs, who kept most claiming it was payment for transport or to be sent to the workers' families in China. Those who worked as overseers for the railway often had good conditions, but if they used their whips too often, they became hated by their countrymen.

Those Chinese people who are most respected by the white people in America are those perceived as leaders of their own people, such as bosses in the Tongs and clan organizations.

Roll for your paternal and maternal grandparents.

SOCIAL BACKGROUND

D100	SOCIAL BACKGROUND	PAGE
01-10	FARMERS	64
11-70	LABORERS	68
71-85	DRIFTERS	70
86-95	TOWNSPEOPLE	72
96-98	BUSINESS OWNERS	74
99	LANDOWNERS	80
00	INDUSTRIALISTS	82

GROUP AFFILIATION

Chinese people are treated firstly as Chinese, rather than in accordance with their SOCIAL BACKGROUND. They have more connections with their own communities, like the Tongs, temples, sects and clan organizations, than they do with the various white groups. Roll for GROUP AFFILIATION for your relatives on this table, rather than at their SOCIAL BACKGROUND.

GROUP AFFILIATION - CHINESE MEN

NORTH	SOUTH	WEST	GROUP/ORGANIZATION
01-05	01-05	01-04	VOLUNTEER FIREMEN
06-30	06-25	05-34	CLAN ORGANIZATION (KONGSI)
31-70	26-65	35-64	CRIMINAL CONTACTS (TONG)
71-73	66-67	65-66	THE TEMPERANCE MOVEMENT
74-83	68-87	67-76	RELIGIOUS
84-88	88-89	77-80	POLITICAL PARTY
89-90	90	81-85	THE SIX COMPANIES
91-00	91-00	86-00	TONG MEMBER

GROUP AFFILIATION - CHINESE WOMEN

NORTH	SOUTH	WEST	GROUP/ORGANIZATION
01-20	01-15	01-20	CLAN ORGANIZATION (KONGSI)
21-45	16-45	21-50	CRIMINAL CONTACTS (TONG)
46-58	46-54	51-60	THE TEMPERANCE MOVEMENT
59-78	55-79	61-80	RELIGIOUS
79-88	80-87	81-90	FOOT EMANCIPATION SOCIETY
89-90	88	91-95	TONG MEMBER
91-00	89-00	96-00	CHARITY

1 THE GOLD RUSH (PRIOR TO 1851)

After China's defeat in the Opium War against Great Britain, the immigration of Chinese people to the US increases. There are not many Chinese people in America, but the California Gold Rush attracts considerably more. Most toil as menial labor, while others work with farming and fishing. Those who arrived prior to the Civil War are often successful.

Roll only for your grandparents. If they arrived later, roll instead several times on the following tables.

CHINESE PEOPLE - PRIOR TO 1851

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-10	06-15	DECLINING HEALTH ¹	SUCCESS -1
11-15	16	ON TRIAL ¹	
16-25	17-18	BECOME FISHERMAN	SOCIAL BACKGROUND LABORER
26-35	19-30	RESETTLE TO ... ²	ROLL 1d6
36-40	31-35	FOUGHT IN FIRST OPIUM WAR IN CHINA ³	
41-55	36-55	CONNECTED TO A TONG ¹	
56-65	56-65	LEARN ... ⁴	
66-90	66-95	THE CALIFORNIA GOLD RUSH ¹	
91-00	96-00	FORM CLAN ORGANIZATIONS	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² 1=Northern States, 2-6=The West

³ After the Opium War (1839-1842) many Chinese are forced to flee.

⁴ 1-3=English, 4-6=Kung Fu

3 THE CIVIL WAR (1861-1865)

The Central Pacific Railway Company has a radical solution for their rapidly diminishing workforce, as white employees leave to look for gold or enlist to fight in the War Between the States. Recruiters are sent to China to import Chinese laborers. Those who can speak English are often hired as interpreters. Their plans arouse anger, the Chinese are persecuted, and anti-Chinese laws are introduced.

Roll for surviving grandparents, their children, and your older siblings. Recent arrivals can roll more than once.

CHINESE PEOPLE - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-20	06-20	PERSECUTED	SUCCESS -1
21-25	21	ON TRIAL ¹	
26-40	22-50	CONNECTED TO A TONG ¹	
41-50	51-55	THE IDAHO GOLD RUSH ¹	
51-70	56-65	WORKING FOR THE RAILROAD ¹	
71-75	66-70	LEARN KUNG FU ²	
76-85	71-80	AMERICANIZED ³	SUCCESS +1
86-90	81-95	CHANGED CIVIL STATUS ⁴	
91-00	96-00	MEMBER OF CLAN ORGANIZATION	SOC. B. +1

¹ See separate table on the following page.

² Gains proficiency [increase SKILL LEVEL] each time this result is rolled.

³ 1-2=Learn English, 3-4=Interpreter, 5=Christian, 6=Cut off pigtail

⁴ Single=Married +1D6 children. Married=Separated or Widowed.

2 WESTERN EXPANSION (1851-1860)

Scarcely has the gold run dry in California before the next gold rush begins in 1858 in Colorado. In China, the disastrous Taiping Rebellion rages on. Thousands of Chinese people attempt to flee to the US. There are so many refugees, they have their own neighborhood in San Francisco. Wherever they settle their lives are governed more by Tongs than by American laws.

Roll for surviving and newly arrived (if so, they roll twice here) grandparents and their children.

CHINESE PEOPLE - 1851-1860

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-10	06-15	DECLINING HEALTH ¹	SUCCESS -1
11-25	16-25	PERSECUTED	SUCCESS -1
26-40	26-40	REUNITED WITH RELATIVE FROM CHINA	
41-55	41-65	CONNECTED TO A TONG ¹	
56-70	66-70	THE CALIFORNIA/COLORADO GOLD RUSH ¹	
71-80	71-75	AMERICANIZED ²	SUCCESS +1
81-86	76-80	LEARN KUNG FU ³	
86-90	81-95	CHANGED CIVIL STATUS ⁴	
91-00	96-00	MEMBER OF CLAN ORGANIZATION	SOC. B. +1

¹ See separate table on the following page.

² 1-3=Learn English, 4-5=Become Christian, 6=Cut off pigtail

³ Gains proficiency [increase SKILL LEVEL] each time this result is rolled.

⁴ Single=Married +1D6 children. Married=Separated or Widowed.

4 THE RECONSTRUCTION (1866-1875)

The transcontinental railroad is completed. Due to more Chinese immigration, the Tongs' power increases. Tongs control nearly all trade of opium and Chinese slaves. The clan organizations challenge the Tongs' influence. In San Francisco, Christian organizations liberate Chinese sex slaves. Following the Civil War, more Chinese are hired on to work southern plantations.

Roll for surviving grandparents, their kids and your siblings. Recent arrivals can roll more than once.

CHINESE PEOPLE - 1866-1875

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-10	06-15	DECLINING HEALTH ¹	SUCCESS -1
11-20	16-20	RETURN TO CHINA	
21-40	21-45	CONNECTED TO A TONG ¹	
41-65	46-60	WORKING FOR THE RAILROAD ¹	
66-70	61-65	THE BLACK HILLS GOLD RUSH ¹	
71-75	66-70	LEARN KUNG FU ²	
76-85	71-80	AMERICANIZED ³	SUCCESS +1
86-90	81-95	CHANGED CIVIL STATUS ⁴	
91-00	96-00	MEMBER OF CLAN ORGANIZATION	SOC. B. +1

¹ See separate table on the following page.

² Gains proficiency [increase SKILL LEVEL] each time this result is rolled.

³ 1-2=Learn English, 3-4=Interpreter, 5=Christian, 6=Cut off pigtail

⁴ Single=Married +1D6 children. Married=Separated or Widowed.

★ LIFE PATH EVENTS FOR CHINESE PEOPLE ★

DEATH

Find out how and why your relatives passed away.

DEATH

MAN	WOMAN	CAUSE OF DEATH
01-15	01-20	SUICIDE
16-25	21-30	MURDERED
26-30	31-32	LYNCHED
31-45	33-50	KILLED ¹
46-55	51-55	OPIUM OVERDOSE
56-60	56-60	EXTREME WEATHER
66-70	66-70	DROWNED
71-00	71-00	ACCIDENT

¹ North [1D6]: 1-3=Robbery, 4-5=Brawl, 6=Revenge/Honor Killing
 S/B [1D6]: 1-2=Robbery, 3-4=Brawl, 5-6=Revenge/Honor Killing
 West [1D6]: 1-2=Bandits, 3-5=Brawl, 6=Revenge/Honor Killing

DECLINING HEALTH

Many chase the Chinese dragon. Epidemics impact even more, especially with the proliferation of the railroad.

DECLINING HEALTH

MAN	WOMAN	ILLNESS	(ROLL 1D6. 1-4=DEAD)
01-05	01-05	CANCER	(ROLL 1D6. 1-4=DEAD)
06-20	06-25	CHOLERA	(ROLL 1D6. 1-3=DEAD)
21-30	26-38	CONSUMPTION	(ROLL 1D6. 1-2=DEAD)
31-45	39-50	TYPHOID FEVER	(ROLL 1D6. 1-2=DEAD)
46-50	51-55	INSANITY	(ROLL 1T6. 1=INSANE ASYLUM)
51-60	56-70	MALNUTRITION	(ROLL 1D6. 1-2=DEAD)
61-85	71-90	OPIUM ADDICT	(ROLL 1D6. 1=DEAD)
86-00	91-00	DRUNKARD	(ROLL 1D6. 1=DEAD)

ON TRIAL & PRISON

People in prison must substitute coming rolls with the *Prison table* until they are pardoned or released.

ON TRIAL

MAN	WOMAN	PUNISHMENT ¹
01-20	01-05	LYNCHED, NO TRIAL
21-40	06-15	EXECUTED
41-55	16-35	LIFE ² ALL NEW TIME-ROLLS ON THE PRISON TABLE
56-70	36-55	20 YEARS ² 2 NEXT TIME-ROLLS ON THE PRISON TABLE
71-85	56-75	10 YEARS ² NEXT TIME-ROLL ON THE PRISON TABLE
86-95	76-90	5 YEARS ² NEXT TIME-ROLL ON THE PRISON TABLE
96-00	91-00	ACQUITTED

¹ All Rolls are modified by Social Background. LABORERS and lower -10.
 DRIFTERS -5. OFFICERS +10. POLITICIANS and higher +20.

² SUCCESS -2.

PRISON

MAN	WOMAN	EVENT
01-20	01-15	DEATH ROLL ON THE DEATH TABLE
21-60	16-65	DECLINING HEALTH ROLL DECLINING HEALTH
61-70	66-75	KILL FELLOW INMATE ROLL ON TRIAL
71-98	76-95	ESCAPE ROLL ON THE PERIOD TABLE
99-00	96-00	PARDONED ROLL ON THE PERIOD TABLE

GOLD RUSH

Use this table for all Gold Rushes from the previous page.

GOLD RUSH

MAN	WOMAN	EVENT	
01-10	01-05	DEATH	ROLL ON THE DEATH TABLE
11-20	06-15	LOSE EVERYTHING ¹	SUCCESS -3
21-30	16-35	SETBACK ¹	SOCIAL BACKGROUND -1
31-50	36-60	DISAPPEARED	
51-70	61-80	ROBBED ¹	SUCCESS -1
71-84	81-87	BECOME AN OUTLAW	SOCIAL BACKGROUND DRIFTER
85-89	88-89	FOUND GOLD ¹	SUCCESS +1
90-99	90-99	SUCCESSFUL ¹	SOCIAL BACKGROUND +1
00	00	WEALTHY ¹	SOCIAL BACKGROUND INDUSTRIALIST

¹ 1D6: 1-4=Returned home, 5=Settled in the area, 6=Moved on to the area of the next gold rush. SOCIAL BACKGROUND DRIFTER.

WORKING FOR THE RAILROAD

Conditions are rough, the threat of death is constant and criminals prey on workers.

WORKING FOR THE RAILROAD

MAN	WOMAN	EVENT	
01-15	01-10	DEATH ¹	ROLL 1D6
16-30	11-20	WOUNDED IN EXPLOSION ²	ROLL 1D6
31-45	21-40	FROSTBITE. HAVE TO AMPUTATE ... ³	ROLL 1D6
46-55	41-55	PIGTAIL CUT OFF (AGAINST WILL)	SUCCESS -1
56-65	56-70	DISAPPEARED	
66-80	71-90	WORKS FOR A TONG ⁴	ROLL 1D6
81-95	91-95	OVERSEER	SUCCESS +1
96-00	96-00	FOUND GOLD	SUCCESS +2

¹ 1=Explosion, 2=Accident, 3=Lynch, 4=Disease, 5=Weather, 6=Shot

² 1=Deaf, 2=One-eyed, 3=Blind, 4=Burns, 5=Lose Arm, 6=Lose Leg

³ 1=Leg, 2=Arm, 3=Foot, 4=Hand, 5=Fingers, 6=Toes

⁴ 1-2=Handyman, 3-4=Guard, 5=Runs a business, 6=Local Tong Boss

CONNECTED TO A TONG

The Tong are criminal networks. Those who run businesses for the Tong need not roll for OCCUPATION.

CONNECTED TO A TONG

MAN	WOMAN	EVENT
01-10	01-10	KILLED BY A TONG
11-25	11-50 ¹	FORCED TO PROSTITUTE DAUGHTER/SON
26-40	51-65	CONFFLICT WITH A TONG ²
41-55	66-74	FIGHT IN WAR BETWEEN TONGS ³
56-70	75-77	BECOME HATCHETMAN
71-80	78-80	BECOME HIGHBINDER
81-85	81-88	RUN BROTHEL FOR A TONG ⁴
86-90	89-93	RUN GAMBLING HALL FOR A TONG ⁴
91-95	94-98	RUN OPIUM DEN FOR A TONG ⁴
96-00	99-00	BECOME LOCAL TONG BOSS

¹ Forced into prostitution themselves; then their kids if rolled again.

² 1-2=Beaten, 3-4=Extorted [S -1], 5=Ruined [S -3], 6=Disappeared

³ 1-2=Dead, 3=Disappeared, 4-5=Crippled [S -2], 6=Hero [S+1]

⁴ SOCIAL BACKGROUND TOWNSPEOPLE OF SUCCESS +1.

LIFE PATH FOR NATIVE PEOPLE

The Natives are subject to a combination of ethnic cleansing and wars of annihilation. Despite this, there are Natives who attempt to adapt to the white man's rules. A few even try to represent the rights of Natives in Washington D.C. It is an uphill struggle, but there are several allies among the abolitionists.

You use these LIFE PATH EVENTS if your relatives are Natives or if they have grown up within a tribe, since they are based on experiences rather than blood.

If you play the only Native in an ethnically mixed group, consider why you are with the others rather than your tribe. While some Natives live among white people, it is usually on the edges of society as many white people are afraid of or mistrust Natives. Others try to pass as Mexicans in order to blend in better.

If the entire group plays Natives, the campaign itself changes since the point of is different. Those Native tribes who refuse peace with white people have to face increasingly larger armies. Even worse are the white settlers' militias, many of whom have bloodthirsty leaders who want to exterminate every last Native who gets in their way. Many of the Plains' tribes work to stop the invasion of white prospectors on their land in the Black Hills. Many Apache refuse to move to or remain on designated reservations.

Those tribes that have been defeated or demoralized are forced onto reservations. The Indian Agents meant to protect your interest are often corrupt. Starvation and disease are widespread on the reservations and white men rarely honor their promises and agreements. The designated hunting grounds are pathetically small. The soil is poor, yet even the nomadic Apache and the Plains' tribes are expected to begin farming on it.

One way to avoid the reservation is to ally with white men, becoming scouts and hunting tribes and renegades who have not yet given up their freedom. You have a difficult moral choice when the white soldiers kill everyone in a camp – including the old, the sick, women and small children. How much are you willing to accept? Is it easier if the Natives you hunt are the arch-enemies of your own tribe? The Crow and Pawnee tribes, for example, were bitter enemies of both the Lakota Sioux and the Cheyenne tribes and have been warring with them for generations.

Surrendered tribes have the benefit of better circumstances, such as the Civilized Tribes who have their own nations in the Indian Territory. However, more and more tribes are moving in and these new nations are starting to get crowded. The Comanche, who up until a few years ago were at war with the white men, have, under the leadership of their Chief Quanah Parker (whose mother is white), succeeded economically under the white men's rules.

TRIBAL AFFILIATION

Increasingly more Plains tribes are assigned reservations in the Indian Territory, where the Five Civilized Tribes have been living for decades. Those Plains tribes who have not yet given up still roam freely over the prairie. The Pueblo, Apache and Navajo are primarily in the southwestern USA. There are many more tribes, but we selected a few of the most active during the late 1870s to include here. These three different groups have separate *LIFE PATH EVENTS tables*.

TRIBAL AFFILIATION

D100	TRIBE	ENEMIES
THE PLAINS TRIBES		
01-03	Arapaho	US, Pawnee
04-08	Cheyenne	US, Crow, Pawnee
09-12	Comanche	US
13-15	Crow	Sioux
16-17	Kiowa	US
18-19	Pawnee	Sioux
20-39	Sioux	US, Crow, Pawnee, Blackfoot
40-44	Blackfoot	Sioux
THE SOUTHWESTERN TRIBES		
45-49	Apache	US, Mexico
50-54	Navajo	US, but peace since 1868
55-58	Pueblo [hopi, zuni]	Apache
THE CIVILIZED TRIBES		
59-73	Cherokee	None
74-78	Chickasaw	None
79-88	Choctaw	None
89-98	Creek	None
99-00	Seminole	None

RELIGION

Most tribes have their own myths and stories. The spirits are everywhere in nature. It is important to show them respect, such as telling the spirit of an animal you have caught that you are sorry you had to kill it, then ensuring that you use every part of that animal. The meat becomes food, the skin becomes clothing, and sinews are made into ropes and lacings. Most seek guidance from the spirits through visions and see diseases as a sign that something is out of balance.

Natives living on the reservations are often subjected to aggressive Christian proselytizing, where it is primarily the children whom white missionaries wish to "save". They are therefore separated from their parents and placed in *Indian Schools* to become good Christians and civilized English speakers. As a matter of course their own languages, traditions, ceremonies and other cultural expressions are prohibited.

★ LIFE PATH EVENTS FOR NATIVE PEOPLE ★



SOCIAL BACKGROUND

Within the tribe, status depends on courage, generosity and oratory skills. Southwestern and Plains tribes roll SOCIAL BACKGROUND on the table below, which also specifies the number of horses they get. They then roll SUCCESS in the next column. In white society, a Native can be a DRIFTER, as few ever settle down in one area. Those from the Five Civilized Tribes roll SUCCESS, OCCUPATION and INITIAL FUNDS according to the SOCIAL BACKGROUND they belong to.

SOCIAL BACKGROUND - PLAINS & SOUTHWESTERN TRIBES

D100	SOCIAL BACKGROUND	HORSES
01-75	WARRIOR	1
76-85	WAR PARTY LEADER	2
86-90	SHAMAN, HEALER	3
91-95	SHAMAN, PRIEST	3
96-99	WAR CHIEF	4
00	CHIEF	5

SOCIAL BACKGROUND - CIVILIZED TRIBES

D100	SOCIAL BACKGROUND	PAGE
01-40	FARMERS	64
41-65	LABORERS	68
66-75	DRIFTERS	70
76-90	TOWNSPEOPLE	72
91-97	BUSINESS OWNERS	74
98-99	LANDOWNERS	80
00	INDUSTRIALISTS	82

SUCCESS

Natives from and living with the Southwestern and Plains tribes determine INITIAL WEALTH here. The currency is *horses*. Your father's SOCIAL BACKGROUND provides the base number and his SUCCESS gives a multiplier. You can then trade horses for other things. Bartering uses *horses* and *buffalo hides*. 1 horse equals 8 hides. You get everything included in the ROLE you have chosen. If your father was a CHIEF, WAR CHIEF or SHAMAN, you get +1 to the QUALITY of your horses.

SUCCESS - PLAINS & SOUTHWESTERN TRIBES

D100	SUCCESS	DESCRIPTION	HORSES
01-10	UNLUCKY	Failed constantly	x1
11-25	DESPISED	Behaved cowardly or miserly	x2
26-50	RELIABLE	Ordinary, but well considered	x3
51-75	RESPECTED	Trustworthy and reliable	x4
76-90	ADMIRE	Made a difference when needed	x5
91-00	ESTEEMED	Brave, generous, great orator	x6

BARTERING

TRADE GOODS (RATE: 1 MUSTANG = 8 BUFFALO HIDES)

MUSTANG (COST IN NUMBER OF MUSTANGS WITHIN PARENTHESES)

Warhorse (10), Buffalo Horse (10), Teepee (4), Canoe (2), Repeating Rifle (2), Breech-loaded Rifle & 100 rounds (1)

BUFFALO HIDES (COST IN NUMBER OF BUFFALO HIDES)

Large Shield (3), Bone Breastplate (2), Shield (2), 3 metal knives (1), 25 rifle rounds (1), Tomahawk (1), Revolver & 20 rounds (1), Bow, Quiver & 20 Arrows (1), Mirror (1), Pipe & Tobacco (1), War Club (1)

★ YOUR PAST ★

1 THE GOLD RUSH (PRIOR TO 1851)

White men are still rare on the prairie, despite the wagon trains full of settlers on the Oregon Trail and prospectors on their way to California. The only ones who stay are trappers, traders, and missionaries. Most conflicts take place among the Native tribes. The Lakota Sioux, for example, are enemies with the Crow, the Pawnee, and the Blackfoot. These disagreements are so fierce the Sioux's enemies view white men as allies.

Roll once each for your paternal and maternal grandparents.

THE PLAINS TRIBES - PRIOR TO 1851

MAN	WOMAN	EVENT
01-05	01-05	DEATH ¹
06-10	06-10	DECLINING HEALTH ¹
11-15	11-13	DISGRACED WITHIN THE TRIBE ²
16-25	14-23	SETBACK
26-30	24-43	CAPTURED BY ENEMY TRIBE
31-40	44-53	ENCOUNTER WITH WHITE MEN ¹
41-65	-	WAR & RAIDING ¹
66-85	54-83	HUNTING & CEREMONIES ¹
86-90	84-90	VISION QUEST
91-00	91-00	SUCCESSFUL

¹ See separate table on the following page.

² Banished from the tribe if the result is rolled twice.

3 THE CIVIL WAR (1861-1865)

The Indian Wars escalate. In Minnesota, Little Crow and the Santee Sioux rebel when they do not receive their promised remunerations and risk starvation. The Comanche and Kiowa are attacked in Texas, and Black Kettle's peaceful Cheyenne are massacred at Sand Creek. The Cheyenne, Arapaho and Sioux fight against the white men's army in Colorado and Wyoming.

Roll for surviving grandparents, your parents, their siblings, and your own older siblings. You can assume that your older siblings marry and have 1D6 children.

THE PLAINS TRIBES - 1861-1865

MAN	WOMAN	EVENT
01-05	01-05	DEATH ¹
06-15	06-15	DECLINING HEALTH ¹
16-20	16	DISGRACED WITHIN THE TRIBE ²
21-25	17-21	SETBACK
26-35	22-41	RESERVATION ¹
36-50	42-56	ENCOUNTER WITH WHITE MEN ¹
51-70	-	WAR & RAIDING ¹
71-90	57-88	HUNTING & CEREMONIES ¹
91-95	89-95	VISION QUEST
96-00	96-00	SUCCESSFUL

¹ See separate table on the following page.

² Banished from the tribe if the result is rolled twice.

2 WESTERN EXPANSION (1851-1860)

White people are increasingly making their way west in search of gold or farmland. Death follows in their footsteps, usually in the form of epidemics and massacres. The Crow Tribe is hardest hit by diseases, but the Sioux and the Comanche are most often at war with the white men. The Sioux fight primarily against the Army, while the Comanche often come into conflict with the Texas Rangers.

Roll for surviving grandparents and their children – all of whom form families and have 1D6 children.

THE PLAINS TRIBES - 1851-1860

MAN	WOMAN	EVENT
01-05	01-05	DEATH ¹
06-15	06-15	DECLINING HEALTH ¹
16-20	16-17	DISGRACED WITHIN THE TRIBE ²
21-30	18-27	SETBACK
31-35	28-45	CAPTURED BY ENEMY TRIBE
36-50	46-60	ENCOUNTER WITH WHITE MEN ¹
51-65	-	WAR & RAIDING ¹
66-85	61-85	HUNTING & CEREMONIES ¹
86-90	86-90	VISION QUEST
91-00	91-00	SUCCESSFUL

¹ See separate table on the following page.

² Banished from the tribe if the result is rolled twice.

4 THE RECONSTRUCTION (1866-1875)

Gold in Montana and Idaho attract prospectors and the army erects forts to protect them. The Sioux defend their hunting grounds. Under the leadership of Red Cloud, they force the army to abandon three forts. Black Kettle's camp is attacked. The massacre that follows is in revenge for attacks by other Natives. The Cheyenne, Kiowa, and Comanche lose the Red River War. White people find gold in the Black Hills, inciting even more violence.

Roll for all of your surviving relatives. Your younger siblings marry and have 1D6 children.

THE PLAINS TRIBES - 1866-1875

MAN	WOMAN	EVENT
01-05	01-05	DEATH ¹
06-15	06-15	DECLINING HEALTH ¹
16-18	16	DISGRACED WITHIN THE TRIBE ²
19-23	17-21	SETBACK
24-38	22-51	RESERVATION ¹
39-53	52-66	ENCOUNTER WITH WHITE MEN ¹
54-73	-	WAR & RAIDING ¹
74-90	67-90	HUNTING & CEREMONIES ¹
91-95	91-95	VISION QUEST
96-00	96-00	SUCCESSFUL

¹ See separate table on the following page.

² Banished from the tribe if the result is rolled twice.

★ LIFE PATH EVENTS FOR THE PLAINS TRIBES ★

DEATH

The white men are a great threat. When they are not killing Natives in battle, their new diseases are claiming many victims.

DEATH

MAN	WOMAN	CAUSE OF DEATH	
01-25	01-25	KILLED ¹	ROLL 1d6
26-40	26-50	STARVED TO DEATH	
41-55	51-65	EXTREME WEATHER	
56-80	66-95	DISEASE	
81-00	96-00	HUNTING ACCIDENT	

¹ [1D6]: 1-3=Soldiers, 4-5=White men, 6=Another tribe

DECLINING HEALTH

Epidemics are a serious threat. On the reservation, malnutrition and alcoholism are dangerous enemies.

DECLINING HEALTH

MAN	WOMAN	ILLNESS	
01-10	01-10	CANCER	(ROLL 1d6. 1-4=DEAD)
11-25	11-25	CHOLERA	(ROLL 1d6. 1-4=DEAD)
26-55	26-60	SMALLPOX	(ROLL 1d6. 1-4=DEAD)
56-70	61-75	TYPHOID FEVER	(ROLL 1d6. 1-3=DEAD)
71-80	76-95	MALNUTRITION	(ROLL 1d6. 1=DEAD)
81-00	96-00	DRUNKARD	(ROLL 1d6. 1=DEAD)

HUNTING & CEREMONIES

Marriage here entails a man taking *another* wife. If one sees a *Totem Animal* – roll to decide the animal and what it symbolizes in the *Totem Animal* table below.

HUNTING & CEREMONIES

MAN	WOMAN	EVENT	
01-10	01-15	SETBACK	SOCIAL BACKGROUND -1
11-20	16-20	CRIPPLED AFTER ACCIDENT	SUCCESS -1
21-35	-	FAILED HUNT	SUCCESS -1
36-40	21-25	BECOME CONTRARY WARRIOR	
41-65	26-75	MARRIAGE	SUCCESS +1
66-80	-	SUCCESSFUL BUFFALO HUNT	SUCCESS +1
81-85	-	PARTICIPATE IN SUN DANCE	SUCCESS +1
86-90	76-85	SEE TOTEM ANIMAL IN VISION ¹	SUCCESS +1
91-00	86-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ Roll a *TOTEM ANIMAL* on the table below.

TOTEM ANIMAL

D100	ANIMAL	MEANING
01-15	BEAR	HEALING, WILL POWER, GUARDIAN
16-35	BUFFALO	HUNTING, STRENGTH, TENACITY
36-50	RAVEN	WISE BUT UNRELIABLE, WAR
51-65	CROW	SCHEMING, WAR, CREATIVITY
66-80	WOLF	HUNTING, WAR, LOYALTY
81-00	EAGLE	HUNTING, WAR, COUNCIL, DIPLOMACY

ENCOUNTER WITH WHITE MEN

Most encounters between whites and Natives consist of raids and battles, but trade and personal friendships are possible as well.

ENCOUNTER WITH WHITE MEN

MAN	WOMAN	EVENT	
01-10	01-15	KILLED ¹	ROLL 1d6
11-25	16-20	DRUNKARD	SUCCESS -1
26-40	21-45	CAMP DESTROYED BY SOLDIERS	SUCCESS -1
41-45	46-65	CAPTURED BY SLAVE TRADERS	
46-50	66-80	CHILDREN ABDUCTED BY SLAVE TRADERS	
51-60	-	TAKE PRISONERS	SUCCESS +1
61-80	81-85	KILL AND SCALP ENEMY	SUCCESS +1
81-95	86-00	TRADE	SUCCESS +1
96-00	-	BLOOD BROTHERS	SUCCESS +1

¹ [1D6]: 1-3=Soldiers, 4=Scalp hunters, 5=Hunters 6=Settlers

WAR & RAIDING

D100	EVENT	
01-10	KILLED ¹	ROLL 1d6
11-25	SETBACK	SOCIAL BACKGROUND -1
26-40	DISHONORED DURING BATTLE ¹	ROLL 1d6, SUCCESS -2
41-55	FAILED BATTLE/RAID ¹	ROLL 1d6, SUCCESS -1
56-65	KILL AND SCALP AN ENEMY ¹	ROLL 1d6, SUCCESS +1
66-75	TAKE 1d6 HORSES DURING A RAID	SUCCESS +1
76-83	COUNT COUP ON AN ENEMY ¹	ROLL 1d6, SUCCESS +1
84-85	COUNT MULTIPLE COUPS ¹	ROLL 1d6, SUCCESS +1T6
86-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ [1D6]: 1-3=Soldiers, 4-5=White men, 6=Another tribe

RESERVATION

When Native tribes make peace, they are forced onto reservations. At first, these are located near their former homelands, eventually they gather on the Indian Territory.

RESERVATION

MAN	WOMAN	EVENT	
01-20	01-10	DRUNKARD	(ROLL 1d6: 1=DEAD), SUCCESS -1
21-35	11-30	MALNUTRITION	(ROLL 1d6: 1=DEAD), SUCCESS -1
36-50	31-45	SETBACK	SOCIAL BACKGROUND FARMER
51-60	46-60	CHILDREN PLACED IN INDIAN SCHOOL	
61-70	61-75	CONVERTED BY CHRISTIAN MISSIONARIES	
71-75	-	SCOUT FOR THE ARMY	
76-90	76-85	LEAVE THE RESERVATION ¹	ROLL 1d6
91-95	86-95	LEARN TO READ AND WRITE	SUCCESS +1
96-00	96-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ 1-2=Renegade 3-4=On the Warpath, 5=Flee, 6=Join another tribe.

1 THE GOLD RUSH (PRIOR TO 1851)

The period is marked by conflicts between various Native tribes, of which the Apache are the most feared opponents. Mexico offered rewards for Apache scalps, which attracted scalp hunters who massacred Apaches as well as Natives from more peaceful tribes. During the U.S.-Mexican War, the Apache gave the Americans free passage through their lands, while a number of other tribes fought side-by-side with the Mexicans.

Roll once each for your paternal and maternal grandparents.

THE SOUTHWESTERN TRIBES - PRIOR TO 1851

APACHE	NAVAJO	PUEBLO	EVENT
01-05	01-05	01-05	DEATH ¹
06-10	06-10	06-10	DECLINING HEALTH ¹ SUCCESS -1
11-15	11-15	11-12	DISGRACED WITHIN TRIBE ² SUCCESS -1
16-25	16-25	13-27	SETBACK SOCIAL BACKGROUND -1
-	26-35	28-37	CAPTURED ^{1, 3} ROLL 1d6
26-40	36-50	38-52	ENCOUNTER WITH WHITE MEN ¹
41-65	51-65	-	WAR & RAIDING ¹
66-85	66-85	53-82	HUNTING & CEREMONIES ¹
86-90	86-90	83-85	VISION QUEST SUCCESS +1
91-00	91-00	86-00	SUCCESSFUL SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² Banished from the tribe if the result is rolled twice.

³ 1-2=Slave traders, 3=White men, 4-5=Mexicans, 6=Apaches

3 THE CIVIL WAR (1861-1865)

The Apache try to drive all white people from their land, but encounter new troops and tougher battles. When Apache chief Mangas Coloradas attempts to negotiate peace, he is tortured and executed. Many Apache are subsequently forced onto the reservation. The army forces the Navajo at gunpoint to the Bosque Redondo Reservation in New Mexico. Those unable to march or falter along the way are killed.

Roll for surviving grandparents, your parents, their siblings, and your own older siblings. You can assume that your older siblings marry and have 1D6 children.

THE SOUTHWESTERN TRIBES - 1861-1865

APACHE	NAVAJO	PUEBLO	EVENT
01-05	01-05	01-05	DEATH ¹
06-10	06-10	06-15	DECLINING HEALTH ¹ SUCCESS -1
11-13	11	16-17	DISGRACED WITHIN TRIBE ² SUCCESS -1
14-18	12-16	18-32	SETBACK SOCIAL BACKGROUND -1
19-28	17-46	-	RESERVATION ¹
29-48	47-66	33-52	ENCOUNTER WITH WHITE MEN ¹
49-73	67-71	-	WAR & RAIDING ¹
74-90	72-90	53-82	HUNTING & CEREMONIES ¹
91-95	91-95	83-85	VISION QUEST SUCCESS +1
96-00	96-00	86-00	SUCCESSFUL SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² Banished from the tribe if the result is rolled twice.

2 WESTERN EXPANSION (1851-1860)

Peace between the whites and the Apache does not last long, as prospectors are prepared to step over bodies in their hunt for gold and the Apache retaliate. Colonel Bascom manages singlehandedly to get Cochise and the Chiricahua Apache to become enemies of the white men. The Navajo perform some raids on the settlers, while the Pueblo avoid conflict with both the whites and the Mexicans.

Roll for surviving grandparents and their children (all of whom form families and have 1D6 children).

THE SOUTHWESTERN TRIBES - 1851-1860

APACHE	NAVAJO	PUEBLO	EVENT
01-05	01-05	01-05	DEATH ¹
06-10	06-10	06-10	DECLINING HEALTH ¹ SUCCESS -1
11-15	11-15	11-12	DISGRACED WITHIN TRIBE ² SUCCESS -1
16-25	16-25	13-27	SETBACK SOCIAL BACKGROUND -1
-	26-40	28-42	CAPTURED ^{1, 3} ROLL 1d6
26-40	41-50	43-57	ENCOUNTER WITH WHITE MEN ¹
41-65	51-65	-	WAR & RAIDING ¹
66-85	66-85	58-82	HUNTING & CEREMONIES ¹
86-90	86-90	83-85	VISION QUEST SUCCESS +1
91-00	91-00	86-00	SUCCESSFUL SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² Banished from the tribe if the result is rolled twice.

³ 1-2=Slave traders, 3-4=White men, 5=Mexicans, 6=Apaches

4 THE RECONSTRUCTION (1866-1875)

In 1868, the Navajo are permitted to leave Bosque Redondo and settle in their homelands again as long as they are not violent. General Howard manages to negotiate a peace with Apache chief Cochise, but following Cochise's death on 1874, both sides broke the agreement and the Apache were forced to the new San Carlos Reservation.

Roll for all surviving grandparents, your parents and their siblings, and all your older and younger siblings. You can assume your younger siblings marry and have 1D6 children.

THE SOUTHWESTERN TRIBES - 1866-1875

APACHE	NAVAJO	PUEBLO	EVENT
01-05	01-05	01-05	DEATH ¹
06-15	06-15	06-15	DECLINING HEALTH ¹ SUCCESS -1
16-18	16	16-17	DISGRACED WITHIN TRIBE ² SUCCESS -1
19-23	17-26	18-32	SETBACK SOCIAL BACKGROUND -1
24-43	27-40	-	RESERVATION ¹
44-58	41-55	33-47	ENCOUNTER WITH WHITE MEN ¹
59-73	-	-	WAR & RAIDING ¹
74-90	56-85	48-82	HUNTING & CEREMONIES ¹
91-95	86-90	83-85	VISION QUEST SUCCESS +1
96-00	91-00	86-00	SUCCESSFUL SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² Banished from the tribe if the result is rolled twice.

★ LIFE PATH EVENTS FOR THE SOUTHWESTERN TRIBES ★

DEATH

White men are a great threat. When they are not killing Natives in battle, their new diseases are claiming many victims.

DEATH

APACHE	NAVAJO	PUEBLO	CAUSE OF DEATH	
01-30	01-20	01-15	KILLED ¹	ROLL 1d6
31-50	21-40	16-25	STARVED TO DEATH	
51-60	41-50	26-35	EXTREME WEATHER	
61-80	51-80	36-75	DISEASE	
81-00	81-00	76-00	ACCIDENT	

¹ 1-3=Soldiers, 4=White men, 5=Mexicans, 6=Another tribe

DECLINING HEALTH

Epidemics are a serious threat. On the reservation, malnutrition and alcoholism are dangerous enemies.

DECLINING HEALTH

APACHE	NAVAJO	PUEBLO	ILLNESS	
01-10	01-10	01-10	CANCER (ROLL 1d6. 1-4=DEAD)	
11-25	11-25	11-25	CHOLERA (ROLL 1d6. 1-4=DEAD)	
26-60	26-60	26-65	SMALLPOX (ROLL 1d6. 1-4=DEAD)	
61-70	61-70	66-75	TYPHOID FEVER (ROLL 1d6. 1-3=DEAD)	
71-80	71-85	76-90	MALNUTRITION (ROLL 1d6. 1=DEAD)	
81-00	86-00	91-00	DRUNKARD (ROLL 1d6. 1=DEAD)	

HUNTING & CEREMONIES

Marriage on this table entails polygamy, when a man takes yet another wife. A setback could entail losing face with the tribe through poor behavior or bad luck.

HUNTING & CEREMONIES

APACHE	NAVAJO	PUEBLO	EVENT	
01-15	01-10	01-10	SETBACK SOCIAL BACKGROUND -1	
-	11-25	11-25	BAD HARVEST SUCCESS -1	
16-20	26-30	26-27	BANISHED FOR ...! ROLL 1d6, SUCCESS -1	
21-25	31-40	28-45	CONVERTED BY CHRISTIAN MISSIONARY	
26-50	41-60	46-70	MARRIAGE	
51-70	61-65	-	PROSPEROUS HUNT SUCCESS +1	
71-85	66-75	71-75	RELIGIOUS LEADER SB SHAMAN, PRIEST	
-	76-90	76-90	RICH HARVEST SUCCESS +1	
86-00	91-00	91-00	SUCCESSFUL SOCIAL BACKGROUND +1	

¹ 1D6: 1-2=Witchcraft, 3-4=Cowardice, 5=Dishonesty, 6=Laziness

CAPTURED

Captured people must substitute coming rolls with this table until they manage to escape.

CAPTURED

MAN	WOMAN	EVENT
01-20	01-10	KILLED
21-70	11-30	SOLD IN MEXICO
71-75	31-60	SOLD TO A BROTHEL IN MEXICO
76-80	61-90	SOLD TO A BROTHEL IN AMERICA
81-00	91-00	ESCAPED AND WENT BACK TO THE TRIBE

ENCOUNTER WITH WHITE MEN

Encounters between whites and Natives consist primarily of raids and battles, but trade and personal friendships are possible as well.

ENCOUNTER WITH WHITE MEN

APACHE	NAVAJO	PUEBLO	EVENT	
01-10	01-10	01-10	KILLED ¹	ROLL 1d6
11-25	11-20	11-25	DRUNKARD	SUCCESS -1
26-40	21-30	26-30	CAMP RAIDED BY SOLDIERS	SUCCESS -1
41-45	31-55	31-45	CAPTURED BY SLAVE TRADERS ²	
46-50	56-65	46-55	KIDS CAPTURED BY SLAVE TRADERS ²	
51-60	66-70	-	KILL AND SCALP ENEMY	SUCCESS +1
61-85	71-80	56-57	SCALP ENEMY	SUCCESS +1
86-95	81-95	58-95	TRADE	SUCCESS +1
96-00	96-00	96-00	BLOOD BROTHERS	SUCCESS +1

¹ 1D6: 1-3=Soldiers, 4=Scalp hunters, 5-6=Settlers

² Roll further on the CAPTURED-table.

WAR & RAIDING

During a successful raid, warriors get away with their loot before being discovered, while war is about retaliation and violent death.

WAR & RAIDING

APACHE	NAVAJO	EVENT	
01-10	01-10	KILLED ¹	ROLL 1d6
11-25	11-25	SETBACK	SOCIAL BACKGROUND -1
26-35	26-40	NOT CUT OUT TO BE A LEADER	SUCCESS -1
36-50	41-55	FAILED BATTLE/RAID ¹	SUCCESS -1
51-60	56-65	KILL AND SCALP AN ENEMY ¹	SUCCESS +1
61-70	66-70	CAPTURE SLAVES	SUCCESS +1
71-80	71-75	TAKE 1D6 HORSES DURING RAID	SUCCESS +1
81-85	76-85	GOOD LEADERSHIP SKILLS	SUCCESS +1
86-00	86-00	SUCCESSFUL	SOCIAL BACKGROUND -1

¹ 1-3=Soldiers, 4=White men, 5=Mexicans, 6=Another tribe

RESERVATION

Reservation events refer to forced relocation to reservations like Bosque Redondo, San Carlos and similar.

RESERVATION

APACHE	NAVAJO	EVENT	
-	01-20	DIES IN BOSQUE REDONDO	
01-15	21-35	DRUNKARD (ROLL 1d6. 1=DEAD), SUCCESS -1	
16-25	36-50	EPIDEMIC (ROLL 1d6. 1-3=DEAD), SUCCESS -1	
26-40	51-65	SETBACK	SOCIAL BACKGROUND -1
41-55	66-75	CHILDREN PLACED IN INDIAN SCHOOL	
56-60	76-85	CONVERTED BY CHRISTIAN MISSIONARIES	
61-65	-	SCOUT FOR THE ARMY	SUCCESS +1
66-75	-	BECOME INDIAN POLICE	SUCCESS +1
76-90	86-90	LEAVE THE RESERVATION ¹	ROLL 1d6
91-00	91-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ 1-2=Renegade 3-4=On the Warpath, 5=Flee, 6=Join another tribe.

1 THE GOLD RUSH (PRIOR TO 1851)

These LIFE PATH EVENTS are used for the Civilized Tribes. Their homelands are on the US east coast, but they are forcefully relocated during the long march known as *the Trail of Tears*, because so many died along the way. Once there, they established their own nations in the area called the Indian Territory. They build settlements that resemble white men's cities. Many plantations are run with slave labor. A bloody power struggle takes place within the Cherokee Nation.

Roll once each for your grandparents.

CIVILIZED TRIBES - PRIOR TO 1851

MAN	WOMAN	EVENT	
01-20	01-30	DIES DURING THE TRAIL OF TEARS	
21-25	31-35	DECLINING HEALTH ¹	SUCCESS -1
26-30	36-37	ON TRIAL ¹	SUCCESS -1
31-40	38-47	SETBACK	SOCIAL BACKGROUND -1
41-50	48-50	BECOME OUTLAW ¹	SOCIAL BACKGROUND DRIFTER
51-70	51-60	BLOOD FEUD ¹	
71-80	61-85	SAVED	
81-85	-	DISTINGUISHED BALL PLAYER	SUCCESS +1
86-90	86-90	GREATER WEALTH	SUCCESS +1
91-00	91-00	SUCCESSFUL	SOCIAL BAKGRUND +1

¹ See separate table on the following page.

3 THE CIVIL WAR (1861-1865)

During the Civil War, the Union stopped paying out the agreed-upon compensation, which led to the Civilized Tribes ceasing their neutrality in the white men's war. They allied themselves with the Confederacy. This was mostly natural as they were slave owners themselves, even if a number of abolitionists among them later joined the Union. When the Native war parties scalped Union soldiers after a battle, there was an outcry across white America.

Roll for all surviving grandparents, your parents and their siblings, as well as all of your older siblings.

THE CIVILIZED TRIBES - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-15	06-15	DECLINING HEALTH ¹	SUCCESS -1
16-20	16-17	ON TRIAL ¹	SUCCESS -1
21-25	18-27	SETBACK	SOCIAL BACKGROUND -1
26-40	28-35	BLOOD FEUD ¹	
41-45	36-55	SAVED OR LOSE FAITH	
46-65	56-85	CHANGED CIVIL STATUS ²	
66-90	-	ENLISTED IN THE CONFEDERATE ARMY ¹	
91-95	86-90	GREATER WEALTH	SUCCESS +1
96-00	91-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² Single=Married +1D6 children. Married=Separated or Widowed.

2 WESTERN EXPANSION (1851-1860)

The Creek, Choctaw, and Chickasaw sue the United States and demand remunerations for their lost land. It is a long and drawn-out process, but in 1859, they win. Within the tribes, conflicts run high between the *conservatives* who want to retain collective ownership of their land and the *progressives* who want to implement private ownership. This latter group also intends to sell surplus land to the white people. These conflicts are most prominent among the Cherokee.

Roll for surviving grandparents and their children.

THE CIVILIZED TRIBES - 1851-1860

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-15	06-15	DECLINING HEALTH ¹	SUCCESS -1
16-20	16-17	ON TRIAL ¹	SUCCESS -1
21-30	18-27	SETBACK	SOCIAL BACKGROUND -1
31-40	28-30	BECOME OUTLAW ¹	SOCIAL BACKGROUND DRIFTER
41-55	31-35	BLOOD FEUD ¹	
56-65	36-55	SAVED OR LOSE FAITH	
66-85	56-85	CHANGED CIVIL STATUS ²	
86-90	86-90	GREATER WEALTH	SUCCESS +1
91-00	91-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² Single=Married +1D6 children. Married=Separated or Widowed.

4 THE RECONSTRUCTION (1866-1875)

The Indian Territory becomes a refuge of many outlaws, including the James-Younger gang led by the notorious Jesse James. The struggle between conservatives and progressives within the tribes escalates, becoming most severe among the Creek and Cherokee. The freed slaves are adopted into their respective tribes, except for the Chickasaw whose former slaves instead join the Creek Nation. More tribes are granted reservations in the Indian Territory.

Roll for all surviving grandparents, your parents, their siblings, and all your older and younger siblings.

THE CIVILIZED TRIBES - 1866-1875

MAN	WOMAN	EVENT	
01-05	01-05	DEATH ¹	
06-15	06-15	DECLINING HEALTH ¹	SUCCESS -1
16-20	16-17	ON TRIAL ¹	SUCCESS -1
21-30	18-27	SETBACK	SOCIAL BACKGROUND -1
31-40	28-32	BECOME OUTLAW ¹	SOCIAL BACKGROUND DRIFTER
41-50	33-38	BLOOD FEUD ¹	
51-60	39-53	SAVED OR LOSE FAITH	
61-85	54-85	CHANGED CIVIL STATUS ²	
86-90	86-90	GREATER WEALTH	SUCCESS +1
91-00	91-00	SUCCESSFUL	SOCIAL BACKGROUND +1

¹ See separate table on the following page.

² Single=Married +1D6 children. Married=Separated or Widowed.

★ LIFE PATH EVENTS FOR THE CIVILIZED TRIBES ★

DEATH

Everyone dies. How and why did it happen? During the years of the Reconstruction, the Indian Territory was hard hit by violent tornadoes that took many victims.

DEATH

MAN	WOMAN	CAUSE OF DEATH	
01-10	01-05	SUICIDE	
11-20	06-10	MURDERED	
21-35	11-30	KILLED ¹	ROLL 1d6
36-50	31-40	DRUNKARD	
51-70	41-60	EXTREME WEATHER	
71-75	61-65	FIRE	
76-80	66-70	DROWNED	
81-00	71-00	ACCIDENT	

¹ 1d6: 1-2=Bandits, 3-4=Robbery, 5=Brawl, 6=Revenge

DECLINING HEALTH

Epidemics are a major threat, as the Natives do not yet have sufficient resistance against the new diseases brought by the white people.

DECLINING HEALTH

MAN	WOMAN	ILLNESS	
01-10	01-10	CANCER	(ROLL 1d6. 1-4=DEAD)
11-30	11-30	CHOLERA	(ROLL 1d6. 1-4=DEAD)
31-60	31-65	SMALLPOX	(ROLL 1d6. 1-4=DEAD)
61-70	66-80	TYPHOID FEVER	(ROLL 1d6. 1-3=DEAD)
71-80	81-95	MALNUTRITION	(ROLL 1d6. 1=DEAD)
81-00	96-00	DRUNKARD	(ROLL 1d6. 1=DEAD)

ON TRIAL & PRISON

People in prison substitute coming rolls with the *Prison table* until they are pardoned or released. Within Native tribal justice, flogging is a normal penalty.

ON TRIAL

MAN	WOMAN	PUNISHMENT ¹	
01-05	01	LYNCHED, NO TRIAL	
06-20	02-10	EXECUTED	
21-35	11-25	10 YEARS ¹	NEXT TIME=ROLL ON THE PRISON TABLE
36-55	26-45	5 YEARS ¹	NEXT TIME=ROLL ON THE PRISON TABLE
56-85	46-75	FLOGGING	PERMANENT INJURY
86-00	76-00	ACQUITTED	

¹ All Rolls are modified by Social Background. LABORERS and lower -10. DRIFTERS -5. OFFICERS +10. POLITICIANS and higher +20.

PRISON

D100	WOMAN	EVENT	
01-20	01-20	DEATH	ROLL ON THE DEATH TABLE
21-60	21-60	DECLINING HEALTH	ROLL DECLINING HEALTH
61-75	61-65	KILL FELLOW INMATE	ROLL ON TRIAL
76-95	66-75	ESCAPE	ROLL ON THE PERIOD TABLE
96-00	76-00	PARDONED	ROLL ON THE PERIOD TABLE

BLOOD FEUD

There are many conflicts between different groups within the Civilized Tribes that fight for power. These battles are fierce and unforgiving, claiming many lives.

BLOOD FEUD

MAN	WOMAN	EVENT	
01-15	01-15	KILLED	
16-25	16-30	ASSASSINATION ATTEMPT ¹	SUCCESS -1
26-35	31-45	SURVIVED SHOT IN THE BACK	
36-55	46-70	MANAGE TO ESCAPE BUILDING SET ON FIRE	
56-65	71-80	SHOT INNOCENT BYSTANDER (BY MISTAKE)	
66-75	81-85	WANTED FOR MURDER	SOCIAL BACKGROUND DRIFTER
76-85	86-95	AMBUSH ENEMY, OPPONENT CRIPPLED	
86-00	96-00	KILL ENEMY	

¹ 1d6: 1-2=Crippled, 3-4=Scarred, 5=Kill enemy, 6=Enemy unknown

BECOME OUTLAW

The Indian Territory is a hiding place for outlaws. There is good money to be made for those devoid of a conscience and scruples, but outlaw life has its risks.

BECOME OUTLAW

MAN	WOMAN	EVENT	
01-15	01-10	KILLED ... ¹	ROLL 1d6
16-30	11-25	CAPTURED BY A LAWMAN	ROLL ON TRIAL
31-35	26-30	TRADE SLAVES	
36-50	31-45	THEFT	
51-65	46-65	SMUGGLE BOOZE	
66-85	66-85	RUSTLE CATTLE	
86-95	86-95	ROB BANK OR MINE	SUCCESS +1
96-00	96-00	LEAD GANG OF DESPERADOS	SUCCESS +2

¹ 1=Man, 2=Woman, 3=Bandit, 4=Lawman, 5=Banker, 6=Politician

WAR

During the white man's Civil War, the Civilized Tribes allied themselves with the Confederacy. They fought in their own tribal units. Decorations and promotions are rare, but women serve under no real restrictions.

WAR

D100	EVENT	
01-15	DEATH ¹	ROLL 1d6
16-25	HEAD WOUND ²	ROLL 1d6
26-35	LOSS OF LIMBS ³	ROLL 1d6
36-45	INCARCERATED IN A PRISON/PRISON CAMP	
46-60	DESERT & BECOME OUTLAW	SOCIAL BACKGROUND DRIFTER
61-70	DISAPPEARED	
71-90	UNHARMED	
91-95	DECORATED FOR BRAVERY	SUCCESS +1
96-00	PROMOTED ⁴	ROLL 1d6, SUCCESS +2

¹ 1=Prison Camp, 2-3=Disease, 4-6=Combat

² 1=Deaf, 2=One-eyed, 3=Burns, 4=Blind, 5=Toothless, 6=Scarred

³ 1>No legs, 2>No arms, 3=Left arm, 4=Right arm, 5=Left leg, 6=Right leg

⁴ 1=Second Lieutenant, 2=Lieutenant, 3=Captain, 4=Major, 5=Lieutenant Colonel, 6=Colonel

SOCIAL BACKGROUND

“Please, save me!”

The young woman nearby stumbled into his arms. The fear on her terrified face did not go unnoticed. Just behind, two port thugs came running. Maxwell Hart was immediately prepared to defend a woman in distress. He could not understand what such a decent-looking girl would be doing in this neighborhood. He peered at her pursuers and placed a hand on his holster.

“Leave. Now. If you value your lives.”

They realized he was serious and turned on their heels. He felt like a hero when he turned back to her, not noticing that she had stolen everything of value that he'd been carrying.

The hands of fate strike at random. Some are born with a silver spoon in their mouths while others start their lives in the gutters. The social chasm is enormous and in Europe, the bulkheads between the upper, middle and lower classes are practically watertight. Many of these social protocols have followed the emigrants to America, though social mobility is much greater in the United States. The American Dream of starting out life empty handed and pulling oneself up to the top of society through hard work is deeply rooted among most of those who have made the new continent their own. There are many who have succeeded in moving up the class levels in the new world. The assassinated President Lincoln is just one such example.

By not recognizing the Natives' right to land, and instead starting numerous wars to secure and broaden the white expansion across the continent, it was possible to get land and literally stake out a new future for oneself and one's family. The American Dream also made it so that many who viewed themselves as members of the lower classes had they remained in Europe, now felt as if they were a part of the middle class. They might not have a lot of money or success yet, but it is surely just a matter of time.

Most Americans identified themselves in accordance with their lot in life, which makes it possible to use the categories of *Farmers, Soldiers, Laborers, Drifters, Townspeople, Business Owners, Officers, Politicians, Landowners*, and *Industrialists*. We delve into that later on, but begin with an overview of the traditional class system in the USA.

THE UPPER CLASS

The finer folk keep to themselves, believing others are not good enough. This especially includes the vulgar nouveau riche peddlers who think they can buy anything with money. Those people cannot, however, purchase bloodlines, and therefore cannot buy the innate quality the upper classes are convinced only they possess. In the absence of nobility, a family's ancestry in the new nation has replaced fancy titles. The earlier one's family came to America, the higher rank in society one holds. This is especially in the South. That said, everyone with a noble title from Europe can still gain entrance to the finer private salons of the nation.

One does not talk about money; it is vulgar and uncouth. Most in the upper classes rarely need to worry. Work is done by servants, even if the men run the family affairs, have a military career, or acquire a higher education and become employed as a lawyer, doctor, or similar. (There are people in the upper classes among the occupations of *Business Owners, Landowners, Officers* and occasionally, *Industrialists*.)

Women are expected to not work at all. It is seen as inappropriate. Many feel a higher education is wasted on women. Artistic activities such as art, music and literature can be encouraged, however. Typical days are filled with social events, which women are responsible for planning and arranging. A man does not speak to an unknown woman without having been introduced first by her father, husband, or guardian. During the war, many women took over their families' affairs. Women have been more outspoken on many subjects ever since.



★ SOCIAL BACKGROUND ★



THE MIDDLE CLASS

If you ask an American which social class they belong to, most will answer with the middle class – no matter their economic or financial situation. If the upper class has traditionally consisted of those who own the world, it is the middle class that operates it. The grease in the gears that keeps things running is money. The American Dream is the middle class's mantra. Money is important and a wise man strives to get more any way he can. Only a fool refuses to discuss money. How else is one supposed to do business?

Education is a key to success. The industrial revolution is in full swing. It is propelling a quick and massive development of technology. Many middle class families want to give their sons and daughters a good education, where the practical often takes precedence over the classical. Engineers are highly sought after, as well as economists, surveyors, and lawyers. Education is also the sanctuary of many academics who wish to belong to the upper class, but must instead work for a living.

Women of the middle class have a more flexible role than women in the upper class. They are frequently encouraged to get an education or actively participate in the family business even if many, especially those who desire entrance to the ranks of the upper class, would never do something so uncouth. Marriage is not arranged to secure bloodlines as in the upper class, but the prospective groom's ambitions and economic opportunities are important. In some cases, such things are just as important as the dowry the bride's parents can offer.

THE LOWER CLASS

Plantation workers, cowboys, navvies, miners, soldiers, and factory workers all tend to belong to the lower class. This class makes up the majority of those in the US, just as in Europe and the rest of the world. The lower class works the hardest for the least amount of pay. They are viewed as the ones to be sacrificed in war. Most of them do not bother arguing, as it is just not worth it. The world is unfair and work can be hard to find. Those who protest the loudest do not get jobs at all.

Most just grit their teeth and bear it in the hope that their children will have better opportunities than they did. First and foremost, they want their children to go to school. They may not be able to afford higher education, but as long as the family does not need their children's help on the farm or to bring in money, they want them to study. As for employment, there are always positions in the factories that the owners want children to perform, since their size is better suited to fit among the machinery.

Women in the lower class work, for economic reasons. Her workload might be the same, but her salary will never equal a man's pay. It would be viewed as insulting to the men – just as white men are paid more than black, Mexican, Chinese or Native men.

Not everyone manages the change from poor country hick to success in the big city. Alcohol and opium can become an easy escape from a difficult workday. Others who do not manage the stringent working-class life may turn to crime. Ironically, they sometimes become the only rich members of the lower class.

FARMERS

Farmers are lowest in the social hierarchy but also serve as the engine in the western expansion. Since the 1830s, there has been support of the idea that the United States, and its white population in particular, has a duty – a manifest destiny – to conquer the entire North American continent and cultivate its soil. This sentiment is perhaps strongest in the South, where it is believed that their plantations and slave-based economy should take the lead in civilizing the Wild West.

Some Natives may, according to this point of view, be noble savages, but essentially they are viewed as barbarians whose time has come and gone. Their only chance at survival in the long run is to assimilate into white society through Indian schools and manual labor. The foremost proponents of these ideas would never be the ones to do the hard work of cultivating the wilderness. That is what poor settlers are for. With the Homestead Act, immigrants were offered free land (160 acres) if they would but go into the wilderness and farm it. This is a difficult and dangerous life, but the ever-increasing immigration means there is never a shortage of volunteers.

Not all farmers have gone west to seek their fortunes, but nearly all farmers live a considerable distance from large settlements. They are lucky if they own their patch of land. It is unlikely to be very large or fertile in comparison with that of plantations. After the fall of the slave-based economy, it has become common that plantation owners allow former slaves to work the land in exchange for an agreed-upon share of the harvest. Often this share is much larger than reasonable, meaning the sharecropper will owe the landowner even more from the next harvest, and is therefore never able to leave or get out of debt. This results in poor farmers seldom being able to live only on what they grow. They must often supplement their meager incomes however they can. Some work as day laborers for others. Various petty crimes are common.

SUCCESS

Roll here to see how your relatives have fared. The BROKE usually survive thanks to others, while the FORTUNATE have money and a good reputation.

SUCCESS - FARMERS

D100	SUCCESS	DESCRIPTION	PAY
01-15	BROKE	The bank owns everything.	x0.25
16-35	IN DEBT	Struggle to keep the family alive.	x0.5
36-60	SKINT	Has to pinch every penny.	x0.75
61-80	STABLE	Manages, barely ...	x1
81-95	GOOD	Even managed to save some.	x2
96-00	FORTUNATE	Respected and award winning.	x3

OCCUPATION

Farmers are poor. They are paid only a few times per year, usually when they sell their harvest. The rest of the year, they must conserve their resources as much as possible. Afforded little respect by people in the big cities, they are often categorized by unflattering nicknames that make their way into the nation's parlance.

Hillbillies are farmers from the South's mountainous areas. They are notorious as petty criminals and fixers. Cousins that marry are common. While some of their negative reputation is undeserved, passersby are still wise to protect themselves and their belongings.

Rednecks are poor white southern farmers with their own land. They work outside, bent over their plows all day in the hot sun, whereupon their necks become a painful red – responsible for their nickname.

After the Civil War, the prairie is flooded with settlers, often from Eastern Europe, enticed with the promise of free land. They are commonly known as *sodbusters*, named for the peat known as *sod* which is frequently the only available building material they can afford aside from mud, thatch, and loose branches.

Farmhands work for others. The work is seasonal and pays \$1/day. Less if room and board are included. Winters are brutal, with few jobs that time of year. Savings and frugal living are needed to survive.

It is increasingly common for *plantation workers* to get paid in a portion of the harvest, once a year. Meanwhile, they get food and gear from the plantation owner's store. All purchases are put on their account which they have to pay back – with interest. The high prices makes them lucky if they get anything left following the next harvest's pay. If they cannot pay off their purchases, they are in debt to the owner and must stay and work. Slavery has many faces. In places where the Northern troops and the *Freedmen's Bureau* were influential, attempts were made to counteract these practices. As the troops disappeared, former slaves watched their rights being trampled underfoot.

OCCUPATIONS - FARMERS

NORTH	S/B	WEST	MEX	OCCUPATION	DAY/YEAR
01-30	01-25	01-15	01-15	FARMHAND	\$1/\$300
-	26-35	-	-	HILLBILLY	\$1/\$300
-	-	-	-	PLANTATION WORKER ¹	\$1/\$300
-	36-45	-	-	REDNECK	\$1/\$300
-	-	16-35	-	SODBUSTER	\$1/\$300
31-60	46-75	36-65	16-40	FARMER	\$2/\$600
61-80	76-85	66-85	41-80	SHEEPHERDER	\$2/\$600
81-00	86-00	86-00	81-00	PIG FARMER	\$2/\$600

¹ Cannot be rolled randomly, but applies to all former slaves who did not roll a new OCCUPATION on the LIFE PATH EVENTS tables.

★ SOCIAL BACKGROUND ★

GROUP AFFILIATION

You can roll GROUP AFFILIATION for your family, which will define what they think is important. There are different tables for women and men, and the tables are divided into four columns depending on where they live or if they are Mexicans. Natives and Chinese people do not roll here, instead they use their *GROUP AFFILIATION-tables* in the *Ethnic Background chapters*. There are no male *Suffragettes* (those who fight for women's right to vote) and women cannot belong to the *Union League*. *Abolitionists* are more common in the North, while there are very few native southerners in the organization at all. There are, however, more southerners in *Racist Militant Organizations*.

Generally, FARMERS do not have a lot of extra time for other activities. Farm work is relentless. If planting is not done in time, there will be no harvest. If harvest is delayed, the crops can rot or wither. Raising livestock also requires constant vigilance, as poorly cared for animals quickly lose their value.

The Grange is a farmer cooperative that tries to ensure that farmers have get decent prices for crops and low transport costs. Local *unions* are typically responsible for festivities such as the 4th of July. *Criminal Contacts* mean that incomes are supplemented or replaced with outlaw activities, often in cohort with other criminals.

GROUP AFFILIATION - MEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-05	01	01-03	01	ABOLITIONIST
06-35	02-21	04-33	02-11	GRANGE
36-45	22-31	34-45	12-31	HOMELAND ORGANIZATION
46-52	32-38	46-54	32-45	CRIMINAL CONTACTS
53-67	39-55	55-65	46-70	DEVOTED PARISH MEMBER
68-79	56-65	66-77	71-80	LOCAL CLUB
80-89	66-75	78-82	81-90	TEMPERANCE MOVEMENT
90	76-90	83-87	-	RACIST MILITANT ORGANIZATION ¹
91-95	91-95	88-90	-	UNION LEAGUE
96-00	96-00	91-00	91-00	VIGILANTE ORGANIZATION

¹ For black people, switch this result with the UNION LEAGUE.

GROUP AFFILIATION - WOMEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-05	01	01-03	01	ABOLITIONIST
06-25	02-16	04-38	02-11	GRANGE
26-35	17-31	39-48	12-21	LOCAL CLUB
36-44	32-45	49-62	22-41	HOMELAND ORGANIZATION
45	46	63	42-51	CRIMINAL CONTACTS
46-60	47-61	64-73	52-61	WOMEN'S CLUB
61-80	62-86	74-88	62-85	DEVOTED PARISH MEMBER
81-95	87-96	89-98	86-95	TEMPERANCE MOVEMENT
96-00	97-00	99-00	96-00	SUFFRAGETTES

ROLEPLAYING AS A FARMER

You have never gotten anything for free and you have worked since you were a child. There will either always be a part of you that feels that farming is the only right way to live, or else you will do whatever it takes to get away from it!

CHILDHOOD

You were born poor, and if you are black, maybe into slavery as well. You had to work since childhood, especially if your parents died when you were young. Relatives try to take care of orphans, but with many mouths to feed on a small farm, they can only do so much. You ran a constant risk of going to sleep hungry and watching family members wither away and die of malnourishment and starvation before their time.

EDUCATION

If your parents were not extremely successful, they have not been able to afford to pay for any schooling for you. You may have an education beyond elementary school, but only if you had such a talent for study (high INTELLIGENCE) that you received a *Scholarship*.

INITIAL FUNDS

What you start with depends on how well things have gone for your family. Instead of QUALITY -1, you can select older weapons and unfashionable clothes. You get \$1 for each point spent on FORMAL EDUCATION, since it gives you better opportunities. Your ROLE and your LIFE PATH EVENTS also affect your finances.

INITIAL FUNDS

SUCCESS	HEIRLOOMS	INITIAL FUNDS ¹	QUALITY
BROKE	1	\$10	-1
IN DEBT	1	\$20	-1
SKINT	1	\$30	0
STABLE	1	\$40	0
GOOD	2	\$50	0
FORTUNATE	2	\$60	0

¹ +\$1 for each CHARACTER CREATION POINT spent on FORMAL EDUCATION.

FAMILY HEIRLOOM

D100	ITEM	VALUE
01-15	PAINTING	\$1
16-30	FAMILY BIBLE	\$2
31-45	DOG	\$3
46-59	LIVESTOCK ANIMAL (1 PIG/3 SHEEP/12 CHICKEN)	\$6
60-69	VIOLIN/BANJO	\$8
70-79	2 OXEN (TRAINED)	\$40
80-89	MULE (TRAINED)	\$60
90-94	CLYDESDALE (TRAINED)	\$70
95-99	PRIZE-WINNING BULL (QUALITY +2)	\$120
00	4-WHEELED WAGON & MULE (TRAINED)	\$160

SOLDIERS

A soldier's life is hard, dull, and poorly paid – and at times deadly. During the Civil War, the armies were quite large, but they have diminished significantly afterward. The troops that remain are manning forts and outposts in the former southern states and in the areas bordering land under Native control out west. As Reconstruction (the rebuilding of the post-slavery South) has gradually been eliminated and unrest is on the rise in the western territories, more troops have been moved there to deal with the Natives.

Black soldiers are called *Buffalo Soldiers*. They serve in their own regiments, where a few officers are black. All of the senior officers are white. The first black cadet graduates from West Point in 1876. Buffalo Soldiers get the most dangerous and thankless tasks and have been sent to war against the plains tribes. There are good officers in these regiments, but also racists who torment the black soldiers under their authority. A few of these officers have been court martialed. Racism and cruel hazing are widespread problems.

Natives and women can only work as scouts. There are a few individual women in the army, who disguise themselves as men by binding their breasts and changing their names. There were more disguised women in the army during the Civil War than in 1876. There are few Mexicans in the American army, but some serve in the Mexican army – even if their family lives on the American side of the border. Newly arrived immigrants, primarily those from Germany and Ireland, sometimes enlist as soon as their feet touch land.

Soldiers' wives often serve at forts in more or less respectable occupations, typically as nurses and domestic help. Prostitutes and saloon girls often work nearby, but not under the army's command.

SUCCESS

Success can be measured in more ways than promotion. These include where you serve, how commanding officers treat you, and what resources you get when deployed on dangerous missions. All white and Mexican soldiers of the same rank receive the same monthly wage, not affected by how successful they are. Black soldiers of the same rank receive half as much pay.

SUCCESS - SOLDIERS

D100	SUCCESS	DESCRIPTION	PAY
01-15	UNLUCKY	Constantly fails at assignments	x1
16-35	IN DEBT	Broke a day after payday	x1
36-60	RELOCATED	Stationed in a godforsaken hole	x1
61-80	STABLE	Life is going along as usual	x1
81-95	GOOD	Near to being promoted	x1
96-00	FORTUNATE	Promoted 1 RANK [roll Occupation]	x1

OCCUPATION

Life for a soldier's family depends on where the soldier is stationed. A fort in the wilderness means a different life than one at a military camp in or near a city.

Being a black soldier in the South is not easy. You may benefit by being in the army, but you are also more vulnerable to attacks and grievances. There are no black regiments in the South; only black militias, which can never count on the same backing received by the regular troops. Despite the fact that white racists organize gun clubs and spread fear among blacks and Abolitionists in the South, black militia groups are rarely sent into combat. No one dares to face the consequences of sending in black military against white rebels. It is mostly black people who are terrorized by white racists and prevented from registering to vote in the coming election. Another reason that federal troops are not sent in is to not infringe on the states' rights to govern themselves, not that the Southern states' legislatures ask for help.

Men in the military cannot choose their rank or position. They start as lowly privates and if they are well behaved and live long enough, they might get to rise through the ranks. On the career table below, we show the enlisted ranks in the army, as opposed to the officers. It is possible to get promoted to be an officer, and this has become more common during and after the War Between the States. Note that soldiers receive a monthly wage, not a daily one. They also receive meals, board, and equipment.

Women's careers presented here are linked to what other establishments are available at the forts and outposts. Women are offered these opportunities primarily to let the families of male soldiers stay together.

OCCUPATIONS - MALE SOLDIERS

NORTH	S/B	WEST	MEX	RANK	MONTH/YEAR
01-80	01-90	01-90	01-90	PRIVATE	\$13/\$156
81-88	91-95	91-95	91-95	CORPORAL	\$16/\$192
89-97	96-98	96-98	96-98	SERGEANT	\$21/\$252
98-99	99	99	99	FIRST SERGEANT	\$24/\$288
00	00	00	00	SERGEANT MAJOR	\$30/\$360

OCCUPATIONS - FEMALE SOLDIERS

NORTH	S/B	WEST	MEX	OCCUPATION	DAY/YEAR
01-20	01-20	01-20	01-20	COOK	\$1/\$300
21-35	21-30	21-40	21-45	PROSTITUTE	\$1.5/\$450
36-40	31-40	41-55	46-60	SALOON GIRL	\$1.5/\$450
41-60	41-60	56-65	61-70	SEAMSTRESS	\$1/\$300
61-80	61-80	66-80	71-85	MAID	\$1/\$300
81-00	81-00	81-00	86-00	LAUNDRESS	\$1/\$300

★ SOCIAL BACKGROUND ★

GROUP AFFILIATION

Soldiers often associate with the same types of groups as they did before they joined the army. For example, many *abolitionists* joined the Union army to put an end to slavery. Today, many of them have become *carpetbaggers*, i.e., those who exploit the economic crisis in the South to purchase things cheaply. Usually, these carpetbaggers settle in the South and buy up plantations or start industries or other organizations. Carpetbaggers have a well-established network within the army, which tends to provide them with lucrative contracts like supplying the military with food or horses.

Soldiers who have completed their active service are usually members of one of the numerous *veterans' fraternities*. You do not need to roll for this contact network; it is automatically available.

Homeland organizations are a way to remember one's background and origins. These often host social events celebrating the homeland's holidays and traditions. Sometimes, these have a hidden edge, and aim to change the misdeeds that occur in the home country and support the resistance movement there. Take the Irish, for example, who supported the *Fenian Irish Republican Brotherhoods*, both of whom wanted to free Ireland from English control.

Many organizations and associations are closed to women, such as the *Freemasons*. In those few organizations that accept women as full members, however, they often have great influence.

GROUP AFFILIATION - MEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-15	01-05	01-10	01-05	ABOLITIONIST
16-20	06-10	11-15	06-10	FREEMASON
21-30	11-20	16-40	11-15	GRANGE
31-40	21-35	41-55	16-35	HOMELAND ORGANIZATION
41-50	36-45	56-65	36-50	CRIMINAL CONTACTS
51-65	46-65	66-80	51-80	DEVOTED PARISH MEMBER
66-80	66-80	81-90	81-95	TEMPERANCE MOVEMENT
81-85	81-85	91-95	96-00	ODD FELLOWS
86-00	86-00	96-00	-	UNION LEAGUE

GROUP AFFILIATION - WOMEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-10	01	01-05	01-05	ABOLITIONIST
11-25	02-11	06-25	06-10	GRANGE
26-35	12-31	26-45	11-25	HOMELAND ORGANIZATION
36-40	32-36	46-55	26-45	CRIMINAL CONTACTS
41-50	37-46	56-65	46-60	WOMEN'S CLUB
51-80	47-81	66-85	61-85	DEVOTED PARISH MEMBER
81-95	82-96	86-95	86-95	TEMPERANCE MOVEMENT
96-00	97-00	96-00	96-00	SUFFRAGETTES

ROLEPLAYING AS A SOLDIER

If you are from a military family, rules, discipline and order are the norm. There is a place for everything and everything in its place. It is taken for granted that young men will follow the family tradition and join the army as soon as they are able. The Civil War, however, has changed things for those that lost loved ones. The four-year bloodbath prompted a distaste for the army, so much so that most on both sides want something different for their children now.

CHILDHOOD

Military families earn little and tend to live close to one another. If orphaned, they had to make do as best they could. Often, this meant homelessness, living with a Native tribe or being sent to an orphanage. If they were lucky, another soldier's family took them in.

EDUCATION

If you are fortunate, the fort will have some kind of elementary school equivalent. For higher education, you must have a talent for study (high INTELLIGENCE), to get a SCHOLARSHIP (see the *Education section*).

INITIAL FUNDS

Your family's successes and setbacks decide what you start with. Instead of QUALITY -1, you can select older weapons and unfashionable clothing. You get \$1 for every point you place on FORMAL EDUCATION, as that gives more opportunities. Your LIFE PATH EVENTS (related to your ROLE) can also affect your finances.

INITIAL FUNDS

SUCCESS	HEIRLOOMS	INITIAL FUNDS ¹	QUALITY
UNLUCKY	1	\$10	-1
IN DEBT	1	\$20	-1
RELOCATED	1	\$30	0
STABLE	1	\$40	0
GOOD	2	\$50	0
FORTUNATE	2	\$60	0

¹ +\$1 for each CHARACTER CREATION POINT spent on FORMAL EDUCATION.

FAMILY HEIRLOOM

D100	ITEM	VALUE
01-15	POCKETWATCH/BROOCH	\$1
16-30	BASEBALL BAT, BALL AND GLOVE	\$4
31-45	AMERICAN FLAG	\$5
46-59	UNIFORM	\$14
60-69	COLT ARMY WITH HOLSTER	\$15
70-79	BINOCULARS/SPYGLASS	\$25
80-89	SPENCER REPEATING RIFLE	\$27
90-94	QUARTERHORSE (CAVALRY TRAINED)	\$55
95-99	INDIAN SCALP (VALUE ONLY APPLIES IN MEXICO)	\$150
00	PALOMINO HORSE (CAVALRY TRAINED, Q+1)	\$170



LABORERS

Laborers perform difficult, backbreaking physical work. They work long hours, six days a week (off on Sunday) for low wages and no vacation.

As the Industrial Revolution has grown, so too has the number of laborers. New factories open their doors and working-class neighborhoods spring up around them. Sometime's factory owners build bunkers where, for a small fee, employees can rent a bed, though seldom their own room (that service is usually reserved for families). Some employers supplement their incomes with a Company Store, where workers can buy on credit. Prices and interest rates are so high that by the time one paycheck arrives (every other week), there is hardly anything left. When workers owe their employer money, they are forced to stay, even though the conditions are so poor that they otherwise would have left for another job long ago.

These factory-owned Company Stores spread across the South, the former border states, and in Pennsylvania's coal districts and oil fields.

SUCCESS

The laborers with the best working conditions and wages are the foremen – those who ensure others do their jobs and work hard. Many foremen started out working on the factory floor, did a good job, and impressed the boss. It happens, however, especially in the South and on the railroad-building sites, that foremen are hired primarily to scare people into obedience. For occupations with greater liberty, such as lumberjacks, there is no place for that type of scare tactic. Women must work just as hard as their male colleagues, but nearly always receive much lower wages (about 60% of what men earn).

Few workers have a steady income. Day laborers do not know from one day to the next whether they will even have a job. Dockhands' work environment is dependent on how many ships are available and whether they need to be loaded or unloaded. A low SUCCESS ROLL should be interpreted more as a person having trouble finding work for all days rather than receiving a low daily wage. A high roll means that occupational skill is reflected in the laborer's pay packet.

SUCCESS - LABORERS

D100	SUCCESS	DESCRIPTION	PAY
01-15	UNEMPLOYED	No roof over their head	x0.25
16-35	IN DEBT	Lives hand to mouth	x0.5
36-60	DAY LABORER	Must pinch every penny	x0.75
61-80	STABLE	Never without work	x1
81-95	WELL PAID	Nothing to worry about	x2
96-00	FORTUNATE	Successful with a high salary	x3

OCCUPATION

Anyone can be a laborer, regardless of skin color, gender, or age. Some factories and mines prefer children, because they take up less room and they can more easily get into cramped spaces to fix machinery. Do not get old or sick, though, because once you can no longer work at the top of your game, you have lost your value. If you were lucky, you will have made a good impression before this point and you will have been made a foreman. Their less strenuous jobs ensure that management can keep working for many years.

Workplaces are mostly segregated, as employees are often recruited from the same ethnic pool of people as those already working for the company. Central Pacific Railroad, for example, primarily hired Chinese people, while most of the Union Pacific force was Irish.

OCCUPATIONS - MALE LABORERS

NORTH	S/B	WEST	MEX	OCCUPATION	DAY/YEAR
01-05	01-05	01-03	01-04	CONSTRUCTION W.	\$2.5/\$750
06	06	04	05	FIRE STOKER	\$2.5/\$750
07-31	07-21	05-14	06-13	FACTORY WORKER	\$2/\$600
32-50	22-37	15-40	14-52	MINER	\$2/\$600
51-55	38-55	41-45	53-56	DOCK WORKER	\$2/\$600
56-57	56-57	46	57	MACHINIST	\$2/\$600
58-60	58-62	47-51	58-67	BRICKLAYER	\$3/\$900
61-63	63-67	52-54	68-72	PAINTER	\$3/\$900
64-69	-	-	-	OIL WORKER	\$2/\$600
70-80	68-79	55-72	73-79	RAILWAY WORKER	\$2.5/\$750
81-82	80	73	80	PLUMBER	\$3/\$900
83-87	81-85	74-79	81-86	BLACKSMITH	\$2.5/\$750
88-91	86-93	80-86	87-92	CARPENTER	\$2.5/\$750
92	94	87-88	93	STONE MASON	\$3/\$900
93-95	95-96	89-92	94	SAWMILL WORKER	\$2/\$600
96-97	97	93-97	95-97	LUMBERJACK	\$2.5/\$750
98-00	98-00	98-00	98-00	LAUNDERER	\$2/\$600

OCCUPATIONS - FEMALE LABORERS

NORTH	S/B	WEST	MEX	OCCUPATION	DAY/YEAR
01-25	01-15	01-10	01-05	FACTORY WORKER	\$1.5/\$450
26-35	16-30	11-15	06-15	MAID	\$1.5/\$450
36-45	31-40	16-25	16-25	COOK	\$1.5/\$450
46-50	41-45	26-35	26-40	PROSTITUTE	\$2/\$600
51-55	46-50	36-50	41-55	SALOON GIRL	\$2/\$600
56-65	51-65	51-60	56-65	SEAMSTRESS	\$2/\$600
66-75	66-75	61-70	66-75	CLEANER	\$1.5/\$450
76-85	76-85	71-80	76-85	LAUNDERESS	\$1.5/\$450
86-95	86-99	81-90	86-95	WEAVER	\$2/\$600
96-00	00	91-00	96-00	ROLL USING MALE LABORERS-TABLE	

★ SOCIAL BACKGROUND ★

GROUP AFFILIATION

There are plenty of organizations for laborers. They vary greatly. The fledgling *Union Movement* is just starting, even if all forms of organized workers frighten owners who hire groups like Pinkerton's detective bureau to find out who the leaders are and discourage others from joining. *The Odd Fellows* attracts many, primarily because the healthy members who have work commit to helping those who become ill or unemployed, as well as their families.

Others supplement or replace their meager wages by joining *the volunteer fire department* or *criminal organizations*. Criminal gangs are common in the larger cities, and each has its own specialty. It is also not uncommon during elections to earn a bit extra by selling one's vote, but usually this happens via a criminal gang or *homeland organization* since the person buying the election want to get many votes at once without being visibly involved.

Despite the long work hours, some manage to get involved in politics, whether as a part of an *official party* or a member of a *reform movement* (Suffragettes, Abolitionists, the Temperance Movement, church, and so on). *The Union League*, for example, is tightly connected to *the Republicans*.

GROUP AFFILIATION - MEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-05	01	01-03	01	ABOLITIONIST
06-30	02-16	04-23	02-16	WORKERS' UNION MOVEMENT
31	17	24	17	FREEMASON
32-41	18-27	25-34	18-27	VOLUNTARY FIREMAN
42-51	28-37	35-44	28-42	HOMELAND ORGANIZATION
52-61	38-47	45-54	43-57	CRIMINAL CONTACTS
62-76	48-62	55-69	58-77	DEVOTED PARISH MEMBER
77-81	63-67	70-72	78-82	TEMPERANCE MOVEMENT
82-84	68-70	73-75	83-85	ODD FELLOWS
85-89	71-75	76-77	86-90	POLITICAL PARTY
90	76-90	78-82	-	RACIST MILITANT ORGANIZATION ¹
91-95	91-95	83-85	-	UNION LEAGUE
96-00	96-00	86-00	91-00	VIGILANTE ORGANIZATION

¹ For black people, switch this result with the UNION LEAGUE.

GROUP AFFILIATION - WOMEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-10	01	01-05	01	ABOLITIONIST
11-30	02-11	06-20	02-11	WORKERS' UNION MOVEMENT
31-55	12-46	21-55	12-46	HOMELAND ORGANIZATION
56-60	47-51	56-60	47-56	CRIMINAL CONTACTS
61-63	52-54	61-64	57-60	WOMEN'S CLUB
64-93	55-94	65-94	61-95	DEVOTED PARISH MEMBER
94-98	95-99	95-99	96-99	TEMPERANCE MOVEMENT
99-00	00	00	00	SUFFRAGETTES

ROLEPLAYING AS A LABORER

You probably started work at a young age. Best-case scenario, you were someone's apprentice and learned a profession. Worst case, you worked in a factory.

CHILDHOOD

Since wages are low, your parents probably both had to work to support you. If you grew up with only one parent, you did not see much of each other, as extra work likely was necessary just to make ends meet. In cities, there is no lack of street urchins who beg, hunt rats and find strays for dog fights. They may also join criminal gangs to pick people's pockets for valuables. Life at an orphanage is often even harder, where only a few will be so lucky as to find a foster family.

EDUCATION

If you are lucky, you will have gone to public school or Bible School. Higher education requires a talent for study (high INTELLIGENCE – see *Formal Education*) sufficient to get a SCHOLARSHIP. Practical educations (see page 90), such as APPRENTICE, SOLDIER, and SAILOR, can serve as other means of getting away.

INITIAL FUNDS

Your family's successes and setbacks decide what you start with. Instead of QUALITY -1, you can select older weapons and unfashionable clothing. You get \$1 for every point you place on FORMAL EDUCATION, as that gives more opportunities. Your LIFE PATH EVENTS (related to your ROLE) can also affect your finances.

INITIAL FUNDS

SUCCESS	HEIRLOOMS	INITIAL FUNDS ¹	QUALITY
UNEMPLOYED	1	\$15	-1
IN DEBT	1	\$30	-1
DAY LABORER	1	\$45	0
STABLE	1	\$60	0
WELL PAID	2	\$75	0
FORTUNATE	2	\$90	0

¹ +\$1 for each CHARACTER CREATION POINT spent on FORMAL EDUCATION.

FAMILY HEIRLOOM

D100	ITEM	VALUE
01-15	MONOGRAMMED SHEET	\$1
16-30	PORTRAIT/PHOTOGRAPH OF FAMILY	\$2
31-45	KEROSENE LANTERN	\$6
46-59	TOOLS	\$6
60-69	VIOLIN/BANJO	\$8
70-79	WEDDING RINGS, 14 KARAT GOLD	\$10
80-89	GRANDFATHER CLOCK	\$30
90-94	WOOD-BURNING STOVE	\$50
95-99	4-WHEELED WAGON	\$100
00	4-WHEELED WAGON & MULE (TRAINED)	\$160

DRIFTERS

Drifters often lack a fixed geographic anchor, as they seldom stay long in one place. They are always on the move, though they may well return to the same places after a while. Putting down roots and settling down is not really for them. There is always something to tempt them over the next horizon, whether it is a new adventure or treasure they hope to find, or the long arm of the law they wish to avoid.

They may have tried to live a normal life. The pressure of how one is supposed to be and what one ought to do has not spared them, but it seldom holds somebody who is a drifter at heart down in the long run. Restlessness and rootlessness always gets the better of a true drifter. When the lure of the free and the open road calls, they are on the move again.

If the drifter leaves someone behind, so be it. It is only temporary – at least they tell themselves and their loved ones that. They can always come back and visit, or send for the family to come and join them later. Of course, that can only happen once they have succeeded with whatever it was they left home to do.

DRIFTERS are not necessarily loners. They can get along well with others, especially like-minded wanderers. Even if hunting and prospecting are solitary pursuits, it can be more fun to have people to share the experience with, rather than struggle in silence.

This category includes very social people – those who prefer large groups and like to be the center of attention but rarely stay in one place for long because of the nature of their work. There are, of course, performers with stage fright, but they do not last long in this profession, and a conman or charlatan without a victim to trick often goes hungry.

SUCCESS

Drifters seldom have long-term jobs; they work on one project or task at a time. This makes them more dependent on their REPUTATION than many others. The ability to live a good life is significantly better for an established career-man than for an unlucky sod deemed to have ruined many good assignments already. Many drifters have a wastrel side and will often borrow to live better than their means.

SUCCESS - DRIFTERS

D100	SUCCESS	DESCRIPTION	PAY
01-10	UNLUCKY	Fails constantly	x0.25
11-25	IN DEBT	Creditors demand pay	x0.5
26-50	SKINT	Scraping by	x0.75
51-75	STABLE	Manages, but has nothing to spare	x1
76-90	ESTABLISHED	Can pick and choose assignments	x2
91-00	FORTUNATE	Can charge top dollar every time	x3

OCCUPATION

Constantly on the move, DRIFTERS often have spectacular accomplishments and an endless supply of tales and funny stories about their experiences to tell while they have that drink somebody else pays for at the saloon. It is no surprise most Wild West dime-novels have a DRIFTER as the main character.

OCCUPATIONS - MALE DRIFTERS

NORTH	S/B	WEST	MEX	OCCUPATION	DAY/YEAR
01-03	01-02	01-05	01-03	ARMY SCOUT	\$3/\$900
04-10	03-11	06-09	04-08	ARTIST	\$2.5/\$750
11-20	12-21	10-16	09-16	CONMAN	\$3/\$900
21-25	22-26	17-19	17-19	BOXER	\$3/\$900
26	27	20-23	-	BUFFALO HUNTER	\$3.5/\$1,050
27-31	28-31	24-27	20-23	CIRCUS PERFORMER	\$2.5/\$750
32	32	28-29	24-32	COMANCHERO ¹	\$3/\$900
33-35	33	30-31	33-35	DEPUTY US MARSHAL ²	\$3/\$900
36-38	34	32	-	RAILWAY DETECTIVE	\$3/\$900
39-40	35-38	33-40	36-43	COWBOY	\$2/\$600
41-46	39-44	41-46	44-49	DRIVER	\$2/\$600
47-51	45-49	47-51	50-54	CHARLATAN	\$3/\$900
52-60	50-63	52-60	55-74	OUTLAW	\$5/\$1,500
61	64	61	-	RAILROAD ENGINEER	\$3.5/\$1050
62-66	65-69	62-68	75-79	BOUNTY HUNTER	\$5/\$1,500
67-76	70-79	69-78	80-86	PROSPECTOR	\$3/\$900
77	80	79-80	87	TRAPPER	\$2/\$600
78-80	81-83	81-85	88-91	GUNSLINGER	\$10/\$3,000
81	84	86	92	SEA CAPTAIN	\$4/\$1,200
82-91	85-93	87-91	93-94	SAILOR	\$2/\$600
92-93	94	92	95	HELMSMAN	\$2.5/\$750
94-98	95-99	93-99	96-00	GAMBLER	\$5/\$1,500
99-00	00	00	-	WELLS FARGO DETECTIVE	\$6/\$1,800

¹ Comanchero: Mexican trader and trafficker who make their living selling guns, alcohol, slaves and more to anybody in the southwest.

² Substitute to FEDERAL RURALES for Mexicans.

OCCUPATIONS - FEMALE DRIFTERS

NORTH	S/B	WEST	MEX	OCCUPATION	DAY/YEAR
01-25	01-30	01-25	01-20	ARTIST	\$2/\$600
26-45	31-45	26-40	21-35	CONMAN	\$2.5/\$750
-	-	41	-	BUFFALO HUNTER	\$3/\$900
46-70	46-65	42-56	36-45	CIRCUS PERFORMER	\$2/\$600
71-75	66-75	57-61	46-52	CHARLATAN	\$2.5/\$750
76-78	76-82	62-71	53-72	OUTLAW	\$5/\$1,500
79	83	72	73	BOUNTY HUNTER	\$5/\$1,500
80	84	73-74	74-75	PROSPECTOR	\$3/\$900
-	-	75	76	GUNSLINGER	\$8/\$2,400
81-95	85-99	76-90	77-90	GAMBLER	\$5/\$1,500
96-00	00	91-00	91-00	ROLL USING MALE DRIFTERS-TABLE	

★ SOCIAL BACKGROUND ★

GROUP AFFILIATION

When you are constantly on the move, contacts, networks, and alliances are even more important. There are a number of associations a DRIFTER can make, and it is not unusual for them to belong to several.

It may seem obvious that an outlaw has *Criminal Contacts*, but others can be involved in illegal activities as well. A Pugilist may be acquainted with shady bookmakers and gambling syndicates, and who in their right mind believes the adventuring sailor who claims to have had no contact with pirates?

Spiritualism has gained popularity, with its promises of contact with the spirit world and deceased loved ones. Many DRIFTERS that are interested in this national fascination might also be motivated due to the potential monetary value they see in it.

GROUP AFFILIATION - MEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-12	01	01-05	01	ABOLITIONIST
13-22	02-09	06-13	02-11	FREEMASON
23-27	10-11	14-21	12-13	GRANGE
28-37	12-21	22-31	14-28	HOMELAND ORGANIZATION
38-47	22-31	32-41	29-43	CRIMINAL CONTACTS
48-52	32-36	42-45	44-58	DEVOTED PARISH MEMBER
-	37-46	46-50	-	LOST CAUSE MOVEMENT ¹
53-57	47-51	51-53	59-63	TEMPERANCE MOVEMENT
58-65	52-57	54-57	64-68	ODD FELLOWS
66-75	58-62	58-64	69-78	POLITICAL PARTY
76-78	63-74	65-69	-	RACIST MILITANT ORGANIZATION ²
-	75-79	70-71	-	REDEEMERS
79-90	80-91	72-82	79-93	SPIRITUALISM MOVEMENT
91-95	92-95	83-85	-	UNION LEAGUE
96-00	96-00	86-00	94-00	VIGILANTE ORGANIZATION

¹ Black people switch this result to DEVOTED PARISH MEMBER (all religions).

² For black people, switch this result with the UNION LEAGUE.

GROUP AFFILIATION - WOMEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-12	01	01-10	01-05	ABOLITIONIST
13-17	02-03	11-17	06-10	GRANGE
18-25	04-11	18-25	11-25	HOMELAND ORGANIZATION
26-30	12-16	26-30	26-35	CRIMINAL CONTACTS
31-33	17-19	31-33	36-40	WOMEN'S CLUB
34-37	20-23	34-37	41-60	DEVOTED PARISH MEMBER
-	24-43	38-44	-	LOST CAUSE MOVEMENT ¹
38-42	44-48	45-49	61-70	FREEDMEN'S AID SOCIETY
43-52	49-58	50-59	71-75	THE TEMPERANCE MOVEMENT
53-55	59-60	60	-	DAUGHTERS OF REBEKAH
56-75	61-80	61-80	76-85	THE SPIRITUALISM MOVEMENT
76-90	81-90	81-90	86-90	SUFFRAGETTES
91-00	91-00	91-00	91-00	CHARITY ORGANIZATION

¹ Black people switch this result to DEVOTED PARISH MEMBER (all religions).

ROLEPLAYING A DRIFTER

Life is not always easy, but it is rarely boring. Every horizon is an adventure waiting to happen. You thrive when you meet new people and experience new things.

CHILDHOOD

You are likely used to a life on the road, unless you lived with one parent while the other made rare appearances. You may have worked behind the scenes at a theatre, in a circus tent, or at a mining camp when you were a little scamp. If you had neither parent, you probably wound up at an orphanage.

EDUCATION

Your parents' level of success often dictates which educational pathways are open to you. It can be difficult to have a consistent education if you move around. Private tutors and boarding schools are alternatives for the more affluent. If your parents were too poor to pay for an expensive education, you may have worked hard to get a SCHOLARSHIP. (This can be attained by setting your INTELLIGENCE levels sufficiently high. See FORMAL EDUCATION on page 86.)

INITIAL FUNDS

Your family's successes and setbacks decide what you start with. Instead of QUALITY -1, you can select older weapons and unfashionable clothing. You get \$1 for every point spent on FORMAL EDUCATION, as it gives more opportunities. Your LIFE PATH EVENTS (related to your ROLE) can also affect your personal wealth.

INITIAL FUNDS

SUCCESS	HEIRLOOMS	INITIAL FUNDS ¹	QUALITY
UNLUCKY	1	\$25	-1
IN DEBT	1	\$50	0
SKINT	1	\$75	0
STABLE	1	\$100	0
ESTABLISHED	2	\$125	0
FORTUNATE	2	\$150	+1

¹ +\$1 for each CHARACTER CREATION POINT spent on FORMAL EDUCATION.

FAMILY HEIRLOOM

D100	ITEM	VALUE
01-15	MARKED DECK OF CARDS	\$1
16-30	SEA CHEST	\$5
31-45	TENT, 4-MAN	\$15
46-59	TRAVEL TRUNK	\$16
60-69	WIG WITH SILK CAP	\$36
70-79	ENGRAVED COLT NAVY (QUALITY +2)	\$50
80-89	PALOMINO HORSE (TRAINED TO BE CALM)	\$115
90-94	BUGGY & QUARTERHORSE (TRAINED)	\$145
95-99	4-WHEELED WAGON & MULE (TRAINED)	\$160
00	AMERICAN THOROUGHBRED	\$250

TOWNSPEOPLE

TOWNSPEOPLE live and work in a city or town. Most cities on the east coast are larger than the newer townships farther west (aside from San Francisco). Townspeople are employed and rarely own the establishment for which they work.

SUCCESS

Being a successful professional ensures an easier life and that one's family is safe and well-fed. It is worse when jobs are few and short. To be unemployed, and yet keep a roof over one's head and food on one's table is a feat in itself and something to be thankful for.

SUCCESS - TOWNSPEOPLE

D100	SUCCESS	DESCRIPTION	PAY
01-10	UNEMPLOYED	Homeless/Without shelter	x0.25
11-25	IN DEBT	Living from hand to mouth	x0.5
26-50	DAY LABORER	Self-denying and frugal	x0.75
51-75	STABLE	Never without work	x1
76-90	WELL PAID	Nothing to worry about	x2
91-00	FORTUNATE	Successful with a high salary	x3

OCCUPATION

There is plenty of work to choose from in the cities, both for men and women, even if the most difficult and worst paid jobs are classified under LABORERS. It can be hard for Townspeople to support a family on one salary, so even married women often work at least a little to improve the household budget. Single women cannot be housewives, roll again for them if need be.

OCCUPATIONS - FEMALE TOWNSPEOPLE

NORTH	S/B	WEST	MEX	OCCUPATION	DAY/YEAR
01	01	01-03	01-08	BROTHEL MADAM	\$5/\$1.500
02-12	02-09	04-11	09-18	SHOP ASSISTANT	\$2/\$600
13-15	10-11	12-14	19-20	COUNTERFEITER	\$8/\$2.400
16-18	12-14	15-17	21-22	AUTHORESS	\$2.5/\$750
19-26	15-25	18-23	23-28	GOVERNESS	\$3.5/\$1.050
27-46	26-55	24-48	29-43	HOUSEWIFE	-
47-49	56-60	49-51	44-48	HOUSEKEEPER	\$3/\$900
50-56	61-68	52-56	49-54	PANTRY COOK	\$2/\$600
57-63	69-76	57-61	55-60	CHAMBERMAID	\$2/\$600
64-66	77-79	62-64	61-63	ARTIST	\$2.5/\$750
67-76	80-84	65-74	64-73	TEACHER	\$4/\$1.200
77-79	85-87	75-77	74-78	MUSICIAN	\$2.5/\$750
80	88	78	79-80	NUN	-
81-86	89-92	79-83	81-87	WAITRESS	\$2/\$600
87-92	93-96	84-87	88-92	NURSE	\$2.5/\$750
93-95	97-99	88-90	93-95	ACTRESS	\$2.5/\$750
96-00	00	91-00	96-00	ROLL USING THE MALE TABLE	

OCCUPATIONS - MALE TOWNSPEOPLE

NORTH	S/B	WEST	MEX	OCCUPATION	DAY/YEAR
01-02	01-02	01	01	ASSISTANT APOTHECARY	\$2.5/\$750
03-05	03-05	02-04	02-04	BAKER	\$3/\$900
06-09	06-08	05-07	05-07	TELLER	\$3/\$900
10-13	09-12	08-11	08-11	BARBER	\$3/\$900
14-17	13-16	12-16	12-17	BARTENDER	\$2.5/\$750
18-19	17-19	17	18-19	VALET	\$2.5/\$750
20-21	20-21	18	20	BOOKBINDER	\$3/\$900
22-23	22	19	21	POSTMAN	\$3/\$900
24	23-24	20	22	BUTLER	\$3.5/\$1.050
25	25	21	23	HANGMAN	\$100 ¹
26-27	26-29	22-23	24-25	CIGAR MAKER	\$3/\$900
28-29	30-32	24-25	26-27	COUNTERFEITER	\$10/\$3.000
30-31	33-34	26-27	28-29	PHOTOGRAPHER	\$5/\$1.500
32	35	28	30	AUTHOR	\$3/\$900
33	36-37	29-31	31-32	FOREMAN	\$3.5/\$1.050
34-36	38-39	32-34	33	INSURANCE AGENT	\$3.5/\$1.050
37-41	40-43	35-39	34-38	SHOP ASSISTANT	\$2.5/\$750
42-45	44-47	40-43	39-42	CHEF	\$2.5/\$750
46	48	44	-	CONDUCTOR	\$2.5/\$750
47	49	45	43	ARTIST	\$3/\$900
48-50	50-54	46-50	44-49	DRIVER	\$2.5/\$750
51-52	55-56	51-53	50-52	FURRIER	\$3/\$900
53-56	57-60	54-57	53-56	TEACHER	\$5/\$1.500
57	61	58	57	ASSAYER	\$4/\$1.200
58-59	62-63	59-60	58-60	MUSICIAN	\$3/\$900
60-62	64-65	61	61	REAL ESTATE AGENT	\$4/\$1.200
63-64	66-67	62-63	62-63	WOODWORKER	\$3.5/\$1.050
65	-	-	-	BELLHOP	\$2/\$600
66	-	64	-	PINKERTON AGENT	\$6/\$1.800
67-69	68-70	-	-	POLICEMAN	\$3.5/\$1.050
70-72	71-73	65-67	64-66	PORTER	\$2.5/\$750
73	74	68	67-68	PRIEST	\$2/\$600
74-76	75-77	69-71	69-70	REPORTER	\$4/\$1.200
77-80	78-81	72-75	71-74	ACCOUNTANT	\$4/\$1.200
81-83	82-83	76-78	75-78	WAITER	\$2.5/\$750
84-86	84-87	79-82	79-83	SHOEMAKER	\$3.5/\$1.050
87-89	88-91	83-86	84-88	TAILOR	\$3.5/\$1.050
90-91	92-93	87-88	89-90	ACTOR	\$3/\$900
92	94	89	-	STATIONMASTER	\$2.5/\$750
93	95	90	91	TYPOGRAPHER	\$3/\$900
94-97	96-99	91-95	92-96	GUARD	\$3/\$900
98-99	00	96	97	CARETAKER	\$2.5/\$750
-	-	97-99	98-00	DEPUTY	\$3.5/\$1.050
00	-	00	-	WELLS FARGO AGENT	\$6/\$1.800

¹ Compensation is per Hanging.

★ SOCIAL BACKGROUND ★

GROUP AFFILIATION

TOWNSPEOPLE are close to living the American dream. Their circumstances are better than those of SOLDIERS, LABORERS and FARMERS, allowing them to feel more accepted and established in society. Even so, their status and economic power are a far cry from that possessed by those higher on the social ladder.

Some hope to advance their lot in life through hard work, luck, and getting involved in affluent associations and organizations. Others might fight for better wages and conditions, while some still identify more with those who dwell on the shady side of life.

GROUP AFFILIATION - MEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-10	01	01-05	01	ABOLITIONIST
11-16	02-05	06-08	02-04	WORKERS' UNION MOVEMENT
17-21	06-09	09-12	05-08	FREEMASON
22-27	10-14	13-18	09-14	VOLUNTARY FIREMAN
28-31	15-16	19-26	15-16	GRANGE
32-37	17-21	27-34	17-28	HOMELAND ORGANIZATION
38-43	22-27	35-41	29-38	CRIMINAL CONTACTS
44-58	28-42	42-51	39-63	DEVOTED PARISH MEMBER
-	43-52	52-56	-	LOST CAUSE MOVEMENT ¹
59-68	53-62	57-64	64-73	TEMPERANCE MOVEMENT
69-74	63-67	65-69	74-78	ODD FELLOWS
75-79	68-71	70-74	79-83	POLITICAL PARTY
80-81	72-83	75-79	-	RACIST MILITANT ORGANIZATION ²
-	84-86	80	-	REDEEMERS
82-91	87-94	81-88	84-95	SPIRITUALISM MOVEMENT
92-95	95-97	89-90	-	UNION LEAGUE
96-00	98-00	91-00	96-00	VIGILANTE ORGANIZATION

¹ Black people switch this result to Devoted Parish Member (all religions).

² For black people, switch this result with the UNION LEAGUE.

GROUP AFFILIATION - WOMEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-10	01	01-05	01-02	ABOLITIONIST
11-15	02	06-07	03	WORKERS' UNION MOVEMENT
16-19	03	08-12	04-06	GRANGE
20-24	04-08	13-17	07-18	HOMELAND ORGANIZATION
25	09	18-19	19-23	CRIMINAL CONTACTS
26-35	10-19	20-29	24-31	WOMEN'S CLUB
36-50	20-34	30-44	32-56	DEVOTED PARISH MEMBER
-	35-52	45-50	-	LOST CAUSE MOVEMENT ¹
51-55	53-57	51-55	57-64	FREEDMEN'S AID SOCIETY
56-65	58-67	56-65	65-70	TEMPERANCE MOVEMENT
66-70	68-72	66-70	71-72	DAUGHTERS OF REBEKAH
71-85	73-87	71-85	73-87	SPIRITUALISM MOVEMENT
86-95	88-95	86-95	88-93	SUFFRAGETTES
96-00	96-00	96-00	94-00	CHARITY ORGANIZATION

¹ Black people switch this result to Devoted Parish Member (all religions).

ROLEPLAYING AS A TOWNSPERSON

Whether you grew up in a booming city like New York or a small village in the countryside, you are used to people and may not comprehend the lonely wilderness. Once you experience the great outdoors, your entire world view and priorities in life might change forever.

CHILDHOOD

Your parents probably took care of you during your young years. Neighbors kept a watchful eye on you and your friends. It made you used to dealing with others and their expectations of how to behave. If your parents died, you may have lived with relatives, or with the parents of a friend. The unlucky, however, could wound up on the streets, or in an orphanage.

EDUCATION

Your parents no doubt believed education was vital and strove to give you a good start in life, but schooling beyond high school was simply too expensive. If you were studious, you may have gotten a SCHOLARSHIP to continue your education (requires high INTELLIGENCE – see *Education*). Apprenticeships and Masters' programs have always been accessible to you.

INITIAL FUNDS

Your family's successes and setbacks decide what you start with. Instead of QUALITY -1, you can select older weapons and unfashionable clothing. You get \$1 for every point spent on FORMAL EDUCATION. Your LIFE PATH EVENTS can also affect your finances.

INITIAL FUNDS

SUCCESS	HEIRLOOMS	INITIAL FUNDS ¹	QUALITY
UNEMPLOYED	1	\$30	-1
IN DEBT	1	\$60	0
DAY LABORER	1	\$90	0
STABLE	1	\$120	0
WELL PAID	2	\$150	0
FORTUNATE	2	\$180	+1

¹ +\$1 for each CHARACTER CREATION POINT spent on FORMAL EDUCATION.

FAMILY HEIRLOOM

D100	ITEM	VALUE
01-15	PATCHWORK QUILT	\$1
16-30	FAMILY BIBLE	\$2
31-45	WALKING CANE (QUALITY +1)	\$5
46-59	REMINGTON TYPEWRITER	\$25
60-69	ENGRAVED POCKET WATCH (QUALITY +2)	\$36
70-79	BONESHAKER (A BICYCLE)	\$50
80-89	SILVERWARE (36 PIECES)	\$72
90-94	PALOMINOHORSE	\$75
95-99	CAMERA AND EQUIPMENT	\$80
00	BUGGY & PALOMINOHORSE (TRAINED)	\$235

BUSINESS OWNERS

BUSINESS OWNERS are the dominant social class in 1876 America. They are not as wealthy as LAND-OWNERS and INDUSTRIALISTS, but it is their constant pursuit of a better life and more money that is the engine of the country's economy. Many work both hard and honorably, though corruption is not unheard of. Greed is often an underappreciated driving force. In a society where laws are practically non-existent and there are no authorities to stand in the way, many try to profit even if it is at someone else's expense.

Like TOWNSPEOPLE, BUSINESS OWNERS primarily live in cities and more civilized settlements. They are usually well off. Many own their business. They can provide well for their families, send their children to finer schools and exert pressure on those who hold power.

SUCCESS

Stock market crashes can hit hard, especially the Panic of 1873. Many lost their work or savings. It dragged down many small businesses simply because their customers had a worsened economy for a time. Some attempted to borrow their way out of these crises, sometimes with fatal results. Others have defied the bad times and emerged successful, against all odds. The richest have become richer. A low roll here usually signifies that expenses have gotten out of hand, and little money remains.

SUCCESS - BUSINESS OWNERS

D100	SUCCESS	DESCRIPTION	PAY
01-10	BANKRUPT	The bank now owns the business	x0.25
11-25	IN DEBT	Collectors knock on the door	x0.5
26-50	SKINT	Competition brings down profits	x0.75
51-75	STABLE	Never without customers	x1
76-90	PROFITABLE	Lucrative business	x3
91-00	FORTUNATE	Have expanded the business	x5

OCCUPATION

There are many different businesses one can own and operate, from small-scale trading and crafting to more successful and large-scale establishments. Well-educated professionals can also exist in this social group, such as doctors, dentists and lawyers.

Women can be as successful as men, but usually as part of families that live together and own and run a business jointly.

Purely economically, the differences between individual BUSINESS OWNERS are enormous, even within a single occupation. A saloon owner who merely has a tent behind a wooden façade would not be able to make ends meet in some cities, but might earn a pretty penny in a mining camp where gold has been found.

OCCUPATIONS - MALE BUSINESS OWNERS

NORTH	S/B	WEST	MEX	OCCUPATION/BUSINESS	DAY/YEAR
01-05	01-05	01-04	01-04	LAWYER	\$8/\$2.400
06-08	06-07	05-06	05	APOTHECARY	\$5/\$1.500
09-10	08-09	07	06	ARCHITECT	\$10/\$3.000
11-14	10-14	08-11	07-11	MORTICIAN	\$5/\$1.500
15-17	15-16	12-15	12-14	POOL HALL	\$10/\$3.000
18-19	17-18	16-17	15-16	BOOKSTORE	\$4/\$1.200
20-21	19	18	17	JUDGE	\$10/\$3.000
22	20-21	19	18	RIVERBOAT	\$15/\$4.500
23-25	22-24	20-21	19	GLASSBLOWER	\$4/\$1.200
26-30	25-29	22-27	20-25	GENERAL STORE	\$15/\$4.500
31-32	30-31	28-29	26-27	HABERDASHER	\$5/\$1.500
33-37	32-36	30-35	28-34	HOTEL	\$15/\$4.500
38-40	37-39	36-40	35-39	HORSE TRADER	\$7/\$2.100
41-43	40-41	41-43	40-43	HARD WARE STORE	\$4/\$1.200
44-48	42-46	44-47	44-47	DOCTOR	\$8/\$2.400
49-52	47-51	48-51	48-52	BRICKLAYER	\$7/\$2.100
53-56	52-56	52-55	53-55	PAINTER	\$7/\$2.100
57-59	57-58	56-57	56	OPTICIAN	\$8/\$2.400
60-62	59-63	58-61	57-61	PAWNSHOP	\$4/\$1.200
63	64	62	62	POSTMASTER	\$8/\$2.400
64-68	65-69	63-67	63-70	RESTAURANT	\$10/\$3.000
69-73	70-74	68-73	71-78	SALOON	\$15/\$4.500
74-78	75-79	74-78	79-83	BUTCHER	\$5/\$1.500
79-82	80-84	79-82	84-86	CARPENTER	\$7/\$2.100
83-85	85-87	83-87	87-91	GAMBLING HALL	\$15/\$4.500
86-89	88-90	88-89	92	DENTIST	\$8/\$2.400
90	91	90	93	THEATER DIRECTOR	\$10/\$3.000
91-94	92-94	91-93	94-95	NEWSPAPER EDITOR	\$10/\$3.000
95	95	94	96	TOBACCONIST	\$5/\$1.500
96-98	96-98	95-97	97-98	GUN STORE	\$7/\$2.100
99-00	99-00	98-00	99-00	WEAPONSIMITH	\$7/\$2.100

OCCUPATIONS - FEMALE BUSINESS OWNERS

NORTH	S/B	WEST	MEX	OCCUPATION/BUSINESS	DAY/YEAR
01-02	01-03	01-05	01-10	BROTHEL MADAME	\$12/\$3.600
03-12	04-13	06-15	11-20	GENERAL STORE	\$12/\$3.600
13-22	14-18	16-20	21-23	HABERDASHERY	\$4/\$1.200
23-57	19-58	21-45	24-43	HOUSEWIFE	-
58-67	59-73	46-57	44-58	HOTEL	\$12/\$3.600
68-77	74-78	58-62	59-62	FASHION SHOP	\$4/\$1.200
78-87	79-91	63-75	63-82	RESTAURANT	\$8/\$2.400
88-90	92-94	76-80	83-87	SALOON	\$12/\$3.600
91-92	95-96	81-85	88-91	GAMBLING HALL	\$12/\$3.600
93-95	97-99	86-90	92-95	THEATER	\$8/\$2.400
96-00	00	91-00	96-00	ROLL USING THE MALE TABLE	

★ SOCIAL BACKGROUND ★

GROUP AFFILIATION

Organizations and associations are good for business, as personal contacts serve as gateways that can lead to mutually beneficial business arrangements. Many BUSINESS OWNERS select their group affiliations based on what they deem to be most lucrative. When it comes to *criminal contacts*, various corruption rings exist. The most famous of these is the Santa Fe Ring in New Mexico. Lower level criminals consist of dishonest traders who will fence anything from stolen cattle to expensive jewelry, street level hustlers, and leaders of thieving rings. Some BUSINESS OWNERS select their organizations based on political parties or beliefs, such as the Temperance Movement or the Redeemers – a name given to Southern Democrats who want to put an end to the Reconstruction.

GROUP AFFILIATION - MEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-10	01	01-07	01	ABOLITIONIST
11-25	02-11	08-17	02-11	FREEMASON
26-27	12	18-20	12	GRANGE
28-32	13-17	21-26	13-22	HOMELAND ORGANIZATION
33-37	18-22	27-34	23-32	CRIMINAL CONTACTS
38-52	23-37	35-46	33-54	DEVOTED PARISH MEMBER
-	38-47	47-51	-	LOST CAUSE MOVEMENT ¹
53-62	48-57	52-57	55-64	TEMPERANCE MOVEMENT
63-72	58-63	58-62	65-72	ODD FELLOWS
73-82	64-71	63-71	73-82	POLITICAL PARTY
83	72-81	72-75	-	RACIST MILITANT ORGANIZATION ²
-	82-86	76-77	-	REDEEMERS
84-93	87-96	78-87	83-94	SPIRITUALISM MOVEMENT
94-98	97-98	88-90	-	UNION LEAGUE
99-00	99-00	91-00	95-00	VIGILANTE ORGANIZATION

¹ Black people switch this result to DEVOTED PARISH MEMBER (all religions).

² For black people, switch this result with the UNION LEAGUE.

GROUP AFFILIATION - WOMEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-10	01	01-05	01-02	ABOLITIONIST
-	-	06-07	03	GRANGE
11-15	02-06	08-12	04-13	HOMELAND ORGANIZATION
16	07	13-14	14-18	CRIMINAL CONTACTS
17-26	08-17	15-24	19-25	WOMEN'S CLUB
27-41	18-32	25-39	26-50	DEVOTED PARISH MEMBER
-	33-52	40-44	-	LOST CAUSE MOVEMENT ¹
42-50	53-57	45-53	51-60	FREEDMEN'S AID SOCIETY
51-60	58-67	54-63	61-70	TEMPERANCE MOVEMENT
61-65	68-72	64-68	71-72	DAUGHTERS OF REBEKAH
66-80	73-87	69-82	73-82	SPIRITUALISM MOVEMENT
81-90	88-92	83-92	83-90	SUFFRAGETTES
91-00	93-00	93-00	91-00	CHARITY ORGANIZATION

¹ Black people switch this result to DEVOTED PARISH MEMBER (all religions).

ROLEPLAYING AS A BUSINESS OWNER

You have heard all your life how it is important to do good business and earn lots of money. Only through diligence and hard work can you establish yourself in the market and grow your personal value into something that can support your family. Financial stability is the legacy you should be striving to leave behind.

CHILDHOOD

If you were orphaned, your relatives would have taken care of you. This can only occur, of course, if they knew where you were and what had happened. If your parents died on their way out West you may have had to work for food and keep. Life's lessons can be harsh, but those who learn them can truly prosper.

EDUCATION

Your parents could likely afford to let you study. Your father probably tried to convince you to study at a technical college or specialize in something useful like law. You could have helped with the family business and might have APPRENTICE or MASTER training. Most BUSINESS OWNERS view education as a means of keeping up with – and earning money from – the rapid development of technology. Progress means profit.

INITIAL FUNDS

Your family's successes and setbacks decide what you start with. Instead of QUALITY -1, you can select older weapons and unfashionable clothing. You get \$1 for every point you place on FORMAL EDUCATION. Your LIFE PATH EVENTS can also affect your finances.

INITIAL FUNDS

SUCCESS	HEIRLOOMS	INITIAL FUNDS ¹	QUALITY
BANKRUPT	1	\$50	-1
IN DEBT	1	\$100	0
SKINT	1	\$150	0
STABLE	1	\$200	0
PROFITABLE	2	\$250	0
FORTUNATE	2	\$300	+1

¹ +\$1 for each CHARACTER CREATION POINT spent on FORMAL EDUCATION.

FAMILY HEIRLOOM

D100	ITEM	VALUE
01-15	SLIDE RULE	\$2
16-30	GOLD CUFFLINKS/EARRINGS	\$5
31-45	SHOP SCALE	\$7
46-59	GOLD-PLATED FOUNTAIN PEN, OAK BOX	\$10
60-69	ENGRAVED & GOLD PLATED POCKET WATCH	\$30
70-79	GOLDEN MONEY CLIP	\$50
80-89	SAFE, 34x23x24 INCHES (HxWxD)	\$100
90-94	BUGGY & QUARTER HORSE (TRAINED)	\$195
95-99	AMERICAN THOROUGHBRED HORSE	\$250
00	ALLOWANCE (UPKEEP)	\$50/MONTH

OFFICERS

Most **OFFICERS** studied at a military academy. A few managed to be promoted all the way from *Private* to *General* during the Civil War with no schooling at all. When the war ended, heavy cuts were made to the army. Many officers were forced to accept a lower rank to continue their military careers. Though most of them gradually worked their way back up the chain of command, these end-of-war demotions still rankle.

Racism is widespread. Black troops get the worst conditions and the most dangerous tasks. Thus, being ordered to command them is considered an affront and a dangerous assignment.

Several Mexican officers' families have served in the Mexican army. Armed combat has been common there, from the war with the US to the Civil War and the French Occupation from 1863-1867. Now, resentment grows. Many fear an armed revolt. Porfirio Diaz seems to want to seize power with any means possible.

The officers who fought for the South cannot be employed by the Union unless, like Longstreet, they seek forgiveness and amnesty. The French occupation of Mexico meant they could seek employment there. Opportunities south of the border exist with the French, as foreign mercenaries with Emperor Maximilian's Imperial Mexican Army, or by joining the elected Mexican president Juarez's army. An Officer's skills can also be put to use in racist organizations and networks like the Ku Klux Klan and the gun clubs that formed in the South to intimidate black people into not voting. If you are from a Southern family, you can roll your relatives' previous ranks, but their current livelihood is determined under **BUSINESS OWNERS**.

SUCCESS

Officers who wished to remain in the heavily reduced Union army had to accept demotions in rank. Competition is fierce, and conflict between officers is huge. Some would do anything to regain their prior ranks. Others left military service behind. The resentment over mandatory demotions causes many to do no more than necessary, leaving much of the US military in a deplorable state for years. Officer's monthly salaries are the same, no matter how hard they work.

SUCCESS - OFFICERS

D100	SUCCESS	DESCRIPTION	PAY
01-10	DEMOTED	Reduce your OCCUPATION-ROLL 1 RANK	x1
11-25	COURT MARTIAL	Prosecuted for breach of regulations	x1
26-50	STABLE	Does their duty, but no more	x1
51-75	POPULAR	Appreciated by their subordinates	x1
76-90	RESPECTED	Appreciated by their superiors	x1
91-00	PROMOTED	Increase your OCCUPATION-ROLL 1 RANK	x1

OCCUPATION

'An officer and a gentleman' is an expression most officers hold dear. A military career is, they would say, not simply about war but about showing good leadership skills and being a role model for other men. As with all such idioms, this is often far from the truth. Certainly, those who attended military academies underwent many drills to learn protocols and etiquette, but few of them absorbed the information. The military track seems to attract many career-hungry men who have no problem sending others to their deaths or slaughtering unarmed peaceful Natives in order to see their names listed as heroes in the newspapers.

The Civil War has left its mark on all who took part. The officers' task was safer than that of their soldiers, but it can be harrowing to command others to march toward certain death. The war was a slaughterhouse where new, efficient weapons were combined with military strategies from the Napoleonic wars. The death toll was vast. Most people accredit the war with as much meaning and impact as possible, perhaps because they all share the same fear. They struggle with the unspoken truth they allowed hundreds of thousands of soldiers to die in a meaningless war, even though the South would have had to rejoin the Union regardless, if only for purely economic reasons. The days of slavery were numbered as industrialism transformed the world and set it on a faster-paced track.

Union officers could remain in the army, but many are resentful over the demotions and prepared to go over countless dead Native's bodies to get back their ranks and improve their careers. This hunger for power is not conducive to peaceful solutions, making the inevitable conflicts of the time all the more violent.

Many Confederate officers try to get back into public life. Some run for political offices in the South.

Officers are paid once a month, based on their rank.

Officers' wives are not expected to work. Instead they entertain guests and engage in charitable events. Anything else would be unseemly. Single women roll OCCUPATION under BUSINESS OWNERS.

OCCUPATIONS - OFFICERS

NORTH	S/B	WEST	MEX	OCCUPATION/RANK	MONTH/YEAR
01-30	01-40	01-35	01-35	SECOND LIEUTENANT	\$40/\$480
31-60	41-80	36-70	36-70	LIEUTENANT	\$50/\$600
61-90	81-96	71-95	71-95	CAPTAIN	\$60/\$720
91-94	97	96	96	MAJOR	\$80/\$960
95-96	98	97	97	LIEUTENANT COLONEL	\$90/\$1,080
97-98	99	98	98	COLONEL	\$120/\$1,440
99	00	99	99	BRIGADIER GENERAL	\$150/\$1,800
00	-	00	00	MAJOR GENERAL	\$200/\$2,400

★ SOCIAL BACKGROUND ★

GROUP AFFILIATION

Since OFFICERS are people with power and often status as well, they are sought after in most circumstances and welcome as members in nearly all organizations. Sothern racists are no fans of Union officers though.

Because corruption is extremely widespread, many are involved in more or less suspect activities, whether it's supporting business interests with protective troops or allowing some of the provisions destined for soldiers or Natives to "disappear" along the way.

Officers' wives have no work of their own to speak of, and instead tend to be active in a number of different organizations. Feel free, therefore, to roll GROUP AFFILIATION more than once for each woman. Many officers prefer their wives participate in non-dangerous activities like those associated with the *church* or a *charity*. Men who are themselves active *Abolitionists* or *Teetotalers* are often a bit more open-minded and respect women as equals in the political and moral fight for better conditions for those worse off in society.

GROUP AFFILIATION - MEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-15	01	01-08	01	ABOLITIONIST
16-30	02-16	09-23	02-16	FREEMASON
31-40	17-26	24-35	17-31	HOMELAND ORGANIZATION
41-45	27-31	36-43	32-41	CRIMINAL CONTACTS
46-60	32-46	44-58	42-61	DEVOTED PARISH MEMBER
-	47-56	59-62	-	LOST CAUSE MOVEMENT ¹
61-70	57-64	63-72	62-73	TEMPERANCE MOVEMENT
71-80	65-72	73-80	74-88	ODD FELLOWS
81-90	73-82	81-90	89-00	POLITICAL PARTY
-	83-95	91-93	-	RACIST MILITANT ORGANIZATION ²
-	96-00	94-95	-	REDEEMERS
91-00	-	96-00	-	UNION LEAGUE

¹ Black people switch this result to DEVOTED PARISH MEMBER (all religions).

² For black people, switch this result with the UNION LEAGUE.

GROUP AFFILIATION - WOMEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-10	01	01-07	01-03	ABOLITIONIST
11-15	02-06	08-12	04-13	HOMELAND ORGANIZATION
16	07	13-14	14-17	CRIMINAL CONTACTS
17-26	08-17	15-24	18-27	WOMEN'S CLUB
27-41	18-32	25-39	28-52	DEVOTED PARISH MEMBER
-	33-46	40-42	-	LOST CAUSE MOVEMENT ¹
42-51	47-56	43-52	53-62	FREEDMEN'S AID SOCIETY
52-61	57-66	53-62	63-70	TEMPERANCE MOVEMENT
62-66	67-71	63-67	71-72	DAUGHTERS OF REBEKAH
67-80	72-85	68-80	73-84	SPIRITUALISM MOVEMENT
81-90	86-90	81-90	85-90	SUFFRAGETTES
91-00	91-00	91-00	91-00	CHARITY ORGANIZATION

¹ Black people switch this result to DEVOTED PARISH MEMBER (all religions).

ROLEPLAYING AS AN OFFICER

If you come from a multi-generational military family, you are expected to follow in their footsteps. The horrors of the Civil War made some, especially Southern families, want another path for their sons. Officers have experience leading men into difficult, dangerous situations. Even when you muster out of the military, they may have an air of authority that affects every personal and professional relationship.

CHILDHOOD

You may only have seen your father sporadically, particularly during the Civil War. If you were orphaned, you were probably taken in by relatives or a foster home rather than staying at an orphanage. It is also possible you grew up as a 'camp kid', sticking close to a military parent and helping out with menial tasks like laundry, cleaning, and maintaining equipment.

EDUCATION

Your parents encouraged a higher education, preferably at a military academy, boarding school or college. If you did not attend school, consider why. Was it not in your nature? Was your family too poor? Had you broken off contact with them? Did the Civil War come between you as it did so many families?

INITIAL FUNDS

Your family's successes and setbacks decide what you start with. You get \$1 for every point you place on FORMAL EDUCATION. Your LIFE PATH EVENTS (related to your ROLE) can also affect your savings.

INITIAL FUNDS

SUCCESS	HEIRLOOMS	INITIAL FUNDS ¹	QUALITY
DEMOTED	1	\$30	-1
COURT MARTIAL	1	\$60	0
STABLE	1	\$90	0
POPULAR	1	\$120	0
RESPECTED	2	\$150	0
PROMOTED	2	\$180	+1

¹ +\$1 for each CHARACTER CREATION POINT spent on FORMAL EDUCATION.

FAMILY HEIRLOOM

D100	ITEM	VALUE
01-15	AMERICAN FLAG	\$5
16-30	ANCESTOR'S MEDAL	\$10
31-45	NATIVE CRAFT MADE OF SILVER	\$15
46-59	SABER (QUALITY +1)	\$18
60-69	COLT ARMY (QUALITY +1)	\$25
70-79	SPENCER CARBINE (QUALITY +1)	\$54
80-89	GOLD NUGGET (160 GRAM)	\$100
90-94	PALOMINOHORSE (QUALITY +1, CAVALRY TRAINED)	\$170
95-99	BUGGY & QUARTER HORSE (TRAINED)	\$195
00	AMERICAN THOROUGHBRED (CAVALRY TRAINED)	\$270

POLITICIANS

If you want to be a politician, it is easier if your family has good connections with those who hold strong positions within the power apparatus of the US. While the country does not have its own royalty, one may note that certain presidents and other higher-ups come from family dynasties more frequently elected than others.

As of yet, no woman has been elected to a high political office, which is largely due to men being the only ones allowed to vote. Women can, however, become bureaucrats and reach leadership positions in organizations. Politicians' wives often wield great influence over their husbands' political networks. One such example is Lucy Hayes. The wife of recently elected Republican governor of Ohio, Rutherford B. Hayes, she is active in the Temperance movement.

There are two major parties – Republicans and Democrats. The Republicans have strong ties to large companies, like the railway, and Abolitionists, which garners them black votes. Their strongest base is in the North. Democrats' base is white voters in the South and the rapidly growing worker class in the North.

In Mexico, it stands between conservatives, with strong ties to the Catholic Church and Europe, and liberals, who want to divide the land and the wealth more evenly among the population. Important independent forces, like Porfirio Diaz, simply want power.

SUCCESS

Following the Civil War, the Confederate politicians lost their positions. Few returned, as the South's white voters now have more confidence in their former war heroes. Many blame the loss of the war on politicians who did not give the military enough resources.

Since black men get to vote, the autumn election will be a close call between the South's white racists and northern Abolitionists. Black men have won elections in black constituencies, but rarely anywhere else.

Elected officials are not well paid, their chief compensation comes in contacts and opportunities. Corruption is widespread, as is bribery. Politicians often have large networks and get tips to invest in land prospects, companies, etc. Not all succeed financially despite this insider trading – some go into debt instead.

SUCCESS - POLITICIANS

D100	SUCCESS	DESCRIPTION	PAY
01-10	REMOVED	Forced out of office after scandal	x0.25
11-25	IN DEBT	In the clutches of their contributors	x0.5
26-50	STABLE	Performs their duty and nothing more	x1
51-75	POPULAR	Popular within their party	x3
76-90	CORRUPT	Lives the good life through bribery	x5
91-00	FORTUNATE	Voters support new challenges	x5

OCCUPATION

A politician is never more successful than his last election, at least not in the realm of public opinion and the eyes of the press. Other metrics can include the number of bills they may have managed to pass into law, or how many bribes they've taken. The distinguishing feature of this profession is the continuous need to win new elections or appointments in order to get paid. Additionally, in a successful political career, you never want to make a downward move. If you were a member of the Senate, a city council position is a demotion, but if you have never before held office, this post would feel quite prestigious.

If you roll a position like member of the city council, district congressman, or state senator, you can also roll OCCUPATION for BUSINESS OWNERS. These part-time political positions will not occupy you constantly.

Lawmen are elected people and must win the trust of the citizens, but they rarely seek other offices. Your way into the lawman profession does not need to be through public election. Many start out as deputies for the current sheriff. If he is killed, deputies are asked to take over his job until the next election can be held.

Some posts are political appointments. US Marshals and territorial governors are nominated by the president and Indian agents by the Indian Bureau.

During Reconstruction, the Southern states whose state congresses refused to accept those Constitutional amendment covering black people's rights had their governors appointed by Washington until they accepted the Constitutional amendments. They were permitted to return to the Union in full once this occurred.

Politicians' fees are paid once per year.

There are the rare female lawmen, but until women are granted the right to vote, it will likely be hard for them to win even these political elections.

OCCUPATIONS - POLITICIANS

NORTH	S/B	WEST	MEX	OCCUPATION	SALARY/YEAR
01-35	01-42	01-45	01-48	CITY COUNCIL	\$1.200
36-50	43-56	46-59	49-62	TOWN MARSHAL ¹	\$2.000
51-65	57-70	60-73	63-76	MAYOR	\$2.500
66-70	71-73	74-78	77-78	INDIAN AGENT	\$2.500
71-80	74-82	79-87	79-88	SHERIFF ¹	\$3.000
81-88	83-89	88-92	89-93	STATE CONGRESSMAN	\$2.500
89-94	90-94	93-95	94-96	STATE SENATOR	\$2.500
95	95	96	-	US MARSHAL ¹	\$4.000
96-97	96-97	97	97	CONGRESS MAN	\$5.000
98	98	98	98	SENATOR	\$5.000
99	99	99	99	LIEUTENANT GOVERNOR	\$3.000
00	00	00	00	GOVERNOR	\$5.000

¹ See detailed salaries for lawmen in the Sourcebook Crime & Punishment.

★ SOCIAL BACKGROUND ★

GROUP AFFILIATION

All politicians, possibly except Lawmen, are members of a political party in order to be appointed to political positions. When an election is near, the parties choose their candidate. Party conventions take place during summer, prior to elections in the autumn. Opposition within the party and between the candidates can lead to mudslinging and opportunistic alliances.

Women are as engaged in politics as men, and far more upset about not having the right to vote. The strongest proponents for women's right to vote put much time and energy into working toward their cause. They are active in many different organizations. Roll at least twice for each female relative here.

Redeemers are southern democrats who want to put an end to Reconstruction. While not all Democrats are Redeemers, all Redeemers proudly proclaim their membership in this group during election campaigns.

GROUP AFFILIATION - MEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-15	-	01-10	01-02	ABOLITIONIST
16-20	-	11	03-04	WORKERS' UNION MOVEMENT
21-40	01-20	12-31	05-24	FREEMASON
41	21	32	25	GRANGE
42-46	22-26	33-38	26-35	HOMELAND ORGANIZATION
47-56	27-36	39-48	36-50	CRIMINAL CONTACTS
57-66	37-46	49-58	51-70	DEVOTED PARISH MEMBER
-	47-56	59-63	-	LOST CAUSE MOVEMENT ¹
67-78	57-68	64-73	71-80	TEMPERANCE MOVEMENT
79-85	69-75	74-80	81-90	ODD FELLOWS
-	76-79	81-82	-	RACIST MILITANT ORGANIZATION ²
-	80-94	83-90	-	REDEEMERS
86-93	95-00	91-96	91-00	SPIRITUALISM MOVEMENT
94-00	-	97-00	-	UNION LEAGUE

¹ Black people switch this result to DEVOTED PARISH MEMBER (all religions).

² For black people, switch this result with the UNION LEAGUE.

GROUP AFFILIATION - WOMEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-15	-	01-10	01-05	ABOLITIONIST
16-20	01-05	11-15	06-15	HOMELAND ORGANIZATION
21-23	06-08	16-18	16-20	CRIMINAL CONTACTS
24-33	09-18	19-28	21-30	WOMEN'S CLUB
34-45	19-30	29-40	31-55	DEVOTED PARISH MEMBER
-	31-50	41-45	-	LOST CAUSE MOVEMENT ¹
46-55	51-55	46-55	56-62	FREEDMEN'S AID SOCIETY
56-65	56-65	56-65	63-72	TEMPERANCE MOVEMENT
66-70	66-70	66-70	73-75	DAUGHTERS OF REBEKAH
71-80	71-80	71-80	76-85	SPIRITUALISM MOVEMENT
81-90	81-85	81-85	86-90	SUFFRAGETTES
91-00	86-00	86-00	91-00	CHARITY ORGANIZATION

¹ Black people switch this result to DEVOTED PARISH MEMBER (all religions).

ROLEPLAYING AS A POLITICIAN

Depending on your family's success, you may have been famous since you were a child. After all, you practically lived on stage, waving to the audience as part of the image your political family wished to portray. While young, your main task was to look cute and be polite. As you grew older, you were also expected to speak to the public and not create any scandals. You may have been encouraged to run for office.

CHILDHOOD

If you are an orphan, you lived with relatives or a politically active family who wishes to show the public how loving and thoughtful they are by taking care of you. They might not care as much behind closed doors, but instead leave that to their servants.

EDUCATION

You were expected to achieve a higher education and encouraged to cultivate vital contacts for your coming career while at the University. You may have other ambitions and wishes than your family. Consider which educational choices you make and why. Do you want to signal your independence, seek out adventure, or were your opportunities changed following the war?

INITIAL FUNDS

Politicians often ensure their own house is in order even if the pay is not great, so you will not start the game completely broke. That would be too potentially embarrassing to your family.

INITIAL FUNDS

SUCCESS	HEIRLOOMS	INITIAL FUNDS ¹	QUALITY
REMOVED	1	\$50	-1
IN DEBT	1	\$100	0
STABLE	1	\$150	0
POPULAR	2	\$200	0
CORRUPT	2	\$250	+1
FORTUNATE	2	\$300	+1

¹ +\$1 for each CHARACTER CREATION POINT spent on FORMAL EDUCATION.

FAMILY HEIRLOOM

D100	ITEM	VALUE
01-15	GOLD CUFFLINKS/EARRINGS	\$5
16-30	GOLD-PLATED FOUNTAIN PEN, OAK BOX	\$10
31-45	14K GOLD SOCIETY RING	\$15
46-59	ENGRAVED & GOLD PLATED POCKET WATCH	\$30
60-69	CHESSBOARD IN EBONY AND IVORY	\$50
70-79	SAFE, 34x23x24 INCHES (HxWxD)	\$100
80-89	GOLD PLATED COLT PEACEMAKER (QUALITY +1)	\$100
90-94	BUGGY & QUARTERHORSE (TRAINED)	\$195
95-99	DOCUMENTS OF HISTORICAL VALUE	\$200
00	ALLOWANCE (UPKEEP) ¹	\$50/MONTH

¹ As long as your HONOR is better than -5 (see REPUTATION in LAW OF THE LAND).

★ YOUR PAST ★

LANDOWNERS

Landowners own large parcels of land. This social class is most common in the South and the West, where there is still a great swath of wilderness that has not yet been farmed or homesteaded. Many of the largest farms, however, can be found in the North. They are almost all corporate entities in their own right.

The type of landowner you are depends on your geographical location. The surroundings and terrain make some operations more plausible and/or profitable than others. Most forest owners are in the North, where there are vast areas of uncut lumber. Most plantations are in the South and the Border States.

Farmers are plentiful, but seldom as prosperous as in America's breadbasket near the Great Lakes. Texas and New Mexico have the highest number of ranchers, even as more of them have begun to drive their cattle north. This moves their herds closer to transport by train to Chicago for slaughter or to grazing lands in the open expanses in Colorado and Wyoming.

Land speculators are everywhere, but are rarely as ruthlessly aggressive as they can be in the South.

SUCCESS

Landowners are no longer the richest people in the country, as that position in the modern age is being increasingly taken over by industrialists. That said, landowners are still considered the most refined. On the east coast, many landowners can trace back their family history in America for several generations.

Ancestry is one thing, but money is everything. When harvests were seized or burned, and the war consumed all the men, many went broke. They already owed much of their harvest profits to lenders. In the South, the new cotton tax made things worse. Without money to invest and hire workers, landowners lease out pieces of land to former slaves, permitted to work in exchange for an agreed-upon portion of the harvest.

This too is a business strategy, as these former slaves are often unable to achieve the repayment requirements. Having borrowed for tools, animals and seeds to sow, these essentially indentured servants must stay on 'their' land while the landowner profits from their toil.

SUCCESS - LANDOWNERS

D100	SUCCESS	DESCRIPTION	PAY
01-10	BROKE	Forced to sell land and property	x0.25
11-25	IN DEBT	Mortgaged land and property	x0.5
26-50	PRESSED	Payments overdue, lacks resources	x1
51-75	STABLE	Well-maintained	x2
76-90	GOOD	No debts and good income	x3
91-00	FORTUNATE	Been able to expand	x5

OCCUPATION

There are vast expanses of land on the American continent. These areas are not farmed and there are no means of trade or communication. Claim by claim, the American government is selling or granting more of this land to settlers who, in exchange for them working the land through the Homestead Act. This reduce the overcrowding in the largest east coast cities. It also gives families affected by the war a chance to start over, usually on land the Natives view as their home.

Many – primarily Southern Landowners – believe that these expanses of land should have been plantations where slaves would work the fields. Others, like the cattle barons, do not want to share these swaths of land on which their cattle and horses have long roamed free. They especially do not co-exist well with all these new settlers that have been building barbed-wire fences, making it harder for the cattle to cross the land to reach water.

Some have cleverly built huge ranches by teaming up with their employees, who – taking advantage of the Homestead Act – staked strategic claims containing water resources like lakes and springs. They work the land a few years, only to then sell it to the ranchers in exchange for shares in the ranch. They never complain when the cattle trample or consume their crops.

Carpetbaggers make use of the plantation owners' economic problems by buying their land for a pittance. Land speculators thrive in the big cities where the price of land steadily increases.

Mexican landowners are typically called *patrón* or *haciendado* after the adobe buildings they usually live in. They are most often cattle barons, ranchers, or estate owners.

Horse racing is increasingly popular. The best race-horses are bred in Kentucky and Tennessee where entire farms are dedicated to their raising and training.

You can roll for both men and women, but only once in total for couples. Most landowners have (a rather considerable) income once per year in much the same way as a harvest for farmers.

OCCUPATIONS - LANDOWNERS

NORTH	S/B	WEST	MEX	OCCUPATION	SALARY/YEAR
01-05	01-05	01-20	01-20	CATTLE BARON	\$15,000
06-40	06-10	21-25	21-35	ESTATE OWNER	\$15,000
41-45	11-25	26-35	36-45	HORSE BREEDER	\$10,000
46-65	26-35	36-45	46-50	LAND SPECULATOR	\$7,500
66-70	36-80	46-55	51-55	PLANTATION OWNER	\$15,000
71-75	81-85	56-80	56-80	RANCHER	\$7,500
76-90	86-95	81-90	81-85	FOREST OWNER	\$10,000
91-00	96-00	91-00	86-00	WELL-TO-DO FARMER	\$10,000

★ SOCIAL BACKGROUND ★

GROUP AFFILIATION

Landowners who engage in local community life are given prominent positions. People are used to them making decisions. Their words carry weight out of habit. It is more common for landowners to join organizations that preserve something that already exists rather than to reform society. Those who differ from the norm show their engagement with a passion that may frighten their more complacent friends and families.

Civilized life with its strict codes of conduct as regards who organizes social functions, who is welcome, and the like – is very important for landowners.

Spiritualism garners much interest. Many hope to make contact with their deceased loved ones. For landowners, inheritance issues and unresolved ownership rights predominate these supernatural concerns..

GROUP AFFILIATION - MEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-08	01	01-04	01	ABOLITIONIST
09-28	02-17	05-19	02-16	FREEMASON
29-33	18-19	20-24	17-21	GRANGE
34-39	20-24	25-29	22-31	HOMELAND ORGANIZATION
40-44	25-29	30-35	32-41	CRIMINAL CONTACTS
45-54	30-39	36-45	42-61	DEVOTED PARISH MEMBER
-	40-51	46-49	-	LOST CAUSE MOVEMENT ¹
55-62	52-57	50-55	62-69	TEMPERANCE MOVEMENT
63-69	58-63	56-60	70-75	ODD FELLOWS
70-81	64-69	61-70	76-87	POLITICAL PARTY
82	70-79	71-74	-	RACIST MILITANT ORGANIZATION ²
-	80-89	75-77	-	REDEEMERS
83-92	90-97	78-87	88-97	SPIRITUALISM MOVEMENT
93-97	98	88-90	-	UNION LEAGUE
98-00	99-00	91-00	98-00	VIGILANTE ORGANIZATION

¹ Black people switch this result to DEVOTED PARISH MEMBER (all religions).

² For black people, switch this result with the UNION LEAGUE.

GROUP AFFILIATION - WOMEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-08	01	01-04	01-02	ABOLITIONIST
09	02	05-07	03	GRANGE
10-14	03-07	08-12	04-08	HOMELAND ORGANIZATION
15-16	08-09	13-14	09-12	CRIMINAL CONTACTS
17-26	10-19	15-24	13-24	WOMEN'S CLUB
27-41	20-34	25-39	25-49	DEVOTED PARISH MEMBER
-	35-54	40-45	-	LOST CAUSE MOVEMENT ¹
42-46	55-56	46-50	50-55	FREEDMEN'S AID SOCIETY
47-56	57-64	51-58	56-61	TEMPERANCE MOVEMENT
57-61	65-69	59-63	62-65	DAUGHTERS OF REBEKAH
62-75	70-81	64-75	66-80	SPIRITUALISM MOVEMENT
76-85	82-85	76-85	81-85	SUFFRAGETTES
86-00	86-00	86-00	86-00	CHARITY ORGANIZATION

¹ Black people switch this result to DEVOTED PARISH MEMBER (all religions).

ROLEPLAYING AS A LANDOWNER

Your family may not be extremely rich today, but they have been in your lifetime. Perhaps it was before the war, but now you may be on the brink of ruin. Or they began under modest circumstances and got rich thanks to land speculation. Your wealth and position could be as much a factor of fortune as it is about effort.

CHILDHOOD

If you were orphaned, but have relatives they probably took care of you as long as you are not a bastard. If so, you might be your family's dirty secret and placed in an orphanage. If you are incredibly lucky, relatives who do not know you exist would welcome you if you could only meet. That is the dream many at the orphanage share with each other at night.

EDUCATION

Depending on what your family's situation looked like during your school years, your level of education could be anything. In good times you probably started with a private tutor, then attended boarding school or a military academy. If things were bad, you had to settle with the most basic schooling and then help out on the farm, work in a factory, or join the army.

INITIAL FUNDS

If your parents lost their wealth, you probably had to make keep your old clothes and weapon, rather than buying new. They are of normal QUALITY, just old.

INITIAL FUNDS

SUCCESS	HEIRLOOMS	INITIAL FUNDS ¹	QUALITY
BROKE	1	\$75	-1
IN DEBT	1	\$150	0
PRESSED	1	\$225	0
STABLE	2	\$300	0
GOOD	2	\$375	+1
FORTUNATE	2	\$450	+2

¹ +\$1 for each CHARACTER CREATION POINT spent on FORMAL EDUCATION.

FAMILY HEIRLOOM

D100	ITEM	VALUE
01-15	MONOGRAMMED VALISE	\$15
16-30	STAMP WITH THE FAMILY SIGIL	\$25
31-45	DUEL SET, BOX + 2 COLT ARMY (QUALITY +1)	\$75
46-59	TWO BLOODHOUNDS (QUALITY +1)	\$80
60-69	ENGRAVED SHOTGUN (QUALITY +2)	\$125
70-79	AMERICAN THOROUGHBRED (JUMP TRAINED)	\$250
80-89	THOROUGHBRED (QUALITY +1, RACE TRAINED)	\$500
90-94	ALLOWANCE (UPKEEP) ¹	\$75/MONTH
95-99	THOROUGHBRED (QUALITY +2, RACE TRAINED)	\$1,000
00	ALLOWANCE (UPKEEP) ¹	\$100/MONTH

¹ As long as your HONOR is better than -10 (see Reputation in LAW OF THE LAND).

INDUSTRIALISTS

INDUSTRIALISTS take advantage of the new era, with all its technological advancements and new means of communication. What industrialists lack in noble ancestry and respect for their names and families, they make up for in being leaders of the modern age. They have the economic power to do what they want and can buy their right to participate in nearly any situation. If the opera will not give the family a private box, an industrialist might just build a new opera house. After all, they have access to those kinds of funds. Money will buy you anything you want in America.

Not all INDUSTRIALISTS come from a background of money and opportunity. On the contrary, they often start with meager means but have an aptitude for business and are brazen enough to succeed. This can make them a number of enemies, especially among those in the same business. The majority have started their business in the country's northern parts.

SUCCESS

There are no guarantees in any business. If you try to make your way by having the most knowledge and utilizing the latest technologies, the benefits can be huge but the fall can also be rock hard. Many lost everything they had during the great market crash of 1873. Only a few Industrialists have managed to get on their feet again after that. Most are still struggling or have been forced to abandon their ambitions.

Living conditions have varied greatly throughout the years. If you are unlucky, you may have had to forget your dreams of avarice and try your luck with something else. That does not mean you and your relatives can not still ponder what will be the next big thing. Through patience and savings, there may be an opportunity to do great business once again.

There are always a few who seem to get everything they are working on to generate enormous wins. Sometimes they are lucky and stumbled upon a great opportunity, seen a new use for an idea that may or not be theirs, or had sense enough to ask for payment for their services. More often than not, they achieve this, not wasting money unnecessarily by giving their employees good salaries or conditions.

SUCCESS - INDUSTRIALISTS

D100	SUCCESS	DESCRIPTION	PAY
01-10	BROKE	Bankrupt. Business seized.	x0.25
11-30	IN DEBT	Hard time making payments	x0.5
31-60	STABLE	Business is going well	x1
61-85	GOOD	Good return on most investments	x3
86-99	FORTUNATE	Successful Investments	x5
00	CROESUS	Filthy rich	x10

OCCUPATION

There are many who exploit the advantages of new technologies, communications, and save money through increased production. Among INDUSTRIALISTS, you will find everything from inventors who plan ingenious designs and solutions for old problems to bankers who have turned making money into an art form.

Some Industrialists are *carpetbaggers*, investors from the North who take advantage of others misfortune and buy up land and businesses for a fraction of what they are worth. This often saves the business, which years later can be sold at a great profit. A *scalawag* is the nickname of a southerner who works with the federal government after the war. Their reputation among those less fortunate is usually low. If they are motivated by an honest passion for justice for all – even black people – they are often perceived as a bit better.

Other carpetbaggers and salawags ignore politics and only cooperate with those who have the power to fill their wallets. Many of these have begun to fail in their support for the Union. Some have even changed political party again back to the Democratic Party.

Salary for an INDUSTRIALIST varies greatly, depending on how well business is going and at what stage it is. In the start-up phase, there is no room for extravagancies on the part of the owner. Roll for both men and women, but only once for a married couple.

OCCUPATIONS - INDUSTRIALISTS

NORTH	S/B	WEST	MEX	OCCUPATION/BUSINESS	PAY/YEAR
01-10	01-10	01-10	01-10	BANKER	\$20.000
11-15	11-16	11-13	11-13	DEVELOPER	\$25.000
16-20	-	14-16	-	CARPETBAGGER	\$15.000
21-25	17-22	17-25	14-22	DISTILLERY	\$20.000
26-29	23-27	26-36	23-35	STAGECOACH COMPANY	\$15.000
30-41	28-33	37-40	36-40	FACTORY	\$40.000
42-45	34-35	41-43	41-43	PROPERTY OWNER	\$30.000
46-55	36-44	44-53	44-52	FINANCIER	\$30.000
56-60	45-53	54-64	53-66	FREIGHT & SHIPPING	\$20.000
61-65	54-58	65-80	67-84	MINING BARON	\$50.000
66-70	59-61	81-82	85	RAILROAD BARON	\$60.000
71-73	62	83	-	OIL MAGNATE	\$40.000
74-77	63-65	84-85	86	MAIL ORDER COMPANY	\$20.000
78-81	66-75	86	87	SHIPPING COMPANY	\$25.000
82-85	76-77	87	88-89	NEWSPAPER MAGNATE	\$30.000
	86	78-89	88-89	TOBACCO MAGNATE	\$15.000
87-89	90-92	90-92	91-92	INVENTOR	\$10.000
90-93	93-97	93-97	93-97	WAGON MANUFACTURER	\$20.000
94-97	98-99	98-99	98-99	WEAPONS MANUFACTURER	\$25.000
98-00	00	00	00	DEPARTMENT STORE	\$25.000

★ SOCIAL BACKGROUND ★

GROUP AFFILIATION

Associations are good for business – they create contacts and loyalties. Often, secret societies have, as a basic principle, the rule that members of the order must help one another. Loyalty within the society is more important than all other relationships. These groups may be a good way to smooth out the road through bureaucracy or bring home more lucrative contracts.

Some have nobler motives for their commitment, such as political reforms. This does not apply, however, to all *Abolitionists* or *Temperance Movement members*. Supporting them may still be about money, either to get in good with someone whose help you want, or simply for economic reasons. It does not pay to take responsibility of the old and infirm, but people work better and for longer when they have fewer family concerns to worry about. Similarly, alcohol causes a lot of problems, and an inebriated employee is more accident prone and less effective. Doing the right thing can also make you more money.

GROUP AFFILIATION - MEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-10	01	01-05	01	ABOLITIONIST
11-40	02-26	06-30	02-26	FREEMASON
41-45	27-31	31-36	27-36	HOMELAND ORGANIZATION
46-55	32-41	37-48	37-50	CRIMINAL CONTACTS
56-65	42-51	49-58	51-70	DEVOTED PARISH MEMBER
-	52-61	59-64	-	LOST CAUSE MOVEMENT ¹
66-70	62-66	65-69	71-75	TEMPERANCE MOVEMENT
71-74	67-70	70-73	76-80	ODD FELLOWS
75-86	71-78	74-83	81-90	POLITICAL PARTY
87-88	79-83	84-86	-	RACIST MILITANT ORGANIZATION ²
-	84-91	87-89	-	REDEEMERS
89-96	92-99	90-97	91-00	SPIRITUALISM MOVEMENT
97-00	00	98-00	-	UNION LEAGUE

¹ Black people switch this result to DEVOTED PARISH MEMBER (all religions).

² For black people, switch this result with the UNION LEAGUE.

GROUP AFFILIATION - WOMEN

NORTH	S/B	WEST	MEX	GROUP/ORGANIZATION
01-15	01	01-10	01-02	ABOLITIONIST
16-20	02-06	11-15	03-08	HOMELAND ORGANIZATION
21-22	07-08	16-17	09-13	CRIMINAL CONTACTS
23-32	09-18	18-27	14-23	WOMEN'S CLUB
33-42	19-31	28-37	24-43	DEVOTED PARISH MEMBER
-	32-51	38-47	-	LOST CAUSE MOVEMENT ¹
43-50	52-56	48-55	44-51	FREEDMEN'S AID SOCIETY
51-60	57-66	56-65	52-61	TEMPERANCE MOVEMENT
61-65	67-70	66-70	62-66	DAUGHTERS OF REBEKAH
66-75	71-80	71-80	67-80	SPIRITUALISM MOVEMENT
76-90	81-90	81-90	81-90	SUFFRAGETTES
91-00	91-00	91-00	91-00	CHARITY ORGANIZATION

¹ Black people switch this result to DEVOTED PARISH MEMBER (all religions).

ROLEPLAYING AS AN INDUSTRIALIST

High as a kite or low as a snake's belly. Industrialists run the full moral spectrum. That is the risk with big money. As long as the funds flows, there are few problems that a purchase here or a bribe there cannot solve. Social standing can be bought, fixers of all sorts have a price you can pay. Money cannot buy happiness, but you can have a wonderful time trying.

CHILDHOOD

If you were orphaned, your relatives probably lined up to take care of you. This was likely less out of love and more out of a desire for your status as the likely heir. If you were not born into success, you may have lived your early years like a child from another background.

EDUCATION

You had great freedom to do what you want, with one exception. If you do not show at least a little interest in how to earn money, your relatives will have a hard time understanding you.

INITIAL FUNDS

With a wealthy background comes opportunities – money, and a family to turn to if you run into trouble. You must plan who you are and what you want. You only need to work to survive *if* you have no contact with your family. What is your motivation, your drive?

You get \$1 for every point you place on FORMAL EDUCATION. Your LIFE PATH EVENTS can also affect your initial funds.

INITIAL FUNDS

SUCCESS	HEIRLOOMS	INITIAL FUNDS ¹	QUALITY
BROKE	1	\$150	-1
IN DEBT	1	\$300	0
STABLE	2	\$450	0
GOOD	2	\$600	+1
FORTUNATE	2	\$750	+2
CROESUS	3	\$900	+3

¹ +\$1 for each CHARACTER CREATION POINT spent on FORMAL EDUCATION.

FAMILY HEIRLOOM

D100	ITEM	VALUE
01-15	CARPETBAG (QUALITY +1)	\$10
16-30	24K GOLD SOCIETY RING WITH GEMSTONE	\$50
31-45	24K GOLD ENGRAVED POCKET WATCH (QUALITY +1)	\$100
46-59	SWORD CANE WITH GOLD HANDLE (QUALITY +1)	\$150
60-69	SAFE, 34x23x24 INCHES (HxWxD)	\$200
70-79	THOROUGHBRED (Q+1, RACE TRAINED)	\$500
80-89	THOROUGHBRED (Q+2, RACE TRAINED)	\$1,000
90-94	ALLOWANCE (UPKEEP)	\$100/MONTH
95-99	CARRIAGE WITH 4 PALOMINO HORSES	\$1,300
00	ALLOWANCE (UPKEEP)	\$150/MONTH

EDUCATION

The tenderfoot Napoleon Icarus Caesar Eastinghouse was brave, but stupid. First, he put a fat pile of money on the bar at the saloon and said he invited the Traeger League to come. That was the first sign that he had more money than sense. Then he started asking a bunch of questions and tried to get the gang to tell him about their crimes. He wanted to join them, write about their outlaw adventures. Butch Traeger was amused, but didn't want to have to try to escape the law with someone who could barely keep himself in the saddle. Butch let the young Eastinghouse follow them to their hideout. There, the gang took everything he had, but gave him the chance to write anyway – to his family, to beg for more money. Otherwise, all he'd get was a quick death and a shallow grave...

When you create your character, you choose what kind of education they will have had. Education is divided into three categories: FORMAL EDUCATION, THE SCHOOL OF HARD KNOCKS, and NATIVE UPBRINGING.

In principle, FORMAL EDUCATION is hierarchical. You choose only one thing – the highest level you attended. It contains a summary of the SKILLS you learned during your school years. When you select your ROLE, you are given a RECOMMENDED EDUCATION which refers primarily to FORMAL EDUCATION. You can always select a different FORMAL EDUCATION by adding or subtracting CHARACTER CREATION POINTS. There is also nothing to stop you from improving your value in individual SKILLS, or learning more SKILLS during your school years by spending points.

A number of professions have examinations or diplomas. These signify that you know enough in certain SKILLS to become an approved professional. You can choose ROLE and decrease your value in these SKILLS, which means you either have not completed your schooling yet, or that you dropped out.

You can choose one or more of the educations under THE SCHOOL OF HARD KNOCKS. FARM LABORER, for example would be appropriate for former slaves and those who grew up poor in the countryside. Choose whatever best fits your character. If you want a military past, you can select SOLDIER or N.C.O, and so on.

The NATIVE UPBRINGING category of EDUCATIONS include SKILLS suitable for characters growing up with the Apache or Plains' Tribes. A Civilized Tribes upbringing is discussed, but get no special EDUCATION.

FORMAL EDUCATION

You do not need a FORMAL EDUCATION to survive in America, but most have it. In a country full of immigrants, the elementary school system was a way to unite the country and create community at a basic level. Children was in school when they could be spared from work on the family farm.

Before the Civil War ended, it was forbidden to teach slaves to read and write. Many slave owners broke this command for the girls and boys who grew up to be personal servants to the children of the house. They often had to help with homework and such, even if this was in secret. More formal literacy efforts have been made among black people during Reconstruction.

The table below shows the cost in CHARACTER CREATION POINTS/SKILL POINTS of each EDUCATION.

FORMAL EDUCATION

EDUCATION	COST
ELEMENTARY SCHOOL	50
HOUSEHOLD SCHOOL	100
BIBLE SCHOOL	100
HIGH SCHOOL	100
INDIAN SCHOOL	100
BOARDING SCHOOL – BOYS	150
BOARDING SCHOOL – GIRLS	150
PRIVATE TUTOR	150
COLLEGE	200
TECHNICAL COLLEGE	200
MILITARY ACADEMY	200

★ EDUCATION ★



THE SCHOOL OF HARD KNOCKS

You can select among many types of education to give your character a more detailed background, a prior career, or just a good start in life with some expertise and skills. These can be bought no matter which FORMAL EDUCATION you've chosen, since they go alongside this system. An EDUCATION from THE SCHOOL OF HARD KNOCKS gives practical knowledge, ensuring you will always be able to find a job.

There is often a connection between SOCIAL BACKGROUND and EDUCATION. You can break with convention and choose another path than the one expected of you, but you should have a story that explains why. Are your parents wealthy plantation owners and you choose little or no FORMAL EDUCATION and SAILOR? Then you are probably the black sheep of the family or your parents were left destitute after the war.

Even within the SCHOOL OF HARD KNOCKS, there are levels. As a craftsman (or woman), you can select APPRENTICE or MASTER. In the military, you could either be SOLDIER or NON-COMMISSIONED OFFICER.

THE SCHOOL OF HARD KNOCKS

EDUCATION	COST
APPRENTICE	50
FARM LABORER	50
SOLDIER	50
NON-COMMISSIONED OFFICER	100
SAILOR	100
MASTER	150

NATIVE UPBRINGING

Characters that have grown up with a Native American tribe may have missed a good deal about how things work in white society. In exchange, they have learned the necessary skills for adapting well to the tribe's traditions and fitting in with that environment. It is not just Natives who can select this EDUCATION. It works just as well for characters with another ethnic background, for instance children kidnapped and raised by Natives or sympathizers who have spent time among the tribes.

Native children taken from their family to be brought up in an INDIAN SCHOOL can select a FORMAL EDUCATION instead – or both of these EDUCATIONS!

Because everyday life differs from tribe to tribe, their EDUCATION differs as well. Apaches have one type of EDUCATION and the plains' tribes another. Natives from the Five Civilized Tribes, however, do not differ enough from white society to require a separate education. The Apaches are fearsome guerilla warriors in the southwest, with its mountainous desert landscape, while the Natives from the plains' tribes prefer the wide-open spaces of grasslands and rolling hills.

If you want to play a Native (or someone grown up in a tribe), you can combine a NATIVE UPBRINGING with an appropriate ROLE: APACHE, WARRIOR, or SHAMAN.

NATIVE UPBRINGING

NATIVE TRIBE	COST
APACHE	150
PLAINS TRIBES	150

FORMAL EDUCATION

“Education is vital. The youth are the key to our nation’s future.” This was stated in the 1600s. Still, it was not until after the Civil War that a right to an education became a reality. Education for girls and for people of color took time, as did making basic schooling tuition-free. Some politicians from the South are still reluctant to spend tax money on a school for everyone. They claim it is instead up to the parents to choose and pay for educating their children.

ELEMENTARY SCHOOL is free, but HIGH SCHOOL and upward costs money. SCHOLARSHIPS are available for poor students if they excel at their studies and have an INTELLIGENCE VALUE of 13, 15 or 17. The threshold value depends on the School they wish to attend.

EDUCATION ON DIFFERENT LEVELS

At the very lowest level, we have ELEMENTARY SCHOOL and HOUSEHOLD SCHOOLS for girls. These provide the most basic education which ensures everyone can read, write, and count. More importantly, all children are raised to see themselves as part of American society and the new nation.

The next level consists of BIBLE SCHOOL and HIGH SCHOOL. Even INDIAN SCHOOLS – special boarding schools where Native children are sent to be civilized far away from their parents – are counted as part of this level. If you complete these, you can apply to a higher education, such as COLLEGE or TECHNICAL COLLEGE. The most well off usually hire a PRIVATE TUTOR or send their children to BOARDING SCHOOL.

The last education level is COLLEGE or TECHNICAL COLLEGE. You have received the finest education possible, either at one of the country’s higher education institutions or at one of the more prestigious European universities, like the Sorbonne in France, Oxford or Cambridge in England, and so on. Most American universities are in New England. Farming and Engineering schools are spread across the land thanks to a special law ensuring national diversity. There is also a higher specialist level where you can study more specific subject matter. These SKILLS can be found directly in the various ROLES (like DOCTOR, LAWYER and INVENTOR).

Finally, you can also gain a higher education from one of the country’s MILITARY ACADEMIES. You can enter as a cadet when young, though most have attended some other school during their early years.

When creating your Character, you need only mention the last school you attended. If there was an Admission requirement in the description you must at least learn that much, even if you have not chosen to complete your entire schooling session. You would not have been accepted in that school otherwise.

ONE SCHOOL FOR ALL?

The introduction of public, tax-funded schools became possible due to the influx of immigrants in the 1830s. All agreed on the importance of the new residents becoming loyal to the US, primarily so they will be prepared to defend it in battle. The best way to achieve this loyalty was to give their children free schooling.

After the Civil War, school was considered important, but not mandatory. In cities and on the east coast, classes were divided among different age groups. Girls and boys attended separate classes, and African Americans in the same class was unthinkable. In the west, rules were not as stringent. With so few students, all attend the same classes, regardless of age, sex or in some areas even skin color. Students are instead grouped according to how far they were in their studies.

SCHOOLBOOKS

McGuffey Readers for grades 1-6 are used throughout the country. This form a common ground for education. *Primers 1-3* are for younger students, containing moral stories about children who get rich and successful due to talent, diligence, ingenuity and endurance. The later primers contain facts and anthologies of English and American literature. Many schools cannot afford more than one copy, and often have to make do with used books. Often children learn to read using the *Bible* instead. It is common, even preferred practice despite that schools were not supposed to teach religion.

TEACHERS

Teachers are appreciated for the vitally important work they do, but many need to supplement their incomes with private tutoring. Most teachers are women. They are paid half as much as their male colleagues.

CORRESPONDENCE COURSES

Many people finish their studies through *distance learning* or *correspondence courses* where they receive a diploma after completion of courses. Those with higher education stay up-to-date with the latest research in their field through academic or specialized journals.

DIPLOMAS, LICENSES & GRADUATIONS

Some professions require you to prove your knowledge (SKILL LEVEL) to receive a *diploma* or *license* to work in that state. Often, this is done orally before a panel of experts. If your *STYLE OF PLAY* is *REALISM*:

Attorneys must have *LAW/CIVIL* 10, *EXPERTISE/ECONOMICS* 10, *EXPERTISE/POLITICS* 10 and *ELOQUENCE* 5.

Doctors need *FIRST AID* 10, *SURGERY* 10, *EXPERTISE/ANATOMY* 10 and *EXPERTISE/MEDICINE* 10.

Raise each SKILL 5 steps in *CAMPAIGN* and *ACTION*,

★ FORMAL EDUCATION ★

ELEMENTARY SCHOOL 50

You have received basic schooling, but did not feel inclined nor wealthy enough to study any further. This education is the foundation of American society and the dream of quickly turning a country of immigrants into patriots and good citizens. School and children are the ties that bind society together.

If you subtract or refrain from using any skill in this grouping, you've missed some part of your schooling. Probably you had to work at home a great deal, or were deathly ill. If you learn more, your teacher likely encouraged you and gave you extra assignments.

There are no admissions or graduation requirements for ELEMENTARY SCHOOL, but there were tests.

SKILL	EDUCATION
ETIQUETTE	5
READ/WRITE	10
RELIGION/CHRISTIANITY	5
ARITHMETIC	10
EXPERTISE/GEOGRAPHY	5
EXPERTISE/HISTORY	5

BIBLE SCHOOL 100

Many private schools are religious, usually Catholic. This is why BIBLE SCHOOLS make up the typical educational path for poor Irish on the east coast, as well as Mexican families farther west. Children who grow up in an orphanage also often receive this education, as it gives students a sufficiently good scholastic background to apply to COLLEGE even as they learn things like crafts, good behavior, how to express themselves, and a number of psalms. The nuns at such schools are often very strict teachers.

There are no admissions requirements, but a few schools have tuition fees. BIBLE SCHOOL replaces ELEMENTARY and HIGH SCHOOL.

SKILL	EDUCATION
ETIQUETTE	10
CRAFT/ELECTIVE	5
READ/WRITE	10
MUSIC/ELECTIVE	5
RELIGION/CHRISTIANITY	15
ARITHMETIC	10
EXPERTISE/HISTORY	5

HIGH SCHOOL 100

By attending High School you have a relatively high level of education. After Elementary School (or Private Tutor, if this covered just your first years of school, or Bible School), you went on to higher learning. These schools are found in cities and densely populated areas across most of the nation. This means you can usually live at home while attending school.

Education is not free. Your parents have been paying the tuition fees for you. It is not an enormous sum for the well-off, but if you come from lesser means, the price can be altogether too high. Perhaps you got in anyway, no matter what your financial circumstances were. If you were clever enough, you might have received a Scholarship to continue your studies. This requires that you put at least 13 on your INTELLIGENCE ATTRIBUTE. You probably also have a teacher who discovered your talents and convinced your parents to allow you to continue your schooling.

Generally, everyone who wants to attend HIGH SCHOOL must already have certain basic knowledge. The requirement is not high, but you need at least SKILL LEVEL 5 in ETIQUETTE, READ/WRITE and LANGUAGE/ENGLISH to be admitted.

Upon completion of studies, you have a general education and enough knowledge to continue studying at the college level. You will get a grade in all subjects below, and all students in the same age group at the school are ranked from best to worst. To receive a passing grade, you must have at least the same SKILL LEVEL as the EDUCATION LEVEL listed below.

HOUSEHOLD SCHOOL 100

Young girls, especially on the East Coast, could be sent to HOUSEHOLD SCHOOLS. The level of education was not high, but a young lady with this background can always find a job as a servant girl in the homes of wealthier families.

These schools provide good basics in how to manage house and home. In families who believe a good marriage is their daughters' best possible path, this education is seen as suitable. Some Household Schools are so prestigious, simply attending one can raise a woman's prospects for marriage.

There are no admissions requirements. Diplomas can be awarded for at least the SKILL LEVELS below.

SKILL	EDUCATION
ETIQUETTE	5
CRAFT/BAKING	10
CRAFT/COOKING	10
CRAFT/SEWING	10
CRAFT/GARDENING	5
READ/WRITE	5
RELIGION/CHRISTIANITY	5
ARITHMETIC	5

INDIAN SCHOOL 100

If you have this education, you are probably a Native who was taken from your family and placed in a boarding school far from your parents in order to be 'civilized'. You have been forced to get rid of your tribal name, your language, and your traditions. Instead you are expected to become a good Christian and a part of white society. Even so, many look at you suspiciously when they see your skin color.

Children of missionaries who run INDIAN SCHOOLS also have this type of education, but not many others do apart from the Natives.

This education is more or less forced upon the students, and replaces ELEMENTARY and HIGH SCHOOL.

SKILL	EDUCATION
ETIQUETTE	5
CRAFT/ELECTIVE	10
READ/WRITE	10
RELIGION/CHRISTIANITY	10
ARITHMETIC	5
LANGUAGE/ELECTIVE	5
EXPERTISE/BIOLOGY	5
EXPERTISE/PHYSICS	5
EXPERTISE/GEOGRAPHY	5
EXPERTISE/HISTORY	5
EXPERTISE/CHEMISTRY	5

SKILL	EDUCATION
ETIQUETTE	10
READ/WRITE	10
RELIGION/CHRISTIANITY	10
ARITHMETIC	10
LANGUAGE/ENGLISH	10
EXPERTISE/HISTORY	5
EXPERTISE/CHEMISTRY	5

★ YOUR PAST ★

BOARDING SCHOOL – BOYS 150

Young boys at boarding schools receive a solid education, and an excellent start for higher education. Those who graduate are ready to take over the family business. They have been educated and molded into competent gentlemen, all the while building up an impressive network of contacts among young men from wealthy families.

One should not count on making friends easily there. These schools are highly competitive, from tests to debates to athletics. As boarding schools want to foster both the ability to cooperate and compete, students start dividing themselves into groups early based on things such as the house they live in. The houses are set against each other in all kinds of challenges. Those who succeed best receive a variety of rewards, those who do the worst are punished.

A common trait among boarding schools is that they place a lot of emphasis on order and discipline. Older schools have history and long-held traditions they take pride in. All boarding schools for boys are privately run and operated, and most have a religious bent.

Tuition fees are high. Poor boys can get room and board in exchange for working. A SCHOLARSHIP can pay the teaching, but requires at least 15 in INTELLIGENCE. Without a rich family background, these student have to struggle much harder than their wealthy peers.

Each year, meetings are held in which old and new students meet. Loyalty to the school and those connected to it is a given and considered self-evident.

SKILL	EDUCATION
ETIQUETTE	10
READ/WRITE	10
RELIGION/CHRISTIANITY	10
ARITHMETIC	10
SPORTS/ELECTIVE	10
LANGUAGE/ELECTIVE	5
EXPERTISE/BIOLOGY	10
EXPERTISE/PHILOSOPHY	5
EXPERTISE/PHYSICS	5
EXPERTISE/GEOGRAPHY	10
EXPERTISE/HISTORY	10
EXPERTISE/CHEMISTRY	5

BOARDING SCHOOL – GIRLS 150

Boarding schools are characterized by the students living at the school rather than attending the courses only. Some of the youngest girls start at 6 years old, while others may not start until it is time to begin High School. Attending boarding school teaches you many things and opens many doors for future studies. Your studies also cover an artistic and musical curriculum. Most find both friends and enemies for life among the other students at boarding school.

The cost of this education is far from free. Tuition costs are extremely high, especially for those who come from a poor background. There are two ways to reduce the tuition. By working and helping with cleaning, cooking, and doing whatever else the principal requests, you can get room and board for free. Then, only the actual cost of education remains. To avoid having to pay for the teaching itself, you can get a SCHOLARSHIP. That requires being good at your studies – you must have at least INTELLIGENCE 15. You must also keep up with the lectures. If you fall behind the others in your studies, you may lose your scholarship.

Boarding schools are attended by people among all higher social classes, but are most common among families where the mother is dead or the family has moved west. In these circumstances, a safe boarding school on the east coast may be a better alternative for one's daughter to grow up and become a fine young lady.

PRIVATE TUTOR 150

You were born into affluence and have not had to miss out on any of the good life during your childhood. Your parents paid for good schooling and to ensure you would become a proper gentleman or nice young lady who knows how to behave in any situation. You do not merely have a basic education; you have been introduced to the world of art and received creative outlets for your talents.

Most people who receive this education come from the elites of society, with parents who own great portions of land or who have successfully invested in modern technology. This type of schooling has been most common in the South, particularly prior to the Civil War, when former slave owners still had plenty of money. Spending it on good education for the children made a lot of sense to them.

Rich people in the rest of the country also frequently choose this solution as a way to ensure their children do not associate too closely with the ‘unwashed masses’. The richer your parents were, the greater the chances were that you had several private tutors who participated in your education.

No poor person can afford this exclusive education. There are, however, ways that you can have experienced it regardless – such as if you were the personal caretaker to the children of the house for whom the lessons were meant. Your parent or parents may have been private tutors themselves.

Upon completion of studies, you have a general education and enough knowledge to continue studying at a higher level.

SKILL	EDUCATION
ETIQUETTE	15
ART/ELECTIVE	5
ART/ELECTIVE 2	5
READ/WRITE	10
MUSIC/ELECTIVE	10
RELIGION/CHRISTIANITY	10
ARITHMETIC	10
LANGUAGE/FRENCH	5
EXPERTISE/BIOLOGY	5
EXPERTISE/PHILOSOPHY	5
EXPERTISE/PHYSICS	5
EXPERTISE/GEOGRAPHY	5
EXPERTISE/HISTORY	5
EXPERTISE/CHEMISTRY	5
EXPERTISE/LITERATURE	5

★ FORMAL EDUCATION ★

COLLEGE

200

You have a good education with all it entails, from knowledge to contacts. You have studied at one of the most prestigious colleges in the world. There, through secret societies and student organizations, you have gained a network you will benefit from the rest of your life. Additionally, your education has opened doors to a successful and well-paid career as a lawyer, doctor, or some other specialized ROLE.

The country's most sought-after colleges are in the northeast. These include: Harvard in Massachusetts, Yale in Connecticut, Dartmouth in New Hampshire, Princeton in New Jersey, and King's College (later called Columbia) in New York. Mount Holyoke, the first college for women, was founded in Massachusetts in 1837.

In 1861, Vassar opened in New York, then Wellesley and Smith in Massachusetts in 1875. The first medical school for women was started in New York in 1863, one of many examples of the impact of the war on women's opportunities for higher education. The first college for black people started in Washington D.C. in 1851. Many more were established after the war.

To be admitted, you need at least SKILL LEVEL 10 in ETIQUETTE, READ/WRITE, ARITHMETIC and LANGUAGE/ENGLISH, as well as 5 in RELIGION, EXPERTISE/HISTORY, and EXPERTISE/GEOGRAPHY. If your parents could not afford your tuition fee, Scholarships are available if you have at least 17 in INTELLIGENCE.

SKILL

EDUCATION

ETIQUETTE	10
ART/ELECTIVE	5
READ/WRITE	15
RELIGION/CHRISTIANITY	10
ARITHMETIC	10
ORGANIZATION/ELECTIVE	5
SPORTS/ELECTIVE	5
LANGUAGE/ELECTIVE	10
EXPERTISE/BIOLOGY	10
EXPERTISE/PHILOSOPHY	5
EXPERTISE/PHYSICS	5
EXPERTISE/GEOGRAPHY	10
EXPERTISE/HISTORY	10
EXPERTISE/CHEMISTRY	5
EXPERTISE/LITERATURE	10

TECHNICAL COLLEGE

200

You have the best quality vocational education it is possible to acquire in the whole world. In this time of fast-paced changes, where technological advancements have changed the opportunities for nearly everyone, knowledge is indeed power.

Getting an education at a Technical College is your first step on the way to a future as an engineer or an inventor. Whatever you miss out on by not receiving a classical education, you make up for with your technical and practical knowledge. You can apply what you have learned in a more practical and concrete way. Your expertise is sought after in most business areas. Select your SPECIALIZATION in DRAFTING/ with care, since you will probably be working in that field during game play.

Technical colleges are spread throughout the country. This engineering and agricultural education is vital for the future of the nation. To gain all the advantages a college education can provide, you should live on campus and join a number of student organizations and secret societies. The contacts you make during these years will be useful for the rest of your life.

To be admitted, you must have a SKILL LEVEL of at least 10 in ETIQUETTE, READ/WRITE, ARITHMETIC, and LANGUAGE/ENGLISH, as well as a 5 in EXPERTISE/BIOLOGY and EXPERTISE/GEOGRAPHY. If you cannot afford the tuition fee, you can get a Scholarship if you place at least 17 on your INTELLIGENCE ATTRIBUTE.

SKILL

EDUCATION

ETIQUETTE	10
DRAFTING/ELECTIVE	10
READ/WRITE	10
RELIGION/CHRISTIANITY	10
ARITHMETIC	15
ORGANIZATION/ELECTIVE	5
SPORTS/ELECTIVE	5
LANGUAGE/ELECTIVE	10
EXPERTISE/BIOLOGY	10
EXPERTISE/PHILOSOPHY	5
EXPERTISE/PHYSICS	5
EXPERTISE/GEOGRAPHY	10
EXPERTISE/HISTORY	10
EXPERTISE/CHEMISTRY	5
EXPERTISE/LITERATURE	10

MILITARY ACADEMY

200

Being a cadet means attending West Point, Virginia Military Institute, The Citadel, the US Naval Academy in Annapolis, or the United States Coast Guard Academy in Connecticut. This is not simply an education – it is a career and an investment in your future.

Military Academies offer young men (women were not permitted) a prestigious education that includes everything from theoretical studies to military discipline, leadership and correct behavior in essentially any situation. After you complete your studies, you are also given the rank of second lieutenant.

Most people who attend these schools are from well-to-do families. The eldest son is rarely allowed to do so, as he is expected to take over the family's business. You can get a SCHOLARSHIP, but then you must demonstrate an extreme talent – you got to have at least 17 on your INTELLIGENCE ATTRIBUTE.

Admission requirements are strict. There is no place for students who cannot keep up with the tempo. To be accepted, you must be healthy, 17-22 years old, and have 10 in ETIQUETTE, READ/WRITE, ARITHMETIC, LANGUAGE/ENGLISH, and EXPERTISE/GEOGRAPHY. If you select MILITARY ACADEMY at CHARACTER CREATION, previous schooling is included.

Not until after the Civil War were black students accepted. So far, none have stayed to graduation – largely because of the racism and hazing these students are put through from students as well as teachers.

SKILL

EDUCATION

ETIQUETTE	10
LAW/MILITARY	5
LEADERSHIP	10
READ/WRITE	10
DRILL/ELECTIVE	15
RELIGION/CHRISTIANITY	10
ARITHMETIC	10
ORGANIZATION/ARMY	10
LANGUAGE/ELECTIVE	5
EXPERTISE/GEOGRAPHY	10
EXPERTISE/MILITARY HISTORY	10
EXPERTISE/MILITARY STRATEGY	10
COOL UNDER FIRE	
COOL UNDER FIRE	1



SCHOOL OF HARD KNOCKS

SOLDIER

50

Many white men have been soldiers a great deal of their lives. The army is always in need of people. The Civil War required many soldiers, as did the military occupation of the South and the ever-increasing Indian Wars. Most of this time has been spent not in battle, but doing military drills in military and the practical work of building and repairing forts. A soldier's life is not available to women (unless they disguise themselves as men). Black people are permitted only in their own regiments and only during the Civil War and beyond. They are often assigned the most difficult and dangerous tasks.

SKILL	EDUCATION
CRAFT/ELECTIVE	5
DRILL/ELECTIVE	15
ORGANIZATION/ARMY	10
COOL UNDER FIRE	
COOL UNDER FIRE	1

APPRENTICE

50

You have been apprenticed to a skilled craftsman and learned sound knowledge in two crafts of your choice. Select two that seem most likely that you could have learned from the same person, such as CRAFT/CARPENTRY and CRAFT/PAINTING, or CRAFT/COOKING and CRAFT/BAKING. Consider also your relationship to your former teacher. Are you friends or do you hate him/her?

Anyone can be an apprentice. If you come from the elite of society, you would not be expected to learn these concrete duties and will feel out of place. These are services you can pay others to perform for you. Should your family have run out of money, you might have had to swallow your pride and learn fast.

SKILL	EDUCATION
CRAFT/ELECTIVE 1	10
CRAFT/ELECTIVE 2	10

FARM LABORER

50

Your parents were likely poor, or you grew up as a slave if you got this EDUCATION. This is not for the richest members of society, unless you were forced to work on your family's plantation during the war to take care of it when slaves left.

Few pick cotton and tobacco as fast and as well as you, just as all other mechanical labor that takes a long time if you do not know what you are doing.

Work is more fun and goes more quickly when you sing to keep the morale and the tempo up. You also have some crafting skills. Taking care of your own farm is no problem, and you can always find work wherever you go.

SKILL	EDUCATION
CRAFT/ELECTIVE 1	5
CRAFT/ELECTIVE 2	5
CRAFT/ELECTIVE 3	5
FARM	15
MUSIC/SINGING	5

NON-COMMISSIONED OFFICER 100

You have traveled the long road from enlisted soldier to corporal or sergeant. You have shown courage and good judgement in combat, or someone in command is especially pleased with your willingness to follow orders no matter what they are. You may also have survived so many battles your superiors felt obliged to promote you. Since women are not allowed to be soldiers, they cannot be NCOs. Black people can become NCOs, but only within black regiments.

You must have at least 5 in READ/WRITE to be promoted.

SKILL	EDUCATION
CRAFT/ELECTIVE	10
LAW/MILITARY	5
LEADERSHIP	5
DRILL/ELECTIVE	15
ORGANIZATION/ARMY	10
EXPERTISE/MILITARY STRATEGY	5
SURVIVAL/ELECTIVE	5
COOL UNDER FIRE	
COOL UNDER FIRE	1

MASTER

150

You know enough of your trade to start and run your own business. You have mastered two crafts and are capable in a third. You have also learned a good deal in a theoretic area of your choice. If you select EXPERTISE/ECONOMY, for example, you will know how to do your own bookkeeping and can ensure your business manages to stay in the black.

It may be wise to supplement these skills with some FORMAL EDUCATION. Most importantly, you want to be able to have enough knowledge so as not to be tricked out of your money. At the very minimum, you should be literate enough to understand if anyone offers you a deal or a contract.

SKILL	EDUCATION
CRAFT/ELECTIVE 1	15
CRAFT/ELECTIVE 2	15
CRAFT/ELECTIVE 3	5
EXPERTISE/ELECTIVE	10

SAILOR

100

Have you seen the world despite not having the money to travel? Then you have probably been at sea and worked your fingers to the bone swabbing decks, hoisting sails, and kept a watchful eye out for pirates. Hopefully you did not get too seasick during the worst storms.

You may have been aboard one of the great ocean steamers or sailing ships, or perhaps you traveled one of the country's great rivers, on a floating casino. Being a sailor is not a prestigious job, but you never lack work in a world where people are travelling more over greater distances. Sailing is an occupation open to all men, but women are few and far between.

SKILL	EDUCATION
CRAFT/ROPEMAKING	10
SWIM	5
SEAMANSHIP	10
LANGUAGE/ELECTIVE	5
EXPERTISE/NAVIGATION	10
SURVIVAL/SEA	10



★ NATIVE UPBRINGING ★

NATIVE UPBRINGING

APACHES

150

You are either Apache or were abducted as a child and grew up among the Apache. Geographically, the Apache nomads are found in Arizona, New Mexico and Mexico. It is a harsh climate with a difficult terrain of mountains and desert. You will have learned early not to waste water and to make use of everything the land has to offer.

The Apache are feared guerilla warriors known for their ability to appear out of nowhere, strike quickly, and disappear again. Perhaps their most distinguishing features are their cleverness and endurance. They are known to seldom yield and never show mercy. Women can be warriors, even if it is less usual.

There is a big difference between raids – when you are out filling your stores, and war – when you are avenging fallen comrades. A successful raid does not turn into controversy, because your victims do not discover what has happened until it is too late and you are far away with the spoils. If you go to war, however, it is for revenge and you are completely ruthless.

White men are trying to gather all the Apache onto the miserable San Carlos reservation in Arizona. South of the border, you will find no friends. On the contrary. Mexico is also full of enemies. Many Chiricahua Apaches use the reservation in the Dragoon Mountains in Arizona as a haven when making raids into Mexico.

SKILL

EDUCATION

ETIQUETTE	5
CRAFT/ELECTIVE	5
RELIGION/ELECTIVE	10
ARITHMETIC	10
LANGUAGE/ELECTIVE	5
EXPERTISE/BIOLOGY	10
EXPERTISE/GEOGRAPHY	10
EXPERTISE/HISTORY	10
EXPERTISE/MEXICAN CULTURE	5
EXPERTISE/WHITE CULTURE	5
SURVIVAL/ELECTIVE 1	10
SURVIVAL/ELECTIVE 2	10

COOL UNDER FIRE

COOL UNDER FIRE

PLAINS TRIBES

150

War is drawing nigh on the prairie. Every member of the Plains tribes not already at the reservation have been ordered to appear at the Indian Agency before the end of January – during the coldest winter in 20 years. Those who do not comply will be labeled hostile.

After Red Cloud's War, the US Army had to abandon three of their forts and Washington promised the Black Hills would belong to the tribes forever. Now gold has been found in Black Hills and the Government wants to back out of their commitment. Bluecoats are on their way. They are being helped by scouts from tribes such as Crow and Pawnee.

In peaceful times, Natives on the plains live on buffalo hunting. Life revolves around the buffalo.

In the summer, buffalos gather into large herds. The tribes follow suit and have their great meetings and religious ceremonies. The buffalo is considered holy since it is vital to the survival of the Natives on the prairie. When Autumn comes, grazing is meager and the buffalos separate into smaller groups to find food. The Natives then split up to follow them.

Traditional life is threatened. Buffalos are disappearing due to the spread of the railroad and the senseless killing carried out by the buffalo hunters. Many Natives are forced to reservations. Your way of life may soon disappear forever.

SKILL

EDUCATION

ETIQUETTE	10
CRAFT/ELECTIVE	5
RELIGION/ELECTIVE	10
ARITHMETIC	5
LANGUAGE/ELECTIVE	5
EXPERTISE/BIOLOGY	10
EXPERTISE/GEOGRAPHY	10
EXPERTISE/HISTORY	10
EXPERTISE/MEXICAN CULTURE	10
EXPERTISE/WHITE CULTURE	10
SURVIVAL/ELECTIVE	10

COOL UNDER FIRE

COOL UNDER FIRE

THE FIVE CIVILIZED TRIBES

The Five Civilized Tribes (Cherokee, Chickasaw, Choctaw, Creek and Seminole) have lived in the Indian Territory for decades. Their houses look like white people's houses, their clothes are like white people's clothes, and their schools follow the same patterns as in the white American society.

Ball games and contests between the tribes are common. No specific education system for an upbringing in the Five Civilized Tribes have been created. Player characters can select any EDUCATION or ROLE they wish.

That said, old traditions live on under the surface. Many Natives from these tribes remain opposed to the white people's way of life.

There is no individual ownership of land in the Indian Territory. The tribes own all the land collectively. Those who grow crops have usage rights to the piece of land they work. The custom is controversial and has led to conflicts. 'Progressive' Natives wish to implement individual ownership and sell excess land to white men. In their view, common ownership impedes the tribes' economic opportunities. Others believe the collective ownership is the defining difference between them and the whites' greed.

The Indian Territory is getting crowded as ever more Native tribes are forced to move there.

During the War Between the States, the Five Civilized Tribes splintered. Many tribes, like the Cherokee, fought on the side of the Confederate South. Many were themselves slave-owners until slavery was outlawed. Even 1875, many are members of racist organizations.

Most Seminole chose the Union. The tribe allowed escaped slaves to become part of their tribe for decades, even before the war.

EXAMPLE – YOUR PAST

Let's put the Background system into practice. Meet Matthew Douglass. All we know about him from the start is that he is a former slave who fled during the Civil War and joined the Union army. When he returns after the war, some tragedy has occurred. Unable to reunite with his family, he seeks revenge on the overseer Earl Haggard. Matthew returns to the army, but after a few years, he gets wind of Haggard's whereabouts and becomes a Bounty Hunter. This is our starting point, as we turn up more details about Matthew's family.

As his family were slaves, we need not roll for ETHNICITY. Matthew's grandparents are using the Background Tables for Black people. On the table for Slaves' Homes in the South, we roll a 21. Matthew's paternal grandparents are from GEORGIA. We apply this to his maternal grandparents also. As for most slaves, his entire family are from the same plantation. We name it Pleasant Hill and decide to place it near Savannah. Cotton was the main crop. Augustus Bonaparte Calhoun owned it.

Rolling FAMILY ORIGINS, 07 means his paternal grandparents have their roots in SENEGAMBIA. Their relatives belonged to the MUSLIM people MANDINKA. Their old religion is mostly forgotten, but Matthew has heard of a dark-skinned prophet. Christianity was the only allowed religion on Pleasant Hill.

Before puzzling out Matthew's grandparents' lives, we determine they have SOCIAL BACKGROUND: FARMERS. This makes sense, since they were slaves.

On the Life Path Event tables, we roll a 28 for Matthew's paternal grandfather for Prior to 1851. He was PUNISHED and received a SUCCESS -1. For further details, we roll on the Punishment Table. The result is a 42: a severed EAR. During the same period, we roll a 15 for his wife: DECLINING HEALTH and SUCCESS -1. We follow up her illness and get a 38: SMALLPOX. On a six-sided die, we roll a 2. She never recovered and DIED of smallpox.

During the next time period we therefore only roll for Matthew's paternal grandfather. He gets a 67: ESCAPE. On that table we roll 63. He DISAPPEARED. Matthew only knows he was never found and forced back to the plantation. Matthew would probably not recognize his grandfather if they met, but hopes he is alive and in good health.

A six-sided determines how many children his paternal grandparents had. It says 1. MATTHEW'S FATHER WAS THE ONLY CHILD who lived to adulthood.

Before we roll for Matthew's maternal grandparents, we know they are FARMERS FROM GEORGIA. We roll Family Origins, as most plantations got new slaves whenever they needed and could afford to do so. The plantation owners preferred that their slaves be unable to talk to each other in a language the owners did not understand. This roll is 51. Matthew's maternal grandparents' roots are in the BIGHT OF BENIN among the FON PEOPLE. VOODOO/CHRISTIANITY is their original religion. Matthew has heard stories about los, no more.

Let's continue on the Life Path Event tables. 3 means Matthew's maternal grandfather DIED before 1850. The next roll is 13 – his grandfather was MURDERED. Matthew does not yet know any details.

During the same period, we roll a 94 for Matthew's maternal grandmother: a PRIVILEGED ASSIGNMENT. Following up on the corresponding table, we roll 84. She was a CHAMBERMAID and gets SOCIAL BACKGROUND TOWNSPEOPLE. For the 1850s, we roll a 64: ENGAGE IN VOODOO, which fits with the family's origins. She gets a SUCCESS +1. During the Civil War, things do not go well. The dice comes up as 05 – DEATH. The next roll is 47, it was in a FIRE.

This fits our background story, so we can decide that all relatives who do not succeed in escaping during the Civil War are killed in the same fire and that the arsonist is the overseer Earl Haggard.

We roll a D6 to determine how many children who survived to adulthood that Matthew's maternal grandparents had. The result is 4. Matthew's mother has THREE SIBLINGS. We roll 1D6 for each to determine their genders and get 2, 5 and 6. Matthew has ONE UNCLE and TWO AUNTS from her side of the family.

When we roll this generation's Life Path Events, we start on Table 2 (1851-1860). For Matthew's uncle Simon, we roll 04. DEATH. The next roll is 28 – LYNCHED. Matthew remembers that his uncle helped his grandfather and others escape. Uncle Simon was caught and lynched by slave hunters.

Matthew's aunt Suzanne gets 54: PREGNANT AFTER BEING RAPED. The next die shows a 4 – it was THE OVERSEER, Earl Haggard. During the Civil War, she gets a 31 – ESCAPE – followed by 91. Despite initial ugliness, life has gone well for her. She managed to escape NORTH, where she became TOWNSPEOPLE. We roll where she moved to, and get PENNSYLVANIA. She has settled down in Phi-

★ EXAMPLE ★

ladelphia, where there are many abolitionists. Since we know Matthew escaped during the war, we decide he and Suzanne fled North together.

In the final time period, she can roll on the Life Path Event tables for Free Black People (as she is no longer a Slave). The roll is **70. CHANGED CIVIL STATUS**. Since she was unmarried before, she got married. We roll a D6 to see how many children she had. It's a **5**. Suzanne has a large family.

Her Life Path Events are now finished and we can continue to the section for Townspeople to make her final rolls. **69** for **SUCCESS** is **STABLE**. On Occupation, we roll a **70** and read the result under North, since she now lives in a northern state. She is a **TEACHER**. For Group, we roll a **73** – **SPIRITUALISM**. She wants to make contact with and seek forgiveness from all those who remained on the plantation and died in the fire. We also roll for her husband, Tomas Eggers, his Occupation and Group Affiliation. They seem to have had the same **SUCCESS**. On the Occupation table, we roll a **73**, he is a **PRIEST**. His Group Affiliation is **66**. He is active in the **TEMPERANCE MOVEMENT**.

Aunt Precious rolls **71** on the 1851-1860 table: **PRIVILEGED ASSIGNMENT**. Next roll is **48**: she became an **ARTISAN** and changes **SOCIAL BACKGROUND** to **LABORER**. But what does this actually mean? We continue rolling and get a **4**: she was a **LAUNDRESS** with enough crafting skill to make and repair clothes. Sadly, during the war, her roll was only a **03: DEATH**. We determine that she died in the Fire.

With that, we are finished rolling the Life Path Events of Matthew's more distant relatives, and we are ready to roll for his closer family members. Going back to the Life Path Events tables for Slaves, Matthew's father Joshua gets an **89** for the 1850s: A **PRIVILEGED ASSIGNMENT**. Next roll is **18**: Joshua was a **DRIVER** and gets **SOCIAL BACKGROUND DRIFTER**. During the same period, we roll a **68** for Matthew's mother Sally. She **LEARNED TO READ** – a forbidden skill that she passed on to her eldest son Matthew. That grants **+1 SUCCESS**.

During the war, we roll a **64 – ESCAPE** – for Joshua. He tried to escape at the same time as Matthew and Aunt Suzanne. Unfortunately, the next roll is **31**, meaning Matthew's father is **CAUGHT BY SLAVE HUNTERS**. We continue to the Punishment table and get an **82**. Joshua was **BRANDED**.

During the same period, Matthew's mother gets a **PRIVILEGED ASSIGNMENT** (**73**). The next roll is **42**, **ARTISAN (SOCIAL BACKGROUND LABORER)**, followed by a **5**, making her a **COOK**.

Now we roll how many children Matthew's parents had and get **3**. Rolling 1D6 for each, we get **4** and **1**, so Matthew had **ONE SISTER**, Alishia, and **ONE BROTHER**, Gabriel. We don't roll more after that since we know they died in the Fire at the end of the war. The siblings died too young to roll their Life Path Events.

Now we can determine Matthew's Background. We can go to the **DRIFTER** section, as his father was a **DRIVER**. Still, it makes more sense to continue looking at **FARMER**, since his parents were never freed. We roll a **14** for their **SUCCESS**, which corresponds to **BROKE**, but since Matthew's mother Sally got **+1** on her Success roll for learning how to read, we can upgrade his parents' Success to **IN DEBT**. Matthew gets **\$20** in **INITIAL FUNDS**. He could roll for an inherited item, but since he could not bring anything with him when he escaped and his parents did not survive the war, we can choose to disregard the items in the list. Instead, we can talk to the Game Master, who agrees to the idea that his father could have given him a knife before he fled North. Matthew will also get **INITIAL FUNDS** based on the **ROLE** and **EDUCATION** he chooses, as well as the **LIFE PATH EVENTS** he rolls for himself. We will look at this further in the next example.

We now know that when Matthew came back after the war to reunite with his family, they were all dead. They were murdered by that fiend of an overseer, Earl Haggard. Just before the war ended, Haggard had gotten drunk with his friends. They knew the war was lost, and wanted to stop the slaves of Peasant Hill from being freed. Late one night, they blocked the doors and windows of the slaves' bunkhouse and set it on fire. The few who managed to get out were shot by Haggard and his cronies. Afterward, Haggard claimed the slaves had tried to riot, so he was never convicted of any crime. The wife of the house, Letiticia Calhoun, demanded Haggard's resignation, whereupon the overseer plundered the plantation before he left the area. This made Haggard a wanted man for stealing from white people, but not for all of the black people he had killed in cold blood.

Matthew was devastated and spent a year trying to both find out if anyone had survived, and locate where Haggard had gone so he could exact revenge. But both investigations ended without success. Without family, Matthew chose to leave Georgia and return to the army as a buffalo soldier (black soldier).

BACKGROUND/FAMILY TREE

GRANDFATHER (PATERNAL)

NAME Hector **PRIOR TO 1851** Punished, Severed ear
OCCUPATION Slave **1851-1860** Escapes/disappeared
GROUP Unknown **1861-1865**
1866-1875

HOME IN AMERICA Savannah, Georgia

RELIGION Christian

PRIOR TO 1851 Punished, Severed ear
1851-1860 Escapes/disappeared
1861-1865
1866-1875

HOMELAND/ORIGINS

Senegambia, Africa, Mandinka

SOCIAL STATUS

Farmer

GRANDMOTHER (PATERNAL)

NAME Sabina **PRIOR TO 1851** Dies from smallpox
OCCUPATION Slave **1851-1860**
GROUP **1861-1865**
1866-1875

PRIOR TO 1851 Dies from smallpox

NAME **1851-1860**
OCCUPATION Slave **1861-1865**
GROUP **1866-1875**

TIME IN AMERICA

SUCCESS -1, Prior to escape

UNCLES/AUNTS

NAME
SOCIAL ST.
SUCCESS
OCCUPATION
GROUP
1851-1860
1861-1865
1866-1875

NAME
SOCIAL ST.
SUCCESS
OCCUPATION
GROUP
1851-1860
1861-1865
1866-1875

GRANDFATHER (MATERNAL)

NAME George **PRIOR TO 1851** Murdered
OCCUPATION Slave **1851-1860**
GROUP **1861-1865**
1866-1875

PRIOR TO 1851 Murdered

GRANDMOTHER (MATERNAL)

NAME Bessie **PRIOR TO 1851** Chambermaid
OCCUPATION Chambermaid **1851-1860** Engages in Voodoo
GROUP Mambo (in secret) **1861-1865** Dies in a fire
1866-1875

PRIOR TO 1851 Chambermaid

NAME **1851-1860** Engages in Voodoo
OCCUPATION Chambermaid **1861-1865** Dies in a fire
GROUP Mambo (in secret) **1866-1875**

HOME IN AMERICA Savannah, Georgia

HOMELAND/ORIGINS

Bight of Benin, Africa, The Fon people

RELIGION Christian/Voodoo (in secret)

SOCIAL STATUS

Townspeople

TIME IN AMERICA

SUCCESS In debt

UNCLES/AUNTS

NAME Simon **Precious**
SOCIAL ST. Farmer/Slave **Laborer**
SUCCESS
OCCUPATION **Laundress**
GROUP
1851-1860 Lynched **Privileged Assignment**
1861-1865 Dies in a fire **Raped by Haggard**
1866-1875 **Escapes North**
Married to Tomas. 5 children

Suzanne Eggers
Townspeople
Stable
Teacher
Spiritualism
Raped by Haggard
Escapes North
Married to Tomas. 5 children

FATHER

NAME Joshua **1851-1860** Driver
OCCUPATION Driver **1861-1865** Branded, Killed
GROUP **1866-1875**

MOTHER

NAME Sally **1851-1860** Learns to read
OCCUPATION Cook **1861-1865** Cook, Killed
GROUP **1866-1875**

HOME IN AMERICA Savannah, Georgia

SOCIAL STATUS Drifter

SUCCESS In debt

BROTHERS/SISTERS

NAME Alishia **Gabriel**
SOCIAL ST. Drifter **Drifter**
SUCCESS In debt **In debt**
OCCUPATION
GROUP
1861-1865 Dies in a fire **Dies in a fire**
1866-1875

NAME
OCCUPATION
GROUP
1861-1865
1866-1875

YOUR ROLE



INTRODUCTION

When you choose a ROLE, you get a template with suggested SKILLS, education, and TALENTS and OBSTACLES. You also get an idea on how the various ROLES fit into the setting, and typical situations you might wind up in. The choices are many and far from obvious.

It can be useful if you talk among the players in the process. The choices you all make will affect how you will play. You do not all need to select the same ROLE. On the contrary, it is often more fun if you all are different, yet complement one another. However, it is advantageous to plan how and why you will cooperate, such as when the explorer and her brother the gambler hire an Apache warrior and a gunslinger to help them find Cibola's Cities of Gold.

What role do you want to play? The ROLES are meant to be a help when you create your character, providing templates to make the process quicker while giving an introduction to the setting. The ROLES provide enough SKILLS to help you get employment in the area you chose. You do not need a job when you begin to play, within your ROLE's area or not. It's up to you, the Game Master, and the rest of the group to determine.

Make practical deliberations when you select your ROLE. It is difficult to play a WARRIOR or SHAMAN if your character is not a Native, and never lived as a member of a tribe. That kind of consideration goes for MAMBOS or HOUNGANS (voodoo priests) too. If they are not chosen by a black character, it takes a good background story to make the choice fit. Everything is possible, as long as you care to create a good story to go against these kinds of limitations.

Even though white people have the power, you can play a character with another ethnic background, and select your desired ROLE regardless of any challenges. Racism is widespread in the setting, creating conflicts on which you can build adventures. By selecting OBSTACLES like OPPRESSED, you let the Game Master know you are willing to experience some hassle. By *not* selecting them while playing a character that may get into trouble, you will be free of such grief.

Female player characters can select all ROLES, but risk encountering more resistance than men who choose the same path. Only men are hired as SOLDIERS, and PUGILISTS compete with bare torsos. Women transvestites exist, mostly in male-dominated occupations.

TERMS TO BE AWARE OF

For each ROLE, you will find descriptions, LIFE PATH EVENTS, and suggested PRACTICE in different SKILLS.

STYLES OF PLAY

Your STYLE OF PLAY determines which column you get your game stats from, and how many CHARACTER CREATION POINTS you get. In CAMPAIGN, 500 points are assigned and 150 are left. REALISM has 250 + 50 while ACTION assigns 750 points, 250 are free to spend.

MINIMUM EDUCATION

Some ROLES require more FORMAL EDUCATION than others.

COOL UNDER FIRE

Some ROLES have experienced combat prior to playing. They start with 1 or 2 in COOL UNDER FIRE.

FAITH

ROLES with a close connection to their God and/or the spirit world can have FAITH when they begin to play.

TALENTS AND OBSTACLES

TALENTS and OBSTACLES are suggested, such as a HUNTER with FRONTIERSMAN. You can choose others.

RECOMMENDED EDUCATION

Each ROLE has a RECOMMENDED EDUCATION. You can select another, or change your stats by adding or removing points. Select the highest FORMAL EDUCATION you have, and/or many from the SCHOOL OF HARD KNOCKS.



★ INTRODUCTION ★



ROLE-SPECIFIC SKILLS

The ROLES contain suggestions for how many points you can spend on PRACTICE on various SKILLS. Use your extra points to get new SKILLS, or to raise your current values. If you lower your PRACTICE in a SKILL, you get those CHARACTER CREATION POINTS back.

WEAPONS PACKAGES

All ROLES have RECOMMENDED WEAPONS PACKAGES (showing your PRACTICE in various COMBAT SKILLS). WEAPONS PACKAGES cost CHARACTER CREATION POINTS. If you select ACCOMPLISHED, you get 5 in PRACTICE on 4 COMBAT SKILLS and 10 in PRACTICE on 2 COMBAT SKILLS – allowing you to place 5 on COORDINATION and DEFENSE, and 5 in both ACCURACY and SPEED on a DISCIPLINE, and 10 in another (e.g., REVOLVER 10/10 and FIGHTING 5/5).

You can switch PACKAGES or change PRACTICE in a COMBAT SKILL by adding or subtracting points.

REPUTATION

A PREACHER is considered to be more HONORABLE than a BOUNTY HUNTER. FAME is influenced more by your STYLE OF PLAY than the ROLE you choose.

EQUIPMENT

Suitable equipment is included in the ROLE, such as the gold pan for the PROSPECTOR and the PREACHER's *Bible*.

LIFE PATH EVENTS

The ROLES' pasts all look different from one another.

THE WEAPONS PACKAGES

When you select a WEAPONS PACKAGE, it is worth remembering that ACCURACY and WEAPON SPEED, with a WEAPON TYPE like REVOLVER, is counted as two separate COMBAT SKILLS. ARTILLERY, DEFENSE and COORDINATION are also viewed as COMBAT SKILLS.

WEAPONS PACKAGES

PACKAGE	COST	PRACTICE (STEPS)		
		5	10	15
PRO	500	2	2	2
VIRTUOSO	500	2	4	1
SPECIALIST	450	-	4	1
FEARED	450	3	3	1
RESPECTED	400	1	3	1
PREPARED	400	4	2	1
SEASONED	350	2	4	-
VERSATILE	350	5	3	-
EXPERIENCED	300	-	4	-
SKILLED	300	3	3	-
ACCOMPLISHED	250	4	2	-
COMPETENT	250	1	3	-
CAPABLE	200	2	2	-
ADEPT	200	5	1	-
SUFFICIENT	150	3	1	-
AMATEUR	150	6	-	-
BEGINNER	100	4	-	-
TENDERFOOT	100	1	1	-
GREENHORN	50	2	-	-

LIFE PATH EVENTS FOR PLAYER CHARACTERS

Your own LIFE PATH works similarly to that of your family members. The idea is to provide you with four meaningful events from your character's past, and to create hooks for you to build intrigue around.

We have *Life Path Events tables* for all ROLES. All player characters in a group can get unique results, as the number of total outcomes is immense. If you want your character to have a more colorful background where you have done other things in an earlier part of your life, you can roll one or more of your LIFE PATH EVENTS on the tables of other ROLES. Only your final LIFE PATH EVENT must be from the ROLE you have chosen. A LAWMAN with a past as a DESPERADO can roll the first three LIFE PATH EVENTS as a DESPERADO, and the last as a LAWMAN.

You don't have to leave it all to chance. You can start with a specific background story or key events you want your character to have experienced, and then use any tables you see fit. You can decide that you were a priest, but lost your faith when your family was murdered. You then became a gunslinger, and sought revenge. Your first LIFE PATH EVENT would then be as a PREACHER, and then you switch to the GUNSLINGER. You can roll events from up to four ROLES', but the last is always from the ROLE you chose.

CHOOSING THE OUTCOMES

When you rolled LIFE PATH EVENTS for your relatives, the outcome was a given. When you roll for yourself, there are two important differences. First, you cannot die in these tables – that would defeat the purpose.

Second, you can sometimes choose what you want to do. If you are offered a bribe, you do not have to accept it. You can select which outcome you want – in this case, the extra money, or making a new enemy. While selecting outcome, you also build scenario hooks.

THE FOUR TIME PERIOD TABLES

You can roll your LIFE PATH EVENTS on up to four different *Time Period tables*. The first takes place prior to 1861, the last in the 1870s. All tables build on events you experience as an adult, thus your age affects the number of times you roll on each time period. The outcomes depend on which ROLE you selected, and not only what happened in general at the time.

LIFE PATH EVENTS FOR DIFFERENT TIMES

YOUR AGE	PRIOR TO 1861	1861-1865	1866-1870	1871-1875
25 or younger	-	-	1	3
26-30	-	-	2	2
31-35	-	1	1	2
36 or older	1	1	1	1

EXPANSION WEST (PRIOR TO 1861)

People head West during this time period, searching for land, gold and adventure. You get caravans of settlers and gold rushes. Slavery divides the country and the conflicts between the abolitionists in the North and the plantation owners in the South grow ever stronger.

CIVIL WAR (1861-1865)

Whatever ROLE you choose, the Civil War affects your life, as the gruesome conflict determines what happens in society and everywhere around you.

POST-WAR (1866-1870)

The war is over, but the resentment remains. Many war veterans build outlaw bands who go out robbing trains and banks. The cattle drives north begin.

THE LONG DEPRESSION (1871-1875)

Corruption claims its victims. When the economy crashes, bankruptcy spreads like wildfire. The country enters a deep depression. Times are hard for nearly everyone.

FOLLOW UP FROM THE TIME TABLES

When you roll your LIFE PATH EVENTS, always begin in one of the *Time Period tables*. Once there, the time it takes to determine what happened depends on whether or not you need to roll further. The simplest outcome gives a clear result immediately – you could, for example, be robbed of some of your money.

Often, there is a footnote (sometimes several) on the outcome in the *Time Period table*. This footnote means you will need to continue rolling to get a more detailed result. The simplest footnotes ask you to roll a six-sided die to determine exactly what has happened. For example, a LAWMAN can become *Wanted*, and the six-sided die will determine which crime it was (it often differs from one time period to another).

You may also be prompted to roll again on a new table on the following page, where the first column contains tables which are common among all ROLES, such as *Relationships*, *Friends*, *Enemies*, and *Contacts*, and *War*. These tables can also provide varying outcomes – at times you get a clear result right away, or you get to roll a six-sided die to get more details to your character's background story.

Each ROLE has a column with tables which are unique for that specific ROLE. If the result in the *Time Period table* is to roll again on one of these, it is not uncommon that they are connected to each other, to tell a more detailed story about your experience. The first table often has a column with a modifier to affect your next roll. The connected table usually have OUTCOME as part of its name, to link them together.

★ LIFE PATH EVENTS FOR PLAYER CHARACTERS ★

RELATIONSHIPS

Here, you establish important relationships for your character, over and above the people in your family tree that you created earlier. Often, these have to do with love and affection, including good friends, and in some cases, your most hated enemies.

MARRIAGE AND CHILDREN

Even if the table says you are married or have children, you do not have to live with them or even stay in touch. It is up to you as a player. Perhaps you have abandoned them, or maybe they are far away while you are out adventuring and seeking your fortune.

DEAD FAMILY MEMBERS

If the result says a family member (spouse or child) died, it can include both getting a family and losing them due to some horrible event. No earlier result is required to reach this outcome.

FRIENDS, ENEMIES AND CONTACTS

Different ROLES have different social networks. They are more likely to be friends, enemies, or just cooperate with some people rather than others. Some outcomes in these tables provide the person with an occupation, while others give a SOCIAL BACKGROUND (e.g., TOWNSPEOPLE). You can then use the *Occupation tables* to get a more detailed result. FRIENDS will always help you, ENEMIES always wish you harm, and CONTACTS can be useful...but expensive to hire.

WAR OR CIVIL WAR?

Most people are affected by war. If you are prompted to roll here, you got more directly involved. The outcome differ depending on the ROLE you play. All SOLDIERS must roll on this table during wartime, as well as your usual *Life Path Event* that time period.

PRISON

You can never receive a longer prison sentence than 5 years (which equals a time period in this system).

UNIQUE TABLES FOR YOUR ROLE

Some role-specific *Life Path Events* tables are simple, like when a MEDIUM holds a trance lecture before an audience and roll to determine the audience response.

Often, however, tables are linked together, such as when a BOUNTY HUNTER rolls for BLOOD MONEY. The first table shows *who* is wanted, *how difficult* it is to get hold of the person (gives modifications on the *Outcome table*), and how large the *reward* is if you succeed. You let your result from the first table modify your roll on the *Outcome table*, to determine exactly how it went. It could end up in anything from a total disaster, to you arresting two wanted fugitives at the same time, giving you praise and money..

POSSIBLE OUTCOMES

Most events do not only provide a story, they also affect you in some direct way.

REPUTATION

Both your HONOR and your FAME can be changed.

MONEY

You get money from your SOCIAL BACKGROUND and your ROLE prior to rolling LIFE PATH EVENTS. You can get and lose more money here, but you cannot bet or invest money you do not have to begin with.

The LIFE PATH EVENTS determine the amount of money you have left when the game begins – not the total amount you managed to, for example, steal in a bank robbery. You have spent some over the years.

COOL UNDER FIRE

Violent events can increase your COOL UNDER FIRE, but not above the max level allowed from the start.

WANTED

If you commit a crime or are accused of one despite being innocent, you may get a bounty on your head.

PERMANENT INJURY

Some events can cause lasting physical injuries. We have, however, tried to avoid any excessive injuries.

SIDEKICKS, FOLLOWERS, AND ADMIRERS

If you gain a SIDEKICK, someone has chosen your company, to learn from you, or because it is safer to be many when traveling through the wilderness.

FOLLOWERS, however, are people who look up to you. If you are an AGITATOR, you can get others to join you in your ideology or movement; if you are a PREACHER, you gain a new soul for your congregation.

ADMIRERS are more devoted – basically infatuated – for good or ill. As willing as they are to help you, they can become extremely bitter if they feel slighted in any way.

DEBTS AND FAVORS

If you are INDEBTED to someone when the game begins, it is because you have received help – and are expected to repay the person if they need help in return.

Likewise, you may have helped someone else who then owes you a FAVOR.

TALENTS AND OBSTACLES

Some *Life Path Events* may grant you an additional TALENT or OBSTACLE, such as WANTED, or FINANCIER.

SKILLS (EDUCATION/ HANDICRAFT)

You can learn a new SKILL, often a CRAFT (such as if you were imprisoned or in the army).



★ YOUR ROLE ★

ACTOR

Thank you for all compliments and the wonderful flowers. It's nice to meet someone who really appreciates the great arts. I will keep an eye out for you during this evening's performance.

I hope this will turn out better than when we did Much Ado About Nothing. It almost ended in disaster! Half of the men shouted: Show some legs! The other half threatened to beat the noisy ones to death if they didn't shut up. When that died down poor Charles almost got himself shot. A gold-digger thought he was acting boorish towards me, and since he backed up his opinions with a shotgun aimed at Charles, we had to make some impromptu changes to Shakespeare's script...

ACTOR – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Elementary School COOL UNDER FIRE: 0 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Artistic, Charismatic, Demagogue, Dilettante, Seductive, Silvertongue.
OBSTACLES Compulsive Liar, Coward, Dandy, Impressionable, Superstitious, Wastrel.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – HIGH SCHOOL (100 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	10	EXPERTISE/PHYSICS	5
EXPERTISE/BIOLOGY	5	LANGUAGE/ELECTIVE	5
EXPERTISE/CHEMISTRY	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	10	RELIGION/CHRISTIANITY	10

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
ACROBATICS	10	5	10
ACTING	15	10	15
DANCE	10	10	15
DISGUISE	15	10	15
ELOQUENCE	10	10	15
LANGUAGE/ELECTIVE	10	5	10
MUSIC/ELECTIVE INSTRUMENT	10	5	10
MUSIC/SINGING	10	10	15
RIDE	5	5	10
SLEIGHT OF HAND	10	5	15

WEAPONS PACKAGE	TENDERFOOT (100)	NONE	CAPABLE (200)
ACCURACY/FENCING	10	-	10
ACCURACY/REVOLVER	-	-	5
SPEED/FENCING	-	-	10
DEFENSE	5	-	5

REPUTATION	±0/20	±0/10	±0/40
MONEY	\$50	\$25	\$100

EQUIPMENT

WEAPONS Revolver +20 bullets. Holster.
BELONGINGS 5 books (your choice), pocket watch, wig, mirror, theatre make up, soap, small bag, silver brooch or cufflinks, musical instrument (your choice).
CLOTHING 3 sets of desired clothing.
MOUNT Quarter Horse. Bridle, saddle, saddlebags.



★ ACTOR ★

You have all opportunities to be appreciated and loved by a large audience. If you possess only an ounce of talent you can perform in sold-out theatres. If your talents won't match the size of the stages in the large cities you may always head westwards, where people are starved for culture and may be prepared to pay good money for devoutly listening to everything from tedious monologues and poetry recitals, to operettas and whole plays. For those kinds of performances whole families can attend, not only the most soosed gentlemen in the vicinity.

If you choose to perform in more daring sets, like a variety show, the respectable women stay at home. In return, the male audience is the more excited. Unfortunately, you may come up against their lost interest in the finer nuances of your performance, instead clamoring for more show of skin from the females on stage or to listen to daring jokes. Female actors may become accosted by rough language and cat-calls, but seldom more than that. Male actors risk being met with everything from drawn weapons to a hail of bottles and sundry thrown at them while on stage. The source of displeasure may be the wish for more female attendance on stage to a misguided chivalry that seeks to defend the female performer from the antagonist portrayed by a male counterpart.

These problems remain if you leave the somewhat genteel houses and perform in more daring venues. You won't be surprised to see female companions in the gentlemen's theatre boxes being very familiar indeed, even to the point of drawing the box's curtains mid-play. It's establishments like these that still make your family unable to come around to your choice of profession, no matter how famous and well-received you've become. Acting is not considered something a decent person would get involved in and actors are consequently deemed to be salacious libertines.

If you're not too picky, you can move from one town to another and always find work. Worst case in the form of a song or dance routine at the best saloon. This gives you great freedom to follow your every whim and fancy. However, if you're not already hugely famous it's perhaps not the most lucrative way to utilize your talents.

The more usual way is to become an affiliate to a theatre company, an ensemble or even a carnival or circus. It's safer to travel with several others, which also makes it possible to combine several forms of entertainment, therefore attracting a broad audience. If you stay long at any one location, it's common to set up a few differing shows to be performed at different occasions.

The advantage of cities is that you can do the same show during a long time and continue to draw crowds. You don't have to renew your repertoire all too often, since it will take some time before the ones

that want to see your show have had the chance to buy tickets. Furthermore, you often have your own premises, custom-made for the purpose and complete with your own dressing rooms if you're really lucky. It's altogether more civilized to perform during those circumstances.

The great cities of the East Coast have got the best range, but the nouveau riche cities to the West are not to be underestimated. There are many mining barons that will want to put their town on the map by offering grand entertainment and therefore actively seeking to attract established performers to come and do their thing. Naturally, they offer substantial remuneration for the inconvenience, more so than back East.

You don't need any higher education to become an actor, but it's hard to become successful when illiterate. Most actors are avid readers, both scripts and literature. If you would like to travel the nation with your own troupe, where you are the one running the operation and getting most of the take, you also need a good business sense.

There are loads of situations where your acting skill could prove useful, even when not on stage. All sorts of shady characters, like quacks and charlatans, are in need of people who can do their part in a convincing manner. Less shady persons may also be in need of your talents, like the lawyer who wants to deliver a persuasive closing argument for the jury, or the politician who wants to speak without putting his audience to sleep or ramble on without a distinct theme.

LIVELIHOOD

In the beginning of your career you must forget about the sweet life. Your first sorties won't earn you more than food and shelter for the day – and a chance to show your mettle, to be written about and then be able to show that you've got experience indeed. Then, when you've gotten a foothold, but are doing supportive roles rather than the lead, things are looking better. You are often able to get something like \$75 a month, when hotel rooms, food and costumes are bought and paid for. When you've finally become the Primadonna, the star of the show and the poster name for you company, you have truly succeeded. You get the best hotel rooms available, eat at the best restaurants, wear lavish clothes and get paid \$200 a month or more. It sure is good to be on top.

REPUTATION

REPUTATION is the very life in your line of business. Few things mean more when it comes to what pay and roles you are offered. Every time you are on stage in a new show your REPUTATION increases – how much depends on your role and the size of the audience. If you're then mentioned in newspapers or seen on posters your FAME will increase even more.

LIFE PATH EVENTS FOR ACTORS

1 EXPANSION WEST (PRIOR TO 1861)

1858 a new gold rush begins at Pike's Peak, close to Denver, Colorado. You know there is more gold to be made on entertaining prospectors than most people can even dream of panning during a life time. All the propositions you receive may not be completely decent, but you do not have to accept any of them just because you get an offer. The choice is yours to make.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-05	THE THEATRE BURNS DOWN	-\$75, P. INJURY
06-15	06-10	YOU ARE SHOT ON STAGE	ROLL P. INJURY
16-20	11-20	OFFERED WORK AT A BROTHEL	+\$50
21-30	21-30	YOU LOSE A ROLE TO A RIVAL	ENEMY
31-40	31-40	YOU CAN GAIN A CONTACT ¹	CONTACT
41-50	41-50	ROLL FOR NEW RELATIONSHIP ¹	RELATIONSHIP
51-60	51-60	OFFERED A SHADY GIG BY A ... ²	+\$50
61-75	61-80	YOU GET A ROLE IN A PLAY ^{1,3,5}	+\$50, REP. +1/5
76-90	81-95	ON TOUR IN THE WEST ^{1,4}	+\$75, REP. +2/5
91-00	96-00	GET THE LEAD IN A PLAY ^{1,3,5}	+\$100, REP. +2/10

¹ See separate table on the following page.

² 1-2=Quack, 3-4=Conman, 5-6=Lawyer (to perform as a witness)

³ Perform in: 1=Tent, 2-3=Saloon, 4>Show Boat, 5=Theatre, 6=Opera house

⁴ Perform in: 1=Tent, 2=Shed, 3-4=Dance hall, 5-6=Saloon

⁵ 1-2=Macbeth, 3=Ten Nights in a Bar-Room, 4-6=Uncle Tom's cabin

3 POST WAR (1866-1870)

Plays like *Uncle Tom's Cabin* are performed on stages all over America. One of them, *Black and White*, takes place in Trinidad during the days of slavery in the 1830-ies. Lightweight entertainment like Gilbert's comical operetta *Ages Ago* gets the largest audiences. People with your acting talent are sought after, to perform as witnesses in trials or to help with cons.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	THE THEATRE BURNS DOWN	-\$75, P. INJURY
06-15	06-10	YOU ARE SHOT ON STAGE	ROLL P. INJURY
16-20	11-20	OFFERED WORK AT A BROTHEL	+\$50
21-30	21-30	YOU LOSE A ROLE TO A RIVAL	ENEMY
31-40	31-40	YOU CAN GAIN A CONTACT ¹	CONTACT
41-50	41-50	ROLL FOR NEW RELATIONSHIP ¹	RELATIONSHIP
51-60	51-60	OFFERED A SHADY GIG BY A ... ²	+\$50
61-75	61-80	YOU GET A ROLE IN A PLAY ^{1,3,5}	+\$50, REP. +1/5
76-90	81-95	ON TOUR IN THE WEST ^{1,4}	+\$75, REP. +2/5
91-00	96-00	GET THE LEAD IN A PLAY ^{1,3,5}	+\$100, REP. +2/10

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⁴ Perform in: 1=Tent, 2=Shed, 3-4=Dance hall, 5-6=Saloon

⁵ 1-2=Hamlet, 3-4=Othello, 5=Black and White, 6=Ages Ago

2 CIVIL WAR (1861-1865)

The Civil War dominates everything and people need entertainment amidst the horrors. If you get a role in a play, continue to roll for details. First you decide where you perform, then in what play and finally – on the next page – how it was received. You may even have performed in *Our American Cousin*, the play President Lincoln attended when he was assassinated.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	THE THEATRE BURNS DOWN	-\$75, P. INJURY
06-15	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
16-20	06-10 ²	ENLISTED IN THE ARMY ¹	COOL UNDER FIRE +1
21-30	11-25	YOU GAIN AN ADMIRER	
31-40	26-35	YOU CAN GAIN A CONTACT ¹	CONTACT
41-50	36-45	ROLL FOR NEW RELATIONSHIP ¹	RELATIONSHIP
51-60	46-60	YOU PERFORM AT A HOSPITAL	+\$50
61-80	61-75	YOU GET A ROLE IN A PLAY ^{1,3,5}	+\$50, REP. +1/5
81-95	76-90	ON TOUR IN THE WEST ^{1,4}	+\$75, REP. +2/5
96-00	91-00	GET THE LEAD IN A PLAY ^{1,3,5}	+\$100, REP. +2/10

¹ See separate table on the following page.

² Women can volunteer as spies, smugglers or nurses.

³ Perform in: 1=Tent, 2-3=Saloon, 4=Show Boat, 5=Theatre, 6=Opera house

⁴ Perform in: 1=Tent, 2=Shed, 3-4=Dance hall, 5-6=Saloon

⁵ 1-2=Our American Cousin, 3=Don Juan, 4-6=Julius Caesar

4 THE LONG DEPRESSION (1871-1875)

Not even theatre companies are safe when the nation crashes into a depression. Even the previously lightweight playwright Tom Taylor cease writing comedies like *Our American Cousin* and takes on more heavy set historical dramas like *Joan of Arc* instead. You may also get more shady offers, since the hard times entice more people to try to scam their way to success.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-10	01-05	YOU ARE SHOT ON STAGE	ROLL P. INJURY
11-20	06-15	THEATRE COMPANY IN BANKRUPTCY	-\$75
21-30	16-25	YOU LOSE A ROLE TO A RIVAL	ENEMY
31-35	26-35	YOU GAIN AN ADMIRER	
36-45	36-45	YOU CAN GAIN A CONTACT ¹	CONTACT
46-55	46-55	ROLL FOR NEW RELATIONSHIP ¹	RELATIONSHIP
56-70	56-65	OFFERED A SHADY GIG BY A ... ²	+\$50
71-85	66-80	YOU GET A ROLE IN A PLAY ^{1,3,5}	+\$50, REP. +1/5
86-95	81-90	ON TOUR IN THE WEST ^{1,4}	+\$75, REP. +2/5
96-00	91-00	GET THE LEAD IN A PLAY ^{1,3,5}	+\$100, REP. +2/10

¹ See separate table on the following page.

² 1-2=Quack, 3-4=Conman, 5-6=Lawyer (to perform as a witness)

³ Perform in: 1=Tent, 2-3=Saloon, 4=Show Boat, 5=Theatre, 6=Opera house

⁴ Perform in: 1=Tent, 2=Shed, 3=Dance hall, 4-6=Saloon

⁵ 1-2=Romeo and Juliet, 3-4=Joan of Arc, 5-6=The Wicked World

★ ACTOR ★

RELATIONSHIPS

You stir up many and strong emotions among the people around you. Be careful, though, since unrequited love easily turns into hatred instead...

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY KILLED BY ... ¹	REPUTATION ±0/5
06-15	YOUR LOVER IS KILLED BY SPOUSE	REPUTATION -2/5
16-30	STALKED BY FANATIC ADMIRER ²	REPUTATION ±0/5
31-45	ENVIOUS RIVAL BADMOTHS YOU	REPUTATION -2/5
46-50	FRIEND SAVES YOUR LIFE	FRIEND AND DEBT
51-65	FELLOW ACTOR IN LOVE WITH YOU	GAIN A FRIEND
66-80	SOMEONE... ² PROPOSES TO YOU	MARRIED OR ENEMY
81-90	YOU MAY BECOME A PARENT	CHILD OR ABORTION
91-00	REPORTER CAPTIVATED BY YOU	REP. +5/20

¹ 1=Natives, 2-3=Outlaws, 4=Enemy, 5-6=Disease

² 1=Drifters, 2=Townspeople, 3=Business own, 4-5=Politician, 6=Landown

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay, you can hire them again in game. ENEMIES want to harm you.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	TOWNSPEOPLE ¹	TOWNSPEOPLE ¹	MUSICIAN	(\$25)
06-15	ARTIST	BUSINESS OWNER ¹	ARTIST	(\$25)
16-25	MUSICIAN	REPORTER	DRIVER	(\$50)
26-40	PLAYWRIGHT ²	MANAGER	BARTENDER	(\$50)
41-60	ACTOR	ACTOR	MANAGER	(\$75)
61-75	MANAGER	SALOON KEEPER	REPORTER	(\$75)
76-85	REPORTER	THEATRE OWNER	PLAYWRIGHT ²	(\$100)
86-95	SALOON KEEPER	PREACHER	SALOON KEEPER	(\$125)
96-00	THEATRE OWNER	PLAYWRIGHT ²	THEATRE OWNER	(\$150)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² A playwright writes the plays that are performed on stage.

THE CIVIL WAR

If you were lucky, you got away from the battlefields by touring the camps and perform for the soldiers. If not, many chose to desert rather than die in battle.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
11-25	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
26-40	CAPTURED/IN PRISON CAMP	±0/5	ROLL P. INJURY
41-50	A FRIEND DIES IN YOUR ARMS	±0/3	INHERIT HIP-FLASK
51-75	PERFORM FOR SOLDIERS	+1/5	+\$50
76-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-85	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
86-90	YOU ARE PROMOTED ¹	+1/5	COOL UNDER FIRE +1
91-00	TOUR TO BOOST TROOP MORALE ²	+2/10	CONTACT OFFICER

¹ 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

² You belong to a theatre co., performing for soldiers in the camps.

SIMPLER VENUES (SALOON/TENT/SHED/DANCE HALL)

Out west most shows are performed in saloons, be it in a tent or a brick building. Alcohol is served while you perform and the audience is often rumbustious.

SIMPLER VENUES

D100	EVENT	REP.	RESULT
01-05	VISITOR PRACTICES HIS AIM	-1/5	ROLL P. INJURY
06-20	FISTFIGHT WITH AUDIENCE	-1/5	SCAR
21-30	GET ROBBED ON THE ROAD	±0/5	-\$50
31-45	EGGS & VEGGIES TOSSED ON STAGE	-1/5	-\$25
46-55	A ... ¹ PROPOSES TO YOU	±0/5	MARRY OR ENEMY
56-65	YOU KNOCK DOWN A HECKLER	+1/5	GAIN AN ENEMY
66-80	YOU GET AN INDECENT OFFER ²	±0/5	+\$25
81-95	COINS TOSSED ON STAGE	+2/5	+\$50
96-00	SOLD OUT EVERY NIGHT	+2/10	DOUBLE PAYMENT

¹ 1=Farmer, 2=Laborer, 3=Soldier 4=Drifter, 5-6=Townspeople

² You only get the money if you accept the offer.

THEATRE

The standard varies from music-halls to lavish theatre buildings with lighting and a place for a prompter. The Mississippi Show Boats are included here too.

THEATRE

D100	EVENT	REP.	RESULT
01-05	YOU GET SHOT, BY MISTAKE	-1/5	ROLL P. INJURY
06-15	MANAGER STEALS ALL GAINS ¹	-1/5	GAIN AN ENEMY
16-25	CANCELLED AFTER ONE NIGHT	-1/5	-\$75
26-40	NEWSPAPERS HARSH CRITICS	-2/5	-\$50
41-55	STRUCK BY A BEER BOTTLE	-1/5	SCAR
56-70	NEWSPAPERS LOVE THE PLAY	+2/5	+\$50
71-85	COINS TOSSED UP ON THE STAGE	+2/5	+\$75
86-95	NEVER AN EMPTY SEAT	+2/10	DOUBLE PAYMENT
96-00	A LONG-RUNNING PLAY ²	+2/20	DOUBLE PAYMENT

¹ You lose your entire payment.

² People connect you with it and always want to hear your best line.

OPERA HOUSE

These are luxury theatres with great acoustics, lights and more seats for the audience. Out west, theatres are often called Opera Houses to give a better impression.

OPERA HOUSE

D100	EVENT	REP.	RESULT
01-05	MANAGER STEALS ALL GAINS ¹	-1/5	GAIN AN ENEMY
06-15	ACCIDENT ON STAGE	-1/5	ROLL P. INJURY
16-25	BOOED AND CANCELLED	-1/5	-\$75
26-40	NEWSPAPERS HATE THE PLAY	-1/5	-\$50
41-55	THE OWNER ADORES YOU ²	+1/5	GAIN A FRIEND
56-70	NEWSPAPERS PRAISE YOU	+2/5	+\$50
71-85	YOU GET STANDING OVATIONS	+2/10	+\$75
86-95	SOLD OUT EVERY NIGHT	+2/15	DOUBLE PAYMENT
96-00	GET LEAD NEXT TIME PERIOD	+2/20	DOUBLE PAYMENT

¹ You lose your entire payment.

² You are always welcome to perform at his Opera House.

★ YOUR ROLE ★

AGITATOR



Dearest sisters, the hour of change is upon us. These United States will never live up to their professed greatness and the promises contained in the Declaration of Independence and the Constitution until women are treated as equals and not possessions. Everyone knows who it is who's drinking away the family money and who is making sure there is food on the table. We women ensured this country functioned during the war, while so many men chose the battlefield. Yet women aren't permitted to own land; women aren't permitted to inherit, and there are those who say women should not be permitted to vote. Enough is enough! According to the Constitution, all persons born in this country may vote, so insist upon your rights. We are people, not cattle. Let 1876 be the year women's voices determine the next president!

AGITATOR – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 0 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Charismatic, Demagogue, Dilettante, Judge of Character, Leader, Silver Tongue.
OBSTACLES Arch Nemesis, Code of Honor, Fanatic, Incorruptible, Loyal, Pacifist.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
CRAFT/ELECTIVE	15	10	15
DEAL	10	10	10
DRIVE/CARRIAGE	5	-	10
ELOQUENCE	15	10	15
EXPERTISE/POLITICS	15	10	15
FIRST AID	5	5	15
INFILTRATE	10	5	15
LAW/CIVIL	5	5	10
LEADERSHIP	10	5	15
ORGANIZATION/ELECTIVE	15	10	15
RIDE	10	5	10

WEAPONS PACKAGE	TENDERFOOT (100)	GREENHORN (50)	CAPABLE (200)
ACCURACY/FIGHTING	10	5	10
ACCURACY/REVOLVER	-	-	5
SPEED/FIGHTING	-	-	5
DEFENSE	5	5	10

REPUTATION	±0/25	±0/5	±0/50
MONEY	\$75	\$50	\$150

EQUIPMENT

WEAPONS Knife or derringer +20 bullets.
BELONGINGS Razor blade or hairbrush and makeup, mirror, pocket watch.
CLOTHING Suit/Dress plus a spare set of desired clothing.
 MOUNT Quarter Horse. Bridle, saddle.

★ AGITATOR ★

The distinguishing feature of an agitator is the ability to speak compellingly and convincingly, both in small groups and in front of large audiences. An agitator creates confidence and inspires their audience's passion and engagement, where the goal is to persuade listeners to not just speak out but to act. It could be to get miners to go on strike for higher wages and better safety measures, or to get teetotalers to blockade saloons. The goal can even be to get the activists who are weary and disillusioned by the meagre results of their peaceful protests to instead perform some act of sabotage. The ability to awaken such passions and organize activities in this way often turns the agitator into an unofficial leader in the community, even if he or she has no formal position of power, unlike for example politicians, factory owners, or even priests. You may, however, gain a team of engaged sidekicks to participate in all the activities you organize.

Most agitators are driven by a strong and genuine passion – usually for those who do not fare well in society. Times are changing quickly and there are many injustices abound to react to or protest against.

- The First Nations face a war or extermination. The reservations are horrible and almost no agreements are honored by Washington. An increasing number of abolitionists and activists, especially on the East coast, try to change all this.
- Black people's rights are trampled in the dirt. Slavery is abolished and black people's civil rights have been granted, but they are not protected from white racists prepared to use violence to prevent them from voting, or force them to work under slave-like conditions.
- The widespread alcoholism destroys many lives, of the afflicted and all those close to them.
- Women lack many of the rights men take for granted – not least of which is the right to vote (everywhere in the country except Wyoming).
- The Long Depression has left many laborers working longer hours with less pay.
- The railway companies and other intermediaries often charge farmers and other poor people scandalous amounts for transportation.
- Large ranch owners try to drive off settlers and sheep farmers from "their" open prairies.
- In the larger cities, poverty and misery are heart-breaking. Diseases and malnutrition cost lives.
- Unscrupulous robber barons are everywhere, with few laws to effectively rein them in.

An increasing resentment is burning in people, and more and more are fighting for change. This organized dissatisfaction frightens the men in charge. They do not want their power or wealth threatened. Many are prepared to take drastic steps to keep everything they have. They are no strangers to violence, but

when enough people organize and word about that organization gets out, even violence will no longer help them. Public opinion and pressure is too strong to withstand. Therefore, someone with the talents and skills of an agitator, but who does not share the ideals of for instance the emerging worker movement, will do well as a provocateur.

For compensation, or by their own conviction, these people join organizations to report what their members say and do, try to convince others to change their minds, or even go out of their way to see to it that the organization does something really stupid (something illegal they can be arrested for, or things that cause it to lose societal support). This may sound simple, but it is difficult to associate with people and pretend to be their friend, and then stab them in the back. Perhaps you gain relationships with those you infiltrate, and that makes it harder to betray them, or maybe your own values gradually shift and begin to mirror theirs.

Whatever your views, you are seldom bored as an agitator. You are often traveling to spread your message or found new subdivisions of the organization you represent. Many associations are based on groups like the Freemasons, the secret society that has most attracted new members through the years.

Common to most organizations that belong to the reform movement is that everyone is welcome regardless of gender or ethnicity.

LIVELIHOOD

There is rarely any fortune to earn when fighting for ideals. Unlike many others who go out on lecture tours, you want as many people as possible to hear what you have to say even if you do not get paid. You are happy if you can get the organization you represent to foot the bill. Sometimes, you receive donations from listeners who want to help you spread the message. Some take advantage of this to live the good life, while others make sure to put all contributions to use by doing more than they could before. It helps if you and your family were well off from the start. Otherwise, you might need to find some other means to earn some money. The worker movement's agitators often take work in places where they want to improve conditions. If you are an employed provocateur, you can earn \$100 a month, or get bonuses for results.

REPUTATION

Your REPUTATION is based on how well you convince others about your cause. You can spread the message at meetings, discussion groups and in newspapers. How you are described by others often depends on the political leanings of, say, the newspaper owner. One who is positively inclined toward you will give you good press, while someone connected to opposing interests may try to demonize everything you do.

LIFE PATH EVENTS FOR AGITATORS

1 EXPANSION WEST (PRIOR TO 1861)

In 1858, gold is found at Pike's Peak, near Denver, Colorado, enticing many adventurers to make their way there. Slavery is the main political issue and abolitionists are becoming ever more active. The bravest among them participate in the Underground Railroad, helping slaves flee North to freedom. Some former slaves travel all the way to Canada in order to be and feel safe. The temperance movement is expanding its influence, as is the suffragette movement.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-05	ASSASSINATION ATTEMPT BY OPPONENT	P. INJURY
06-10	06-10	ON TRIAL ¹	REPUTATION -1/5
11-15	11-15	YOU CAN GAIN A CONTACT ²	CONTACT
16-25	16-25	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
26-35	26-35	YOU GAIN A NEW FOLLOWER ³	
36-45	36-45	BRIBED TO KEEP QUIET	+\$75 OR ENEMY
46-60	46-55	GOLD RUSH IN COLORADO ⁴	+\$75
61-65	56-65	HELP SLAVES ESCAPE/TURN IN FUGITIVE	FRIEND/ENEMY
66-70	66-70	YOU RECEIVE A DONATION	+\$100
71-00	71-00	YOU ORGANIZE A LARGE MEETING ²	

1 1-2=Prison², 3-5=Fined \$50, 6=Acquitted

2 See separate table on the following page.

3 1=Farmer, 2=Laborer, 3=Drifter, 4-5=Townspeople, 6=Business Owner

4 1-2=Inflammatory speech, 3-4=Negotiate deal, 5-6=Find gold

3 POST WAR (1866-1870)

After the war, the South is occupied by Northern troops, who gradually relinquish control to the states once they accept black men's right to vote. Resentment is high as former confederate troops create racist networks that terrorize those who dare oppose them and black people. Increasing numbers of abolitionists fight for the Natives now that slavery is abolished. You can travel by train across the entire continent.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	ROBBED BY FAKE FOLLOWER	-\$100
06-15	06-10	BEATEN BY LAWMAN	ROLL P. INJURY
16-20	11-15	INFILTRATOR PLANTS FALSE EVIDENCE	PRISON ¹
21-25	16-20	ON TRIAL ²	REPUTATION -1/5
26-35	21-30	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
36-45	31-40	YOU GAIN A NEW FOLLOWER ³	
46-50	41-50	INVITED TO SPEAK	+\$50, CONTACT
51-55	51-55	BRIBED TO KEEP QUIET	+\$75 OR ENEMY
56-60	56-60	YOU RECEIVE A DONATION	+\$100
61-00	61-00	YOU ORGANIZE A LARGE MEETING ¹	

1 See separate table on the following page.

2 1-2=Prison¹, 3-5=Fined \$50, 6=Acquitted

3 1=Farmer, 2=Soldier, 3=Laborer, 4-5=Drifter, 6=Townspeople

2 CIVIL WAR (1861-1865)

Women are not permitted to be soldiers during the Civil War. Female characters who enlist in the army must be disguised as men, or take missions as spies or smugglers, or possibly tackle the duties of nurses. Not all battles take place on the battlefield. Propaganda for and against the war is becoming increasingly important. The most brutal protest takes place in New York, during the Draft Riots. Following this, many black people make their way north to Harlem.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	ROBBED BY FAKE FOLLOWER	-\$100
06-15	06-15	ON TRIAL ¹	REPUTATION -1/5
16-25	-	DRAFTED INTO THE ARMY ²	COOL UNDER FIRE +1
26-30	16-20 ³	YOU JOIN A GUERRILLA ²	COOL UNDER FIRE +1
31-35	21-25 ³	ENLISTED IN THE ARMY ²	COOL UNDER FIRE +1
36-40	26-35	YOU CAN GAIN A CONTACT ²	CONTACT
41-50	36-45	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
51-60	46-60	YOU GAIN A NEW FOLLOWER ⁴	
61-65	61-65	YOU RECEIVE A DONATION	+\$100
66-00	66-00	YOU ORGANIZE A LARGE MEETING ²	

1 1-2=Prison², 3-5=Fined \$50, 6=Acquitted

2 See separate table on the next page. Guerrillas also roll on CIVIL WAR.

3 Women can volunteer as spies, smugglers or nurses.

4 1=Farmer, 2-3=Soldier, 4=Laborer, 5=Drifter, 6=Townspeople

4 THE LONG DEPRESSION (1871-1875)

Northern Pacific, a transcontinental railway company, files for bankruptcy. This leads to the market crashing, and bankruptcies spread, putting the country into a deep economic depression. Continuing lowered wages cause workers to organize. Fear of Communism is growing, which the Pinkerton Detective Agency is taking lucrative advantage of. Victoria Woodhull is the first woman who runs for president of the United States.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-05	ROBBED BY FAKE FOLLOWER	-\$100
06-15	06-10	ASSASSINATION ATTEMPT BY OPPONENT	P. INJURY
16-25	11-15	INFILTRATOR PLANTS FALSE EVIDENCE	PRISON ¹
26-30	16-20	ON TRIAL ²	REPUTATION -1/5
31-40	21-30	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
41-50	31-45	YOU GAIN A NEW FOLLOWER ³	
51-55	46-55	INVITED TO SPEAK	+\$50, CONTACT
56-60	56-60	BRIBED TO KEEP QUIET	+\$75 OR ENEMY
61-65	61-65	YOU RECEIVE A DONATION	+\$100
66-00	66-00	YOU ORGANIZE A LARGE MEETING ¹	

1 See separate table on the following page.

2 1-2=Prison¹, 3-5=Fined \$50, 6=Acquitted

3 1=Farmer, 2=Soldier, 3=Laborer, 4-5=Drifter, 6=Townspeople

★ AGITATOR ★

RELATIONSHIPS

Life is more than incendiary speeches and politics, such as family. The love and respect of your followers can turn to hate if you refuse to help them.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY MEMBER KILLED BY ... ¹	REPUTATION ±0/5
11-20	CHILD/CHILDREN DIES IN EPIDEMIC ²	1b6 DEAD CHILDREN
21-30	SPOUSE IMPRISONED	1b6 YEARS
31-40	SPOUSE LEAVES YOU	REPUTATION -1/5
41-50	FOLLOWER IN TROUBLE WITH THE LAW	-\$75 OR DEFLECTION
51-60	ENEMY SAVES YOUR LIFE	YOU ARE INDEBTED
61-75	YOU CAN GET MARRIED	GAIN A FRIEND
76-90	YOU CAN HAVE CHILDREN	1b6 CHILDREN
91-00	YOU SAVE SOMEBODY'S LIFE	GAIN A FRIEND

¹ 1=Mob, 2=Lawman, 3-4=Pinkerton, 5-6=Opponent/Dissident

² 1=Diphtheria, 2=Smallpox, 3=Yellow Fever, 4=Typhoid Fever, 5-6=Cholera

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	TOWNSPEOPLE ¹	EDITOR	DRIVER	(\$20)
06-15	OFFICER ¹	INDUSTRIALIST ¹	MUSICIAN	(\$30)
16-25	BUSINESS OWNER ¹	LANDOWNER ¹	ACTOR	(\$40)
26-40	DRIFTER ¹	LAWMAN	TEACHER	(\$50)
41-60	AGITATOR	POLITICIAN ¹	REPORTER	(\$75)
61-75	REPORTER	REPORTER	LAWMAN	(\$100)
76-85	LAWMAN	PREACHER	MAYOR	(\$125)
86-95	POLITICIAN ¹	AGITATOR	EDITOR	(\$150)
96-00	EDITOR	JUDGE	POLITICIAN ¹	(\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

THE CIVIL WAR

Brothers-in-arms are often friends for life. Many desert to flee the madness, sometimes before, sometimes after questioning a commanding officer's insane orders.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-15	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
16-25	YOU DESERT	-2/5	WANTED \$30
26-35	IN PRISON CAMP	±0/5	ROLL P. INJURY
36-50	YOU GAIN A NEW FOLLOWER ¹	-	SEE FOOTNOTE
51-70	QUESTION COMMANDING OFFICER	-1/5	GAIN AN ENEMY
71-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
96-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Farmer, 2-3=Laborer, 4=Drifter, 5=Townspeople, 6=Business Owner

² 1=Corporal, 2=Sergeant, 3=First Sergeant,

4=Second Lieutenant, 5=Lieutenant, 6=Captain

LARGE MEETING

When you arrange a public meeting, a CONFLICT may arise. If so, roll on the *Conflict table* below and let any MOD. you got in this table affect your next roll.

LARGE MEETING

D100	EVENT	REP.	MOD.
01-15	YOU GET INTO CONFLICT WITH ... ¹	-	-10
16-30	CONFLICT WITH OPPONENTS	-	+10
31-40	NEGATIVE NEWSPAPER ARTICLE	-2/10	-
41-50	BOOED BY THE CROWD	-1/5	-
51-60	CHEERED BY THE CROWD	+1/5	-
61-70	POSITIVE NEWSPAPER ARTICLE	+2/10	-
71-80	YOU GAIN A NEW FOLLOWER ²	±0/5	-
81-90	YOU GAIN 2 FOLLOWERS ²	±0/5	-
91-00	YOU GAIN THE TALENT FINANCIER	±0/5	-

¹ 1-2=Soldiers, 3=Pinkertons, 4-6=Lawmen

² 1=Farmer, 2=Soldier, 3=Laborer, 4-5=Drifter, 6=Townspeople

CONFFLICT

If tensions are too high, there is risk for violence or that you get imprisoned. If you do, roll on the *Prison table* next. You may also be able to calm the situation.

CONFFLICT

D100	EVENT	REP.	RESULT
01-05	YOU KILL AN ... ¹ AND ESCAPE	-3/5	WANTED, ENEMY
06-20	ARRESTED AND IMPRISONED	±0/5	SEE PRISON TABLE
21-35	YOU GET BEATEN	±0/5	ROLL P. INJURY
36-50	YOU WOUND AN OPPONENT	-1/5	GAIN AN ENEMY
51-60	YOU ESCAPE A LYNCH MOB	-1/5	GAIN AN ENEMY
61-75	YOU ARE ARRESTED AND FINED	-1/5	FINES \$50
76-85	YOU ARE DRIVEN OUT OF TOWN	-1/5	-
86-90	ROTEN EGGS AND CABBAGE	-1/5	-
91-00	YOU AVERT THE CONFLICT	+1/5	DONATION +\$50

¹ 1-4=Opponent (\$100), 5=Pinkerton (\$250), 6=Lawman (\$250).

PRISON

Your time in prison was no bed of roses, but hopefully you learned something while you were there, or made a new FRIEND or gained a FOLLOWER.

PRISON

D100	EVENT	REP.	RESULT
01-10	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
11-20	DECLINED HEALTH ²	-	SEE FOOTNOTE
21-30	YOU START A RIOT	-1/5	ROLL P. INJURY
31-45	YOU GAIN A FREE CONTACT	-	GAIN A CONTACT
46-60	YOU LEARN A NEW LANGUAGE	-	PRACTICE 5
61-70	YOU LEARN A CRAFT	-	PRACTICE 10
71-85	YOU GAIN 2 FOLLOWERS ³	+1/5	SEE FOOTNOTE
86-95	YOU SAVE A PRISONER'S LIFE	±0/5	GAIN A FRIEND
96-00	YOU ESCAPE	-1/5	WANTED FOR \$100

¹ 1=Judge, 2=Warden, 3-4=Guard, 5-6=Another prisoner

² 1=TBC, 2=Smallpox, 3=Malaria 4=Typhoid fever, 5-6= Cholera

³ 1=Murderer, 2=Counterfeiter, 3=Thief, 4-5=Conman, 6=Guard

★ YOUR ROLE ★

APACHE

San Carlos? Never. There's no place worse than that. The only good thing is that the Indian Agent, Clum, keeps the army away from the reservation, but that's cold comfort. They force all Apache tribes to go there now, though the Western Apache have been there the longest. It is too small and too crowded, with no wildlife for hunting and no land to farm. All it has to offer is hot days, cold nights, disease and poverty. The white man promised us we could stay in our mountains if we kept the peace. Now Cochise is dead and they have broken their promise. We did not; we have only made raids into Mexico. They want me in San Carlos so bad, they will have to find me first. If they can.

APACHE – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Apache/Indian School COOL UNDER FIRE: 2 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS	Bloodhound, Card Sharp, Demagogue, Eagle Eye, Frontiersman, Night Vision
OBSTACLES	Arch Nemesis, Half-Breed, Loyal, Oppressed, Reckless, Superstitious

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – APACHE UPBRINGING (150 POINTS)

ARITHMETIC	10	EXPERTISE/GEOGRAPHY	10	LANGUAGE/ENGLISH	5
CRAFT/ELECTIVE	5	EXPERTISE/HISTORY	10	RELIGION/APACHE	10
ETIQUETTE	5	EXP./MEXICAN CULTURE	5	SURVIVAL/MOUNTAINS	10
EXPERTISE/BIOLOGY	10	EXP./WHITE CULTURE	5	SURVIVAL/DESERT	10

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
ACROBATICS	5	-	10
DANCE	5	5	10
ELOQUENCE	5	5	5
EXPERTISE/LEGENDS	-	-	10
GAME/CARDS	5	5	5
HUNT/FISH	5	5	10
MIMICRY	5	-	10
RIDE	5	5	10
SCOUT	10	5	10
STEALTH	10	5	15
TRACK	5	5	10
WEATHER LORE	-	-	5

WEAPONS PACKAGE	ACCOMPLISHED (250)	GREENHORN (50)	SEASONED (350)
ACCURACY/RIFLE	10	5	10
ACCURACY/FIGHTING	10	5	10
ACCURACY/ARCHERY	5	-	5
SPEED/RIFLE	5	-	10
SPEED/FIGHTING	5	-	10
DEFENSE	5	-	5

REPUTATION	±0/15	±0/5	±0/25
HORSES	2	1	3

EQUIPMENT

WEAPONS	Short bow with quiver and 20 arrows, rifle +20 bullets, knife, tomahawk.
BELONGINGS	Medicine pouch, waterskin.
CLOTHING	One set of clothing of your choice.
MOUNT	Appaloosa or mustang. Bridle, blanket.

★ APACHE ★

The Apache, feared and notorious guerilla warriors, are masters at hiding themselves in the terrain and when they strike, it is quick and merciless. They are a constant threat to the settlers in southeast Arizona, southwest New Mexico, and northern Mexico. Since the death of Chiricahua Apache Chief Cochise unrest has grown. Young warriors make raids into Mexico to show their courage and ability to lead. Simultaneously, prospectors search for gold and silver in the mountains granted to the Chiricahua. They would rather forget past agreements and gather all Natives onto the San Carlos reservation in Arizona. It is just a matter of time before even the Chiricahua are forced to go there.

The Indian Agent, John Clum, has a good rapport with the West Apache and keeps the army away from the reservation. The West Apache maintain order on the reservation with their own police under Clum's command. Many Apache wish they were somewhere else, since they were forced here against their will. Many Chiricahua, among them Geronimo, have decided to refuse to be moved to San Carlos. The time of peace is nearing its end, and the shadow of war will soon blot out the skies of Arizona.

A number of Apache warriors on the reservation have lost their will to resist and turned to drink, while others maintain their pride by joining the reservation's Indian police, or aiding the army as a scout – often to track down other Apache.

The Apache divide themselves into tribes, groups, and extended families. During winter camps, raids and wars, the entire group works together. However, it is the extended family that is the basis for everyday life. The various Apache tribes are primarily divided according to where they live. The different tribes' lives depend greatly on nature, their immediate surroundings and the geography where they dwell. The tribes are usually listed as Arizona's western tribe (the West Apache), the Chiricahua, the Mescalero, the Jicarilla, the Lipan, and the Kiowa. Many West Apache have elected to become scouts. Their dealings with the white man have caused the Chiricahua Apache to call them *Biniedine*, meaning "*people with no sense*."

The size of different groups varies. Extended families cooperate in groups where they have confidence in the leaders. If he shows poor judgment, they may go to another group instead. A good leader is characterized by their courage in battle, the generosity toward those in need, their eloquence and their religious leadership in performing and directing religious ceremonies.

It can be difficult to play a lone Apache in a campaign where everyone else fits in more naturally with the American society that is taking hold. The Apache are perceived with fear and repulsion by most civilians. In spite of this, many of the army's best scouts in Arizona and New Mexico are Apache, and there are even exceptions in more rural areas where an

Apache might become part of the white people's community. In the larger cities on the east coast, if you can withstand the smells and the crowds, you can probably live there in relative freedom. You would be perceived as exciting and potentially dangerous. Being a part of a circus or Wild West show also works well. Otherwise, you can make use of some disguise, perhaps as a Mexican, if you want to blend in more easily during a longer campaign.

If you play a campaign where all or most of the group are Apache, the gray misery of the reservation stands at great contrast to a life of freedom – despite being hunted by the army on both sides of the border.

The Apache often have a practical and results-oriented outlook. The survival of the extended family and the group is valued above all. Most Apache identify more with their group than with the tribe as a whole.

Integrity, courage, honesty, generosity and eloquence are highly valued traits. A good compelling storyteller is always popular. The violent romanticized war stories of the prairie tribes are nothing for the Apache. They do not understand the concept of counting coup on their enemies – why take unnecessary risks in battle just to humiliate your opponent?

The Apache differentiate between *raids* and *wars*. When you are out on a raid, the goal is to quietly and imperceptibly lay claim to horses and other necessities the group has need of. Only a daft idiot would use such a mission to injure an opponent. The warriors instead hurry back to the group's new campsite. (The old sites are always taken down before they leave so that no one can use their tracks to find the new unprotected site.) War, on the other hand, is about retaliation – if someone has killed a friend, for example, the group must exact a bloody revenge.

As an Apache, it is completely right to constantly practice your talents and compete against your peers. Go ahead and play cards and make bets about everything. Tell tall tales of all your successes on the hunt, how exciting it was escaping from the latest raids, and what kinds of fantastic visions you have had.

LIVELIHOOD

If you live in freedom, you get what you need through hunting and raids, though Apache seldom collect very many material objects – they are an impracticality for nomads. Scouts or circus artists receive a salary, but seldom more than food and 20 dollars a month. On the reservation, you get what you have been allotted, which is seldom enough to go to sleep on a full stomach.

REPUTATION

Among the Apache, you can become known for courage, generosity, and being a good speaker. If the white man can differentiate one Apache from another, it is dependent on how many white people you have killed.

LIFE PATH EVENTS FOR APACHES

1 EXPANSION WEST (PRIOR TO 1861)

More white people are enticed west in search of gold, or land to farm or raise livestock on. No matter what brought them to your lands, death follows in their footsteps in the form of epidemics and massacres. Worst are the scalp hunters who pretend to be your friend, only to then murder everyone in the camp. Mexicans and Apache are sworn enemies. The blue-coats soon demonstrate that they are just as bad.

LIFE PATH EVENTS - PRIOR TO 1861

D100	EVENT	
01-10	YOU ARE SCALPED BY ... ¹	SCALPED, REPUTATION -2/5
11-20	WOUNDED IN BATTLE WITH ... ¹	ROLL PERMANENT INJURY
21-30	YOU CAN GAIN A CONTACT ²	CONTACT
31-40	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
41-45	YOU LOSE ... ³ ON A GAME	REPUTATION -1/5
46-50	YOU WIN ... ³ ON A GAME	REPUTATION +1/5
51-60	YOU SEE TOTEM ANIMAL IN A VISION ⁴	REPUTATION +1/5
61-75	WAR AGAINST ... ^{1,2}	COOL UNDER FIRE +1
76-85	ENCOUNTER WITH WHITE MEN ²	REPUTATION ±0/5
86-00	PARTICIPATE IN RAID AGAINST ... ^{1,2}	REPUTATION ±0/5

1 1-2=Scalp hunters, 3-4=Mexicans, 5-Soldiers, 6=Prospectors

2 See separate table on the following page.

3 1=Knife, 2=Tomahawk, 3=Short bow, 4=Revolver, 5=Rifle, 6=Horse

4 1=Snake, 2=Coyote, 3=Raven, 4=Crow, 5=Horse, 6=Eagle

3 POST WAR (1866-1870)

Even though the white men's war is over, they want to keep all Natives at reservations. Those who stay peaceful are rewarded with food and boredom. Many braves chose to work as scouts for the bluecoats, tracking Apache from other tribes than their own. The Western Apache are the ones who are most cooperative with the white man, and many of them are scouts. The Chiricahua are best at maintaining their independence.

LIFE PATH EVENTS - 1866-1870

D100	EVENT	
01-05	YOU ARE SCALPED BY ... ¹	SCALPED, REPUTATION -2/5
06-15	FORCED ONTO THE RESERVATION ²	REPUTATION -1/5
16-25	YOU CAN GAIN A CONTACT ²	CONTACT
26-35	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
36-40	YOU LOSE ... ³ ON A GAME	REPUTATION -1/5
41-45	YOU WIN ... ³ ON A GAME	REPUTATION +1/5
46-55	YOU SEE TOTEM ANIMAL IN A VISION ⁴	REPUTATION +1/5
56-75	WAR AGAINST ... ^{1,2}	COOL UNDER FIRE +1
76-85	ENCOUNTER WITH WHITE MEN ²	REPUTATION ±0/5
86-00	PARTICIPATE IN RAID AGAINST ... ^{1,2}	REPUTATION ±0/5

1 1=Scalp hunters, 2-3=Mexicans, 4-5=Soldiers, 6=Prospectors

2 See separate table on the following page.

3 1=Knife, 2=Tomahawk, 3=Short bow, 4=Revolver, 5=Rifle, 6=Horse

4 1-3=Squaw [FRIEND], new wifel, 4-5=Brave [FRIEND], 6=War Chief[FRIEND]

2 CIVIL WAR (1861-1865)

While the white people are busy with their Civil War, they try to force you onto the Bosque Redondo reservation in New Mexico. Most Apache manage to avoid their machinations by staying in Arizona's rugged mountain terrain, or crossing the border into Mexico. Settlers pay the price when soldiers attack you. You increase your raiding, both in numbers and violence. Bloodstained conflicts get more common in Apacheria.

LIFE PATH EVENTS - 1861-1865

D100	EVENT	
01-05	YOU ARE SHOT BY ... ¹	ROLL PERMANENT INJURY
06-15	FORCED ONTO THE RESERVATION ²	REPUTATION -1/5
16-25	YOU CAN GAIN A CONTACT ²	CONTACT
26-35	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
36-40	YOU LOSE ... ³ ON A GAME	REPUTATION -1/5
41-45	YOU WIN ... ³ ON A GAME	REPUTATION +1/5
46-55	YOU SEE TOTEM ANIMAL IN A VISION ⁴	REPUTATION +1/5
56-70	WAR AGAINST ... ^{1,2}	COOL UNDER FIRE +1
71-80	ENCOUNTER WITH WHITE MEN ²	REPUTATION ±0/5
81-00	PARTICIPATE IN RAID AGAINST ... ^{1,2}	REPUTATION ±0/5

1 1=Scalp hunters, 2-3=Mexicans, 4=Soldiers, 5-6=Prospectors

2 See separate table on the following page.

3 1=Knife, 2=Tomahawk, 3=Short bow, 4=Revolver, 5=Rifle, 6=Horse

4 1=Snake, 2=Coyote, 3=Raven, 4=Crow, 5=Horse, 6=Eagle

4 THE LONG DEPRESSION (1871-1875)

Cochise and General Howard negotiate a peace in 1872, where the Chiricahua Apache maintain their right to their own lands as a reservation. After Cochise dies in 1874, peace becomes fragile. Chiricahuas will be forced to the San Carlos reservation in Arizona, where the Western Apache are already in charge as Indian police under the leadership of Indian Agent Clum. Many refuse to move and take up arms instead.

LIFE PATH EVENTS - 1871-1875

D100	EVENT	
01-15	FORCED ONTO THE RESERVATION ¹	REPUTATION -1/5
16-25	WOUNDED IN BATTLE WITH ... ²	ROLL PERMANENT INJURY
26-35	YOU CAN GAIN A CONTACT ¹	CONTACT
36-45	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
46-50	YOU GIVE AWAY A HORSE -1 HORSE, REPUTATION +2/5	
51-55	YOU SEE TOTEM ANIMAL IN A VISION ³	REPUTATION +1/5
56-60	YOU SAVE ... ⁴ FROM SOLDIERS +1 HORSE, REPUTATION +2/5	
61-70	WAR AGAINST ... ^{2,1}	COOL UNDER FIRE +1
71-80	ENCOUNTER WITH WHITE MEN ¹	REPUTATION ±0/5
81-00	PARTICIPATE IN RAID AGAINST ... ^{2,1}	REPUTATION ±0/5

1 See separate table on the following page.

2 1=Scalp hunters, 2=Mexicans, 3-4=Soldiers, 5-6=Prospectors

3 1=Knife, 2=Tomahawk, 3=Short bow, 4=Revolver, 5=Rifle, 6=Horse

4 1-3=Squaw [FRIEND], new wifel, 4-5=Brave [FRIEND], 6=War Chief[FRIEND]

★ APACHE ★

RELATIONSHIPS

Here you find important events that can affect you and your loved ones. You can build a family, make friends and enemies – even among the white people.

RELATIONSHIPS

D100	EVENT	RESULT
01-15	FAMILY KILLED BY ... ¹	REPUTATION ±0/5
16-25	YOUR SPOUSE DIES IN AN EPIDEMIC	REPUTATION ±0/5
26-35	FAMILY ABDUCTED BY ... ¹	REPUTATION -1/5
36-40	YOU ABDUCT YOUR FUTURE SPOUSE ²	GAIN AN ENEMY
41-50	BRAVE SAVES YOUR LIFE	YOU ARE INDEBTED
51-70	YOU PAY A DOWRY FOR YOUR SPOUSE ³	-1d6 HORSES
71-85	YOU CAN HAVE CHILDREN	1d6 CHILDREN
86-95	YOU SAVE THE LIFE OF A BRAVE	GAIN A FRIEND
96-00	BLOOD BROTHERS WITH A GRINGO	GAIN A FRIEND

¹ 1-2=Soldiers, 3=Scalp hunters, 4=White people, 5-6=Mexicans

² 1-2=Mexican, 3-4=White, 5=Black, 6=Native from another tribe.

³ You gain an ENEMY if you refuse.

ENCOUNTER WITH WHITE MEN

Most relationships between white people and Natives revolves around raids and battle, but there is also trade and a few rare friendships as well.

ENCOUNTER WITH WHITE MEN

D100	EVENT	REP.	RESULT
01-10	SOLDIERS ATTACK CAMP	-1/5	1d20 DEAD
11-20	AMBUSHED BY ... ¹	-1/5	1d6 DEAD
21-30	YOU ARE WOUNDED IN BATTLE ¹	±0/5	ROLL P. INJURY
31-40	CAPTURED, BUT ESCAPE ¹	+1/5	ROLL P. INJURY
41-55	YOU KILL AN ENEMY ¹	+1/5	GAIN AN ENEMY
56-65	YOU TAKE A PRISONER ¹	+1/5	GAIN AN ENEMY
66-80	YOU TRADE ... ² WITH ... ¹	±0/2	GAIN A CONTACT
81-90	YOU SAVE ... ¹ FROM ... ³	+2/5	GAIN A FRIEND
91-00	SAVE THE LIFE OF A BRAVE	+2/10	GAIN A FRIEND

¹ 1-2=Soldiers, 3=Scalp hunters, 4=Hunters, 5=Mexicans, 6=Settlers

² 1=Firewater, 2=Blankets, 3=Axes, 4=Mirrors, 5=Revolvers, 6=Rifles

³ 1-3=Dying of thirst, 4=Predators, 5=White people, 6=Hostile tribe

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while **CONTACTS** want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	SCOUT	LANDOWNER ¹	SOLDIER ¹ (1 HORSE)
06-15	HUNTER	INDIAN AGENT ¹	DRIVER (1 HORSE)
16-25	SETTLER	SOLDIER ¹	SETTLER (1 HORSE)
26-40	RENEGADE	BRAVE	TEACHER (1 HORSE)
41-60	BRAVE	OFFICER ¹	SCOUT (2 HORSES)
61-75	WAR LEADER	HUNTER	HUNTER (2 HORSES)
76-85	SHAMAN	SETTLER	MERCHANT (2 HORSES)
86-95	WAR LEADER	RENEGADE	OFFICER ¹ (3 HORSES)
96-00	CHIEF	SCOUT	POLITICIAN ¹ (3 HORSES)

¹ Use the Occupation-tables at Social Background for more details.

WAR

If you lead warriors to their deaths, you will lose your leadership position (one step, such as from War Chief to War Leader). Courage and success wins respect.

WAR

D100	EVENT	REP.	RESULT
01-05	YOU RIDE INTO AN AMBUSH	-3/5	1d6 DEAD
06-15	BRAVES GET KILLED	-2/5	-
16-25	DISHONORED DURING BATTLE	-1/5	-
26-40	WOUNDED IN BATTLE	+1/5	ROLL P. INJURY
41-60	YOU KILL AN ENEMY	+1/5	GAIN AN ENEMY
61-75	YOU TAKE AN ENEMY PRISONER	+1/5	GAIN AN ENEMY
76-85	SAVE THE LIFE OF A WARRIOR ¹	+3/5	GAIN A FRIEND
86-95	YOU TAKE HORSES AND RIFLES ¹	+3/10	1d6 OF EACH
96-00	YOU KILL SEVERAL ENEMIES ^{1,2}	+1/5	GAIN AN ENEMY

¹ Chosen as War Leader (alt. War Chief if you are already War Leader).

² You kill 1d6 ENEMIES. For each ENEMY, you gain REPUTATION +1/5.

RAID

The goal of a raid is to get necessary supplies, and preferably without anyone noticing anything has happened before you are long gone.

RAID

D100	EVENT	REP.	RESULT
01-05	ENEMIES FOLLOW YOU TO CAMP	-5/10	1d20 DEAD
06-15	YOU RIDE INTO AN AMBUSH	-3/5	1d6 DEAD
16-20	FAILED RAID	-1/5	NO BOOTY
21-30	YOU ARE WOUNDED	±0/5	ROLL P. INJURY
31-45	YOU KILL AN ENEMY DURING RAID	+1/5	1d6 LIVESTOCK
46-65	SUCCESSFUL LIVESTOCK-RAID ¹	+2/5	2d20 LIVESTOCK
66-80	SUCCESSFUL GUN-RAID ¹	+2/5	1d6 RIFLES
81-95	SUCCESSFUL HORSE-RAID ¹	+2/5	1d6 HORSES
96-00	SUCCESSFUL GUN & HORSE-RAID ¹	+3/10	1d6 OF EACH

¹ Elected War Leader (alt. War Chief if you are already a War Leader).

RESERVATION

When Apaches make peace, they are forced onto reservations. During the Civil War, Bosque Redondo is the worst, but San Carlos is starting to take on that role.

RESERVATION

D100	EVENT	REP.	RESULT
01-10	YOU START DRINKING	-1/5	OBSTACLE DRUNKARD
11-15	YOU KILL AN OFFICER AND ESCAPE	±0/15	WANTED \$250
16-25	YOU KILL A SOLDIER AND ESCAPE	±0/5	WANTED \$100
26-40	MISSIONARY OFFERS SALVATION ¹	-1/5	RELIGION 10
41-50	YOU SCOUT FOR THE ARMY ²	-2/5	ENEMY - BRAVE
51-65	CHILD PLACED IN INDIAN SCHOOL	±0/2	-
66-70	YOU LEARN TO READ	±0/2	PRACTICE 10
71-75	YOU LEARN CRAFT/AGRICULTURE	±0/2	PRACTICE 10
76-00	ESCAPE FROM THE RESERVATION	+1/5	WANTED \$50

¹ If you accept salvation, you gain PRACTICE 10 in RELIGION/CHRISTIANITY.

² If you refuse, you gain the officers as ENEMIES instead.

★ YOUR ROLE ★

BOUNTY HUNTER

Have you seen this man? He's a cold-hearted murderer who left El Paso in a right hurry about a week ago. That was likely wise considering how angry folks were. The schoolteacher was a well-liked girl, you know. And all signs point here. If he's anywhere around, things could get ugly real soon, so if you value your life, you'd best skedaddle.

I've been working a long time now trying to get the bounty for this shitheel's head, and now it's time to cash in. Dead or alive, it says here. Dead is easier to transport, so for his own sake, he'd best not give me any incentive to squeeze the trigger of my shotgun.

BOUNTY HUNTER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None

COOL UNDER FIRE: 2

FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Bloodhound, Frontiersman, Hard to Impress, Night Vision, Perfect Recall, Slippery.
OBSTACLES Arch Nemesis, Blunt, Hot-Headed, Vendetta, Vengeful, Wastrel.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
EXPERTISE/UNDERWORLD	10	10	10
FIRST AID	5	5	5
HIDE/SEEK	5	5	10
LAW/CIVIL	-	-	5
RIDE	10	10	10
SCOUT	10	10	10
STEALTH	5	5	10
SURVIVAL/ELECTIVE	5	5	15
TRACK	10	10	15

WEAPONS PACKAGE	SEASONED (350)	BEGINNER (100)	FEARED (450)
ACCURACY/RIFLE	10	5	15
ACCURACY/REVOLVER	10	5	10
ACCURACY/FIGHTING	5	-	5
SPEED/RIFLE	10	5	10
SPEED/REVOLVER	10	-	10
SPEED/FIGHTING	-	-	5
DEFENSE	5	5	5

REPUTATION	-2/30	-1/15	-5/60
MONEY	\$100	\$50	\$200

EQUIPMENT

WEAPONS Revolver +40 bullets. Shotgun +40 bullets. Knife. Holsters.
BELONGINGS Bandages, blanket, 10 yards of rope, matches, water canteen.
CLOTHING 2 sets of desired clothing.
 MOUNT Quarter Horse. Bridle, saddle, saddlebags, scabbard.

★ BOUNTY HUNTER ★

As a bounty hunter, you live your life on the edge, in more ways than one. Although you hunt criminals, you have no real authority, no requirement to uphold law and order, and no respect from the rest of society. Bounty hunters have no friends, but they have enemies in spades. On the other hand, geographical boundaries don't bother you – on your hunt for outlaws, you never need to turn back at the border. The line between law abiding and criminal is, however, mighty thin. If you kill the wrong person, it doesn't matter if you thought he was wanted. You won't escape justice for long.

When a crime is discovered and no immediate arrest is made, a warrant is issued and a reward is promised to whoever can bring the culprit to the authorities (where they are wanted). When you don't know who the guilty party is, it's not enough to accuse a suspect – you have to prove the person is guilty. This is more of a bother than most bounty hunters want to deal with. Being a bounty hunter isn't about finding the truth or upholding the law; it's about money. Preferably, easy money.

It is better to collect wanted posters of criminals who have been named. Then you at least know who you're looking for and where they have committed crimes before. The severity of the crime determines the condition in which you can turn in the criminal. Lesser crimes mean the authorities will want them alive. It's no good, then, to bring in a corpse, even if you shot in self-defense. You must therefore be clever when arresting these outlaws so you don't end up in a duel – you need to keep both of you alive. Strike when they're least expecting it, such as while they're sleeping, visiting a brothel, or using the outhouse.

The more serious a crime, the larger the reward, and the more likely the wanted poster will ask for the outlaw "*dead or alive*". Which one it is depends a lot on your values and how lazy you are. There are bounty hunters who have a deep conviction regarding right and wrong, and who have dedicated their lives to hunting outlaws to make life safer for everyone else, especially those who cannot defend themselves. They prefer to take their captives alive, as they do not wish to spill blood unnecessarily. These bounty hunters are rare. Most are greedy, cynical and lazy. They choose "*dead*" because it's less trouble, as long as they don't have to travel so far with the body that it becomes unidentifiable. Because even if bounty hunters don't have to worry about borders, they must still bring the outlaw back to the place where they're wanted.

It is not unusual for a bounty the authorities have issued to be increased via private funds as well. For example, a bank that was robbed might offer more money to see the culprit arrested – so they can get their money back. Those who increase a bounty sum cannot change the "*dead or alive*" status if the authorities insist the outlaw must be captured alive – that would be encouraging murder! However, they could state

that the extra money only be granted if an outlaw is brought back alive. In such a case, the hope is that the outlaw will be able to reveal where the stolen goods are. The authorities never grant money for private rewards – the bounty hunter must seek out those who offered the extra reward to get their money. And you know from experience what a hassle that can be. They probably want to see the outlaw with their own eyes, or have some other convincing proof that you've brought the criminal to the authorities.

From time to time, a private person or a company will put a price on someone's head, even when there are no warrants out for them. This is a *Contract* and is nothing a bounty hunter gets involved with – at least not officially. Killing someone who is not wanted is murder, period. Committing murder means you might end up wanted yourself, lickety-split, and find that you too are being chased by bounty hunters. And you know all too well how unpleasant they can be.

The hardest decisions you make are deciding who to go after. Large bounties are not large for no reason. It could be the outlaw managed to find a very lucrative prize, but usually it's because they're skilled with weapons and have sent many to their deaths before you came along.

You can hunt an outlaw, no matter how far they've traveled. Most outlaws leave the place they're wanted right quick. It's not unusual for them to flee to their hometowns where they're well known and liked by the locals, or to a place where even the authorities are corrupt. Killing a wanted felon in cold blood in such places could be dangerous. If you're unlucky, they won't be convinced by your wanted poster, or they might insist you've shot the wrong person. And then you're the one who has a problem with the law.

If you happen to end up in a place where you're both unknowns, you might be thrown in jail until your story can be corroborated by a lawman – a time-consuming process. If you're a famous bounty hunter, it's more likely they'll believe you. You might then be released very quickly because they don't want your kind to stick around.

LIVELIHOOD

You get paid when you deliver the outlaw to the authorities. There's no fixed incomes or advances to hope for. Bounty sums under \$100 are unusual, and bounties upwards of thousands of dollars do occur.

REPUTATION

Working for blood money can make people fear you, but not respect you. It's hard to be seen as honorable when your livelihood is based on putting other people away, or even killing them, for money. How notorious you become depends on how vicious you are, but it also hinges on how famous the people you capture are.

LIFE PATH EVENTS FOR BOUNTY HUNTERS

1 EXPANSION WEST (PRIOR TO 1861)

An increasing number of people move west across the continent, and the long arm of the law is not quite long enough to maintain order. Bounties become a more common way for both the law and individual victims to see outlaws captured and brought to justice. In 1858, the first gold is found at Pike's Peak, near Denver, Colorado, enticing people to go there to seek their fortunes. Many try to find gold, while others take the easy way out and rob the gold diggers.

LIFE PATH EVENTS PRIOR TO 1861

MAN	WOMAN	EVENT
01-05	01-05	YOU ARE WANTED FOR ... ¹
06-15	06-15	YOU GAIN AN ENEMY ²
16-20	16-25	UNFLATTERING NEWS ARTICLE
21-30	26-30	FRIEND KILLED BY OUTLAW
31-40	31-45	YOU CAN GAIN A CONTACT ²
41-55	46-60	ROLL FOR NEW RELATIONSHIP ²
56-65	61-70	PARTICIPATE IN COLORADO GOLD RUSH ³ +\$100
66-75	71-75	YOU TURN IN AN OUTLAW +\$100, REP. -1/5
76-85	76-85	YOU ARE OFFERED AN ASSIGNMENT ²
86-00	86-00	BLOOD MONEY ²

¹ 1-2=Horse theft (\$150), 3-4=Murder (\$100), 5=Robbery (\$100), 6=Theft (\$50)

² See separate table on the following page.

³ 1=Desperado, 2=Guard, 3=Deputy, 4-5=Bounty Hunter, 6=Find Gold

3 POST WAR (1866-1870)

Following the war, the South is occupied by northern troops who gradually give back control to the states once they accept the black people's right to vote. Many ex confederates form outlaw bands who rob banks, goods transports, and trains – especially in the northern states. Private rewards become a way to hunt them across county and state borders. You can ride the train across the continent and the country's economy is good.

LIFE PATH EVENTS 1866-1870

MAN	WOMAN	EVENT
01-05	01-05	YOU ARE WANTED FOR ... ¹
06-15	06-15	YOU GAIN AN ENEMY ²
16-20	16-20	FRIEND KILLED BY OUTLAW
21-30	21-30	YOU KILL AN OUTLAW'S RELATIVE REP. -3/5, ENEMY
31-35	31-35	CHEATED OUT OF REWARD BY LAWMAN -\$100
36-45	36-40	SHOT BY OUTLAW IN AN AMBUSH PERM. INJURY
46-55	41-55	YOU CAN GAIN A CONTACT ²
56-65	56-65	ROLL FOR NEW RELATIONSHIP ²
66-75	66-75	YOU ARE OFFERED AN ASSIGNMENT ²
76-00	76-00	BLOOD MONEY ²

¹ 1=Horse theft (\$150), 2-3=Murder (\$100), 4=Robbery (\$100), 5-6=Theft (\$50)

² See separate table on the following page.

2 CIVIL WAR (1861-1865)

This period is completely dominated by the gruesome Civil War. Women are not welcome as soldiers in the army, thus they cannot enlist. Women who want to participate in the war must either dress as and pretend to be men, or become spies, smugglers or nurses. On the sidelines of the war, criminality is a big problem, especially in the West. As more lawmen participate in the war, the need for bounty hunters to capture outlaws is greater than ever.

LIFE PATH EVENTS 1861-1865

MAN	WOMAN	EVENT
01-10	01-10	YOU GAIN AN ENEMY ¹
11-15	-	DRAFTED INTO THE ARMY ¹ COOL UNDER FIRE +1
16-25	11-20	JOIN A BAND OF GUERRILLAS ¹ COOL UNDER FIRE +1
26-35	21-25 ²	ENLISTED IN THE ARMY ¹ COOL UNDER FIRE +1
36-40	26-30	FRIEND WANTED FOR... ³
41-50	31-50	YOU CAN GAIN A CONTACT ¹
51-60	51-60	ROLL FOR NEW RELATIONSHIP ¹
61-70	61-70	YOU TURN IN AN OUTLAW +\$100, REP. -1/5
71-80	71-80	YOU ARE OFFERED AN ASSIGNMENT ¹
81-00	81-00	BLOOD MONEY ¹

¹ See separate table on the following page. Guerrilla also roll CIVIL WAR.

² Women can volunteer as spies, smugglers or nurses.

³ 1-2= Theft (\$50), 3=Robbery (\$100), 4=Murder (\$100), 5-6=Horse theft (\$150)

4 THE LONG DEPRESSION (1871-1875)

The Northern Pacific railway company, which is building the northern line across the continent, goes bankrupt in 1873. The market crashes, bankruptcies spread like wildfire, and the country ends up in a deep depression. Honorable people have a hard time finding work, farms and businesses are seized. Criminality abounds. The Indian Wars rage on across the prairies and gold has been found in the Black Hills.

LIFE PATH EVENTS 1871-1875

MAN	WOMAN	EVENT
01-05	01-05	YOU ARE WANTED FOR ... ¹
06-10	06-10	YOU GAIN AN ENEMY ²
11-20	11-20	FRIEND KILLED BY OUTLAW
21-25	21-25	YOU ARE ROBBED -\$100
26-35	26-35	YOU KILL AN OUTLAW'S RELATIVE REP. -3/5, ENEMY
36-45	36-40	OUTLAW SHOOTS YOU IN AN AMBUSH P. INJURY
46-55	41-55	YOU CAN GAIN A CONTACT ²
56-65	56-65	ROLL FOR NEW RELATIONSHIP ²
66-75	66-75	YOU ARE OFFERED AN ASSIGNMENT ²
76-00	76-00	BLOOD MONEY ²

¹ 1=Horse theft (\$150), 2-3=Murder (\$100), 4=Robbery (\$100), 5-6=Theft (\$50)

² See separate table on the following page.

★ BOUNTY HUNTER ★

RELATIONSHIPS

Many bounty hunters have lost someone they love, and revenge is frequently one of the reasons they take up an occupation so rife with violence and death.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY KILLED BY OUTLAWS	REPUTATION ±0/5
11-20	RELATIVE OF DEAD... ¹ SEEKS VENGEANCE	GAIN AN ENEMY
21-35	YOUR SPOUSE LEAVES YOU	REPUTATION -1/5
36-50	CAN APPREHEND WANTED COUSIN	+\$100 AND ENEMY
51-60	DOG FOLLOWS YOU EVERYWHERE	REPUTATION ±0/2
61-70	LAWMAN SAVES YOUR LIFE	YOU ARE INDEBTED
71-80	YOU CAN GET MARRIED	GAIN A FRIEND
81-90	YOU HAVE CHILDREN	1±6 CHILDREN
91-00	YOU SAVE THE LIFE OF A... ²	GAIN A FRIEND

¹ 1=Murderer, 2-3=Desperado, 4=Horse thief, 5=Deserter, 6=Conman

² 1=Desperado, 2-3=Townsfolk, 4=Business Owner, 5=Politician, 6=Lawman

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while **CONTACTS** want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	DRIFTER ¹	GUNSLINGER	PROSTITUTE (\$50)
06-15	PUGILIST	LAWMAN	BARTENDER (\$50)
16-25	SCOUT	DESERTER	OFFICER ¹ (\$75)
26-40	PROSTITUTE	MURDERER	GUARD (\$100)
41-60	BOUNTY HUNTER	DESPERADO	PINKERTON (\$125)
61-75	SOLDIER	RUSTLER	LAWMAN (\$150)
76-85	GAMBLER	HORSE THIEF	BROTHEL OWNER (\$200)
86-95	PINKERTON	CONMAN	SALOON KEEPER (\$250)
96-00	LAWMAN	PREACHER	DESPERADO ² (\$300)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² Can rat on partners, associates or contacts – if paid.

THE CIVIL WAR

A great deal of misery follows in the footsteps of war. Perhaps you earned your first blood money when you turned in a brother-in-arms who deserted?

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-15	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
16-30	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
31-40	IN PRISON CAMP	±0/5	ROLL P. INJURY
41-60	YOU TURN IN DESERTERS	-1/5	RWARD \$60
61-75	LOOT FOR PERSONAL GAIN	-1/5	LOOT \$100
76-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
96-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5=Private, 6=Deserter

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

BLOOD MONEY

Once wanted posters are printed and rewards pledged, you can get to work. This table shows criminals you've hunted, a MOD. and REWARD – then turn to the OUTCOME table below.

BLOOD MONEY

D100	HUNT ...	REP.	MOD.	REWARD ¹
01-05	CONMAN ²	-1/5	+15	\$100
06-15	HORSE THIEF ²	-1/5	+10	\$150
16-30	STAGECOACH ROBBER ²	-1/5	+5	\$150
31-40	DESERTER ²	-1/10	±0	\$200
41-55	MURDERER	-1/10	±0	\$200
56-70	RUSTLER	-1/10	±0	\$250
71-80	MAIL ROBBER	-1/15	-5	\$300
81-90	TRAIN ROBBER	-1/15	-10	\$400
91-00	BANK ROBBER	-1/15	-15	\$500

¹ Paid only if the Result in the next table is 46 or greater.

² If the wanted person dies, only half the Reward is paid.

OUTCOME – BLOOD MONEY

Use the MOD. from the table above and roll OUTCOME. The fugitive might not give up without a fight. If you kill him or her, someone close to that person becomes your ENEMY.

OUTCOME – BLOOD MONEY

D100	OUTCOME	REP.	RESULT
01-15	YOU LOSE THE TRAIL	-2/5	No Reward
16-25	YOU KILL THE WRONG PERSON ¹	-5/5	No Reward
26-35	GUNFIGHT ² , FUGITIVE ESCAPES	-1/5	No Reward
36-45	YOU TURN IN THE WRONG MAN	-1/5	No Reward
46-55	WANTED SHOT IN THE BACK	-6/5	+5 Comb. Points
56-65	GUNFIGHT ² , THE WANTED DIES	-3/5	+10 Comb. Points
66-80	FIGHT, YOU WOUND THE WANTED	+1/5	+10 Comb. Points
81-95	WANTED PERSON SURRENDERS	+2/5	+10 Comb. Points
96-00	WANTED GANG SURRENDERS	+2/10	Double Reward

¹ If this becomes known, you become wanted for \$100 and gain an ENEMY.

² You take PERMANENT INJURY.

ASSIGNMENTS AND ODD JOBS

There are not always enough wanted fugitives around to earn a living. In that case, maybe you earned a little extra to tide you over working some odd jobs.

ASSIGNMENTS AND ODD JOBS

D100	ASSIGNMENT	REP.	RESULT
01-10	GRAVEDIGGER	-1/3	PAYMENT \$25
11-25	STAGECOACH GUARD	±0/3	PAYMENT \$50
26-35	PRISON GUARD	±0/3	PAYMENT \$50
36-50	MINING COMPANY GUARD	±0/3	PAYMENT \$75
51-65	RAILWAY COMPANY GUARD	±0/3	PAYMENT \$75
66-75	TRANSPORT A PRISONER	±0/5	PAYMENT \$100
76-85	BODYGUARD FOR ... ¹	±0/5	PAYMENT \$100
86-95	TRACKER FOR LAWMAN	±0/5	\$100 + CONTACT
96-00	PRIVATE ¹ CONTRACT FOR ... ²	-3/5	SEE FOOTNOTE

¹ 1=Industrialist, 2=Landowner, 3=Officer, 4=Politician, 5-6=Business Owner

² 1=Farmer \$100, 2-3=Business Owner \$200, 4-5=Politician \$300, 6=Landowner \$400



★ YOUR ROLE ★

CHARLATAN

Oh, how nice to see so many gathered already. Come closer, folks. Step right up and get a better view. Gather round so everyone gets a chance to see.

When you're this far from the east coast's cities, you need to solve problems on your own. If you have an accident, you cannot travel for days to find a doctor – you're not healthy enough for that. But you need some help, and I have just the thing!

Wu's Far-East Oriental Elixir – a thousand-year-old recipe that even the Chinese emperor's family uses! Cures everything from a cough to a snakebite. Do your little darlings have a runny nose, Ma'am? Just give them a teaspoon of this. Crick in your neck? Take a decent swig! Only \$3 a bottle!

CHARLATAN – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Elementary School COOL UNDER FIRE: 0 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Charismatic, Demagogue, Dilettante, Judge of Character, Liar, Silver Tongue.
OBSTACLES Atheist, Drunkard, Reckless, Tenderfoot, Unlucky, Wanted.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – HIGH SCHOOL (100 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	10	EXPERTISE/PHYSICS	5
EXPERTISE/BIOLOGY	5	LANGUAGE/ELECTIVE	5
EXPERTISE/CHEMISTRY	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	10	RELIGION/CHRISTIANITY	10

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
ACTING	10	5	10
APPRAISAL	10	5	10
DEAL	10	5	15
DRIVE/CARRIAGE	10	10	15
ELOQUENCE	15	5	15
FIRST AID	10	10	15
GAME/CARDS	5	5	5
QUACKERY	15	10	15
RIDE	10	5	10
SCOUT	10	5	10
SLEIGHT OF HAND	10	5	10
STEALTH	5	5	10

WEAPONS PACKAGE	BEGINNER (100)	GREENHORN (50)	ACCOMPLISHED (250)
ACCURACY/REVOLVER	5	5	10
ACCURACY/RIFLE	5	5	10
ACCURACY/FIGHTING	-	-	5
SPEED/REVOLVER	5	-	5
SPEED/RIFLE	-	-	5
DEFENSE	5	-	5

REPUTATION	-2/20	-1/10	-3/50
MONEY	\$75	\$25	\$100

EQUIPMENT

WEAPONS Derringer +20 bullets. Shotgun +20 bullets. Holster.
BELONGINGS 20 bottles elixir, razor blade or hairbrush and makeup, mirror, pocket watch.
CLOTHING Suit/Dress plus a spare set of desired clothing.
 MOUNT 2 mules. Medicine Wagon [Fourwheeled].

Being a charlatan does not necessarily mean you are a bad person. Perhaps you think that if people just believe, everything will be all right and your so-called medicines often contain just enough alcohol or opium to make them feel a bit better and ease their pain. Sure, it costs a little more than pure alcohol or opium tinctures, and contains several other fillers that are not completely good for people, but you make up for that by putting on a good show and providing entertainment. After all, that is worth something too, isn't it?

It is annoying to always be in a hurry to get to the next town, but if you have ever experienced or even seen a tar and feathering, you know it can be bad for your health to stick around for too long. It is one thing if people do not get well right away – you can always tell them they need a bit more of your miracle cure. It is quite another thing if someone were to get even sicker from your witch's brew – then you run the risk of the townsfolk "*settling their accounts*" with you.

What should people do when they get really sick and there is no doctor within several days or even several weeks' journey? Or if they cannot afford to see the well-recommended doctor with his fine practice and his fancy waiting room? Or if they have already seen a doctor who could not do much to help them with their problem, and they still have pains or cramps they want to get rid of? When they are tired of all the old wives' cures that have been in the family for generations, and they are seriously beginning to think that the butter their grandmother wanted to put in their coffee to cure all the world's ills might not only taste disgusting, but is likely even unhealthy!

That is when they come to you. They are looking for an easy way out. Something that can fix everything without driving them into ruin. Many people, however, prefer to order something that sounds promising from the post order catalogues, but it is not easy to get into those – some companies try to maintain a bit of quality control, after all. Not that those elixirs are really any better than yours. Oh well, no sense in being too greedy. You can do good business even without the catalogues.

As a quack, you have the chance to do good business because educated doctors are few and far between, especially in the West, where few settlers have enough knowledge to differentiate between a quack and a real medical practitioner. Particularly lucrative is the sale of miraculous elixirs and tonics. You are one of several elixir sellers who travel around the settler areas and you have likely met a few of the others. Not that you cooperate with each other – after all, it is not a good idea to visit a town that has just been visited by another charlatan. The townspeople are usually more on their guard then. You have probably tried to convince a competitor to visit some abandoned ghost town, or even been tricked by someone and ended up

somewhere you definitely would not have gone had you known better.

You do not need deep medical knowledge to become a charlatan, even though it is always a good idea to know some of the basics. That makes you sound more trustworthy when speaking to your audience. Your main talent is instead being a fantastic entertainer, who also happens to travel around selling miracle cures as a large part of your act. If you travel alone with your wagon, you have chosen the most difficult and dangerous way to support yourself as a charlatan. If you are more successful, you probably have several other people involved in your act, where you each have different roles. It is not unlikely that you attract a large audience by doing regular performances of song, theatre, knife throwing, rodeo events, etc., before you start the sales part of your show.

Experience has taught you that the two best ways to sell miracle cures are to either claim that it is the latest thing, where studies at some university in Europe accidentally discovered the sensational effect of the secret ingredient. The other, perhaps even more successful method is to say that your recipe is an ancient Asian or Native secret that a medicine man taught you as thanks for saving his life when he was attacked by a tiger, or something equally as spectacular. The important thing is you have acquired the recipe, whether by luck, skill, or winning the medicine man's trust, and that is why you can now offer everyone who has gathered to see your show the unique chance to buy a bottle of this tonic that will cure basically anything.

One thing that usually does wonders for your sales is, when the show and sales talk is over, to find someone who looks very feeble – they might be blind, can barely stand, or similar – and offer them a free swallow. All of a sudden, the sick person stands up, does a little jig, and is all better. Of course, this person is one of the people in your act, but when the audience discovers that this miracle elixir is not all it is cracked up to be, you and your collaborators will be long gone.

LIVELIHOOD

Your costs for a cure are, on average, a tenth of what you charge for it, so you can live comfortably on the proceeds. A profit of \$60 to \$100 per month is fairly easy to earn, even in a bad month. If you are a part of a group that cooperates, the takings can be higher, but you also must then share the profits with the others.

REPUTATION

You would like to come across as well-recommended and famous. The worst thing that can happen to you is if you become known as a fraudulent humbug. Every time you have a well-talked about performance, or someone goes to the newspaper to complain about how your cure did not work, your REPUTATION increases.

LIFE PATH EVENTS FOR CHARLATANS

1 EXPANSION WEST (PRIOR TO 1861)

In 1858, gold was found at Pike's Peak, Colorado, enticing adventurers to seek their fortunes – either to find gold, or make money from those who do. By following the same trail as the settlers, you can find many new communities who live far from the closest doctor. Your elixirs will be in high demand, since it is the only help they can get without going far too see an expert, that is probably too expensive anyway. A SIDEKICK can help you put on a good medicine show.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-05	A CUSTOMER ¹ DIES	WANTED \$100, ENEMY
06-15	06-10	CUSTOMERS SHOOT UP YOUR WAGON	-\$75
16-25	11-20	YOU GAIN A SIDEKICK ²	ROLL OCCUPATION AT FRIEND
26-30	21-25	YOU CAN GAIN A CONTACT ²	CONTACT
31-35	26-35	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
36-40	36-40	YOUR ELIXIR MAKES CUSTOMER BETTER	+\$50
41-50	41-50	YOU DEVELOP A NEW FORMULA ²	+\$75
51-65	51-65	GOLD RUSH IN COLORADO ³	+\$100
66-80	66-80	YOU ARE ON THE ROAD ²	
81-00	81-00	YOU SET UP MEDICINE SHOW IN A CITY ²	

¹ 1=Farmer 2=Drifter, 3-4=Townspeople, 5=Business owner, 6=Landowner

² See separate table on the following page.

³ 1=Steal gold, 2-3=Sell moonshine, 4-5=Sell elixir, 6=Find gold

3 POST WAR (1866-1870)

After the war, the South is occupied by Northern troops, which gradually relinquish control to the states. The bitterness is still huge and many head west to step out of the shadows cast by the war and try to build a new life for themselves. The railroad crosses the entire continent and the economy is good. The Frontier is still sparsely populated, making it better than ever to sell elixirs with a medicine show.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	A CUSTOMER ¹ DIES	WANTED \$100, ENEMY
06-15	06-10	CUSTOMERS SHOOT UP YOUR WAGON	-\$75
16-25	11-20	YOU GAIN A SIDEKICK ²	ROLL OCCUPATION AT FRIEND
26-30	21-30	YOU CAN GAIN A CONTACT ²	CONTACT
31-35	31-35	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
36-40	36-40	YOUR ELIXIR MAKES CUSTOMER BETTER	+\$75
41-45	41-45	YOU TRICK ³ A RIVAL QUACK	ENEMY
46-60	46-60	YOU DEVELOP A NEW FORMULA ²	+\$75
61-75	61-75	YOU ARE ON THE ROAD ²	
76-00	76-00	YOU SET UP MEDICINE SHOW IN A CITY ²	

¹ 1=Farmer 2=Drifter, 3-4=Townspeople, 5=Business owner, 6=Landowner

² See separate table on the following page.

³ 1-2=Lead astray, misdirect, 3-4=Steal formula, 5-6=Sabotage elixir

2 CIVIL WAR (1861-1865)

The armies draft men to fight in the war when the volunteers do not suffice. Women can volunteer to be spies, smugglers or nurses. Modern weapons meet old fashioned human flesh, and the mayhem is brutal. The death toll is high, and so is the number of maimed and crippled for life. Desperate people need medical attention and a way to ease pain. Your snake oil is easy to sell, even at high prices. Worst case scenario? They die. Best and most surprising? They get better.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	A CUSTOMER ¹ DIES	WANTED \$100, ENEMY
06-15	-	DRAFTED INTO THE ARMY ²	COOL UNDER FIRE +1
16-25	06-10 ³	ENLISTED IN THE ARMY ²	COOL UNDER FIRE +1
26-35	11-25	YOU GAIN A SIDEKICK ²	ROLL OCCUPATION AT FRIEND
36-40	26-35	YOU CAN GAIN A CONTACT ²	CONTACT
41-45	36-45	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
46-50	46-50	YOUR ELIXIR MAKES CUSTOMER BETTER	+\$50
51-65	51-65	YOU DEVELOP A NEW FORMULA ²	+\$75
66-80	66-80	YOU ARE ON THE ROAD ²	
81-00	81-00	YOU SET UP MEDICINE SHOW IN A CITY ²	

¹ 1=Farmer, 2=Soldier, 3-4=Townspeople, 5=Business owner, 6=Landowner

² See separate table on the following page.

³ Women can volunteer as spies, smugglers or nurses.

4 THE LONG DEPRESSION (1871-1875)

The railroads are used for most of the long transports, when the Northern Pacific railway company goes bankrupt. It causes the market to crash and bankruptcy spreads like wildfire. The country winds up in a deep depression. Work is hard to find, farms and businesses are seized by banks. Many cannot even afford your elixirs. When the news of gold in Black Hills spread, hope for a better future follows in its track.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-05	A CUSTOMER ¹ DIES	WANTED \$100, ENEMY
06-15	06-10	CUSTOMERS SHOOT UP YOUR WAGON	-\$75
16-25	11-20	YOU GAIN A SIDEKICK ²	ROLL OCCUPATION AT FRIEND
26-30	21-30	YOU CAN GAIN A CONTACT ²	CONTACT
31-35	31-35	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
36-40	36-40	YOUR ELIXIR MAKES CUSTOMER BETTER	+\$75
41-45	41-45	YOU SELL THROUGH MAIL ORDER COMPANY ³	
46-60	46-60	YOU DEVELOP A NEW FORMULA ²	+\$75
61-75	61-75	YOU ARE ON THE ROAD ²	
76-00	76-00	YOU SET UP MEDICINE SHOW IN A CITY ²	

¹ 1=Farmer 2=Laborer, 3-4=Townspeople, 5=Business owner, 6=Landowner

² See separate table on the following page.

³ 1=50 bottles (+\$50), 2-5=75 bottles (+\$75), 6=100 bottles (+\$100)

★ CHARLATAN ★

RELATIONSHIPS

You may have learned the hard way how dangerous it is to test your elixir. Hopefully, you never had to see any of your loved ones get sick or die because of it.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FRIEND/FAMILY DIES OF YOUR ELIXIR	WANTED \$100
06-10	FAMILY KILLED BY OUTLAWS	REPUTATION ±0/5
11-15	FAMILY KILLED BY NATIVES	REPUTATION ±0/5
16-25	SPOUSE GET SICK FROM YOUR ELIXIR ¹	SEE FOOTNOTE
26-40	RIVAL CHARLATAN IS YOUR NEMESIS	GAIN AN ENEMY
41-55	YOU ARE IN LOVE WITH YOUR SIDEKICK	DETAILS, ROLL FRIEND
56-75	YOU CAN GET MARRIED TO... ²	SEE FOOTNOTE
76-95	YOU HAVE CHILDREN	1d6 CHILDREN
96-00	YOU SAVE THE LIFE OF A NATIVE	GAIN A FRIEND

¹ 1=Blind, 2=Lose 1d6 teeth, 3=Hairloss, 4=Addict, 5-6=Drunkard

² 1=Mexican, 2-3=White 4=Black, 5=Chinese, 6=Native

FRIENDS, ENEMIES AND CONTACTS

FRIENDS and CONTACTS may help with your show, while ENEMIES rather try to put an end to your business. You must always pay CONTACTS for their help.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	CHARLATAN	OFFICER ¹	SOLDIER	(\$25)
06-15	CONMAN	POLITICIAN ¹	DRIVER	(\$25)
16-25	PICKPOCKET	BUSINESS OWNER ¹	ACTOR	(\$50)
26-40	DRIVER	TOWNSPEOPLE ¹	MUSICIAN	(\$50)
41-60	ACTOR	DOCTOR	PUGILIST	(\$75)
61-75	ACROBAT	CHARLATAN	CONMAN	(\$75)
76-85	MUSICIAN	DRIFTER ¹	TOWNSPEOPLE ¹	(\$100)
86-95	ARTIST	SETTLER	BUSINESS OWNER ¹	(\$150)
96-00	PUGILIST	PREACHER	LAWMAN	(\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

THE CIVIL WAR

During the war, you learned it is lethal to turn to the real doctors. You may have worked as a nurse, a medical orderly or produced home remedies.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	YOU GAIN AN ENEMY ¹	-	GAIN AN ENEMY
11-20	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
21-35	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
36-50	IN PRISON CAMP	±0/5	ROLL P. INJURY
51-65	PRODUCE HOME REMEDIES	-1/5	+\$75
66-80	WORK AS MEDICAL ORDERLY ²	+1/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ³	+1/5	COOL UNDER FIRE +1
96-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Roll an ENEMY

² You get PRACTICE 10 in the SKILL EXPERTISE/MEDICINE

³ 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

MEDICINE SHOW IN A CITY

If there is an epidemic in the city, sales go through the roof due to the desperate need of help. You might get sick yourself (Roll 1d6, 1 = you catch the disease).

MEDICINE SHOW IN A CITY

D100	EVENT	REP.	RESULT
01-10	YOU GET TAR AND FEATHERED ¹	-2/5	-\$100, P. INJURY
11-20	ELIXIR MAKES SOMEONE SICK ¹	-2/5	-\$100, ENEMY
21-35	CHASED OUT OF THE CITY	-1/5	-\$50
36-45	RIVAL QUACK HECKLES YOU	±0/5	+\$25, ENEMY
46-60	NEGATIVE PRESS ABOUT YOU	-1/5	+\$25
61-65	POSITIVE PRESS ABOUT YOU	+1/5	+\$50
66-80	SUCCESSFUL MEDICINE SHOW	+1/5	+\$75
81-90	A CITY WITHOUT A DOCTOR	±0/5	+\$100
91-00	EPIDEMIC RAVAGES THE CITY ²	±0/5	+\$150

¹ The mob destroys every last drop of your elixir.

² 1-2=Smallpox, 3=Cholera, 4=Typhoid fever, 5=Malaria, 6=Yellow fever

ON THE ROAD

Many strange encounters await you on the road. If you manage to buy a captive's freedom from the Natives, paying them in your elixir you got a FRIEND for life.

ON THE ROAD

D100	EVENT	REP.	RESULT
01-10	YOU ARE ROBBED BY OUTLAWS	±0/5	-\$75, P. INJURY
11-20	NATIVES TAKE HORSE & ELIXIR	±0/5	-\$75
21-30	YOU ARE HUNTED BY NATIVES	±0/5	ROLL P. INJURY
31-35	PAY TO FREE NATIVES' CAPTIVE	+1/5	-\$50, FRIEND
36-45	ELIXIR MAKE SOMEONE SICK ¹	-2/5	WANTED \$50
46-55	NATIVE DRUNKARD JOINS YOU	±0/2	GAIN A SIDEKICK
56-85	YOU SELL ELIXIR TO... ¹	±0/5	+\$50
86-95	HUNT A WANTED MAN (\$100)	±0/2	RWARD OR FRIEND
96-00	YOU FIND A DEAD PROSPECTOR	±0/2	+\$100

¹ 1=Soldiers, 2=Prospectors, 3=Hunters, 4=Natives, 5-6=Settlers

NEW FORMULA

For every new Formula, roll for EFFECT, TASTE and SIDE-EFFECT separately. Some results are easier to sell than others, while some may gain you ENEMIES...

NEW FORMULA

D100	EFFECT AND TASTE ¹	D100	SIDE-EFFECT
01-10	NO EFFECT	01-05	TEMPORARY BLIND ²
11-20	PERSPIRATION	06-10	LOSE 1D6 TEETH ²
21-30	CONSTIPATION	11-20	IMPOTENT ²
31-40	VOMITING	21-35	LOSS OF HAIR ²
41-55	LAXATIVE	36-45	MEMORY LOSS
56-70	DROWSINESS	46-60	RASH
71-80	INCREASED APPETITE	61-75	ABDOMINAL PAIN
81-90	RESTORATIVE	76-85	ADDICTIVE ³
91-00	RELIEVES PAIN	86-00	NO SIDE-EFFECTS ³

¹ Taste: 1=Vile, 2=Bitter, 3=Strong, 4=Metallic, 5=Sweet, 6=Tasty

² You gain an ENEMY if you sell this elixir.

³ You profit twice as much as usual (\$150).

★ YOUR ROLE ★

CONMAN



You won't get rich if you're not prepared to trick your fellow man. Finding the right mark is key. Lesson number one, you can't fool an honest man. Our goal is to take advantage of people's greed and desire to accumulate riches, despite knowing it's wrong, and that they shouldn't be doing it. It doesn't matter if it's dishonest, see? If they believe they can gamble without risk of losing, or have the chance to buy a valuable favor from a desperate person who needs to sell right away and will accept a ridiculously low price rather than receive nothing at all, a suitable mark will do so. Being a successful conman is all about giving your intended marks enough rope to hang themselves.

CONMAN – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None

COOL UNDER FIRE: 1 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Charismatic, Dilettante, Judge of Character, Liar, Plain, Slippery.

OBSTACLES Arch Nemesis, Compulsive Liar, Coward, Reckless, Secret Identity, Superstitious.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – HIGH SCHOOL (100 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	10	EXPERTISE/PHYSICS	5
EXPERTISE/BIOLOGY	5	LANGUAGE/ELECTIVE	5
EXPERTISE/CHEMISTRY	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	10	RELIGION/CHRISTIANITY	10

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
APPRAISAL	10	5	10
BUSINESS/ELECTIVE	10	5	10
CRAFT/FORGERY	10	10	15
DISGUISE	10	5	15
DEAL	10	5	10
ELOQUENCE	10	5	15
EXPERTISE/POLITICS	5	-	10
EXPERTISE/UNDERWORLD	10	5	10
GAME/CARDS	5	5	5
INFILTRATE	10	5	10
LOCK PICKING	5	5	10
RIDE	10	5	10
SLEIGHT OF HAND	10	10	10

WEAPONS PACKAGE	SUFFICIENT (150)	GREENHORN (50)	COMPETENT (250)
ACCURACY/REVOLVER	10	5	10
ACCURACY/FIGHTING	5	5	5
SPEED/REVOLVER	5	-	10
DEFENSE	5	-	10

REPUTATION	-3/15	-1/5	-5/25
MONEY	\$100	\$75	\$150

EQUIPMENT

WEAPONS	Revolver +20 bullets. Holster.
BELONGINGS	Pocket watch, deck of cards, picklock, mirror, razor or hairbrush and makeup.
CLOTHING	2 sets of desired clothing.
MOUNT	Quarter Horse. Bridle, saddle.



So you have no qualms about tricking other people out of their money, eh? You are not the only one. A Conman takes on many different guises. No one would call this trade honorable, but it can be hard work and requires a lot of planning. A well-executed con is like setting the stage for a dramatic play where the audience consists of a single person: the intended mark. To convince them to throw caution to the wind requires the cooperation of many conmen performing well-rehearsed conversations and carefully crafted situations. The more money you are after, the more conmen you will need.

There should be a *roper* – a person who lures the victim (usually called the *mark*) into the con, usually in a seemingly innocent way. A conversation held in the vicinity of the mark, just loud enough for them to “happen” to hear it, for example. For best results, the victim should be the one to make contact with the roper rather than the other way around.

Once the roper has the mark on the hook, it is time to guide them toward the next conman – the *spider*. It is good to provide this person with a suitable background and perhaps a convincing setting, such as a gambling den. The spider “confides” in the mark and tells them how they can participate and win a lot of money at no risk. Again, the best thing to do is to try to get the mark to make the first move and ask if they can join, while the spider pretends to be reluctant.

Then it is time to give the mark a *taste*. The conman will let them “earn” a bunch of money. As soon as they have a taste, you’ve got them, and they are usually willing to invest more money.

Now it is time to let the mark gather a large sum of money if they want to get in on the next opportunity. Since it is “easy money” they can be encouraged to use whatever means possible, such as empty their bank account, sell their company, or even pure illegalities. The stakes are high, but so are the expected winnings, so it is worth it to find money fast.

The next step is, of course, the transfer of the money, whereupon the con is fully executed. Now you need to get rid of the mark fast, preferably before they realize they have been conned rather than thinking they were simply unlucky. Usually, the best bet is to create some drama and chaos, where everyone must leave the premises immediately, and ensure it appears as if more people other than the victim have also lost everything. One cruel variation is allowing the mark to witness the person who had been holding their money (such as the spider or the roper) be killed by someone who appears to make off with everything. You can make this especially convincing with a shoot-out using blanks and a pouch of chicken blood hidden in the mouth. Simply bite it open at the right moment and appear properly dead. That is usually more than enough for the mark to want to get as far away as

possible and erase any traces of their cooperation with the conmen. If done well, the mark will be convinced that this is their own choice, that they are the one who no longer wants to have anything to do with you or be involved in any criminal situation (especially since, after winning a small sum initially, they may already feel guilty).

Most conmen have a code of honor – to never con an innocent person. Large operations such as the one described are unlikely to happen unless everyone involved is in agreement that the mark deserves what they get. The choice of victim is therefore highly important.

Not all conmen are as conscientious. You might be a conman who, placing your own survival first, is fine with taking advantage of people’s naiveté and lack of education. Many who are on their way West are uneducated and illiterate, and are therefore easy prey. And there is a conman in every town who is willing to trick them out of their hard-earned money.

Examples of less calculating tricks you can use are selling fake investments where many are encouraged to invest their savings in some company that is claimed to have recently come into something valuable such as oil or gold. The company is worthless, of course, but what do you care? You have earned money on it.

You can also sell mines you have salted with small amounts of gold or silver, collect charitable donations for some (imaginary) heart-wrenching cause, or make contact with women willing to move West to get married. You can probably come up with a few sneakier plans where the general idea is to get others to pay you for something other than what they are getting.

As a conman, you either con (together with others) one mark out of a lot of money, or several marks out of a little bit of money each. There is, of course, a major disadvantage with your choice of career. You can never stay in a place where you have performed a con – you do not want to stick around to see if the law will come after you or if someone wants their revenge.

LIVELIHOOD

Your income is neither safe nor regular. While you prepare and set up a con, you have to spend money to lure in others. When you have successfully executed a con, you can often count on winnings of several hundred and sometimes thousands or even tens of thousands of dollars. The larger the winnings, the likelier it is that you must split it among many conmen.

REPUTATION

You want to avoid gaining too much attention at all costs, or making yourself so well known that you are recognized. This is why you should use a pseudonym during your con. If you are extra ambitious, you can prepare by trying to have your pseudonym be somewhat known in the area before the con begins.

LIFE PATH EVENTS FOR CONMEN

1 EXPANSION WEST (PRIOR TO 1861)

In 1858, the gold rush at Pike's Peak, near Denver, Colorado, entices many kinds of adventurers, both good and bad. The abolitionists grow ever stronger and begin mobilizing for war. Others head west in huge wagon trains in search of a new start where anyone can get rich if they work hard enough. Many different types of businesses emerge, and their creation spawns all sorts of new gullible marks.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-03	YOU GAIN AN ENEMY ¹	ENEMY
06-10	04-05	YOU ARE WOUNDED	ROLL PERMANENT INJURY
11-20	06-15	YOU BECOME A VICTIM OF FRAUD	-\$100
21-30	16-25	EXPOSED, ON THE RUN	REP. -1/5, WANTED \$50
31-35	26-40	YOU CAN SET UP A CON ²	-\$100 IF YOU TRY
36-50	41-55	YOU CAN GAIN A CONTACT ¹	CONTACT
51-65	56-70	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
66-80	71-80	GOLD RUSH IN COLORADO ³	+\$100
81-85	81-85	YOU GAIN A MENTOR ⁴	REPUTATION ±0/5
86-00	86-00	YOU PARTICIPATE IN A CON ¹	

¹ See separate table on the following page.

² If you pay, you get +5 on the Con-table and the Con - Outcome-table.

³ 1-2=Sell Fool's Gold, 3-4=Sell salted mine, 5=Lottery, 6=Find gold

⁴ Get +5 PRACTICE in a SKILL, but not above the maximum level at start.

3 POST WAR (1866-1870)

After the war, the South is occupied by Northern troops, which gradually relinquish control to the states. It gets easier to travel, and the railroad now crosses the entire continent. Carpetbaggers from the North buy insolvent plantations for a pittance. The country's economy is good, with lots of money in circulation, but there is also a lot more greed and corruption. Conmen are practically swimming in gullible marks.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-03	YOU GAIN AN ENEMY ¹	ENEMY
06-10	04-05	YOU ARE WOUNDED	ROLL PERMANENT INJURY
11-15	06-10	A PREVIOUS CON IS EXPOSED ²	
16-25	11-15	YOU ARE CONNED BY A CONTACT	-\$100
26-35	16-25	YOU CAN SET UP A CON ³	-\$200 IF YOU TRY
36-40	26-40	YOU GAIN A SIDEKICK	
41-50	41-50	YOU CAN GAIN A CONTACT ¹	CONTACT
51-65	51-65	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
66-70	66-70	YOU GAIN A MENTOR ⁴	REPUTATION ±0/5
71-00	71-00	YOU PARTICIPATE IN A CON ¹	

¹ See separate table on the following page.

² When it is exposed, you gain REPUTATION, an ENEMY and become WANTED.

³ If you pay, you get +10 on the Con-table and the Con - Outcome-table.

⁴ Get +5 PRACTICE in a SKILL, but not above the maximum level at start.

2 CIVIL WAR (1861-1865)

The war is changing the whole of society, in the North and the South. Men go off to war, while women cannot be soldiers. They can enlist by disguising themselves as men, or become spies, smugglers and nurses. Ruthless businessmen profit on the war. For those without scruples, there are many ways to get rich. These greedy-guts types are actually more gullible marks than most, and can be fooled by a well-performed con.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-03	YOU GAIN AN ENEMY ¹	ENEMY
06-15	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
16-25	04-08 ²	ENLISTED IN THE ARMY ¹	COOL UNDER FIRE +1
26-30	09-13	A PREVIOUS CON IS EXPOSED ³	
31-35	14-18	YOU ARE CONNED BY A CONTACT	-\$100
36-45	19-35	YOU CAN GAIN A CONTACT ¹	CONTACT
46-60	36-55	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
61-70	56-70	YOU CAN WIN ON A RIGGED LOTTERY	+\$100
71-75	71-75	YOU GAIN A MENTOR ⁴	REPUTATION ±0/5
76-00	76-00	YOU PARTICIPATE IN A CON ¹	

¹ See separate table on the following page.

² Women can volunteer as spies, smugglers or nurses.

³ When it is exposed, you gain REPUTATION, an ENEMY and become WANTED.

⁴ Get +5 PRACTICE in a SKILL, but not above the maximum level at start.

4 THE LONG DEPRESSION (1871-1875)

The Northern Pacific railway company goes bankrupt, causing the market to crash. Bankruptcy spreads like wildfire. The country winds up in depression. Work is hard to find. Farms and businesses are seized. If you and other criminals go after the banks or the fat cats, you might end up folk heroes. Pinkertons might be hired to chase you. The Indian Wars rage on across the prairie, while gold has been found in the Black Hills.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-03	SOMEONE HAS SET PINKERTONS ON YOUR TRAIL	
06-10	04-05	YOU GAIN AN ENEMY ¹	ENEMY
11-15	06-10	A PREVIOUS CON IS EXPOSED ²	
16-25	11-20	YOU HAVE AN UPAID DEBT	-\$100 OR ENEMY
26-35	21-30	YOU CAN SET UP A CON ³	-\$200 IF YOU TRY
36-40	31-40	YOU GAIN AN ADMIRER	
41-50	41-50	YOU CAN GAIN A CONTACT ¹	CONTACT
51-65	51-65	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
66-70	66-70	YOU GAIN A MENTOR ⁴	REPUTATION ±0/5
71-00	71-00	YOU PARTICIPATE IN A CON ¹	

¹ See separate table on the following page.

² When it is exposed, you gain REPUTATION, an ENEMY and become WANTED.

³ If you pay, you get +10 on the Con-table and the Con - Outcome-table.

⁴ Get +5 PRACTICE in a SKILL, but not above the maximum level at start.

★ CONMEN ★

RELATIONSHIPS

Not even your nearest and dearest are reliable all the time. If you pretend to be in love to trick someone out of their money, you'll gain both money and an ENEMY.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY MEMBER KILLED BY ... ¹	REPUTATION ±0/5
06-10	YOUR SPOUSE IS IMPRISONED	1b6-1 YEARS
11-20	RELATIVE TRICKS YOU OUT OF MONEY	-\$100
21-30	YOUR SPOUSE RUNS AWAY WITH ... ²	REPUTATION -1/5
31-45	SHOTGUN MARRIAGE OR RUN AWAY	ENEMY IF YOU RUN
46-60	ROMANCE-SCAM OPPORTUNITY	+\$100 AND ENEMY
61-75	YOU CAN GET MARRIED	GAIN A FRIEND
76-90	YOU CAN HAVE CHILDREN	1b6 CHILDREN
91-00	YOU SAVE THE LIFE OF A CONMAN	GAIN A FRIEND

¹ 1=Lynch mob, 2=Outlaw, 3-4=Mark from a con, 5-6=Conman

² 1-2=Drifter, 3=Actor, 4=Forger, 5-6=Conman

FRIENDS, ENEMIES AND CONTACTS

FRIENDS help you for free, CONTACTS if you pay them. Get +5 on the OUTCOME-roll for your CON (separate table) for every FRIEND you got or CONTACT you pay.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	PICKPOCKET	REPORTER	SALOON KEEPER (\$50)
06-15	PROSTITUTE	PINKERTON	PICKPOCKET (\$75)
16-25	BURGLAR	HEIR	BOOKMAKER (\$100)
26-40	FENCE	LAWMAN	ACTOR (\$100)
41-60	CONMAN	PREVIOUS MARK	FORGER (\$125)
61-75	FORGER	PREACHER	FENCE (\$150)
76-85	ACTOR	FENCE	SPECIALIST ¹ (\$175)
86-95	SPECIALIST ¹	CONMAN	LAWMAN (\$200)
96-00	DOCTOR	BOOKMAKER	FINANCIER ² (\$250)

¹ A SPECIALIST could be, for example, a safe cracker or an acrobat.

² A FINANCIER can lend you up to \$5.000 for a fee of 10%.

THE CIVIL WAR

Even during the chaos of war, you can find ways of earning a little extra money, on gambling or the black market..

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
11-20	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
21-40	YOU DESERT	-2/5	WANTED \$30
41-55	IN PRISON CAMP	±0/5	ROLL P. INJURY
56-65	YOU PROFIT FROM GAMBLING	-	+\$50
66-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-87	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
88-90	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
91-00	TRADE ON THE BLACK MARKET	-1/5	+\$200

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Private

² 1-2=Corporal, 3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

CON

REPUTATION and REWARD are only valid if the con is exposed (see the following table). The OUTCOME-column is a modifier for your next roll.

CON

D100	CON AGAINST ...	REP. ¹	OUTCOME	PROFIT	REWARD ¹
01-15	SMALL TOWN	-1/11	+15	\$50	\$100
16-30	BUSINESS OWNER ²	-1/12	+10	\$100	\$150
31-45	POLITICIAN ²	-1/14	+5	\$200	\$250
46-55	LANDOWNER ²	-1/16	±0	\$250	\$350
56-70	INDUSTRIALIST ²	-1/20	±0	\$300	\$550
71-80	BANKER	-1/20	±0	\$350	\$550
81-90	CARPETBAGGER	-1/22	-5	\$400	\$650
91-95	MINING TYCOON	-1/26	-10	\$450	\$850
96-00	RAILROAD BARON	-1/30	-15	\$500	\$1050

¹ If anybody dies, change REPUTATION -3/5 and the REWARD +\$100.

² Use the OCCUPATION-tables at Social Background for more details.

CON - OUTCOME

If the Con is SUCCESSFUL, the Mark does not feel tricked. If EXPOSED, the Mark becomes an ENEMY. Get +5 for every FRIEND you got or CONTACT you pay.

CON - OUTCOME

D100	OUTCOME	PROFIT	DEAD ¹	RESULT
01-05	ENTIRE GANG IMPRISONED ²	-	2/1	ROLL PRISON
06-15	YOU ARE IMPRISONED ²	-	2/1	ROLL PRISON
16-25	EXPOSED, ALMOST KILLED ²	-	2/2	GAIN AN ENEMY
26-30	EXPOSED, GUNFIGHT	x0,5	1/2	GAIN AN ENEMY
31-45	EXPOSED, LOWER PROFIT	x1	-	GAIN AN ENEMY
46-50	EXPOSED, BUT PROFITABLE	x2	-	GAIN AN ENEMY
51-70	SUCCESSFUL, LOW PROFIT	x0,5	-	-
71-95	SUCCESSFUL CON	x1	-	-
96-00	SUCCESSFUL & PROFITABLE	x2	-	-

¹ Own Gang/Opponents.

² You also gain a PERMANENT INJURY.

PRISON

If your cons land you in prison, roll on this table. You are released when the time has been served and can continue to roll as usual during the next time-period.

PRISON

D100	EVENT	REP.	RESULT
01-05	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
06-20	YOUR HEALTH DECLINES ²	-	SEE FOOTNOTE
21-30	YOU RAT ON A PRISONER	-2/5	GAIN AN ENEMY
31-45	YOU ARE BEATEN	-1/3	ROLL P. INJURY
46-60	YOU GAIN A CONTACT FOR FREE	-	GAIN A CONTACT
61-75	YOU READ (LEARN A NEW EXPERTISE)	-	PRACTICE 10
76-85	YOU LEARN A NEW CRAFT-SKILL	-	PRACTICE 10
86-95	SAVE THE LIFE OF A PRISONER	±0/5	GAIN A FRIEND
96-00	YOU ESCAPE FROM PRISON	-1/5	WANTED FOR \$100

¹ 1=Judge, 2=Warden, 3=Guard, 4-6=One of the prisoners

² 1=TBC, 2=Smallpox, 3=Malaria, 4=Typhoid, 5-6= Cholera

★ YOUR ROLE ★

COUNTERFEITER



I am an artist and an artisan – not a common thug. I hate violence and refuse to steal. I make my own banknotes instead, primarily printing plates. I can print them myself, but usually hire a printer when time is running short. There are others who are better at circulating the money in a good way.

A banknote printing plate requires time and skill. I get 25 cents on every forged dollar printed with my plate. The printer gets the same cut. The boodle carrier takes care of the note bundles and circulates them among their network of saloons, gambling halls, general stores and similar, known shovers. Everyone makes money, everyone is happy. Except the banks and the government, that is.

COUNTERFEITER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Elementary School COOL UNDER FIRE: 0 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Artistic, Dilettante, Handy, Mentor, Perfect Recall, Plain.
OBSTACLES Arch Nemesis, Coward, Pedantic, Superstitious, Wanted, Wastrel.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – HIGH SCHOOL (100 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	10	EXPERTISE/PHYSICS	5
EXPERTISE/BIOLOGY	5	LANGUAGE/ELECTIVE	5
EXPERTISE/CHEMISTRY	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	10	RELIGION/CHRISTIANITY	10

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
APPRAISAL	5	-	10
ART/DRAW	10	5	15
CRAFT/COUNTERFEITING	10	10	15
CRAFT/ENGRAVING	15	10	15
CRAFT/FORGERY	15	10	15
CRAFT/PRINTING	10	5	15
DEAL	10	5	10
DRIVE/CARRIAGE	5	-	5
ELOQUENCE	5	-	10
EXPERTISE/UNDERWORLD	10	5	15
GAME/CARDS	5	-	5
HIDE/SEEK	5	-	5
RIDE	5	5	10
SLEIGHT OF HAND	10	-	10

WEAPONS PACKAGE	TENDERFOOT (100)	GREENHORN (50)	SUFFICIENT (150)
ACCURACY/REVOLVER	10	5	10
ACCURACY/RIFLE	-	-	5
SPEED/REVOLVER	-	-	5
DEFENSE	5	5	5

REPUTATION	-3/15	-1/5	-5/25
MONEY	\$100	\$50	\$150

EQUIPMENT

WEAPONS Revolver +20 bullets. Holster.
BELONGINGS Set for engraving, unused printing plate, quill, ink, paper, pocket watch, deck of cards, razor or hairbrush and make up, mirror.
CLOTHING 2 sets of desired clothing.
MOUNT Quarter Horse. Bridle, saddle, saddlebags.

★ COUNTERFEITER ★

So, you want to become a counterfeiter, a con man of the printing press? Depending on how law-abiding people are, they will see you either as a threat to national security or as a respected artisan whose talents are widely requested.

Your primary task is to manufacture the banknote template, which are then used to print the bills. It takes about a month to turn out the plate (this includes a separate front and back piece). More or less time spent on the fabrication will have a corresponding lowering or increasing of the DIFFICULTY LEVEL. If you take your time, it is easier. If you hurry, it is a lot harder. You need a genuine banknote, issued by the federal government, to make a credible copy. You roll for CRAFT/COUNTERFEITING and CRAFT/ENGRAVING when you manufacture the plate. The quality of the plate will never exceed the worst of the two results.

There are many considerations before deciding what denomination to counterfeit. Low denominations are easier to play off, but pay less. Few take the time to scrutinize a \$1 bill, more are apt to examine a \$10 bill and everyone will meticulously scan a \$50 bill before accepting it as payment – something that's quite important, since no one are required to accept paper money (except the national banks).

Things were easier in the olden days. Before the Civil War banks could design their own banknotes – if they guaranteed their value. Since there were so many types, it was easy to make one's own credible designs. The trouble was to get people to accept them as payment. A trader in New York would be hesitant to accept even manifestly real banknotes from Tennessee.

The Civil War wore down the Union's economy. In February 1862, Congress introduced a national currency and had banknotes for the total amount of \$150 million printed to finance the war effort. The old bills could be used in parallel with the federal "green-backs" for a few years. The new banknotes ushered in a golden era for all counterfeiters, since the trader in New York who earlier would have scrutinized a Tennessee banknote or even refused it outright, now took a federal bill without a second glance or thought. The new currency became popular in the South too, since the Confederate dollar's worth plunged severely and wasn't accepted at all in the North. Knowledge about real federal banknotes was sketchy in the beginning, so the chance to get caught was non-existent. Profit was enormous and the chance to get caught minimal.

By 1864 about half of all federal bills in circulation were deemed to be counterfeit and the authorities had to step in and deal with the problem. An organization known as the Secret Service was founded to track down unsound money and its originators. Their agents make your work difficult, making it harder to stay out of reach of the long arm of the Law. On the other hand it's often the worst and the clumsiest of

your colleagues that get caught. There are counterfeiters that see the Secret Service as a challenge – if an agent investigates your banknotes and declare them the genuine article, it's considered high praise and recognition of your skill as an artist and professional.

When the banknote template is ready, it's time to start printing the bills. Either you get your hands on a good-enough printing press, or you get access to one without having to answer probing questions about exactly what you are going to print. A third option is a well-incorporated collaboration with a printer who's a part of the team for a cut of the proceeds. Then a suitable paper, with the right look and feel, needs to be obtained. By now it's time to roll for CRAFT/PRINTING. The QUALITY of the template used affects the roll. The template gets worn with time and use – 1000 printings/banknotes of the chosen denomination lowers QUALITY by 1. The printer can never achieve a better QUALITY print than the template used. Sadly though, the printer's roll may reduce it. If the plate is shoddy the printers skill doesn't matter, the end product convinces no one. This is why you, the manufacturer of the banknote template, have got the highest standing in any gang of counterfeiters.

When the printing is done, you've got a *boodle* – a bundle of fake bills. Now a *Boodle Carrier* is needed, someone with a network that can spread the counterfeit money, e.g. saloons and gambling halls. The Boodle Carrier buy your conjured up currency at half the value and sell it on to *Shovers*, the ones who spread the banknotes in the community, at 75%.

Counterfeiters prefer not to use their own bogus money, to lower the risk of getting caught. Those who do are seen as amateurs and bunglers by their cohort.

Many a counterfeiter is to be found in cities and hubs like Chicago or St. Louis, or in Philadelphia during the Centennial Exposition. These are locations where there are a lot of people about, but many aren't staying for a long time. Settlers who got counterfeit money in St. Louis before heading west aren't likely to turn back when they discover that they've been had.

LIVELIHOOD

Counterfeiters are seldom poor or destitute. Since it takes both craftsmanship and capital, they are rather educated people who find themselves in insolvency but not wishing to give up the good life they've been leading. How much money you've got depends on how much you've printed and in what denomination. A few hundred proper dollars a month is common.

REPUTATION

Most counterfeiters prefer to avoid attention outside the criminal sphere. However, counterfeiters particularly pleased with their work have occasionally snuck their own signature onto the banknote template.



LIFE PATH EVENTS FOR COUNTERFEITERS

1 EXPANSION WEST (PRIOR TO 1861)

In 1858, gold was found at Pike's Peak, Colorado, enticing adventurers to seek their fortunes. Many set out to look for gold, while others choose to make money of the miners. Slow transportations across the country can make it easier to spread counterfeit money without anybody looking too closely at your work. If you get caught, the law will squeeze you to lag on your partners. Some outlaw gangs recruit counterfeiters.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-05	YOU LOSE YOUR EQUIPMENT IN A RAID	-\$100
06-10	06-10	YOU GET ROBBED	-\$50, ROLL P. INJURY
11-15	11-15	PRESSED BY CONTACT	-\$50 OR PRISON
16-25	16-20	PRESSED BY LAWMAN ¹	ENEMY OR PRISON
26-35	21-35	YOU CAN GAIN A CONTACT ²	CONTACT
36-45	36-45	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
46-50	46-50	YOU WORK FOR OUTLAWS	+\$75 OR ENEMY
51-65	51-60	GOLD RUSH IN COLORADO ³	+\$100
66-75	61-75	YOU GET A COMMISSION ²	
76-00	76-00	COUNTERFEIT OPERATION ²	

¹ Snitch on a partner (will turn into an ENEMY) or go to PRISON².

² See separate table on the following page.

³ 1=Bartender, 2-3=Forge mining stocks, 4-5=Counterfeiter, 6=Find gold

2 CIVIL WAR (1861-1865)

The war is dominating this period. Women cannot be soldiers, unless they disguise themselves as men – but they can become spies, smugglers or nurses. All the counterfeit money in circulation is destroying the economy further. The Union creates Secret Service to handle the situation. Should their agents expose you, they will give you a choice: pay them for protection, help them arrest the rest of the gang or go to prison.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	YOU LOSE YOUR EQUIPMENT IN A RAID	-\$100
06-15	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
16-25	06-10 ²	ENLISTED IN THE ARMY ¹	COOL UNDER FIRE +1
26-30	11-15	PAY AN AGENT FOR PROTECTION	-\$50 OR PRISON
31-35	16-20	PRESSED BY AGENT ³	ENEMY OR PRISON
36-40	21-30	YOU CAN GAIN A CONTACT ¹	CONTACT
41-45	31-40	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
46-50	41-45	YOU WORK FOR OUTLAWS	+\$100 OR ENEMY
51-60	46-60	YOU GET A COMMISSION ¹	
61-00	61-00	COUNTERFEIT OPERATION ¹	

¹ See separate table on the following page.

² Women can volunteer as spies, smugglers or nurses.

³ Snitch on a partner (will turn into an ENEMY) or go to PRISON¹.

3 POST WAR (1866-1870)

After the war, the South is occupied by Northern troops, which gradually relinquish control to the states. Some former soldiers form outlaw gangs. It gets easier to travel, and the railroad now crosses the entire continent. The country's economy is good, with lots of Union greenbacks (the new paper money) in circulation. Louisiana State Lottery sell lottery tickets across the country – and the tickets are easy to forge!

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	YOU LOSE YOUR EQUIPMENT IN A RAID	-\$100
06-13	06-12	SOMEONE ¹ SNITCHES ON YOU	PRISON
14-20	13-17	PRESSED BY AGENT ²	ENEMY OR PRISON
21-25	18-20	PAY AN AGENT FOR PROTECTION	-\$50 OR PRISON
26-35	21-30	YOU CAN GAIN A CONTACT ³	CONTACT
36-45	31-40	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
46-50	41-50	YOU FORGE ... ⁴	+\$75
51-55	51-55	YOU WORK FOR OUTLAWS	+\$100 OR ENEMY
56-70	56-70	YOU GET A COMMISSION ³	
71-00	71-00	COUNTERFEIT OPERATION ³	

¹ 1-2=Outlaw, 3-4=Counterfeiter, 5=Saloon owner, 6=Printer

² Snitch on a partner (will turn into an ENEMY) or go to PRISON³.

³ See separate table on the following page.

⁴ 1-2=Lottery tickets, 3=War bonds, 4=Proof of ownership, 5-6=Wills

4 THE LONG DEPRESSION (1871-1875)

The Northern Pacific railway company goes bankrupt, causing the market to crash. Bankruptcy spreads like wildfire. The country winds up in depression. Work is hard to find, farms and businesses are seized by banks and there is less money in circulation. Secret Service agents now get fired if they get exposed for racketeering. The Indian Wars rage on across the prairie. Gold has been found in the Black Hills.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-05	YOU LOSE YOUR EQUIPMENT IN A RAID	-\$100
06-13	06-13	SOMEONE ¹ SNITCHES ON YOU	PRISON
14-20	14-20	PRESSED BY AGENT ²	ENEMY OR PRISON
21-25	21-25	YOU GET ROBBED	-\$50, ROLL P. INJURY
26-35	26-35	YOU CAN GAIN A CONTACT ³	CONTACT
36-45	36-45	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
46-50	46-50	YOU FORGE ... ⁴	+\$75
51-55	51-55	YOU WORK FOR OUTLAWS	+\$100 OR ENEMY
56-70	56-70	YOU GET A COMMISSION ³	
71-00	71-00	COUNTERFEIT OPERATION ³	

¹ 1=Outlaw, 2-4=Counterfeiter, 5=Saloon owner, 6=Printer

² Snitch on a partner (will turn into an ENEMY) or go to PRISON³.

³ See separate table on the following page.

⁴ 1=Lottery tickets, 2-3=Railroad stocks, 4-5=Mining stocks, 6=Wills

★ COUNTERFEITER ★

RELATIONSHIPS

Counterfeit operations are often family businesses. If you go to prison, your closest relationships will probably be able to uphold the operation in your absence.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY MEMBER KILLED BY ... ¹	REPUTATION ±0/5
11-20	FRIEND KILLED BY ... ¹	REPUTATION ±0/5
21-30	YOUR SPOUSE IS IMPRISONED	1d6 YEARS
31-40	YOUR SPOUSE LEAVES YOU	REPUTATION -1/5
41-50	YOU TEACH A COUSIN YOUR TRADE	GAIN A FRIEND
51-60	AGENT SAVES YOUR LIFE	YOU ARE INDEBTED
61-75	YOU CAN GET MARRIED	GAIN A FRIEND
76-90	YOU CAN HAVE CHILDREN	1d6 CHILDREN
91-00	YOU GAIN A MENTOR ²	REPUTATION ±0/10

¹ 1=Agent, 2=Pinkerton, 3-4=Outlaw gang, 5-6=Counterfeiter

² Get +5 PRACTICE in a SKILL, but not above the maximum level at start.

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	TOWNSPEOPLE ¹	INDUSTRIALIST ¹	BARTENDER (\$50)
06-15	DRIFTER ¹	POLITICIAN ¹	PRINTER (\$50)
16-25	PROSTITUTE	OUTLAW BOSS	FORGER (\$50)
26-40	PRINTER	LAWMAN	GAMBLER (\$75)
41-60	COUNTERFEIT	AGENT	BOODLE CARRIER (\$75)
61-75	BARTENDER	BUSINESS OWNER ¹	SAOON KEEPER (\$75)
76-85	SAOON KEEPER	BANKER	OUTLAW BOSS (\$100)
86-95	OUTLAW BOSS	SALOON KEEPER	LAWMAN (\$150)
96-00	LAWMAN	DRIFTER ¹	AGENT ² (\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² Can warn you about upcoming Secret Service-raids.

THE CIVIL WAR

Many deserters would love to be able to show a forged document to easier get away from the madness of war, leaving you with a nice little profit.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	YOU GAIN AN ENEMY ¹	-	GAIN AN ENEMY
11-25	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
26-40	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
41-55	IN PRISON CAMP	±0/5	ROLL P. INJURY
56-70	SELL FORGED DOCUMENTS	-1/5	+\$100
71-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
96-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Roll an ENEMY

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

COUNTERFEIT OPERATION

Secret Service-agents try to track and stop the circulation of counterfeit money. Sometimes they can turn a blind eye to your criminal activity – if you bribe them.

COUNTERFEIT OPERATION

D100	OUTCOME	PROFIT	RESULT
01-05	KILL AN AGENT DURING A RAID	-	WANTED \$250
06-20	ARRESTED BY AGENT	-	ROLL PRISON
21-30	ESCAPE RAID, WOUNDED	-	ROLL P. INJURY
31-45	PRINT RUN STOLEN BY... ¹	\$50	SEE FOOTNOTE
46-60	SUBSTANDARD PRINT	\$75	REPUTATION -1/5
61-75	AGENT SUSPECTS YOU	\$100	ENEMY - AGENT
76-85	YOU BRIBE AN AGENT ²	\$200	CONTACT - AGENT
86-95	SUCCESSFUL OPERATION	\$300	REPUTATION ±0/5
96-00	PROFITABLE OPERATION	\$500	REP. ±0/10

¹ 1-2=Boodle Carrier, 3=Printer, 4=Partner, 5-6=Saloon owner

² Secret Service let you escape, after taking a cut of your profit.

COMMISSION

Should you ever use the embarrassing SECRET you know about your employer to gain an advantage from them in play, they might pay but become an ENEMY.

COMMISSION

D100	COMMISSION	FEES	RESULT
01-10	YOU DRAW A PORTRAIT	\$25	REPUTATION ±0/1
11-20	YOU WORK AS BARTENDER	\$50	GAIN A CONTACT
21-30	GRAVER FOR NEWSPAPER	\$75	GAIN A CONTACT
31-45	YOU WORK AS AN ENGRAVER	\$75	GAIN A CONTACT
46-60	YOU WORK AS A PRINTER	\$75	GAIN A CONTACT
61-70	ENGRAVE ¹ FOR A COMPANY	\$100	REPUTATION ±0/2
71-80	FORGE DOCUMENTS FOR... ²	\$150	SECRET
81-90	YOU FORGE WILLS FOR... ²	\$200	SECRET
91-00	YOU FORGE STOCKS FOR... ²	\$250	SECRET

¹ 1=Medallion, 2=Plaque, 3-4=Sign, 5=Stamp, 6=Stocks

² 1-2=Business owner, 3=Officer, 4=Politician, 5=Landowner, 6=Industrialist

PRISON

You will probably end up in jail at least once. If so, you will still be out when the next period begins and can continue to roll new LIFE PATH EVENTS as usual.

PRISON

D100	EVENT	REP.	RESULT
01-05	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
06-20	DECLINING HEALTH ²	-	SEE FOOTNOTE
21-30	YOU SNITCH ON A PRISONER	-2/5	GAIN AN ENEMY
31-45	YOU GET BEATEN	-	ROLL P. INJURY
46-60	YOU MAKE A FORGERY FOR... ¹	-	SECRET/CONTACT
61-75	YOU READ (LEARN NEW EXPERTISE)	-	PRACTICE 10
76-85	YOU LEARN A NEW CRAFT	-	PRACTICE 10
86-95	YOU SAVE THE LIFE OF... ¹	±0/5	GAIN A FRIEND
96-00	YOU ESCAPE FROM PRISON	-1/5	WANTED \$100

¹ 1=Warden, 2-3=Guard, 4-6=Prisoner

² 1=TBC, 2=Smallpox, 3=Malaria, 4=Typhoid fever, 5-6= Cholera

★ YOUR ROLE ★

COWBOY



Being a cowboy is hard work. You have to get up before dawn to gather the cattle and start branding the new yearlings. And that's while you're still on the ranch. When it comes to driving the cattle to slaughter or to be sent back East on the train, the job gets even tougher. You'll be eating a lot of dirt when you're out there, and it will last for several weeks! You need to be a skilled rider. While you're driving cattle, you live in the saddle. You work, eat and sleep on the back of your horse.

When you finally arrive and can quench your big, then sizable thirst, some high and mighty city boy picks a fight. Then you might end up spending the night in jail and having to pay a fine for brawling.

COWBOY – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 1 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Animal Trainer, Born to Ride, Eagle Eye, Frontiersman, Handy, Night Vision.
OBSTACLES Bad Company, Half-Breed, Hot-Headed, Illiterate, Slob, Subordinate.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
ACROBATICS	10	5	10
ANIMAL HUSBANDRY/CATTLE	15	10	15
ANIMAL TRAINING/HORSES	10	-	10
CRAFT/HORSES	10	10	10
DRIVE/CARRIAGE	5	5	10
HUNT/FISH	5	-	10
MUSIC/SINGING	5	5	5
RIDE	10	10	15
SCOUT	10	5	10
STEALTH	-	-	10
SURVIVAL/PRAIRIE	10	5	10
TRACK	5	5	10
WEATHER LORE	10	5	10

WEAPONS PACKAGE	ADEPT (200)	BEGINNER (100)	SEASONED (350)
ACCURACY/RIFLE	10	5	10
ACCURACY/FIGHTING	5	5	10
ACCURACY/REVOLVER	5	5	10
SPEED/RIFLE	5	-	10
SPEED/FIGHTING	5	-	5
DEFENSE	5	5	5

REPUTATION	±0/15	±0/5	±0/25
MONEY	\$50	\$25	\$75

EQUIPMENT

WEAPONS Revolver +20 bullets. Rifle +20 bullets. Knife. Holster.
BELONGINGS Lariat, blanket, razor, mirror, matches, water canteen, chewing-tobacco.
CLOTHING Chaps, duster, set of desired clothing.
 MOUNT Quarter Horse. Bridle, saddle, saddlebags, scabbard.

Many think they can work on a ranch if their luck runs out, no matter what they have done previously. You will have to show your true colors. It is hard work, and you cannot count on having a job all year round, either; only a few ranchers will pay hired hands through the winter months. Some might let you stay and give you a meal and a roof over your head, others hire new help every year. Your best bet is to never say no to extra work, and help out wherever needed, whether it involves driving the herd to new pastures, building fences, or other chores around the ranch.

The most difficult and important assignments are the long cattle drives. The team consists of one cowboy per 250 animals, a wrangler to take care of the horses, and a cook. Before you set off, the herd must be branded with a unique brand since you might be driving cattle from several owners with varying marks.

Driving cattle is not an activity where you can be in a hurry – not even when riding through Native lands. The animals need to eat their share of juicy prairie grass on their way in order to have the energy to get to the end of the drive. It takes as long as it takes, and there are many perils along the way, including runaway cattle, river crossings, quicksand and Natives.

A typical day of travel starts while the last watch is still out. By around five in the morning, the others in the camp prepare for their work day. Blankets are rolled up tightly and breakfast is eaten in the chilly morning air. The horse wrangler has already rounded up the herd of horses, known as a *remuda*, into a makeshift enclosure. This corral consists basically of a couple of lengths of rope tied between two wagons. Horses are then picked for the first pass of the day. There are several horses per cowboy, since they need to rest after 4-5 hours of riding. You will have to switch horses three times before your workday is over.

After breakfast, you ride out to gather the herd and get them moving. The animals amble slowly forward while munching on their grassy breakfast. After around nine in the morning, a few shouts of “*Ho there! Get along!*” will get them moving a bit faster, narrowing their onward march from about twelve animals across to four or five. It is hard work to ride at the rear of the herd; the *drag rider* must keep an eye on all the young and weak animals who cannot keep up the tempo. Newborn calves have no chance of making the long trek and must either be shot or left along the road.

During the first day of the journey, a handful of steers will break loose of the herd and spontaneously take leader positions at the head. Good herd leaders are vital since the other cattle will follow these. Sometimes the steers are so good that they are later moved back to the ranch instead of being sold for slaughter, so they are available to lead on the next drive also.

A couple of cowboys are *point men*. They ride ahead of the herd and keep an eye out. The *trail boss* can

be as far as a day ahead of the herd. He chooses the route and resting spots, ensuring there is water for the animals. It must be large watering holes. The cattle are more willing to go forward if they catch the scent of water, but can be reluctant if they suspect there is nothing to drink where they are heading. In the evenings, you should lead the animals towards water so they increase their speed, and remain there throughout the night. If you run into others during your travels, you can exchange information about water levels at different river crossings, and so on.

In the middle of the day, the trail boss signals the point men that he has found a suitable spot for lunching with the herd. They ride back and tell the others. The team gathers around the cook’s wagon to eat. This rest lasts about an hour, and then the journey continues until five in the evening. The herd moves toward the campsite and the *swing* and *flank riders* on either side of the herd spread out to allow more room for the slowing cattle. At dusk, the animals will have slowed down enough for the evening’s work to begin. You will have ridden roughly thirteen miles that day.

During first watch, from dusk to about ten at night, two cowboys ride around the herd in ever smaller circles so the herd gathers closer. The cowboys often sing lullabies to calm the cattle. When you have achieved a suitable formation and the animals start to sleep, one rider turns and rides in a counter-moving circle. The night passes in this way, switching to a new pair of cowboys on watch every two hours.

All cowboys fear the herd running away in the night. Longhorn cattle are skittish and can panic from something as small as someone lighting a cigarette or dropping a cooking pot. Not to mention a gunshot or even just thunder. A stampede is dangerous for both the animals and the cowboys who try to stop them. Additionally, longhorn cattle can lose up to twenty kilograms if they panic and run until they are exhausted.

LIVELIHOOD

Your salary is modest; you get about \$40 a month, plus food and lodging (when you are not driving cattle and sleeping under the bare sky). If you become the foreman (which requires you to be able to read and write), you have got a guaranteed year-round job and about \$100-150 each month.

REPUTATION

You can compete in rodeo events, like breaking horses, separating an animal from the herd on horseback, capturing and branding cattle, and so on. A good word from the rancher you work for will spread quickly, as well as if you have driven cattle along a new trail, or had to fight Natives. After long cattle drives, cowboys often get rowdy and wind up in trouble in Kansas’s wild cattle towns, which generate tales in the papers.

LIFE PATH EVENTS FOR COWBOYS

1 EXPANSION WEST (PRIOR TO 1861)

In 1858, gold was found at Pike's Peak, Colorado, enticing adventurers to seek their fortunes – either to find gold, or make money from those who do. It takes time to get letters across the country. The Pony Express hires young teenagers to ride between the stations along their route. The longest cattle drives these years go from Texas to California (takes about five or six months), from Texas to Missouri or further along the Beef Trail to New Orleans, Louisiana.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-05	YOU ARE SHOT AND ROBBED	-\$75, P. INJURY
06-10	06-10	YOU ARE FIRED FROM A RANCH	GAIN AN ENEMY
11-15	11-15	YOU LOSE MONEY ON GAMBLING	-\$50
16-25	16-27	YOU CAN GAIN A CONTACT ¹	CONTACT
26-35	28-39	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
36-40	40	YOU RIDE FOR THE PONY EXPRESS	REP. +1/5
41-50	41-50	HIRED YEAR-ROUND AT A RANCH	+\$75
51-65	51-65	GOLD RUSH IN COLORADO ²	+\$75
66-80	66-80	RANCH IN CONFLICT WITH ... ^{3,1}	+5 COMBAT POINTS
81-00	81-00	CATTLE DRIVE TO... ^{4,1}	+\$100

1 See separate table on the following page.

2 1=Steal horses, 2=Steal gold, 3-4=Drive cattle, 5=Guard, 6=Find gold

3 1=Settlers, 2=Sheep farmers, 3-4=Natives, 5-6=Rustlers

4 1-2=California, 3-4=Missouri, 5-6>New Orleans, Louisiana

3 POST WAR (1866-1870)

After the war, the South is occupied by Northern troops, which gradually relinquish control to the states. The railroad crosses the entire continent and the economy is good. More cattle is driven north, especially to Abilene and Hays City, Kansas, or along the Goodnight Loving Trail to Wyoming. Some drives go south instead, to Chihuahua, Mexico. Ranchers get upset when ever more sheep come to the open ranges.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	YOU ARE SHOT AND ROBBED	-\$75, P. INJURY
06-10	06-10	YOU ARE FIRED FROM A RANCH	GAIN AN ENEMY
11-15	11-15	SCARE AWAY SHEEP FARMERS	GAIN AN ENEMY
16-20	16-20	YOU LOSE MONEY ON GAMBLING	-\$50
21-30	21-30	YOU CAN GAIN A CONTACT ¹	CONTACT
31-40	31-40	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
41-45	41-45	YOU TRAIN HORSES FOR A RANCH	+\$50
46-50	46-50	HIRED YEAR-ROUND AT A RANCH	+\$75
51-70	51-70	RANCH IN CONFLICT WITH ... ^{2,1}	+5 COMBAT POINTS
71-00	71-00	CATTLE DRIVE TO... ^{3,1}	+\$100

1 See separate table on the following page.

2 1-2=Settlers, 3=Sheep farmers, 4-5=Natives, 6=Rustlers

3 1=Chihuahua, Mex., 2=Wyoming, 3=Hays City, Ks., 4-6=Abilene, Ks.

2 CIVIL WAR (1861-1865)

Men go off to fight the war between the states, while women who want to get involved become spies, smugglers or nurses. Many guerilla forces claim to fight for either the North or the South, but when push comes to shove they are no more than outlaws who use the war as a pretext for their robberies and looting among the civilians of the other side of the war. Most cattle are driven from Texas to Baxter Springs, Kansas and to New Orleans – or to the Confederate Army.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	YOU ARE SHOT AND ROBBED	-\$75, P. INJURY
06-15	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
16-25	06-10 ²	YOU JOIN GUERRILLA FORCE ¹	COOL UNDER FIRE +1
26-35	11-15 ²	ENLISTED IN THE ARMY ¹	COOL UNDER FIRE +1
36-40	16-25	YOU ARE FIRED FROM A RANCH	GAIN AN ENEMY
41-45	26-35	YOU CAN GAIN A CONTACT ¹	CONTACT
46-55	36-50	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
56-60	51-60	HIRED YEAR-ROUND AT A RANCH	+\$75
61-75	61-75	RANCH IN CONFLICT WITH ... ^{3,1}	+5 COMBAT POINTS
76-00	76-00	CATTLE DRIVE TO... ^{4,1}	+\$100

1 See separate table on the following page. Guerillas roll CIVIL WAR.

2 Women can volunteer as spies, smugglers or nurses.

3 1-2=Soldiers, 3=Sheep farmers, 4-5=Natives, 6=Rustlers

4 1-4=Confederate Army, 5=Baxter Springs, Ks., 6>New Orleans, La.

4 THE LONG DEPRESSION (1871-1875)

The Northern Pacific railway company goes bankrupt, causing the market to crash. Bankruptcy spreads like wildfire. The country winds up in depression. Work is hard to find and farms are seized by banks. Those who got all year round employment are lucky. The Indian Wars rage on across the prairie. Gold has been found in the Black Hills. Ellsworth and Dodge City are now the largest and the wildest cattle towns in Kansas.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-05	YOU ARE SHOT AND ROBBED	-\$75, P. INJURY
06-10	06-10	YOU ARE FIRED FROM A RANCH	GAIN AN ENEMY
11-15	11-15	YOU SCARE AWAY SETTLERS	GAIN AN ENEMY
16-25	16-25	IT IS HARD TO FIND EMPLOYMENT	-\$50
26-30	26-30	YOU CAN GAIN A CONTACT ¹	CONTACT
31-40	31-40	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
41-45	41-45	YOU WIN A RODEO CONTEST	+\$50, REP. +1/5
46-50	46-50	HIRED YEAR-ROUND AT A RANCH	+\$75
51-65	51-65	RANCH IN CONFLICT WITH ... ^{2,1}	+5 COMBAT POINTS
66-00	66-00	CATTLE DRIVE TO... ^{3,1}	+\$100

1 See separate table on the following page.

2 1-2=Settlers, 3=Sheep farmers, 4-5=Natives, 6=Rustlers

3 1=Montana, 2=Wichita, Ks., 3-4=Ellsworth, Ks., 5-6=Dodge City, Ks.

★ COWBOY ★

RELATIONSHIPS

There is more to life than work, no matter how fun or adventurous it can be. The people closest to us can be loved ones, or even foes we hold a grudge to.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY KILLED BY NATIVES	REPUTATION ±0/5
06-10	FAMILY KILLED BY OUTLAWS	REPUTATION ±0/5
11-20	COMANCHEROS ABDUCT YOUR FAMILY	REPUTATION ±0/5
21-30	YOUR SPOUSE BECOME SICK ¹	SEE FOOTNOTE
31-40	YOU GET SALOON GIRL PREGNANT	MARRIAGE OR ENEMY
41-50	BRAVE SAVES YOUR LIFE	YOU ARE INDEBTED
51-70	YOU CAN GET MARRIED TO... ²	SEE FOOTNOTE
71-90	YOU CAN HAVE CHILDREN	1d6 CHILDREN
91-00	YOU SAVE SOMEBODY'S LIFE	GAIN A FRIEND

¹ 1=Smallpox, 2=TBC, 3=Insane, 4=Addict (morphine), 5-6=Alcoholic

² 1-3=Mexican, 4=Native, 5=White, 6=Black

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	SOLDIER ¹	OFFICER ¹	SOLDIER ¹	(\$25)
06-15	DRIFTER ¹	RANCHER	DRIVER	(\$25)
16-25	DRIVER	LAWMAN	HUNTER	(\$50)
26-40	PROSTITUTE	SHEEP FARMER	WARRIOR	(\$50)
41-60	COWBOY	SETTLER	COOK	(\$75)
61-75	COOK	RUSTLER	RUSTLER	(\$75)
76-85	TOWNSPEOPLE ¹	DESPERADO	DESPERADO	(\$100)
86-95	RANCHER ²	COWBOY	SALOON KEEPER	(\$125)
96-00	LAWMAN	COMANCHERO	LAWMAN	(\$150)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² You are employed at a ranch and get \$75 every new LIFE PATH-period.

THE CIVIL WAR

You are a skilled rider and probably serve in the cavalry – far from the bloodiest battles. Couriers deliver messages, information that can change the war.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	YOU GAIN AN ENEMY ¹	-	GAIN AN ENEMY
11-20	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
21-35	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
36-50	IN PRISON CAMP	±0/5	ROLL P. INJURY
51-70	YOU SERVE AS A COURIER	±0/5	CONTACT ²
71-85	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
86-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
96-00	REWarded FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Roll an ENEMY

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

CATTLE DRIVES

First roll here to see what happens during the drive, then on the next (Cattle Towns) to see what happened when you finally got to your destination with the herd.

CATTLE DRIVES

D100	EVENT	REP.	RESULT
01-15	STAMPEDING CATTLE	±0/2	ROLL P. INJURY
16-30	NATIVES ATTACK	±0/5	ROLL CONFLICT
31-50	RUSTLERS	±0/5	ROLL CONFLICT
51-60	CONFLICT WITH VIGILANTE ¹	±0/5	ROLL CONFLICT
61-65	CONFLICT WITH COMANCHEROS	±0/5	ROLL CONFLICT
66-70	COWBOY SAVES YOUR LIFE	±0/5	YOU ARE INDEBTED
71-80	PRAISE FROM RANCHER	+1/5	GAIN A CONTACT
81-90	GET A HORSE ² AS A BONUS	+1/5	QUALITY +1
91-00	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND

¹ They want to shoot your cattle to stop the Texas Cattle Fever.

² 1=Appaloosa, 2-5=Quarterhorse, 6=Palomino

CATTLE TOWNS

When the drive is done you get paid. Roll here to see what happens once you get some time off, and if you are able to keep any of your hard earned money.

CATTLE TOWNS

D100	EVENT	REP.	RESULT
01-05	YOU KILL A LAWMAN	-3/10	WANTED \$250
06-10	YOU KILL A GAMBLER	-3/5	WANTED \$100
11-20	YOU ARE LIVING THE HIGH LIFE	±0/3	-\$100
21-30	LOSE MONEY ON GAMBLING	±0/3	-\$75
31-45	YOU COURT A SALOON GIRL	±0/3	-\$50
46-65	ARRESTED BY THE LAW	±0/3	FINES -\$25
66-85	YOU GET IN A FIGHT WITH... ¹	±0/3	ROLL P. INJURY
86-90	YOU MARRY A... ²	±0/3	-\$25
91-00	YOU WIN A HORSE RACE	±0/5	+\$50

¹ 1-2=Cowboy, 3=Townspeople, 4=Soldier, 5=Navvy, 6=Gambler

² 1-2=Prostitute, 3-4=Saloon girl, 5=Townspeople, 6=Cook

CONFlict

Some ranchers are hard men. They expect blind obedience from their employees and are ready to administer vigilante justice against their enemies.

CONFlict

D100	EVENT	REP.	RESULT
01-10	KILL A COWBOY BY MISTAKE	±0/5	GAIN AN ENEMY
11-20	YOU CAN HELP LYNCH SOMEONE ¹	-1/5	GAIN AN ENEMY
21-25	ALL OPPONENTS ARE KILLED ¹	-3/5	GAIN AN ENEMY
26-40	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
41-55	YOU KILL AN OPPONENT	-2/5	GAIN AN ENEMY
56-65	YOU GOT TO FLEE THE FIGHT ²	-1/5	1d6 DEAD
66-80	YOUR OPPONENTS RUN AWAY	±0/5	BONUS +\$50
81-90	COMRADE SAVES YOUR LIFE	±0/3	YOU ARE INDEBTED
91-00	SAVE THE LIFE OF A COMRADE	+1/5	GAIN A FRIEND

¹ If you refuse you get fired and the rancher becomes your ENEMY.

² 1-3=You also gain a PERMANENT INJURY, 4-6=You are unscathed.

★ YOUR ROLE ★

DESPERADO



One successful hit and then you'll have a taste for it. We made off with \$4000 from that bank robbery in Denver. After that, we skipped town and went to Santa Fe and spent every cent. It'll be easy, we told ourselves, to do another job and get more cash.

But after Denver, we were lucky to get \$500 to divide among us. We can spend that in one weekend. Then we're broke again, and have to plan the next robbery to get more money.

Unfortunately, the very latest job put a bounty on our heads, so we have to hide out in some hole-in-the-wall place to avoid running into the law and all those damned bounty hunters. It never ends – unless we wind up in the gallows.

DESPERADO – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 2 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Born to Ride, Charismatic, Eagle Eye, Hard to Impress, Plain, Slippery.
OBSTACLES Arch Nemesis, Bravado, Drunkard, Scapegoat, Wanted, Wastrel.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
ACROBATICS	10	5	10
EXPERTISE/WEAPONS	5	5	5
EXPLOSIVES	5	5	10
GAME/CARDS	10	5	10
HIDE/SEEK	5	5	5
RIDE	10	5	15
SCOUT	5	5	10
SAFECRACKING	10	5	10
STEALTH	5	-	10
WEAPONS DRILL/REVOLVER	10	5	15

WEAPONS PACKAGE	SKILLED (300)	AMATEUR (150)	FEARED (450)
ACCURACY/REVOLVER	10	5	15
ACCURACY/RIFLE	10	5	10
ACCURACY/FIGHTING	5	5	5
SPEED/REVOLVER	10	5	10
SPEED/RIFLE	5	5	5
SPEED/FIGHTING	-	-	5
DEFENSE	5	5	10

REPUTATION	-5/30	-3/15	-10/75
MONEY	\$75	\$25	\$150

EQUIPMENT

WEAPONS Revolver +40 bullets. Rifle +40 bullets. Holster.
BELONGINGS Cutlery, blanket, coffeepot, razor, 10 yards of rope, skillet, tin mug, tin plate, matches, water canteen, 1 week of rations
CLOTHING 1 set of desired clothing.
MOUNT Quarter Horse. Bridle, saddle, saddlebags, scabbard.

★ DESPERADO ★

The role of Desperado works well for all criminals who completely rely on their skill with guns to survive. A desperado does not need to only rob banks and trains; he or she is the new type of outlaw who is willing to take on any shady business available – horse and cattle thievery, liquor sales to Natives, miscellaneous robbery. He is also no stranger to working as a deputy or a guard for the bank or railroad at times. Many desperados work for both sides of the law. And if his somewhat illegal extracurricular activities reveal some juicy information he can use in his day job, well that is just a bonus.

This modern criminal cannot count on political support from people in the same way the bands of former guerillas who have now turned to bank-robbing can. On the other hand, the desperado also avoids the hatred the former guerillas face when they run into old enemies or relatives of those affected by their past misdeeds. Instead, the desperado relies on the network of other criminals. Who else could offer sanctuary when necessary? And there are many outlaw towns, especially in the West. The rumors of such places spread fast among criminals.

Robbers who spare people's lives and are generous and charitable with their money can become folk heroes. As long as the desperado spares people's lives and only steals from those who can afford some losses, they will be adored, even during their worst thieving escapades.

Women desperados are not uncommon, even as leaders of gangs that mostly consist of men. Often, these bandit queens began their outlaw ways through close ties (daughter, sister, girlfriend or wife) to previous gang leaders, and have shown themselves to be skilled at planning. Gradually, their influence increases and when the leader dies, they turn out to be the natural choice to replace them.

The desperado is no petty thief or ex-military riding with his brothers in arms from the Civil War days. Quite the contrary, the desperado is the modern outlaw, a criminal who simply wants a better life than the path of the straight and narrow would provide, and perhaps just a touch of fame and glory. He steals for his own benefit rather than for the South or some other lofty ideal. It is those large sums of money that tempt him most. The goal is to rob a bank or a valuable goods or money transport, for it is these that have the potential to result in a lot of money at once. Money that one can then use to live a good life in some other town, preferably where one is not on every wanted poster in town.

Few desperados are reckless enough to do a big robbery on their own – primarily because that is just bad planning. It is just not feasible to keep an eye on all the marks and victims when you are alone. There are leagues of bandits who are basically just

friends who enjoy working together. They then pull in a number of other criminals as needed to perform the particular scheme they've got going on. When the act is finished and the spoils are divided up, the various participants go their separate ways to keep a low profile. Alternatively, they find a little spot as a group to hide out, such as a hidden cave in the nearby mountains.

Desperados tend to prefer hanging out in the same type of towns, so even if they have separated after a heist, it is not unusual for them to run into each other again. For this reason, some of the larger towns in the West serve as recruitment spots for desperados looking for temporary partners. And because rumor travels fast, most of them quickly get to know the other career criminals in town.

Desperados are also known for being a bit extravagant. Wine, women (or men), and song, horse races, expensive dinners and the latest style of clothes are all part of the good life. Even if they have a great hiding place, they can often be found in some town or other living high on the hog. When the money runs out, there is always some other bank to rob.

If your goal is to see someone carrying one of those really fancy guns, the desperado is the best place to look. The gun, often a revolver, will likely be a relatively new model, polished to a high glossy shine. Of course both the barrel and the grip will have been gussied up in one way or another, perhaps with a symbol that represents the desperado, or even simply his or her name. And you can be sure that it's well made with regard to accuracy and balance. Which can come in handy, since desperados are often tracked down by bounty hunters and will need to protect themselves.

LIVELIHOOD

Easy come, easy go. You get money only when you "work" for it, whether it is from a stagecoach robbery, a horse theft, or something else. While you of course prefer the quick heist over the more drawn out situations, it usually entails the need to get far far away with your stolen goods that can so easily be traced. A robbery can net you anything from ten dollars to several thousand; see *Dirty Money* in the upcoming book *Crime & Punishment*.

REPUTATION

You have a tendency to be noticed, both while committing robbery and when you are spending money like it grows on trees. The more money you get, the more famous you become. If you kill people, that is something people remember too, but so do the stories about the poor impoverished widow who thanked you for your help getting through a harsh winter. Becoming wanted is probably the thing that most affects your REPUTATION. And that is almost always a bad thing.

LIFE PATH EVENTS FOR DESPERADOS

1 EXPANSION WEST (PRIOR TO 1861)

In 1858, gold was found at Pike's Peak, Colorado, enticing adventurers to seek their fortunes. Many set out to look for gold, while others choose the easier path of stealing from the miners. It takes time to get letters across the country. The Pony Express hires young teenagers to ride between the stations along their route. Stagecoaches carrying gold and valuables to and from boomtowns are popular targets to rob.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-10	01-10	YOU KILL SOMEBODY	WANTED FOR \$100, ENEMY
11-15	11-15	YOU ARE ROBBED	-\$100
16-17	16	RIDE FOR THE PONY EXPRESS	REPUTATION +1/5
18-25	17-25	YOU GAIN A SIDEKICK	
26-40	26-40	YOU CAN GAIN A CONTACT ¹	CONTACT
41-55	41-55	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
56-60	56-60	YOU DISCOVER A GOOD HIDE OUT	
61-75	61-75	GOLD RUSH IN COLORADO ²	+\$100
76-85	76-85	RECRUITED TO OUTLAW GANG ³	REPUTATION -1/5
86-00	86-00	YOU COMMIT A CRIME ³	+10 COMBAT POINTS

¹ See separate table on the following page.

² 1-2=Rob Stagecoach, 3=Steal Horse, 4-5=Steal gold, 6=Find gold

³ Roll on the table You COMMIT A CRIME [on the following page].

3 POST WAR (1866-1870)

After the war, the South is occupied by Northern troops, which gradually relinquish control to the states. It gets easier to travel, and the railroad now crosses the entire continent. Carpetbaggers from the North buy insolvent plantations for a pittance. Former confederate soldiers form outlaw gangs to rob yankee enemies, mostly banks and trains. The country's economy is good, with lots of money in circulation.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-10	01-10	LAWMAN KILLS MEMBER OF YOUR GANG	REP. -1/5
11-15	11-13	YOU KILL A LAWMAN ¹	REP. -5/10, WANTED \$250
16-20	14-20	PARTNER IN CRIME STEALS FROM YOU	-\$100
21-40	21-35	YOU SPEND ALL YOUR MONEY ON ... ²	REP. +1/5
41-45	36-40	YOU GAIN A SIDEKICK	
46-50	41-45	YOU CAN GAIN A CONTACT ³	CONTACT
51-60	46-55	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
61-70	56-65	RECRUITED TO OUTLAW GANG ⁴	REP. -1/5
71-75	66-75	SAFE HAVEN IN FRIENDLY CITY	COST \$100
76-00	76-00	YOU COMMIT A CRIME ⁴	+10 COMBAT POINTS

¹ 1=Federal Deputy, 2=County Sheriff, 3=Pinkerton, 4=Marshal, 5-6=Deputy

² 1-2=Gambling, 3=A Love interest, 4-5=Partying, 6=Exclusive habit

³ See separate table on the following page.

⁴ Roll on the table You COMMIT A CRIME [on the following page].

2 CIVIL WAR (1861-1865)

Men go off to fight the war, while women cannot be soldiers unless they disguise themselves as men (but they can be spies, smugglers and nurses). Many guerilla forces claim to fight for either the North or the South, but when push comes to shove they are no more than outlaws who use the war as a pretext for their robberies and looting among the civilians of the other side of the war.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-10	01-15	PARTNER STEALS FROM YOU	-\$100
11-20	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
21-30	16-20 ²	YOU JOIN A GUERILLA FORCE ³	COOL UNDER FIRE +1
31-40	21-25 ²	ENLISTED IN THE ARMY ¹	COOL UNDER FIRE +1
41-47	26-35	YOU GAIN A FOLLOWER	
48-55	36-50	YOU CAN GAIN A CONTACT ¹	CONTACT
56-65	51-65	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
66-70	66-70	YOU DISCOVER A GOOD HIDE OUT	
71-80	71-80	RECRUITED TO OUTLAW GANG ³	REPUTATION -1/5
81-00	81-00	YOU COMMIT A CRIME ³	+10 COMBAT POINTS

¹ See separate table on the following page.

² Women can volunteer as spies, smugglers or nurses.

³ Roll on the table You COMMIT A CRIME [on the following page].

4 THE LONG DEPRESSION (1871-1875)

The Northern Pacific railway company goes bankrupt, causing the market to crash. Bankruptcy spreads like wildfire. The country winds up in depression. Work is hard to find. Farms and businesses are seized. If you and other criminals go after the banks or the fat cats, you might end up folk heroes. Pinkertons might be hired to chase you. The Indian Wars rage on across the prairie, while gold has been found in the Black Hills.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-05	LAWMAN KILLS MEMBER OF YOUR GANG	REP. -1/5
06-10	06-09	YOU KILL A LAWMAN ¹	REP. -5/10, WANTED \$250
11-15	10-14	YOU OWE MONEY	PAY \$100 OR GAIN AN ENEMY
16-20	15-20	PARTNER IN CRIME STEALS FROM YOU	-\$100
21-40	21-35	YOU SPEND ALL YOUR MONEY ON ... ²	REP. +1/5
41-45	36-40	YOU GAIN A FOLLOWER	
46-50	41-45	YOU CAN GAIN A CONTACT ³	CONTACT
51-60	46-55	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
61-65	56-65	SAFE HAVEN IN FRIENDLY CITY	COST \$100
66-00	66-00	YOU COMMIT A CRIME ⁴	+10 COMBAT POINTS

¹ 1=Federal Deputy, 2=County Sheriff, 3=Pinkerton, 4=Marshal, 5-6=Deputy

² 1-2=Gambling, 3=A Love interest, 4-5=Partying, 6=Exclusive habit

³ See separate table on the following page.

⁴ Roll on the table You COMMIT A CRIME [on the following page].

★ DESPERADO ★

RELATIONSHIPS

You may have multiple reason to detest banks, such as them evicting your family from your home. If a lawman saves your life, you owe him a favor in return.

RELATIONSHIPS

D100	EVENT	RESULT
01-15	FAMILY MEMBER KILLED BY ... ¹	REPUTATION ±0/5
16-25	YOUR SPOUSE IS IMPRISONED	1b6 YEARS
26-35	FAMILY EVICTED BY THE LOCAL BANK	-\$100
36-45	YOUR SPOUSE RUNS AWAY WITH ... ²	REPUTATION -1/5
46-55	LAWMAN SAVES YOUR LIFE	YOU ARE INDEBTED
56-60	YOU ARE ASKED TO BE GODPARENT	GAIN A FRIEND
61-75	YOU CAN GET MARRIED	GAIN A FRIEND
76-90	YOU CAN HAVE CHILDREN	1b6 CHILDREN
91-00	YOU SAVE THE LIFE OF A DESPERADO	GAIN A FRIEND

¹ 1=Lynch mob, 2=Lawman, 3-4=Pinkerton, 5-6=Outlaw

² 1=Lawman, 2=Pinkerton, 3=Soldier, 4=Drifter, 5-6=Outlaw

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while **CONTACTS** want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	SOLDIER ¹	LANDOWNER ¹	FORGER (\$50)
06-15	DRIFTER ¹	INDUSTRIALIST ¹	CONMAN (\$50)
16-25	TOWNSPEOPLE ¹	POLITICIAN ¹	TOWNSPEOPLE ¹ (\$50)
26-40	PROSTITUTE	VIGILANTE	FENCE (\$75)
41-60	DESPERADO	LAWMAN	DESPERADO (\$75)
61-75	CONMAN	BOUNTY HUNTER	DOCTOR (\$100)
76-85	GAMBLER	GUNSLINGER	SALOON KEEPER (\$100)
86-95	GUNSLINGER	DESPERADO	PINKERTON ² (\$150)
96-00	DOCTOR	PREACHER	LAWMAN ² (\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² Can warn about raids from the law or valuable shipments.

THE CIVIL WAR

In the midst of the bloody mayhem of war, strong and lasting bonds of friendship are forged. If you prove yourself in battle you can be rewarded or promoted.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	ACCUSED OF LETTING SOLDIER DIE	-2/5	GAIN AN ENEMY
11-25	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
26-40	YOU DESERT	-2/5	WANTED \$30
41-55	IN PRISON CAMP	±0/5	ROLL P. INJURY
56-65	PLUNDER FOR YOUR OWN GAIN ¹	-1/5	LOOT WORTH \$100
66-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
96-00	REWARED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1-4=Kill civilian, REPUTATION -3/5, 5-6=Nobody dies.

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

YOU COMMIT A CRIME

Roll to determine the kind of Crime you committed, the Loot you can expect and the Reward on you. The Outcome-column modifies your roll on the next table.

YOU COMMIT CRIME

D100	CRIME	REP ¹	OUTCOME	LOOT	RWARD ²
01-15	ROB A PERSON	-1/10	+15	\$20	\$50
16-25	ROB A STORE	-3/10	+10	\$40	\$50
26-30	SMUGGLE BOOZE	-2/11	+5	\$60	\$100
31-45	STEAL HORSES	-2/8	±0	\$80	\$150
46-60	CATTLEMUTLING	-1/12	±0	\$150	\$150
61-80	ROB STAGECOACH	-3/11	±0	\$200	\$150
81-90	ROB POST OFFICE	-3/15	-5	\$300	\$300
91-95	TRAINROBBERY	-3/18	-10	\$400	\$400
96-00	BANKROBBERY	-3/21	-15	\$500	\$600

¹ For every opponent killed, change REPUTATION with -3/5

² For every opponent killed, increase the reward for you with \$100

OUTCOME – YOU COMMIT A CRIME

All crimes will not run smoothly. Best case scenario? You get more loot than expected, and get away without a fight. The worst outcome sends the gang to prison.

OUTCOME - CRIME

D100	OUTCOME	LOOT	DEAD ¹	RESULT
01-05	ENTIRE GANG IMPRISONED ²	-	4/1	SEE PRISON-TABLE
06-15	YOU ARE IMPRISONED ²	-	3/1	SEE PRISON-TABLE
16-25	GUNFIGHT, YOU'RE SHOT ²	-	2/2	GAIN AN ENEMY
26-40	GUNFIGHT, SMALL PROFIT	x0,5	2/3	GAIN AN ENEMY
41-55	GUNFIGHT, MANY DEAD	x1	2/4	GAIN AN ENEMY
56-65	ENTIRE POSSE SHOT DOWN	x2	1/5	GAIN AN ENEMY
66-80	SLIM Winnings	x0,5	-	-
81-95	NO GUNFIGHT	x1	-	-
96-00	GOOD PROFIT, NO FIGHT	x2	-	GAIN AN ENEMY

¹ Own gang/Opponent.

² You also get a PERMANENT INJURY.

PRISON

If your crimes ended with you in prison, you roll here. You will be released when the time-period ends and can continue to roll your next Life Path Event as usual.

PRISON

D100	EVENT	REP.	RESULT
01-10	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
11-25	DECLINING HEALTH ²	-	SEE FOOTNOTE
26-30	YOU KILL A PRISONER	-3/5	COOL UNDER FIRE +1
31-40	YOU BEAT A PRISONER	-1/3	GAIN AN ENEMY
41-50	YOU ARE SEVERELY BEATEN	-1/3	ROLL P. INJURY
51-65	GAIN A CONTACT FOR FREE	-	GAIN A CONTACT
66-80	YOU LEARN A NEW CRAFT	-	PRACTICE 10
81-90	SAVE THE LIFE OF A PRISONER	±0/5	GAIN A FRIEND
91-00	YOU ESCAPE	-1/5	WANTED \$100

¹ 1=Judge, 2=Warden, 3-4=Guard, 5-6=Prisoner

² 1=TBC, 2=Smallpox, 3=Malaria, 4=Typhoid fever, 5-6= Cholera

★ YOUR ROLE ★

DOCTOR

That wound does not look good. One more day and I'd have had to get out my bone saw. There's a chance I can save your leg. I'll at least do my best.

The medical profession is not for tidy chaps in cravats – no, you've got to be able to stand the sight of blood and be prepared to roll up yo ur sleeves. A quick swallow of whiskey can help from time to time. Not to drown your sorrows or to steady your hand, but to mitigate the anxiety over the fact that your hand is shaking. Extracting bullets is, after all, not so easy.

The latest medicines are usually hard to get hold of out in the middle of nowhere, but I've managed to fix up most people throughout the years.

DOCTOR – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: High School COOL UNDER FIRE: 0 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Dilettante, Focused, Judge of Character, Lucky, Medicine Man, Mentor.
OBSTACLES Addict, Animal Lover, Atheist, Bleeding Heart, Drunkard, Pacifist.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – COLLEGE (200 POINTS)

ARITHMETIC	10	EXPERTISE/GEOGRAPHY	10	LANGUAGE/ELECTIVE	10
ART/ELECTIVE	5	EXPERTISE/HISTORY	10	ORGANIZATION/ELECTIVE	5
ETIQUETTE	10	EXPERTISE/LITERATURE	10	READ/WRITE	15
EXPERTISE/BIOLOGY	10	EXPERTISE/PHILOSOPHY	5	RELIGION/CHRISTIANITY	10
EXPERTISE/CHEMISTRY	5	EXPERTISE/PHYSICS	5	SPORTS/ELECTIVE	5

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
DANCE	10	-	10
DRIVE/CARRIAGE	10	5	10
ELOQUENCE	-	-	5
EXPERTISE/ANATOMY	10	5	15
EXPERTISE/MEDICINE	15	5	15
FIRST AID	15	10	20
LANGUAGE/LATIN	10	5	15
ORGANIZATON/ELECTIVE	10	-	10
RIDE	5	-	5
SCOUT	10	-	10
SURGERY	10	5	15

WEAPONS PACKAGE	GREENHORN (50)	NONE	TENDERFOOT (100)
ACCURACY/RIFLE	5	-	10
DEFENSE	5	-	5

REPUTATION	+2/15	+1/5	+5/30
MONEY	\$100	\$50	\$200

EQUIPMENT

WEAPONS Rifle +20 bullets.
BELONGINGS Bandages, medicine bag, chloroform/ether (5 doses), handmade pocket watch, razor or hairbrush and make up, mirror, soap, water canteen.
CLOTHING MOUNT Suit/Dress plus a spare set of desired clothing.
Quarter Horse. Two-wheeled carriage or bridle and saddle.

★ DOCTOR ★

Few enjoy as much respect as doctors. No matter how religious a person is, there are not many who would rather leave their fate entirely in God's hands rather than turning to a doctor when they need medical assistance. And honestly, sometimes God needs a little help.

You will too, sometimes. You'll undoubtedly encounter cases you can't do anything about, people you wish you could help but are forced to helplessly watch them die, all your efforts in vain. When you succeed, and your patient survives, people are very grateful, but if you fail, you risk being blamed for the patient's death. Grieving relatives can be both angry and unreasonable – and likely to hold a grudge.

Life expectancy in America is less than 45 years. The war has played a huge roll in causing that number to be so low, along with the fact that so many reach for their guns at the least little affront. A human life is not worth much when emotions start to swell. On the other hand, this fact means you've become used to seeing wounds received in battle with rifles and cannons, during saloon fights with knives and bottles, and even from duels and the fanciest of dueling pistols.

Your greatest challenge is the epidemics that can affect so many in an incredibly short time. Diseases like cholera and smallpox spread fast and medical science has only come so far. Hygiene is often terrible and the knowledge that wounds should be kept clean has not spread fully yet. Many children and even adults are malnourished and suffer from various vitamin deficiencies, which makes them more prone to sickness.

If you are rich and from the east coast or San Francisco, your road to a medical career probably went through a thorough education. You may have an exclusive private practice or be employed at a large hospital. In the latter case, you may be more specialized in a specific type of ailment. You are also likely to have a better opportunity to do some sort of research.

If you live in the West, however, you have to be prepared to jump into all kinds of situations including caring for the sick, operating on gunshot wounds, splinting broken legs, delivering calves from a prized cow, and much more. There is seldom anyone else to ask for advice, so if you can't or won't help, people will have to manage on their own.

The most common road to a medical career is to become an apprentice for an established doctor for about 2-6 years. If you're ambitious, you can get a diploma afterward, via a correspondence course. The lack of higher education does not need to hinder you, as a doctor, from performing experiments on patients in the name of science. This may, however, affect how scientifically correct your research turns out to be...

Many have begun their medical careers as field surgeons in the war. They tend to be skillful sawbones, better at surgical procedures and gunshot wounds than at curing diseases.

When it comes to operations, the ability to sedate the patient has become more common, especially since the Civil War, when field surgeons were amputating arms and legs right and left. Chloroform is the most widely used anesthetic, while ether is becoming rarer since ether fumes can explode if they get too near an open flame. Many experiment with other anesthetics, from alcohol to heroin. Sedating the patient for surgery is associated with an extra fee, so it happens that poor people are forced to decline this form of pain relief.

Being a doctor in the West can drive the best of us to drink. You can't count on deliveries of medicines and anesthetics to arrive when they're supposed to, and often you have to make do with small amounts. It's difficult to keep abreast of the latest medical breakthroughs. Nevertheless, doctors sometimes do perform lesser miracles. Your knowledge and care can be the difference between life and death for your patients. You get people back on their feet much quicker.

Your primary asset is your medical bag, which is full of the most necessary items you need to help others. In case you need to perform an acute operation, you have sharp scalpels and bone saws, as well as needle and thread to sew up the wound afterward. If you're lucky, you have chloroform; otherwise, you'll have to settle for opium tinctures. You'll also find anything from tongue depressors to stethoscopes and tourniquets.

During the Civil War, many lost their limbs when doctors on the battlefield were forced to amputate arms and legs in order to save lives. This has led to a large number of arm and leg prosthetics today that can bend where the joint would have been. Beautiful carved and painted hands have become a status symbol for the wealthier person who has lost a hand or an arm. They are unfortunately more decorative than practical. As a doctor, you may need to test the prosthetics, so they fit well and don't chafe when walking. Those without both legs use wheelchairs.

LIVELIHOOD

You can charge anywhere from \$5 to \$10 per appointment, and \$40 for an operation. This typically provides a monthly salary of about \$200. If you are in a poor rural area, however, it's common that your patients won't have money, or will instead pay you with goods like fresh eggs instead. In such times, it's important to remember the oath you took to always help and do no harm, even when the money's tight.

REPUTATION

You will become more well known and established as you manage to cure more illnesses, save the lives of the gravely wounded, and so on. At least if those things occur while someone is watching, such as when it's a matter of life and death for many during an epidemic, or when your patients are famous and influential.

LIFE PATH EVENTS FOR DOCTORS

1 EXPANSION WEST (PRIOR TO 1861)

When gold is found at Pike's Peak, close to Denver, Colorado, in 1858 it entices a lot of fortune-seekers. Epidemics is a common scourge, and you risk getting sick while caring for others. Strong medicines cause addiction, and many doctors self-medicate. If your patient dies during surgery due to you being drunk, you will be blamed for the death and gain an ENEMY.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-05	BLAMED FOR DEATH OF A PATIENT ¹	ENEMY
06-10	06-10	YOU DEVELOP AN ADDICTION ²	-\$75, OBSTACLE
11-20	11-20	YOU BUY A CORPSE -\$100, EXPERTISE/ANATOMY +1	
21-25	21-25	SHOT OUTLAW DEMAND HELP ³	ROLL TREATMENT
26-35	26-35	YOU CAN GAIN A CONTACT ³	CONTACT
36-45	36-45	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
46-55	46-60	YOU HELP DURING EPIDEMIC ⁴	REP. +3/10, SICK
56-65	61-70	GOLD RUSH IN COLORADO ⁵	+\$100
66-85	71-90	A NEW PATIENT ^{1, 3}	ROLL CONDITION & TREATMENT
86-00	91-00	YOU ARE OFFERED AN EMPLOYMENT ³	

¹ 1=Landown, 2=Politician, 3-4=Business Own, 5=Townspeople, 6=Farmer

² 1=Morphine (Addict), 2-3=Opium (Addict), 4-6=Alcohol (DRUNKARD)

³ See separate table on the following page.

⁴ 1=Smallpox, 2=Cholera, 3=Typhoid Fever, 4=TBC, 5-6=You stay healthy

⁵ 1=Steal gold, 2=Sell medicine, 3-5=Doctor, 6=Find gold

3 POST WAR (1866-1870)

Union troops control the South until the states accept defeat and give black men the right to vote. The bitterness in the South is fierce. Many former rebel soldiers form outlaw gangs. You can now take the train across the entire continent and the country's economy is good. If you are offered a membership in an organization, it can turn into useful contacts.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	BLAMED FOR DEATH OF A PATIENT ¹	ENEMY
06-10	06-10	YOU DEVELOP AN ADDICTION ²	-\$75, OBSTACLE
11-20	11-20	YOU BUY A CORPSE -\$75, EXPERTISE/ANATOMY +1	
21-25	21-25	SHOT OUTLAW DEMAND HELP ³	ROLL TREATMENT
26-35	26-35	YOU CAN GAIN A CONTACT ³	CONTACT
36-45	36-45	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
46-55	46-60	YOU HELP DURING EPIDEMIC ⁴	REP. +3/10, SICK
56-65	61-65	OFFERED MEMBERSHIP IN ... ⁵	FRIEND OR ENEMY
66-85	66-90	A NEW PATIENT ^{1, 3}	ROLL CONDITION & TREATMENT
86-00	91-00	YOU ARE OFFERED AN EMPLOYMENT ³	

¹ 1=Landown, 2=Politician, 3-4=Business Own, 5=Townspeople, 6=Farmer

² 1=Morphine (Addict), 2-3=Opium (Addict), 4-6=Alcohol (DRUNKARD)

³ See separate table on the following page.

⁴ 1=Smallpox, 2=Cholera, 3=Typhoid Fever, 4=TBC, 5-6=You stay healthy

⁵ 1=Pol. party, 2-3=Reform movement, 4=Secret Society, 5-6=Med. Ass.

2 CIVIL WAR (1861-1865)

The Civil War overshadows everything. Field surgeons and doctors to help during epidemics are in high demand. Women are not allowed in the army, but more than welcome as nurses or in rare cases doctors. Women can serve as soldiers, but only disguised as men. The amount of dead bodies makes it a lot cheaper to buy a corpse for anatomical studies.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	BLAMED FOR DEATH OF A PATIENT ¹	ENEMY
06-10	-	DRAFTED INTO THE ARMY ²	COOL UNDER FIRE +1
11-20	06-10 ³	ENLISTED IN THE ARMY ²	COOL UNDER FIRE +1
21-25	11-15	YOU DEVELOP AN ADDICTION ⁴	-\$75, OBSTACLE
26-35	16-30	YOU BUY A CORPSE -\$50, EXPERTISE/ANATOMY +1	
36-45	31-45	YOU CAN GAIN A CONTACT ²	CONTACT
46-55	46-60	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
56-65	61-65	OFFERED MEMBERSHIP IN ... ⁵	FRIEND OR ENEMY
66-85	66-90	A NEW PATIENT ^{1, 2}	ROLL CONDITION & TREATMENT
86-00	91-00	YOU ARE OFFERED AN EMPLOYMENT ²	

¹ 1=Landown, 2=Politician, 3=Business Own, 4-5=Townspeople, 6=Farmer

² See separate table on the following page.

³ Women can volunteer as spies, smugglers or nurses.

⁴ 1=Morphine (Addict), 2-3=Opium (Addict), 4-6=Alcohol (DRUNKARD)

⁵ 1=Pol. party, 2-3=Reform movement, 4=Secret Society, 5-6=Med. Ass.

4 THE LONG DEPRESSION (1871-1875)

The railway company Northern Pacific, goes bankrupt. Many companies follow, the market crashes and the country falls into depression. It is a hard time, jobs are few and banks reclaim homes and businesses. You can make money on issuing false death certificates in order to defraud insurance companies. A Gold Rush in Black Hills has just begun. The Indian Wars continue.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-05	BLAMED FOR DEATH OF A PATIENT ¹	ENEMY
06-10	06-10	YOU DEVELOP AN ADDICTION ²	-\$75, OBSTACLE
11-20	11-25	YOU BUY A CORPSE -\$100, EXPERTISE/ANATOMY +1	
21-25	26-30	SHOT OUTLAW DEMAND HELP ³	ROLL TREATMENT
26-35	31-40	YOU CAN GAIN A CONTACT ³	CONTACT
36-45	41-50	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
46-55	51-60	ISSUE A FALSE DEATH CERTIFICATE ⁴	+\$100
56-65	61-65	OFFERED MEMBERSHIP IN ... ⁵	FRIEND OR ENEMY
66-85	66-90	A NEW PATIENT ^{1, 3}	ROLL CONDITION & TREATMENT
86-00	91-00	YOU ARE OFFERED AN EMPLOYMENT ³	

¹ 1=Landown, 2=Politician, 3-4=Business Own, 5=Townspeople, 6=Farmer

² 1=Morphine (Addict), 2-3=Opium (Addict), 4-6=Alcohol (DRUNKARD)

³ See separate table on the following page.

⁴ 1=Outlaw, 2=Business Own, 3=Politician, 4=Landown, 5=Industrialist

⁵ 1=Pol. party, 2=Reform movement, 3-4=Secret Society, 5-6=Med. Ass.

★ DOCTOR ★

RELATIONSHIPS

One of the hardest things is watching your family get sick or die, not being able to save them. Grateful patients might ask you to be a god parent to their kid.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY KILLED BY OUTLAWS	REPUTATION ±0/5
06-10	FAMILY MEMBER KILLED IN ACCIDENT	REPUTATION ±0/5
11-20	YOUR SPOUSE GET SICK ¹	SEE FOOTNOTE
21-35	YOUR SPOUSE IS UNFAITHFUL ²	GAIN AN ENEMY
36-40	YOU FIGHT AN ENVIOUS RIVAL	GAIN AN ENEMY
41-50	ASKED TO BE A GODPARENT	FRIEND OR ENEMY
51-75	YOU CAN GET MARRIED	GAIN A FRIEND
76-90	YOU HAVE CHILDREN	1b6 CHILDREN
91-00	YOU SAVE THE LIFE OF A PATIENT	GAIN A FRIEND

¹ 1=Smallpox, 2=TBC, 3=Insane, 4=Addicted to morphine, 5-6=Drunkard

² 1=Divorce, 2-3=Separation, 4-5=Scandal [REPUTATION -2/5], 6=No change

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	DRIFTER ¹	INDUSTRIALIST ¹	DRIVER (\$50)
06-15	FARMER ¹	LANDOWNER ¹	MEDICAL ASS. (\$50)
16-25	TOWNSPEOPLE ¹	OFFICER ¹	REPORTER (\$50)
26-40	BUSINESS OWNER ¹	POLITICIAN ¹	GRAVEDIGGER (\$75)
41-60	DOCTOR	DOCTOR	DESPERADO (\$75)
61-75	POLITICIAN ¹	BUSINESS OWNER ¹	LAWYER (\$100)
76-85	OFFICER ¹	TOWNSPEOPLE ¹	LAWMAN (\$100)
86-95	LANDOWNER ¹	DRIFTER ¹	POLITICIAN ¹ (\$150)
96-00	INDUSTRIALIST ¹	FARMER ¹	BANKER (\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

THE CIVIL WAR

You avoid the battlefields, but see more blood, chaos and misery than most. Deserters may pay you for a false death certificate, in order to avoid getting wanted.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-05	YOU GAIN AN ENEMY ¹	-	GAIN AN ENEMY
06-15	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
16-25	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
26-35	IN PRISON CAMP	±0/5	ROLL P. INJURY
36-75	YOU ARE A FIELD SURGEON	+3/10	GAIN A FRIEND
76-85	ISSUE FALSE DEATH CERTIFICATE ²	-	+\$100
86-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ³	+1/5	COOL UNDER FIRE +1
96-00	REWarded FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Roll an ENEMY

² 1=2nd Lieutenant, 2=Lieutenant, 3-4=Captain, 5=Major, 6=Colonel

³ 1=Corporal, 2-3=Sergeant, 4=1st Sergeant, 5=Lieutenant, 6=Captain

THE PATIENT'S CONDITION

Begin by rolling THE PATIENT'S CONDITION, to see the fee you will get and what MODIFICATION you will have when you roll TREATMENT on the next table.

THE PATIENT'S CONDITION

D100	THE PATIENT'S CONDITION	MOD.	FEES
01-10	TOOTHACHE	+15	\$20
11-25	WOMAN ABOUT TO GIVE BIRTH	+10	\$30
26-40	PATIENT SICK IN ... ¹	+5	\$40
41-50	KICKED BY HORSE ... ²	±0	\$50
51-60	RUN OVER BY WAGON, INJURED ... ²	±0	\$60
61-70	TERrible BURNS IN ... ²	±0	\$70
71-80	EXPLOSION, INJURED ... ²	-5	\$80
81-90	STABBED IN ... ²	-10	\$90
91-00	SHOT IN ... ²	-15	\$100

¹ 1=Syphilis, 2=TBC, 3=Typhoid fever, 4-5=Cholera, 6=Insane

² 1=Head [-10], 2=Stomach, 3=Breast, 4=Hip, 5=Leg [+5], 6=Arm [+10]

TREATMENT

How well you are able to treat your patients affect both your REPUTATION and your fee. It is also a reason for others to view you as a FRIEND or an ENEMY.

TREATMENT

D100	EVENT	REP.	RESULT
01-10	YOU CAUSE PATIENT'S DEATH	-3/5	GAIN AN ENEMY
11-15	BLAMED FOR PATIENT'S DEATH	-2/5	GAIN AN ENEMY
16-25	CANNOT SAVE PATIENT'S LIFE	-1/5	-
26-30	PATIENT IN A COMA	±0/5	-
31-45	PATIENT DISABLED/CRIPPLE	±0/5	-
46-60	PATIENT DOES NOT PAY	±0/5	No Fee
61-85	PATIENT FULLY RECOVERED	+1/5	+\$50
86-95	PATIENT EXTREMELY GRATEFUL ¹	+2/5	GAIN A FRIEND
96-00	NAMES CHILD AFTER YOU	+2/5	GAIN A FRIEND

¹ Gift: 1-2=Cigars, 3-4=Engraved watch, 5=Cigarette case, 6=Horse

OFFERED EMPLOYMENT

If you accept an employment, you get a diploma and a RELATIONSHIP with somebody there (choose who and roll to see if it is an ENEMY, CONTACT or FRIEND).

OFFERED EMPLOYMENT

D100	EMPLOYER	REP.	FEES	RELATIONSHIP ¹
01-10	PRISON	-1/5	\$75	GUARD OR PRISONER
11-20	THE ARMY	±0/5	\$75	OFFICER OR SOLDIER
21-35	MENTAL ASYLUM	-1/5	\$100	DOCTOR OR PATIENT
36-50	HOSPITAL	+1/5	\$100	DOCTOR OR PATIENT
51-60	VETERINARY CLINIC	+1/5	\$125	VETR. OR ANIMAL OWNER
61-70	SANATORIUM	+1/5	\$125	DOCTOR OR PATIENT
71-85	DENTIST'S OFFICE	+1/5	\$125	DENTIST OR PATIENT
86-95	MEDICAL INSTITUTE ²	±0/5	\$150	DOCTOR OR PATIENT
96-00	ONE SINGLE PATIENT ³	+2/5	\$200	PATIENT

¹ 1-2=ENEMY, 3-4=CONTACT, 5-6=FRIEND

² Research and medical experiments. EXPERTISE/ANATOMY +5.

³ 1-2=Business owner, 3-4=Politician, 5=Landowner, 6=Industrialist

★ YOUR ROLE ★

DRIVER

Get the hell out of the way! Damned idiots blocking the road. Can't you see the stagecoach needs to get through? It's not called express for nothin'! We don't have time to dawdle behind you slowpokes! We have a timetable to keep to!

Anyone can hitch an animal to a wagon and follow the road at a slow pace. But when it's several horses and reins to handle, and speed is important and the road is bad, you need a professional.

You can't always have a guard with you, so if you want to be a stagecoach driver, you should be able to handle a rifle as well as a whip and reins. A lot can happen on the road – sometimes much more than you expect.

DRIVER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 1 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Animal Trainer, Eagle Eye, Focused, Handy, Night Vision, Slugger.
OBSTACLES Blunt, Drunkard, Hot-Headed, Pessimistic, Reckless, Slob.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
ACROBATICS	10	5	10
ANIMAL TRAINING/HORSES	10	5	10
CRAFT/HORSES	10	10	10
CRAFT/WHEELWRIGHT	10	5	10
DRIVE/CARRIAGE	15	10	15
EXPERTISE/COMMUNICATIONS	5	-	10
RIDE	5	5	10
SCOUT	10	10	10
SURVIVAL/ELECTIVE	10	5	10
WEATHER LORE	10	5	15
WHIP	10	5	15

WEAPONS PACKAGE	ADEPT (200)	BEGINNER (100)	SEASONED (350)
ACCURACY/RIFLE	10	5	10
ACCURACY/FIGHTING	5	5	10
ACCURACY/REVOLVER	5	5	10
SPEED/RIFLE	5	-	10
SPEED/FIGHTING	5	-	5
DEFENSE	5	5	5

REPUTATION	±0/15	±0/5	±0/25
MONEY	\$50	\$25	\$75

EQUIPMENT

WEAPONS Revolver +20 bullets. Rifle +20 bullets. Bull whip. Holster.
BELONGINGS Factorymade pocketwatch, blanket, gloves, razor, mirror, chewing tobacco.
CLOTHING 2 sets of desired clothing.
 MOUNT Quarter Horse. Bridle, saddle, saddlebags, scabbard.

★ DRIVER ★

Many people think they can do your job – until they try. Then they discover the difference between driving a wagon on a good road and travelling across punishing terrain. Especially with a heavy load. It might be true that anyone can harness two draft animals to a cart and move forward, but when you need several horses and even more reins, it gets a lot harder. So, when there is cargo or passengers who must get to their destinations safely no matter the weather and the landscape traveled, people will hire someone like you.

It is a given that you can drive a wagon – that is your main job. Your knowledge covers much more than that, however. You know a great deal about draft animals in general and horses in particular. You know how best to motivate them and can quickly spot a dominant horse, or a horse that is likely to pose a problem. After spending ages on the road with different animals, you also know how important it is to take care of them – a well-cared-for and healthy animal can be the difference between life and death if you are ambushed and need to get away fast. If you work as a hired stagecoach driver for a particular person, family or company, it will usually fall upon you to take care of the horses when you are out and about. This is not a task to neglect. If, however, you are employed by a stagecoach or freight company like Wells Fargo, there are stage stops along the way where you can switch horses every few hours, and the people who maintain these stops will take care of the horses.

After years on the driver's seat, most stagecoach drivers are extremely skilled at assessing and repairing both the leatherwork (such as reins and harnesses) and the wheels and axles. It is vital to be able to improvise in the event of a potential accident, but it is easier to do if you are prepared and have an idea of what can happen and how you can deal with it.

You also need to be able to orient yourself when you are out in the wilderness. You need no skill to follow a road, but when the journey crosses untamed territory where the only route consists of old snow-filled wheel tracks, it instantly becomes considerably more difficult. That situation requires you to be able to spot and recognize any possible landmarks, know where the sun rises and sets, and preferably that you are already familiar enough with the geography of the area to be able to know which direction to take.

Whether you are hired to work for a merchants' caravan or for a freight or stagecoach company, you will often be in charge of a very valuable cargo. And where there is treasure, there are people who want to get their hands on it, from bandits to Natives. If the value is extremely great, you may have a guard who sits beside you on the driver's seat with their shotgun at the ready – these guards are usually called *shotgun messengers*. Unfortunately, you will not always have access to this kind of backup, so to be on the safe side,

you too should be able to handle a gun in order to defend yourself.

There are several advantages to playing a driver. You have useful knowledge for all types of environments. In big cities, you can deliver goods, run a cab company, or work as a private stagecoach driver for some well-to-do citizen. You can naturally move through different environments and happen to discover potential irregularities or stumble upon other adventures. You also have a reason for traveling around the country in different ways. You can either work permanently where you always drive along certain routes, or you might be hired to various shorter projects. This can lead to interesting adventures and campaigns where you might help new settlers to cross the continent, participate in a new trade route to Latin America, or work as a driver to and from a gold-mining town, with all that entails, from robbers to Natives. A skilled driver can always find work, no matter how long or short a contract you want to sign on for.

Even outlaws need good drivers. When the booty does not consist of dollar bills, it might be heavy and need a transport. Especially if they robbed a train or made off with the most valueable items from a merchants' caravan! Smugglers too need someone who can manage to transport stolen goods without arousing suspicion, which often means avoiding the most trafficked routes. If no one discovers you are moving stolen goods, you can switch back and forth between honorable jobs and less honest activities.

LIVELIHOOD

The pay might not be the best, but you never have to be out of work. There is always mail to deliver and people who want to travel from one place to another. Simple jobs do not pay more than \$50 a month, but more dangerous and more advanced trips can give up to \$100 a month as a starting salary. In the latter case, there may also be the possibility of a roof over your head and food at least once a day. If you become famous, you can of course earn more (See the *Reputation rules*.) since you've proven your skill.

REPUTATION

The best way to gain more fame is to participate in the first or most successful trade expedition to a city, or to succeed in delivering a cargo despite insanely difficult circumstances. That includes everything from blizzards to having escaped a gang of bandits or Natives who attacked you along the route. If there was a shootout and you were forced to shoot or kill someone, this too will increase the attention of the incident. Stagecoach and freight companies prefer that you be skilled with guns, while that very skill might be frightening for someone who needs a private stagecoach driver.

LIFE PATH EVENTS FOR DRIVERS

1 EXPANSION WEST (PRIOR TO 1861)

Drivers that are willing to travel through the wilderness with close to no roads to follow are in high demand. The American continent is wide, and trade trails west are getting increasingly important for the nation. The Gold Rushes in California (1849) and Pike's Peak, close Denver, Colorado (1859) are important reasons. They attract an abundance of fortune seekers from all over the world. Wells Fargo's transports and stagecoaches constantly hire new drivers.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-03	YOU ARE HURT IN ACCIDENT	ROLL P. INJURY
06-15	04-13	YOU ARE ROBBED	-\$50
16-20	14-18	YOU DRIVE FOR SMUGGLERS ¹	+\$50, REP. -2/5
21-30	19-32	YOU CAN GAIN A CONTACT ¹	CONTACT
31-40	33-47	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
41-50	48-55	YOU DRIVE A CARAVAN TO SANTA FE	+\$75
51-60	56-65	GOLD RUSH IN COLORADO ²	+\$100
61-70	66-67	YOU DRIVE A COACH FOR A... ³	CONTACT
71-85	68-85	YOU DRIVE FOR FREIGHT COMPANY ¹	+\$50
86-00	86-00	YOU DRIVE FOR WELLS FARGO ¹	+\$50

¹ See separate table on the following page.

² 1=Steal gold, 2=Guard, 3-5=Driver, 6=Find gold

³ 1=Business owner, 2-3=Politician, 4-5=Landowner, 6=Industrialist

3 POST WAR (1866-1870)

After the war, the South is occupied by Northern troops, which gradually relinquish control to the states. The railroad crosses the entire continent and the economy is good. Many rebel soldiers form outlaw gangs, notorious for their robberies. The Indian Wars rages across the prairie. All in all, life on the road can be dangerous and full of adventures. Harness racing is popular, and skilled drivers gain respect and status.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	FRIEND KILLED BY OUTLAWS	
06-15	06-15	YOU ARE INDEBTED	PAY \$75 OR GAIN AN ENEMY
16-25	16-30	YOU DRIVE FOR SMUGGLERS ¹	+\$50, REP. -2/5
26-30	31-35	YOU GAIN A SIDEKICK	
31-40	36-47	YOU CAN GAIN A CONTACT ¹	CONTACT
41-50	48-57	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
51-60	58-67	YOU RACE A STAGECOACH AGAINST A TRAIN ²	
61-70	68-70	YOU DRIVE A COACH FOR A... ³	CONTACT
71-85	71-85	YOU DRIVE FOR FREIGHT COMPANY ¹	+\$50
86-00	86-00	YOU DRIVE FOR WELLS FARGO ¹	+\$50

¹ See separate table on the following page.

² 1-3=You lose [REPUTATION -1/5], 4-6=You win [REPUTATION +1/10]

³ 1=Business owner, 2-3=Politician, 4=Landowner, 5-6=Industrialist

2 CIVIL WAR (1861-1865)

The Civil War dominates this period. Many men go off to war, either by choice or after getting drafted. Women who want to participate have to settle for missions as nurses, spies and smugglers – or pretend to be men if they want to enlist in the army. Couriers willing to transport everything from medicine to messages are in high demand. The Gold Rush in Idaho increase trade and transportation to that area immensely. The commercial trades out west are increasing as well.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-10	01-15	YOU DRIVE FOR SMUGGLERS ¹	+\$50, REP. -2/5
11-20	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
21-30	16-20 ²	ENLISTED IN THE ARMY ¹	COOL UNDER FIRE +1
31-35	21-25	YOU HELP LYNCH A ROBBER	REP. -1/5
36-45	26-40	YOU CAN GAIN A CONTACT ¹	CONTACT
46-55	41-55	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
56-65	56-60	YOU DRIVE A COACH FOR A... ³	CONTACT
66-80	61-70	YOU DRIVE FOR THE ARMY ¹	+\$25
81-90	71-85	YOU DRIVE FOR FREIGHT COMPANY ¹	+\$50
91-00	86-00	YOU DRIVE FOR WELLS FARGO ¹	+\$50

¹ See separate table on the following page.

² Women can volunteer as spies, smugglers or nurses.

³ 1=Business owner, 2-3=Politician, 4-5=Landowner, 6=Industrialist

4 THE LONG DEPRESSION (1871-1875)

The railroads are used for most of the long transports, when the Northern Pacific railway company goes bankrupt. It causes the market to crash and bankruptcy spreads like wildfire. The country winds up in depression. Work is hard to find, farms are seized by banks and investments are halted. When the news of gold in Black Hills spread, hope for a better future follows in its track.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-10	01-10	FRIEND KILLED BY BRAVES OR RENEGADES	
11-25	11-25	YOU ARE INDEBTED	PAY \$75 OR GAIN AN ENEMY
26-30	26-30	YOU DRIVE FOR SMUGGLERS ¹	+\$50, REP. -2/5
31-35	31-35	YOU GAIN A SIDEKICK	
36-45	36-50	YOU CAN GAIN A CONTACT ¹	CONTACT
46-55	51-62	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
56-65	63-72	YOU RACE A STAGECOACH AGAINST A TRAIN ²	
66-75	73-75	YOU DRIVE A COACH FOR A... ³	CONTACT
76-90	76-90	YOU DRIVE FOR FREIGHT COMPANY ¹	+\$50
91-00	91-00	YOU DRIVE FOR WELLS FARGO ¹	+\$50

¹ See separate table on the following page.

² 1-4=You lose [REPUTATION -1/5], 5-6=You win [REPUTATION +2/10]

³ 1=Business owner, 2-3=Politician, 4=Landowner, 5-6=Industrialist

★ DRIVER ★

RELATIONSHIPS

Many drivers live on the road, which makes it a lot harder to spend time with your family – unless you find someone willing to share your travelling lifestyle.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY KILLED BY NATIVES	REPUTATION ±0/5
06-10	FAMILY MEMBER KILLED BY ENEMY	GAIN AN ENEMY
11-20	ABANDONED FAMILY SEEK REVENGE	REPUTATION -2/5
21-30	YOUR SPOUSE RUNS AWAY WITH... ¹	REPUTATION -1/5
31-45	COMPANION ² TRAVELS WITH YOU	GAIN A FRIEND
46-60	FRIEND SAVES YOUR LIFE	FRIEND AND DEBT
61-70	YOU CAN GET MARRIED	GAIN A FRIEND
71-85	YOU HAVE CHILDREN	1b6 CHILDREN
86-00	YOU SAVE SOMEBODY'S LIFE	GAIN A FRIEND

¹ 1=Gambler, 2=Outlaw, 3=Smuggler, 4=Guard, 5=Townspeople, 6=Trader

² 1=Gambler, 2=Agitator, 3=Reporter, 4=Guard, 5=Vet, 6=Driver

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	DRIFTER ¹	WELLS FARGO ²	BARTENDER (\$25)
06-15	SOLDIER ¹	OFFICER ¹	SMITH (\$25)
16-25	TOWNSPEOPLE ¹	LAWMAN	NATIVE (\$50)
26-40	SMITH	SMUGGLER	GUARD (\$50)
41-60	DRIVER	DESPERADO	VET (\$75)
61-75	GUARD	DRIVER	HORSE-BREEDER (\$75)
76-85	VET	INDIAN AGENT	LAWMAN (\$100)
86-95	BUSINESS OWNER ¹	CORRUPT GUARD	OFFICER ¹ (\$150)
96-00	WF DETECTIVE	TRADER	LANDOWNER ¹ (\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² Wells Fargo has blacklisted you, they will never hire you for anything.

THE CIVIL WAR

The mayhem on the battlefield will haunt the nightmares of all who was there. Maybe you had a chance to avoid them by driving transports for the army instead.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
11-25	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
26-40	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
41-55	IN PRISON CAMP	±0/5	ROLL P. INJURY
56-70	DRIVER IN THE ARMY TROSS	-	GAIN A CONTACT
71-85	DRIVER IN THE ARTILLERY	-	GAIN A CONTACT
86-90	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
91-95	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
96-00	REWarded FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Private

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

DRIVES FOR DIFFERENT EMPLOYERS

Some drives are more memorable than others. If you took a bribe or were attacked by outlaws or Natives, continue to roll for details in the *Fight-tables* below.

DRIVES FOR DIFFERENT EMPLOYERS

D100	EVENT	REP.
01-05	CARGO OF DYNAMITE EXPLODES	P. INJURY ±0/10
06-15	YOUR WAGON AND CARGO ARE STOLEN	-1/5
16-25	YOU LOSE THE CARGO DURING A STORM	-1/5
26-35	BRIBED TO REVEAL VALUABLE SHIPMENT ¹	-1/5
36-55	ATTACKED BY OUTLAWS	ROLL OUTCOME BELOW ±0/5
56-75	ATTACKED BY NATIVES	ROLL OUTCOME BELOW ±0/5
76-85	YOU SAVE ALL CARGO DURING FLOOD	+\$50
86-95	RACE TO GAIN A CONTRACT ²	+2/10
96-00	DRIVE AT RECORD SPEED	+\$100 IN BONUS

¹ +\$100 and roll Outcome – Fights against Outlaws or gain an Enemy.

² 1-3=You lose. Normal fee, 4-6=You win. Bonus +\$100.

OUTCOME – FIGHTS AGAINST OUTLAWS

If you crash the stagecoach, you get blamed for whatever happens with everybody on board. If anybody died, they got a relative that becomes your ENEMY.

OUTCOME – FIGHTS AGAINST OUTLAWS

D100	OUTCOME	REP.	RESULT
01-10	YOU CRASH THE WAGON ¹	-2/10	-\$50. P. INJURY
11-20	SHOTGUN MESSENGER DIES ²	-1/5	-\$50
21-30	PASSENGER DIES AT ROBBERY	-1/5	-\$50
31-45	OUTLAWS TAKE ALL OF VALUE	-1/5	-\$50
46-60	FORCED TO ABANDON CARGO	±0/5	-
61-70	GUNFIGHT, OUTLAWS ESCAPE	+1/5	-
71-80	SAVE THE LIFE OF A PASSENGER	+2/5	GAIN A FRIEND
81-90	YOU CAPTURE AN OUTLAW	+2/5	Reward +\$100
91-00	YOU OUTRUN THE OUTLAWS	+2/10	BONUS +\$50

¹ 1-2=Passenger dies, ENEMY 3-5=Passenger hurt, 6=Nobody gets hurt

² 1-4=You get a PERMANENT INJURY, 5-6=You do not get hurt

OUTCOME – FIGHTS AGAINST NATIVES

Natives seldom rob you for money, but the fear of being abducted by them is always there for people living and travelling on the frontier.

OUTCOME – FIGHTS AGAINST NATIVES

D100	OUTCOME	REP.	RESULT
01-10	YOU CRASH THE WAGON ¹	-2/10	SCALPED
11-20	YOU ABANDON PASSENGERS	-2/8	GAIN AN ENEMY
21-30	SHOTGUN MESSENGER KILLED ²	-1/5	SEE FOOTNOTE
31-45	PASSENGER KILLED ²	-1/5	SEE FOOTNOTE
46-60	FORCED TO ABANDON CARGO	±0/5	-
61-70	GUNFIGHT, NATIVES ESCAPE	+1/5	-
71-80	SAVE THE LIFE OF A PASSENGER	+2/5	GAIN A FRIEND
81-90	SAVE THE SHOTGUN MESSENGER	+2/5	GAIN A FRIEND
91-00	YOU OUTRUN THE NATIVES	+2/10	BONUS +\$50

¹ 1-3=Everybody else dies, ENEMY 4-6=Passengers abducted, ENEMY

² 1-4=You get a PERMANENT INJURY, 5-6=You do not get hurt

★ YOUR ROLE ★

ENTREPRENEUR

The first million is the hardest. He who has a bit of money and a little business sense can always make that money grow. It's not even hard. Okay, I'm not really there yet, but I'll soon have a million. I just need to make a few new investments first.

Have you heard the rumor about gold in the Black Hills? So have I, but unlike most other happy amateurs, I don't plan to run out there to look for gold. There are so many others that will, so my plan is to go there to earn money on the people who have already found gold. Freight is one idea, but that's usually all divvied up among the big shots already, like Wells Fargo. Tin cans on the other hand...

ENTREPRENEUR – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 0 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Business Sense, Diplomat, Financier, Judge of Character, Liar, Silvertongue.
OBSTACLES Achilles' Heel, Coward, Dandy, Reckless, Tenderfoot, Vengeful.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – HIGH SCHOOL (100 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	10	EXPERTISE/PHYSICS	5
EXPERTISE/BIOLOGY	5	LANGUAGE/ELECTIVE	5
EXPERTISE/CHEMISTRY	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	10	RELIGION/CHRISTIANITY	10

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
APPRaisal	10	10	15
BUSINESS/ELECTIVE 1	15	5	15
BUSINESS/ELECTIVE 2	10	5	10
DEAL	15	10	15
DRIVE/CARRIAGE	10	5	10
ELOQUENCE	10	5	15
EXPERTISE/ECONOMY	10	5	15
EXPERTISE/POLITICS	10	5	10
ORGANIZATION/ELECTIVE 1	10	5	15
ORGANIZATION/ELECTIVE 2	5	-	10
RIDE	10	5	10
SCOUT	5	5	5

WEAPONS PACKAGE	BEGINNER (100)	GREENHORN (50)	CAPABLE (200)
ACCURACY/REVOLVER	5	5	10
ACCURACY/RIFLE	5	-	5
SPEED/REVOLVER	5	-	10
DEFENSE	5	5	5

REPUTATION	±0/20	±0/5	±0/50
MONEY	\$200	\$100	\$250

EQUIPMENT

WEAPONS Revolver +20 bullets. Rifle +20 bullets. Holster.
BELONGINGS Pocketwatch, notebook, wallet, razor or hairbrush and make up, mirror, 10 cigars.
CLOTHING Suit/Dress plus 2 spare sets of desired clothing.
MOUNT Quarter Horse. Bridle, saddle, saddlebags, scabbard.

The American dream is more than a myth for you – it is your motto. You are convinced that you can make your fortune, that your big chance is just around the next corner. You are also not the impulsive type to follow every whim, running off to find gold at the first rumor. Quite the contrary. You keep your feet on the ground and a cool head on your shoulders, analyzing the situation in detail. Very carefully. You do not believe the quick, easy way is the right way – it is likely that someone else has gotten there before you. And you know your limits. What you are not able to do well is no problem when you are prepared to hire someone who is good at it to do it for you.

You often have a grounded but optimistic approach to your own abilities, which is not the same as thinking you have a positive view of the rest of humanity. Some believe you are a jaded cynic, but you see yourself as a realist. For someone like you, who sees a business opportunity in any given situation, it is vital to understand how others think, what drives them, and what they might need. And last but not least, what they might be prepared to pay for in various circumstances. There is no sense believing in silly dreams like loyalty or such things. Money governs all, despite any noble intentions.

Most people do not care how much you have done or helped them with before – if the shopkeeper in the general store next door sells equally good products to yours but at a lower price, people will buy from him. It is important to make sure you can undercut the bastard, either by selling asked-for products that he does not carry, or by lowering your prices. An underhanded but effective method for thwarting his sales would be to ensure your opponent is not receiving his deliveries, but that requires that you are prepared to break the law. Which you would never publicly admit to even thinking about doing, but in reality, you cannot see why it would be a problem as long as no one suspects you. You may have no qualms about hiring all manner of people to help you, from well-reputed established experts to more shady types who are not afraid of pulling dirty tricks. In the end, it is only your own conscience that determines the boundaries.

You know the benefits of building a large network. In an area with lots of military, it can be worthwhile to join the Republican party. One never knows when it might pay off to talk to a politician and pretend to have something in common. A well-placed contribution can turn out to be a good investment when it comes time to write up a new contract for purchasing items with tax money. If you find yourself in an area more populated with Democrats, that is of course the party you should join. Political ideologies are not what drive you, but rather the opportunity to earn money.

You are no stranger to joining different organizations, from the local business bureau to secret societies

like the Freemasons. Your loyalty lies – regardless of what you say in these various situations – with yourself, first and foremost.

Another of your strengths is not limiting yourself to one single idea. You always have several ongoing projects, some of which do well while others just never get off the ground. You are fine with that. It is the ideas and the projects that succeed that count. A side effect of this is that you are always prepared to switch gears, happy to sell off what you are working on at the moment if a better opportunity with money-making potential comes along. The thing about entrepreneurs is that it does not really matter how rich they are, a new chance and a new challenge to make a new fortune will always entice them.

You do not view yourself as stingy – just frugal. There are times when it is a good idea to spread a little money around to grease the palms of potential customers or business partners, but not before you have thought things through and made careful calculations. Unless you believe it will benefit you in the long run, it is a bad idea to shift your focus from more important things.

You do not need to be well-educated to be a successful entrepreneur. On the contrary, you would probably get bored of student life. If you did attend school, you will have figured out several good ways to earn money from your often well-heeled classmates. You might offer everything from illegal gambling to finished homework assignments for those who do not want to do the work themselves.

Entrepreneurs can have all kinds of backgrounds, from the poorest, most oppressed areas to the finest chambers of the upper class. If you work your way up from the bottom, you will often be viewed as a role model and someone to look up to by people in your family and those you grew up with. If you are from a wealthier family, however, no matter how rich you become, you will likely always feel a bit as if your relatives are always giving you the cold shoulder, as if they were ashamed of you.

LIVELIHOOD

You are rarely without money, and never without ideas on how to make more. That is probably your only financial trouble – that you constantly have new projects to invest in.

REPUTATION

Doing as many spectacular business deals as you do will quickly make you famous. The rumors of your business spreads from urban legends and tall tales to newspaper articles and members of diverse more or less shady gentlemen's clubs and associations. Certainly, you may be met with respect, but perhaps also with skepticism.

LIFE PATH EVENTS FOR ENTREPRENEURS

1 EXPANSION WEST (PRIOR TO 1861)

In 1858, gold was found at Pike's Peak, Colorado, enticing adventurers to seek their fortunes. Many set out to look for gold, while others choose to make money of the miners. It takes time to get letters and shipments across the country, turning freight companies of different kinds to a good investment. Corruption is widespread through out society and bribes are often considered necessary for business.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-02	RIVAL TRIES TO KILL YOU	ENEMY
06-15	03-10	YOU ARE CHEATED IN BUSINESS	-\$100
16-20	11-20	YOU BRIBE A NEW CONTACT ¹	CONTACT
21-30	21-25	OFFERED MEMBERSHIP IN ... ^{2,1}	FRIEND OR ENEMY
31-40	26-35	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
41-45	36-45	YOU ORGANIZE A LOTTERY	+\$50
46-50	46-50	YOU RUIN A RIVAL	+\$100, ENEMY
51-60	51-60	GOLD RUSH IN COLORADO ³	+\$100
61-70	61-70	YOU INVEST IN A FREIGHT COMPANY	VALUE ⁴
71-00	71-00	YOU GET A BUSINESS OPPORTUNITY ¹	

1 See separate table on the following page.

2 1-2=Pol. party, 3-4=Reform movem, 5=Secret Society, 6=Business Ring

3 1=Sell lottery tickets, 2-3=Sell tools, 4-5=Shipments, 6=Find gold

4 Decide how much to invest, then roll a D6: 1=x0, 2-3=x1, 4-5=x2, 6=x3

3 POST WAR (1866-1870)

After the war, the South is occupied by Northern troops, which gradually relinquish control to the states. Some former soldiers form outlaw gangs. It gets easier to travel, and the railroad now crosses the entire continent. The country's economy is good, with lots of money in circulation. If you know a *Secret* about an influential person, you will gain a FRIEND if you tell them and an ENEMY if you exploit them.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-02	RIVAL TRIES TO KILL YOU	ENEMY
06-10	03-07	YOU ARE ROBBED	-\$100
11-15	08-17	YOU BRIBE A NEW CONTACT ¹	CONTACT
16-25	18-22	OFFERED MEMBERSHIP IN ... ^{2,1}	FRIEND OR ENEMY
26-35	23-32	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
36-45	33-42	YOU GAIN A FINANCIER	TALENT FINANCIER
46-55	43-55	YOU KNOW A SECRET ABOUT ... ³	FRIEND OR ENEMY
56-60	56-60	RUTHLESS IN BUSINESS	+\$100, REP. -1/5
61-70	61-70	YOU INVEST IN A MINING COMPANY	VALUE ⁴
71-00	71-00	YOU GET A BUSINESS OPPORTUNITY ¹	

1 See separate table on the following page.

2 1-2=Pol. party, 3-The Grange, 4=Secret Society, 5-6=Business Ring

3 1=Business owner, 2=Officer, 3-4=Politician, 5=Landoner, 6=Industrialist

4 Decide how much to invest, then roll: 1-3=x0, 4=x1, 5=x2, 6=x4

2 CIVIL WAR (1861-1865)

The war is changing the whole of society, in the North and the South. Men go off to war, while women cannot be soldiers. They can enlist by disguising themselves as men, or serve their side in the war by becoming spies, smugglers or nurses. Ruthless businessmen profit on the war. For those without scruples, there are many ways to get rich, especially if you invest in the weapon's industry.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-10	01-10	THE ARMY SEIZES YOUR GOODS	-\$200
11-20	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
21-30	11-15 ²	ENLISTED IN THE ARMY ¹	COOL UNDER FIRE +1
31-35	16-25	YOU BRIBE A NEW CONTACT ¹	CONTACT
36-45	26-35	OFFERED MEMBERSHIP IN ... ^{3,1}	FRIEND OR ENEMY
46-55	36-45	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
56-60	46-55	YOU SELL TO EXORBITANT PRIZES	+\$75, REP. -1/5
61-65	56-60	YOU RUIN A RIVAL	+\$100, ENEMY
66-75	61-70	YOU INVEST IN A WEAPON'S FACTORY	VALUE ⁴
76-00	71-00	YOU GET A BUSINESS OPPORTUNITY ¹	

1 See separate table on the following page.

2 Women can volunteer as spies, smugglers or nurses.

3 1-2=Pol. party, 3-4=Reform movem, 5=Secret Society, 6=Business Ring

4 Decide how much to invest, then roll: 1=x0, 2-3=x1, 4-5=x2, 6=x4

4 THE LONG DEPRESSION (1871-1875)

The Northern Pacific railway company goes bankrupt, causing the market to crash. Bankruptcy spreads like wildfire. The country winds up in depression. Work is hard to find. Farms and businesses are seized. You will often have to be ruthless to make any money on your investments, in this brutal business climate. The Indian Wars rage on across the prairie, while gold has been found in the Black Hills.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-02	RIVAL TRIES TO KILL YOU	ENEMY
06-25	03-22	YOU LOSE WHEN THE MARKET CRASHES	-\$200
26-30	23-32	YOU BRIBE A NEW CONTACT ¹	CONTACT
31-40	33-37	OFFERED MEMBERSHIP IN ... ^{2,1}	FRIEND OR ENEMY
41-50	38-47	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
51-55	48-52	YOU RUIN A RIVAL	+\$100, ENEMY
56-60	53-60	YOU KNOW A SECRET ABOUT ... ³	FRIEND OR ENEMY
61-65	61-65	RUTHLESS IN BUSINESS	+\$200, REP. -1/5
66-75	66-75	YOU INVEST IN A RAILWAY COMPANY	VALUE ⁴
76-00	76-00	YOU GET A BUSINESS OPPORTUNITY ¹	

1 See separate table on the following page.

2 1=Pol. party, 2=Reform movem, 3-4=Secret Society, 5-6=Business Ring

3 1=Business owner, 2=Officer, 3-4=Politician, 5=Landoner, 6=Industrialist

4 Decide how much to invest, then roll: 1-3=x0, 4=x1, 5=x2, 6=x4

★ ENTREPRENEUR ★

RELATIONSHIPS

Everything cannot be measured in money. Many values their closest relationships above all else, be it blood or love that binds you together.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY MEMBER KILLED BY ENEMY	REPUTATION ±0/5
06-15	BUSINESS PARTNER STEALS FROM YOU	-\$200
16-30	YOU ARE REVEALED TO BE UNFAITHFUL ¹	GAIN AN ENEMY
31-40	YOUR SPOUSE IS UNFAITHFUL ¹	GAIN AN ENEMY
41-55	YOU TRICK RELATIVE OUT OF MONEY	+\$100 AND ENEMY
56-65	ENEMY SAVES YOUR LIFE	YOU ARE INDEBTED
66-80	YOU CAN GET MARRIED	GAIN A FRIEND
81-95	YOU CAN HAVE CHILDREN	1b6 CHILDREN
96-00	YOU GAIN A MENTOR ²	REPUTATION ±0/10

¹ 1=Divorce, 2-3=Separation, 4-5=Scandal [REPUTATION -2/5], 6-No change

² Get +5 PRACTICE in a Skill, but not above the maximum level at start.

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid or bribed. If you pay them, however, you can likely get their help again in game – for a fee.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	DRIFTER ¹	OFFICER ¹	TOWNSPEOPLE ¹ (\$50)
06-15	TOWNSPEOPLE ¹	INDUSTRIALIST ¹	FENCE (\$50)
16-25	BUSINESS OWNER ¹	BANKER	LAWYER (\$50)
26-40	REPORTER	POLITICIAN ¹	OUTLAW (\$75)
41-60	ENTREPRENEUR ²	ENTREPRENEUR	REPORTER (\$75)
61-75	BANKER ²	REPORTER	LAWMAN (\$100)
76-85	LAWYER	LAWYER	OFFICER ¹ (\$100)
86-95	OFFICER ¹	LAWMAN	BANKER (\$150)
96-00	POLITICIAN ¹	PREACHER	POLITICIAN ¹ (\$200)

¹ Use the OCCUPATION-tables at Social Background for more details.

² Gain the Talent FINANCIER. Pay back your loans, or lose your FRIEND.

THE CIVIL WAR

Many desert the chaos of war, while others extinguish themselves on the battle field. You can make a lot of money on the Black Market – but it is not legal.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	SELL SUBSTANDARD WEAPONS ¹	-	GAIN AN ENEMY
11-20	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
21-35	YOU DESERT FROM THE WAR	-2/5	WANTED \$30
36-50	YOU END UP IN PRISON CAMP	±0/5	ROLL P. INJURY
51-60	A FRIEND DIES IN YOUR ARMS	±0/3	INHERIT MONEYCLIP
61-70	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
71-80	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
81-85	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
86-00	TRADE ON THE BLACK MARKET	-1/5	+\$200

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Roll ENEMY

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

BUSINESS OPPORTUNITY

All goods are not as easily sold, they have different MODS. that will affect your OUTCOME. Decide how much you invest and proceed to the *Dirty Tricks-table*.

BUSINESS OPPORTUNITY

D100	BUSINESS OPPORTUNITY	MOD.
01-10	CRATES OF BOOKS ¹	-15
11-20	COTTON BALES	-10
21-30	MINING EQUIPMENT AND OIL LAMPS	-5
31-45	BOXES WITH CIGARS	±0
46-60	CLOTHING ²	+5
61-75	CANNED FOOD	+5
76-85	MEDICINE	+10
86-90	ENFIELD RIFLES	+10
91-00	WHISKEY AND BOURBON IN BARRELS	+15

¹ 1-2=Bibles, 3=Dictionaries, 4-5=Dime novels, 6=Novels

² 1=Long Johns, 2=Hats, 3-4=Boots, 5=Dresses, 6=Coats

BUSINESS OPPORTUNITY – DIRTY TRICKS

You can increase your chance of making money by using *Dirty Tricks*, if you want to. You use the MOD. you get here when you roll on the *Outcome-table* below.

BUSINESS OPPORTUNITY – DIRTY TRICKS

D100	DIRTY TRICK	REP.	MOD.
01-10	YOU STEAL BACK YOUR GOODS ^{1,2}	-2/10	±0
11-20	YOU SLANDER YOUR RIVAL	-1/5	+5
21-30	YOU USE A MISLEADING GOLD SCALE	-1/5	+5
31-45	GOODS OF SUBSTANDARD QUALITY	-1/5	+10
46-60	YOU SELL TO EXORBITANT PRICES	-1/5	+10
61-70	YOU BRIBE A REPORTER	±0/5	+10
71-80	YOU THREATEN A RIVAL ²	-2/5	+10
81-90	YOU SABOTAGE FOR A RIVAL ²	-2/5	+15
91-00	YOU SCAM A BUSINESS PARTNER ²	-2/10	+15

¹ You can sell your goods twice – Roll twice on the *Outcome-table*.

² You gain an ENEMY.

BUSINESS OPPORTUNITY – OUTCOME

Modify your roll here with your results from the previous two tables. Your PROFIT is a number you use to multiply the amount of money you decided to invest.

BUSINESS OPPORTUNITY – OUTCOME

D100	OUTCOME	PROFIT	RESULT
01-10	SOMEONE STOLE YOUR GOODS ¹	x0	SEE FOOTNOTE
11-25	YOUR TRADE GOODS IS RUINED	x0	-
26-35	YOU SELL AT A LOSS	x0,5	-
36-50	YOU GET YOUR MONEY BACK ²	x1	GAIN A CONTACT
51-60	BEATEN BY ANGRY CUSTOMER	x2	GAIN A CONTACT
61-75	INTERMEDIARY DEMANDS PAY	x2	-\$100
76-85	YOU MAKE A PROFIT ²	x2	GAIN A CONTACT
86-95	YOU STRIKE A GOOD DEAL ²	x3	GAIN A CONTACT
96-00	VERY PROFITABLE BUSINESS ²	x5	GAIN A CONTACT

¹ 1-2=Rival, 3=Business Partner, 4=Thieves, 5-6=Outlaw gang

² You do not have to pay the CONTACT to get your profit this time.

★ YOUR ROLE ★

EXPLORER



The crucifix of William the Conqueror, you say? I've heard about that powerful Christian symbol, said to give all who owns it great success as long as they keep it – but the luck turns into sorrow once they get rid of the crucifix. William the Conqueror, Richard Lionheart, Joan of Arc, Torquemada and Columbus – the list of the supposed owners of the crucifix is as long as it is impressive. Are you sure it's real and not just another fairy tale?

So, the last owner disappeared in Arizona in 1692 after working together with Father Kino? What can I say, Arizona's a big place... But someone's been selling conquistador finds in Yuma, you say? Interesting...

EXPLORER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Elementary School COOL UNDER FIRE: 1 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Dilettante, Eagle Eye, Financier, Frontiersman, Native Friends, Spoiled.

OBSTACLES Arch Nemesis, Bravado, Compulsive Liar, Kleptomaniac, Reckless, Superstitious.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – HIGH SCHOOL (100 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	10	EXPERTISE/PHYSICS	5
EXPERTISE/BIOLOGY	5	LANGUAGE/ELECTIVE	5
EXPERTISE/CHEMISTRY	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	10	RELIGION/CHRISTIANITY	10

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
EXPERTISE/ARCHAEOLOGY	5	5	10
EXPERTISE/LEGENDS	10	5	10
EXPERTISE/SURVEYING	5	-	15
HIDE/SEEK	5	-	10
HUNT/FISH	10	5	10
LANGUAGE/ELECTIVE	-	-	5
ORGANIZATION/ELECTIVE	10	5	10
PHOTOGRAPHY	5	5	10
RIDE	10	5	10
SCOUT	10	5	15
STEALTH	5	5	5
SURVIVAL/ELECTIVE	10	5	10
TRACK	5	5	10

WEAPONS PACKAGE	ACCOMPLISHED (250)	BEGINNER (100)	SEASONED (350)
ACCURACY/RIFLE	10	5	10
ACCURACY/FIGHTING	5	5	5
ACCURACY/REVOLVER	5	-	10
SPEED/RIFLE	10	5	10
SPEED/REVOLVER	5	-	10
DEFENSE	5	5	5

REPUTATION	±0/25	±0/10	±0/50
MONEY	\$150	\$100	\$250

EQUIPMENT

WEAPONS	Revolver +20 bullets. Rifle +40 bullets. Knife. Holsters.
BELONGINGS	5 maps of your choice, compass, pocketwatch, notebook, field equipment.
CLOTHING	2 sets of desired clothing.
MOUNT	Quarter Horse. Bridle, saddle, saddlebags, scabbard.

There are still many blank areas in the maps of the World, places that haven't been in any contact with civilization. As an explorer, you are probably beckoned by the Unknown, to discover remnants of ancient and unknown civilizations and to find out the truth behind myths and legends.

Considering all the existing reports about *Cibola's Seven Cities of Gold*, it's quite astounding that no one has discovered them yet – maybe you have an idea where to begin looking for it? Is there a connection with the pyramid-like structures found in Mexico? And if there is no connection to Cibola, the new finds in Mexico are intriguing in and of themselves. What kind of buildings are they? What secrets and clues to a lost civilization will be found there?

Other interesting places to explore and try to find out more about are the enormous cliff dwellings in New Mexico and Arizona. Supposedly they look like they were suddenly abandoned, even though there are no traces of war or any obvious disasters like an earthquake or the like to scare the people away. What could have forced thousands of people to just up and leave?

Is there any truth to be found in the alleged lost tribe of Israel that according to the Mormons emigrated to the Americas during the 6th century? What if it would be possible to find new apocrypha, or some-thing else that could put Jesus Christ himself in a new light, maybe to be found here in America?

What about those legendary gigantic thunderbirds that both white and certainly different Native tribes have told you about? Are there any truths to be found among the many myths and legends in circulation? In that case, which? It's hard to know before methodically following in the legend's footsteps.

You may also combine your general urge for discovery with specializing in searching for relics - there are always buyers ready to pay good money, and more money the more legendary the relic. You could be sent from an institution or museum, of course. What you have to take into account, however, is the competition. When rumors start to flourish, there will always be others interested in possible riches. Sometimes it may even be a bet that has started the treasure hunt that you're currently involved in. With this latter orientation the role as an explorer will be adventurous and action-oriented. It's imperative that you can survive during the most extreme conditions, cut your way through the jungle and defend yourself against all sorts of dangers and traps.

A less colorful and more down to Earth application of this ROLE is to follow in the great botanist Carl Linnaeus' footsteps and search for hitherto unknown species, maybe even getting the opportunity to name a tree, a feline, an insect or the like. And the big skeletal remains of dinosaurs will get the juices flowing

in even the most stuck-up scientist. If you choose this orientation it's Science that comes first and your detailed knowledge may be uncanny. Some explorers invest all their energies in the theoretical, preferring to leave more practical matters to others. They may lead an expedition into the wilderness, having brought along guards, a cook and a scout who knows the area.

Then there are explorers that aren't constantly looking for the *Unknown*, but rather the *Exotic* and *Strange* compared to his or her own world. They have heard about the Wild West and want to see it with their own eyes – the rough mining camps where men are said to kill each other over the tiniest disagreements and where gold are to be found in such quantities that all you have to do is to bend down and pick it up.

Or maybe they are more fascinated by the Natives of the American continent and will try to get in contact with different Native tribes to learn of their ways, alternatively to affirm that the Natives are the kind of bloodthirsty savages that self-appointed experts like Kit Carson would have the World believe?

Another kind of driving force could be to get to know the heroes of the dime novels – is the West so wild and the gunslingers so heroic as they are portrayed?

LIVELIHOOD

This ROLE suits a person that has enough money to sustain themselves without having to work. Since you are busy discovering the World it would help if your family are Old Money, not having to worry about pecuniary problems is beneficial. Then you can follow your every whim and fancy. To leave everything to follow a new clue is decidedly easier when you're wealthy and don't have to worry about scraping together the finances for travel, food and lodgings.

If you are a bit short on cash, some kind of connection, more or less steady, with a magazine, a university, an organization or a society who can take care of your expenses is recommended. In exchange this benefactor would get your finds, reports, chronicles and lectures about your discoveries and adventures.

Another possibility is that you're contacted and recruited, either to accompany someone else's expedition or to find a particular relic. In this case you can expect to be paid \$100 a month, plus expenses.

If neither of these alternatives should fit, you may always seek sponsors yourself. Maybe ask a society, a museum or a university for help in covering the costs of your next expedition?

REPUTATION

To discover traces of a lost civilization, or a new insect, flower or other species will obviously be noticed. You count on being seen in newspapers and to be asked to hold lectures. If you do that, more and more will hear about your discoveries, thereby increasing your FAME.

LIFE PATH EVENTS FOR EXPLORERS

1 EXPANSION WEST (PRIOR TO 1861)

When gold is found at Pike's Peak, close to Denver, Colorado it entices fortune-seekers from all over to go there. As an explorer, you could just as easily travel to other parts of the world. Maybe you took part in the Crimean War, saw the Second Opium War up close or were in India during the Rebellion of 1857? If you are lucky, you can get a place named in your honor.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT
01-05	01-05	FROSTBITE IN THE ARCTIC, LOSE... ¹ ROLL P. INJURY
06-15	06-15	YOU ARE ACCUSED OF RIVAL'S DEATH ENEMY
16-25	16-25	YOU GET FAKE RELIC AT AN AUCTION -\$100
26-30	26-35	YOU CAN GAIN A CONTACT ² CONTACT
31-40	36-45	ROLL FOR NEW RELATIONSHIP ² RELATIONSHIP
41-45	46-50	OFFERED MEMBERSHIP IN ... ^{3,2} FRIEND OR ENEMY
46-50	51-55	LOCATION NAMED IN YOUR HONOR REP. +2/20
51-60	56-60	MERCENARY IN A WAR ^{4,2} +\$100, COOL UNDER FIRE +1
61-75	61-75	YOU GO BIG-GAME HUNTING ²
76-00	76-00	YOU LEAD AN EXPEDITION ² -\$250 OR FINANCIER ⁵

¹ 1=Two fingers, 2=Two toes, 3=Finger, 4=Toe, 5-6=Ear

² See separate table on the following page.

³ 1=Political party, 2-3=Reform movement, 4-6=Archaeological society

⁴ 1-3=Crimean War, 4-5=Second Opium War, 6=Indian Rebellion of 1857

⁵ 1=Organization, 2=Magazine, 3-4=University, 5-6=Museum

3 POST WAR (1866-1870)

There are still many blank spaces when you try to map the world, thus the world is full of interesting places to explore! Interest in the fantastical and unknown increase, making it easy to find sponsors for your upcoming expeditions. Museums and universities renders most academic credibility to the project. Organizations and magazines offer more freedom.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT
01-10	01-05	ONLY YOU SURVIVE EXPEDITION IN THE ARCTIC ¹
11-15	06-15	YOU LOSE A BET TO A RIVAL EXPLORER -\$200
16-25	16-25	YOU CAN GAIN A CONTACT ² CONTACT
26-30	26-30	YOU GAIN AN ADMIRER
31-40	31-40	ROLL FOR NEW RELATIONSHIP ² RELATIONSHIP
41-45	41-45	OFFERED MEMBERSHIP IN ... ^{3,2} FRIEND OR ENEMY
46-50	46-55	YOU WIN A BET AGAINST A RIVAL +\$200
51-60	56-60	MERCENARY IN A WAR ^{4,2} +\$100, COOL UNDER FIRE +1
61-75	61-70	YOU GO BIG-GAME HUNTING ²
76-00	71-00	YOU LEAD AN EXPEDITION ² -\$250 OR FINANCIER ⁵

¹ 1-2=You kill partner to get something to eat, 3-6=Kill in self defense

² See separate table on the following page.

³ 1=Pol. party, 2-Reform movement, 3-4=Private Club, 5-6=Secret Society

⁴ 1-3=Boshin War, 4-5=Glorious Revolution (Spain), 6=Ten Years' War

⁵ 1= Organization, 2=Magazine, 3-4=University, 5-6=Museum

2 CIVIL WAR (1861-1865)

In the US, the Civil War dominates everything during these years. Women are not allowed in the Army, but female characters can be recruited as spies, smugglers or nurses. South of the American border, France occupies Mexico and installs their puppet Emperor Maximilian (of Austria-Hungary) on Mexico's throne, much thanks to mercenary European troops.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT
01-10	-	DRAFTED INTO THE ARMY ¹ COOL UNDER FIRE +1
11-15	01-05 ²	ENLISTED IN THE ARMY ¹ COOL UNDER FIRE +1
16-25	06-15	YOU CAN GAIN A CONTACT ¹ CONTACT
26-30	16-25	YOU GAIN A SIDEKICK
31-40	26-40	ROLL FOR NEW RELATIONSHIP ² RELATIONSHIP
41-45	41-50	OFFERED MEMBERSHIP IN ... ^{3,1} FRIEND OR ENEMY
46-50	51-55	LOCATION NAMED IN YOUR HONOR REP. +2/20
51-60	56-60	MERCENARY IN A WAR ^{4,1} +\$100, COOL UNDER FIRE +1
61-75	61-75	YOU GO BIG-GAME HUNTING ¹
76-00	76-00	YOU LEAD AN EXPEDITION ¹ -\$250 OR FINANCIER ⁵

¹ See separate table on the following page.

² Women in the army must disguise themselves as men or become spies.

³ 1=Political party, 2-3=Reform movement, 4-6=Archaeological society

⁴ 1-4=French Occupation of Mexico, 5-6=Second Schleswig War

⁵ 1-2=Government, 3=University, 4=Magazine, 5-6=Museum

4 THE LONG DEPRESSION (1871-1875)

The railroad company Northern Pacific goes bankrupt, the stock market crashes and a deep depression begins. The banks seize farms and businesses, while decent people have a hard time finding work. Indian Wars raged even before gold was found on Native land in Black Hills. When you search the unknown, you'll be the first to get there as long as you follow a map.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT
01-05	01-05	FROSTBITE IN ANTARCTICA, LOSE... ¹ P. INJURY
06-15	06-15	YOU LOSE ON THE STOCK MARKET -\$200
16-20	16-20	YOU CAN GAIN A CONTACT ² CONTACT
21-25	21-25	YOU GAIN A FOLLOWER
26-35	26-35	ROLL FOR NEW RELATIONSHIP ² RELATIONSHIP
36-40	36-45	OFFERED MEMBERSHIP IN ... ^{3,2} FRIEND OR ENEMY
41-50	46-55	GOT AN AUTHENTIC MAP FROM AUCTION -\$100
51-60	56-60	MERCENARY IN A WAR ^{4,2} +\$100, COOL UNDER FIRE +1
61-75	61-70	YOU GO BIG-GAME HUNTING ²
76-00	71-00	YOU LEAD AN EXPEDITION ² -\$250 OR FINANCIER ⁵

¹ 1=Two fingers, 2=Two toes, 3=Finger, 4=Toe, 5-6=Ear

² See separate table on the following page.

³ 1=Pol. party, 2-3=Oddfellows, 4=Private Club, 5-6=Archaeological soc.

⁴ 1-4=Franco-Prussian War, 5-6=United States Expedition to Korea

⁵ 1-2=Industrialist, 3=Magazine, 4=University, 5-6=Museum

★ EXPLORER ★

RELATIONSHIPS

It can be hard to settle down and have a family when you are on the road or heading for the next expedition. Quarrels with other explorers are common.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY MEMBER KILLED BY ... ¹	REPUTATION ±0/5
11-25	FAMILY MEMBER DISAPPEARED	REPUTATION ±0/5
26-35	PARTNER TRICKS YOU OUT OF MONEY	-\$200
36-50	RIVAL EXPLORER IS YOUR NEMESIS	GAIN AN ENEMY
51-60	YOUR SPOUSE RUNS AWAY WITH ... ²	REPUTATION -1/5
61-70	ENEMY SAVES YOUR LIFE	YOU ARE INDEBTED
71-80	YOU CAN GET MARRIED	FRIEND OR ENEMY
81-90	YOU HAVE CHILDREN	1b6 CHILDREN
91-00	YOU SAVE SOMEBODY'S LIFE	GAIN A FRIEND

¹ 1=Natives, 2-3=Outlaw, 4=Enemy, 5=Disease, 6=Accident

² 1-2=Partner, 3=Professor, 4=Explorer, 5-6=Entrepreneur

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	PHOTOGRAPHER	INDUSTRIALIST ¹	FENCE	(\$50)
06-15	OFFICER ¹	CURATOR	INTERPRETER	(\$50)
16-25	KEEPER ²	POLITICIAN ¹	CUSTODIAN	(\$75)
26-40	REPORTER	EDITOR	REPORTER	(\$75)
41-60	EXPLORER	EXPLORER	SMUGGLER	(\$100)
61-75	EDITOR	PROFESSOR	KEEPER ²	(\$100)
76-85	PROFESSOR	REPORTER	OFFICER ¹	(\$125)
86-95	POLITICIAN ¹	OFFICER ¹	PROFESSOR	(\$150)
96-00	CURATOR	KEEPER ²	POLITICIAN ¹	(\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² 1-2=University, 3-6=Museum

THE CIVIL WAR

Many learn more about themselves than they ever wanted to know on the battlefield. Some run as fast as they can, others risk their lives to save their brothers in arms.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-05	ACCUSED OF SOLDIERS DEATH	-2/5	GAIN AN ENEMY
06-10	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
11-20	CAPTURED/IN PRISON CAMP	±0/5	ROLL P. INJURY
21-35	YOU KILL AN ENEMY SOLDIER	-1/5	GAIN AN ENEMY
36-45	YOU SURVIVE FIRING SQUAD	+1/10	ROLL P. INJURY ¹
46-60	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
61-75	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
76-85	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
86-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ MAJOR PERMANENT INJURY in: 1=Head, 2-3=Stomach, 4-6=Breast

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

EXPEDITION

Roll twice here for location, first the general area (such as Africa), then more specific (for instance Congo). When that is established, go to the *Outcome-table* below.

EXPEDITION

D100	EXPEDITION TO ...	LOCATION
01-15	AFRICA	1-4=CONGO, 5=GOLD COAST, 6=CAPE COLONY
16-20	AUSTRALIA	1=TASMANIA, 2-6=AUSTRALIA
21-25	SOUTHEAST ASIA	1-2=BR. BURMA, 3-5=CAMBODIA, 6=SIAM
26-35	Egypt	THE PYRAMIDS
36-50	Far East	1-3=CHINA, 4-5=JAPAN, 6=KOREA
51-65	NEAR EAST	1-3=OTTOMAN EMPIRE, 4-5=ARABIA, 6=PERSIA
66-75	INDIA	1-4=INDIA, 5=TIBET, 6=NEPAL
76-90	MESOAMERICA ¹	1=BELIZE, 2=GUATEMALA, 3-6=MEXICO
91-00	SOUTH AMERICA	1-3=PERU ² , 4-6=AMAZONAS

¹ The Mayan- och Aztec-civilizations can be found in this area.

² The Inka civilization can be found in this area.

OUTCOME – EXPEDITION

If a FINANCIER payed, you get half of the VALUE under RESULT. Locations will get the FINANCIER's name, not yours, and your REP. will not increase more than +1/5.

OUTCOME - EXPEDITION

D100	EVENT	REP.	RESULT
01-10	CONFLICT WITH NATIVES	-2/5	ROLL P. INJURY
11-20	OUTLAWS ROB THE EXPEDITION	-2/5	ROLL P. INJURY
21-25	YOU GAIN A FOLLOWER	±0/5	NEVER ALONE
26-40	YOU GET TO NAME A LOCATION	+2/20	YOU OR FINANCIER
41-55	YOU FIND AN ARTEFACT ¹	+1/10	VALUE \$500
56-70	FIND BOOKS AND MANUSCRIPT	+1/10	VALUE \$600
71-85	FIND JEWELRY, CUP, MASK ²	+1/10	VALUE \$700
86-90	SKELETON, UNKNOWN SPECIES	+2/15	VALUE \$800
91-00	MUMMY OR RELIC	+2/20	VALUE \$1.000

¹ 1-2=Masks, 3=Stone with inscriptions, 4-5=Sculptures, 6=Figurines²

² Made from valuable materials such as gold ivory or jade.

BIG-GAME HUNTING

To possess a trophy from an animal you shot yourself not only provide you with a wall decoration, but something to remember and an increased REPUTATION.

BIG-GAME HUNTING

D100	HUNTING TROPHY	REP.	LOCATION
01-10	NONE ¹	-1/5	VARIABLE ²
11-25	AFRICAN BUFFALO	+1/10	AFRICA
26-40	AFRICAN ELEPHANT	+1/10	AFRICA
41-55	LION	+1/10	AFRICA
56-65	LEOPARD	+1/10	AFRICA
66-75	RHINOCEROS	+1/10	AFRICA
76-85	BENGAL TIGER	+1/10	INDIA
86-95	GRIZZLY BEAR	+1/10	ALASKA
96-00	ROLL FOR 2 HUNTING TROPHIES	-	-

¹ You were wounded during the hunt, roll a PERMANENT INJURY.

² Roll again to see which animal you hunted when you got hurt.

★ YOUR ROLE ★

GAMBLER

Take a seat, welcome to our poker table! There's room for everybody who's up for the stake, so by all means don't look so worried.

The rules are simple; put your stake on the table, it's lost if you fold. And hey, I don't care about how big your revolver is, if you lose in a fair game I don't want to hear your whining about getting your money back. Never put more up than you're prepared to part with.

Sure, I've been sitting at many a poker table. Enough to have learned the game. Sometimes Lady Luck has parted with my winnings, but if you try to cheat me at cards you should be aware that I know most tricks...

GAMBLER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Elementary School COOL UNDER FIRE: 1 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Card Sharp, Dilettante, Lucky, Perfect Gentleman, Perfect Recall, Spoiled.
OBSTACLES Arch Nemesis, Dandy, Pedantic, Reckless, Superstitious, Wastrel.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
APPRAISAL	5	5	10
DRIVE/CARRIAGE	5	5	5
ELOQUENCE	5	5	10
GAME/BILLIARDS	-	-	5
GAME/CARDS	15	10	15
GAME/HAZARD	5	5	5
HIDE/SEEK	5	5	10
RIDE	10	10	10
SLIGHT OF HAND	10	10	15

WEAPONS PACKAGE	EXPERIENCED (300)	BEGINNER (100)	SPECIALIST (450)
ACCURACY/REVOLVER	10	5	15
ACCURACY/FIGHTING	10	5	10
SPEED/REVOLVER	10	5	10
SPEED/FIGHTING	-	-	10
DEFENSE	10	5	10

REPUTATION	-2/25	-1/10	-5/50
MONEY	\$125	\$75	\$200

EQUIPMENT

WEAPONS Revolver +20 bullets. Derringer +20 bullets. Holsters.
BELONGINGS Cigarillo case, handmade pocket watch, deck of cards, razor or hairbrush and make up, mirror, matches, die, water canteen.
CLOTHING MOUNT 2 sets of desired clothing.
Quarter Horse. Bridle, saddle, saddlebags.

★ GAMBLER ★

You want to be fast, cool and earn a lot of money with-out any hard work? When you look at gamblers, there are some similarities. Most of them dress very well, some to the point of snobbery. Gamblers tend to surround themselves with the good things in life. It's a dangerous occupation, though. Sooner or later all gamblers will be accused of cheating, no matter their actual guilt. It's imperative to be able to defend yourself. Most gamblers are armed, albeit not always overtly. A dagger in the boot-top, a derringer up the sleeve or in the watch chain disappearing into the pocket of the vest, to be magically produced with some sleight of hand, is a cheap life insurance.

This ROLE has several advantages, having a well-adapted, snobbish and charming side as well as a shady one. Gamblers work well together with both outlaws and law-abiding PC's, no matter if the person is male or female or if the campaign takes place in a big city or a small town. You feel at home in most environments, be it dives, casinos, Mississippi's river steamers, or saloons and gentlemen's clubs.

If you work alone the reward will be greater when everything's going well. It's not unusual, however, that you've got a few more or less explicit partners. Many an owner of a gambling den secretly takes a cut from the regular gamblers' winnings, in return looking the other way when they cheat. Some gamblers work together with others, in pairs or in a group. They pretend not to know each other, typically arriving to the gambling hall or saloon at different hours. If they're sticking to river steamers, they board in different towns. Then they help each other out by positioning themselves behind their companion's opponent, checking their cards and signaling what's in his hand by a previously agreed upon system of signs – it may be cigar smoke, finger signs or discreet movements of a walking cane. Saloon girls are typical partners in this kind of cheating, since they can position themselves behind an opponent in a natural and innocent manner, to see what cards they're holding.

The most common games are *Faro* and *Poker*. *Faro* is arranged at special tables, where the dealer can play simultaneously against several gamblers and has the best odds of winning. A friendly game of *Poker* in the local saloon against thirsty cowboys is easy pickings, but the earnings are slight compared to the more strategic games with high stakes that takes place in the exclusive back-rooms of river steamers and casinos.

There are usually a wider range of games to be had on different gambling halls on land, compared to the river boats, the latter typically specializing on card games only. In cities and mining towns where gold and silver are abundant, luxurious casinos with *Roulette* and all sorts of games of hazard are opened. In smaller mining camps without major finds and in the cattle towns of the prairie there are lesser gambling houses,

often with a roulette wheel, and a couple of tables for *Faro* and *Craps*. The *Wheel of Fortune* is a more and more common sight in these establishments too.

Most people can play cards and dice, and gambling out in the streets are not uncommon. Few professional gamblers care about plucking poor folks. The money is easy, but the winnings so slim that they can hardly support the desired lifestyle most gamblers want.

LIVELIHOOD

The limit to how much you can win depends on how much you are willing to risk. You can also win more than just money, since gamblers whose money have run out are prone to bet their horse, revolver, watch or even house, given that their opponents accept it as a bet with a set value they all agree upon. Winning a pot like that can lead to events that are adventures in themselves.

In the table below, you can see what kind of bets are to be expected, even though the bets can be raised in individual games. Some games you want to roleplay properly, since it will lead to further adventuring or to give the right feeling and heighten the mood during the game session. Other times the more seasoned player would like to fast forward a night or more at the tables, and then the table can be used in its entirety. The table show proceeds from five people at every gaming table. To break even you have to reach 20 on your roll, but every level after that equals winning a pot. However, if you don't manage to reach 20, you lose the same number of stakes as you lack to reach 20 (if your SKILL LEVEL is 13 and you roll a 4 on your D20, the sum is only 17. $20 - 17 = 3$. You lose money equaling 3 stakes during the evening.) DIFFICULTY LEVELS modifies the opposition. The easier it is to win, the lower the stakes and the pot will be. However, on private clubs the stakes are often high but the opposition is not too stiff. You'd like to get invited there...

POTENTIAL Winnings A POKER NIGHT

TYPE OF GAME	DIFFICULTY	STAKE	POT
POKER, PRIVATE CLUB	-5	\$20	\$100
POKER, STEAMER OR CASINO	-10	\$10	\$50
POKER, GAMBLING HALL	-5	\$5	\$25
POKER, SALOON	±0	\$1	\$5
CRAPS (DICE) IN A BACK ALLEY	±0	\$1	\$5

REPUTATION

To win large pots and to beat renown opponents is the foundation to become a famous gambler. To be revealed as a cheat garners its own kind of notoriety, but not the kind you'd like. If you are famous enough, you can even get paid to just sit and play a table at an establishment, alternatively get hired to run all gambling at a saloon and get a cut of the house's winnings.

LIFE PATH EVENTS FOR GAMBLERS

1 EXPANSION WEST (PRIOR TO 1861)

1858 gold is found at Pike's Peak, close to Denver, Colorado. A Gold Rush entices fortune-seekers from all over to go there. There are easier ways to get rich than panning for gold, such as playing the prospectors when they get to the closest town to resupply. At the Mississippi steam rollers gamblers from all over gather to play each other and those less skilled who really should not risk their fortunes as often as they do here.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-03	YOU KILL A ... ¹	WANTED FOR \$100, ENEMY
06-20	04-18	YOU LOSE MONEY ON GAMBLING	-\$100
21-25	19-28	YOU GAIN A SIDEKICK	
26-35	29-38	YOU CAN GAIN A CONTACT ²	CONTACT
36-45	39-48	ROLL FOR NEW RELATIONSHIP ²	RELATIONSHIP
46-50	49-52	OFFERED WORK (CASINO, SALOON)	+\$50
51-65	53-67	YOU WIN ON GAMES OF HAZARD	+\$100
66-75	68-77	YOU WIN SOMETHING ODD ³	REPUTATION ±0/5
76-95	78-97	GAMBLE. ROLL WHERE ⁴ AND WHO ² YOU PLAY	
96-00	98-00	PLAY LANDOWNERS AT PRIVATE CLUB ⁵	

1 1=Casino owner 2=Soldier, 3-4=Outlaw, 5-6=Card sharp

2 See separate table on the following page.

3 1-2=Gold tooth (\$5), 3-5=Quarterhorse & saddle (\$70), 6=House (\$200)

4 1-2=Boom town, California, 3-4=Boom town, Colorado, 5-6=Steam roller

5 Roll for OUTCOME in table on the next page.

3 POST WAR (1866-1870)

The bitterness engulfs the losing South, even though the war has ended. Horse races gain in popularity, especially in Kentucky and New York. The transcontinental railroad is finalized, and a *Hell on Wheels* follows every railroad construction. Kansas' wild cattle towns make sure all the cowboys who get there spend their wages from their cattle drives before leaving.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-03	SHOT BY A CARD SHARP	ROLL P. INJURY
06-15	04-13	YOU LOSE MONEY ON GAMBLING	-\$50
16-20	14-22	YOU GOT EXPENSIVE HABITS	-\$100
21-25	23-32	YOU GAIN A FOLLOWER	
26-35	33-42	YOU CAN GAIN A CONTACT ¹	CONTACT
36-45	43-52	ROLL FOR NEW RELATIONSHIP ¹	RELATIONSHIP
46-60	53-67	YOU WIN ON THE RACE TRACKS	+\$100
61-75	68-77	YOU WIN SOMETHING ODD ²	REPUTATION ±0/5
76-95	78-97	GAMBLE. ROLL WHERE ³ AND WHO ¹ YOU PLAY	
96-00	98-00	PLAY INDUSTRIALISTS AT PRIVATE CLUB ⁴	

1 See separate table on the following page.

2 1-2=Pocket watch (\$10), 3-5=Buggy (\$100), 6=Horse, thoroughbred (\$250)

3 1-2=Cattle town, 3-4=Hell on Wheel, 5=Steam roller, 6=Big City

4 Roll for OUTCOME in table on the next page.

2 CIVIL WAR (1861-1865)

The war dominates life in the US this period. Lots of men join the armies, but women cannot be soldiers (unless disguised as men). They are popular as spies and welcome as smugglers or nurses, though. The Union starts to build the transcontinental railroad and a *Hell on Wheels* follows the navvies. There you find saloons, gambling, brothels and other shady businesses. Gold is found in Idaho, enticing gamblers to go there.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-10	01-10	YOU LOSE TO A CARD SHARP	-\$100
11-20	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
21-25	11-13	JOIN A GUERRILLA FORCE ¹	COOL UNDER FIRE +1
26-35	14-15 ²	ENLISTED IN THE ARMY ¹	COOL UNDER FIRE +1
36-40	16-25	YOU GAIN AN ADMIRER	
41-50	26-40	YOU CAN GAIN A CONTACT ¹	CONTACT
51-60	41-55	ROLL FOR NEW RELATIONSHIP ¹	RELATIONSHIP
61-75	56-72	YOU WIN SOMETHING ODD ³	REPUTATION ±0/5
76-95	73-97	GAMBLE. ROLL WHERE ⁴ AND WHO ¹ YOU PLAY	
96-00	98-00	PLAY LANDOWNERS AT PRIVATE CLUB ⁵	

1 See separate table on the following page. Guerrillas also roll CIVIL WAR.

2 Women can volunteer as spies, smugglers or nurses.

3 1-2=\$250 in fake paper money (\$0), 3-5=Boots (\$15), 6=Land (\$200)

4 1=Lumber camp, Idaho, 2-3=Boom town, Colorado, 4-6=Hell on Wheels

5 Roll for OUTCOME in table on the next page.

4 THE LONG DEPRESSION (1871-1875)

The railroad company Northern Pacific is the first of many to go into bankruptcy. The market crashes and the country go into a deep depression. The banks seize farms, homes and businesses. Decent jobs are few and far between. The dream to get rich makes many gamble away the little they have. Indian wars rage on the prairie when gold is found in Black Hills.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-03	SHOT BY A CARD SHARP	ROLL P. INJURY
06-10	04-08	YOU LOSE MONEY ON GAMBLING	-\$50
11-20	09-20	YOU GOT EXPENSIVE HABITS	-\$100
21-25	21-30	YOU GAIN AN ADMIRER	
26-35	31-40	YOU CAN GAIN A CONTACT ¹	CONTACT
36-45	41-50	ROLL FOR NEW RELATIONSHIP ¹	RELATIONSHIP
46-60	51-65	YOU WIN ON THE RACE TRACKS	+\$100
61-75	66-77	YOU WIN SOMETHING ODD ²	REPUTATION ±0/5
76-95	78-97	GAMBLE. ROLL WHERE ³ AND WHO ¹ YOU PLAY	
96-00	98-00	PLAY INDUSTRIALISTS AT PRIVATE CLUB ⁴	

1 See separate table on the following page.

2 1-2=Stetson hat (\$12), 3-5=Camera (\$75), 6=Claim (\$200)

3 1=Cattle town, 2-3=Black Hills, 4-5=Hell on Wheel, 6=Big city

4 Roll for OUTCOME in table on the next page.

★ GAMBLER ★

RELATIONSHIPS

Not all you meet are opponents you have to separate from their hard earned cash. Some will be close to you, you might even find someone to love and live with.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY MEMBER KILLED BY ... ¹	REPUTATION ±0/5
06-20	LOSER'S FAMILY BEGS FOR MONEY	-\$100 OR ENEMY
21-35	YOUR SPOUSE RUNS AWAY WITH ... ²	REPUTATION -1/5
36-50	LIVE WITH THE LOVE OF YOUR LIFE	GAIN A FRIEND
51-60	ADMIRER WANTS TO PROVIDE FOR YOU	+\$100 OR ENEMY
61-75	FRIEND SAVES YOUR LIFE	FRIEND AND DEBT
76-85	YOU CAN GET MARRIED	GAIN A FRIEND
86-95	YOU CAN HAVE CHILDREN	1b6 CHILDREN
96-00	YOU SAVE SOMEBODY'S LIFE	GAIN A FRIEND

¹ 1=Lawman, 2=Casino owner 3-5=Outlaw, 6=Card sharp

² 1=Gunner, 2=Outlaw, 3=Business owner, 4=Gambler 5-6=Drifter

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	DRIFTER ¹	POLITICIAN ¹	ACTOR	(\$50)
06-15	CASINO OWNER	REPORTER	BARTENDER	(\$50)
16-25	SALOON KEEPER	LAWMAN	SALOON GIRL ²	(\$50)
26-40	SALOON GIRL ²	GAMBLER	PUGILIST	(\$75)
41-60	GAMBLER ²	CASINO OWNER	GAMBLER ²	(\$75)
61-75	GUNSLINGER	SALOON KEEPER	REPORTER	(\$100)
76-85	CONMAN	GUNSLINGER	BOOKMAKER	(\$125)
86-95	LAWMAN	DESPERADO	SALOON KEEPER	(\$150)
96-00	DOCTOR	PREACHER	LAWMAN	(\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² If you cooperate you get +10 on your roll, but must share your PROFIT.

THE CIVIL WAR

Many desert from the madness of war, while others distinguish themselves in battle. A moment of gambling distracts all worries and can even fill your coffers.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	A SORE LOSER TURN INTO ENEMY ¹	-	SEE FOOTNOTE
11-25	YOU ARE WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
26-40	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
41-50	CAPTURED/IN PRISON CAMP	±0/5	ROLL P. INJURY
51-70	YOU WIN ON GAMBLING	±0/5	+\$100
71-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
96-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5=Private, 6=Deserter

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

OPPONENT - GAMBLING

You get the STAKE and the MOD for the *Outcome-table* below. Pay the STAKE before rolling for OUTCOME. If you cannot afford it, you may play the first OPPONENT you can afford.

OPPONENT - GAMBLING

D100	OPPONENT	MOD.	STAKE
01-15	SOLDIERS ¹	+15	\$10
16-30	LOCAL ROUGHIANS ²	+10	\$10
31-40	FARMER/LABORER ¹	+5	\$20
41-60	DRIFTER ¹	±0	\$40
61-75	TOWNSPEOPLE/BUSINESS OWNER ¹	±0	\$60
76-85	OFFICER/POLITICIAN ¹	±0	\$80
86-90	LANDOWNER ¹	-5	\$100
91-95	INDUSTRIALIST ¹	-10	\$125
96-00	PROFESSIONAL GAMBLER	-15	\$150

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² Cattle town=Cowboys, Mining town=Prospectors, Railroad=Navvies

OUTCOME - GAMBLING

You can win big or lose all you risked to begin with. If you are accused of cheating, you must either forfeit all money or continue to roll on the *Conflict-table* below.

OUTCOME - GAMBLING

D100	OUTCOME	REP.	PROFIT ¹	RESULT
01-10	OPPONENT IS CHEATING ²	±0/5	-	ROLL CONFLICT
11-20	YOU LOSE YOUR STAKE	±0/2	-	-
21-35	YOU WIN BACK STAKE	±0/2	-	GET STAKE BACK
36-50	ACCUSED OF CHEATING ²	±0/2	x1	ROLL CONFLICT
51-65	YOU ARE WINNING	±0/2	x1	-
66-80	YOU ARE SUCCESSFUL	±0/5	x2	-
81-90	SUSPECTED OF CHEATING ²	±0/5	x3	ROLL CONFLICT
91-95	WIN IS CHALLENGED ²	±0/5	x4	ROLL CONFLICT
96-00	YOU RUIN OPPONENT	±0/5	x4	GET AN ENEMY

¹ If the STAKES are \$10, a PROFIT x3 gives you \$40 (STAKE + PROFIT).

² If you forfeit your STAKE (and possible PROFIT) the CONFLICT can be averted.

CONFlict

Everybody do not love a winner – some scream cheat and card sharp the second they lose. This table shows what happens then and if you get to keep your PROFIT.

CONFlict

D100	EVENT	REP.	RESULT
01-10	YOU GET TAR AND FEATHER	-1/5	LOSE PROFIT
11-25	THROWN OUT OF TOWN	-1/5	LOSE PROFIT
26-35	YOU GET WOUNDED IN GUNFIGHT ¹	±0/5	ROLL P. INJURY
36-40	YOU KILL AN OPPONENT ^{1, 2}	-3/5	+10 COMBAT POINTS
41-50	YOU KILL IN SELF DEFENSE ¹	-1/5	+10 COMBAT POINTS
51-65	YOU GET ARRESTED AND FINED ¹	-1/5	FINES \$75
66-75	FRIEND SAVES YOUR LIFE ¹	±0/5	FRIEND & INDEBTED
76-85	YOU HURT OPPONENT	-1/5	KEEP PROFIT
86-00	YOU AVERT THE CONFLICT	+1/5	KEEP PROFIT

¹ 1-3=You lose the PROFIT during the fight, 4-6=You keep the PROFIT

² You are wanted for \$100 and have to run. You get an ENEMY.

★ YOUR ROLE ★

GUNSLINGER

Don't try anything you're going to regret, kid! I've seen your kind before, and I've seen them on many a burial afterwards. I don't doubt you're fast with your six-shooter, but to shoot at cans and cactuses is quite a different thing to shooting people.

I've used my guns at people before, and I won't hesitate to do it again for a second. It will make all the difference in the world. I won't hesitate, but you will. This is why you don't have a chance. Instead of seeking an early grave, you should be glad that you haven't killed anyone yet.

You have an entire life ahead if you just turn around and leave – now!

GUNSLINGER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 2 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Eagle Eye, Fearless Focused, Hard to Impress, Resistant, Slippery.
OBSTACLES Dandy, Scapegoat, Superstitious, Vengeful, Wanted, Wastrel.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
ACROBATICS	5	5	5
EXPERTISE/WEAPONS	5	5	15
GAME/CARDS	5	5	10
GAME/HAZARD	-	-	5
FIRST AID	5	5	10
HIDE/SEEK	-	-	10
SCOUT	5	5	10
RIDE	5	5	10
WEAPONS DRILL/REVOLVER	10	10	15

WEAPONS PACKAGE	RESPECTED (400)	SUFFICIENT (150)	PRO (500)
ACCURACY/REVOLVER	10	5	15
ACCURACY/RIFLE	10	-	10
SPEED/REVOLVER	15	10	15
SPEED/RIFLE	-	-	5
DEFENSE	10	5	10
COORDINATION	5	5	5

REPUTATION	-3/50	-2/25	-10/100
MONEY	\$125	\$75	\$200

EQUIPMENT

WEAPONS 2 Revolvers +60 bullets. Repeating Rifle +40 bullets. Holsters.
BELONGINGS Blanket, razor, mirror, water canteen, pocketwatch.
CLOTHING Suit/Dress plus a spare set of desired clothing.
MOUNT Quarter Horse. Bridle, saddle, saddlebags, scabbard.

★ GUNSLINGER ★

A lot of people can hold a gun, and there are many who are skilled enough to easily hit dead things like cans and coins. Almost as many are even adept at aim for and hit living creatures, especially animals viewed as natural prey to most people. None of this proficiency with guns have the least to do with being a gunslinger. If you choose this career, to template your set of SKILLS on the GUNSLINGER ROLE, you are among those who choose to live off their skill with guns, and to kill other people just because someone else wants you to.

You are often hired just to be seen, as a visible walking threat to anyone who'd like to turn on your employer. Long periods of time may therefore pass between the occasions when you actually have to prove that you are as skilled as you look. Once the time to fight has come, there's no place for hesitation. You're alive today because everybody who's ever drawn on you are dead, or got seriously injured when they tried to shoot you.

You're probably a bit vain, if you like many other gunslingers like to show off your speed, your accuracy, and last but not least your well-tailored and costly clothes. As a matter of fact, you're often in money. You're hired to look menacing and to dissuade people from attacking your employer – alternatively the some-what less legal way, to scare off people that are displeasing to your employer or to provoke duels where you can shoot down decidedly easier competition. This means that the very foundation of your mission is to be visible, you must attract attention and signal load and clear that there's a gunslinger in town.

A gunslinger that prefers to keep a low profile, stays away from trouble and plays the diplomat, is seldom long-lived in this occupation. No employer's likely to keep you on his payroll if you act like that, and a gunslinger with that kind of mellow reputation will have a hard time finding new work. That is unless you change your orientation to instead become a lawman. Your temperament and diplomatic nature can succeed better there, while you still keep your skill with guns and your cool to back it up with.

Skilled gunslingers usually get more and more independent as the years go by. As they become more famous and live through more combat, they can also charge higher fees for their services and start to be more fastidious when considering job offers – in particular from whom. An unexpected, but often annoying, way to rake in some extra cash is to collect the reward on a portion of the young hotspurs that are more or less guaranteed to show up and challenge you. Many of these fame claimers are mixed up in illegal activities and got a price on their head. If you kill them in a clean duel, you can collect the reward.

Most gunslingers spend a lot of time with their guns. You should have at least two revolvers, as to

not run out of bullets in the middle of a gunfight. Many gunslingers have learned to fire two revolvers at the same time and carry their revolvers in some kind of double holster. Among gunslingers that are content with using one gun at a time, most still carry two revolvers, one well-visible, often engraved and seated in a holster that are quick to draw from. The other gun is often smaller and somewhat concealed, carried in a shoulder holster or by the small of the back.

A gunslinger's weapons are always oiled and polished, nothing is left to chance. You know better than most that your life is on the line once the bullets start flying. Much time is spent at target practice, like keeping a can airborne by shooting at it in succession, hitting empty bottles from further and further away, shooting leaves from branches, hitting coins in the air, and so on. Standing in front of a mirror practicing to draw against oneself is another kind of training for gunslingers to spend hours on at a time, all to become a fraction of a second faster.

As a gunslinger you pay a price for your line of work by never really being able to relax or party hard. You always have to be on edge, well aware that there are many in this world that would like to see you killed – as revenge for a relative or a friend that you have killed, for working for the one you do or just to shoot you to get famous themselves. This is why you're never caught with your back to the saloon door, unless there's a big bar mirror that allow you to fully see who's coming and going behind you. It's an artform to always be on your guard, without ever looking nervous or scared since you cannot show weakness.

There are polite and well-bred gunslingers, but they are rare. Most turn out cold, cynical and arrogant instead of kind, friendly and agreeable. If you're out to earn your living by threatening, scaring and killing others for money, a conscience, friendship and love are luxuries that you probably can't afford.

LIVELIHOOD

Gunslingers often live a good life. They are well paid for their services, more so if they're famous. Having all expenses covered and still get \$150 a month is a good starting fee for a gunslinger on his first job.

REPUTATION

As a gunslinger you risk getting a bad reputation, considering the tendency for dead bodies to stack up around you. Having a job with high visibility earn you FAME fast, since the newspapers are prone to write about every time you draw on someone. Your mere riding into town will cause a hubbub in both print and by the local watering holes. If you beat another gunslinger you take over a measure of his or her FAME. This is also the reason that some people are out to kill you – to inherit some of all your FAME.

LIFE PATH EVENTS FOR GUNSLINGERS

1 EXPANSION WEST (PRIOR TO 1861)

An ever increasing amount of people move west across the continent, long before any law and order can follow them there. Justice tends to be made by the fastest gun, and those who are not that fast themselves had better hire somebody to fight for them. Making gun-slingers high in demand. 1858 gold is found at Pike's Peak, close to Denver, Colorado. A Gold Rush entices fortune-seekers from all over to go there. Many try to find gold, others try to take it from the prospectors.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-05	YOU KILL SOMEBODY	WANTED \$100, ENEMY
06-15	06-10	CHALLENGED TO A DUEL BY A RUFFIAN ¹	ENEMY
16-25	11-20	YOU GAMBLE AND LOSE MONEY	-\$100
26-30	21-25	NEGATIVE NEWS ARTICLE	REPUTATION -1/5
31-35	26-30	YOU GAIN A FOLLOWER	
36-45	31-45	YOU CAN GAIN A CONTACT ²	CONTACT
46-55	46-55	ROLL A NEW RELATIONSHIP ²	RELATIONSHIP
56-70	56-70	GOLD RUSH IN COLORADO ³	+\$100
71-90	71-85	CONTRACT - INTIMIDATE ²	+10 COMBAT POINTS
91-00	86-00	CONTRACT - PROTECT ²	+10 COMBAT POINTS

¹ 1-2=You get P. INJURY, 3=ENEMY hurt, 4=ENEMY crippled, 5-6=ENEMY dead

² See separate table on the following page.

³ 1=Murder, 2=Bounty hunter, 3=Deputy, 4-5=Guard, 6=Find gold

3 POST WAR (1866-1870)

Northern troops occupy the defeated South until the states accept the black people's right to vote. Many ex confederates form outlaw bands who rob banks, goods transports, and trains. If an outfit wants to recruit you, they will not take no for an answer but challenge you to a duel. No matter the outcome, they will view you as an ENEMY afterwards. You can ride the train across the continent and the economy is strong.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	CHALLENGED TO DUEL A GUNSLINGER ¹	ENEMY
06-10	06-10	CHALLENGED TO A DUEL BY A RUFFIAN ²	ENEMY
11-20	11-20	YOU DEVELOP EXPENSIVE HABITS	-\$200
21-30	21-30	YOU GAMBLE AND LOSE MONEY	-\$100
31-35	31-35	OUTLAWS WANT TO RECRUIT YOU	+\$100 OR DUEL ²
36-45	36-45	NEGATIVE NEWS ARTICLE	REPUTATION -2/10
46-55	46-55	YOU CAN GAIN A CONTACT ³	CONTACT
56-65	56-65	ROLL A NEW RELATIONSHIP ³	RELATIONSHIP
66-90	66-85	CONTRACT - INTIMIDATE ³	+10 COMBAT POINTS
91-00	86-00	CONTRACT - PROTECT ³	+10 COMBAT POINTS

¹ 1-3=You get P. INJURY, 4=ENEMY hurt, 5=ENEMY crippled, 6=ENEMY dead

² 1-2=You get P. INJURY, 3=ENEMY hurt, 4=ENEMY crippled, 5-6=ENEMY dead

³ See separate table on the following page.

2 CIVIL WAR (1861-1865)

The chaotic and bloodstained War Between the States dominates the period. Many men are affected, but since women cannot be soldiers, only those who disguise themselves as men or volunteer as spies, smugglers or nurses are part of the war effort. Lawlessness is spreading throughout the country, especially out west. When an increasing amount of lawmen are off to fight the war, many recruit gun-slingers to solve their temporary problems.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-10	01-10	CHALLENGED TO A DUEL BY A RUFFIAN ¹	ENEMY
11-15	-	DRAFTED INTO THE ARMY ²	COOL UNDER FIRE +1
16-25	11-20	JOIN A GUERRILLA FORCE ²	COOL UNDER FIRE +1
26-35	21-25 ³	ENLISTED IN THE ARMY ²	COOL UNDER FIRE +1
36-45	26-35	YOU DEVELOP EXPENSIVE HABITS	-\$200
46-55	36-45	YOU GAMBLE AND LOSE MONEY	-\$100
56-65	46-60	YOU CAN GAIN A CONTACT ²	CONTACT
66-75	61-70	ROLL A NEW RELATIONSHIP ²	RELATIONSHIP
76-90	71-85	CONTRACT - INTIMIDATE ²	+10 COMBAT POINTS
91-00	86-00	CONTRACT - PROTECT ²	+10 COMBAT POINTS

¹ 1-2=You get P. INJURY, 3=ENEMY hurt, 4=ENEMY crippled, 5-6=ENEMY dead

² See separate table on the following page. Guerrillas also roll Civil War.

³ Women can volunteer as spies, smugglers or nurses.

4 THE LONG DEPRESSION (1871-1875)

The Northern Pacific railway company goes bankrupt in 1873. The market crashes, bankruptcies spread like wildfire, and the country ends up in a depression. Honorable people have a hard time finding work, farms and businesses are seized. Wannabe kids want to become famous by challenging gun-slingers on duels. Indian Wars rage on the prairie and gold has been found in Black Hills.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-05	CHALLENGED TO DUEL A GUNSLINGER ¹	ENEMY
06-15	06-20	CHALLENGED TO DUEL A WANNABE KID ²	ENEMY
16-25	21-30	YOU DEVELOP EXPENSIVE HABITS	-\$200
26-30	31-35	YOU GAMBLE AND LOSE MONEY	-\$100
31-40	36-40	NEGATIVE NEWS ARTICLE	REPUTATION -2/10
41-45	41-45	YOU GAIN A FOLLOWER	
46-55	46-55	YOU CAN GAIN A CONTACT ³	CONTACT
56-65	56-65	ROLL A NEW RELATIONSHIP ³	RELATIONSHIP
66-90	66-85	CONTRACT - INTIMIDATE ³	+10 COMBAT POINTS
91-00	86-00	CONTRACT - PROTECT ³	+10 COMBAT POINTS

¹ 1-2=You get P. INJURY, 3=ENEMY hurt, 4=ENEMY crippled, 5-6=ENEMY dead

² 1=You get P. INJURY, 2=Wannabe Kid hurt, 3=Kid crippled, 4-6=Kid dead

³ See separate table on the following page.

★ GUNSLINGER ★

RELATIONSHIPS

If you can get married or have children, somebody loves you. All relationships may not end well, but they are all part of your background story.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY KILLED BY ENEMY	REPUTATION ±0/5
11-25	RELATIVE TO A... WANTS REVENGE	GAIN AN ENEMY
26-40	YOUR SPOUSE LEAVES YOU	REPUTATION -1/5
41-50	PRIEST PRAYS FOR YOUR SOUL	RELIGION +5
51-60	FARMER SAVES YOUR LIFE	YOU ARE INDEBTED
61-70	YOU CAN GET MARRIED	GAIN A FRIEND
71-80	YOU CAN HAVE CHILDREN	1d6 CHILDREN
81-95	YOU SAVE THE LIFE OF A FRIEND	GAIN A FRIEND
96-00	YOU GAIN A MENTOR ²	REPUTATION ±0/10

¹ 1=Industrialist, 2=Landown, 3-4=Business own, 5=Drifter, 6=Farmer

² Get +5 PRACTICE in a SKILL, but not above the maximum level at start.

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	TOWNSPEOPLE ¹	INDUSTRIALIST ¹	PROSTITUTE (\$50)
06-15	DRIFTER ¹	LANDOWNER ¹	BARTENDER (\$50)
16-25	SALOON GIRL	POLITICIAN ¹	ACTOR (\$75)
26-40	CASINO OWNER	GUNSLINGER	REPORTER (\$75)
41-60	GAMBLER	DESPERADO	GAMBLER (\$100)
61-75	SALOON KEEPER	PINKERTON	PINKERTON (\$125)
76-85	GUNSLINGER	LAWMAN	LAWMAN (\$150)
86-95	LAWMAN	REPORTER	SALOON KEEPER (\$175)
96-00	DOCTOR	PREACHER	DESPERADO (\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

THE CIVIL WAR

Your violent talent is never as accepted or appreciated as during a war. The worst thing that could happen is if you get blamed for the death of a brother-in-arms.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	BLAMED FOR A SOLDIER'S DEATH	-2/5	GAIN AN ENEMY
11-25	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
26-35	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
36-45	IN PRISON CAMP	±0/5	ROLL P. INJURY
46-55	PLUNDER FOR OWN GAIN ¹	-1/5	BYTE \$100
56-65	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
66-85	KILL A... ² IN BLOODY BATTLE	FOOTNOTE	COOL UNDER FIRE +1
86-90	YOU ARE PROMOTED ³	+1/5	COOL UNDER FIRE +1
91-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1-3=Kill civilian, REPUTATION -3/5, 4-6=Nobody got hurt.

² 1-2=2 [REPUTATION -2/10], 3-4=3 [REP. -3/15], 5-6=4 [REP. -4/20]

³ 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

CONTRACT – EMPLOYER

Roll here to see who offers you a CONTRACT and at what PAYMENT. It can be one person or a group, such as a village, that cooperates. Then go to the table below.

CONTRACT – EMPLOYER

D100	EMPLOYER ¹	PAYMENT
01-03	FARMER	\$25
04-06	LABORER	\$25
07-11	TOWNSPEOPLE	\$50
12-16	DRIFTER	\$50
17-24	BUSINESS OWNER	\$75
25-32	OFFICER	\$75
33-50	POLITICIAN	\$100
51-75	LANDOWNER	\$150
76-00	INDUSTRIALIST	\$200

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

CONTRACT – ANTAGONIST

Roll to see who your intended target is, how it will affect your REPUTATION, your chance to succeed and if you can get a BONUS FEE. Then go to the table below.

ANTAGONIST

D100	ANTAGONIST ¹	REP.	MOD.	BONUS
01-15	FARMER	-1/5	+15	+\$50
16-27	LABORER	-1/5	+10	+\$50
28-35	TOWNSPEOPLE	-1/5	+5	+\$50
36-50	DRIFTER	-1/10	±0	+\$75
51-60	BUSINESS OWNER	-1/10	±0	+\$100
61-65	OFFICER	-1/10	±0	+\$150
66-80	POLITICIAN	-1/15	-5	+\$200
81-90	LANDOWNER	-1/15	-10	+\$250
91-00	INDUSTRIALIST	-1/15	-15	+\$300

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

OUTCOME – CONTRACT

If you accept the CONTRACT, roll here to see the OUTCOME. You always get an ENEMY – the EMPLOYER, ANTAGONIST or both (or their relatives, if they die).

OUTCOME – CONTRACT

D100	OUTCOME	REP.	DEAD ¹	ENEMY
01-05	YOUR EMPLOYER DIES ²	-5/10	2/0	E & A
06-10	FIASCO, INNOCENT DIES ^{2, 3}	-10/10	0/2	E & A
11-15	FAILURE, BLOOD BATH ²	-9/15	3/3	E & A
16-20	YOU LOSE THE GUNFIGHT ²	-3/5	3/1	E
21-35	COLD BLOODED MURDER ³	-10/10	0/2	A
36-50	GUNFIGHT WITHOUT WINNERS	-6/10	2/2	A
51-70	YOU WIN THE GUNFIGHT	-9/15	1/3	A
71-90	SUCCESS WITHOUT VIOLENCE	±0/10	-	A
91-00	EVERYTHING GOES YOUR WAY	±0/15	-	A

¹ Own side/Antagonist.

² You do not receive any PAYMENTS when you fail.

³ For every Antagonist or innocent dead, you become wanted for \$100.

★ YOUR ROLE ★

HUNTER



You should have been there, it was the greatest heard I've seen in my life. We lay on a crest and looked down into a valley black with buffalo. Never have I earned that fast and easy money. You only had to point your gun the right way, touch the trigger, reload and then on to the next one. One needs to mind the direction of the wind, they won't run until they smell blood or man. I downed 73 of them, while Noah and Powder Keg Curt shot almost as many. Curt claimed to have downed the greatest number of those big beasts. No one believes that braggart, though. He got his nickname by throwing a powder keg with a lit fuse into a river, just to do some fishing. What a moron.

HUNTER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 1 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Bloodhound, Eagle Eye, Frontiersman, Handy, Native Friends, Night Vision.
OBSTACLES Atheist, Blunt, Hot-Headed, Illiterate, Savage, Slob.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
CRAFT/ELECTIVE	5	5	10
CRAFT/FURRIER	10	5	10
EXPERTISE/NATIVE CULTURE	5	5	5
HUNT/FISH	10	10	15
RIDE	10	10	10
SCOUT	10	10	10
STEALTH	10	5	10
SURVIVAL/ELECTIVE	10	5	10
TRACK	10	5	15
WEATHER LORE	10	5	10

WEAPONS PACKAGE	ACCOMPLISHED (250)	BEGINNER (100)	PREPARED (400)
ACCURACY/RIFLE	10	5	15
ACCURACY/FIGHTING	10	5	10
ACCURACY/REVOLVER	5	-	5
SPEED/RIFLE	5	5	10
SPEED/FIGHTING	5	-	5
SPEED/REVOLVER	-	-	5
DEFENSE	5	5	5

REPUTATION	±0/15	±0/5	±0/25
MONEY	\$50	\$25	\$75

EQUIPMENT

WEAPONS Breech loaded rifle +40 bullets, Revolver +20 bullets. Green River knife.
BELONGINGS Cutlery, blanket, coffeepot, 10 yards of rope, bear trap, beaver trap, skillet, tin mug and plate, watherskin, axe, 1 week of rations.
CLOTHING A set of desired clothing.
MOUNT Quarter Horse. Bridle, saddle, saddlebags, scabbard.

As a hunter, you likely feel out of place in the nation's larger cities. It is nice to find a place once in a while where you can buy provisions, sell your hides and meat, and even have a bit of fun and relaxation, both in and out of bed, but in the long run, cities are too filthy, crowded and smelly. You are used to the great outdoors with God's beautiful vistas and more natural way of living. If you are old enough, you may have been among those who explored this wilderness, attended some of the great gatherings arranged by the major fur traders each year, and perhaps you even managed to build a good rapport with the local tribes before all the settlers came and ruined all chances at peace.

Regardless of your age, it is still likely you get along better with the Natives than most people, at least as long as they do not see you shooting buffalo for the railway companies. You often hunt in the same areas, so it is sensible to learn to speak with each other. You know better than many when the Natives are on the warpath or merely desperately hungry and need to hunt to feed their families. You might even have given them meat from one of your own kills, happy to take only the hides and furs. In all honesty, you probably shoot more wild animals than you will ever be able to eat anyway. It is the hide that is important. And sometimes horns and teeth, depending on the animal.

To be a good hunter, you need a good sense of direction and the ability to find your way around areas that are not widely known. Often, the best prey disappears when too many people settle in parts that were wilderness before. The ability to predict the weather somewhat is also handy, as is being able to maintain living in the wild for long periods – sometimes months at a time. Some prefer company while out hunting, but no matter how isolation-crazy you get from being alone in the wilderness, it is usually worse if you are out there with someone you do not get along with. People sure can get on each other's nerves awfully fast...

You can likely survive whatever nature sends your way, in most types of terrain and climate. You will no doubt have enough enough to carry around as it is, without hauling too many extra tools and provisions. A hunter that cannot arrange shelter from the storm does not last long in that profession, after all.

You know most things about the animals you hunt, and you can read tracks as clearly as a schoolteacher can read books. You can often determine where the animal is heading as well as where it has been. This helps you to set out traps in the right places, and if you are not a complete amateur, you can camouflage them so the prey suspects nothing.

You have at least one good hunting rifle, as well as a few traps for bear and other big game. Your most treasured weapon, however, is your knife – without it, you would feel naked and defenseless.

Railway companies have been major contractors in recent years. There is not a hunter around who has not been able to get a job with them. Many have accepted employment; it is easy money and well paid. The railway has wanted help getting food to all those working on the new lines, but also in removing the buffalo, which they view as a nuisance. The animals rush in and destroy the placed rails, and in the worst cases Natives follow in their tracks. The railway hunter's task is to shoot as many buffalo as possible. As a bonus, they are often allowed to keep the hides. The only meat harvested is usually the tongues, which are considered delicacies. The rest of the cadavers are left to rot. The Prairie Indians, who have built their lives around the buffalo, do not take this cruel wastefulness lightly. The extermination of the buffalo is as great a threat to them as the massacre attacks on their camps.

Others who hire hunters are large ranch owners, as well as settlers and farmers who come together and form a group. They primarily need help protecting their own livestock from wild predators in the area.

It happens that wealthy people from back East, or even other countries, journey West to participate in big game hunting. Such groups are in need of scouts and hunters who know the areas and the animals there. These people are happy to talk about hunting as if they were out doing it all the time, but really, they expect the hired hunters to track down the prey and drive it toward their position while they wait in comfort, so the only thing they need to do is squeeze their triggers. This type of hunt requires a certain amount of diplomacy, but is at least typically well paid.

LIVELIHOOD

A regular income is a rarity. Instead, it is the long hard work of several months that results in a large lump sum when the hides are sold. It is important to hang onto that money, so it does not all disappear at the bottom of a glass or at the gambling tables when meeting up with your fur-trapping and hunting colleagues. Too many hunters stay in town long enough to spend it all, leaving broke after a few days or weeks... Getting a steady job is a more reliable income, but on the other hand, you do not have the freedom you have as a hunter, and you may not get along well with your coworkers. Hunters who do not do well may earn as little as \$150 dollars a year, while the most successful can count on thousands of dollars.

REPUTATION

Your activities take place in the wilderness where not many encounter you, thus your REPUTATION typically depends on how boastful you are. And of course the number of hides you have with you when you come back to civilization.

LIFE PATH EVENTS FOR HUNTERS

1 EXPANSION WEST (PRIOR TO 1861)

In 1858, gold was found at Pike's Peak, Colorado, enticing adventurers to seek their fortunes. The wilderness becomes so crowded you can meet a stranger once a month in some areas. Settlers head west in large caravans. Those who want to survive hire people like you to make it to their intended destination in one piece. They need guidance through the terrain, weather and encounters with Native tribes along the way.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-05	BLIZZARD, FROSTBITE IN... ¹	ROLL P. INJURY
06-10	06-10	HUNTER STEALS YOUR HIDES	-\$75
11-15	11-15	PREDATOR KILLS YOUR MOUNT	-\$50
16-20	16-25	YOU CAN GAIN A CONTACT ²	CONTACT
21-30	26-35	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
31-35	36-40	YOU HELP SETTLERS	GAIN A FRIEND
36-50	41-55	ENCOUNTER WITH NATIVES ²	
51-65	56-70	GOLD RUSH IN COLORADO ³	+\$100
66-85	71-90	HUNTING EXPEDITION ²	
86-00	91-00	OFFERED EMPLOYMENT ^{4, 2}	REPUTATION ±0/5

¹ 1=Two fingers, 2=Two toes, 3=Finger, 4=Toe, 5-6=Ear

² See separate table on the following page.

³ 1-2=Shotgun Messenger, 3-5=Hunt for mining company, 6=Find gold

⁴ 1-3=Lead caravan, 4=Scout for the army, 5-6=Hudson Bay Co.

3 POST WAR (1866-1870)

Back east, the conflicts and bitterness between North and South remains – even if the war is over and no regular battles are fought. The railway companies want to get rid of the buffalos. Ranchers and mining companies hire hunters to protect their business. Another kind of assignment is to guide hunting parties of wealthy people wanting to kill the animals of the American Frontier, with as little as effort as possible.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	BLIZZARD, FROSTBITE IN... ¹	ROLL P. INJURY
06-10	06-10	HUNTER STEALS YOUR HIDES	-\$75
11-15	11-15	PREDATOR KILLS YOUR MOUNT	-\$50
16-20	16-20	YOU CAN GAIN A CONTACT ²	CONTACT
21-30	21-30	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
31-45	31-45	ENCOUNTER WITH NATIVES ²	
46-50	46-55	YOU TAKE CARE OF CUB ³	REPUTATION ±0/5
51-60	56-60	YOU HELP LAWMAN TRACK OUTLAW	+\$75
61-80	61-80	HUNTING EXPEDITION ²	
81-00	81-00	OFFERED EMPLOYMENT ^{4, 2}	REPUTATION ±0/5

¹ 1=Two fingers, 2=Two toes, 3=Finger, 4=Toe, 5-6=Ear

² See separate table on the following page.

³ 1=Coyote 2-3=Wolf, 4=Mountain Lion, 5=Eagle, 6=Black Bear

⁴ 1=Rancher, 2=Mining Co., 3=Mining Exp., 4-6=Railway Co.

2 CIVIL WAR (1861-1865)

The war is dominating this period. Women cannot be soldiers, unless they disguise themselves as men – but they can become spies, smugglers or nurses. Many men desert the mayhem of the battlefields, and if you help them get away you got a friend for life. Meanwhile, the settlers keep travelling west in their caravans and stage coaches becomes an ever more common sight all over the country, spanning even desolate areas.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	HARD WINTER, YOU KILL A HUNTER ¹	
06-15	-	DRAFTED INTO THE ARMY ²	COOL UNDER FIRE +1
16-25	06-10 ³	ENLISTED IN THE ARMY ²	COOL UNDER FIRE +1
26-30	11-15	HUNTER STEALS YOUR HIDES	-\$75
31-35	16-25	YOU CAN GAIN A CONTACT ²	CONTACT
36-45	26-35	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
46-50	36-45	YOU HELP DESERTER GET AWAY	GAIN A FRIEND
51-65	46-60	ENCOUNTER WITH NATIVES ²	
66-85	61-90	HUNTING EXPEDITION ²	
86-00	91-00	OFFERED EMPLOYMENT ^{4, 2}	REPUTATION ±0/5

¹ 1=Kill for food to survive the winter, 2-6=You kill in self defense

² See separate table on the following page.

³ Women can volunteer as spies, smugglers or nurses.

⁴ 1-2=Lead caravan, 3-5=Scout for the army, 6=Shotgun Messenger

4 THE LONG DEPRESSION (1871-1875)

The Northern Pacific railway company goes bankrupt, causing the market to crash. Bankruptcy spreads like wildfire. The country winds up in depression. When work is hard to find and farms are seized by banks, many head west. They got nothing left to lose. The Indian Wars rage on across the prairie. Gold has been found in the Black Hills. You risk getting snow-bound for months during the cold and hard winters.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-05	HARD WINTER, YOU KILL A HUNTER ¹	
06-10	06-10	HUNTER STEALS YOUR HIDES	-\$75
11-15	11-15	PREDATOR KILLS YOUR MOUNT	-\$50
16-20	16-20	YOU CAN GAIN A CONTACT ²	CONTACT
21-30	21-30	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
31-45	31-45	ENCOUNTER WITH NATIVES ²	
46-50	46-50	YOU TAKE CARE OF CUB ³	REPUTATION ±0/5
51-60	51-60	YOU SELL BUFFALO TONGUES	+\$75
61-75	61-75	HUNTING EXPEDITION ²	
76-00	76-00	OFFERED EMPLOYMENT ^{4, 2}	REPUTATION ±0/5

¹ 1=Kill for food to survive the winter, 2-6=You kill in self defense

² See separate table on the following page.

³ 1=Coyote 2-3=Wolf, 4=Mountain Lion, 5=Eagle, 6=Black Bear

⁴ 1=Rancher, 2=Mining Co., 3=Mining Exp., 4-6=Railway Co.

★ HUNTERS ★

RELATIONSHIPS

You might have close personal relationships with Natives, although they might just as easily be your enemies as close friends or loved ones.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY KILLED BY NATIVES	REPUTATION ±0/5
06-10	FAMILY KILLED BY SCALP HUNTERS	REPUTATION ±0/5
11-20	YOUR SPOUSE LEAVES YOU	REPUTATION -1/5
21-30	TAKE CARE OF AN ABANDONED CUB ¹	REPUTATION ±0/5
31-40	BRAVE SAVES YOUR LIFE	YOU ARE INDEBTED
41-60	YOU CAN GET MARRIED TO ... ²	SEE FOOTNOTE
61-80	YOU CAN HAVE CHILDREN	1d6 CHILDREN
81-90	YOU SAVE THE LIFE OF A HUNTER	GAIN A FRIEND
91-00	BECOME MEMBER OF NATIVE TRIBE	GAIN A FRIEND

¹ 1=Dog, 2=Coyote, 3=Eagle, 4=Wolf, 5=Mountain Lion, 6=Black Bear

² 1=Mexican, 2=White, 3=Black, 4-6=Native

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	SHAMAN	LANDOWNER ¹	SOLDIER ¹	(\$25)
06-15	SCOUT	OFFICER ¹	DRIVER	(\$25)
16-25	SOLDIER ¹	INDIAN AGENT	HUNTER	(\$50)
26-40	WARRIOR	HUNTER	TOWNSPEOPLE ¹	(\$50)
41-60	HUNTER	WARRIOR	OFFICER ¹	(\$75)
61-75	SETTLER	SCOUT	BUSINESS OWNER	(\$100)
76-85	DRIVER	SOLDIER ¹	RANCHER	(\$100)
86-95	TRADER	TRADER	SAOON KEEPER	(\$150)
96-00	SAOON KEEPER	PREECHER	INDIAN AGENT	(\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

THE CIVIL WAR

To be a marksman is as important in war as it is when you hunt. Sharpshooters in the army try to ambush the enemies' officers, rather than fight on the battlefield.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	YOU GAIN AN ENEMY ¹	-	GAIN AN ENEMY
11-20	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
21-30	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
31-45	IN PRISON CAMP	±0/5	ROLL P. INJURY
46-65	SHARPSHOOTER, YOU KILL... ²	-1/5	COOL UNDER FIRE +1
66-75	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
76-90	WIN SHOOTING COMPETITION	+1/10	MEDALLION
91-95	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
96-00	YOU ARE PROMOTED ³	+1/5	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Roll an ENEMY

² 1-2=Major, 3=Lieutenant-Colonel., 4=Colonel, 5=General, 6=Roll twice

³ 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

HUNTING EXPEDITION

Hunts are adventures, and sometimes profitable. Should a human die in one of your traps, their relatives will become your enemies if they ever hear about it.

HUNTING EXPEDITION

D100	EVENT	PROFIT	RESULT
01-10	WOUNDED BY PREDATOR ¹	-	ROLL P. INJURY
11-20	YOU ARE INJURED IN A TRAP	-	ROLL P. INJURY
21-25	FIND DEAD PERSON ² IN TRAP	-	+\$50
26-40	SNOW-BOUND FOR MONTHS	\$30	-
41-55	YOU HELP HUNT FOR WOLVES	\$40	-
56-60	YOU KILL A GRIZZLYBEAR	\$50	-
61-75	NATIVES WANT YOUR PREY	-\$60	FRIEND/ENEMY
76-90	YOU HUNT FOR BISONS	\$75	ENEMY - WARRIOR
91-00	SUCCESSFUL HUNT	\$100	-

¹ 1-2=Wolf, 3=Black Bear, 4=Mountain Lion/Jaguar, 5-6=Grizzly

² 1-2=Native, 3=Hunter, 4-5=Settler, 6=Prospector

EMPLOYMENT

When you accept a commission, you had better finish it without incidents in order to get paid. You are rewarded for hard work and for helping out when you can.

EMPLOYMENT

D100	OUTCOME	FEES	RESULT
01-05	BRAWL WITH FATAL OUTCOME	-	GAIN AN ENEMY
06-15	YOU ARE FIRED FOR...	-	GAIN AN ENEMY
16-25	YOU QUIT	-	GAIN AN ENEMY
26-40	SQUANDER PART OF YOUR FEE	\$50	-
41-60	YOU GET PAID IN FULL	\$75	-
61-75	WELL PAID EMPLOYMENT	\$100	-
76-85	GET A BONUS AND A CONTACT	\$125	CONTACT
86-95	FIGHT BACK NATIVE ATTACK	\$150	GAIN A FRIEND
96-00	SAVE THE LIFE OF SOMEBODY	\$200	GAIN A FRIEND

¹ 1-3=A Conflict, 4=Being Drunk, 5=Sleeping on duty, 6=Failing

ENCOUNTER WITH NATIVES

When you spend time in the wilderness, things are not as black and white as they believe back east. Some Natives can become friends, others your worst enemies.

ENCOUNTER WITH NATIVES

D100	EVENT	REP.	RESULT
01-10	CAPTURED AND TORTURED	±0/5	SCALPED
11-20	CAPTURED, BUT ESCAPE	+1/5	ROLL P. INJURY
21-30	KILL WARRIOR DURING ESCAPE	±0/5	GAIN AN ENEMY
31-40	DEFEAT WARRIOR IN A DUEL	+1/5	GAIN AN ENEMY
41-55	RAID, NATIVES STEAL ANIMALS	±0/2	-\$100
56-70	BARTER TO GET/LEARN A...	±0/2	GAIN A CONTACT
71-80	OFFERED MARRIAGE FOR HORSE	±0/2	FRIEND OR ENEMY
81-90	YOU SAVE WARRIOR FROM...	+2/5	GAIN A FRIEND
91-00	FREE ABDUCTED CHILD OF A...	+3/10	GAIN A FRIEND

¹ 1=Shield, 2=NATIVE CRAFT, PRACTICE 10, 3-4=Appaloosa, 5-6=Tipi

² 1=Starvation, 2=Predator, 3-4=Soldiers, 5-6=White Scalp hunters

³ 1-2=Farmer, 3=Townsp., 4=Business Own., 5=Landown., 6=Industrialist

★ YOUR ROLE ★

INVENTOR



Good evening. What brings you here a godforsaken eventide like this? You want help with a prototype? If you give me the drawings, I will put it together, but so could most artisans. Ah, you have no drawing, just an idea of what you'd like to accomplish? Then it's going to be harder. Not impossible, but harder. It depends on what it is. A ship sailing on the clouds? Well, there are hot air balloons. Maybe that is something that you've already looked into? Better control and speed, you say? That's no easy commission, gentlemen, it's a project that will cost you time and money. It sounds interesting enough to try, though.

INVENTOR – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Elementary School COOL UNDER FIRE: 0 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Dilettante, Financier, Focused, Handy, Inventive, Perfect Recall.
OBSTACLES Absent-Minded, Arch Nemesis, Atheist, Fanatic, Pedantic, Reckless.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – TECHNICAL COLLEGE (200 POINTS)

ARITHMETIC	15	EXPERTISE/CHEMISTRY	10	READ/WRITE	10
DRAFTING/ELECTIVE	10	EXPERTISE/GEOGRAPHY	10	RELIGION/CHRISTIANITY	10
ENGINEERING	10	EXPERTISE/HISTORY	5	SPORTS/ELECTIVE	5
ETIQUETTE	10	EXPERTISE/PHYSICS	10		
EXPERTISE/BIOLOGY	5	ORGANIZATION/ELECTIVE	5		

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
BUSINESS/ELECTIVE	5	5	10
CRAFT/ELECTIVE	5	5	10
DEAL	10	5	10
DRAFTING/ELECTIVE	15	5	15
DRIVE/CARRIAGE	5	5	5
ELOQUENCE	10	-	10
EXPERTISE/ELECTIVE	5	-	15
EXPLOSIVES	10	5	10
INVENT	10	5	15
LAW/CIVIL	5	-	10
RIDE	5	5	5

WEAPONS PACKAGE	GREENHORN (50)	NONE	TENDERFOOT (100)
ACCURACY/REVOLVER	5	-	10
DEFENSE	5	-	5

REPUTATION	±0/20	±0/10	±0/40
MONEY	\$150	\$100	\$250

EQUIPMENT

WEAPONS Revolver +20 bullets. Holster.
BELONGINGS Pocket watch, notebook, drawings, microscope, dividers, abacus, tool box, apron, razor or hairbrush, mirror.
CLOTHING 2 sets of desired clothing.
MOUNT Quarter Horse. Bridle, saddle, saddlebags.

★ INVENTOR ★

The world is changing, and fast. Old ingrained patterns, traditions and truths are forsaken when inventions pave the way for a completely new future. The world is changing, and nothing will be the same again. Trains are running across the continent, something that has almost inconceivably shortened travel times and connected the different parts of the nation. Moderns arms are much more effective than anything the world has hitherto experienced, partly explaining why there were so many dead in the Civil War. Military strategy has yet to catch up with technical progress, officers are still planning and ordering troops about like it was the smooth-bore muskets of the American War of Independence they were about to face on the battlefield. Factories where people are manning machines are replacing much of the old craftsmanship and when agriculture gets streamlined fewer people are needed to farm the land. At the same time disease that we were once powerless to stop is now being cured, and with the help of ether and chloroform it's possible to perform surgical procedures much safer and with less pain at the large hospitals. The streets of big cities are no longer dark and threatening, but illuminated by gaslight. Cameras can take photographs in black and white, showing how people and places look with a higher degree of exactitude than the best possible painting. Messages are transferred over vast distances in short order. There's even a machine that allows sound to travel from one place to another, allowing one to speak into a transmitter with another far away using the same kind of machine. Groundbreaking inventions are many, and there's a belief in the future and a lust for experimentation, paving a way for even more inventions. Many inventors work for the armaments industry, where big money is to be found as an army contractor.

Many are having a hard time coping with the great changes and are agape and wide-eyed with astonishment when they see the achievements of technology. At the 10th of May the *Great Centennial Exposition* opens in Philadelphia, the organizers counting on millions of visitors from the whole country and the rest of the world. Others get scared, they don't think that any good will come from the new inventions and machines. They catch on to new ideas reluctantly, maybe just recently giving up their reluctance to going by train as the machines seem to have become somewhat safe. You are not one of the worried ones – on the contrary!

You've become an inventor because you love to work out how things could operate better, or perhaps completely different from how they operate today. You combine curiosity and a rich imagination with patience to test your ideas. To come up with a new idea is fun, but to make it work is even better. It's seldom you get it right the first time, but with enough experiments and minute adjustments...

An invention takes form in certain stages, and however self-evident they may seem, it's good to keep in mind. First, you come up with an *idea* and formulate a *theory* of what you want to achieve. Maybe it's a suit that enables a person to move under water and collect things on the bottom of the sea without running out of air. Imagination is all well and good, but what is also needed is the ability to think new thoughts that are at the same time able to be combined with what you know about the Laws of Physics.

Stage two is to develop *sketches* and *drawings* of how it will work and how you will be able to build it. It may sound simple, but it is during this stage that most changes are made as you perform tests and modifications.

Stage three is to collect all parts, including someone brave enough to test the *prototype*. Then comes the time to put it all together and take it for a drive.

Anyone with an intellect sharp enough, equipped with some fantasy, could theoretically become an inventor. In practice, though, there are some obstacles to overcome. First, there's money. To build, test and modify a lot of stuff with the very latest technology is expensive. If you're not rich yourself or haven't been able to successfully sell an earlier invention, you may be in need of sponsors – others that are willing to put their money where your mouth is, given that they are then rewarded accordingly if things turn out well. When you become famous, it's not uncommon that both companies and private citizens show up with ideas that they want you to transform into reality. This is when you have the opportunity to charge your customers handsomely, both during experimentation and later with the finished invention.

Another problem is to keep your intellectual property. Many want to be the foremost scientist of the Nation and apply for *patent* for new ideas. If you have a really good idea, an idea that you moreover have been out looking for sponsors for, it's imperative that you protect your drawings and act fast when things are finally operating as they should – otherwise one of your competitors may steal your idea and find the time to register it with the *patent office*, thereby securing the right to earn money by its use. Patent feuds are way too common, and sometimes violent as well.

LIVELIHOOD

As an employee you receive a salary of \$100 or more every month. The dream, most likely, is to sell your own patents and afford to keep a good laboratory and a good workshop. If you are well to do already, you can go right ahead without working for others.

REPUTATION

Every successful new invention and every spectacular failure increases you FAME.

LIFE PATH EVENTS FOR INVENTORS

1 EXPANSION WEST (PRIOR TO 1861)

Gold rushes continue to entice fortune seekers to go west. If you develop a prototype, you will either have to pay to afford to manufacture it – and thus own it yourself – or you can let a FINANCIER buy both the the patent rights and the prototype from you. If you sell, you will get bragging rights and as much as the developing cost – \$250 during this period, \$500 later on.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-05	YOU GET HURT IN EXPLOSION	ROLL P. INJURY
06-10	06-10	YOUR INVENTION KILLS BUYER'S CHILD	ENEMY
11-20	11-20	YOU GAIN A FOLLOWER	
21-30	21-35	YOU CAN GAIN A CONTACT ²	CONTACT
31-40	36-45	ROLL FOR NEW RELATIONSHIP ²	RELATIONSHIP
41-45	46-50	OFFERED MEMBERSHIP IN ... ^{3,2}	FRIEND OR ENEMY
46-55	51-55	GOLD RUSH IN COLORADO ⁴	+\$100
56-70	56-70	CONFLICT WITH RIVAL INVENTOR ²	
71-85	71-85	YOU DEVELOP A PROTOTYPE ⁵	-\$250 OR FINANCIER ¹
86-00	86-00	YOU WORK FOR AN EMPLOYER ²	

¹ 1=Industrialist, 2=Landowner, 3=Politician, 4=Officer, 5-6=Business owner

² See separate table on the following page.

³ 1-2=Party, 3-4=Reform movement, 5=Secret Society, 6=Corporate Ring

⁴ 1-2=Repair machines, 3-5=Work for mining company, 6=Find gold

⁵ 1-2=Dentist Chair, 3-4=Burglar Alarm, 5-6=Hangglider

2 CIVIL WAR (1861-1865)

Brutal as it is, the Civil War also drives fast technical developments in many areas. The demand for new and effective weapon mechanics as cheap as possible is a given. Just as important are medical breakthroughs, for instance better prosthetic limbs to help soldiers that had to amputate. Transports also need to get more effective, since the army confiscate a lot of horses.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	YOUR INVENTION KILLS BUYER'S WIFE	ENEMY
06-10	06-10	THE ARMY CONFISCATES YOUR PROTOTYPE	-\$250
11-20	-	DRAFTED INTO THE ARMY ²	COOL UNDER FIRE +1
21-30	11-20 ³	ENLISTED IN THE ARMY ²	COOL UNDER FIRE +1
31-40	21-30	YOU CAN GAIN A CONTACT ²	CONTACT
41-50	31-40	ROLL FOR NEW RELATIONSHIP ²	RELATIONSHIP
51-55	41-50	OFFERED MEMBERSHIP IN ... ^{4,2}	FRIEND OR ENEMY
56-65	51-65	CONFLICT WITH RIVAL INVENTOR ²	
66-80	66-80	YOU DEVELOP A PROTOTYPE ⁵	-\$250 OR FINANCIER ¹
81-00	81-00	YOU WORK FOR AN EMPLOYER ²	

¹ 1=Industrialist, 2=Landowner, 3=Politician, 4-5=Officer, 6=Business owner

² See separate table on the following page.

³ Women can volunteer as spies, smugglers or nurses.

⁴ 1-2=Party, 3-4=Reform movement, 5=Secret Society, 6=Corporate Ring

⁵ 1-2=Boneshaker, 3-4=Arm prosthetics, 5-6=Motor powered Air Balloon

3 POST WAR (1866-1870)

Nothing will ever be as it was before the war. Many leave their old lives behind and try to build something completely new instead. You can ride the train across the entire continent. The economy is good. Decent inventor never lacks paying customers. If you are offered membership in an organization, it can provide a useful network where you can show your skills and talents.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	YOU GET HURT IN EXPLOSION	ROLL P. INJURY
06-10	06-10	RIVAL ACCUSE YOU OF THEFT	REP. -2/5
11-15	11-15	YOUR INVENTION MAIMS BUYER ^{1,2}	ENEMY
16-25	16-25	YOU GAIN A FOLLOWER	
26-35	26-35	YOU CAN GAIN A CONTACT ³	CONTACT
36-45	36-45	ROLL FOR NEW RELATIONSHIP ³	RELATIONSHIP
46-55	46-50	OFFERED MEMBERSHIP IN ... ^{4,3}	FRIEND OR ENEMY
56-65	51-65	CONFLICT WITH RIVAL INVENTOR ³	
66-85	66-85	YOU DEVELOP A PROTOTYPE ⁵	-\$500 OR FINANCIER ¹
86-00	86-00	YOU WORK FOR AN EMPLOYER ³	

¹ 1=Industrialist, 2-3=Landowner, 4=Politician, 5=Officer, 6=Business owner

² 1=3rd degree burn, 2=Eye, 3=Hand, 4=Leg, 5=Arm, 6=Fingers

³ See separate table on the following page.

⁴ 1-2=Party, 3-4=The Grange, 5=Gentlemen's Club, 6=Corporate Ring

⁵ 1-2=Mechanical Toy Horse, 3-4=Steam Bike, 5-6=Saloon on Wheels

4 THE LONG DEPRESSION (1871-1875)

When the railroad company Northern Pacific goes bankrupt the stock market crashes and a deep depression begins. The banks seize farms and businesses. Decent people have a hard time finding work. Investors are few, and the race to register new patents is more brutal than ever. Indian Wars rage on – even before gold was found on Native land in Black Hills.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-05	YOU LOSE ON THE STOCK MARKET	-\$250
06-10	06-10	YOUR INVENTION KILLS BUYER'S WIFE	ENEMY
11-25	11-25	YOUR PROTOTYPE ² IS STOLEN ³	ROLL P. INJURY
26-30	26-30	YOU GAIN A FOLLOWER	
31-35	31-35	YOU CAN GAIN A CONTACT ⁴	CONTACT
36-45	36-45	ROLL FOR NEW RELATIONSHIP ⁴	RELATIONSHIP
46-55	46-55	A ... WANT TO BUY YOUR PATENT ⁵	\$250 OR ENEMY
56-65	56-65	CONFICT WITH THOMAS EDISON ⁴	
66-80	66-85	YOU DEVELOP A PROTOTYPE ²	-\$500 OR FINANCIER ¹
81-00	86-00	YOU WORK FOR AN EMPLOYER ⁴	

¹ 1-2=Industrialist, 3=Landowner, 4=Politician, 5=Officer, 6=Business owner

² 1-2=Player Piano, 3-4=Steampowered Wheel Chair, 5-6=Steamwagon

³ You are beaten by roughians working for Thomas Edison.

⁴ See separate table on the following page.

⁵ 1-2=Typewriter, 3-4=Dentist drill, 5-6=Carpet Sweeper

★ INVENTOR ★

RELATIONSHIPS

Your inventions mean more to you than people in general do. Still, nothing could be worse than if one of your creations would kill or hurt someone you love.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY MEMBER KILLED BY... ¹	REPUTATION -2/5
11-20	FAMILY MEMBER MAIMED BY AN ... ¹	REPUTATION -1/5
21-35	PARTNER STEALS YOUR INVENTION	GAIN AN ENEMY
36-50	PARTNER TRICKS YOU OUT OF MONEY	-\$200
51-60	YOUR SPOUSE LEAVES YOU	REPUTATION -1/5
61-75	YOU CAN STEAL FROM A PARTNER	+\$200 & ENEMY
76-85	YOU CAN GET MARRIED	FRIEND OR ENEMY
86-95	YOU HAVE CHILDREN	1b6 CHILDREN
96-00	YOU GAIN A MENTOR ²	REPUTATION ±0/10

¹ 1-2=Exploding invention, 3-4=Burglar, 5-6=Enemy

² Get +5 PRACTICE in a SKILL, but not above the maximum level at start

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	BUSINESS OWNER ¹	LANDOWNER ¹	DRIVER	(\$25)
06-15	REPORTER	INDUSTRIALIST ¹	MACHINIST	(\$50)
16-25	ENTREPRENEUR	POLITICIAN ¹	PHOTOGRAPHER	(\$50)
26-40	ENGINEER	CIVIL SERVANT ²	OUTLAW	(\$75)
41-60	INVENTOR	INVENTOR	REPORTER	(\$75)
61-75	CIVIL SERVANT ²	ENTREPRENEUR	ENGINEER	(\$100)
76-85	ARCHITECT	OFFICER ¹	ENTREPRENEUR	(\$100)
86-95	OFFICER ¹	REPORTER	OFFICER ¹	(\$150)
96-00	POLITICIAN ¹	ENGINEER	POLITICIAN ¹	(\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² 1-2=War Department, 3-4=Department of the Interior, 5-6=Patent Office

THE CIVIL WAR

You may have seen your share of the madness of war, even though many inventors served in the Engineer Corps. You were safer if you got to work on inventions.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
11-25	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
26-35	CAPTURED/IN PRISON CAMP	±0/5	ROLL P. INJURY
36-45	INVENTOR DIES IN YOUR ARMS	±0/3	INHERIT IDEA/SKETCH
46-65	YOU MAKE BULLET PROOF VESTS ¹	+1/5	SEE FOOTNOTE
66-70	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
71-75	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
76-80	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
81-00	YOU ASSIST AN INVENTOR	±0/5	CONTACT OFFICER

¹ If the vest gives PROTECTION 1 DEXTERITY is -1, if PROTECTION is 2, Dex is -2.

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

YOU WORK FOR AN EMPLOYER

You often get hired to invent steam powered items. Roll here to see what they want, the PAY you get and the MODIFICATION it gives you on the Outcome-table below.

YOU WORK FOR AN EMPLOYER

D100	INVENTION	PAY	MOD.
01-10	STEAM PUMP FOR A ... ¹	\$100	+15
11-20	STAMP MILL FOR MINING CO.	\$150	+10
21-30	STEAM SHOVEL FOR A ... ¹	\$200	+5
31-45	STEAM REAPER-BINDER FOR A ... ¹	\$250	±0
46-60	STEAM POWERED SAWMILL FOR A ... ¹	\$300	±0
61-70	STEAM PRINTING PRESS FOR A ... ¹	\$350	±0
71-80	STEAM HAMMER FOR RAILROAD CO.	\$400	-5
81-90	FIRE ENGINE FOR FIRE DEPARTMENT	\$450	-10
91-00	STEAM CANNON FOR A ... ²	\$500	-15

¹ 1-2=Individual person, 3-4=Organization, 5-6=Company

² 1-4=The Army, 5=Organization, 6=Company

OUTCOME – YOU WORK FOR AN EMPLOYER

The more successful you are, the better REPUTATION and PAY you get. Explosions may kill a FOLLOWER, get you an ENEMY, PERMANENT INJURY and cost money.

OUTCOME - YOU WORK FOR AN EMPLOYER

D100	EVENT	REP.	RESULT
01-05	FOLLOWER KILLED IN EXPLOSION ¹	-3/10	GAIN AN ENEMY
06-10	YOU ARE INJURED IN EXPLOSION ¹	-2/5	ROLL P. INJURY
11-20	LABORATORY BURNS DOWN ¹	-1/5	ROLL P. INJURY
21-30	BREAK-IN, PROTOTYPE STOLEN ¹	-1/5	GAIN AN ENEMY
31-45	PROJECT OFTEN NEEDS REPAIRS	±0/5	-\$150
46-60	UNSTABLE, DISRUPTIONS OCCUR	±0/5	-\$50
61-80	MEETS ALL EXPECTATIONS	+1/5	+\$50
81-90	PERFECT PERFORMANCE	+2/5	+\$100
91-00	BETTER THAN EXPECTED ²	+2/10	+\$150

¹ You lose all of your PAY too.

² 1-2=More stable, 3-4=More effective, 5-6=Additional functionality

CONFlict WITH RIVAL INVENTOR

Some are prepared to do anything to gain recognition and patent rights. You may need to protect your work from thieving competitors anyway you can.

CONFlict WITH RIVAL INVENTOR

D100	EVENT	REP.	RESULT
01-05	RIVAL INVENTOR SHOOTS YOU	-1/5	ROLL P. INJURY
06-15	BEATEN BY ROUGHANS ¹	-1/5	ROLL P. INJURY
16-30	YOU LOSE FIGHT OVER PATENT	-1/5	-\$300
31-40	ARSON IN YOUR LABORATORY	-1/5	-\$250
41-55	BREAK-IN, PROTOTYPE STOLEN ²	-1/5	-\$200
56-70	BURGLARY, DRAWINGS STOLEN ²	-1/5	-\$100
71-80	YOU BEAT RIVAL INVENTOR	-1/5	FINED \$50
81-85	YOU SHOOT COMPETITOR	-2/5	3 YEARS PRISON
86-00	YOU WIN RIGHTS TO A PATENT	+1/5	+\$300

¹ The roughians who wounded you work for your rival.

² Competing inventor registers patent on your invention.



★ YOUR ROLE ★

LAWMAN

See that tin star on my chest? It might not be big or very pretty, but it means the law is on my side, and it'll be best if you do as I say.

I know you're tempted to use that there revolver one more time, and on me this time around. Believe me, it's not worth it. The most likely outcome is that you'll end up dead.

And if you do survive, against all odds, the punishment for shooting a lawman is much worse than had it been anyone else. You don't want that, I promise you. And you can stop it.

So, nice and calm now, I suggest you unbutton that holster, drop it to the ground, and follow me on over to the jailhouse.

LAWMAN – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Elementary School COOL UNDER FIRE: 2 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Bloodhound, Detective, Diplomat, Hard to Impress, I am the Law, Leader.
OBSTACLES Arch Nemesis, Bad Company, Bravado, Code of Honor, Honest, Incorruptible.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
ACROBATICS	-	-	10
ELOQUENCE	5	-	10
EXPERTISE/UNDERWORLD	5	5	10
FIRST AID	5	5	10
GAME/CARDS	-	-	5
HIDE/SEEK	5	5	10
LAW/CIVIL	5	5	10
RIDE	10	10	15
SCOUT	10	5	10
TRACK	10	5	10

WEAPONS PACKAGE	SEASONED (350)	AMATEUR (150)	FEARED (450)
ACCURACY/RIFLE	10	5	15
ACCURACY/REVOLVER	10	5	10
ACCURACY/FIGHTING	5	5	5
SPEED/RIFLE	10	5	10
SPEED/REVOLVER	10	5	10
SPEED/FIGHTING	-	-	5
DEFENSE	5	5	5

REPUTATION	+2/25	+1/10	+5/75
MONEY	\$100	\$75	\$200

EQUIPMENT

WEAPONS	Revolver +40 bullets. Shotgun +20 bullets. Holster.
BELONGINGS	Bandages, factory made pocket watch, handcuffs, lawbook, razor, 10 yards of rope, mirror, soap, matches, water canteen.
CLOTHING	2 sets of desired clothing.
MOUNT	Quarter Horse. Bridle, saddle, saddlebags, scabbard.

Representatives of the law are the only things that separate law and order from chaos and barbarism. As a lawman, you stand for civilization, justice and order. That's at least the case for some lawmen.

Then there are others – those who only uphold the laws they're paid to uphold. Those who turn to their backers, the people willing to finance a campaign for sheriff with donations in exchange for a well-trained lawman on their side. A lawman who is prepared to look the other way during strategic moments when the donors are doing something they ought not to be. A lawman who receives a bonus when they step in at opportune moments for the donors' business interests.

There's also a third group – the outlaw lawmen. Those who have been hired guns and desperados in the past, but have now changed their ways. Lawmen who have built up a reputation on the edge or even on the wrong side of the law. Some have even managed to land themselves a wanted poster or two, but then managed to skedaddle, to another state or another territory, to switch which side of the law they worked for. If they just sound trustworthy enough when speaking to the local authorities, there are many who are willing to hire them as lawmen despite their past deeds. Who better to keep enforce the law than someone who has been on the receiving end of law enforcement elsewhere? Especially in places like Kansas's wild cattle towns or new boomtowns who attract large numbers of adventurers in a short amount of time.

The final question is, which type of lawman are you?

Whether you have the benefit of a calm temperament or a large dose of self-discipline, it's always better to ease a threatening situation without having to resort to violence. That said, there are plenty of lawmen who are quick to anger who still are successful at their jobs. The biggest sign of success is still being alive, despite having served the law in one way or another for many years.

Your authority, backed up by your ability to use your weapon as needed, is your greatest asset. But it also helps if you know some about how the law works. You can be a deputy sheriff even if you can't read, but if you're going to be the highest in command, you'll need to be able to read wanted posters and have a basic knowledge of what the laws say and which rights and obligations both you and others actually have.

Being a local lawman is an appropriate occupation for campaigns that take place in one area for an extended period of time. Since both Town Marshals and County Sheriffs are generally elected for one or two years, the characters would need to stay in that city or county. The Game Master has plenty of time to build a setting around those characters. He can mix small and large crimes and allow some events to take place outside the lawman's jurisdiction so that the campaign doesn't become too predictable.

Those who don't wish to tie themselves down to one place can choose to play deputies. Deputizing a player is a great way to involve them in an event and give them a reason as well as a right to hunt criminals. A person can be deputized on the spur of the moment, when the Sheriff needs extra help, and the deputy star can be returned when the crisis is over.

Another type of lawman is a Federal Deputy Marshal. This doesn't even need to be a full-time job. Many hired guns may hold the title of Federal Deputy and perform specific tasks for the U.S. Marshal, without having to work in the office of the district judge and wait for those tasks to arise. Being a Federal Deputy works well for characters who want to be able to move around and do different things. The Federal Deputy Marshal, however, only has the power to get involved in a state or territorial matter. In Indian Territory, a Federal Deputy has only the power of a common County Sheriff, getting assignments from their boss and patrolling the territory. (Like Federal Deputy Marshals, hired guns can also work as more local Deputy Sheriffs without it being a full-time job.)

For those who wish to play a black or Native character, a Federal Deputy Marshal may be the position they can most easily be appointed to. Otherwise, racism often prevents non-white people from becoming lawmen in more local towns and counties. Women, too, can become Federal Deputy Marshals. In the Indian Territory and Oklahoma, there are several women Federal Deputies working in the field.

LIVELIHOOD

Salaries for lawmen vary greatly. Town Marshals often receive a monthly salary that ranges from \$75 per month in smaller towns, to several hundred dollars in large cities. Temporary deputies usually receive a daily allowance of \$3-4.

County Sheriffs and Federal Deputy Marshals seldom receive a fixed amount, but instead get different types of compensation for their actions. They usually don't get less than \$100 per month, however, no matter how small or calm an area they are responsible for. The best-paid lawmen are County Sheriffs responsible for collecting taxes in wealthy mining districts, since they often get a percentage of the tax intake for themselves.

REPUTATION

As a lawman, you are constantly involved in situations written about in the newspapers. When you arrest someone, chase down a criminal, or investigate a crime, you can be certain that a reporter will ask you about the matter, enhancing your FAME. As long as you resolve the situation with as little violence as possible, you will receive more HONOR, but if bodies start piling up around you, this will negatively affect your REPUTATION.

LIFE PATH EVENTS FOR LAWMEN

1 EXPANSION WEST (PRIOR TO 1861)

When gold is found at Pike's Peak, close to Denver, Colorado, in 1858 it entices a lot of fortune-seekers. Most of them try to find gold themselves, but some chose the easier way to rob the successful prospectors. Brave and honest persons willing to uphold the law in this wilderness are in short supply. Out west, the areas a lawman is supposed to cover are vast, especially since he will only have the help of a few deputies – if he is lucky.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-10	01-05	YOU GET WANTED FOR ... ¹	WANTED
11-20	06-10	YOU HELP LYNCH SOMEBODY	REPUTATION -1/5
21-30	11-20	ARREST WANTED PERSON	+\$50, REP. +2/5
31-35	21-30	YOU GAIN A SIDEKICK	
36-45	31-45	YOU CAN GAIN A CONTACT ²	CONTACT
46-60	46-60	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
61-65	61-65	YOU STOP A LYNCH MOB	REPUTATION +1/5
66-80	66-80	GOLD RUSH IN COLORADO ³	+\$100
81-85	81-85	YOU GET INVOLVED IN A POLITICAL EVENT ²	
86-00	86-00	YOU FIGHT CRIME ²	+\$75, +10 COMBAT POINTS

1 1-2=Horse theft (\$150), 3-4=Murder (\$100), 5=Robbery (\$100), 6=Theft (\$50)

2 See separate table on the following page.

3 1=Robbery, 2-3=Guard, 4=Deputy, 5=Marshal, 6=Find gold

3 POST WAR (1866-1870)

Union troops control the South until the states accept defeat and give black men the right to vote. The bitterness in the South is fierce. Many former rebel soldiers form outlaw gangs. They rob banks and trains, especially from the North or owned by yankees. The need for modern lawmen has never been higher, but it is dangerous work. You can now take the train across the entire continent and the country's economy is good.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	YOU GET WANTED FOR ... ¹	WANTED
06-20	06-20	FELLOW LAWMAN KILLED BY... ²	REPUTATION -1/5
21-25	21-25	YOU GAIN A FOLLOWER	
26-35	26-35	YOU CAN GAIN A CONTACT ³	CONTACT
36-40	36-40	ARREST WANTED PERSON	+\$50, REP. +2/5
41-45	41-45	EXECUTE LAWFUL HANGING	+\$75, REP. -1/5
46-60	46-60	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
61-65	61-65	YOU STOP A LYNCH MOB	REPUTATION +1/5
66-75	66-75	YOU GET INVOLVED IN A POLITICAL EVENT ²	
76-00	76-00	YOU FIGHT CRIME ²	+\$75, +10 COMBAT POINTS

1 1-2=Horse theft (\$150), 3-4=Murder (\$100), 5=Robbery (\$100), 6=Theft (\$50)

2 1=Gunslinger, 2-4=Desperado, 5=Conman, 6=Rustler

3 See separate table on the following page.

2 CIVIL WAR (1861-1865)

The devastating Civil War completely dominates this period. At the beginning, many enlist but the longer it drags on, the more are forced to serve through the dreaded draft. Women cannot become soldiers, but they are welcome as nurses, smugglers and spies. Many guerilla forces claim to be patriots for one side or the other, but when push comes to shove they only tend to plunder civilians from the other side to benefit themselves. They are a bunch of violent outlaws.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-10	01-10	YOU GET WANTED FOR ... ¹	WANTED
11-20	-	DRAFTED INTO THE ARMY ²	COOL UNDER FIRE +1
21-30	11-15	YOU JOIN A GUERRILLA FORCE ²	COOL UNDER FIRE +1
31-40	16-20 ³	ENLISTED IN THE ARMY ²	COOL UNDER FIRE +1
41-45	21-30	YOU GAIN A FOLLOWER	
46-55	31-45	YOU CAN GAIN A CONTACT ²	CONTACT
56-65	46-55	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
66-70	56-60	YOU STOP A LYNCH MOB	REPUTATION +1/5
71-75	61-70	YOU GET INVOLVED IN A POLITICAL EVENT ²	
76-00	71-00	YOU FIGHT CRIME ²	+\$75, +10 COMBAT POINTS

1 1-2=Horse theft (\$150), 3-4=Murder (\$100), 5=Robbery (\$100), 6=Theft (\$50)

2 See separate table on the following page. Guerillas also roll CIVIL WAR.

3 Women can volunteer as spies, smugglers or nurses.

4 THE LONG DEPRESSION (1871-1875)

The railway company Northern Pacific, goes bankrupt instead of finishing the northern line over the continent. Many companies follow, the market crashes and the country falls into depression. Honest people have a hard time, jobs are few and banks reclaim homes and businesses. In desperate times, more turn to crime. Lawmen are needed everywhere. A Gold Rush in Black Hills has just begun. The Indian Wars continue.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-15	01-15	FELLOW LAWMAN KILLED BY... ¹	REPUTATION -1/5
16-20	16-20	YOU ARE INDEBTED	PAY \$100 OR GAIN AN ENEMY
21-30	21-35	YOU CAN GAIN A CONTACT ²	CONTACT
31-35	36-40	ARREST WANTED PERSON	+\$50, REP. +2/5
36-40	41-45	EXECUTE LAWFUL HANGING	+\$75, REP. -1/5
41-50	46-50	OFFERED WORK IN CATTLE TOWN ³	+\$100
51-60	51-60	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
61-65	61-65	YOU STOP A LYNCH MOB	REPUTATION +1/5
66-75	66-75	YOU GET INVOLVED IN A POLITICAL EVENT ²	
76-00	76-00	YOU FIGHT CRIME ²	+\$75, +10 COMBAT POINTS

1 1=Gunslinger, 2-4=Desperado, 5=Conman, 6=Rustler

2 See separate table on the following page.

3 Roll on the FIGHT CRIME-TABLE.

★ LAWMAN ★

RELATIONSHIPS

There is more than law and order to life. Most people treasure their closest relationships, be it blood relatives, friends or somebody to love and share your life with.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY KILLED BY OUTLAWS	REPUTATION -1/5
11-15	FAMILY TORTURED ¹ BY OUTLAWS	REPUTATION -2/5
16-25	FRIEND KILLED BY OUTLAWS	REPUTATION -1/5
26-30	YOUR SPOUSE LEAVES YOU	REPUTATION -1/5
31-40	FRIEND OR DEPUTY SAVES YOUR LIFE	YOU ARE INDEBTED
41-55	ASKED TO BE A GODPARENT	GAIN A FRIEND
56-70	YOU CAN GET MARRIED	GAIN A FRIEND
71-85	YOU HAVE CHILDREN	1b6 CHILDREN
86-00	YOU SAVE THE LIFE OF A... ²	GAIN A FRIEND

¹ 1=Scalped, 2=Blinded, 3=Ear cut off, 4=Whipped, 5-6=Ugly scar

² 1=Farmer, 2-3=Townspeople, 4=Business Own, 5=Landown, 6=Industrialist

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	DRIFTER ¹	INDUSTRIALIST ¹	SCOUT	(\$25)
06-15	PROSTITUTE	POLITICIAN ¹	GUARD	(\$25)
16-25	TOWNSPEOPLE ¹	GUNSLINGER	OFFICER ¹	(\$50)
26-40	BUSINESS OWNER ¹	BROTHEL OWNER	PINKERTON	(\$75)
41-60	LAWMAN	DESPERADO	FENCE	(\$75)
61-75	GUARD	SALOON KEEPER	BOUNTY HUNTER	(\$100)
76-85	SALOON KEEPER	RUSTLER	CONMAN ²	(\$100)
86-95	DOCTOR	VIGILANTE	REPORTER	(\$125)
96-00	JUDGE	BUSINESS OWNER ¹	DESPERADO ²	(\$150)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² They can rat on their cronies or their CONTACTS – if you pay them.

THE CIVIL WAR

Death and despair follows in the track of war. A few lucky may also find friends and gain recognition.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
11-25	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
26-40	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
41-55	IN PRISON CAMP	±0/5	ROLL P. INJURY
56-65	YOU PLUNDER TO GET LOOT ²	-1/5	LOOT \$100
66-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ³	+1/5	COOL UNDER FIRE +1
96-00	REWarded FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Roll at ENEMY

² 1-2=Kill civilian, REPUTATION -3/5, 3-6=Nobody got hurt.

³ 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

FIGHT CRIME

When you fight crime, begin here to roll what you try to act against (to stop or solve it). When that is done, you get a MOD. you use on the Outcome-table below.

FIGHT CRIME

D100	YOU ACT AGAINST...	REP. ¹	MOD.
01-10	CHEATING AT CARDS	+1/5	+15
11-20	BAR-FIGHT	+1/5	+10
21-30	ASSASSINATION ATTEMPT	+1/10	+5
31-45	HORSE-THEFT	+1/10	±0
46-60	RUSTLERS	+1/10	±0
61-80	STAGECOACH ROBBERY	+1/10	±0
81-90	POST OFFICE ROBBERY	+1/12	-5
91-95	TRAIN ROBBERY	+1/14	-10
96-00	BANK ROBBERY	+1/15	-15

¹ For every dead opponent your REPUTATION increases ±0/5 and for every arrested criminal your REPUTATION increases +2/5.

FIGHT CRIME – OUTCOME

You want to arrest the guilty without a fight, but run the risk they want to go out guns blazing. If you kill somebody, their friend or relative becomes your ENEMY.

FIGHT CRIME - OUTCOME

D100	OUTCOME	ARRESTS	DEAD ¹	RESULT
01-05	YOU KILL AN INNOCENT	-	4/1	REP. -3/5
06-15	OUTGUNNED, NO ARREST ²	-	3/1	REPUTATION -2/5
16-25	MANY DIE, NO ARREST ²	-	2/2	REPUTATION -1/5
26-40	INTENSE GUNFIGHT	1	2/2	GAIN AN ENEMY
41-55	BLOODBATH, 1 ARREST	1	1/3	GAIN AN ENEMY
56-70	YOU WIN GUNFIGHT	2	0/2	GAIN AN ENEMY
71-85	OUTLAWS ARRESTED	2	-	REP. +1/5
86-95	OUTLAWS SURRENDER	3	-	REP. +2/5
96-00	SURRENDER, NO FIGHT	4	-	REP. +3/10

¹ Own side/Opponents.

² You also get a PERMANENT INJURY.

POLITICAL EVENT

Lawmen need to win the people's trust in elections. You then have to handle both the press and politicians.

POLITICAL EVENT

D100	EVENT	REP.	RESULT
01-10	POLITICIAN ¹ TRY TO HIDE CRIME	-	\$500 OR ENEMY
11-20	YOU ARE REMOVED FROM OFFICE	-2/10	-\$100
21-30	YOU LOSE AN ELECTION	-1/5	-\$100
31-40	NEGATIVE PRESS ABOUT YOU	-1/5	-
41-55	SOMEONE ¹ BUYS YOUR LOYALTY	-	\$250 OR ENEMY
56-70	OFFERED MEMBERSHIP BY... ¹ IN... ²	-	FRIEND OR ENEMY
71-80	POSITIVE PRESS ABOUT YOU	+1/5	-
81-90	OFFERED A NEW POSITION ³	-	+\$100
91-00	YOU WIN AN ELECTION	+1/15	+\$100

¹ 1=Industrialist, 2-3=Landown, 4=Officer, 5=Politician, 6=Business own

² 1-2=Temperance Movement, 3-4=Political party, 5=Grange, 6=Freemasons

³ 1-3=Deputy, 4=Wells Fargo agent, 5=Federal Deputy, 6=Marshal

★ YOUR ROLE ★

LAWYER

So, you need a pettyfogger? Someone to do some lawyerin'? What can I help you with? You want to get out of a contract you agreed to with the hotel you're cooperatin' with? Let me see if I can find any loopholes.

What's that you say you've done? Gone and shot a man? That's not good. Maybe we can spare you from the gallows by claiming self-defense.

Before we continue this conversation, let me ask... How much money do you have? Of course I understand if you're concerned for your life, but if I help you out of the goodness of my heart, well...that doesn't put a roof over my head or put food on the table. And if you do wind up on the gallows, my fee is going to be awfully small. You see what I'm sayin'?

LAWYER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: High School COOL UNDER FIRE: 0 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Charismatic, Demagogue, Diplomat, Judge of Character, Silvertongue, Slippery.
OBSTACLES Code of Honor, Coward, Drunkard, Reckless, Tenderfoot, Vengeful.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – COLLEGE (200 POINTS)

ARITHMETIC	10	EXPERTISE/GEOGRAPHY	10	LANGUAGE/ELECTIVE	10
ART/ELECTIVE	5	EXPERTISE/HISTORY	10	ORGANIZATION/ELECTIVE	5
ETIQUETTE	10	EXPERTISE/LITERATURE	10	READ/WRITE	15
EXPERTISE/BIOLOGY	10	EXPERTISE/PHILOSOPHY	5	RELIGION/CHRISTIANITY	10
EXPERTISE/CHEMISTRY	5	EXPERTISE/PHYSICS	5	SPORTS/ELECTIVE	5

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
ACTING	5	5	10
BUSINESS/ELECTIVE 1	10	5	15
BUSINESS/ELECTIVE 2	5	-	5
DANCE	5	-	5
DEAL	10	-	10
DRIVE/CARRIAGE	5	5	10
ELOQUENCE	10	5	15
EXPERTISE/ECONOMY	10	5	15
EXPERTISE/POLITICS	10	5	15
LANGUAGE/ELECTIVE	5	-	10
LAW/CIVIL	15	5	15
ORGANIZATION/ELECTIVE	10	-	10
RIDE	5	5	10
TELEGRAPHY	5	-	5

WEAPONS PACKAGE	GREENHORN (50)	NONE	TENDERFOOT (100)
ACCURACY/REVOLVER	5	-	10
DEFENSE	5	-	5

REPUTATION	±0/25	±0/5	±0/50
MONEY	\$150	\$75	\$250

EQUIPMENT

WEAPONS Revolver +20 bullets, holster.
BELONGINGS Lawbook, razor blade or hairbrush and makeup, mirror, pocket watch.
CLOTHING Suit/Dress plus a spare set of desired clothing.
 MOUNT Quarter Horse. Bridle, saddle.

So, you want to be an attorney? You think you have a silver tongue and a talent for finding loopholes. Some lawyers are driven by a passionate sense of what's right, a need to create a better world where justice is served, regardless of whose toes get stepped on or which holy cows must be sent to the slaughter to get there. Those attorneys are, however, an exception.

Many pettifoggers cite their profound conscious as their greatest asset. Law is then not necessarily about justice or right or wrong. Instead, justice is the art of making good use of the letter of the law, or interpreting contracts to one's own advantage. There are always those who want help writing labyrinthine legal contracts to take advantage of a partner's naiveté or good will. The text of the contract should preferably sound reasonable at first glance, even if it contains some hidden paragraph or condition that results in the other party having to pay a steep price for not hiring their own lawyer. Employing an attorney is often just a plain sensible safety measure for those who can afford it, so they aren't tricked into signing anything suspicious.

Land and water disputes are common, especially as the railroad expands. Access to water is key to the survival of cattle and the irrigation of crops, and if someone is using more water than is agreed upon, or the railroad diverts a river, everyone downstream is affected. Land disputes are particularly tricky in areas previously bought and sold by several different countries in turn. Perhaps someone pops out of the woodwork and claims to have inherited broad swaths of land (sometimes as large as several states) from some lost uncle, who had acquired it from some royalty or president. What then happens to all those who buckled down and started working that land? When it comes to the value of land, the need for a skillful lawyer is enormous.

Most lawyers studied at a university, typically on the east coast. This means either that your family is rich, or you are so talented that you managed to get a scholarship (have sufficiently high Intelligence) to pay for your studies. Student life has provided you with more than just a career-related education. You've formed contacts that can be valuable in the future, and you likely already belong to several secret societies. If you choose this route into a career as a lawyer, you can be a defense attorney, contract attorney, judge or prosecutor. Most of the country's top politicians were first lawyers.

There are also self-taught lawyers, called *shysters*, for those who want to save points on their FORMAL EDUCATION. When it comes to convincing a jury in the courtroom, cunning and eloquence can sometimes beat a more knowledgeable opponent – it's just not easy. A self-taught lawyer can draft and interpret contracts, but needs to have put in a lot of work on their own.

Being a lawyer is a flexible ROLE, civilized but useful in all areas. You can visit the tiny hole-in-the-wall towns in the country, or represent Natives who need

a skilled spokesperson in their contact with white people. The Freemasons' highest leader, Albert Pike, won a big case for the Civilized Tribes when they sued the state for right to compensation. This didn't make him popular in Washington, but it did make him rich. Even if you don't care about the fate of the Natives, it can be profitable to represent them in court. The risk, however, is it may take a very long time.

As a lawyer, you can fit right in in the country's largest cities. Maybe you work at a big lawfirm that takes cases all over the nation. Or as a specialist at a company. No railway company is without their own attorneys, but even other companies like mines and post order vendors hire their own people. Generally, most companies and people who want constant access to lawyers have a reason to need them. Usually because the business they conduct is on the shady side.

A lawyer has contacts on both sides of the law, which is a useful dichotomy when the Game Master creates adventures. Innocent clients who are wrongly accused is a classic adventure. Fights with corrupt judges and vigilantes are perfect for player characters who are lawyers. Most player groups benefit from having a lawyer among them, not least because characters usually do things that can lead to problem with the law. Even if they don't do anything criminal, there may come a time when a clever lawyer can keep them out of trouble.

Most lawyers come from fairly well-to-do homes. It is rare for women, black people and Natives to become lawyers, as they have a more difficult time being accepted to universities. Those pioneers who have defied old traditions have often had to deal with harassment, both from teachers and other students who don't wish to give up their own privilege.

LIVELIHOOD

If you work for a lawfirm or a company, your starting salary is \$150-200 per month, which will increase if you pursue a career within the company. Otherwise, your income is dependent on various fees, such as \$1/hour to prepare a case, \$5/day spent in court, and so on.

REPUTATION

The type of REPUTATION you get depends largely on the clients you choose to represent. The less HONOR they have, and the harsher the crime they have committed, the worse HONOR you will have. If a trial goes your way, things will be better. Similarly, you will have a better reputation if you represent someone with the HONOR of a hero and get them released. How FAMOUS you are will be determined by how many cases you represent that proceed to trial, how they go, and how FAMOUS your clients are. Additionally, it is always good to have your name appear in the newspapers, which is easier when your clients are well known or if the crime itself has garnered lots of attention.

LIFE PATH EVENTS FOR LAWYERS

1 EXPANSION WEST (PRIOR TO 1861)

In 1858, gold is found at Pike's Peak, near Denver, Colorado. You might be able to find gold there, but it's more likely that you've stolen someone else's – or gotten it in exchange for legal advice. Slavery is the main political issue and tensions between the North and the South are increasing. If you are hired to settle a DISPUTE, first roll to determine the type of conflict, and then check the relevant table on the next page.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-10	01-10	YOU GAIN AN ENEMY ¹	REPUTATION -1/5, ENEMY
11-15	11-15	FINED FOR CONTEMPT OF COURT	-\$75
16-25	16-35	YOU CAN GAIN A CONTACT ¹	CONTACT
26-35	36-45	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
36-45	46-55	DRAFT A WILL/CONTRACT	+\$25
46-55	-	OFFERED MEMBERSHIP IN ... ²	FRIEND OR ENEMY
56-70	56-65	GOLD RUSH IN COLORADO ³	+\$100
71-75	66-75	DISPUTE OVER ... ^{4,1} , PRO BONO	REP. +2/5
76-85	76-85	DISPUTE OVER ... ^{4,1}	
86-00	86-00	TRIAL ¹	

1 See separate table on the following page.

2 1-2=Political party, 3-4=Gentlemen's club, 5=Odd fellows, 6=Freemasons

3 1-2=Steals gold, 3-5=Offers legal advice, 6=Finds gold

4 1-2=Will, 3-4=Contract, 5-6=Land

3 POST WAR (1866-1870)

After the war, the South is occupied by Northern troops, who gradually relinquish control to the states. Resentment is high and many former confederate troops create outlaw gangs that rob banks and trains, especially in the North. After the war, land disputes increases, all while means of communication improve. It is now possible to take the train across the entire continent. The country's economy is good, though corruption is more widespread than ever.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-10	01-10	YOU GAIN AN ENEMY ¹	REPUTATION -1/5, ENEMY
11-15	11-15	FINED FOR CONTEMPT OF COURT	-\$75
16-25	16-35	YOU CAN GAIN A CONTACT ¹	CONTACT
26-35	36-45	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
36-45	46-55	DRAFT A WILL/CONTRACT	+\$25
46-60	-	OFFERED MEMBERSHIP IN ... ²	FRIEND OR ENEMY
61-65	56-65	DISPUTE OVER ... ^{3,1} , PRO BONO	REP. +2/5
66-75	66-75	DISPUTE OVER ... ^{3,1}	
76-90	76-90	TRIAL ¹	
91-00	91-00	PRIVATE CLIENT ⁴	REPUTATION -2/5, +\$200

1 See separate table on the following page.

2 1-2=Gentlemen's club, 3-4=The Grange, 5=Odd fellows, 6=Freemasons

3 1-2=Will, 3=Contract, 4-6=Land

4 1-2=Criminal organization, 3-4=Industrialist, 5-6=Landowner

2 CIVIL WAR (1861-1865)

This period is dominated by the brutal War Between the States. Women are not welcome in the army and cannot therefore be drafted. Women player characters who have enlisted can either serve disguised as a man, or take missions as a spy, smuggler or nurse. As a lawyer, you encounter ever more people who want help with drafting a will, or finding missing relatives or loved ones.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-10	01-10	YOU GAIN AN ENEMY ¹	REPUTATION -1/5, ENEMY
11-15	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
16-25	11-15 ²	ENLISTED IN THE ARMY ¹	COOL UNDER FIRE +1
26-35	16-30	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
36-45	-	OFFERED MEMBERSHIP IN ... ³	FRIEND OR ENEMY
46-60	31-45	DRAFT A WILL	+\$50
61-70	46-60	FIND CLIENT'S MISSING RELATIVE	+\$75, FRIEND
71-75	61-75	DISPUTE OVER ... ^{4,1} , PRO BONO	REP. +2/5
76-85	76-85	DISPUTE OVER ... ^{4,1}	
86-00	86-00	TRIAL ¹	

1 See separate table on the following page.

2 Women can volunteer as spies, smugglers or nurses.

3 1-2=Political party, 3-4=Gentlemen's club, 5=Odd fellows, 6=Freemasons

4 1-3=Will, 4=Contract, 5-6=Land

4 THE LONG DEPRESSION (1871-1875)

The transcontinental railway company Northern Pacific files for bankruptcy. This leads to the market crashing, and bankruptcies spread, putting the country into a deep economic depression. Many need your help, but few have the means to pay for it. Honorable people have a hard time finding work, and farms and businesses are seized. The Indian War rages across the prairie when gold is found on the Natives' land in the Black Hills.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-10	01-10	YOU GAIN AN ENEMY ¹	REPUTATION -1/5, ENEMY
11-15	11-15	FINED FOR CONTEMPT OF COURT	-\$75
16-25	16-35	YOU CAN GAIN A CONTACT ¹	CONTACT
26-35	36-45	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
36-40	46-50	DRAFT A WILL/CONTRACT	+\$25
41-55	-	OFFERED MEMBERSHIP IN ... ²	FRIEND OR ENEMY
56-60	51-60	DISPUTE OVER ... ^{3,1} , PRO BONO	REP. +2/5
61-70	61-70	DISPUTE OVER ... ^{3,1}	
71-85	71-85	TRIAL ¹	
86-00	86-00	PRIVATE CLIENT ⁴	REPUTATION -2/5, +\$200

1 See separate table on the following page.

2 1-2=Union, 3-4=The Grange, 5=Odd fellows, 6=Freemasons

3 1-2=Will, 3-4=Contract, 5-6=Land

4 1-2=Criminal organization, 3-4=Industrialist, 5-6=Landowner

★ LAWYER ★

RELATIONSHIPS

Not everything is up for negotiation, even if surprisingly many try. If a convicted client's family asks for help, you risk gaining an ENEMY if you refuse them.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY MEMBER KILLED BY ENEMY	REPUTATION ±0/5
06-15	CLIENT'S FAMILY ASKS FOR HELP	-\$100 OR ENEMY
16-25	YOU ARE REVEALED TO BE UNFAITHFUL ¹	GAIN AN ENEMY
26-35	SPOUSE IS UNFAITHFUL ¹	GAIN AN ENEMY
36-50	DO YOU ACCEPT AN APPRENTICE?	FRIEND OR ENEMY
51-60	YOU BECOME A GODPARENT	GAIN A FRIEND
61-80	YOU CAN GET MARRIED	GAIN A FRIEND
81-95	YOU CAN HAVE CHILDREN	1b6 CHILDREN
96-00	YOU GAIN A MENTOR ²	REPUTATION ±0/10

¹ 1=Divorce, 2-3=Separation, 4-5=Scandal [REP. -2/5], 6=Unchanged

² Get +5 PRACTICE in a Skill, but not above the maximum level at start.

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT ¹
01-05	DRIFTER ²	JUDGE	FORGER (\$50)
06-15	FARMER ²	INDUSTRIALIST ²	TOWNSPEOPLE ² (\$50)
16-25	TOWNSPEOPLE ²	LANDOWNER ²	DRIFTER ² (\$50)
26-40	REPORTER	POLITICIAN ²	REPORTER (\$75)
41-60	LAWYER	CRIMINAL	DOCTOR (\$75)
61-75	BUSINESS OWNER ²	REPORTER	BUSINESS OWNER ² (\$100)
76-85	POLITICIAN ²	LAWMAN	ENTREPRENEUR (\$100)
86-95	LAWMAN	LAWYER	POLITICIAN ² (\$150)
96-00	JUDGE	BUSINESS OWNER ²	LAWMAN (\$200)

¹ CONTACTS can be called in as witnesses in a trial – for a fee.

² Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

THE CIVIL WAR

If you got desk duty, you avoided the war's gruesome battles, spending your time instead shuffling paper around. If you were offered bribes, you can decline.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
11-25	YOU DESERT	-2/5	WANTED \$30
26-35	IN PRISON CAMP	±0/5	ROLL P. INJURY
36-45	A FRIEND DIES IN YOUR ARMS	±0/3	INHERITANCE ¹
46-60	WRITE LETTERS FOR OTHERS	+1/5	+\$50
61-70	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
71-75	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
76-80	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
81-00	YOU GET DESK DUTY	-	+\$100 IN BRIBES

¹ 1=Trumpet, 2=Pocketwatch, 3=Deck, 4=Hip-flask, 5=Knife, 6=Pen

² 1-2=Corporal, 3=Sergeant, 4=Second Lieutenant, 5=Lieutenant, 6=Captain

DISPUTE

Roll twice to decide the parties involved. Choose who you represent. If it is PRO BONO, you receive no fee and must represent the poorest. Roll 1D6 to see the outcome.

DISPUTE¹

D100	PARTIES INVOLVED IN THE CASE	REP.	FEES
01-15	FARMER	+2/2	\$30
16-25	LABORER	+2/2	\$40
26-40	TOWNSPEOPLE	+1/4	\$50
41-55	DRIFTER	±0/4	\$75
56-65	BUSINESS OWNER	±0/6	\$100
66-70	OFFICER	±0/6	\$100
71-80	POLITICIAN	-1/8	\$150
81-90	LANDOWNER	-2/10	\$200
91-00	INDUSTRIALIST	-2/10	\$300

¹ 1-2=You lose the case, 3-4=Settlement. REPUTATION ±0/2,

² 5-6=You win the case. REPUTATION +1/5. Gain 1 FRIEND and 1 ENEMY.

TRIAL - THE CRIME & THE ACCUSED

Roll a d6 to decide the crime, then a d100 for who is accused of that crime. Both modify the next table. Who you defend affects your REPUTATION and your FEES.

TRIAL - THE CRIME & THE ACCUSED

D100	ACCUSED OF ... ¹	REP.	MOD.	FEES
01-15	INFAMOUS OUTLAW	-2/6	-15	\$100
16-25	FARMER ²	+2/2	-10	\$50
26-40	LABORER ²	+2/2	-5	\$50
41-55	DRIFTER ²	±0/4	±0	\$75
56-70	TOWNSPEOPLE ²	±0/4	±0	\$75
71-80	BUSINESS OWNER ²	±0/6	±0	\$100
81-90	POLITICIAN ²	-1/8	+5	\$150
91-95	LANDOWNER ²	-2/10	+10	\$200
96-00	INDUSTRIALIST ²	-2/10	+15	\$300

¹ 1=Murder [-10], 2=Attempted murder [-5], 3-4= Theft [+5], 5-6=Fraud [+5]

² Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

TRIAL - THE OUTCOME

You are often held accountable for the outcome by the accused and his or her victim(s). Harsh punishments create only ENEMIES, acquittals also gain you a FRIEND.

TRIAL - THE OUTCOME

D100	SENTENCE	REP.	RESULT
01-10	SENTENCED TO DEATH ¹	-1/5	GAIN AN ENEMY
11-20	LIFE IMPRISONMENT ¹	-1/5	GAIN AN ENEMY
21-30	20 YEAR'S IMPRISONMENT ¹	-1/2	GAIN AN ENEMY
31-35	10 YEAR'S IMPRISONMENT	-1/2	-
36-40	5 YEAR'S IMPRISONMENT	-1/2	-
41-50	1 YEAR'S IMPRISONMENT	-1/2	-
51-60	HEAVY FINES, RELEASED ²	±0/5	FRIEND/ENEMY
61-75	FINES, RELEASED ²	±0/5	FRIEND/ENEMY
76-00	ACQUITTED ²	+1/5	FRIEND/ENEMY

¹ The convicted or a relative to the convicted becomes your ENEMY.

² The accused becomes your FRIEND, the plaintiff your ENEMY.

★ YOUR ROLE ★

MAMBO



So, you've come to me for help, have you? I can't help but wonder what kind of help that might be. You probably believe I can strike your enemies down with disease, brew love potions, create zombies or some other nonsense?

What I do is much, much greater. I speak with Papa Gede, with Erzulie, with Carrefour, and they always listen to what I have to say.

You don't know who they are? That's too bad for you.

If you're lacking in respect, maybe I'll have to turn you into a zombie.

I know I just said that was nonsense. Let this be your first lesson: never trust a Mambo!

MAMBO – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 1 FAITH: 2

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Charismatic, Demagogue, Judge of Character, Medicine Man, Mentor, One of Us.
OBSTACLES Arch Nemesis, Bravado, Oppressed, Superstitious, Vengeful, Woman.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
DANCE	15	10	15
ELOQUENCE	10	5	15
EXPERTISE/HERBS	15	5	15
EXPERTISE/LEGENDS	10	10	10
EXPERTISE/MEDICINE	15	10	15
FIRST AID	15	10	15
MUSIC/DRUMS	5	5	5
RELIGION/VOODOO	15	10	15
RELIGIOUS CEREMONIES/MAMBO	15	10	15
RIDE	5	5	5
SURGERY	5	5	10

WEAPONS PACKAGE	BEGINNER (100)	GREENHORN (50)	COMPETENT (250)
ACCURACY/FIGHTING	5	5	10
ACCURACY/THROWING	5	-	10
SPEED/FIGHTING	5	5	10
DEFENSE	5	-	5

REPUTATION	±0/25	±0/10	±0/50
MONEY	\$75	\$50	\$100

EQUIPMENT

BELONGINGS Knife, juju bag, herbs, dried animal parts, cornmeal in a bag (2 lbs), tobacco (1 lb), rum (1 bottle), matches, 10 black candles, meat cleaver.
CLOTHING MOUNT 2 sets of desired clothing.
Mule. Bridle, saddle.

★ MAMBO ★

You don't choose the supernatural; it chooses you. You didn't become a mambo or hougan because it gives you power, but because you felt the calling. You realized it's your fate to protect your family, or another small group you belong to, through your link to the spirit world. It is important to consider how you first experienced your calling. When did you understand you were chosen to serve *the loas* (the voodoo gods)? How did it happen? Did it take a long time for you to come to terms with it, or did it happen overnight? Did it come to you in a dream or did it present itself smack-dab in the middle of your day? Many mambos come to learn their fate when they're near death, such as when they're very sick, or perhaps survived a lynching – then the loa appears and explains their fate.

However you got the calling, it is deeply personal and often linked to events in your life and background. The way you experienced the calling will have great meaning for how you perceive life and your task in it. A mambo who has received the calling after witnessing the Ku Klux Klan murdering their family will likely focus their holy mission on revenge and fighting the white slave owners.

Mambos, or houngans if male, are like priests within the voodoo religion. Voodoo has its roots in African tribal religions and was imported with the slave trade. Slaves tried to keep their religions but through the years, their beliefs and rituals became mixed with Christian mythology and folk superstition. Voodoo is a mixed religion with similarities to both shamanism and Christianity. Just like with shamanism, voodoo practitioners believe in a spirit world with both ancestral spirits and nature spirits – some are good and help people, while others are evil and try to trick them. Sometimes even Christian saints are prayed to; they are considered a sort of spirit, rather than people who lived a particularly virtuous life. An important part of voodoo is to live and act in a way that will inspire the good spirits to help and keep the bad spirits away.

The voodoo religion is intimate and personal. A family or small group of families (such as a village or settlement) must be protected and live according to the spirits' command. You cannot be selfish, but can take care of your family or closest friends. If people outside the group are harmed by a mambo's actions, this matters little. Sometimes, even loas might require the family's enemies to be wiped out.

To perform MIRACLES (BLESS, CHANGE WEATHER, CURSE, EXORCISM, HEAL, and OMENS), you must first succeed with the skill RELIGIOUS CEREMONIES/MAMBO. You will then be aware of the rituals needed for the loas to hear your prayers and lend their power. You may have learned the ceremonies from someone who is already consecrated (another mambo or hougan) or directly from the loas – in dreams or visions. The ceremonies take time, since you must first enter into

a mental state where your mind is clear of everything but the spirits and what you want their help with.

It is not enough to perform the ceremony correctly to achieve a miracle. It requires FAITH, which assumes that the supernatural exists in your campaign. Otherwise, you only achieve an effect of people seeing what they want to see (or you make them believe with tricks).

Loas don't follow your instructions, they make difficult demands. You are expected to show them deference through things like building voodoo temples and leading your group in voodoo rituals and ceremonies. Other important tasks include gaining the respect or scaring away the group's enemies. Loas appreciate when you steal money from oppressors and then donate it – particularly to a cause your enemies don't support. It is your duty to intervene against slavery in any way you can: stopping the slave trade, freeing slaves, and assisting former slaves who need help.

If you are unfaithful, the loas may stop listening to you and instead torment you with nightmares until you mend your ways. You can be punished if you have not performed necessary rituals to give them thanks, or missed a weekly offering to the loas. Even worse would be to not help a member of the group, or act in such a way that someone outside the group benefited at the expense of the group, or ignore signs that you'd been sent. You can regain their trust, but only if you truly regret your actions and genuinely listen and try to put things right.

Should you seriously go off mission, by betraying your group, participate in the slave trade, or kill someone who is not the enemy of the group, the way back is even longer and more difficult. To regain contact with the loas and your own Faith means performing atonement so dangerous that it becomes a focus of an adventure or even the entire campaign.

LIVELIHOOD

You often receive gifts in exchange for your help, but you must not get rich on the backs of the poor – you are expected to donate to those needier than you. However, you can have a good life. With a large contact network, especially among servants, you can learn the secrets of the wealthy families and then trick them out of their money through activities like lifting curses for them to selling them on ideas of pure humbug. Your task is to protect your own. If others lose money, it's not your (or the loas') problem. Many mambos work in the shadows, often having another income, such as a shop that serves as a front for their other services.

REPUTATION

No matter how discreet you try to be, your REPUTATION will spread. When you lead important rituals or fight against slave traders, this gets attention. Curses are also a subject that will always be whispered about.

LIFE PATH EVENTS FOR MAMBOS

1 EXPANSION WEST (PRIOR TO 1861)

The Abolitionists in the North want to abolish slavery, but in the South, the oppression is stronger than ever. The slave owners are prepared to take up arms to keep their property. You may be forced to watch your family members being sold as slaves (potentially after having been abducted). But you can also do something, you can help slaves escape North. The racist violence is never far away, but you have your own methods for protecting your own and avenging injustices.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT
01-10	01-15	FAMILY MEMBER SOLD INTO SLAVERY
11-20	16-20	YOU ARE ABUSED BY YOUR OWNER ¹ P. INJURY
21-25	21-25	DISPLEASE THE LOAS, MAKE ATONEMENT -\$50
26-30	26-30	CONFLICT WITH A BOKOR ² ENEMY: BOKOR
31-40	31-35	CONFLICT WITH RACISTS ² ROLL A CONFLICT
41-50	36-45	YOU CAN GAIN A CONTACT ² CONTACT
51-60	46-55	YOU GAIN A NEW RELATIONSHIP ² RELATIONSHIP
61-70	56-70	HELP SLAVES TO ESCAPE -\$50, REPUTATION +2/5
71-80	71-80	LEAD RELIGIOUS CEREMONY ³ +\$50, REP. +1/5
81-00	81-00	CLIENT SEEKS HELP ²

¹ 1=Branded, 2=Missing an ear, 3=Facial scar, 4-6=Whipped

² See separate table on the following page.

³ 1-3=Funeral, 4=Fête Gede, 5=Loko Davi, 6=Mardi Gras

3 POST WAR (1866-1870)

Following the war, the South is occupied by Northern troops, who gradually return control to the states once they admit their defeat and accept black people's right to vote. The resentment is palpable. Many former Confederate soldiers create racist organizations like the Ku Klux Klan to terrorize black people. The need for help and protection has never been greater. More people than ever ask you for help with gris-gris bags.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT
01-05	01-05	ABUSED BY PLANTATION OWNER ¹ P. INJURY
06-15	06-15	DISPLEASE THE LOAS, MAKE ATONEMENT -\$50
16-20	16-20	CONFLICT WITH A BOKOR ² ENEMY: BOKOR
21-40	21-35	CONFLICT WITH KU KLUX KLAN ² ROLL A CONFLICT
41-50	36-45	YOU CAN GAIN A CONTACT ² CONTACT
51-60	46-55	YOU GAIN A NEW RELATIONSHIP ² RELATIONSHIP
61-65	56-60	HELP THE DISTRESSED -\$50, REPUTATION +2/5
66-70	61-65	YOU CRAFT GRIS-GRIS BAGS +\$50
71-80	66-75	LEAD RELIGIOUS CEREMONY ³ +\$50, REP. +1/5
81-00	76-00	CLIENT SEEKS HELP ²

¹ 1-2=Branded, 3=Blind in one eye, 4=Facial scar, 5-6=Whipped

² See separate table on the following page.

³ 1-3=Funeral, 4-5=Fête de Saint Jean Baptiste, 6=Damballa Wedo

2 CIVIL WAR (1861-1865)

This period is completely dominated by the bloody War Between the States. You can fight the Confederate Army through sabotage, spying, or placing a curse on one of their officers. Slavery is a part of everyday life everywhere the South is in control, but toward the end of the war, the Union Army frees the slaves in the conquered areas. Until then, there are many who need help to escape. During difficult times, your help and that of the loas is needed more than ever.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT
01-05	01-05	FAMILY MEMBER SOLD INTO SLAVERY
06-20	06-20	FIGHT THE CONFEDERATE ARMY ¹ COOL UNDER FIRE +1
21-30	21-30	DISPLEASE THE LOAS, MAKE ATONEMENT -\$50
31-35	31-35	CONFLICT WITH A BOKOR ² ENEMY: BOKOR
36-45	36-40	CONFLICT WITH RACISTS ² ROLL A CONFLICT
46-55	41-50	YOU CAN GAIN A CONTACT ² CONTACT
56-65	51-60	YOU GAIN A NEW RELATIONSHIP ² RELATIONSHIP
66-75	61-75	HELP SLAVES TO ESCAPE -\$50, REPUTATION +2/5
76-85	76-85	LEAD RELIGIOUS CEREMONY ³ +\$50, REP. +1/5
86-00	86-00	CLIENT SEEKS HELP ²

¹ 1-2=Sabotage, 3-4=Spy, 5-6=Curse Confederate Officer

² See separate table on the following page

³ 1-4=Funeral, 5=Fête Gede, 6=Fête de Saint Jean Baptiste

4 THE LONG DEPRESSION (1871-1875)

A railway company in the North goes bankrupt, leading to the country's worst economic decline ever. Many lose their homes. Those who are still employed are often forced to accept lower wages. More people come to you looking for help. As the Northern states give control back to the South, the threat of violence toward black people increases. The fight against racism is anything but over.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT
01-05	01-05	ABUSED BY PLANTATION OWNER ¹ P. INJURY
06-10	06-10	DISPLEASE THE LOAS, MAKE ATONEMENT -\$50
11-20	11-20	CONFLICT WITH A BOKOR ² ENEMY: BOKOR
21-35	21-30	CONFLICT WITH KU KLUX KLAN ² ROLL A CONFLICT
36-45	31-40	YOU CAN GAIN A CONTACT ² CONTACT
46-55	41-50	YOU GAIN A NEW RELATIONSHIP ² RELATIONSHIP
56-65	51-60	HELP THE DISTRESSED -\$50, REPUTATION +2/5
66-70	61-65	YOU CRAFT GRIS-GRIS BAGS +\$50
71-80	66-75	LEAD RELIGIOUS CEREMONY ³ +\$50, REP. +1/5
81-00	76-00	CLIENT SEEKS HELP ²

¹ 1-2=Branded, 3=Blind in one eye, 4=Facial scar, 5-6=Whipped

² See separate table on the following page

³ 1-2=Funeral, 3-4=Fête Gede, 5=Mardi Gras, 6=Ganga Bois

★ MAMBO ★

RELATIONSHIPS

Racists threaten not only you, but those closest to you. A mambo or houngan can be your mentor. Other important relationships are family and people you save.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY LYNCHED BY RACISTS	REPUTATION -1/5
06-15	FAMILY ABDUCTED BY SLAVETRADERS	REPUTATION -1/5
16-25	YOUR SPOUSE GET SICK ¹	REPUTATION -1/5
26-30	SOMEBODY SAVES YOUR LIFE	FRIEND AND DEBT
31-45	YOU ARE ASKED TO BE A GODPARENT	FRIEND OR ENEMY
46-60	YOU CAN GET MARRIED	GAIN A FRIEND
61-75	YOU HAVE CHILDREN	1d6 CHILDREN
76-85	YOU SAVE SOMEBODY'S LIFE	GAIN A FRIEND
86-00	YOU GAIN A MENTOR ²	REPUTATION ±0/10

¹ 1=Smallpox, 2=TBC, 3=Insane, 4=Addicted to morphine, 5-6=Drunkard

² Get +5 PRACTICE in a SKILL, but not above the maximum level at start.

FRIENDS, ENEMIES AND CONTACTS

CONTACTS want payment for their help, but can tell you about their employers or customers. Most FRIENDS and CONTACTS are black, ENEMIES white.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT ¹	
01-05	SOLDIER ²	INDUSTRIALIST ²	MAID	(\$25)
06-15	FARMER ²	POLITICIAN ²	LAUNDRESS	(\$25)
16-25	PROSTITUTE	BUSINESS OWNER ²	NANNY	(\$25)
26-40	MUSICIAN	LANDOWNER ²	COOK	(\$50)
41-60	MAMBO	SLAVE TRADER	DRIVER	(\$50)
61-75	HOUNGAN	BOKOR	SERVANT	(\$50)
76-85	DRIFTER ²	PREACHER	HOUSEKEEPER	(\$75)
86-95	TOWNSPEOPLE ²	LAWMAN	MADAM	(\$100)
96-00	BUSINESS OWNER ²	DOCTOR	BUTLER	(\$125)

¹ Employer: 1-2=Business own, 3-4=Politician, 5=Landown, 6=Industrialist

² Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

CONFLICT WITH A BOKOR

A bokor uses voodoo to harm and enslave others by turning them into zombies. You counteract bokors in every way you can, but you are not always successful.

CONFLICT WITH A BOKOR

D100	EVENT	REP.	RESULT
01-05	BOGOR KILLS YOUR FAMILY	-2/5	-
06-15	FRIEND TURNED INTO ZOMBIE	-1/5	-
16-35	BOGOR MAKES FRIEND SICK ¹	-	SEE FOOTNOTE
36-50	INJURED IN FIGHT WITH A BOGOR	±0/5	ROLL P. INJURY
51-65	BOGOR TRIES TO STEAL BODY ²	-	SEE FOOTNOTE
66-75	SAVE SOMEONE BURIED ALIVE	+1/5	GAIN A FRIEND
76-85	BREAK CONTROL OVER A ZOMBIE	+2/5	GAIN A FRIEND
86-95	YOU KILL A BOGOR	+2/5	COOL UNDER FIRE +1
96-00	YOU LIFT A CURSE	+2/10	FAITH +1

¹ 1-3=Friend dies (REP. -1/5), 4-6=You save your FRIEND (REP. +1/5)

² 1-3=Bokor succeeds (REP. -1/5), 4-6=You thwart theft (REP. +1/5)

CLIENT

Roll the client's occupation according to their SOCIAL BACKGROUND. White people pay twice as much as black people. Continue to the *Client Wants-table* below.

CLIENT

D100	CLIENT	FEES
01-15	BELONG TO YOUR OWN GROUP	\$0
16-30	FARMER ¹	\$20
31-40	LABORER ¹	\$20
41-50	DRIFTER ¹	\$30
51-65	TOWNSPEOPLE ¹	\$40
66-75	BUSINESS OWNER ²	\$50
76-85	POLITICIAN ²	\$60
86-95	LANDOWNER ²	\$80
96-00	INDUSTRIALIST ²	\$100

¹ 1-4=Black, 5-6=White – the fee for white people is doubled.

² 1=Black, 2-6=White – the fee for white people is doubled.

CLIENT WANTS ...

This shows the things people want help with. If they are satisfied (roll d6), you can count on them returning the favor, such as by supplying you with information.

CLIENT WANTS ...

D100	CLIENT WANTS TO ...	REP. ¹	RESULT ¹
01-10	BECOME SUCCESSFUL	+1/5	GIFT +\$75
11-25	CURE DISEASE	+1/5	FAVOR IN RETURN
26-40	DRIVE AWAY EVIL LOADS	+1/5	FAVOR IN RETURN
41-50	GET GOOD LUCK IN GAMBLING	+1/5	GIFT +\$75
51-60	PERFORM ABORTION	-	FAVOR IN RETURN
61-75	GOOD LUCK IN LOVE	+1/5	FAVOR IN RETURN
76-85	LIFT A CURSE	+2/5	GAIN A FRIEND
86-95	PLACE A CURSE	+2/5	FAVOR IN RETURN
96-00	SPEAK WITH THE DEAD	+2/5	FAVOR IN RETURN

¹ 1-2=Client is dissatisfied. You gain REPUTATION -1/5, nothing more.

3-6=Client is satisfied. You gain both the REPUTATION and the RESULT.

CONFLICTS WITH RACISTS/KU KLUX KLAN

Racists are in no short supply. After the war, they get organized in associations such as Ku Klux Klan – making them even more dangerous than previously.

CONFLICTS WITH RACISTS/KU KLUX KLAN

D100	EVENT	REP.	RESULT
01-10	RACISTS KILL ... ¹	-2/5	SEE FOOTNOTE
11-15	YOU SURVIVE A LYNNING	+1/5	ROLL P. INJURY
16-25	YOU KILL A RACIST ²	-1/5	WANTED \$100
26-40	RACISTS SCARE AWAY ... ¹	-1/5	SEE FOOTNOTE
41-55	YOU PROTECT YOUR GROUP	+1/5	GAIN A FRIEND
56-70	VOODOO SCARES RACISTS AWAY	+1/5	+5 FAITH-POINTS
71-85	YOU HELP FORMER SLAVES	+1/5	+10 FAITH-POINTS
86-95	YOU FREE SLAVES	+2/5	FAITH +1
96-00	YOU STOP SLAVE TRADERS	+3/10	FAITH +1

¹ 1=Family member, 2=Friend, 3=Contact, 4-6=Family in your group

² 1=Planter, 2=Politician, 3=Businessman, 4=Townspeople, 5-6=Ruffian

★ YOUR ROLE ★

MEDIUM



There are those who claim to be able to contact the other side, but far from all who claim this gift really have it. The Civil War stole many young lives and the need for comfort and closure is still great. There are many who just want to reassure themselves that their loved ones have found peace, and are not burning in the fires of purgatory. I can convey your messages to your dearly departed on the other side. And there are as many who want to tell their deceased loved ones about how things have gone for the living as those who want to know about life after death. There are a lot of jesters who use cheap tricks to fool people, but I don't deal in such things.

MEDIUM – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Elementary School COOL UNDER FIRE: 0 FAITH: 2

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Artistic, Charismatic, Demagogue, Judge of Character, Mentor, Silvertongue.
OBSTACLES Arch Nemesis, Bleeding Heart, Reckless, Superstitious, Tenderfoot, Woman.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – HIGH SCHOOL (100 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	10	EXPERTISE/PHYSICS	5
EXPERTISE/BIOLOGY	5	LANGUAGE/ELECTIVE	5
EXPERTISE/CHEMISTRY	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	10	RELIGION/CHRISTIANITY	10

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
ACTING	10	5	10
DANCE	-	-	5
DEAL	5	-	10
DRIVE/CARRIAGE	5	5	10
ELOQUENCE	10	5	15
EXPERTISE/LEGENDS	10	-	10
EXPERTISE/OCCULTISM	5	-	5
EXPERTISE/SPiritISM	15	10	15
ORGANIZATION/SPiritISM	10	10	15
PHOTOGRAPHY	10	5	15
RELIGIOUS CEREMONIES/MEDIUM	15	10	15
RIDE	5	5	5
SLEIGHT OF HAND	15	5	15

WEAPONS PACKAGE	TENDERFOOT (100)	GREENHORN (50)	CAPABLE (200)
ACCURACY/REVOLVER	10	5	10
ACCURACY/FIGHTING	-	-	5
SPEED/REVOLVER	-	-	10
DEFENSE	5	5	5

REPUTATION	±0/25	±0/10	±0/50
MONEY	\$75	\$50	\$150

EQUIPMENT

WEAPONS Derringer +20 bullets.
BELONGINGS 5 books (your choice), camera, camera equipment, candles, matches, suitcase.
CLOTHING 2 sets of desired clothing.
MOUNT Quarter Horse. 2-wheeled carriage or bridle and saddle.

Ever since you were little, you've seen strange and inexplicable things, but when you became a teenager, this really accelerated. Knocks, unexplained noises, objects falling to the floor around you. Maybe the first spirit appeared an evening when you were reading the bible. It could have been your grandmother, who had died just a year ago. Her spirit was surrounded by a calm and radiant goodness. Despite the fact that she was dead, you were not afraid. She spoke with you about the endurance of the soul after death, said that purgatory does not exist, and that there is peace in the afterlife. Since that night, you have been one of the chosen ones: a medium, who has the gift of communicating with the spirits of the deceased.

Your abilities as a medium mean that you can feel the presence of those who have died, hear them speak to you, and sometimes even see them. You don't see them as ghosts, however, since they are not doomed to everlasting torture in purgatory – even those who were sinners or suicides, despite what conservative preachers might claim. On the contrary, they have found their peace and want to convey this to the living.

There are mediums who claim to communicate with Native ancestors and nature spirits, or higher beings they call angels. There are fewer, however, who voluntarily seek contact with malicious spirits or what some might call demons. Being a medium has become a calling for you, and you feel as if you are a mouthpiece or conduit, conveying messages between the living and the spirits of the deceased. There are fraudsters pretending to be able to do this, but if you choose this ROLE, you probably believe in your gift. In the chapter *The Supernatural in Core Book II – The Law of the Land*, you can read more about how the rules for the supernatural can work. If you prefer play in a world without supernatural elements, your talent is all about reading people and understanding what they need to hear in order to feel better.

You probably view yourself as being just as pious as Christians. Spiritualists believe the basic Christian tenets rooted in liberal and reformist religious communities. The eternal purgatory is cast aside, instead focusing on God's forgiving nature.

Most who possess this ability are women, which creates conflicts with conventional (male-dominated) societal structures and conservative church communities. The spiritualist movement has evolved into advocating equality, not just in the next life, but this one as well, whether rich or poor, man or woman, colored or white. Spiritualism attracts members from the growing middle class where focus is on current political and moral topics seldom discussed by traditional church societies. It started with slavery and has continued with women's rights, but also more pedestrian moral issues where it feels as if the protestant communities are unreasonable and unyielding. At spiritualist lec-

tures, women speak before men as equals, which has generated the movement many enemies.

The majority of women mediums have discovered that it is easier to get into the finer places and perform séances for the upper classes if they are married. Even if the woman controls the family's business, a husband acting as manager and protector makes for a protective conventional façade. A woman who travels on her own runs the risk of being treated as if she's living in sin.

You encounter many people who have lost someone near and dear, who need comfort and help to find closure. There are those, though, who have their own interests, who want information for the purposes of blackmail, or clues about where lost or hidden objects might be found. Beware of these, for that can become a complex moral path to tread.

LIVELIHOOD

For many mediums, the gift has evolved into a means of supporting themselves. If you wish to do this, you must be prepared to travel to cities large and small, giving speeches about spiritualism, holding séances, and lecturing about trance states, and so on.

If you gain the favor of rich and powerful families, you can make a good deal of money and establish a large circle of influence. To maintain such a life, you must ensure your sponsors don't lose interest. Many successful mediums feel obliged to make their séances more theatrical in order to keep people enthusiastic.

Most mediums prefer a simpler existence. Some travel around the West, venturing along many a dusty road, but still only earning enough to scrape by. Others refuse to take payments for their gift, instead supporting themselves with other means. Whatever you choose, you may have to compete against other mediums, or charlatans, who wish to take your place.

REPUTATION

If you devote your life to spiritualism, you will quickly become the talk of the town. The local newspaper will write sensational articles about you. According to some, you are an angel, others claim you're the devil's helper. If you demonstrate spectacular talents bordering on the theatrical, you will gain a reputation beyond the nation's borders. You will be questioned, however, and likely subjected to less than scientific tests.

Spiritualism has become a force to reckon with, prompting rumors that powerful men – even some of the nation's presidents – have turned to mediums for advice. The potential to have such influence means that successful mediums often have a trail of sponsors and adventurers who all want to give the appearance of being their only true friend, basking in their glory.

Many mediums live a more toned-down life in their own hometowns with fewer speeches and séances. They are happy to remain simply a local celebrity.

LIFE PATH EVENTS FOR MEDIUMS

1 EXPANSION WEST (PRIOR TO 1861)

In 1858, gold is found at Pike's Peak, near Denver, Colorado, enticing many adventurers to go there. Spiritualism spreads rapidly and gains a lot of attention, not least among those interested in science, who are intrigued by the physical manifestations that seem to prove the existence of spirits. Spiritualism has strong ties to several reformation movements. The abolition of slavery is high on their list of priorities. Many are helping slaves to escape north, away from bondage.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT
01-10	01-05	ACCUSED OF BEING A FRAUD -\$100, REP. -2/5
11-15	06-10	PRIEST WORKS AGAINST YOU REP. -2/5, ENEMY
16-20	11-15	EXPOSE A FRAUDSTER REPUTATION +1/5, ENEMY
21-30	16-25	YOU CAN GAIN A CONTACT ¹ CONTACT
31-40	26-35	YOU GAIN A NEW RELATIONSHIP ¹ RELATIONSHIP
41-45	36-40	OFFERED MEMBERSHIP IN ... ² FRIEND OR ENEMY
46-50	41-50	HELP SLAVES ESCAPE/TURN IN FUGITIVE FRIEND/ENEMY
51-55	51-55	GOLD RUSH IN COLORADO ³ +\$75
56-75	56-75	GIVE SPEECH BEFORE AUDIENCE ¹ +\$100
76-00	76-00	YOU LEAD A SÉANCE ¹ +10 FAITH-POINTS

¹ See separate table on the following page.

² 1-3=Abolitionists, 4=Suffragettes, 5-6=Teetotalers

³ 1=Artist, 2-3=Séances, 4-5=Trance lectures, 6=Find gold

3 POST WAR (1866-1870)

Following the war, the South is occupied by Northern troops, who gradually relinquish control to the states. Many died in the war, meaning there are just as many still-living loved ones who need help from mediums to find closure – though many desperate and grieving relatives of those too soon departed are fooled by fraudsters. It is possible to take the train across the entire continent, and the country's economy is strong.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT
01-05	01-05	ACCUSED OF BEING A FRAUD -\$100, REP. -2/5
06-10	06-15	PRIEST WORKS AGAINST YOU REP. -2/5, ENEMY
11-20	16-25	EXPOSE A FRAUDSTER REPUTATION +1/5, ENEMY
21-25	26-30	YOU CAN GAIN A CONTACT ¹ CONTACT
26-35	31-40	YOU GAIN A NEW RELATIONSHIP ¹ RELATIONSHIP
36-45	41-50	OFFERED MEMBERSHIP IN ... ² FRIEND OR ENEMY
46-55	51-55	YOU GAIN A FOLLOWER
56-60	56-60	PUBLISHED IN NEWSPAPER ³ +\$50, REP. +1/5
61-80	61-80	GIVE SPEECH BEFORE AUDIENCE ¹ +\$100
81-00	81-00	YOU LEAD A SÉANCE ¹ +10 FAITH-POINTS

¹ See separate table on the following page.

² 1=Teetotalers, 2-3=Suffragettes, 4-6=Spiritualists

³ 1-2=Mind and Matter, 3-4=Spiritual Telegraph, 5-6=Banner of Light

2 CIVIL WAR (1861-1865)

The conflicts surrounding slavery lead to the long and bloody war between the states. Many spiritualists are among the first volunteers to join the Northern army. Women cannot be soldiers, unless they disguise themselves as men, or take missions as spies, smugglers or nurses. The need for contact with dead loved ones is greater than ever, but this also means there are more fraudsters claiming to have the gift. You may be one of those accused of being a fraud, unjust as it may be.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT
01-05	01-05	ACCUSED OF BEING A FRAUD -\$100, REP. -2/5
06-15	-	DRAFTED INTO THE ARMY ¹ COOL UNDER FIRE +1
16-25	06-10 ²	ENLISTED IN THE ARMY ¹ COOL UNDER FIRE +1
26-30	11-20	PRIEST WORKS AGAINST YOU REP. -2/5, ENEMY
31-40	21-30	YOU CAN GAIN A CONTACT ¹ CONTACT
41-50	31-40	YOU GAIN A NEW RELATIONSHIP ¹ RELATIONSHIP
51-55	41-45	OFFERED MEMBERSHIP IN ... ³ FRIEND OR ENEMY
56-60	46-60	HELP SLAVES ESCAPE/TURN IN FUGITIVE FRIEND/ENEMY
61-80	61-80	GIVE SPEECH BEFORE AUDIENCE ¹ +\$100
81-00	81-00	YOU LEAD A SÉANCE ¹ +10 FAITH-POINTS

¹ See separate table on the following page.

² Women can volunteer as spies, smugglers or nurses.

³ 1-3=Abolitionists, 4=Suffragettes, 5-6=Spiritualists

4 THE LONG DEPRESSION (1871-1875)

The Northern Pacific goes bankrupt, leading to the country's worst economic decline ever. Spiritualism has gained a negative reputation due to all the swindlers, and many men of science spend their time revealing the frauds. Someone may have gotten the idea that you are a con artist and is constantly trying to expose your tricks. The Indian Wars rage on across the prairie and gold has been found in the Black Hills.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT
01-10	01-10	ACCUSED OF BEING A FRAUD -\$100, REP. -2/5
11-20	11-20	SCIENTIST WANTS TO EXPOSE YOU ENEMY
21-25	21-25	EXPOSE A FRAUDSTER REPUTATION +1/5, ENEMY
26-30	26-30	YOU CAN GAIN A CONTACT ¹ CONTACT
31-40	31-40	YOU GAIN A NEW RELATIONSHIP ¹ RELATIONSHIP
41-50	41-50	OFFERED MEMBERSHIP IN ... ² FRIEND OR ENEMY
51-55	51-55	YOU GAIN AN ADMIRER
56-60	56-65	PUBLISHED IN NEWSPAPER ³ +\$50, REP. +1/5
61-80	66-80	GIVE SPEECH BEFORE AUDIENCE ¹ +\$100
81-00	81-00	YOU LEAD A SÉANCE ¹ +10 FAITH-POINTS

¹ See separate table on the following page.

² 1-2=Spiritualists, 3-5=Suffragettes, 6=Theosophical Society

³ 1-2=Mind and Matter, 3-4=Spiritual Telegraph, 5-6=Banner of Light

★ MEDIUM ★

RELATIONSHIPS

Many mediums get married, once or multiple times – the latter particularly if their first spouse tried to take advantage of their talents for their own gain.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY KILLED BY OUTLAW	REPUTATION ±0/5
06-10	FAMILY MEMBER KILLED IN ACCIDENT	REPUTATION ±0/5
11-15	YOUR SPOUSE BECOMES ILL ¹	SEE FOOTNOTE
16-30	YOUR SPOUSE IS UNFAITHFUL ²	GAIN AN ENEMY
31-40	PARTNER USES YOUR TALENT FOR PROFIT	-\$75
41-50	RELATIVE USES YOUR TALENT FOR PROFIT	-\$75
51-60	ENVIOUS RIVAL BADMOUTHS YOU	REPUTATION -2/5
61-85	YOU CAN GET MARRIED	GAIN A FRIEND
86-00	YOU HAVE CHILDREN	1d6 CHILDREN

¹ 1=Smallpox, 2=TBC, 3=Insanity, 4=Addict (morphine), 5-6=Drunkard

² 1-2=Divorce, 3=Separation, 4-5=Scandal (Rep. -2/5), 6=Unchanged

FRIENDS, ENEMIES AND CONTACTS

Your FRIENDS help you if they can, but CONTACTS want payment – in which case you can hire them again. If you get a MANAGER, you can double your fees.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	DRIFTER ¹	OFFICER ¹	DRIVER	(\$50)
06-15	TOWNSPEOPLE ¹	INDUSTRIALIST ¹	MUSICIAN	(\$50)
16-25	REPORTER	LANDOWNER ¹	ACTOR	(\$50)
26-40	WRITER	MEDIUM	SWINDLER	(\$75)
41-60	MEDIUM	PREACHER	MEDIUM	(\$75)
61-75	BUSINESS OWNER ¹	SCIENTIST	REPORTER	(\$100)
76-85	LAWYER	POLITICIAN ¹	BANKER	(\$125)
86-95	DOCTOR	PUBLICIST	MANAGER ²	(\$150)
96-00	PUBLICIST	REPORTER	PUBLICIST	(\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² When you lead séances or hold speeches, your fee is doubled.

THE CIVIL WAR

Even if you fought for a good cause, you don't want another person's blood on your hands. Your lectures may have been a welcome respite between battles.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	YOU KILL AN ENEMY SOLDIER ¹	-1/5	GAIN AN ENEMY
11-25	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
26-35	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
36-50	IN PRISON CAMP	±0/5	ROLL P. INJURY
51-70	GIVE SPEECH TO SOLDIERS	+1/5	GAIN A CONTACT
71-80	SÉANCE WITH OFFICERS	+1/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
96-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Private

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

YOU LEAD A SÉANCE

Roll here for your fees, which will depend on who wants your help and which spirit they wish to contact (see footnote). Then continue to GOAL OF THE SÉANCE.

YOU LEAD A SÉANCE

D100	PERSON WHO WANTS TO CONTACT ... ¹	FEES
01-05	FARMER ²	\$25
06-10	LABORER ²	\$25
11-15	DRIFTER ²	\$50
16-30	TOWNSPEOPLE ²	\$50
31-50	BUSINESS OWNER ²	\$75
51-60	OFFICER ²	\$75
61-75	POLITICIAN ²	\$100
76-90	LANDOWNER ²	\$100
91-00	INDUSTRIALIST ²	\$150

¹ 1=Colleague, 2=Relative, 3=Son, 4=Daughter, 5=Friend, 6=Spouse

² Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

THE GOAL OF THE SÉANCE

This is what people want help with. If you succeed (roll a d6), use the REPUTATION and RESULTS columns to see what donations and followers you get.

THE GOAL OF THE SÉANCE

D100	GOAL	REP. ¹	RESULT ¹
01-10	EXPLANATION FROM A SPIRIT	±0/5	GAIN FOLLOWER
11-25	FORGIVENESS FROM A SPIRIT	±0/5	GAIN FOLLOWER
26-35	ADVICE FROM A SPIRIT	±0/5	GAIN FOLLOWER
36-40	SOLVE A MURDER	+2/5	GAIN AN ENEMY
41-55	GIVE A RESTLESS SPIRIT PEACE	+1/5	GAIN A FRIEND
56-65	FIND A BODY FOR FUNERAL	+1/5	DONATION +\$50
66-75	FIND IMPORTANT DOCUMENT	+1/5	DONATION +\$50
76-90	PERMISSION TO MOVE ON	+1/5	DONATION +\$75
91-00	KNOWLEDGE OF THE AFTERLIFE	+2/5	DONATION +\$100

¹ 1-2=You don't succeed. You gain REPUTATION -1/5, nothing else.

3-6=You succeed. Gain REP. and RESULT according to the table.

GIVE SPEECH BEFORE AUDIENCE

When you have a larger audience for lectures or séances, it can lead to anything from protests and accusations to successes and book contracts.

GIVE SPEECH BEFORE AUDIENCE

D100	EVENT	REP.	RESULT
01-10	ACCUSED OF DEMON WORSHIP	-2/5	ENEMY - PREACHER
11-20	ARRESTED FOR FRAUD	-2/5	FINED -\$50
21-30	DEMONSTRATIONS	-1/5	-
31-45	ARTICLE IN THE LOCAL PRESS ¹	-	SEE FOOTNOTE
46-60	YOU GAIN FOLLOWERS	±0/5	1d6 FOLLOWER
61-70	YOU GAIN A FINANCIER ²	±0/5	TALENT FINANCIER
71-80	POPULAR TOUR IN THE WEST	+1/5	+10 FAITH-POINTS
81-90	YOU ARE A GREAT SUCCESS	+2/10	+15 FAITH-POINTS
91-00	WRITE A BOOK, GO ON TOUR	+2/10	FAITH +1

¹ 1-3=Negative article (Rep. -1/5), 4-6=Positive article (Rep. +1/5)

² 1-2=Business owner, 3-4=Politician, 5=Landowner, 6=Industrialist

★ YOUR ROLE ★

PINKERTON AGENT



Infiltration is one of the hardest jobs there is. First, you have to win people's confidence, and then get them to trust someone they definitely shouldn't. But that's not enough. It's also vital to know when you're better off just leaving as quickly as you can. Your life hangs in a delicate balance if you begin to also rely on those you've infiltrated.

For two months, I had a work as a nanny – the perfect cover. You become almost invisible. Until Lithgow got a little bit too interested.

First, I played along, told him I'd meet him in the stable. When he started asking questions, I shot him in the throat and got out of there before his gang figured out what had happened.

PINKERTON AGENT – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Elementary School COOL UNDER FIRE: 2 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Bloodhound, Detective, Dilettante, Eagle Eye, Hard to Impress, I am the Law.
OBSTACLES Arch Nemesis, Blunt, Code of Honor, Incorruptible, Subordinate, Vengeful.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
DISGUISE	5	5	5
EXPERTISE/UNDERWORLD	10	5	15
HIDE/SEEK	5	5	10
INFILTRATE	10	10	15
LAW/CIVIL	5	5	10
LOCK PICKING	5	5	10
RIDE	5	5	10
SCOUT	10	5	10
STALK	10	10	10
STEALTH	5	5	10
TRACK	10	5	10

WEAPONS PACKAGE	SKILLED (300)	BEGINNER (100)	PREPARED (400)
ACCURACY/REVOLVER	10	5	15
ACCURACY/RIFLE	10	5	10
ACCURACY/FIGHTING	5	-	5
SPEED/REVOLVER	10	5	10
SPEED/RIFLE	5	-	5
SPEED/FIGHTING	-	-	5
DEFENSE	5	5	5

REPUTATION	-2/20	-1/10	-5/40
MONEY	\$100	\$75	\$200

EQUIPMENT

WEAPONS Revolver +40 bullets. Rifle +20 bullets. Knife. two holsters.
BELONGINGS Pocket watch, notebook, razor or hairbrush, mirror, handcuffs.
CLOTHING 2 sets of desired clothing.
 MOUNT Quarter Horse. Bridle, saddle, saddlebags, scabbard.

★ PINKERTON AGENT ★

You are a private detective, someone who takes care of and investigates the crimes where the regular lawmen have already given up – or never had the ability to invest as many resources as the case requires. When desperados range across state and territory borders after they commit their crimes, regular law enforcement's hands are tied – they aren't allowed to chase criminals outside their own jurisdictions.

That's when the railway and stagecoach companies who have been robbed one time too many hire people like you. A Pinkerton is a lawman for sale to the company that pays best. If you are an old-school Pinkerton detective, you may have higher ideals, and view your job as a vital cog in the machine of law and order, ensuring the bad guys are put away. Without you, dangerous criminals would run free, stealing and murdering innocent people. In recent years, however, a whole new branch of the organization has developed. A guard force hired to put insubordinate workers in their place and ensure they don't ask for too much, or for that matter, ask for anything at all.

The detective agency with its steady, watchful eye plays a huge part in the hunt for thieves and outlaw gangs. Robert Pinkerton, son of the agency's founder, has spent years chasing Jesse James and his gang. That hunt has become a personal vendetta. Many agents have been killed by the James gang. Last year, the Pinkertons threw a firebomb into the James brothers' childhood home. The bomb blew the arm off the brothers' mother and killed their younger half-brother.

The Pinkerton detective agency was founded in 1850 in Chicago, the heart of the industrialized USA. During the Civil War, the agency functioned as a kind of intelligence service for the Union. Now it is a law enforcement branch of the country's most powerful economic interests: the railway companies and east-coast banks. It is in the capacity of agents for the railway companies and banks that the Pinkertons are chasing the James gang and other outlaws. When the regular law enforcement lacks the resources, the agency, has an entire network of offices that communicate via telegraph. They sometimes receive payment from the railway companies and banks to pay for up to 100 agents to chase down a single gang of thieves.

Unlike lawmen who are often self-taught, Pinkerton agents can avail themselves of "modern" espionage techniques. The founder, Allan Pinkerton, invented the *Rogues' Gallery* with cards containing a number of facts about the criminal: height, weight, hair and skin color, age, modus operandi, etc. If possible, a photograph was also included. Cooperation between different criminals, hiding places, friends, family, and other bits of information were also included, and made it possible to perform effective reconnaissance.

In the 1870s, the agency starts to take on the growing Unions. Agents hire and protect non-organized

labor that work during strikes. Strikebreakers still suffer hatred and abuse from those on strike. Agents also track members in the Unions, searching for compromising information about them. At times, the agency is even suspected of planting false evidence on organized workers – in order to get them convicted for crimes they have not committed. The stance Pinkerton has taken concerning the Unions is often an effective way to create moral dilemmas for the characters to navigate.

Pinkerton prefers to hire Yankees and people from states east of the Mississippi, rather than Southerners. Women are considered good agents. Black people's first assignment is often to infiltrate black outlaws. If they prove themselves capable they can get hired.

Being a Pinkerton Agent is a full time assignment, well suited for adventurers where all players work for the agency. One agent could also work with (or hire) the other player characters in order to solve a certain case. Another possibility is to let an Agent infiltrate the outlaw gang the other player characters belong to. That will of course place a giant conflict at the center of your campaign, just waiting blow up at some point.

You can use this ROLE to create private detectives of other kinds too, not only Pinkertons. You could choose to be a lone wolf usually getting easier assignments such as exposing cheating spouses or finding missing persons. Then you are free to explore any interesting leads coming your way, without having to follow orders or subject yourself to company policies. Most of the classic detective stories begin as something that appears both easy and almost innocent, escalating into something more dark and sinister. Such stories work well with a freelance detective. Private sleuths are more often found in larger cities, rather than villages and towns on the countryside. There are just not enough people to feed a detective when you leave the big cities, there are not enough clients to choose from.

LIVELIHOOD

All Agents get a monthly salary – \$125 when you are new, \$175 for more experienced agents. You also get all expenses paid, such as travelling, guns, bribes and other necessities. Agents work independently with a mission, such as arresting a gang or track a killer. Every local office has a boss to coordinate their work, but the agents are free enough to be out in the field for months at times without having to report, if need be.

REPUTATION

Southerners hate you, and many laborers grow suspicious if you tell them what you work with. Your position is stronger up north and out in the West. Your personal HONOR is primarily linked to your own actions in the field and in courts. It is never a good thing when the bodies pile up, or if you are said to frame workers with lies and by planting false evidence.

LIFE PATH EVENTS FOR PINKERTONS

1 EXPANSION WEST (PRIOR TO 1861)

Allan Pinkerton creates his agency in 1850. At the beginning, he focuses on investigating counterfeit money and robberies. In order to see justice done and criminals brought to court, bounties become an important tool used by the law as well as victims of crimes. When gold is found at Pike's Peak, Colorado, in 1858 a new gold rush entice fortune-seekers to go there. Most of them try to find gold, while others prefer to rob the prospectors of their hard earned nuggets.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-05	YOU KILL SOMEONE	WANTED FOR \$100, ENEMY
06-10	06-10	YOU ARE ROBBED	-\$100
11-20	11-20	SHADY OPPORTUNITY ¹	+\$100, REPUTATION -2/5
21-25	21-25	YOU GAIN A FOLLOWER	
26-35	26-40	YOU CAN GAIN A CONTACT ²	CONTACT
36-50	41-55	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
51-60	56-65	GOLD RUSH IN COLORADO ³	+\$100
61-70	66-70	YOU WORK AS A LAWMAN	+\$100, REP. +2/5
71-80	71-80	YOU EXECUTE AN ASSIGNMENT ²	
81-00	81-00	YOU FIGHT CRIME ²	+\$75, +10 COMBAT POINTS

1 1=Desperado, 2=Smuggler, 3-4=Conman, 5-6=Rustler

2 See separate table on the following page.

3 1=Desperado, 2-3=Bounty hunter, 4=Guard, 5=Lawman, 6=Find gold

3 POST WAR (1866-1870)

Northern troops seize control of the South after the war, restoring it to the states as they admit their defeat and accept black people's right to vote. Many former rebel soldiers band together as outlaws. They rob banks, shipments and trains in the north, or belonging to yankees. These companies often turn to Pinkerton's when they seek justice. You can take the train across the entire continent. The country's economy is strong.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-10	01-10	PINKERTON AGENT KILLED BY... ¹	REP. -1/5
11-20	11-15	YOU KILL OUTLAW'S RELATIVE	REP. -3/5, ENEMY
21-30	16-25	YOU CAN GET DIRTY MONEY	+\$100, REP. -1/5
31-35	26-30	YOU GET AN ASSIGNMENT ABROAD ²	CONTACT
36-45	31-45	YOU CAN GAIN A CONTACT ³	CONTACT
46-55	46-55	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
56-60	56-60	YOU EXPOSE RIGGED RACES	REP. +1/5
61-65	61-65	YOU TAKE DOWN THE RENO GANG	REP. +1/10
66-75	66-75	YOU EXECUTE AN ASSIGNMENT ³	
76-00	76-00	YOU FIGHT CRIME ³	+\$75, +10 COMBAT POINTS

1 1=Gunslinger, 2-4=Desperado, 5=Rebel guerilla, 6=Conman

2 1=Central America, 2-3=Europe, 4=Cuba, 5=Mexico, 6=Canada

3 See separate table on the following page.

2 CIVIL WAR (1861-1865)

The Civil War dominates this period. Since women are not allowed in the army, they cannot be drafted. Spies on the other hand is in high demand, and women prove to be successful at it. Pinkerton's Detective Agency work so close to the Union they are more or less viewed as the nation's Intelligence Department. It gives the Pinkerton Agents a very strong position in the north, but when they are down south they have to hide behind a more innocent cover.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-10	01-10	PINKERTON AGENT KILLED BY... ¹	REP. -1/5
11-20	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
21-25	11-15	YOU JOIN A GUERRILLA FORCE ²	COOL UNDER FIRE +1
26-35	16-25 ³	ENLISTED IN THE ARMY ²	COOL UNDER FIRE +1
36-40	26-35	YOU GAIN A FOLLOWER	
41-55	36-55	YOU CAN GAIN A CONTACT ²	CONTACT
56-70	56-70	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
71-75	71-75	ARREST WANTED PERSON	+\$50, REP. +2/5
76-85	76-85	YOU EXECUTE AN ASSIGNMENT ²	
86-00	86-00	YOU FIGHT CRIME ²	+\$75, +10 COMBAT POINTS

1 1-2=Rebel guerilla, 3-4=Southerner, 5=Desperado, 6=Conman

2 See separate table on the following page. Guerilla also roll CIVIL WAR.

3 Women can volunteer as spies, smugglers or nurses.

4 THE LONG DEPRESSION (1871-1875)

The railroad company Northern Pacific goes bankrupt, before finishing the northern line across the continent. The market crashes, countless companies fail and the country falls into a deep depression. Honest people have a hard time finding work, while banks seize farms and businesses. Pinkerton agents are hired to infiltrate and sabotage Unions. The Spanish government acquire Pinkerton agents to crush a revolt on Cuba.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-05	PINKERTON AGENT KILLED BY... ¹	REP. -1/5
06-15	06-10	YOU KILL OUTLAW'S RELATIVE	REP. -3/5, ENEMY
16-30	11-25	YOU CAN SABOTAGE UNION WORK ²	REP. -2/5
31-35	26-30	YOU GET AN ASSIGNMENT ON CUBA	CONTACT
36-40	31-35	YOU GOT AN UNPAID DEBT	PAY \$100 OR ENEMY
41-50	36-50	YOU CAN GAIN A CONTACT ³	CONTACT
51-60	51-60	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
61-65	61-65	YOU HUNT THE JAMES-YOUNGER GANG	REP. +1/10
66-75	66-75	YOU EXECUTE AN ASSIGNMENT ³	
76-00	76-00	YOU FIGHT CRIME ³	+\$75, +10 COMBAT POINTS

1 1=Gunslinger, 2-4=Desperado, 5=Conman, 6=Rustler

2 1=Infiltration, 2-3=Intimidation, 4=Plant evidence, 5-6=Protect scab

3 See separate table on the following page.

★ PINKERTON AGENT ★

RELATIONSHIPS

Many treasure the people closest to them above more mundane things like work. It is just as true, no matter if it is a blood relative, friend or the love of your life.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY KILLED BY OUTLAWS	REPUTATION ±0/5
11-15	FAMILY TORTURED BY OUTLAWS	REPUTATION -1/5
16-25	FRIEND KILLED BY OUTLAWS	REPUTATION ±0/5
26-35	YOUR SPOUSE LEAVES YOU	REPUTATION -1/5
36-50	YOU CAN FRAME AN INNOCENT... ¹	+\$100 AND ENEMY
51-60	PINKERTON AGENT SAVES YOUR LIFE	YOU ARE INDEBTED
61-75	YOU CAN GET MARRIED	GAIN A FRIEND
76-90	YOU HAVE CHILDREN	1b6 CHILDREN
91-00	YOU SAVE THE LIFE OF A ... ²	GAIN A FRIEND

¹ 1=Desperado, 2-3=Drifter, 4-5=Laborer, 6=Farmer

² 1=Desperado, 2-3=Agent, 4=Business owner, 5=Politician, 6=Industrialist

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	DRIFTER ¹	GUNSLINGER	BARTENDER	(\$25)
06-15	TOWNSPEOPLE ¹	BOUNTY HUNTER	PROSTITUTE	(\$25)
16-25	BUSINESS OWNER ¹	LAWMAN	OFFICER ¹	(\$50)
26-40	PROSTITUTE	GUERRILLA LEADER	GUARD	(\$50)
41-60	PINKERTON	DESPERADO	LAWMAN	(\$75)
61-75	LAWMAN	UNION LEADER	BROTHEL OWNER	(\$100)
76-85	BOUNTY HUNTER	RUSTLER	SALOON KEEPER	(\$100)
86-95	LAWYER	AGITATOR	BOUNTY HUNTER	(\$150)
96-00	JUDGE	CONMAN	DESPERADO ²	(\$200)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² Can rat on their band members or CONTACTS if you pay them for it.

THE CIVIL WAR

War brings chaos and misery, but some also gain friends or rewards for bravery. Spies are active behind enemy lines, with sabotage and gathering intelligence.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
11-25	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
26-35	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
36-50	CAPTURED/IN PRISON CAMP	±0/5	ROLL P. INJURY
51-70	YOU SERVE AS A SPY	+1/5	GAIN A CONTACT
71-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
96-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Private

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

YOU FIGHT CRIME

Roll here for the crime, the REP and MOD you get. Some outlaws may offer a bribe to go free. If you accept, take the money instead of rolling for OUTCOME in the table below.

YOU FIGHT CRIME

D100	OUTLAW	REP ¹	MOD.	BRIBE
01-10	BURGLAR	±0/5	+15	\$100
11-15	CONMAN	±0/5	+10	\$125
16-25	HORSETHIEF	±0/5	+5	\$150
26-35	RUSTLERS	±0/10	±0	\$200
36-50	STAGECOACH ROBBERS	±0/10	±0	\$250
51-60	POST OFFICE ROBBERS	±0/10	±0	-
61-75	TRAINROBBER	±0/15	-5	-
76-90	BANKROBBER	±0/15	-10	-
91-00	MURDERERS	±0/15	-15	-

¹ For every opponent killed, change your REPUTATION -2/5

and for every outlaw arrested, change your REPUTATION +2/5.

OUTCOME – YOU FIGHT CRIME

Once you have located the outlaws, they might not surrender without a fight. If you kill anybody, a relative to the dead will view you as an ENEMY.

OUTCOME – YOU FIGHT CRIME

D100	OUTCOME	DEAD ¹	RESULT
01-10	YOU NEVER FIND THE OUTLAWS	-	REPUTATION -3/5
11-15	YOU KILL AN INNOCENT	4/1	REP. -3/5
16-25	FIGHT ² , YOU HAVE TO RETIRE	3/1	REPUTATION -1/5
26-40	OUTLAWS ESCAPE AFTER FIGHT ²	2/2	GAIN AN ENEMY
41-55	FIGHT ² , SURVIVORS SURRENDER	2/3	GAIN AN ENEMY
56-65	CHAOTIC FIGHT, BLOOD BATH	2/4	GAIN AN ENEMY
66-75	MASSACRE ON THE OUTLAWS	0/5	GAIN AN ENEMY
76-90	1 OUTLAW DIES, 1 SURRENDERS	0/1	GAIN AN ENEMY
91-00	10 OUTLAWS SURRENDER	-	BONUS \$100

¹ Own/Opponent.

² You also get a PERMANENT INJURY.

YOU EXECUTE AN ASSIGNMENT

The agency can give you an assortment of assignments they would rather not mention in front of any real lawmen, such as assassinations or intimidation.

YOU EXECUTE AN ASSIGNMENT

D100	ASSIGNMENT	REP.	RESULT
01-10	POWERFUL ¹ WANT TO HIDE CRIME	-	\$500 OR ENEMY
11-20	YOU CAN ASSASSINATE... ²	-3/5	BONUS \$200
21-30	GUARD FOR MINING COMPANY	-1/5	BONUS \$50
31-45	GUARD FOR RAILROAD CO.	-1/5	BONUS \$50
46-55	YOU CAN SCARE AWAY... ²	-1/5	BONUS \$75
56-70	GUARD FOR VALUABLE SHIPMENT	±0/5	BONUS \$75
71-80	BODYGUARD A... ¹	±0/5	BONUS \$100
81-90	FIND ABDUCTED PERSON ¹	+1/10	BONUS \$100
91-00	INFILTRATE OUTLAW GANG	+1/10	BONUS \$100

¹ 1-2=Industrialist, 3=Landown, 4=Officer, 5=Politician, 6=Business own

² 1-2=Settler, 3-4=Union leader, 5=Prospector, 6=Grange leader

★ YOUR ROLE ★

PREACHER

Sinner, repent! The one that denies the Lord shall face his wrath on the last day! Hellfire shall engulf the ungodly on Judgement Day and they shall suffer eternally.

Don't let this happen to you. It's not too late, you can yet return to the right faith and the narrow path. Renounce the influence of Satan and potent potables! Don't fight the Lord, don't renounce his gifts! Let Jesus Christ, the son of God, into your life. Let Him redeem you!

Heavenly Father, reach out your hand in this time of trials and lead me unto the right way. Let me feel Your strength and become a tool of Your righteousness.

PREACHER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Elementary School COOL UNDER FIRE: 0 FAITH: 2

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Charismatic, Demagogue, Dilettante, Diplomat, Judge of Character, Silver tongued.
OBSTACLES Bleeding Heart, Code of Honor, Fanatic, Honest, Pacifist, Superstitious.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – BIBLE SCHOOL (100 POINTS)

ARITHMETIC	10	MUSIC/ORGAN	5
CRAFT/ELECTIVE	5	READ/WRITE	10
ETIQUETTE	10	RELIGION/CHRISTIANITY	15
EXPERTISE/HISTORY	5		

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
ART/AUTHORSHIP	10	5	15
CRAFT/CARPENTRY	10	10	15
CRAFT/ELECTIVE	10	5	10
DRIVE/CARRIAGE	10	5	15
ELOQUENCE	10	10	15
EXPERTISE/MEDICINE	5	5	10
EXPERTISE/PEDAGOGICS	10	5	15
FIRST AID	10	5	10
LANGUAGE/ELECTIVE	10	5	10
LANGUAGE/LATIN	10	5	10
MUSIC/SINGING	10	5	10
RELIGIOUS CEREMONIES/PREACHER	15	10	15
RIDE	5	5	10
SCOUT	10	5	10

WEAPONS PACKAGE	GREENHORN (50)	NONE	TENDERFOOT (100)
ACCURACY/REVOLVER	5	-	10
DEFENSE	5	-	5

REPUTATION	+2/25	+1/10	+5/50
MONEY	\$50	\$25	\$75

EQUIPMENT

WEAPONS Revolver +20 bullets.
BELONGINGS Cutlery, bible, handmade pocket watch, blanket, coffeepot, crucifix, razor, mirror, frying pan, tin mug, tin plate, matches, water canteen.
CLOTHING MOUNT One set of clothing fit for a priest and one set of desired clothing. Quarter Horse. Bridle, saddle, saddlebags.

If you decide to play this ROLE, it is probably not because your character choose to dedicate his life to God, He chose you. It was a calling too strong to resist, the strongest experience you have ever had. Many preachers have begun their religious profession after a revelation, when a saint showed themselves to them and commanded them to spread the word of God. That at least is how they see it, no matter if you let God exist or not in the game setting (read more in *The Law of the Land* in the chapter THE SUPERNATURAL). A preacher without real faith may use the ROLE to get the right SKILLS, but are then more of a conman.

You don't have to have wandered down the straight and narrow all your life, or been seeking God in all you have done. If you've been leading a sinful life, you have often experienced your calling even stronger, maybe dreaming of angels, saints or Jesus himself, who has exhorted you to abandon your old life and become a preacher. You are then more likely to dedicate special care and energy towards fighting exactly the kind of sinful behavior that you yourself engaged in during your past life (like gambling, alcohol or crime).

There's an enormous amount of Christian communities in the USA, with different orientations. They have common denominators, however, and there are certain shared beliefs, no matter if one is a Methodist, a Baptist or a Catholic. All priests have got the *Bible* as their starting point for their religion – even though you don't have to be fundamentalist to become a priest. Aside from *Genesis* and maxims of faith, the *Bible* also contains much wisdom and may be used as guidance in everyday life. This is one of the reasons that it is important for priests to preach: The words of the *Bible* (in combination with your own eloquence) have the power to comfort or even convert just by hearing them. If your PC is a priest or a preacher you may bring a *Bible* to the gaming session, to find appropriate passages to cite when fitting the situation.

Another feature that priests no matter the denomination has got in common is the concept that Christianity is open form everyone and anyone, and it's important that as many as possible will be reached by the words of God and converted to the right faith. To travel the world to convert and save others is called to *missionize*, something that many itinerant preachers of the American West devote themselves to. Large parts of the West aren't only lawless, but also godless. People live in immorality, sin and squalor when there's no church and not even a priest that can lead them to the right path. An important mission for preachers is therefore to bring the word of God and the Christian gospel to even the most distant communities, to save their inhabitants from a life in sin. This is something you can do by organizing divine service, collect money to build churches and schools, or protest phenomena like gambling dens, opium smoking and prostitution.

To perform MIRACLES (BLESS, CHARISMA, EXORCISM, HEAL and OMENS) you must succeed with RELIGIOUS CEREMONIES. You may have to perform a divine service (LITURGY), do a sermon, lead a congregation in prayer, and maybe also offer communion, perform marriages, baptisms (not uncommonly by invoking the miracle BLESS) and funerals. FASTING means that you submit yourself to agonies and hardships to purify yourself and induce the right state of mind. In the center of all ceremonies is prayer, but if you want to be certain that God hears your PRAYERS you may want to seclude yourself in a place where you won't be disturbed or where God's presence is stronger than usual, like in a church. As you may come to notice, most ceremonies take time to perform, contact with God is no easy matter for either you or Him.

To perform miracles, rituals are not the only things necessary. You also have to be strong and true in your FAITH, You must live according to your religion in all matters in order to maintain your connection with the divine. To be chosen is not easy, and you must be prepared to have your faith tested. The price you pay for your gifts are to live by strict morals and austere rules. You are expected to spread the word of the Lord, make sinners repent, give away a tenth of your income to the Church and to always be prepared to help a person in need without expecting anything in return.

If you sin, break the commandments of your religion, you may be forsaken by God and your powers disappear. To take the Lords name in vain, to do business on a Sunday, lie or to be jealous are small SINS. Worse is to commit adultery (or breaking the Vow of Celibacy for catholic priests) or steal. You may regain your contact with God and the saints, but only if you repent, try to make everything right again and to make a real effort to live according to all His commandments.

If you kill someone, it's counted as a great sin. The way back will be longer and harder. You must then show such a regret and will to take penance that God himself sees the honesty of your heart. This often takes the form of a pilgrimage or that you, with your own life at risk, perform an important mission for the Church or your religion.

LIVELIHOOD

You can always count on a roof over your head and food, but seldom more than \$50 a month. To live in luxury, you have to have established your own congregation and have dedicated members. Female priests are not common, and the concept is completely impossible in the Catholic Church.

REPUTATION

The more you preach, travel and missionize, the more attention you will get.

LIFE PATH EVENTS FOR PREACHERS

1 EXPANSION WEST (PRIOR TO 1861)

Slavery in America is an issue about to tear the country apart. Tensions grow stronger and more people are willing to take up arms to enforce their view on the subject. You may have to choose between helping a slave escape to freedom up north, or turn in the fugitive. Your choice will render you a FRIEND or an ENEMY, who will never forget what you did.

LIFE PATH EVENTS - PRIOR TO 1861

D100	EVENT
01-05	YOU SAVE A MURDERER, WHO KILLS AGAIN REP. -3/5
06-10	HELP SLAVE ESCAPE/TURN IN FUGITIVE FRIEND/ENEMY
11-15	YOU CAN GAIN A CONTACT ¹ CONTACT
16-25	YOU GAIN A NEW RELATIONSHIP ¹ RELATIONSHIP
26-35	YOU FORCE... ² TO SHUT DOWN REPUTATION +1/5, ENEMY
36-45	YOU PREACH AND GAIN A FOLLOWER ³
46-50	LEAD RELIGIOUS CEREMONY ⁴ REPUTATION +1/5, FRIEND
51-65	MISSIONIZE AMONG/IN... ^{5, 1} LANGUAGE, PRACTICE 10
66-75	CONFESSON ON THE DEATHBED BY... ^{3, 1} REPUTATION +1/5
76-00	SPREAD THE WORD OF THE LORD ¹ 3d6 PARISHIONERS

¹ See separate table on the following page.

² 1-3=Saloon, 4=Gambling Hall, 5-6=Brothel

³ 1=Farmer, 2=Laborer, 3-4=Townspeople, 5=Business owner, 6=Landowner

⁴ 1=Funeral, 2-3=Last rites, 4-5=Baptism, 6=Marriage

⁵ 1-2=Natives, 3=Mexico, 4=Latin America, 5=China, 6=Africa

3 POST WAR (1866-1870)

The war has ended, but the scars are still marring bodies and souls. Even the best among us may escape their troubles in a house if ill repute – but if you get caught it will affect your REPUTATION... Which would be even more annoying if you did not even take part in ungodly actions, but rather tried to help the distressed. Any such situation could of course get misconstrued.

LIFE PATH EVENTS - 1866-1870

D100	EVENT
01-05	YOU ARE CAUGHT VISITING A... ¹ REPUTATION -3/10
06-10	YOU CAN GAIN A CONTACT ² CONTACT
11-20	YOU GAIN A NEW RELATIONSHIP ² RELATIONSHIP
21-25	YOU FORCE... ¹ TO SHUT DOWN REPUTATION +1/5, ENEMY
26-35	YOU PREACH AND GAIN A FOLLOWER ³
36-45	YOU HELP THE DISTRESSED -\$50, REP. +2/5, FRIEND
46-50	LEAD RELIGIOUS CEREMONY ⁴ REPUTATION +1/5, FRIEND
51-70	MISSIONIZE AMONG/IN... ^{5, 2} LANGUAGE, PRACTICE 10
71-80	CONFESSON ON THE DEATHBED BY... ^{3, 2} REPUTATION +1/5
81-00	SPREAD THE WORD OF THE LORD ² 3d6 PARISHIONERS

¹ 1-2=Saloon, 3=Gambling Hall, 4=Opium den, 5-6=Brothel

² See separate table on the following page.

³ 1=Laborer, 2-3=Drifter, 4=Townspeople, 5=Business own, 6=Politician

⁴ 1=Funeral, 2-3=Last rites, 4-5=Baptism, 6=Marriage

⁵ 1-2=Natives, 3=Mexico, 4=Latin America, 5=China, 6=Africa

2 CIVIL WAR (1861-1865)

The War Between the States dominates this period. Men lie dying on the battlefields, yearning for a preacher to hear their confessions and providing last rites. If you get the result *Spread the Word of the Lord*, you will establish a new congregation with 3d6 Parishioners. Then continue on the next page to see how your faithful troops are faring during the period.

LIFE PATH EVENTS - 1861-1865

D100	EVENT
01-10	PARTICIPATE IN THE CIVIL WAR ¹ COOL UNDER FIRE +1
11-15	HELP SLAVE ESCAPE/TURN IN FUGITIVE FRIEND/ENEMY
16-25	YOU CAN GAIN A CONTACT ¹ CONTACT
26-35	YOU GAIN A NEW RELATIONSHIP ¹ RELATIONSHIP
36-45	YOU FORCE... ² TO SHUT DOWN REPUTATION +1/5, ENEMY
46-55	YOU PREACH AND GAIN A FOLLOWER ³
56-60	LEAD RELIGIOUS CEREMONY ⁴ REPUTATION +1/5, FRIEND
61-70	MISSIONIZE AMONG/IN... ^{5, 1} LANGUAGE, PRACTICE 10
71-80	CONFESSON ON THE DEATHBED BY... ^{3, 1} REPUTATION +1/5
81-00	SPREAD THE WORD OF THE LORD ¹ 3d6 PARISHIONERS

¹ See separate table on the following page.

² 1-2=Saloon, 3-4=Gambling Hall, 5-6=Brothel

³ 1-2=Soldier, 3=Drifter, 4=Townspeople, 5=Business owner, 6=Officer

⁴ 1=Funeral, 2-3=Last rites, 4-5=Baptism, 6=Marriage

⁵ 1-2=Natives, 3=Mexico, 4=Latin America, 5=China, 6=Africa

4 THE LONG DEPRESSION (1871-1875)

When the railroad company Northern Pacific goes bankrupt the market crashes and the country is spiraling into a deep depression. Honest people have a hard time finding work, as farms and businesses are being seized by banks. Many experience a crisis in their faith, that they are tested far too severely by all hardships. They need spiritual guidance more than ever.

LIFE PATH EVENTS - 1871-1875

D100	EVENT
01-05	YOU ARE CAUGHT VISITING A... ¹ REPUTATION -3/10
06-10	YOU CAN GAIN A CONTACT ² CONTACT
11-20	YOU GAIN A NEW RELATIONSHIP ² RELATIONSHIP
21-30	YOU FORCE... ¹ TO SHUT DOWN REPUTATION +1/5, ENEMY
31-35	YOU PREACH AND GAIN A FOLLOWER ³
36-45	YOU HELP THE DISTRESSED -\$50, REP. +2/5, FRIEND
46-50	LEAD RELIGIOUS CEREMONY ⁴ REPUTATION +1/5, FRIEND
51-65	MISSIONIZE AMONG/IN... ^{5, 2} LANGUAGE, PRACTICE 10
66-75	CONFESSON ON THE DEATHBED BY... ^{3, 2} REP. +1/5
76-00	SPREAD THE WORD OF THE LORD ² 3d6 PARISHIONERS

¹ 1-2=Saloon, 3=Gambling Hall, 4=Opium den, 5-6=Brothel

² See separate table on the following page.

³ 1=Drifter, 2-3=Townspeople, 4=Business own, 5=Politician, 6=Industrialist

⁴ 1=Funeral, 2-3=Last rites, 4-5=Baptism, 6=Marriage

⁵ 1-2=Natives, 3=Mexico, 4=Latin America, 5=China, 6=Africa

★ PREACHER ★

RELATIONSHIPS

If you are catholic, you may not marry unless you step down from your office. If an ENEMY saves your life, he or she might ask you for a favor in the future.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY KILLED BY ... ¹	REPUTATION ±0/5
11-20	FAMILY MEMBER KILLED BY DISEASE	REPUTATION ±0/5
21-25	ROMANCE WITH A PARISHIONER	REPUTATION -3/5
26-30	YOUR SPOUSE LEAVES YOU	REPUTATION -3/5
31-50	YOU TAKE CARE OF YOUNG ORPHAN ²	REPUTATION +3/5
51-60	ENEMY SAVES YOUR LIFE	YOU ARE INDEBTED
61-75	YOU CAN GET MARRIED	GAIN A FRIEND
76-90	YOU GET MARRIED WITH CHILDREN	1d6 CHILDREN
91-00	YOU SAVE THE LIFE OF A FRIEND	GAIN A FRIEND

¹ 1=Natives, 2-3=Outlaws, 4=Gunslingers, 5=Enemy, 6=Accident

² Parents: 1-2=Natives, 3-4=Prostitute mother, 5-6=Parishioners

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	OFFICER ¹	INDUSTRIALIST ¹	TOWNSPEOPLE ¹ (\$25)
06-15	SOLDIER ¹	LANDOWNER ¹	OFFICER ¹ (\$25)
16-25	LABORER ¹	POLITICIAN ¹	EDITOR (\$50)
26-40	FARMER ¹	SALOON KEEPER	LAWMAN (\$50)
41-60	TOWNSPEOPLE ¹	BROTHEL OWNER	BUSINESS OWNER ¹ (\$75)
61-75	BUSINESS OWNER ¹	PREACHER ²	POLITICIAN ¹ (\$75)
76-85	POLITICIAN ¹	BUSINESS OWNER ¹	INDIAN AGENT (\$100)
86-95	LANDOWNER ¹	OFFICER ¹	LANDOWNER ¹ (\$100)
96-00	INDUSTRIALIST ¹	DESPERADO	INDUSTRIALIST ¹ (\$150)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² Represents a different church or faith (such as catholic/protestant)

THE CIVIL WAR

Even if God may seem far from the battlefields, the soldiers need the comfort faith in a higher power gives them. Women can be army chaplains, not soldiers.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-05	YOU KILL AN ENEMY IN BATTLE	-1/5	-10 FAITHPOINTS
06-15	YOU GAIN AN ENEMY ¹	-	GAIN AN ENEMY
16-25	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
26-35	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
36-45	CAPTURED/IN PRISON CAMP	±0/5	ROLL P. INJURY
46-50	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
51-55	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
56-60	REWarded FOR BRAVERY	+3/10	COOL UNDER FIRE +1
61-00	WORK AS AN ARMY CHAPLAIN	+3/10	FAITH +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Roll an ENEMY.

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

YOU MISSIONIZE

If you dare to missionize among heathens, it will be an adventure to remember for the rest of your life – no matter if they chase you away or convert to your faith.

YOU MISSIONIZE

D100	EVENT	REP.	RESULT
01-10	HEATHEN CHASE YOU AWAY	-3/10	GAIN AN ENEMY
11-20	HEATHEN'S FAITH STRONGER	-2/5	GAIN AN ENEMY
21-35	YOU GET WOUNDED/SICK ¹	±0/5	ROLL P. INJURY
36-40	NATIVES ARE MASSACRED ²	±0/5	GAIN AN ENEMY
41-55	YOU HELP DURING EPIDEMIC	+1/5	GAIN A FRIEND
56-75	YOU SAVE A HEATHEN	+1/5	GAIN A FOLLOWER
76-85	RUN A SCHOOL, LEARN LANGUAGE	+1/5	PRACTICE 10
86-95	CONVERT ENTIRE TRIBE/CAMP	+2/10	FAITH +1
96-00	YOU BUILD A CHURCH	+3/10	FAITH +1

¹ 1=Tortured by heathen, 2=Wild animals, 3-4=Disease, 5-6=Accident

² Soldiers kill the local people. You get blamed for the attack.

CONFession ON THE DEATHBED

Many seek remission of their sins when they are about to die. If somebody has a last request, you will lose 10 FAITH-POINTS if you do not help them (pay \$100).

CONFession ON THE DEATHBED

D100	CONFession	RESULT
01-15	THE DYING HAS A LAST REQUEST ¹	-\$100
16-35	ACKNOWLEDGES A BASTARD CHILD	DONATION \$50
36-50	ADMITS TO INCEST	DONATION \$75
51-65	CONFESS A MURDER	DONATION \$100
66-70	WANTS TO RETURN HIDDEN LOOT ²	\$100 x 1t20
71-80	TELL YOU THE NAME OF A MURDERER	GAIN AN ENEMY
81-90	GUilty OF MURDER, OTHER CONVICTED	GAIN A FRIEND
91-95	THE DYING DELIVERS DOCUMENTS ²	DONATION \$150
96-00	REVEAL SECRET INFORMATION ²	DONATION \$200

¹ 1-2=Support child, 3-4=Find bastard, 5-6=Get buried in old country

² Person who wants to get hold of the information will follow you.

YOU SPREAD THE WORD OF THE LORD

Every new congregation begins with 3d6 PARISHIONERS. Use this table to change the total number. After one period, you can leave the congregation and start a new.

YOU SPREAD THE WORD OF THE LORD

D100	EVENT	REP.	P ¹	RESULT
01-10	CHURCH BURNED DOWN BY... ²	-3/10	-3d6	P. INJURY
11-20	CONGREGATION ATTACKED BY... ²	-2/5	-1d6	-1d6 DEAD
21-30	DRAGGED BEHIND A HORSE BY... ²	-1/5	-1d6	P. INJURY
31-40	YOU CONVERT A SINNER	±0/5	+1d6	-
41-55	YOU RECEIVE A DONATION	±0/5	+1d6	+\$100
56-65	YOU PRAY FOR RAIN, GOD LISTENS	+1/5	+2d6	+\$50
66-80	YOU NEGOTIATE PEACE WITH... ²	+2/5	+2d6	FOOTNOTE
81-90	YOU BUILD A SCHOOL	+2/10	+3d6	-\$100
91-00	YOU BUILD A CHURCH	+2/10	+4d6	-\$200

¹ P=Parishioners. Gain 1 FAITHPOINT for every member.

² 1=Natives, 2-3=Outlaws, 4=Rancher, 5=Mining Co., 6=Railroad Co.

★ YOUR ROLE ★

PROSPECTOR



You'd have had to see it to believe it. I hardly believe it myself! There I was, in the ice-cold water, back aching and me so frozen I couldn't feel my hands or feet anymore. Panning for gold felt pointless. Then suddenly it happened. I spotted a real lump of gold – a big 'un, as big as my thumbnail. And then I knew. I was on the right track. Somewhere nearby was the big vein, the mother lode, the one we all dream about.

I kept at it for a few weeks before I gave up. It wasn't the spot. So I moved upstream. Others have come and gone, but I'm still searchin'. That lump of gold wasn't a dream.

PROSPECTOR – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 1 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Eagle Eye, Focused, Frontiersman, Handy, Native Friends, Night Vision.
OBSTACLES Drunkard, Hot-Headed, Pessimistic, Savage, Slob, Unlucky.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
CRAFT/CARPENTRY	10	10	10
CRAFT/MINING	15	10	15
CRAFT/PANNING	15	10	15
EXPERTISE/GEOLOGY	10	5	15
EXPLOSIVES	10	5	15
FIRST AID	5	-	5
HIDE/SEEK	5	-	10
HUNT/FISH	5	5	5
RIDE	10	5	15
SCOUT	10	10	15
SURVIVAL/MOUNTAINS	10	10	10
WEATHER LORE	10	5	10

WEAPONS PACKAGE	SUFFICIENT (150)	GREENHORN (50)	ACCOMPLISHED (250)
ACCURACY/RIFLE	10	5	10
ACCURACY/FIGHTING	5	5	5
ACCURACY/REVOLVER	5	-	5
SPEED/RIFLE	-	-	10
SPEED/FIGHTING	-	-	5
DEFENSE	5	-	5

REPUTATION	±0/15	±0/5	±0/30
MONEY	\$75	\$50	\$100

EQUIPMENT

WEAPONS Revolver +20 bullets. Rifle +40 bullets. Knife. Holsters.
BELONGINGS Bandage, 3 sticks of dynamite, blanket, pickaxe, hammer, shovel, 100 nails, matches, gold pan, water skin, axe, 2 weeks' of provisions.
CLOTHING One set of clothing of your choice.
MOUNT Mule or donkey. Fodder, saddle, saddlebags, saddle holster.

There are none who dream as big as the prospectors, and none who are as stubborn. Sure, there are lots of fortune seekers drawn to the rumors of gold the way flies are drawn to honey. But it usually doesn't take long before the wheat is sorted from the chaff, and those who don't have the will, the knowledge, or the patience to go on, have given up. The only ones left are people like you. Dreams live on in the firm conviction that there's a fortune out there waiting for you. Obstinate types that never give up and always try to get better at reading nature for her secret signs that reveal that elusive mother lode.

Rumors of gold entice adventurers to drop everything and get there before all the gold is gone. When, as in the Black Hills, it is said that gold can be found just lying in the dirt, this attitude is perhaps not so strange. And then, of course, it matters little that the gold is lying on the Natives' land, and that is dangerous territory. But the gold beckons...

The hunt for gold often starts in riverbeds, even dried up ones. This is the best chance for a lone prospector with simple tools to find some easily accessible gold. The largest deposits are typically just before a bend in the river, while the richest veins are up in the mountains at the river's source.

Panning gold is no easy task, contrary to what the east coast newspapers, guidebooks and mining equipment salesman claim. It's hard work that requires strength, and primarily rock-solid constitution, perseverance and persistence.

The basis of the work is panning for gold. First, you select the most promising dirt or clay. Then you stand in ice-cold water and swirl water in your pan until your arms and legs fall asleep. You can probably manage about 50 pans' worth in 10 hours. The pan is a flat-bottomed tin or iron plate with low, somewhat slanted sides. It can also be used for doing laundry or cooking food over the fire.

To get all the gold dust out of the pan, you can use quicksilver and a leather pouch. First, let the quicksilver mix with all the gold dust in the pan, and then move the entire mixture to the leather pouch. When you squeeze the pouch, the pressure causes the quicksilver to flow through the bag, while the gold stays inside.

Even the bedrock at the bottom of the river can contain valuable ore. You can access it by changing the flow of the water, but be sure not to spoil the water supply of the gold diggers downstream if you want to avoid getting enemies. When the water is gone, you'll need a pickaxe, shovel, hammer, nails, wood, and dynamite to get at the gold. How well this works depends on your skill and your patience. To succeed and reduce the risk of serious accidents, you'll need to construct proper supports for your mineshaft tunnels and be extremely careful to stabilize the entrances.

Once you've found a promising deposit, it's important to stake a claim so you can maintain the right to excavate it. You need to mark it clearly so that anyone who happens by can see immediately that it is taken. Then you must register your claim before some other joker gets to the land office first, and the land office is usually far from any new finds. You'll also have to work the claim regularly, because if a claim goes for a month without being worked, someone else has the right to take it over. Since many rely on luck, chance and fate, they often quit a claim to find a new spot where there are rumors of more gold deposits, even if they had a pretty good spot as it was.

Placer claims are between 50 and 400 square feet, depending on what the area looks like. The person who found the deposit first has the right to two claims, and everyone else, only one. If the deposit is right by a river, claims are often very long and narrow, sometimes not wider than a couple of feet along the edge of the river. If you've managed to get yourself a claim in a mine, the area you have a right to can be significantly larger. Here, too, however, it's the person who first found the spot who has the right to twice the area as everyone else.

Then it's time to find the ore vein and work it. This requires larger scale mining, which also needs larger investments. Some prospectors try to maintain control over their claims throughout all stages, while others reach this point and sell their claims, preferably at a high price, to some larger mining company, to then go off to hunt for the next big deposit.

At the start of the gold rush, order has taken a harsh and brutal form: vigilante justice. The miners have open meetings where anyone who wants to participate can attend and all problems are discussed. When it works well, everything is remarkably democratic, but when it doesn't, it can turn into a forum for discrimination and racism where only male white Americans get to keep all their earnings.

LIVELIHOOD

You have to work hard for a living, but you depend on luck to get any decent sums of money. Even if you try to manage as best you can, you still need provisions from time to time, not to mention more tools and some dynamite. If money's tight, you can try to get a store or a saloon to invest in your future luck. They'll supply you with what you need to get by for a few months out in the wilderness in exchange for a share of what you find. If there are lots of claims in the area, everything is even more expensive, so your gold might slip through your fingers very quickly.

REPUTATION

If you make the first or the richest claim in an area, your name will quickly become legendary.

LIFE PATH EVENTS FOR PROSPECTORS

1 EXPANSION WEST (PRIOR TO 1861)

The California Gold Rush began 1849. Thousands of adventurers converged there, as well as to the nearby Nevada. The next Gold Rush kicked off in 1858, when gold was found at Pike's Peak, near Denver, Colorado. Just like Pike, you too can have a landmark named after you, if you're the first one associated with finding gold there. Settlers travel west in wagon train caravans, eager to build new farming communities out west.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-10	01-05	FROSTBITE ... ¹ IN A SNOWSTORM	P. INJURY
11-15	06-10	YOUR PARTNER STEALS YOUR MULE	-\$50
16-20	11-15	YOUR MULE FALLS OVER A CLIFF	-\$50
21-30	16-25	FORCED TO SELL TO A MINING COMPANY	+\$1
31-35	26-30	YOU CAN GAIN A CONTACT ²	CONTACT
36-40	31-35	ROLL FOR NEW RELATIONSHIP ²	RELATIONSHIP
41-45	36-40	YOU FIND A DEAD PROSPECTOR WHO HAS... ³	
46-50	41-50	LANDMARK NAMED AFTER YOU	REP. +2/20
51-65	51-65	ENCOUNTER WITH NATIVES ²	
66-00	66-00	SEARCH FOR GOLD IN... ^{4,2}	Cost \$50, 1d6 PARTNERS

1 1=Two fingers, 2=Two toes, 3=Finger, 4=Toe, 5-6=Ear

2 See separate table on the following page.

3 1-2=\$100 in gold, 3-4=Incomplete map, 5-6=Rock with symbols

4 1-2=California, 3-4=Nevada, 5-6=Colorado

3 POST WAR (1866-1870)

On the east coast, the bitterness between North and South is greater than ever, but at least there is peace. The transcontinental railroad is complete. You can ride a train from the Atlantic to the Pacific. Several small gold- and silverrushes pop up, while everybody waits for the next big strike. Prospecting for months on end is expensive enough to make some ask townsfolk to help finance their search – for a cut of future proceeds.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-10	01-05	FROSTBITE ... ¹ IN A SNOWSTORM	P. INJURY
11-15	06-15	YOUR PARTNER STEALS YOUR MULE	-\$50
16-20	16-20	YOUR MULE IS KILLED BY PREDATORS	-\$50
21-30	21-30	FORCED TO SELL TO A MINING COMPANY	+\$1
31-35	31-35	YOU CAN GAIN A CONTACT ²	CONTACT
36-40	36-40	ROLL FOR NEW RELATIONSHIP ²	RELATIONSHIP
41-45	41-45	YOU ARE REPORTED DEAD	REPUTATION +1/5
46-60	46-60	ENCOUNTER WITH NATIVES ²	
61-70	61-65	FINANCIER PAYS SEARCH FOR GOLD ^{3, 2}	+\$50
71-00	66-00	SEARCH FOR GOLD IN... ^{4,2}	Cost \$50, 1d6 PARTNERS

1 1=Two fingers, 2=Two toes, 3=Finger, 4=Toe, 5-6=Ear

2 See separate table on the following page.

3 Wants half the gold in exchange for the loan. ENEMY if you don't pay.

4 1-2=Arizona, 3-New Mexico, 4-Wyoming, 5-Montana, 6-Oregon

2 CIVIL WAR (1861-1865)

Women are not permitted to be soldiers in the army, but female characters can serve dressed as men, or become spies, smugglers and nurses. Looking for gold in the wilderness is an effective way to mind one's own business and avoid participating in the war. If you find silver instead of gold, it's usually more lucrative to sell that claim to a mining company instead of working it yourself. Gear and provisions cost money, after all.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	YOU ARE SNOWED IN AND KILL A PARTNER ¹	
06-10	06-10	YOUR PARTNER STEALS YOUR GOLD	-\$100
11-20	-	DRAFTED INTO THE ARMY ²	COOL UNDER FIRE +1
21-30	11-15 ³	ENLISTED IN THE ARMY ²	COOL UNDER FIRE +1
31-35	16-20	YOU CAN GAIN A CONTACT ²	CONTACT
36-40	21-25	ROLL FOR NEW RELATIONSHIP ²	RELATIONSHIP
41-45	26-35	YOU SELL A SILVER MINE TO MINING CO.	+\$250
46-50	36-45	LANDMARK NAMED AFTER YOU	REP. +2/20
51-65	46-60	ENCOUNTER WITH NATIVES ²	
66-00	61-00	SEARCH FOR GOLD IN... ^{4,2}	Cost \$50, 1d6 PARTNERS

1 1=1=You kill to get food for own survival, 2-6=Kill in self-defense

2 See separate table on the following page.

3 Women can volunteer as spies, smugglers or nurses.

4 1=Arizona, 2=Montana, 3=Oregon, 4=Colorado, 5-6=Idaho

4 THE LONG DEPRESSION (1871-1875)

The Indian Wars rage on. When Custer's expedition finds gold in the Black Hills, a Gold Rush begins. In the shadow of the depression, the number of desperate adventurers is bigger than ever. Winters are harsh and you run the risk of getting snowed in for months at a time. If you're reported dead, family and friends can say nice things about you – and then they divide all the belongings you left behind among themselves.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-05	YOU ARE SNOWED IN AND KILL A PARTNER ¹	
06-10	06-10	YOUR PARTNER STEALS YOUR GOLD	-\$100
11-15	11-15	YOUR MULE FALLS OVER A CLIFF	-\$50
16-20	16-20	YOU CAN GAIN A CONTACT ²	CONTACT
21-25	21-25	ROLL FOR NEW RELATIONSHIP ²	RELATIONSHIP
26-30	26-30	YOU ARE REPORTED DEAD	REPUTATION +1/5
31-40	31-40	YOU FIND A DEAD PROSPECTOR WHO HAS... ³	
41-45	41-45	YOU SELL A SILVER MINE TO MINING CO.	+\$250
46-60	46-60	ENCOUNTER WITH NATIVES ²	
61-00	61-00	SEARCH FOR GOLD IN... ^{4,2}	Cost \$50, 1d6 PARTNERS

1 1=1=You kill to get food for own survival, 2-6=Kill in self-defense

2 See separate table on the following page.

3 Wants half the gold in exchange for the loan. ENEMY if you don't pay.

4 1-2=Idaho, 2=Montana, 3=Colorado, 4-6=Black Hills

★ PROSPECTOR ★

RELATIONSHIPS

Prospectors tend to become suspicious loners, a natural effect of being tricked too many times. But perhaps you'll find a baby animal to keep you company?

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY KILLED BY ... ¹	REPUTATION ±0/5
11-30	PARTNER STEALS YOUR GOLD	-\$100 AND ENEMY
31-45	SWINDLED BY FORTUNE-SEEKER	-\$50
46-60	YOU ADOPT AN ABANDONED CUB ²	REPUTATION ±0/5
61-65	A NATIVE BRAVE SAVES YOUR LIFE	YOU ARE INDEBTED
66-75	YOU CAN GET MARRIED	GAIN A FRIEND
76-85	YOU HAVE CHILDREN	1d6 CHILDREN
86-95	YOU SAVE THE LIFE OF A FRIEND	GAIN A FRIEND
96-00	BLOOD BROTHER WITH A NATIVE	GAIN A FRIEND

¹ 1=Natives, 2-3=Outlaws, 4=Prospector, 5=Enemy, 6=Cave in

² 1=Dog, 2=Coyote, 3=Eagle, 4=Wolf, 5=Mountain lion, 6=Black bear

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	SETTLER	INDUSTRIALIST	SOLDIER ¹	(\$25)
06-15	SCOUT	INDIAN AGENT	DRIVER	(\$25)
16-25	WARRIOR	HUNTER	HUNTER	(\$50)
26-40	HUNTER	OFFICER ¹	SCOUT	(\$50)
41-60	PROSPECTOR	PROSPECTOR	TOWNSPEOPLE ¹	(\$75)
61-75	SOLDIER ¹	WARRIOR	LAWMAN	(\$100)
76-85	DRIVER	SOLDIER ¹	SALOON KEEPER	(\$100)
86-95	SHOPKEEPER ²	SHOPKEEPER	OFFICER ¹	(\$150)
96-00	SALOON KEEPER ²	SALOON KEEPER	INDIAN AGENT	(\$200)

¹ Use the OCCUPATION-tables at Social Background for more details.

² Can finance your prospecting, for a quarter of any gold you may find.

THE CIVIL WAR

There were many more who deserted than those who were decorated for bravery during the Civil War.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-05	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
06-20	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
21-35	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
36-50	CAPTURED/IN PRISON CAMP	±0/5	ROLL P. INJURY
51-70	ARMY CORPS OF ENGINEERS ²	-	LEARN DRAFTING/
71-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ¹	+1/5	COOL UNDER FIRE +1
96-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

² PRACTICE 10 in DRAFTING/1-3=Bridges, 4=Mines, 5=Railroad, 6=Machines

SEARCHING FOR GOLD

Take your number of partners, deduct the DEAD and multiply it with the GOLD-column to see how much gold you found and dug out. Then go to the next table.

SEARCHING FOR GOLD

D100	EVENT IN CAMP	DEAD ¹	GOLD
01-05	NATIVES ATTACK SEVERAL TIMES	1d6-1	1d20x5
06-15	ROBBED BY OUTLAWS	1d6-1	1d20x10
16-25	NATIVE RAID AGAINST THE CAMP	1d6-2	1d20x15
26-40	TYPHOID FEVER OUTBREAK	1d6-2	1d20x20
41-60	YOUR MINING CAMP IS FLOODED	1d6-3	1d20x25
61-75	CAMP DESTROYED BY STORM	1d6-3	1d20x30
76-85	YOUR MINE CAVES IN	1d6-3	1d20x35
86-95	STRANGER WANTS TO JOIN YOU ²	-	1d20x40
96-00	WORK WITHOUT INTERRUPTIONS	-	1d20x50

¹ If more than half of your partners dies, you get a PERMANENT INJURY.

² DRIVEN OFF: ENEMY, ALLOWED IN: 1-2=Steals \$500 in gold, 3-6=Becomes partner

BACK TO THE CIVILIZATION

Deduct -10/\$1.000 you found when SEARCHING FOR GOLD prior to your ROLL here. You only get to keep the gold still in your possession after this ROLL.

BACK TO THE CIVILIZATION

D100	EVENT	RESULT
01-10	YOU ARE SHOT AND LEFT FOR DEAD	ROLL P. INJURY
11-25	YOU ARE PLAGUED BY GOLD FEVER ¹	YOU MAKE ENEMIES
26-35	YOU KILL A PARTNER WHO STOLE GOLD	REPUTATION -2/5
36-50	PARTNER SNEAK AWAY WITH ALL GOLD	YOU GET AN ENEMY
51-60	YOUR PARTNER BREAKS A LEG ²	FRIEND OR ENEMY
61-70	NATIVES ATTACK, BUT YOU CAN FLEE ²	1d6 -2 WOUNDED
71-75	YOU LOSE GOLD IN A FLOOD	-1d20x50 GOLD
76-80	YOU LOSE GOLD IN A STORM	-1d20x25 GOLD
81-00	EVERYONE COMES HOME UNSCATCHED	REPUTATION +1/5

¹ 1-2=You are beaten and robbed, 3=You kill your partners,

4-5=You hide all gold, can't remember where, 6=You steal all gold

² FRIEND if you help (REPUTATION +2/5). ENEMY if you leave and take the gold.

ENCOUNTER WITH NATIVES

You're more likely to come into contact with the Native people than any tenderfoot from the east coast.

ENCOUNTER WITH NATIVES

D100	EVENTS	REP.	RESULT
01-05	CAPTURED AND TORTURED	±0/5	SCALPED
06-15	CAPTURED, ESCAPE TORTURE	+1/5	ROLL P. INJURY
16-30	FORCED TO ABANDON CLAIM	±0/2	-\$75
31-45	RAID, NATIVES STEAL ANIMAL	±0/2	-\$50
46-55	KILL WARRIOR DURING ESCAPE	±0/5	GET AN ENEMY
56-70	PARTNER KILLED BY NATIVES	-1/5	+\$75
71-85	YOU TRADE WITH NATIVES ¹	±0/2	FRIEND OR ENEMY
86-95	YOU SAVE LIFE OF A WARRIOR	+2/5	GAIN A FRIEND
96-00	LEGEND OF GOLD DEPOSITS	±0/5	NUGGETS (\$100)

¹ Natives offer 1d20x\$10 in gold in exchange for: 1-2=Rifle,

3=Mule, 4=Provisions (\$10), 5=Alcohol (\$5), 6=Cooking Pot (\$2)

★ YOUR ROLE ★

PUGILIST



Boxing is all about money. Not for those who fight, of course. Prize money is usually rather meager. The big money is in the wagering on the matches. Most people who come to a prize fight bet on who will win, so it is always pretty damn lively. Everyone who has bet more than they probably should have on you to win the fight do their best to keep you upright with their cheers. As long as you have more supporters than the other guy, it is great. But the audience can be very bloodthirsty...

Dirty tricks? Sure, it happens. But more with traveling circuses than in big high-stakes matches. A horseshoe in the glove does not go unnoticed by an experienced referee.

PUGILIST – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 2 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Fearless, Hard to Impress, Lucky, Mentor, Resistant, Slugger.
OBSTACLES Blunt, Bravado, Hot-Headed, Illiterate, Incorruptible, Scapegoat.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
ACROBATICS	5	5	10
CRAFT/ELECTIVE	5	5	15
DANCE	5	5	5
FIRST AID	10	10	15
GAME/ELECTIVE	5	5	10
RIDE	5	5	10
SPORTS/ELECTIVE	5	5	10

WEAPONS PACKAGE	RESPECTED (400)	SUFFICIENT (150)	PRO (500)
ACCURACY/BOXING	15	10	15
ACCURACY/REVOLVER	5	.	5
SPEED/BOXING	10	5	15
SPEED/REVOLVER	-	-	5
DEFENSE	10	5	10
COORDINATION	10	5	10

REPUTATION	±0/25	±0/10	±0/50
MONEY	\$50	\$25	\$100

EQUIPMENT

WEAPONS Revolver +20 bullets. Holster.
BELONGINGS Razor blade, mirror, pocket watch.
CLOTHING 2 sets of desired clothing.
 MOUNT Quarter Horse. Bridle, saddle.

★ PUGILIST ★

Boxing and prize fighting attract big audiences everywhere, whether or not they are legal in the state or city that has organized them. Audiences love the violent fights where man is pitted against man until one is defeated. No spectator should come too finely dressed, however. At least not if they want to sit near the boxing ring – the risk of blood and sweat is too great.

One reason the fights are so popular is the betting. A lot of money is wagered on every match, and some bet a good deal more than they can afford to lose. Women are not allowed at all, and so this role unfortunately is not for female player characters. Women can learn to box but cannot earn a living inside the boxing ring.

Some things are more crucial than others if you want to have a successful career as a pugilist. Being able to pack a punch is a given, but perhaps more important is your ability to take a hit and still stay upright – or at least get back up quickly if you fall. *The London Prize Ring Rules* give you 30 seconds to get up again, which is significantly more than the new *Queensberry Rules* that only give you 10 seconds.

Untrained fighters, roughnecks brawling in saloons, seldom learn more than a quick punch. Thus, they seldom earn from organized matches, even though they may win a match once or twice. Sometimes by cheating and putting something heavy in their glove for extra punching power. They rely too much on raw strength to win prize fights more often, and have to earn their living some other way – such as calling in debts for the loan sharks, or scaring people into giving up their house, land or business to someone who wants to buy them out or just get them out of the way.

Those who have learned to box are a different story. Good footwork, a decent guard, feints and sturdy punches can allow a smaller fighter to defeat a big blowhard without any trouble. In fights outside the ring, particularly in small towns, some people might laugh when a fight first starts. They will quiet down soon, however, when you knock out their biggest bruiser using your superior discipline and technique.

You may not hit anyone: before the match has started, below the belt, in the back or lying down. Many try to pull dirty tricks though, like kidney punches, or shoving their thumb into their opponent's eye, and similar when the referee do not watch. That is why you need a *Second* – someone in your corner to stitch you up during the short recesses between rounds.

Because there is so much wager money, there is likely not a pugilist who has not been offered money to throw an important match. What is most important to you: your honor or quick cash? If you have thrown a match once, you will probably have forfeited people's confidence in you, and will have a harder time finding well-paid prestigious matches. You wind up in the back alleys of boxing where you have to fight often and against poor opponents in order to earn a living.

THE MARQUESS OF QUEENSBERRY RULES FOR BOXING

Drafted in London in 1865 and published in 1867 for the first time, the *Marquess of Queensberry Rules* have become quite widespread and popular ever since. The greatest difference from the old *London Prize Ring rules* is that all fight with boxing gloves and not bare knuckles. The rules that govern in all the large matches in 1876 are as follows:

1. To be a fair stand-up boxing match in a 24-foot (7.3-meter) ring, or as near that size as practicable.
2. No wrestling or hugging allowed.
3. The rounds to be of three minutes' duration, and one minute's time between rounds.
4. If either man falls through weakness or otherwise, he must get up unassisted, 10 seconds to be allowed him to do so, the other man meanwhile to return to his corner, and when the fallen man is on his legs the round is to be resumed and continued until the three minutes have expired. If one man fails to come to the scratch in the 10 seconds allowed, it shall be in the power of the referee to give his award in favor of the other man.
5. A man hanging on the ropes in a helpless state, with his toes off the ground, shall be considered down.
6. No seconds or any other person to be allowed in the ring during the rounds.
7. Should the contest be stopped by any unavoidable interference, the referee is to name the time and place as soon as possible for finishing the contest; so that the match must be won and lost, unless the backers of both men agree to draw the stakes.
8. The gloves to be fair-sized boxing gloves of the best quality and new.
9. Should a glove burst, or come off, it must be replaced to the referee's satisfaction.
10. A man on one knee is considered down and if struck is entitled to the stakes.
11. That no shoes or boots with spikes or springs be allowed.
12. The contest in all other respects to be governed by revised *London Prize Ring Rules*.

LIVELIHOOD

Your income depends on how often you have a prize fight match and how well you do in the ring. If you win, you get the prize money, and sometimes a cut of the audience proceeds. If you lose, you get nothing. A normal monthly income is about \$75.

REPUTATION

Large audiences at matches, newspapers that write about how the fight goes, and last but not least, the prize winnings all contribute to making you more famous.

LIFE PATH EVENTS FOR PUGILISTS

1 EXPANSION WEST (PRIOR TO 1861)

In 1858, gold was found at Pike's Peak, Colorado, enticing adventurers to seek their fortunes. Many set out to look for gold, while others choose the easier path of stealing from the miners. Boxing is increasingly popular. New rules are worked out to guarantee the matches are sporting and fair. There is a lot of money in wagering, which can easily lead to you being offered money by a shady character to throw a match. If you refuse, you will wind up with a new enemy.

LIFE PATH EVENTS - PRIOR TO 1861

D100	EVENT
01-05	YOU KILL SOMEONE IN A FIGHT WANTED \$100, ENEMY
06-10	GAMBLING DEBT TO CRIMINAL BOSS -\$100 OR ENEMY
11-15	BAR FIGHT FINES -\$25
16-25	YOU CAN GAIN A CONTACT ¹ CONTACT
26-35	YOU GAIN A NEW RELATIONSHIP ¹ RELATIONSHIP
36-40	NEWSPAPER ARTICLE ABOUT YOU ²
41-45	ASKED TO THROW A FIGHT ³ +\$75 OR ENEMY
46-55	GOLD RUSH IN COLORADO ⁴ +\$75
56-65	OFFERED A SIDE JOB ¹ +\$75
66-00	YOU COMPETE IN A PRIZE FIGHT ^{1,3} +10 COMBAT POINTS

¹ See separate table on the following page.

² 1-3=Negative article (Rep. -1/5), 4-6=Positive article (Rep. +1/5)

³ Roll for OPPONENT and OUTCOME of the Prize Fight on the next page.

⁴ 1=Stole gold, 2=Worked as Miner, 3-5=Prize Fights, 6=Found gold

3 POST WAR (1866-1870)

The war is over, but the conflict and tension continue. More people head west to build a new future where the war does not cast such long shadows. The railroad now stretches across the entire continent and it is easier to travel to cities where prize fights are held. There is a great deal of money in circulation. Trading with bonds and other types of wagering have their golden age, but be careful not to go too far into debt yourself.

LIFE PATH EVENTS - 1866-1870

D100	EVENT
01-05	YOU KILL SOMEONE IN A FIGHT WANTED \$100, ENEMY
06-10	GAMBLING DEBT TO CRIMINAL BOSS -\$100 OR ENEMY
11-15	BAR FIGHT FINES -\$25
16-25	YOU CAN GAIN A CONTACT ¹ CONTACT
26-35	YOU GAIN A NEW RELATIONSHIP ¹ RELATIONSHIP
36-40	NEWSPAPER ARTICLE ABOUT YOU ²
41-45	ASKED TO THROW A FIGHT ³ +\$75 OR ENEMY
46-55	YOU WIN A WAGER +\$75
56-65	OFFERED A SIDE JOB ¹ +\$75
66-00	YOU COMPETE IN A PRIZE FIGHT ^{1,3} +10 COMBAT POINTS

¹ See separate table on the following page.

² 1-3=Negative article (Rep. -1/5), 4-6=Positive article (Rep. +1/5)

³ Roll for OPPONENT and OUTCOME of the Prize Fight on the next page.

2 CIVIL WAR (1861-1865)

This period is dominated completely by the bloody Civil War. Both armies need soldiers. Many bands of guerillas pretend to fight for either side, but they are not much more than gangs of bandits out for their own interests. You do not need to enlist to wind up in a fight with soldiers – it happens easily enough at any given saloon when they are on leave. The worst thing about bar brawls is that you usually end up paying a fine instead of receiving any prize money.

LIFE PATH EVENTS - 1861-1865

D100	EVENT
01-05	YOU KILL SOMEONE IN A FIGHT WANTED \$100, ENEMY
06-15	DRAFTED INTO THE ARMY ¹ COOL UNDER FIRE +1
16-25	ENLISTED IN THE ARMY ¹ COOL UNDER FIRE +1
26-30	BAR FIGHT WITH SOLDIERS ² FINES -\$25
31-40	YOU CAN GAIN A CONTACT ¹ CONTACT
41-50	YOU GAIN A NEW RELATIONSHIP ¹ RELATIONSHIP
51-55	NEWSPAPER ARTICLE ABOUT YOU ³
56-60	ASKED TO THROW A FIGHT ⁴ +\$75 OR ENEMY
61-70	OFFERED A SIDE JOB ¹ +\$75
71-00	YOU COMPETE IN A PRIZE FIGHT ^{1,4} +10 COMBAT POINTS

¹ See separate table on the following page.

² 1-2=Roll P. INJURY, 3-4=You kill a soldier. Prison 3 years, 5-6=ENEMY

³ 1-3=Negative article (Rep. -1/5), 4-6=Positive article (Rep. +1/5)

⁴ Roll for OPPONENT and OUTCOME of the Prize Fight on the next page.

4 THE LONG DEPRESSION (1871-1875)

The stock market crashes, bankruptcy spreads and the country sinks into depression. Work is hard to find, farms and businesses are seized. People need entertainment, more people are coming to watch you fight. As people get increasingly desperate, the pressure is on for you to throw a match in order to fool the gamblers. The Indian Wars rage on across the prairie and gold has been discovered in the Black Hills.

LIFE PATH EVENTS - 1871-1875

D100	EVENT
01-05	YOU KILL SOMEONE IN A FIGHT WANTED \$100, ENEMY
06-10	GAMBLING DEBT TO CRIMINAL BOSS -\$100 OR ENEMY
11-15	BAR FIGHT FINES -\$25
16-25	YOU CAN GAIN A CONTACT ¹ CONTACT
26-35	YOU GAIN A NEW RELATIONSHIP ¹ RELATIONSHIP
36-40	NEWSPAPER ARTICLE ABOUT YOU ²
41-50	ASKED TO THROW A FIGHT ³ +\$75 OR ENEMY
51-60	YOU WIN A WAGER +\$75
61-70	OFFERED A SIDE JOB ¹ +\$75
71-00	YOU COMPETE IN A PRIZE FIGHT ^{1,3} +10 COMBAT POINTS

¹ See separate table on the following page.

² 1-3=Negative article (Rep. -1/5), 4-6=Positive article (Rep. +1/5)

³ Roll for OPPONENT and OUTCOME of the Prize Fight on the next page.

★ PUGILIST ★

RELATIONSHIPS

The most important things in life are not money and honor – at least not for most people. Friends, family, and having someone to love are even more important.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY MEMBER KILLED BY ... ¹	REPUTATION ±0/5
11-25	RELATIVE USES YOUR TALENT FOR PROFIT	-\$75
26-35	YOUR WIFE LEAVES YOU	REPUTATION -1/5
36-45	OUTLAW SAVES YOUR LIFE	YOU ARE INDEBTED
46-60	MANAGER WANTS TO REPRESENT YOU	+\$75 OR ENEMY
61-70	YOU CAN GET MARRIED	GAIN A FRIEND
71-80	YOU CAN HAVE CHILDREN	1d6 CHILDREN
81-90	YOU SAVE SOMEONE'S LIFE	GAIN A FRIEND
91-00	YOU GAIN A COACH/MENTOR ²	REPUTATION ±0/10

¹ 1=Corrupt lawman, 2-3=Criminal gang, 4-5=Lone shark, 6=Gambler

² Get +5 PRACTICE in a SKILL, but not above the maximum level at start.

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	SALOON KEEPER	SALOON KEEPER	AGITATOR	(\$20)
06-15	OUTLAW	MANAGER	PUGILIST	(\$30)
16-25	PUGILIST	LAWMAN	FENCE	(\$40)
26-40	MANAGER ¹	PUGILIST	OUTLAW	(\$50)
41-60	COACH ²	OUTLAW	COACH ²	(\$60)
61-75	BOOKMAKER	GAMBLER	BOOKMAKER	(\$80)
76-85	GAMBLER	QUAKER	MANAGER ¹	(\$100)
86-95	DOCTOR	BOOKMAKER	SALOON KEEPER	(\$125)
96-00	MENTOR ²	PREACHER	LAWMAN	(\$150)

¹ If you got a Manager, the winning fee in Prize Fights doubles.

² Get +5 PRACTICE in a SKILL, but not above the maximum level at start.

THE CIVIL WAR

When life is on the line, a brother in arms can become a friend for life. Many desert to escape the madness, while others distinguish themselves on the battlefield.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
11-20	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
21-35	YOU ARE A DESERTER	-2/5	WANTED \$30
36-50	DETAINED IN A PRISON CAMP	±0/5	ROLL P. INJURY
51-70	COMPETE IN A PRIZE FIGHT	±0/5	ROLL PRIZE FIGHT
71-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
96-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Roll ENEMY

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

PRIZE FIGHT – OPPONENT

Who you go up against determines how difficult the fight is (the OUTCOME-column modifies the next table), and affects your REPUTATION and the prize money.

PRIZE FIGHT – OPPONENT

D100	OPPONENT ¹	REP.	OUTCOME ²	PROFIT
01-05	GREENHORN	±0/1	+15	\$20
06-15	AMATEUR	±0/2	+10	\$40
16-30	SECOND-RATER	±0/3	+5	\$60
31-45	ROUGHNECK	±0/4	±0	\$80
46-60	SEASONED ROUGHIAN	±0/5	±0	\$100
61-75	SKILLED PUGILIST	±0/6	±0	\$120
76-85	HARDENED PUGILIST	±0/7	-5	\$150
86-95	PROFESSIONAL PUGILIST	±0/8	-10	\$200
96-00	CHAMPION	±0/9	-15	\$250

¹ 1=Irish, 2=German, 3=Frenchman, 4=Englishman, 5=Mexican, 6=Black

² 1-2=Uses dirty tricks (-10 on next roll), 3-6=Fights honorably

PRIZE FIGHT – OUTCOME

You must WIN the fight to get any prize money. If you accepted to *Throw a fight*, you lose unless you roll for OUTCOME anyway – but then you gain an ENEMY.

PRIZE FIGHT – OUTCOME

D100	EVENT	REP.	RESULT
01-05	YOU ARE KNOCKED OUT ¹	-1/5	SEE FOOTNOTE
06-20	YOU LOSE AND GET INJURED ¹	-1/3	SEE FOOTNOTE
21-35	YOU LOSE THE FIGHT	-1/3	-
36-45	LAWMAN STOPS THE FIGHT	-	NO PRIZEMONEY
46-50	RIOT INTERRUPTS THE FIGHT	-	NO PRIZEMONEY
51-65	YOU WIN, BUT GET INJURED ¹	+1/5	SEE FOOTNOTE
66-85	YOU WIN THE FIGHT	+1/5	-
86-95	YOU WIN ON A KNOCK OUT	+1/5	GAIN AN ENEMY
96-00	YOU KILL YOUR OPPONENT	-3/5	GAIN AN ENEMY

¹ 1=Knee injury (walk with a limp), 2=Broken nose, 3=Broken rib, 4=You lose a tooth, 5=Facial scar, 6=Bite mark on ear

SIDE JOB

It can be hard to earn a living on prize fights alone. Not all the jobs you can get are completely legal. Body guards get a set of discreet and proper clothing.

SIDE JOB

D100	TYPE OF WORK	REP.	RESULT
01-10	CRIMINAL GANG	-2/5	WANTED \$50
11-25	ENFORCER FOR ... ¹	-1/5	GAIN AN ENEMY
26-45	BOUNCER	±0/5	COOL UNDER FIRE +1
46-55	BODYGUARD FOR ... ²	±0/5	GAIN A CONTACT
56-60	PUGILIST FOR THE CIRCUS	±0/10	COOL UNDER FIRE +1
61-70	MINER	-	CRAFT/MINING 5
71-80	SLAUGHTERHOUSE	-	CRAFT/BUTCHERING 5
81-90	SAILER	-	SEAMANSHIP 5
91-00	RAILWAY NAVVY	-	CRAFT/NAVVYING 5

¹ 1-2=Criminal gang, 3-4=Bookmaker, 5-6=Lone Shark

² 1-2=Outlaw, 3=Agitator, 4=Politician, 5=Landowner, 6=Industrialist

★ YOUR ROLE ★

REPORTER



That's right, I've seen quite a lot of the Wild West. There's no better way to get to know the country than travelling around working for different papers. Lately, I worked for Socorro Sentinel. That was some wild times, I tell you... I had to skedaddle when the Hodgkiss gang threatened to burn down the entire editorial office. That crazy son of a gun of an editor felt that he just had to write that their leader Charlie Hodgkiss liked to wear women's drawers on the sly – just because Hodgkiss had wolf whistled after his daughter the week before! I got to learn some Spanish before I left, though. They had a Spanish column in each issue there... Que pasa, amigo?

REPORTER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: High School COOL UNDER FIRE: 0 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Dilettante, Eagle Eye, Liar, Judge of Character, Perfect Recall, Silvertongue.
OBSTACLES Bleeding Heart, Code of Honor, Coward, Gullible, Impressionable, Incorruptible.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – COLLEGE (200 POINTS)

ARITHMETIC	10	EXPERTISE/GEOGRAPHY	10	LANGUAGE/ELECTIVE	10
ART/ELECTIVE	5	EXPERTISE/HISTORY	10	ORGANIZATION/ELECTIVE	5
ETIQUETTE	10	EXPERTISE/LITERATURE	10	READ/WRITE	15
EXPERTISE/BIOLOGY	10	EXPERTISE/PHILOSOPHY	5	RELIGION/CHRISTIANITY	10
EXPERTISE/CHEMISTRY	5	EXPERTISE/PHYSICS	5	SPORTS/ELECTIVE	5

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
ART/AUTHORSHIP	15	5	15
ART/DRAW	5	5	5
CRAFT/ENGRAVING	10	5	10
CRAFT/PRINTING	10	5	15
DRIVE/CARRIAGE	5	5	10
ELOQUENCE	5	-	10
EXPERTISE/POLITICS	10	5	15
HIDE/SEEK	10	5	15
ORGANIZATON/ELECTIVE	5	-	10
PHOTOGRAPHY	10	5	10
RIDE	5	5	5
STALK	10	5	10
TELEGRAPHY	10	-	10

WEAPONS PACKAGE	GREENHORN (50)	NONE	SUFFICIENT (150)
ACCURACY/REVOLVER	5	-	10
ACCURACY/RIFLE	-	-	5
SPEED/REVOLVER	-	-	5
DEFENSE	5	-	5

REPUTATION	±0/20	±0/10	±0/40
MONEY	\$75	\$50	\$150

EQUIPMENT

WEAPONS Revolver +20 bullets. Holster.
BELONGINGS Notebook, quill, ink, 1 book of your choice, factory made pocket watch, binoculars, razor or hairbrush and make up, mirror.
CLOTHING Suit/dress plus a spare set of desired clothing.
MOUNT Quarter Horse. Bridle, saddle. saddlebags.



The pen is mightier than the sword, a truth you learned a long time ago. The one who's got the power over the written word has also got the power over peoples' souls and what they see as truth or falsehood. It's a grand mission you have embarked upon, with fantastic opportunities. There are a number of different orientations for you to choose from after selecting this ROLE: editor, correspondent, journalist and the vagabond printer.

The editor is the typical newspaperman in the West: as much a printer as an author, and more of a leader and administrator than an active news chasing reporter. He or she is often politically engaged, either by supporting a political group in town or by themselves being politically active. The editor knows the inhabitants of his town thoroughly. This is an ideal role in a campaign where the plan is to stay for a long time in the same town.

The correspondent doesn't work for a local newspaper, but for one of the big ones back East. He or she has been sent to the Wild West with a generous expense account to report on the life there for the readers back home in Boston, New York or Washington – or maybe even Europe. The correspondent is cultivated, well-educated, perhaps with author aspirations, and is for those reasons something of a rare bird in the down to earth and even brusque environment of the West. There are also more local correspondents, often a somewhat cultured and literate person living in a town close to the place of publication, hired to report on local events. This person is then payed according to how much her or she writes, something that rather gives some extra money than being something to eke out a living from. On the other hand, this lends itself well to adventuring in the vicinities.

Journalists are above all found in the greatest cities of the East Coast, where there are room for several wordsmiths at the same paper. Everything from news reporting to lightweight stuff like gossip and chronicles may end up at his or her table. It's not a very glamorous job, but gives good opportunities to stumble upon all sorts of intrigues. Some journalists receive a set salary, but most get payed according to how much the write.

The vagabond printer is a printer that has gotten himself his education during his travels – he, or she, is an adventurous soul who wants to see all the nation with his own eyes and then share the experience with people through the newspapers he happens to work for. Life as a vagabond is both poor and full of hardship, but the vagabond printer wouldn't want to have it in any other way: freedom makes the work worth all privations, and furthermore it requires that one improve oneself in everything, not only in printing. Just like the local printer is also an editor, the vagabond printer can, besides assisting with the printing,

also contribute with articles and other news items for the paper. Mostly, there's no problem getting at least temporary work when they arrive at a new town, since they can always sell a couple of articles about the last town they worked in.

Back on the East Coast the traditional news magazines with long academic pieces have begun to modernize. Previously people in power could tell their story more or less uninterrupted, but now during interviews they have to answer intrusive questions from the reporters.

The new printing technique has made printing cheaper. To entice new readers the so-called *Penny Press* has seen the light of day, where gossip, rumors, crime and sensations are dealt with in just a few pages – and there's a new issue every day.

The newspapers west of the Mississippi seldom exceed one issue per week, and are rarely read outside the county of origin. News from the rest of the nation and the world are gathered by the editor, who himself subscribes to a number of big newspapers and magazines – that he then without concern takes whole pieces out of and publish in his own paper. Another way for the local press to cover national and international news is to subscribe to ready-made news pages from the East Coast. The Chicago printer Kellogg is the big name in this business. For five dollars a week the editor is granted access to complete pages with articles and chronicles of a more general character together with ads from mail order companies. This is already set and printed, but there are room for local news to be added on the very same pages.

More or less idle gossip about the townsfolk is getting increasingly important. Short local news about who's been seen with who, who's been travelling, who's planning on starting or letting go of a business, who's written a letter of protest to the governor, etc. The personal news is a good and easy way to keep readers: people are curious and the townspeople like to read about their neighbors and themselves.

LIVELIHOOD

What standard of living you have depends on what orientation of the job you have chosen and where you work. An editor or correspondent from the East Coast or Europe can often count on a good living and around \$200 a month. The vagabond printer and the journalist have to make do with more modest pay, seldom more than \$100. If you're a correspondent from a neighboring town or city you count yourself lucky if you can write about enough to make \$25 a month.

REPUTATION

How famous you become depends almost exclusively on how often your name is seen in the paper and how large the edition you work on is in circulation.

LIFE PATH EVENTS FOR REPORTERS

1 EXPANSION WEST (PRIOR TO 1861)

Two controversial issues engage people – slavery and Darwin's theory of evolution. Gold is found in Colorado and there is an oil boom in Pennsylvania. Young riders from the Pony Express become heroes. Mormons, followers of a relatively new religious movement, get into conflicts with settlers and the US Army. There is no shortage of crimes to write about.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-10	YOU GOT A POLITICAL ANTAGONIST ¹	ENEMY
06-15	11-15	ANGRY READER BEATS YOU UP	P. INJURY
16-30	16-30	YOU CAN GAIN A CONTACT ¹	CONTACT
31-40	31-40	ROLL FOR A NEW RELATIONSHIP ¹	RELATIONSHIP
41-45	41-50	YOU WRITE... ² FOR LOCAL PAPER	+\$50
46-55	-	OFFERED MEMBERSHIP IN ... ³	FRIEND OR ENEMY
56-60	51-60	YOU EXPOSE INFIDELITY	+\$50, ENEMY
61-70	61-70	YOU WRITE STORY ABOUT... ^{4,1}	ROLL PUBLISHED
71-80	71-80	YOU WRITE ARTICLE ABOUT... ^{5,1}	ROLL PUBLISHED
81-00	81-00	YOU EXPOSE A CRIME ¹	

¹ See separate table on the following page.

² 1-2=Gossip Column, 3=Trial Summaries, 4-5=Paragraphs, 6=Fashion

³ 1-2=Pol. party, 3=Gentlemen's Club, 4-5=Oddfellows, 6=Freemasons

⁴ 1-2=Slavery, 3=Mormon War, 4-6=Gold Rush at Pike's Peak

⁵ 1-3=Charles Darwin, 4-5=Pony Express, 6=Oil boom in Pennsylvania

3 POST WAR (1866-1870)

The peace brought an end to the battles, not to the bitterness. Racist organizations, such as the Ku Klux Klan, are strong in the occupied South. The transcontinental railroad is a symbol of a brighter future based on technological achievements. P. T. Barnum is a famous entertainment mogul surrounded by gossip. He has an uncanny ability to end up in the newspapers.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-10	YOU GOT A POLITICAL ANTAGONIST ¹	ENEMY
06-15	11-15	ANGRY READER BEATS YOU UP	P. INJURY
16-25	16-25	YOU CAN GAIN A CONTACT ¹	CONTACT
26-35	26-35	ROLL FOR NEW RELATIONSHIP ¹	RELATIONSHIP
36-40	36-40	YOU EXPOSE INFIDELITY	+\$50, ENEMY
41-50	41-45	FOLLOW MILITARY EXPEDITION AGAINST... ²	+\$75
51-55	46-55	WRITE TRAVEL STORY FROM... ^{3,1}	ROLL PUBLISHED
56-65	56-65	YOU INTERVIEW CELEBRITY ^{4,1}	ROLL PUBLISHED
66-80	66-80	YOU WRITE ARTICLE ABOUT... ^{5,1}	ROLL PUBLISHED
81-00	81-00	YOU EXPOSE A CRIME ¹	

¹ See separate table on the following page.

² 1-3=Sioux (Red Cloud's War), 4-5=Cheyenne, 6=Apaches

³ 1-2=Wild West, 3=Europe, 4=South America, 5=Africa, 6=China

⁴ 1-2=P.T. Barnum, 3=Richard Gatling, 4-6=Allan Pinkerton

⁵ 1-2=The Klan, 3-4=Presidential election, 5-6=Transcontinental Railroad

2 CIVIL WAR (1861-1865)

The Civil War dominates news, and there is a constant demand to hear from the front. The Draft Riot in New York and the assassination of President Lincoln are headlined over the nation. The Indian Wars continue to plague the Plains, with massacres, warriors seeking vengeance and punitive expeditions leading to new massacres. Women may be nurses or spies, not soldiers.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-10	01-05	SHOT BY ANTAGONIST ¹	P. INJURY, ENEMY
11-20	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
21-25	06-10 ²	ENLISTED IN THE ARMY ¹	COOL UNDER FIRE +1
26-35	11-25	YOU CAN GAIN A CONTACT ¹	CONTACT
36-45	26-40	ROLL FOR NEW RELATIONSHIP ¹	RELATIONSHIP
46-55	-	OFFERED MEMBERSHIP IN ... ³	FRIEND OR ENEMY
56-65	41-50	WAR CORRESPONDENT	REP. +3/10, +\$150
66-75	51-70	YOU WRITE STORY ABOUT... ⁴	ROLL PUBLISHED
76-85	71-90	YOU WRITE ARTICLE ABOUT... ^{5,1}	ROLL PUBLISHED
86-00	91-00	YOU EXPOSE A CRIME ¹	

¹ See separate table on the following page.

² Women can volunteer as spies, smugglers or nurses.

³ 1-2=Pol. party, 3-4=Gentlemen's Club, 5=Oddfellows, 6=Freemasons

⁴ 1-3=Outbreak of War, 4=Sioux rebellion, 5-6=Draft Riots in NY

⁵ 1=Sand Creek Massacre, 2-3=Pres. election, 4-6=Lincoln's assassination

4 THE LONG DEPRESSION (1871-1875)

Chicago is on fire, the market crashes and the Indian Wars are more intense than ever. Many believe General Custer is trying to turn his fame from the Indian Wars into becoming the next President of the United States. His expedition to Black Hills found gold on Indian land, sparking a new Gold Rush. Buffalo Bill Cody's Wild West Shows is popular – on the East Coast.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-10	YOU GOT A POLITICAL ANTAGONIST ¹	ENEMY
06-15	11-15	SHOT BY ANTAGONIST ¹	P. INJURY, ENEMY
16-25	16-25	YOU CAN GAIN A CONTACT ¹	CONTACT
26-35	26-35	ROLL FOR NEW RELATIONSHIP ¹	RELATIONSHIP
36-45	36-45	OFFERED MEMBERSHIP IN ... ²	FRIEND OR ENEMY
46-55	46-50	FOLLOW MILITARY EXPEDITION AGAINST... ³	+\$75
56-60	51-60	YOU INTERVIEW CELEBRITY ^{4,1}	ROLL PUBLISHED
61-65	61-65	YOU WRITE FICTIVE STORY ABOUT... ⁴	ROLL PUBLISHED
66-80	66-80	YOU WRITE ARTICLE ABOUT... ^{5,1}	ROLL PUBLISHED
81-00	81-00	YOU EXPOSE A CRIME ¹	

¹ See separate table on the following page.

² 1-2=Union, 3-4=Suffragettes, 5=Oddfellows, 6=Freemasons

³ 1-3=Comanches, 4-5=Apaches, 6=Black Hills

⁴ 1-2=George A. Custer, 3-4=Buffalo Bill Cody, 5-6=Thomas Edison

⁵ 1-2=The Chicago Fire 1871, 3-4=The Market Crash 1873, 5-6=Black Hills

★ REPORTER ★

RELATIONSHIPS

What are you prepared to do in order to get published? If you expose your friends' and relatives' secrets in the newspaper, they will consider you to be their ENEMY.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY MEMBER KILLED BY ENEMY	REPUTATION ±0/5
06-25	YOU CAN EXPOSE A RELATIVE ¹	+\$75 AND ENEMY
26-35	YOUR SPOUSE LEAVES YOU	REPUTATION -1/5
36-50	CAN EXPOSE A FRIEND AS UNFAITHFUL	+\$50 AND ENEMY
51-60	FRIEND SAVES YOUR LIFE	FRIEND AND DEBT
61-70	YOU ARE ASKED TO BE A GODPARENT	FRIEND OR ENEMY
71-85	YOU CAN GET MARRIED	GAIN A FRIEND
86-95	YOU HAVE CHILDREN	1d6 CHILDREN
96-00	YOU GAIN A MENTOR ²	REPUTATION ±0/10

¹ 1=Murder, 2=Robbery, 3=Fraud, 4=Corruption, 5=Bastard, 6=Infidelity

² Get +5 PRACTICE in a SKILL, but not above the maximum level at start.

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay, you can likely get their help again during game play later on.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT ¹
01-05	DRIFTER ²	LANDOWNER ²	SOLDIER ² (\$25)
06-15	TOWNSPEOPLE ²	INDUSTRIALIST ²	PROSPECTOR (\$50)
16-25	BUSINESS OWNER ²	OFFICER ²	DOCTOR (\$50)
26-40	PRINTER	AGITATOR	OUTLAW (\$75)
41-60	REPORTER	EDITOR	OFFICER ² (\$75)
61-75	EDITOR	REPORTER	EDITOR (\$100)
76-85	POLITICIAN ²	PUBLICIST	SALOON KEEPER (\$100)
86-95	PUBLICIST	LAWMAN	PINKERTON (\$125)
96-00	LAWMAN	POLITICIAN ²	POLITICIAN ² (\$150)

¹ Contacts can provide information – if you pay them to talk.

² Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

THE CIVIL WAR

If you assigned to DESK DUTY, you get out of the brutal battlefields. You also get an OFFICER as a CONTACT, free of charge (in the future, he might want money).

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
11-25	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
26-35	CAPTURED/IN PRISON CAMP	±0/5	ROLL P. INJURY
36-45	A FRIEND DIES IN YOUR ARMS	±0/3	INHERIT BOOKS
46-60	WRITE LETTERS FOR OTHERS	+1/5	+\$50
61-70	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
71-75	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
76-80	YOU ARE PROMOTED ¹	+1/5	COOL UNDER FIRE +1
81-00	YOU GET DESK DUTY ²	±0/5	CONTACT OFFICER

¹ 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

² 1-2=Recruitment office, 3-5=Service staff, 6=Intelligence service

YOU EXPOSE A CRIME

First roll to get a PERPETRATOR, then again to determine the CRIME and possible BRIBE. If you accept a bribe, you bury the story and do not roll for OUTCOME below.

YOU EXPOSE A CRIME

D100	PERPETRATOR	CRIME	BRIBE ¹
01-10	UNION LEADER	BLACKMAIL A... ²	\$100
11-20	INDIAN AGENT	ILLEGAL SELLING OF BOOZE	\$150
21-30	INVENTOR	INSURANCE FRAUD	\$200
31-45	DRIFTER	SMUGGLER, WORKS WITH A... ²	\$250
46-55	BUSINESS OWNER	STEALS A PATENT FROM A... ²	\$300
56-65	OFFICER	LAND FRAUD, WORKS WITH A... ²	\$350
66-85	POLITICIAN	CORRUPTION, WORKS WITH A... ²	\$400
86-95	LANDOWNER	HAS KILLED A... ²	\$450
96-00	INDUSTRIALIST	PLANS TO ATTACK A... ²	\$500

¹ Assassination attempt if you turn down bribe. 1-3=P. INJURY, 4-6=Scar

² Roll again under the PERPETRATOR-COLUMN to see the victim/associate.

OUTCOME – YOU EXPOSE A CRIME

The outcome of the trial affects your chance to get PUBLISHED (see next table). A guilty plea, long sentence or spectacular event MODIFY the interest in your story.

OUTCOME – YOU EXPOSE A CRIME

D100	OUTCOME ¹	MOD.
01-10	PERPETRATOR IS ACQUITTED	-5
11-20	PERPETRATOR IS FORCED TO RESIGN	±0
21-35	PERPETRATOR ESCAPES, BUT IS WANTED	±0
36-40	INNOCENT PERPETRATOR IS CONVICTED ²	±0
41-55	SENTENCED TO 5 YEARS IN PRISON	+5
56-70	SENTENCED TO 10 YEARS IN PRISON	+5
71-85	SENTENCED TO 15 YEARS IN PRISON	+10
86-95	SENTENCED TO DIE IN THE GALLows	+10
96-00	PERPETRATOR COMMITS SUICIDE	+15

¹ PERPETRATOR/ASSOCIATE become your ENEMIES and will seek vengeance.

² Other reporter reveals PERPETRATOR to be innocent. You get REP. -2/5.

PUBLISHED

Once you have finished your article, the next step is to get it published. Where it ends up will affect your REPUTATION and how high your fee will be.

PUBLISHED

D100	ARTICLE PUBLISHED IN ...	REP.	FEES
01-15	LOCAL NEWSPAPER	±0/2	\$25
16-30	FRONT PAGE IN LOCAL PAPER ¹	±0/5	\$50
31-40	SEVERAL LOCAL NEWSPAPERS ²	±0/2	\$75
41-60	REGIONAL NEWSPAPER	±0/5	\$100
61-80	FRONT PAGE IN REGIONAL PAPER ¹	±0/10	\$125
81-90	SEVERAL REGIONAL NEWSPAPERS ²	±0/5	\$150
91-95	NATIONAL NEWSPAPER ¹	±0/10	\$200
96-99	SEVERAL NATIONAL NEWSPAPERS ²	±0/10	\$300
00	FRONT PAGE IN NATIONAL PAPER ²	±0/20	\$400

¹ You get the EDITOR as a CONTACT, free of charge this time.

² You get published in 1d6+1 paper. You get REP. & FEES for each of them.

★ YOUR ROLE ★

SALOON GIRL

Hello there, handsome! What brings you to these parts? If you offer me something to drink, I wouldn't mind sitting down for a while...

You sure put on a good show, like a true gentleman. Naturally I will stay a while longer. But do tell me more about yourself, what has such a fine man like yourself done to become so successful, rich and handsome? You can tell me, it will stay between us.

You don't say? And he just stood there like a fool and handed over all the money? Well, well... Thousands of dollars and not a shot fired? Let's raise our glasses to that – you wouldn't mind buying me another one?

SALOON GIRL – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 1 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Artistic, Card Sharp, Judge of Character, Liar, Resistant, Seductive.
OBSTACLES Addict, Animal Lover, Bleeding Heart, Compulsive Liar, Unlucky, Woman.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
ACTING	5	5	5
APPRAISAL	10	10	10
DANCE	15	10	15
DEAL	10	5	15
ELOQUENCE	5	5	5
FIRST AID	5	5	10
GAME/CARDS	10	5	15
MUSIC/SINGING	10	5	10
RIDE	10	5	10
SLEIGHT OF HAND	15	10	15
STEALTH	10	-	10

WEAPONS PACKAGE	ADEPT (200)	TENDERFOOT (100)	SEASONED (350)
ACCURACY/REVOLVER	10	10	10
ACCURACY/FIGHTING	5	-	10
ACCURACY/THROWING	5	-	5
SPEED/REVOLVER	5	5	10
SPEED/FIGHTING	5	-	10
DEFENSE	5	-	5

REPUTATION	-1/15	±0/5	-2/30
MONEY	\$75	\$25	\$100

EQUIPMENT

WEAPONS Derringer +20 bullets. Knife.
BELONGINGS Deck of cards, ear rings, necklaces, hairbrush, make up, mirror.
CLOTHING 3 sets of desired clothing.
 MOUNT Quarter Horse. Bridle, saddle, saddlebags.

★ SALOON GIRL ★

As a saloon girl you will always receive appreciative looks and you're better than most when it comes to gathering information. You can take care of yourself, something that you've learned during your tough life. Another thing you've learned is to manipulate the weaker sex: men. With an innocent look and a seductive smile, you can make most men tell you things they definitely should have kept quiet about, or make them do things that are not in their best interest. Few saloon girls have got scruples when it comes to this, given what they've seen, heard or experienced themselves. They therefore have a hard time conjuring up any real sympathy for a man that has been taken advantage of. There are always those who have a harder time than the easily manipulated idiot.

Few girls grow up to dreaming of working in a saloon. It's rather a line of work that they're forced into for other reasons. If you're lucky it's been for practical circumstances, where parents have died and you've become alone in the world or even responsible for the care of your younger siblings. Without education it's hard to find decent work, but you got to make a living somehow. Others have gone West to marry someone who wrote such sweet letters, but proved to be a real bastard on arrival, forcing his new wife to work in the saloon. Still others are in worse shape, carrying with them a baggage of abuse or even slavery. A few lucky people have gotten into the trade since they simply couldn't stand the small life allowed for women by society, because they don't want or can't stand a sheltered life as prima donnas in the shadow of their husbands or fathers. Maybe they fled an arranged marriage where they couldn't stand the one their family had chosen for them. It can also all have begun as a romantic adventure, where the dream prince proved to be a slacker who expected you to provide for him when you had finally escaped your parents.

No matter how you become a saloon girl to begin with, we recommend that you have risen from your dark history – or never even had too dark of a history to begin with. Even though there's much misery and widespread prostitution there are good opportunities for a woman to make a living in saloons and dance halls without being completely powerless and used. It's also a great advantage to be able to choose for yourself how long you like to stay somewhere and when it's time to up stakes and move to the next saloon or town.

Female beauty is always in demand, particularly in the West. Young pretty girls and women will never have any problems finding more or less indecent work. New boomtowns often attract ten times more male than female fortune seekers, so all women are welcome, no matter looks or age. Each saloon wants at least one female employee to attract the male custo-

mers – otherwise they will go to the saloon next door or even another town. If it's a small saloon your most important task will be to wait on tables, there's hardly any time for anything else.

At a larger saloon or the more exclusive gentlemen's clubs your job situation is different. You may have to help out with serving sometimes, if the bartender is too busy, but your main occupation is to talk to all customers and try to make them buy lots of drinks, both for themselves and for you. The owner of the establishment wants to sell his most expensive stuff, so that is what you will suggest to the engrossed customer. The selfsame employer would also prefer that you won't become too drunk to work, so you can expect your whisky and beer to be diluted with water or tea. The buyer will pay in full, though, so don't switch glasses by mistake – that will turn embarrassing.

You are also expected to perform at least some on stage, be it dancing or singing – all to further elevate the mood in the saloon. At saloons and gambling halls you may also get to handle the gambling for the establishment, covering everything from *The Wheel of Fortune* to roulette and faro.

At the many dance halls your assignment is instead to dance with the young men who pay for the favor. Some places charge by the dance while others charge a higher entrance fee instead. If the price is per dance the owner will want to see you on the dancefloor for hours on end without rest, but if the guests have already paid a set price the owner is more prone to make you get the men to order drinks in between dances – naturally buying you something to wet your whistle with too.

At finer establishments, the owner will be explicit concerning prostitution – there is none (if it isn't a luxury brothel)! The shabbier places, however, tend to encourage you to charge for all kinds of services.

Male transvestites can become saloon girls, but live dangerously if their customers catch wind of them not being women – unless they work at a private club for homosexual men.

LIVELIHOOD

If you work at a small seedy place you seldom earn more than \$40 a month, but receive food and lodging for free. The classier the establishment is and the more you perform on stage, the better the pay. More than \$200 a month is highly unusual, however.

REPUTATION

You become more famous when performing and when working at a better establishment. To change town or city is also a way to be written about, and if you are really good your employer may even feature you with name and picture in ads and posters to attract customers.

LIFE PATH EVENTS FOR SALOON GIRLS

1 EXPANSION WEST (PRIOR TO 1861)

Too many begin as saloon girls – or worse – after escaping an abusive husband. If you killed him, you get wanted for murder. Boom towns offer ample opportunities to make money on celebrating prospectors. Many women move west to get married, but once there they have to work in a saloon or brothel instead. If you turn down a job, you do not get paid.

LIFE PATH EVENTS - PRIOR TO 1861

D100	EVENT	
01-10	WANTED FOR MURDER OF HUSBAND	\$100 BOUNTY, ENEMY
11-15	YOU DEVELOP AN ADDICTION ¹	-\$75, OBSTACLE
16-25	YOU GAIN AN ADMIRER	
26-35	YOU CAN GAIN A CONTACT ²	CONTACT
36-50	ROLL A NEW RELATIONSHIP ²	RELATIONSHIP
51-60	YOU POSE FOR A NUDE PAINTING	REP. -2/10, +\$75
61-65	OFFERED WORK AT A BROTHEL ^{3, 4}	+\$50, ROLL CONFLICT
66-75	YOU GO WEST TO GET MARRIED ^{5,3,4}	+\$50, SALOON ²
76-85	YOU ESCAPE AN ABUSIVE HUSBAND ^{3,4}	+\$75, DANCE HALL ²
86-00	YOU ARE OFFERED WORK IN A... ^{3,4}	+\$75, SALOON ²

1 1=Morphine [ADDICT], 2-3=Opium [ADDICT], 4-6=Alcohol [DRUNKARD]

2 See separate table on the following page.

3 Mining town in: 1=California, 2-3=Nevada, 4-6=Colorado

4 1=Tent, 2=Shed, 3=House, 4=Respectable, 5=Luxurious, 6=Exclusive

5 1=Husband dead, 2-3=Broker steals dowry, 4-6=Make owns saloon

3 POST WAR (1866-1870)

Once the war ended, soldiers are transferred west to fight the Natives. Close to their forts you find Hog Ranches – ramshackle buildings that offer female company in different ways... Cattle drives to Kansas cities are getting common. From there, the animals are sent east on the railroad. These wild transit cities offer many job opportunities for saloon girls.

LIFE PATH EVENTS - 1866-1870

D100	EVENT	
01-10	WANTED FOR MURDER OF HUSBAND	\$100 BOUNTY, ENEMY
11-15	YOU DEVELOP AN ADDICTION ¹	-\$75, OBSTACLE
16-25	YOU CAN GAIN A CONTACT ²	CONTACT
26-40	ROLL A NEW RELATIONSHIP ²	RELATIONSHIP
41-50	YOU SPY ON CUSTOMERS FOR A... ³	+\$50 OR ENEMY
51-55	OFFERED WORK AT A BROTHEL ^{4,5}	+\$50, ROLL CONFLICT
56-65	YOU POSE FOR A NUDE PAINTING	REP. -2/10, +\$75
66-75	OFFERED TO BUY OWN ESTABLISHMENT ²	-\$100-300
76-85	YOU ESCAPE AN ABUSIVE HUSBAND ^{4,5}	+\$75, DANCE HALL ²
86-00	YOU ARE OFFERED WORK IN A... ^{4,5}	+\$75, SALOON ²

1 1=Morphine [ADDICT], 2-3=Opium [ADDICT], 4-6=Alcohol [DRUNKARD]

2 See separate table on the following page.

3 1-2=Outlaw, 3=Conman, 4=Bounty hunter, 5=Pinkerton, 6=Lawman

4 1-2=Hell on Wheel [TENT], 3=Hog Ranch [SHED], 4-6=Cattle Town

5 1=Tent, 2=Shed, 3=House, 4=Respectable, 5=Luxurious, 6=Exclusive

2 CIVIL WAR (1861-1865)

The Civil War dominates this period. When the men die on the battle fields, many women are forced to leave their homes and try to support themselves anyway they are able to. Most of them go west, to mining camps or to the Hell on Wheels – the tent city built train cars, following the navvies as they build the track for the transcontinental railroad.

LIFE PATH EVENTS - 1861-1865

D100	EVENT	
01-05	YOU TAKE REVENGE ON A RAPIST ¹	WANTED, ENEMY
06-10	YOU DEVELOP AN ADDICTION ²	-\$75, OBSTACLE
11-20	PIANO PLAYER TEACHES YOU	MUSIC/PIANO PRACTICE 10
21-30	YOU GAIN AN ADMIRER	
31-40	YOU CAN GAIN A CONTACT ³	CONTACT
41-55	ROLL A NEW RELATIONSHIP ³	RELATIONSHIP
56-60	OFFERED WORK AT A BROTHEL ^{4,5}	+\$50, ROLL CONFLICT
61-70	YOUR HUSBAND DIES IN THE WAR ^{4,5}	+\$75, DANCE HALL ³
71-80	YOU ESCAPE AN ABUSIVE HUSBAND ^{4,5}	+\$75, SALOON ³
81-00	YOU ARE OFFERED WORK IN A... ^{4,5}	+\$75, DANCE HALL ³

1 1-2=Kill \$100, 3-4=Shoot \$50, 5-6=Castrate \$75

2 1=Morphine [ADDICT], 2-3=Opium [ADDICT], 4-6=Alcohol [DRUNKARD]

3 See separate table on the following page.

4 1=Idaho Boom town, 2-3=Colorado Boom town, 4-6=Hell on Wheel

5 1=Tent, 2=Shed, 3=House, 4=Respectable, 5=Luxurious, 6=Exclusive

4 THE LONG DEPRESSION (1871-1875)

Most businesses face hard times after the market crash in 1873, but not yours. If you are lucky, you might even get a chance to open your own establishment. How much you need to invest depends on the standard you wish to offer. You must decide on how much to invest first, then you continue to the next page to find out if it was a profitable investment or bad business.

LIFE PATH EVENTS - 1871-1875

D100	EVENT	
01-05	YOU TAKE REVENGE ON A RAPIST ¹	WANTED, ENEMY
06-10	YOU DEVELOP AN ADDICTION ²	-\$75, OBSTACLE
11-20	YOU GAIN AN ADMIRER	
21-30	YOU CAN GAIN A CONTACT ³	CONTACT
31-45	ROLL A NEW RELATIONSHIP ³	RELATIONSHIP
46-50	OFFERED WORK AT A BROTHEL ^{4,5}	+\$50, ROLL CONFLICT
51-60	YOU POSE FOR A NUDE PAINTING	REP. -2/10, +\$100
61-70	OFFERED TO BUY OWN ESTABLISHMENT ³	-\$100-300
71-80	YOU ESCAPE AN ABUSIVE HUSBAND ^{4,5}	+\$75, SALOON ³
81-00	YOU ARE OFFERED WORK IN A... ^{4,5}	+\$75, DANCE HALL ³

1 1-2=Kill \$100, 3-4=Shoot \$50, 5-6=Castrate \$75

2 1=Morphine [ADDICT], 2-3=Opium [ADDICT], 4-6=Alcohol [DRUNKARD]

3 See separate table on the following page.

4 1-2=Hell n Wheel [TENT], 3=Lumber camp, 4-5=Black Hills, 6=Big City

5 1=Tent, 2=Shed, 3=House, 4=Respectable, 5=Luxurious, 6=Exclusive

★ SALOON GIRL ★

RELATIONSHIPS

No matter how hard your life might seem, there are good things too. Having people in your life to trust and where you help each other makes everything better.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY KILLED BY ... ¹	REPUTATION ±0/5
11-20	LOVER KILLED BY... ²	REPUTATION -1/5
21-30	TURN DOWN PERSISTENT SUITOR ²	GAIN AN ENEMY
31-40	SALOON GIRL STEALS YOUR MONEY	-\$100
41-45	FRIEND SAVES YOUR LIFE	FRIEND AND DEBT
46-55	YOU HELP A BEATEN SALOON GIRL	GAIN A FRIEND
56-70	YOU BECOME PREGNANT	CHILD OR ABORTION
71-90	SOMEBODY ² PROPOSES TO YOU	SPouse OR ENEMY
91-00	TEND TO THE SICK DURING AN EPIDEMIC	REP. +3/10

¹ 1-2=Natives, 3-4=Outlaws, 5=Enemy, 6=Disease

² 1=Outlaw, 2=Gunslinger, 3-4=Gambler, 5=Saloon owner, 6=Lawman

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	TOWNSPEOPLE ¹	POLITICIAN ¹	ACTOR	(\$25)
06-15	DRIFTER ¹	LAWMAN	MUSICIAN	(\$25)
16-25	BOUNCER	DESPERADO	BARTENDER	(\$50)
26-40	PIANO PLAYER	SALOON GIRL	PROSTITUTE	(\$50)
41-60	SALOON GIRL	MORALIST ²	PUGILIST	(\$75)
61-75	BARTENDER	SALOON KEEPER	GAMBLER	(\$75)
76-85	GAMBLER	BUSINESS OWNER ¹	REPORTER	(\$100)
86-95	SALOON KEEPER	TOWNSPEOPLE ¹	SALOON KEEPER	(\$125)
96-00	LAWMAN	DRIFTER ¹	LAWMAN	(\$150)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

² 1-2=Teetotaller, 3=Religious fanatic, 4-5=Preacher, 6=Suffragette

BUY YOUR OWN ESTABLISHMENT

Decide how much you want to invest; \$100 for a Tent, \$200 for a Shack and \$300 for a House. Double the PROFIT for Shacks and Triple it if you have a House.

BUY YOUR OWN ESTABLISHMENT

D100	EVENT	REP.	PROFIT
01-10	FORCED TO SHUT DOWN BY A... ¹	-2/10	\$25
11-20	YOU ARE FORCED TO SELL TO A... ²	-2/10	\$50
21-30	YOU PAY FOR PROTECTION TO A... ²	-1/5	\$75
31-45	BRAWL, SMASHED FURNISHINGS	±0/5	\$100
46-60	YOUR EST. SAID TO BE HORRIBLE	-2/5	\$150
61-75	YOUR EST. RUMORED TO BE SEEDY	-1/5	\$200
76-85	YOU OFTEN HIRE STAGE SHOWS	+1/5	\$250
86-95	YOUR EST. GET GOOD PRESS	+2/10	\$300
96-00	THE PLACE IS A GREAT SUCCESS	+3/15	\$350

¹ 1=Lawman, 2=Saloon owner, 3-4=Women's Club, 5-6=Preacher

² 1=Lawman, 2-3=Saloon owner, 4-5=Brothel owner, 6=Outlaw

SALOON

You seldom lack attention from lovesick bachelors wanting to marry or preachers trying to save your soul. If you get into a CONFLICT, roll on the Conflict-table.

SALOON

D100	EVENT	REP.	RESULT
01-10	FIGHT WITH JEALOUS WIFE	-3/5	ROLL CONFLICT
11-20	PREACHER WANTS TO SAVE YOU	±0/5	FRIEND OR ENEMY
21-30	YOU LOSE \$50 AT CARDS	±0/5	-\$50
31-45	A... ¹ PROPOSES TO YOU	+1/5	MARRY OR ENEMY
46-55	GET WORK AT BETTER SALOON	±0/5	+\$50
56-70	YOU ROB DRUNK CUSTOMER ²	-1/5	+\$75
71-85	YOU WIN \$100 AT CARDS	±0/5	ROLL CONFLICT
86-90	YOU INHERIT REGULAR CLIENT	+1/5	+\$200
91-00	YOU PERFORM ON STAGE	+1/10	+\$100

¹ 1=Outlaw, 2-3=Bartender, 4=Guard, 5=Gambler, 6=Saloon owner

² 1-4=You succeed, 5-6=You are discovered. Roll a CONFLICT.

DANCE HALL

This is often a rough environment. You might get a devoted admirer – but beware! If jealousy strikes, they might get crazy if you as much as look at anybody else.

DANCE HALL

D100	EVENT	REP.	RESULT
01-10	FIGHT WITH JEALOUS WIFE ¹	-3/5	ROLL CONFLICT
11-20	A DRUNK... ¹ BEATS YOU	±0/5	ROLL P. INJURY
21-35	HIT A... ¹ TRYING TO GROPE YOU	±0/5	GAIN AN ENEMY
36-45	A... ¹ AND A... ¹ FIGHT OVER YOU	-1/5	YOU GET FIRED
46-55	A... ¹ PROPOSES TO YOU	+1/5	MARRY OR ENEMY
56-70	YOU GAIN AN ADMIRER ¹	±0/5	JEALOUS PERSON
71-80	BONUS FOR SOLD ALCOHOL	±0/5	+\$50
81-90	GET WORK AT BETTER PLACE	±0/5	+\$75
91-00	GIFT ² FROM AN ADMIRER	±0/5	JEALOUS PERSON

¹ 1=Farmer, 2=Laborer, 3=Soldier, 4=Drifter, 5-6=Townspeople

² 1-2=Ball dress (\$25), 3-4=Charm (\$50), 5-6=Jewelry (\$75)

CONFlict

Whenever men drink and seek female company, you run the risk of getting into a fight. Best case scenario, you broker a peace. Worst case? Your antagonist dies.

CONFlict

D100	EVENT	REP.	RESULT
01-05	YOU KILL IN COLD BLOOD ¹	-3/5	+10 COMB. POINTS
06-15	YOU KILL IN SELF DEFENSE ¹	-1/5	+10 COMB. POINTS
16-30	YOU GET WOUNDED	±0/5	ROLL P. INJURY
31-45	YOU HURT YOUR OPPONENT	-1/5	GAIN AN ENEMY
46-50	FRIEND DIES, KILLER ESCAPES	-1/5	GAIN AN ENEMY
51-65	YOU ARE ARRESTED AND FINED	-1/5	FINED \$75
66-75	A... ² SAVES YOUR LIFE	±0/5	YOU ARE INDEBTED
76-85	FORCED TO LEAVE TOWN	-1/5	-\$50
86-00	YOU BROKER A PEACE	+1/5	+\$50

¹ You are wanted for \$100 and have to escape. You get an ENEMY.

² 1=Saloon owner/Madam, 2-3=Bartender, 4-5=Guard, 6=Saloon girl

★ YOUR ROLE ★

SCOUT

Captain! The Apaches have hit the stagecoach station and Joe's General Store. The stagecoach evaded the attack, it didn't reach the station until after I got there. Some of the passengers are upset, but no one got hurt. Others were not so lucky.

The Apaches killed four men and all horses belonging to the station are gone. I found the bodies of Pete Fisher, Rory McMahon, Joe himself and finally a man that I've never seen before.

There were seven Apaches attacking the place. I think one of them croaked and at least one more got wounded. They're heading Southwest towards Mexico and they have only a couple of hours head start.

SCOUT – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 1 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Bloodhound, Born to Ride, Eagle Eye, Frontiersman, Native Friends, Night Vision.
OBSTACLES Animal Lover, Half-Breed, Savage, Subordinate, Superstitious, Vengeful.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
EXPERTISE/NATIVE CULTURE	15	10	15
FIRST AID	10	-	10
HUNT/FISH	5	5	10
LANGUAGE/NATIVE OR ENGLISH	10	5	10
RIDE	10	10	10
SCOUT	10	10	10
SIGN LANGUAGE	10	10	10
STEALTH	10	5	10
SURVIVAL/ELECTIVE	5	5	15
TRACK	10	5	15
WEATHER LORE	5	5	10

WEAPONS PACKAGE	ACCOMPLISHED (250)	BEGINNER (100)	PREPARED (400)
ACCURACY/RIFLE	10	5	15
ACCURACY/FIGHTING	5	5	10
ACCURACY/REVOLVER	5	-	5
SPEED/RIFLE	10	5	10
SPEED/FIGHTING	5	5	5
SPEED/REVOLVER	-	-	5
DEFENSE	5	-	5

REPUTATION	±0/15	±0/10	±0/30
MONEY	\$50	\$25	\$75

EQUIPMENT

WEAPONS Revolver +20 bullets. Rifle +40 bullets. Bowie knife. Holsters.
BELONGINGS Bandages, blanket, water skin, field equipment, axe.
CLOTHING 1 set of desired clothing.
 MOUNT Quarter Horse. Bridle, saddle, saddlebags, scabbard.

The scout is a perfect ROLE if you who want to take part in military operations while retaining a freedom seldom experienced by the ordinary soldier. Maybe you'll get an order or two that you don't agree with, but since you only sign up for a couple of months and not for several years at a time you can end your service without resorting to desertion – which is of great significance, since a deserter is considered lawless and will never find work for the Army again. As a scout you can return and sign up for a new short mission when it suits you. Many thinks that 3-6 months is a good term and renew their contract when the old one ends.

Your role in the Army is also much freer, even though you are formally a part of the hierarchy and need to obey the commands of superior officers. You mostly work alone or in a small group, to do reconnaissance. You collect information, follow tracks and speak to the people in the area. What you gather you report to your superiors – even though it's hard for them to tell if you tell them everything or if you keep some things to yourself. Since you are often scouting you don't always have to partake in the attack on the warriors, or the Native village that you've just located. On the other hand, you can't disobey orders either. If you're present when a murderous officer orders his soldiers to attack and kill everyone in a village, women and children included, you must participate. If you do not, you may be court-martialed for disobeying a direct order, alternatively become wanted as a deserter for abandoning your mission.

As a scout, you often know the local people, especially the settlers, but also Natives. There are people on both sides of the conflict that you may care about. Some of the more squeamish scouts try to take on the role of mediator and try to find ways to stop the escalating violence and achieve a just peace. Others become scouts after Natives have attacked them or their families. They are driven by revenge and want the guilty to pay for what they have done. For those who hate the most, every fallen enemy is a reason to celebrate. Others still may let their hate evolve into respect for an enemy that fights bravely for his survival, maybe leading to reconciliation in the long run.

The willful frontiersman is a third type of scout. They are hired because of their knowledge of the area, being people that live far away from towns and throngs out of free will. It's not uncommon that they started their lonesome career as a hunter or prospector.

Natives that become scouts have their own reasons. For some, it is a way to get white soldiers help to get back at the enemies of their tribe. Others try to fight boredom and get out of the reservation. At a few occasions a Native has become a scout to win the trust of the Bluecoats in order to be able to lead them into a trap later. The mistrust of the whites is strong, however, so the chances of succeeding in doing this are slim.

The reason for the Army hiring you as a scout is that you have qualifications that are lacking in the Military. You're already familiar with the area around the newly constructed fort and know the locals. Scouts are often able to find shelter from the weather and can get their hands on enough water and food to survive. This comes in handy when the soldiers' rations have run out and you are far away from the fort hunting renegades. You have to be watchful and preferably able to track a fish's journey through water.

The more languages you master, the better. Which ones depends on where in the nation you are stationed. At the border of Mexico, the most important languages are Spanish and Athapaskan (the language of the Apaches). Close to the Indian Territory there are so many tribes present that sign language is a good basis, beyond one of the more prominent languages, like Iroquoian (Cherokee) or Muskogean (Choctaw and Chickasaw).

Anyone can become a scout, no matter their ethnicity. What matters is if you have the right qualifications. The Army's grateful if there are people with the right qualifications willing to serve. Whites that are hired are often trappers, explorers, teamsters and adventurers used to spending time in the wilderness. One of the more famous is Calamity Jane, scouting for the Army for several occasions during the early 1870's, claiming herself that she's scouted for General Custer.

When the Army hire Native scouts, they prefer warriors from tribes that are hostile to the ones they are hunting since this tend to increase loyalty. A Native that betrays his own tribe to the Army will become a hated outcast.

It's not only the Army that's in need of your services, but also lawmen, bounty hunters and private detectives. Settlers may also need your help, for instance to find a kidnapped relative.

LIVELIHOOD

You can't rise above non-commissioned officer rank – and you're anyhow only allowed to command other scouts. Skilled scouts are never in want of work for the Army. Since 1866 scouts are payed equal to a regular cavalryman, which means \$13 a month. This has led to some conflicts. Some old timers were complaining about getting underpaid earlier, but that's not the big debate. That a Native should get paid as much as a white man is seen as nothing short of scandalous by many.

REPUTATION

The best way to get famous as a scout is to track down the one or the ones you've been paid to find. The harder the mission, the more glory you can reap. If it's a large military campaign reported in many newspapers, your name will fly far and wide.

LIFE PATH EVENTS FOR SCOUTS

1 EXPANSION WEST (PRIOR TO 1861)

When you are sent on a mission, you have to decide if you serve in APACHERIA or on the PRAIRIE, and then roll for details on the next page. Some may serve in either one of them or both if you get several missions. Others stick to one area only. Native scouts are primarily used close to their homes, thus Plains Indians serve on the PRAIRIE and Apaches in APACHERIA.

LIFE PATH EVENTS - PRIOR TO 1861

WHITE	NATIVE	EVENT	
01-05	01-10	SHOT BY A... ¹ FOR REFUSING TO OBEY	P. INJURY
06-10	11-20	YOU BRAWL WITH A SOLDIER ²	REPUTATION -1/5
11-20	21-25	YOU CAN GAIN A CONTACT ³	CONTACT
21-30	26-35	ROLL FOR A NEW RELATIONSHIP ³	RELATIONSHIP
31-35	36-45	YOU TRANSLATE DURING NEGOTIATIONS	+\$25
36-45	46-50	YOU SAVE THE LIFE OF A ... ⁴	REP. +2/5, FRIEND
46-55	51-55	YOU ARE PROMOTED 1 RANK ⁵	REP. +1/5
56-60	56-60	YOU ARE REWARDED FOR BRAVERY	REP. +3/10
61-75	61-75	YOU HELP SOMEONE IN NEED ³	
76-00	76-00	SENT ON A MISSION ³	APACHERIA OR PRAIRIE

¹ 1-2=Captain, 3-4=Lieutenant, 5-6=2nd Lieutenant

² 1-2=Soldier dies, get ENEMY, 3-4=Get P. INJURY, 5-6=Get fired!-\$50!

³ See separate table on the following page.

⁴ 1-2=Private, 3=Sergeant, 4=2nd Lieutenant, 5=Lieutenant, 6=Captain

⁵ 1st=Corporal, 2nd=Sergeant, 3rd=Sergeant 1st Class, 4th=Warrant Officer

3 POST WAR (1866-1870)

Lots of war veterans head west after the war, some of them banding together as outlaws who rob banks and trains. For that reason alone, not only the army needs your skills to track and scout the area. Bounty hunters and Pinkerton agents may want to hire you as well. If you save someone in need you get a FRIEND and favorable attention (enhancing your REPUTATION).

LIFE PATH EVENTS - 1866-1870

WHITE	NATIVE	EVENT	
01-05	01-05	SHOT BY A... ¹ FOR REFUSING TO OBEY	P. INJURY
06-10	06-15	YOU BRAWL WITH A SOLDIER ²	REP. -1/5
11-20	16-25	YOU CAN GAIN A CONTACT ³	CONTACT
21-30	26-35	ROLL FOR A NEW RELATIONSHIP ³	RELATIONSHIP
31-40	36-40	A ... ⁴ WANTS TO HIRE YOU	+\$50
41-45	41-50	SAVE THE LIFE OF A BRAVE	REP. +2/5, FRIEND
46-55	51-55	YOU ARE PROMOTED 1 RANK ⁵	REP. +1/5
56-60	56-60	YOU ARE REWARDED FOR BRAVERY	REP. +3/10
61-75	61-75	YOU HELP SOMEONE IN NEED ³	
76-00	76-00	SENT ON A MISSION ³	APACHERIA OR PRAIRIE

¹ 1-2=Captain, 3-4=Lieutenant, 5-6=2nd Lieutenant

² 1-2=Soldier dies, get ENEMY, 3-4=Get P. INJURY, 5-6=Get fired!-\$50!

³ See separate table on the following page.

⁴ 1-2=Bounty hunter, 3-4=Pinkerton detective, 5-6=Lawman

⁵ 1st=Corporal, 2nd=Sergeant, 3rd=Sergeant 1st Class, 4th=Warrant Officer

2 CIVIL WAR (1861-1865)

The Civil War dominates the entire country during this period. It hits the East worst, but you got your own problems out west. Horrific numbers of soldiers died at Gettysburg and the other gigantic battlefields, but none of them lost their scalp – as you risk doing on the frontier out west. To counter the madness of war, you can help with translations at peace negotiations.

LIFE PATH EVENTS - 1861-1865

WHITE	NATIVE	EVENT	
01-05	01-05	YOU ARE SCALPED BY ... ¹	REPUTATION -2/5
06-10	06-15	YOU BRAWL WITH A SOLDIER ²	REPUTATION -1/5
11-20	16-20	YOU CAN GAIN A CONTACT ³	CONTACT
21-30	21-30	ROLL FOR A NEW RELATIONSHIP ³	RELATIONSHIP
31-35	31-40	YOU TRANSLATE DURING NEGOTIATIONS	+\$25
36-45	41-50	YOU SAVE THE LIFE OF A ... ⁴	REP. +2/5, FRIEND
46-55	51-55	YOU ARE PROMOTED 1 RANK ⁵	REP. +1/5
56-60	56-60	YOU ARE REWARDED FOR BRAVERY	REP. +3/10
61-75	61-75	YOU HELP SOMEONE IN NEED ³	
76-00	76-00	SENT ON A MISSION ³	APACHERIA OR PRAIRIE

¹ 1=Deserter, 2=Desperado, 3=Smuggler, 4-6=Native

² 1-2=Soldier dies, get ENEMY, 3-4=Get P. INJURY, 5-6=Get fired!-\$50!

³ See separate table on the following page.

⁴ 1-2=Private, 3=Sergeant, 4=2nd Lieutenant, 5=Lieutenant, 6=Captain

⁵ 1st=Corporal, 2nd=Sergeant, 3rd=Sergeant 1st Class, 4th=Warrant Officer

4 THE LONG DEPRESSION (1871-1875)

The army changes the contracts scouts get. Now you have to serve for a set time (shorter than soldiers, but still). You also have to abide to standard army regulations and risk getting court martialled for everything from refusing to obey orders to brawls with a soldier or not taking proper care of your equipment, according to protocol and your officers' satisfaction.

LIFE PATH EVENTS - 1871-1875

WHITE	NATIVE	EVENT	
01-05	01-05	YOU ARE SCALPED BY BRAVES	REP. -2/5
06-10	06-15	YOU FACE A COURT MARTIAL ¹	REPUTATION -1/5
11-20	16-25	YOU CAN GAIN A CONTACT ²	CONTACT
21-30	26-35	ROLL FOR A NEW RELATIONSHIP ²	RELATIONSHIP
31-40	36-40	A ... ³ WANTS TO HIRE YOU	+\$50
41-45	41-50	YOU SAVE THE LIFE OF A BRAVE	REP. +2/5, FRIEND
46-55	51-55	YOU ARE PROMOTED 1 RANK ⁵	REP. +1/5
56-60	56-60	YOU ARE REWARDED FOR BRAVERY	REP. +3/10
61-75	61-75	YOU HELP SOMEONE IN NEED ²	
76-00	76-00	SENT ON A MISSION ²	APACHERIA OR PRAIRIE

¹ 1=Demoted, 2-3=Imprisoned, 4-5=Fined !-\$50!, 6=Acquitted

² See separate table on the following page.

³ 1-2=Bounty hunter, 3-4=Pinkerton detective, 5-6=Lawman

⁴ 1-2=Private, 3=Sergeant, 4=2nd Lieutenant, 5=Lieutenant, 6=Captain

⁵ 1st=Corporal, 2nd=Sergeant, 3rd=Sergeant 1st Class, 4th=Warrant Officer

★ SCOUT ★

RELATIONSHIPS

You spend most of your life on the frontier, close to Native Americans. As a consequence, they may become close to you and an important part of your life.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY KILLED BY NATIVES	REPUTATION -1/5
11-15	FAMILY KILLED BY OUTLAWS	REPUTATION -1/5
16-25	FRIEND TORTURED BY NATIVES ¹	REPUTATION -1/5
26-35	BRAVE SAVES YOUR LIFE	YOU ARE INDEBTED
36-50	BROTHER IN ARMS SAVES YOUR LIFE	YOU ARE INDEBTED
51-65	YOU GET MARRIED TO A ... ²	SEE FOOTNOTE
66-75	YOU HAVE CHILDREN	1d6 CHILDREN
76-90	SAVE THE LIFE OF A BROTHER IN ARMS	GAIN A FRIEND
91-00	BLOOD BROTHER WITH NATIVE	GAIN A FRIEND

¹ 1-2=Scalped, 3=Blind, 4-5=Burns, 6=Disfiguring scar

² 1=Mexican, 2=White, 3=Black, 4-6=Native

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	DRIFTER ¹	INDIAN AGENT	SOLDIER	(\$25)
06-15	PROSPECTOR	SHAMAN	DRIVER	(\$25)
16-25	SETTLER	DESERTER	SCOUT	(\$50)
26-40	HUNTER	OFFICER ¹	BRAVE	(\$50)
41-60	SCOUT	NCO ²	NCO ²	(\$75)
61-75	SOLDIER	BRAVE	BOUNTY HUNTER	(\$75)
76-85	NCO ²	HUNTER	PINKERTON	(\$100)
86-95	OFFICER ¹	SCOUT	LAWMAN	(\$100)
96-00	INDIAN AGENT	SOLDIER	TRADER	(\$150)

¹ Use the OCCUPATION-tables at Social Background for more details.

² 1-2=Corporal, 3-4=Sergeant, 5=Sergeant 1:a Class, 6=Warrant Officer

YOU HELP SOMEONE IN NEED

Many go west in pursuit of happiness and prosperity. They travel the wilderness, from one place to the other. Some get distressed and need your help to pull through.

YOU HELP SOMEONE IN NEED

D100	YOU HELP DISTRESSED ¹	REP.	RESULT
01-10	WITH A BROKEN WAGON	+1/5	FRIEND +\$25
11-20	LOST IN THE WILDERNESS	+1/5	FRIEND +\$25
21-35	SICK FROM DISEASE ²	+1/5	FRIEND +\$50
36-45	WOUNDED BY A PREDATOR	+1/5	FRIEND +\$50
46-55	FROM DROWNING	+1/5	FRIEND +\$75
56-70	GET SHELTER FROM A STORM	+2/5	FRIEND +\$75
71-80	FROM GETTING LYNCHED	+2/5	FRIEND +\$100
81-90	WHO IS SHOT	+2/10	FRIEND +\$125
91-00	CAPTURED BY NATIVES	+3/10	FRIEND +\$150

¹ 1=Quack, 2=Theatre Co., 3=Settler, 4=Preacher, 5=Desperado, 6=Lawman

² 1=Cholera, 2=Smallpox, 3=TBC, 4=Fever, 5=Pneumonia, 6=Severe Infection

MISSION IN APACHERIA

Roll here for the mission, your REP. and the MOD. you get on the *Outcome-table*. You can refuse (don't roll for OUTCOME) – get no pay, no REP, get demoted and/or fined (\$25).

MISSION IN APACHERIA

D100	MISSION	REP ¹	MOD.
01-10	NEGOTIATE PEACE WITH APACHES	+1/5	+15
11-20	TRANSPORT APACHES TO RESERVATION	±0/5	+10
21-35	PUNISHING EXPEDITION – NATIVE VILLAGE	-1/5	+5
36-40	YOU TRANSPORT A PRISONER	+1/5	±0
41-50	TRACK DESERTERS FROM THE ARMY	±0/5	±0
51-65	FIND CAPTURED WOMEN/CHILDREN	+1/5	-5
66-75	TRACK SMUGGLERS ²	+1/5	-10
76-85	TRACK SCALP HUNTERS	+1/5	-10
86-00	TRACK RENEGADES IN MEXICO	±0/5	-15

¹ For every soldier killed during this mission, your REPUTATION changes -1/5

² 1=Human slaves, 2-3=Weapons, 4-6=Booze

MISSION ON THE PRAIRIE

Roll here for the mission, your REP. and the MOD. you get on the *Outcome-table*. You can refuse (don't roll for OUTCOME) – get no pay, no REP, get demoted and/or fined (\$25).

MISSION ON THE PRAIRIE

D100	MISSION	REP ¹	MOD
01-10	NEGOTIATE PEACE WITH NATIVES	+1/5	+15
11-20	MAP AND SURVEY NEW AREA	±0/5	+10
21-35	PUNISHING EXPEDITION – NATIVE VILLAGE	-1/5	+5
36-40	PROTECT HUNTING EXPEDITION	±0/5	±0
41-50	PROTECT RAILROAD CONSTRUCTION	±0/5	±0
51-60	TRACK DESERTERS FROM THE ARMY	±0/5	±0
61-75	FIND CAPTURED WOMEN/CHILDREN	+1/5	-5
76-85	TRACK COMANCHEROS SMUGGLING ²	+1/5	-10
86-00	TRACK WARRIOR/RENEGADES	±0/5	-15

¹ For every soldier killed during this mission, your REPUTATION changes -1/5

² 1=Human slaves, 2-3=Weapons, 4-6=Booze

OUTCOME – SENT ON A MISSION

Don't forget to use the MODIFICATIONS from the columns in the *Mission-tables* above. If you kill someone, a relative or friend of the dead becomes your ENEMY.

OUTCOME – YOU ARE SENT ON A MISSION

D100	OUTCOME	DEAD ¹	RESULT
01-05	YOU RIDE INTO AN AMBUSH ²	5/1	ENEMY – OFFICER
06-10	YOUR SOLDIERS LOSE GUNFIGHT ²	3/2	2d6 GET CAPTURED
11-25	YOU RETREAT FROM GUNFIGHT ²	2/2	REPUTATION -1/5
26-40	YOU GET WOUNDED IN GUNFIGHT ²	2/3	ROLL P. INJURY
41-55	FIGHT ² , ENEMY SURRENDER	1/5	2d6 CAPTIVES
56-65	YOU GET FIRED, GET NO PAY	-	REPUTATION -1/5
66-75	MISSION ABORTED DUE TO STORM	-	REPUTATION ±0/5
76-90	MISSION ACCOMPLISHED	-	REPUTATION +1/5
91-00	SUCCESSFUL MISSION, PRAISED	-	GAIN A FRIEND

¹ Own troops/Enemies. All PUNISHING EXPEDITIONS get -1 Own/+10 Enemies.

² You also get 10 COMBAT-POINTS.

★ YOUR ROLE ★

SECRET SERVICE

You've got to help me, it's not only a matter of life and death – which would be serious enough since they plan to blow up the entire train. Nay, this is a matter of state security – the President himself is aboard, so don't just stand there mouth agape, man!

Did I tell you that you could earn a pretty penny being a good citizen? This certainly is the case since there's a substantial reward for putting an end to this madman's megalomania before he blows the railway bridge sky high. But we're in a hurry – can you hear the train whistle? You have to untie me right now and give me your rifle so that I can avert a complete disaster!

SECRET SERVICE – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Elementary School COOL UNDER FIRE: 2 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Detective, Eagle Eye, Hard to Impress, I am the Law, Perfect Gentleman, Perfect Recall.
OBSTACLES Arch Nemesis, Code of Honor, Incorruptible, Reckless, Secret Identity, Subordinate.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	EXPERTISE/HISTORY	5
ETIQUETTE	5	READ/WRITE	10
EXPERTISE/GEOGRAPHY	5	RELIGION/CHRISTIANITY	5

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
APPRAISAL	10	10	10
CRAFT/COUNTERFEITING	5	5	10
CRAFT/FORGERY	5	5	5
DISGUISE	5	5	5
EXPERTISE/UNDERWORLD	10	10	10
HIDE/SEEK	5	5	10
INFILTRATE	10	5	15
LAW/CIVIL	5	5	5
ORGANIZATON/ELECTIVE	10	5	10
RIDE	5	5	10
STALK	10	5	10
STEALTH	5	5	5
TELEGRAPHY	5	5	10

WEAPONS PACKAGE	EXPERIENCED (300)	BEGINNER (100)	SPECIALIST (450)
ACCURACY/REVOLVER	10	5	15
ACCURACY/SAVATE	10	5	10
SPEED/REVOLVER	10	5	10
SPEED/SAVATE	-	-	10
DEFENSE	10	5	10

REPUTATION	+1/20	±0/10	+3/50
MONEY	\$100	\$75	\$200

EQUIPMENT

WEAPONS Revolver +20 bullets. Rifle +40 bullets. Knife. Holsters. Cane.
BELONGINGS Pocket watch, note book, razor or hairbrush, mirror, handcuffs.
CLOTHING 2 sets of desired clothing.
MOUNT Quarter Horse. Bridle, saddle, saddlebags, scabbard.

★ SECRET SERVICE ★

Few occupations are as dangerous as being a Secret Service field agent. On the other hand, you're never bored. Your mission is to protect the nation in a country where it's not foreign powers as much as its own citizens that are considered to be the biggest threat... Sure, it may end up on your desk to stop foreign spies from infiltrating the country and get their hands on new inventions, but mostly you will have to handle Americans.

First, there are the counterfeiters, people printing huge amounts of fake bank notes, mainly to become rich themselves. However, there are also those who hope to destroy the country's economy by flooding the market with forged currency.

Second, and an even bigger threat, are the bitter racists that think the country is heading the wrong way, still not accepting that the South lost the Civil War and that slavery is now outlawed. These are dangerous groups that won't hesitate to resort to violence and terror to reach their goals. One of the more infamous organizations is white-hooded *Ku Klux Klan*, trying to scare Black people into submission and White people who don't share their racist views to shut up or leave. The Klan, also known as *The Invisible Empire*, tries to disable laws and the entire society through illegal means. One of the Secret Service's most important goals is therefore to stop them, which is done through stake-outs, infiltration and finally confrontation and trials. It's hard to get to the whole organization at the same time, so you concentrate on one local branch at a time.

Legally speaking, Secret Service is a federal, that is national, organization under the Department of the Treasury. This is due to Secret Service being founded to tackle counterfeit bank notes. At the end of the Civil War in 1865, half of all printed money in circulation was counterfeit. Many bills got invalid overnight, since the Confederate States dollar became worthless. The confidence in paper money was so low that it could hardly be used anywhere, for instance being refused as currency in general stores, hotels and saloons. Secret Service's mission is to track down and destroy as much counterfeit money as possible, and naturally to stop any new counterfeiting from taking place. After ten-odd years the situation has become better, but there is still fake money in circulation and people refusing paper currency.

Both men and women can become agents of the Secret Service. Agents mostly work undercover, mapping and infiltrating gangs. When an agent has gathered enough evidence to be able to arrest someone, she often put on her star. It's five-pointed with the text "*United States Secret Service*" written in the center within a circle. Within the ring is a shield-shaped silhouette.

A Secret Service agent has the right to issue a warrant for arrest on her own authority. She can also arrest

anyone without a warrant if they commit a crime in her presence or if she's got reason to suspect someone for having committed a crime. Secret Service agents may issue wanted posters and pay rewards for tips leading to the arrest of a criminal. Most important of all, and what separates Secret Service agents from every other kind of lawmen, is the authority to act all over the United States without regard to borders between states, territories or counties.

In 1867 Secret Service's responsibilities were expanded, now including "*exposing persons trying to swindle the government*". This wording expanded Secret Service's horizons considerably, and they were from now on for instance able to keep several agents undercover in local Ku Klux Klan organizations, to be able to frame both individuals and whole cells. Many agents also fight smugglers at the Canadian border, or in the country to bust those distilleries who try to evade the federal liquor tax. Mail robbers, land swindlers and others that break federal law will also get Secret Service on their tail.

Secret Service don't restrict themselves to counterfeit bank notes, coins are also scrutinized. Lately more counterfeit coins as well as fake silver and gold bars have gotten into circulation. The bars are cast out of a cheaper metal and are then dipped in gold or silver to look genuine.

As the secret representatives of the state, the agents have a lot of power at their hands, but are constantly put in situations where their lives are in danger if their cover is blown. All forms of organized crime are of interest, but activities that can be judged to be subversive are even more so. Opposition and polarization are again on the rise in the nation and many are fearing a new Civil War. Therefore, Secret Service's main concern right now is to infiltrate different organizations to see if there's any risk of an armed uprising. The violent riots and lynchings in Louisiana and Mississippi last year (1875) are appalling.

LIVELIHOOD

As an agent of Secret Service, you always have a reasonable amount of money at your disposal to cover your expenses. If you need to portray a European noble you are up for a life in luxury, but if you are infiltrating a gang of counterfeiters the remuneration will be more modest. Over and above this you earn about \$200 a month, which is a sum that may increase if you're successful.

REPUTATION

Since you're mainly into infiltration you try to avoid attention, at least when it comes to your true identity. Some exposure in the news are hard to keep off, however. This being said, some of the aliases you work under are worth to cultivate a reputation around.

LIFE PATH EVENTS FOR SECRET SERVICE

1 EXPANSION WEST (PRIOR TO 1861)

1858 gold is found at Pike's Peak, close to Denver, Colorado. A Gold Rush entices fortune-seekers from all over to go there. Slavery is a controversial issue, especially when slave hunters force escapees who made it to the north to go back south into slavery. Secret Service has not been established yet, thus you did something else at this time. Maybe you have a shady past, or you might have worked as a lawman.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-10	01-10	YOU KILL SOMEONE	WANTED FOR \$100, ENEMY
11-15	11-15	YOU GET ROBBED	-\$100
16-25	16-25	YOU GOT A SHADY PAST ¹	+\$100, REP. -2/5
26-30	-	YOU ARE A SOLDIER	+\$25, REPUTATION ±0/5
31-40	26-40	YOU CAN GAIN A CONTACT ²	CONTACT
41-50	41-55	ROLL FOR A NEW RELATIONSHIP ²	RELATIONSHIP
51-60	56-65	YOU WORK FOR PINKERTON	+\$75, CONTACT
61-75	66-80	GOLD RUSH IN COLORADO ³	+\$100
76-85	81-90	YOU ARREST A WANTED ¹	+\$50, REP. +2/5
86-00	91-00	YOU WORK AS A LAWMAN	+\$75, REP. +2/5

¹ 1=Desperado, 2=Smuggler, 3-4=Conman, 5-6=Counterfeiter

² See separate table on the following page.

³ 1=Robber, 2=Counterfeiter, 3-4=Guard, 5=Lawman, 6=Find gold

3 POST WAR (1866-1870)

Northern troops occupy the defeated South until the states accept their loss and black people's right to vote. The bitterness is huge and racist terrorist organizations such as the Ku Klux Klan cause ever more problems for the Secret Service to handle. Agents often infiltrate such groups, to get information on upcoming attacks. You can ride the train across the continent. The economy is strong and many are hopeful.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-10	YOU GAIN AN ENEMY ¹	ENEMY
06-15	11-20	FELLOW AGENT KILLED BY... ²	REPUTATION -1/5
16-25	21-30	CORRUPTION IN THE SERVICE ³	BRIBE \$50 OR ENEMY
26-30	31-35	YOU GAIN A FOLLOWER	
31-40	36-50	YOU CAN GAIN A CONTACT ¹	CONTACT
41-45	51-55	YOU ARREST A WANTED... ²	+\$50, REP. +2/5
46-55	-	OFFERED MEMBERSHIP IN ... ⁴	FRIEND OR ENEMY
56-65	56-65	ROLL FOR A NEW RELATIONSHIP ¹	RELATIONSHIP
66-80	66-80	THREAT AGAINST THE NATION ¹	
81-00	81-00	YOU FIGHT CRIME ¹	+\$75, +10 COMBAT POINTS

¹ See separate table on the following page.

² 1-3=Ku Klux Klan, 4=Smuggler, 5=Counterfeiter, 6=Desperado

³ If you accepted a bribe previously, you are now exposed. REP. -2/10.

⁴ 1-2=Pol. party, 3-4=Gentlemen's Club, 5=Oddfellows, 6=Freemasons

2 CIVIL WAR (1861-1865)

The War Between the States dominate everything these years. Since women cannot be soldiers, they cannot be drafted into the army. However, there is a constant need of good intelligence from behind enemy lines. If a female character enlist, she is likely hired as a spy. Spies are attractive recruits for the Secret Service, which is established by the end of the war to deal with the counterfeit money flooding the economy.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	YOU GAIN AN ENEMY ¹	ENEMY
06-15	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
16-25	06-15 ²	ENLISTED IN THE ARMY ¹	COOL UNDER FIRE +1
26-30	16-30	YOU CAN GAIN A CONTACT ¹	CONTACT
31-40	31-40	OFFERED MEMBERSHIP IN ... ³	FRIEND OR ENEMY
41-50	41-50	ROLL FOR A NEW RELATIONSHIP ¹	RELATIONSHIP
51-55	51-55	ARREST WANTED PERSON	+\$50, REP. +2/5
56-65	56-65	YOU ARE A PINKERTON AGENT	+\$75, CONTACT
66-80	66-80	THREAT AGAINST THE NATION ¹	
81-00	81-00	YOU FIGHT CRIME ¹	+\$75, +10 COMBAT POINTS

¹ See separate table on the following page.

² Women can volunteer as spies, smugglers or nurses.

³ 1-3=Political party, 4=Union League, 5=Abolitionists, 6=Freemasons

4 THE LONG DEPRESSION (1871-1875)

The Northern Pacific railway company goes bankrupt in 1873. The market crashes, bankruptcies spread like wildfire, and the country ends up in a depression. Honorable people have a hard time finding work, farms and businesses are seized. When gold is found in Black Hills, it brings hope to the entire country and trigger a gold rush. All Natives are ordered to relocate to reservations or they are considered hostile.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-05	01-05	YOU GAIN AN ENEMY ¹	ENEMY
06-15	06-15	FELLOW AGENT KILLED BY ... ²	REPUTATION -1/5
16-25	16-25	CORRUPTION IN THE SERVICE ³	BRIBE \$50 OR ENEMY
26-30	26-30	YOU GOT AN UNPAID DEBT	-\$100 OR ENEMY
31-35	31-35	YOU ARREST A WANTED... ²	+\$50, REP. +2/5
36-45	36-50	YOU CAN GAIN A CONTACT ¹	CONTACT
46-50	-	OFFERED MEMBERSHIP IN ... ⁴	FRIEND OR ENEMY
51-60	51-60	ROLL FOR A NEW RELATIONSHIP ¹	RELATIONSHIP
61-75	61-75	THREAT AGAINST THE NATION ¹	
76-00	76-00	YOU FIGHT CRIME ¹	+\$75, +10 COMBAT POINTS

¹ See separate table on the following page.

² 1-2=Racist, 3=Smuggler, 4=Counterfeiter, 5-6=Desperado

³ If you accepted a bribe previously, you are now exposed. REP. -2/10.

⁴ 1-2=Temperance Movem, 3-4=Gentlemen's Club, 5=Oddfellows, 6=Freemasons

★ SECRET SERVICE ★

RELATIONSHIPS

Life is more than crime and punishment. For most, their relatives by blood, friends and life partners are viewed as the ones who bring meaning to their lives.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY MEMBER KILLED BY A ... ¹	REPUTATION -1/5
11-15	FAMILY MEMBER TORTURED BY A ... ¹	REPUTATION -2/5
16-25	FRIEND KILLED BY A ... ¹	REPUTATION -1/5
26-30	YOUR SPOUSE LEAVES YOU	REPUTATION -1/5
31-45	AGENT SAVES YOUR LIFE	YOU ARE INDEBTED
46-55	YOU ARE ASKED TO BE GOD PARENT	FRIEND OR ENEMY
56-70	YOU CAN GET MARRIED	GAIN A FRIEND
71-85	YOU HAVE CHILDREN	1b6 CHILDREN
86-00	YOU SAVE THE LIFE OF A ... ²	GAIN A FRIEND

¹ 1=Spy, 2-3=Ku Klux Klan/Racists, 4-5=Smuggler, 6=Counterfeiter

² 1=Business own, 2=Officer, 3-4=Politician, 5=Landown, 6=Industrialist

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	DRIFTER ¹	LAND SWINDLER	PINKERTON (\$50)
06-15	SALOON GIRL	SMUGGLER	OFFICER ¹ (\$50)
16-25	LAWMAN	BOOTLEGGER	COUNTERFEITER ² (\$75)
26-40	COUNTERFEITER	COUNTERFEITER	FENCE ² (\$100)
41-60	OTHER AGENT	CLANSMAN	DESPERADO ² (\$100)
61-75	SALOON KEEPER	POST ROBBER	CONMAN ² (\$100)
76-85	INVENTOR	POLITICIAN ¹	FORGER ² (\$125)
86-95	BUSINESS OWNER ¹	INDUSTRIALIST ¹	REPORTER (\$150)
96-00	POLITICIAN ¹	SPY	POLITICIAN ¹ (\$200)

¹ Use the OCCUPATION-tables at Social Background for more details.

² Can snitch on partners or contacts – if you pay for information.

THE CIVIL WAR

When your life is on the line, a brother in arms easily become a friend for life. Many desert from the madness, while others distinguish themselves on the battlefields.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-10	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
11-20	YOU GET WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
21-30	YOU DESERT FROM THE ARMY	-2/5	WANTED \$30
31-40	CAPTURED/IN PRISON CAMP	±0/5	ROLL P. INJURY
41-65	YOU SERVE AS A SPY	+1/5	GAIN A CONTACT
66-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
96-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Roll an ENEMY

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

YOU FIGHT CRIME

Roll here for CRIME, your REP. and the MOD. on the next table. If you accept a bribe, take the money and set the suspect free instead of rolling for OUTCOME.

YOU FIGHT CRIME

D100	EXPOSE/ARREST ...	REP ¹	MOD.	BRIBE
01-10	TERRORIST ATTACK	+1/10	-15	-
11-25	CLANSMEN	+1/10	-10	-
26-35	POST OFFICE ROBBERY	+1/10	-5	-
36-45	SMUGGLERS	+1/10	±0	\$100
46-55	THEFT FROM THE ARMY	+1/10	±0	\$150
56-75	COUNTERFEITERS	+1/10	±0	\$200
76-80	FOREIGN SPY	+1/10	+5	\$400
81-90	LAND SWINDLER	±0/5	+10	\$450
91-00	BOOTLEGGERS	±0/5	+15	\$500

¹ For every opponent killed, change your REPUTATION ±0/5

and for every outlaw arrested, change your REPUTATION +2/5.

YOU FIGHT CRIME – OUTCOME

You prefer arrests without violence, but many try to shoot their way out. If you kill someone, a friend or relative to the deceased consider you an ENEMY.

YOU FIGHT CRIME - OUTCOME

D100	EVENT	ARREST	DEAD ¹	RESULT
01-05	YOU KILL AN INNOCENT	-	4/1	REP. -3/5
06-15	YOU FAIL, THEY FLEE ²	-	3/1	REPUTATION -2/5
16-25	BLOOD SOAKED GUNFIGHT ²	-	2/2	REPUTATION -1/5
26-40	TOUGH FIGHT, ARREST	1	2/2	GAIN AN ENEMY
41-55	SURRENDER AFTER FIGHT	1	1/3	GAIN AN ENEMY
56-70	OUTLAWS LOSE FIGHT	2	0/2	GAIN AN ENEMY
71-85	OUTLAW SURRENDER	1	-	REPUTATION +1/5
86-95	CRIMINALS GIVE UP	2	-	REPUTATION +2/5
96-00	ARRESTS, NO FIGHT	4	-	REP. +3/10

¹ Secret Service or allies/Opponents.

² You also get a PERMANENT INJURY.

THREAT AGAINST THE NATION

If you are offered a bribe, you can choose to accept and take the money or say no. If you refuse, however, the one trying to bribe you will view you as an ENEMY.

THREAT AGAINST THE NATION

D100	EVENT	RESULT
01-10	A POWERFUL ¹ TRIES TO HIDE CRIME	\$500 OR ENEMY
11-20	YOU CONFISCATE AN INVENTION	ENEMY – INVENTOR
21-35	A ... ¹ WANTS TO BUY YOUR LOYALTY	\$250 OR ENEMY
36-45	YOU EXPOSE A DOUBLE AGENT	ENEMY – AGENT
46-65	YOU INFILTRATE A ... ²	GAIN A CONTACT
66-85	YOU COVER UP A ... ³	+\$100
86-00	YOU STOP AN ATTACK AGAINST A ... ⁴	REPUTATION +3/10

¹ 1=Industrialist, 2=Landown, 3=Officer, 4-5=Politician, 6=Business own

² 1-2=Ku Klux Klan, 3-4=Criminal gang, 5-6=Other organization

³ 1-2=Political scandal, 3-4=Espionage, 5-6=Defense secret

⁴ 1=Factory, 2-3=Railroad, 4-5=Federal building, 6=Politician

★ YOUR ROLE ★

SETTLER

Come on in, stranger! You look like you've been in the saddle a long time. Sit yourself down and make yourself comfortable. You just tell us what's been going on out there in the world, and I'll get you a bit to eat.

The farm may not look like much, but we've managed all right these first two years despite the Natives and the local ranchers trying to drive us away. Last year's harvest didn't make life any easier, but the farm's ours, and we've paid for it with our blood, sweat and tears.

It's a hard life, up before the sunrise, and the work is seldom done before it gets dark again. But we're free and working for ourselves.

SETTLER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COOL UNDER FIRE: 1 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Dilettante, Eagle Eye, Frontiersman, Green Thumb, Handy, Native Friends.
OBSTACLES Animal Lover, Bleeding Heart, Honest, Illiterate, Impressionable, Teetotaller.

SKILLS AND REPUTATION

RECOMMENDED EDUCATIONS:

	ELEMENTARY SCHOOL (50 P.)	FARM LABORER (50 POINTS)
ARITHMETIC	10	CRAFT/ELECTIVE 1 5
EXPERTISE/GEOGRAPHY	5	CRAFT/ELECTIVE 2 5
EXPERTISE/HISTORY	5	CRAFT/ELECTIVE 3 5
ETIQUETTE	5	FARM 15
READ/WRITE	10	MUSIC/SINGING 5
RELIGION/CHRISTIANITY	5	

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
ANIMAL HUSBANDRY/ELECTIVE	10	5	10
CRAFT/AGRICULTURE	15	10	15
CRAFT/CARPENTRY	10	10	10
DRIVE/CARRIAGE	10	10	15
EXPERTISE/NATIVE CULTURE	10	5	15
HUNT/FISH	10	5	10
ORGANIZATON/GRANGE	10	5	15
RIDE	10	5	15
SCOUT	10	5	10
WEATHER LORE	10	5	10

WEAPONS PACKAGE	AMATEUR (150)	GREENHORN (50)	SKILLED (300)
ACCURACY/RIFLE	5	5	10
ACCURACY/FIGHTING	5	5	10
ACCURACY/REVOLVER	5	-	10
SPEED/RIFLE	5	-	5
SPEED/FIGHTING	5	-	5
DEFENSE	5	-	5

REPUTATION	±0/10	±0/5	±0/20
MONEY	\$75	\$50	\$100

EQUIPMENT

WEAPONS Revolver +20 bullets. Shotgun +20 bullets. Knife, axe.
BELONGINGS Pickaxe, hammer, 100 nails, pitchfork, 10 yards of rope, spade, bible.
CLOTHING 1 set of clothes to work in and 1 set of your Sunday finest.
 MOUNT Clydesdale or mule. Bridle, saddle. Farm animals worth \$30 in total.



It is settlers like you who have made America's United States into more than just colonies on the east coast. America is a vast continent on its way to being civilized. It requires hard work to tame the wilderness and conquer the land from the Natives. Perhaps you have nothing against them, at least as long as they leave you alone. Many settlers shoot first, however, and ask questions later when they see a Native. With all the stories about cruel torture and how women and children are kidnapped, well... better safe than sorry.

Settlers are rarely well off. Most have been enticed West by the promise of land just waiting to be cultivated. It is yours for the registration fee of \$18, if you build a house, work the land, and don't give up for five years. The Homestead Act from 1862 is a lofty promise from the government rewarding hard work. It attracts hopefuls from around the world. Everyone who has never taken up arms against the United States and are prepared to work can become landowners and build a future for coming generations. Even women, former slaves and immigrants. The free land consists of 160 acres, but after working it for years, most hope to expand by buying the neighboring area.

Many immigrants move out West. They save money and equipment, hire a guide who knows the area and can help defend you on the journey and set off in one of the larger wagon trains. Numerous wagons, most prairie schooners, have wandered their way west in a long line. The pace is slow; to spare the oxen and horses, the people walk beside the wagons. Animals and people still die of exhaustion and diseases. The weather and sometimes rugged terrain are just some of the difficulties encountered. No one reaches the end of the journey without being attacked, either by Natives or outlaws. A lot of furniture is being left by the wayside. When you need to increase your pace, there's no room for sentimentality. If it's too heavy, it must be left behind. You're on your way to build a new future – not to entrench yourself in the past. Even if you travel with others from the same country.

Just like the European immigrants, many black people make their way westward to build their own communities. The promise of 40 acres and a mule for former slaves along the coast of South Carolina, Georgia and Florida turned out to be only a dream. First they moved there and worked their fingers to the bone sowing their fields, but when harvest time rolled around, the land was taken from the black people and returned to the plantation owners.

Black people often encounter greater difficulties than the white settlers. Some of the more hardline former slaveowners employ roughnecks to scare the black people into returning to the South to work on the plantations. Others try to trick black settlers out of their money. However, the black communities seldom have as much to fear from the Natives in the area.

If they have nothing else in common, they share the experience of white people's violence and oppression.

A settler's work is often backbreaking. The land must be made suitable to cultivate, which means all stones must be removed. On the prairie, there are few trees, so houses are built of sod and clay, which has led to many settlers being referred to as *sodbusters*. Most cannot afford to buy a large number of animals, and many place an ox, as opposed to a horse, in front of their plows. Having some hens means eggs – and sometimes meat. And if you have a milk-cow or two, you can consider yourself wealthy and can live a good life.

Registering your patch of land and toiling the earth does not necessarily mean that your claim on the land will go unchallenged. There are often others who feel they have more right to be there than you do. The Natives don't take kindly to having their hunting grounds usurped, even if they are increasingly oppressed and forced to relocate by the military. An even greater threat is the smug and self-righteous ranchers who believe that all the land should be for their cattle. The ranchers often do their best to pose problems to thwart the "invaders", even sabotaging their crops is not unheard of. Trying to raise sheep on your land, or putting up barbed-wire fences to mark the borders of your property results in even worse consequences. Don't be surprised if you wind up in a war, no matter how right you might be in the matter. The ranchers usually win because they have the local lawmen on their side. You'll need to be brave and a little bit foolhardy if you plan to stand up to them.

Once you've solved all your other problems, you can take on the next challenge – getting a decent price for your harvest without buyers trying to negotiate you down or the shipping companies fleecing you. As small farmers have encountered more problems during recent years, they have banded together to form the Grange, a farming cooperative. Together, you can prevent buyers from playing you against each other, and you can negotiate better agreements and conditions with the train and shipping companies. Of course, this cooperation prompts growing displeasure among those whose profits are reduced.

LIVELIHOOD

You rarely have any money. You basically only get paid following a harvest. Money has to last a long while and cover many expenses. Instead, you have a roof over your head, food to eat, and things to trade. Fresh eggs are hard currency, especially during the winter.

REPUTATION

As long as you use your land, you are unlikely to become famous. If you dare to stand up to the ranchers or become a spokesman for the Grange, however, your name will quickly be known to all in your area.

LIFE PATH EVENTS FOR SETTLERS

1 EXPANSION WEST (PRIOR TO 1861)

Settlers head west in long wagon trains, especially along the Oregon Trail. It is an arduous journey, but many are able to establish their own successful farms when they reach their destinations. In 1858 gold is found at Pike's Peak, close to Denver, Colorado. Many adventurers rush there, hoping to get rich quick. Mails and messages are rare treats out west, since shipments are slow. The Pony Express and stage coaches help settlers stay in contact with their friends and families.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-10	01-10	BAD HARVEST	-\$75
11-15	11-15	ANIMALS KILLED DURING A STORM	-\$50
16-20	16-25	YOU CAN GAIN A CONTACT ¹	CONTACT
21-35	26-40	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
36-45	41-50	YOU GET INTO A CONFLICT WITH ... ^{1,2}	ENEMY
46-60	51-65	ENCOUNTER WITH NATIVES ¹	
61-70	66-75	A STRANGER VISITS YOUR FARM ¹	
71-80	76-85	YOU TRAVEL ALONG THE OREGON TRAIL ³	
81-90	86-90	GOLD RUSH IN COLORADO ⁴	+\$50
91-00	91-00	BOUNTIFUL HARVEST	+\$75

¹ See separate table on the following page.

² 1-3=Neighbors, 4=Rancher, 5-6=Desperados

³ 1-2=-\$50, 3-4=±\$0, 5-6=+\$50

⁴ 1=Stagecoach Robbery, 2=Horse theft, 3-5=Miner, 6=Find gold

3 POST WAR (1866-1870)

Following the war, the South is occupied by Northern troops, who gradually return control to the states once they admit their defeat and accept black people's right to vote. The resentment is palpable. You can cross the continent on a train. Railroad companies and other freighters often charge farmers exorbitant shipping fees. As a result, farmers create the co-operative The Grange to negotiate prices for all its members.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-10	01-10	FARM DEMOLISHED BY A TORNADO	-\$75
11-15	11-15	ANIMALS KILLED DURING A STORM	-\$50
16-20	16-25	YOU CAN GAIN A CONTACT ¹	CONTACT
21-35	26-40	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
36-45	41-50	YOU GET INTO A CONFLICT WITH ... ^{1,2}	ENEMY
46-55	51-60	ENCOUNTER WITH NATIVES ¹	
56-65	61-70	A STRANGER VISITS YOUR FARM ¹	
66-75	71-80	NEIGHBOR IN NEED ASKS FOR HELP ³	-\$50
76-90	81-90	OFFERED MEMBERSHIP IN THE GRANGE	+\$50
91-00	91-00	LARGE ANIMAL LITTERS FARM ANIMALS WORTH \$75	

¹ See separate table on the following page.

² 1-3=Neighbor, 4-5=Rancher, 6=Railroad company

³ If you help=FRIEND & REPUTATION +2/5, No help=ENEMY & REP. -2/5.

2 CIVIL WAR (1861-1865)

The War Between the States dominates the period. Women are not allowed in the regular army, but there is an endless need for nurses, smugglers and spies. Guerrilla forces claim to support one side in the conflict, but truth be told most are nothing but outlaws banding together and plundering civilians to benefit themselves. When so many men are off to war, women take on more power and responsibilities to keep their families farms, plantations and businesses function properly.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-10	01-10	FARM DEMOLISHED BY A TORNADO	-\$75
11-20	-	DRAFTED INTO THE ARMY ¹	COOL UNDER FIRE +1
21-30	11-15 ³	ENLISTED IN THE ARMY ¹	COOL UNDER FIRE +1
31-35	16-25	YOU CAN GAIN A CONTACT ¹	CONTACT
36-50	26-45	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
51-60	46-55	YOU GET INTO A CONFLICT WITH ... ^{1,2}	ENEMY
61-70	56-70	ENCOUNTER WITH NATIVES ¹	
71-80	71-80	A STRANGER VISITS YOUR FARM ¹	
81-90	81-90	NEIGHBOR IN NEED ASKS FOR HELP ⁴	-\$50
91-00	91-00	AWARDWINNING ANIMALS+\$75, REPUTATION +1/5	

¹ See separate table on the following page.

² 1-2=Neighbor, 3=Rancher, 4=Desperados, 5-6=Guerillas

³ Women can volunteer as spies, smugglers or nurses.

⁴ If you help=FRIEND & REPUTATION +2/5, No help=ENEMY & REP. -2/5.

4 THE LONG DEPRESSION (1871-1875)

The railroad company Northern Pacific goes bankrupt, before finishing the northern line across the country. The market crashes, countless companies are obliterated and the country falls into depression. Honest people have a hard time finding work, while banks seize farms and businesses. In that environment, outlaws robbing banks are treated as heroes by some. The Indian Wars rage on and gold is found in Black Hills.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-15	01-15	LOCUSTS DESTROY YOUR HARVEST	-\$75
16-20	16-20	RAILROAD CHARGE EXORBITANT SHIPPING	-\$50
21-25	21-25	YOU CAN GAIN A CONTACT ¹	CONTACT
26-40	26-40	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
41-55	41-55	YOU GET INTO A CONFLICT WITH ... ^{1,2}	ENEMY
56-60	56-60	ENCOUNTER WITH NATIVES ¹	
61-70	61-70	A STRANGER VISITS YOUR FARM ¹	
71-80	71-80	NEIGHBOR IN NEED ASKS FOR HELP ³	-\$50
81-90	81-90	OFFERED MEMBERSHIP IN THE GRANGE	+\$50
91-00	91-00	AWARDWINNING ANIMALS+\$75, REPUTATION +1/5	

¹ See separate table on the following page.

² 1-2=Neighbor, 3=Rancher, 4=Desperados, 5-6=Railroad Company

³ If you help=FRIEND & REPUTATION +2/5, No help=ENEMY & REP. -2/5.

★ SETTLER ★

RELATIONSHIPS

Work might define you, but many treasure somebody to love and share your life with above all else. Settlers often prefer simple life above fine dining and parties.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY KILLED BY OUTLAWS	REPUTATION ±0/5
06-15	YOUR CHILDREN DIES IN AN EPIDEMIC ¹	1d6 DEAD CHILDREN
16-25	YOUR SPOUSE DIES IN AN EPIDEMIC ¹	SEE FOOTNOTE
26-30	FAMILY ABDUCTED BY OUTLAWS	REPUTATION ±0/5
31-45	YOU TAKE CARE OF A YOUNG ORPHAN ²	REPUTATION +2/5
46-50	FRIEND SAVES YOUR LIFE	FRIEND AND DEBT
51-70	YOU CAN GET MARRIED	GAIN A FRIEND
71-90	YOU HAVE CHILDREN	1d6 CHILDREN
91-00	YOU SAVE SOMEBODY'S LIFE	GAIN A FRIEND

¹ 1=Diphtheria, 2=Smallpox, 3=Yellow fever, 4=Typhoid, 5-6=Cholera

² 1=Native, 2=Unknown parents, 3-4=Neighbor, 5-6=Relative

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT ¹	
01-05	DRIFTER ²	INDUSTRIALIST ²	SETTLER	(\$10)
06-15	SOLDIER ²	RAILROAD CO.	DRIVER	(\$15)
16-25	TOWNSPEOPLE ²	BANKER	SOLDIER ²	(\$20)
26-40	DRIVER	LANDOWNER ²	SCOUT	(\$25)
41-60	SETTLER	SETTLER	TOWNSPEOPLE ² (\$30)	
61-75	HUNTER	RUSTLER	BUSINESS OWNER ² (\$40)	
76-85	PREACHER	TRADER	OFFICER ²	(\$50)
86-95	DOCTOR	POLITICIAN ²	POLITICIAN ²	(\$75)
96-00	LAWMAN	LAWMAN	LAWMAN	(\$100)

¹ Often somebody you grew up with, or the child of a neighbor.

² Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

THE CIVIL WAR

When your life is on the line, a brother in arms can become a friend to last forever. Many desert from the madness, while others distinguish themselves in battle.

THE CIVIL WAR

D100	EVENT	REP.	RESULT
01-05	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
06-20	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
21-35	YOU DESERT	-2/5	WANTED \$30
36-50	IN PRISON CAMP	±0/5	ROLL P. INJURY
51-65	A FRIEND DIES IN YOUR ARMS	±0/3	INHERIT WARM COAT
66-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-90	FIGHT IN GRUESOME BATTLE	-2/10	COOL UNDER FIRE +1
91-95	YOU ARE PROMOTED ²	+1/5	COOL UNDER FIRE +1
96-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5-6=Roll an ENEMY

² 1=Corporal, 2-3=Sergeant, 4=First Sergeant, 5=Lieutenant, 6=Captain

ENCOUNTER WITH NATIVES

Settlers and Natives often take on opposing views on land, and who is entitled to it. Some encounters end in an unexpected friendship, others in fierce fighting.

ENCOUNTER WITH NATIVES

D100	EVENT	REP.	RESULT
01-10	MASSACRE ¹	±0/10	SCALPED
11-20	FIGHT, 1D6 FRIENDS DIE ²	±0/5	COOL UNDER FIRE +1
21-30	FIGHT, 1D6 NATIVES DIE ²	±0/5	COOL UNDER FIRE +1
31-40	FAMILY MEMBER ABDUCTED ²	±0/5	SEE FOOTNOTE
41-55	RAID, NATIVES STEAL ANIMALS	±0/2	-\$50
56-70	NATIVES ASK FOR FOOD	±0/2	FRIEND OR ENEMY
71-80	NATIVES GIVE YOU FOOD	±0/2	YOU ARE INDEBTED
81-90	YOU TRADE WITH NATIVES	±0/2	+\$50
91-00	YOU GET A NATIVE FRIEND	-1/5	GAIN A FRIEND

¹ Everybody else on the farm dies. You get scalped.

² 1-3=You get a PERMANENT INJURY, 4-6=You are unharmed.

CONFLICT

Natives are not the only ones who want you to abandon your farm. Out on the wild frontier there is seldom any law to help you – or your enemy – solve things.

CONFLICT

D100	EVENT	REP.	RESULT
01-10	FARM BURNED TO THE GROUND ¹	±0/5	-\$100
11-20	FORCED TO ABANDON FARM ¹	±0/5	SEE FOOTNOTE
21-25	ARRESTED BY LAWMAN ²	±0/3	SEE FOOTNOTE
26-35	SOMEONE YOU LOVE IS KILLED ¹	±0/5	SEE FOOTNOTE
36-40	SOMEONE YOU LOVE IS LYNCHED ¹	±0/5	SEE FOOTNOTE
41-60	YOUR ANIMALS ARE KILLED	±0/2	-\$50
61-75	YOU KILL IN SELF DEFENSE	-1/5	+10 COMBAT POINTS
76-90	YOU ARE WOUNDED IN A FIGHT	±0/3	ROLL P. INJURY
91-00	FORCED TO SELL YOUR FARM	±0/5	+\$100

¹ 1-3=You get a PERMANENT INJURY, 4-6=You are unharmed.

² -\$75 and imprisoned for 1D6-1 years.

A STRANGER VISITS YOUR FARM

The everyday routine is broken when strangers visit your farm. Your actions can give you a FRIEND for life, or if you keep them at bay, a favor with the local law.

A STRANGER VISITS YOUR FARM

D100	EVENT	REP.	RESULT
01-15	ROBBED BY A DESPERADO	±0/3	-\$100
16-25	YOU KILL IN SELF DEFENSE	-1/5	+10 COMBAT POINTS
26-40	THE STRANGER IS WOUNDED ¹	-	FRIEND OR ENEMY
41-55	STEALS YOUR HORSE	±0/2	STOLEN HORSE
56-65	DYING, GIVES YOU A ... ²	-	SEE FOOTNOTE
66-75	LAWMAN WITH A PRISONER	-	GAIN A CONTACT
76-80	A FAMOUS PERSON	+1/5	CHOOSE WHO
81-95	WANTED PERSON (\$100)	-	RWARD OR FRIEND
96-00	LAWYER, YOU INHERIT MONEY	±0/5	+\$200

¹ 1-2=Desperado, 3=Bounty Hunter, 4-5=Lawman, 6=Gunslinger

² 1-2=Letter, 3=Pocket watch, 4=Revolver Q+1, 5=Horse, 6=Claim

★ YOUR ROLE ★

SHAMAN



I have listened to your story and rejoiced. Your vision is very clear – when the eagle led your way, you found the buffalo herd. With the help of the great eagle you shall always find prey and your family will never starve, not even during hard times. Your gaze shall be sharp like the eagle's, nothing shall elude you.

You have received great gifts from the spirits, but don't take them for granted and don't ignore the warning you've received. The spirits deserve to be taken seriously. You must beware of the red-haired man on the yellow horse. With the help of the eagle you may beat even him, but never turn your back to him.

SHAMAN – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Apache/Plains Tribes/Indian School COOL UNDER FIRE: 1 FAITH: 2

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Charismatic, Demagogue, Diplomat, Frontiersman, Medicine Man, Totem.
OBSTACLES Arch Nemesis, Code of Honor, Fanatic, Loyal, Oppressed, Superstitious.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – PLAINS TRIBES UPBRINGING (150 POINTS)

ARITHMETIC	5	EXPERTISE/GEOGRAPHY	10	ORG./WARRIOR SOCIETY	10
CRAFT/ELECTIVE	5	EXPERTISE/HISTORY	10	RELIGION/ELECTIVE TRIBE	10
ETIQUETTE	10	EXP./WHITE CULTURE	10	SPORTS/LACROSSE	5
EXPERTISE/BIOLOGY	10	LANGUAGE/ELECTIVE	10	SURVIVAL/PRAIRIE	10

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
DANCE	10	5	10
ELOQUENCE	5	-	5
EXPERTISE/HERBS	10	5	15
EXPERTISE/LEGENDS	10	5	15
FIRST AID	10	5	15
MIMICRY	-	-	10
MUSIC/ELECTIVE	5	5	10
RELIGIOUS CEREMONIES/SHAMAN	15	10	15
RIDE	10	10	10
SCOUT	5	5	5
SURGERY	5	5	10
WEATHER LORE	5	5	5

WEAPONS PACKAGE	AMATEUR (150)	NONE	ACCOMPLISHED (250)
ACCURACY/FIGHTING	5	-	10
ACCURACY/RIFLE	5	-	5
ACCURACY/ARCHERY	5	-	5
SPEED/FIGHTING	5	-	10
SPEED/ARCHERY	5	-	5
DEFENSE	5	-	5

REPUTATION	±0/30	±0/15	±0/75
HORSES	2	1	3

EQUIPMENT

WEAPONS Shortbow +quiver +20 arrows, knife, rifle +40 bullets, tomahawk, shield.
BELONGINGS Medicine bag, staff, ceremonial pipe, healing herbs, holy ribbon, blanket, wafer canteen.
CLOTHING 2 sets of desired clothing.
MOUNT Appaloosa or mustang. Bridle, blanket.



★ SHAMAN ★

You probably did not choose to become a shaman; the spirits chose you. *The calling* was among the strongest experiences of your life. You may have tried to fight your destiny, but the spirits didn't hesitate when they gave you the mission to protect your tribe by becoming a link to the spirit world. Most likely, your *totem* appeared before you, either in a dream or in the waking world. The totem is a spirit that works as your guide and will remain bound to you for the rest of your life. A table with a few totems and their symbolical meaning can be found on this page.

The religions of Native tribes can be very different, but all have some sort of holy men in direct contact with the supernatural. They are able to help the tribe with spiritual guidance and practical things like healing and negotiations with other tribes. All shamans share the belief that a spirit world parallel to ours exist. Our world and the world of the spirits affect each other in different ways: showing respect for the spirits of the region may be rewarded with rich harvests and luck, while abuse of a place or disrespect for its spirits may make them abandon the area and thereby leave it desolate and bare. The spirits may be of various kinds, but the most common ones are *ancestor spirits* (able to help by giving wise counsel) and *nature spirits* (possessing powers over their respective parts of nature, able to help or hurt people). The shaman's task is to mediate between our world and the world of the spirits and to make sure that the spirits are respected. In return the shaman may receive powers from the spirits to help and protect his tribe.

Your religion is strongly associated with your tribe or your people. As a shaman you have no interest in converting others or to preach like other priests. Your task is not to convert people outside your tribe, but to make sure that the people of your tribe live according to the spirits' will. If some in the tribe alienate themselves from the spirits, for instance dealing to much with the Whites, or by drinking alcohol that makes them sluggish and stupid (and slaves of the White man), the wrath of the spirits could smite the whole tribe. This is a situation that must be avoided by all means, and sometimes the only solution is to ostracize or at worst case cast out those that disobey the spirits, forcing them to leave and forbid them to live with the rest of the tribe ever again.

There are two orientations among shamans; *healers* and *priests*. Healers use their supernatural powers, together with herbal remedies and rituals learned from older healers, to cure and heal. The priest is instead a spiritual counsellor and interpreter. After studying under a holy man or after having many strong visions, the priest gains responsibility for the tribe's culture, relics, ceremonies and spiritual development. If you want to play a shaman, you must choose – are you a healer or a priest?

TOTEMS AND THEIR SYMBOLICAL MEANING

ANIMAL	MEANING
BEAR	Heals
BUFFALO	Good hunting, Food in abundance, Strength, Tenacity
COYOTE	Cunning, Trickster, Slydog
RAVEN	Wise, Sensible, untrustworthy, Fortune in War
CROW	Schemer, Fortune in War
KINGFISHER	Swiftness
SNAKE	Enemy, False friend, Death, Guile
TURTLE	Health, Long life
OWL	Bringer of Death, Servant of the Moon
WOLF	Hunting, War
WEASLE	Ingenuity
EAGLE	Hunting, War, Counsel

In the Southwestern tribes, bear, coyote and snake are seen as bad spirits and bearers of disease.

Visions are a way to get in contact with the spirits and with their help reach a deeper understanding of yourself. Visions are also the source from which tribes and warrior societies originate. Important decisions need spiritual guidance through visions. When boys are about to become men, a shaman counsel them and help in their quest. The boys spend days and nights of isolation, without food, water or sleep, and meditate on holy ground. The visions they receive, often of animals, you as shaman interpret for them.

It's getting harder to get the tribe to follow the path of the spirits when the Whites force you to leave your homelands, where the connection with the spirits is the strongest. At the reservations it's harder to follow the spirits' guidance and the traditions of the tribe when the Whites try to force their god and way to cultivate the land on you. Many children are taken from their tribe and put in Indian schools where they learn to become like the Whites, speak their language and obey their god. Hunger is a constant companion on the reservation and the tribe's warriors are tempted by the white men's alcohol.

LIVELIHOOD

At a reservation you'll have to make do with what food and supplies the Indian agent gives you, which is hardly enough to survive. You are expected to farm the soil, but the land you've been allotted is seldom fertile. If you are free, money is often without value. Both you and your tribe use to make your living by hunting, raiding and gathering what you need from nature.

REPUTATION

Every vision you interpret, every ceremony you lead and every miracle you perform will make you more famous in your tribe and among other Natives. In the world of the Whites only war will make you famous.

LIFE PATH EVENTS FOR SHAMANS

1 EXPANSION WEST (PRIOR TO 1861)

An increasing number of white people go west in search for gold or land. Death follows in their tracks, through diseases and massacres. The Crow tribe suffer most from epidemic diseases, while the Sioux, and Comanche are the tribes most often at war with the newcomers. The Sioux often fight the army, while the Comanche's main enemy is the paramilitary force Texas Rangers. Apaches fight prospectors and Mexicans.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-05	YOU ARE SCALPED BY ... ¹	REPUTATION -2/5
06-10	06-15	YOU ARE CHALLENGED BY A SHAMAN	ENEMY
11-25	16-25	YOU BAN A WARRIOR FROM THE TRIBE	ENEMY
26-35	26-35	YOU CAN GAIN A CONTACT ²	CONTACT
36-45	36-45	ROLL FOR A NEW RELATIONSHIP ²	RELATIONSHIP
46-55	46-55	YOU LEAD THE TRIBE IN A RITUAL ³	REP. +1/5
56-60	56-60	SEE TOTEM ANIMAL IN A VISION	+5 FAITH-POINTS
61-65	61-65	YOU GET A VISION ⁴	+10 FAITH-POINTS
66-75	66-75	ENCOUNTER WITH WHITE PEOPLE ²	REP. ±0/5
76-00	76-00	YOU HELP YOUR TRIBE ²	PREAST/HEALER

1 1-2=Scalp hunters, 3=Soldiers, 4-6=Hostile tribe

2 See separate table on the following page.

3 1-2=A Chief's Funeral, 3-4=Initiation Ceremony, 5-6=Election of Chief

4 1-2=False interpretation, REP. -2/10, 3-6=True Vision, REP. +2/10

3 POST WAR (1866-1870)

When gold is found in Montana and Idaho white prospectors go there. The army establishes forts for their protection. The Sioux defends their hunting grounds, Under Red Cloud's leadership the army has to abandon three forts. Custer's 7th Cavalry attacks Black Kettles' camp at Washita River, to avenge an attack made by other warriors. More than 100 Cheyenne are killed, including Black Kettle. Apacheria is riddled with raids.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	YOU ARE SCALPED BY ... ¹	REPUTATION -2/5
06-10	06-15	YOU ARE CHALLENGED BY A SHAMAN	ENEMY
11-20	16-20	YOU BAN A WARRIOR FROM THE TRIBE	ENEMY
21-25	21-25	YOU CAN GAIN A CONTACT ²	CONTACT
26-35	26-35	ROLL FOR A NEW RELATIONSHIP ²	RELATIONSHIP
36-45	36-45	YOU LEAD THE TRIBE IN A RITUAL ³	REP. +1/5
46-50	46-50	SEE TOTEM ANIMAL IN A VISION	+5 FAITH-POINTS
51-60	51-60	YOU GET A VISION ⁴	+10 FAITH-POINTS
61-75	61-75	ENCOUNTER WITH WHITE PEOPLE ²	REP. ±0/5
76-00	76-00	YOU HELP YOUR TRIBE ²	PREAST/HEALER

1 1-3=Scalp hunters, 4-5=Soldiers, 6=Hostile Tribe

2 See separate table on the following page.

3 1-2=A Chief's Funeral, 3-4=Initiation Ceremony, 5-6=Election of Chief

4 1-2=False interpretation, REP. -2/10, 3-6=True Vision, REP. +2/10

2 CIVIL WAR (1861-1865)

The Indian Wars escalate. In Minnesota, Little Crow and the Santee Sioux tribe rebel as they are close to starvation at the reservation and don't get the compensation they were promised. Comanche and Kiowa are attacked in Texas. Black Kettles' peaceful Cheyenne camp is massacred at Sand Creek. Cheyenne, Arapaho and Sioux fight the US Army in Colorado and Wyoming. Apaches and Navajos are forced to the Bosque Redondo reservation.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	YOU GET HURT	ROLL P. INJURY, REP. +1/5
06-15	06-10	YOU BAN A WARRIOR FROM THE TRIBE	ENEMY
16-25	11-20	YOU CAN GAIN A CONTACT ¹	CONTACT
26-35	21-30	ROLL FOR A NEW RELATIONSHIP ¹	RELATIONSHIP
36-45	31-40	YOU LEAD THE TRIBE IN A RITUAL ²	REP. +1/5
46-50	41-45	YOU GIVE AWAY A HORSE	-1 HORSE, REP. +2/5
51-55	46-55	YOU GET AN ANIMAL COMPANION ³	REP. +1/5
56-60	56-60	YOU GET A VISION ⁴	+10 FAITH-POINTS
61-70	61-70	ENCOUNTER WITH WHITE PEOPLE ²	REP. ±0/5
71-00	71-00	YOU HELP YOUR TRIBE ¹	PREAST/HEALER

1 See separate table on the following page.

2 1-2=A Chief's Funeral, 3-4=Initiation Ceremony, 5-6=Election of Chief

3 1=Dog, 2=Raven, 3=Crow, 4=Wolf, 5-6=Horse

4 1-2=False interpretation, REP. -2/10, 3-6=True Vision, REP. +2/10

4 THE LONG DEPRESSION (1871-1875)

Cheyenne, Kiowa and Comanche lose the Red River War against an ever increasing number of troops. White men find gold in Paha Sapa (Black Hills) and break the promise to forever let Natives keep this land. Now all Natives have to settle at a reservation – or be considered hostile and on the warpath by the US army. General Howard and Cochise negotiate a peace, but when the Apache Chief, dies the treaty is broken.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-15	01-15	TRIBE IS FORCED TO A RESERVATION ¹	REP. -1/5
16-20	16-20	YOU BAN A WARRIOR FROM THE TRIBE	ENEMY
21-25	21-25	YOU CAN GAIN A CONTACT ¹	CONTACT
26-35	26-35	ROLL FOR A NEW RELATIONSHIP ¹	RELATIONSHIP
36-45	36-45	YOU LEAD THE TRIBE IN A RITUAL ²	REP. +1/5
46-55	46-50	YOU SAVE... ³ FROM SOLDIERS	+1 HORSE, REP. +2/5
56-60	51-60	SEE TOTEM ANIMAL IN A VISION	+5 FAITH-POINTS
61-65	61-65	YOU GET A VISION ⁴	+10 FAITH-POINTS
66-75	66-75	ENCOUNTER WITH WHITE PEOPLE ¹	REP. ±0/5
76-00	76-00	YOU HELP YOUR TRIBE ¹	PREAST/HEALER

1 See separate table on the following page.

2 1-2=A Chief's Funeral, 3-4=Initiation Ceremony, 5-6=Election of Chief

3 1-3=Squaw [FRIEND & new wife], 4-5=Warrior [FRIEND], 6=War Chief [FRIEND]

4 1-2=False interpretation, REP. -2/10, 3-6=True Vision, REP. +2/10



★ SHAMAN ★

RELATIONSHIPS

You live in a violent time. Most people see loved ones die ahead of their time. Friends are important, even when they are unexpected – such as a white man.

RELATIONSHIPS

D100	EVENT	RESULT
01-15	FAMILY KILLED BY ... ¹	REPUTATION ±0/5
16-25	YOUR SPOUSE DIES IN AN EPIDEMIC	REPUTATION -2/5
26-35	FAMILY ABDUCTED BY ... ¹	REPUTATION -1/5
36-40	BANISH WARRIOR FROM THE TRIBE	GAIN AN ENEMY
41-50	BRAVE SAVES YOUR LIFE	YOU ARE INDEBTED
51-65	YOU PAY DOWRY FOR YOUR SPOUSE	-1d6 HORSES
66-80	YOU HAVE CHILDREN	1d6 CHILDREN
81-95	YOU SAVE THE LIFE OF A FRIEND	GAIN A FRIEND
96-00	YOU BEFRIEND A WHITE ... ²	GAIN A FRIEND

¹ 1-3=Soldiers, 4=Scalp hunters, 5-6=Hostile tribe

² 1=Scout, 2=Hunter, 3-4=Settler, 5=Indian Agent, 6=Doctor

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	DOCTOR	INDIAN AGENT	SOLDIER ¹	(1 HORSE)
06-15	SCOUT	HUNTER	DRIVER	(1 HORSE)
16-25	SETTLER	SOLDIER ¹	SETTLER	(1 HORSE)
26-40	HUNTER	SCOUT	DOCTOR	(1 HORSE)
41-60	SHAMAN	OFFICER ¹	SCOUT	(2 HORSES)
61-75	BRAVE	BANISHED ²	HUNTER	(2 HORSES)
76-85	WAR LEADER	BRAVE	TRADER	(2 HORSES)
86-95	WAR CHIEF	SHAMAN	OFFICER ¹	(3 HORSES)
96-00	CHIEF	WAR CHIEF	POLITICIAN ¹	(3 HORSES)

¹ Use the OCCUPATION-tables at Social Background for more details.

² A brave you have banished from the tribe.

ENCOUNTER WITH WHITE PEOPLE

You find it hard to trust greedy white men, too much death and misery follow them. A few exceed expectations, but you don't want to be indebted to them.

ENCOUNTER WITH WHITE PEOPLE

D100	EVENT	REP.	RESULT
01-10	SOLDIERS ATTACK YOUR CAMP	-2/10	1d20 DEAD
11-20	YOU ARE AMBUSHED BY... ¹	-2/5	1d6 DEAD
21-30	WOUNDED IN BATTLE ¹	+1/5	ROLL P. INJURY
31-45	CAPTURED, MANAGE TO FLEE ¹	+1/5	ROLL P. INJURY
46-50	WHITE MAN SAVES YOUR LIFE ²	±0/5	YOU ARE INDEBTED
51-65	YOU TAKE A PRISONER ¹	+1/5	GAIN AN ENEMY
66-80	YOU KILL A BOOTLEGGER	+1/5	+10 COMBAT POINTS
81-90	YOU RECLAIM STOLEN RELIC	+2/10	+10 FAITH-POINTS
91-00	YOU PREVENT MASSACRE	+2/10	+1 FAITH

¹ 1-3=Soldiers, 4=Scalp hunter, 5=Hunter, 6=Settler

² 1=Doctor, 2=Prospector, 3-4=Settler, 5-6=Hunter

SHAMAN PRIESTS HELP THE TRIBE

Use this table if you have chosen to be a *Shaman Priest*, primarily leading the tribe in religious rituals focused on helping the warriors in battles and war.

SHAMAN PRIESTS HELP THE TRIBE

D100	EVENT	REP.	RESULT
01-05	YOUR VISION GET BRAVES KILLED ¹	-3/10	1d20 DEAD
06-15	FAILED ... ² , WARRIOR DIE	-2/5	1d6 DEAD
16-30	YOU GET INJURED DURING A... ²	+1/5	ROLL P. INJURY
31-45	INTERPRET VISION FOR WARRIOR	+1/5	+1 HORSE
46-55	STEAL HORSES FROM ENEMY	+2/5	1d6 HORSES
56-70	LEAD SUN DANCE/SPIRIT DANCE	+2/5	+5 FAITH-POINTS
71-85	WARRIOR'S ... ² SUCCESSFUL	+2/5	+10 FAITH-POINTS
86-95	LEAD WARRIORS TO PREY	+2/5	+15 FAITH-POINTS
96-00	YOUR VISION HELPS THE TRIBE	+2/10	+1 FAITH

¹ The tribe distrusts you. If you roll this twice, you will be banned.

² 1-3=Raid, 4-6=War

SHAMAN HEALERS HELP THE TRIBE

If you decided to play a *Shaman Healer*, thus becoming the closest thing to a doctor within the tribe, you use this table to see what you have done to help the tribe.

SHAMAN HEALERS HELP THE TRIBE

D100	EVENT	REP.	RESULT
01-05	EPIDEMIC BREAKS OUT ¹	-3/10	1d20 DEAD
06-15	YOU FAIL TO SAVE... ²	-2/5	GAIN AN ENEMY
16-25	YOU GET SERIOUSLY ILL	-1/5	ROLL P. INJURY
26-40	INTERPRET VISION FOR WARRIOR	+1/5	+1 HORSE
41-55	YOU SELL MEDICINE BAGS	+1/5	1d6 HORSES
56-70	YOU ATTEND TO SICK... ²	+1/5	+5 FAITH-POINTS
71-85	YOU SAVE THE LIFE OF A ... ²	+2/5	+10 FAITH-POINTS
86-95	CAST OUT EVIL SPIRITS FROM... ²	+2/5	+15 FAITH-POINTS
96-00	YOUR VISION HELPS THE TRIBE	+2/10	+1 FAITH

¹ The tribe distrusts you. If you roll this twice, you will be banned.

² 1=Child, 2=Squaw, 3-4=Warrior, 5=War Chief, 6=Chief

ON THE RESERVATION

When tribes accept peace treaties they are forced to reservations. At first close to home, but lately most tribes get sent to the Indian Territory or San Carlos.

ON THE RESERVATION

D100	EVENT	REP.	RESULT
01-05	YOU TURN TO ALCOHOL	-2/5	OBSTACLE DRUNKARD
06-15	YOU ARE BEATEN BY SOLDIERS	±0/5	ROLL P. INJURY
16-25	YOU KILL ... ¹ AND ESCAPE	±0/15	WANTED \$250
26-35	YOU KILL A SOLDIER AND FLEE	±0/5	WANTED \$100
36-45	FLEE AFTER ATTEMPTED MURDER	±0/5	ENEMY - OFFICER
46-60	LEAD RELIGIOUS DANCE	+1/5	+5 FAITH-POINTS
61-75	TAKE CARE OF THE DISEASED	+2/5	+10 FAITH-POINTS
76-90	UPHOLD YOUR TRADITIONS	+2/10	+15 FAITH-POINTS
91-00	LEAVE THE RESERVATION ²	+3/10	+1 FAITH

¹ 1-2=Preacher, 3-4=Indian Agent, 5-6=Officer

² You persuade 4d6 from your tribe to leave with you.

SOLDIER

The cavalry to the rescue! More beautiful words do not exist for settlers and prospectors in the West, especially when they believe Natives are on the warpath. Once you save their lives, they don't care what color your skin is, or that they normally wouldn't drink in the same saloon as you. They are suddenly your best friends. This doesn't mean you have to like them, but it's still nicer when they're with you rather than against you.

As for the Natives, they are feared, clever, bloodthirsty warriors. There are stories about how they torture and mutilate their fallen enemies so soldiers are often encouraged to show no mercy, even toward women and children.

SOLDIER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Soldier COOL UNDER FIRE: 1 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS	Born to Ride, Diplomat, Handy, Leader, Mentor, Night Vision.
OBSTACLES	Bravado, Code of Honor, Incorruptible, Pessimistic, Reckless, Subordinate.

SKILLS AND REPUTATION

RECOMMENDED EDUCATIONS:

ELEMENTARY SCHOOL (50 P.)		NON-COMMISSIONED OFFICER (100 POINTS)	
ARITHMETIC	10	CRAFT/ELECTIVE	10 COOL UNDER FIRE +1
ETIQUETTE	5	DRILL/ELECTIVE	15
EXPERTISE/GEOGRAPHY	5	EXP./MILITARY STRATEGY	5
EXPERTISE/HISTORY	5	LAW/MILITARY	5
READ/WRITE	10	LEADERSHIP	5
RELIGION/CHRISTIANITY	5	ORGANIZATION/ARMY	10
		SURVIVAL/ELECTIVE	5

ROLE-SPECIFIC SKILLS	CAMPAIN	REALISM	ACTION
DANCE	5	5	10
DRAFTING/ELECTIVE	5	5	10
ELOQUENCE	5	5	10
EXPERTISE/NATIVE CULTURE	10	5	15
EXPERTISE/SURVEYING	10	5	10
FIRST AID	5	5	5
RIDE	10	5	10
SCOUT	10	5	10
STEALTH	5	5	10

WEAPONS PACKAGE	ACCOMPLISHED (250)	GREENHORN (50)	PREPARED (400)
ACCURACY/REVOLVER	10	5	15
ACCURACY/RIFLE	10	5	10
ACCURACY/FENCING	5	-	5
SPEED/REVOLVER	5	-	10
SPEED/RIFLE	5	-	5
SPEED/FENCING	-	-	5
DEFENSE	5	-	5

REPUTATION	±0/15	±0/10	±0/30
MONEY	\$50	\$25	\$75

EQUIPMENT

WEAPONS	Revolver +20 bullets. Rifle + 40 bullets. army holster, sabre.
BELONGINGS	Bandages, blanket, water skin, field equipment, axe.
CLOTHING	Uniform. 1 set of civilian clothing (of your choice).
MOUNT	Quarter Horse. Bridle, saddle, saddlebags, scabbard.

★ SOLDIER ★

Few adult men in America 1876 lack military experience. The gruesome war between the states gobbled up everyone who was unable to do their utmost to avoid serving, and the army has continued to remain large since then. The military was used to guarantee reconstruction in the South, but ever more troops have been moved west for the Indian Wars both on the prairie and in Arizona's mountains and deserts.

Either you are currently serving in the army or your past in the military is so important to you that you still identify more with this ROLE than with whatever job you have now. Qualified officers are frequently offered work as politicians or board members of railroad companies, banks, etc. who want good contact with Washington. Non-commissioned officers can get jobs as lawmen, while lower ranks may become guards or choose to be outlaws after their active duty.

If you choose this ROLE as is, you'll be a non-commissioned officer, since both *Elementary School* and *Non-commissioned Officer* are included as EDUCATION. You've taken the long way through your career and succeeded at advancing from private to corporal or sergeant and now you lead your own small group of men. You've survived enough conflicts to distinguish yourself and probably managed to gain the approval of at least one of your commanding officers.

If you're fine with being a basic foot soldier, just change *NCO training* to *Soldier training*. Then you have 50 more CHARACTER CREATION POINTS left to work with, but you're at the bottom rung of the military hierarchy and will have to constantly follow orders (if you're still in the army). You can also do away with *Elementary School* and have an additional 50 CHARACTER CREATION POINTS to distribute among other SKILLS, or to select a different type of education.

If you want a fancier background and a higher rank, you can instead use 50 extra CHARACTER CREATION POINTS and switch both the RECOMMENDED EDUCATION options to *Military School*. If you've graduated recently, you begin the game as a second lieutenant or lieutenant in a war zone somewhere out West, as that's where troops are currently being assembled. If you've been enlisted for a bit longer, you've probably been promoted to captain. Most of the highest posts are held by veterans of the Civil War. After the war, many qualified military men were forced to accept a lower rank to remain in the army. Now they block the career paths for younger generations. During the war, they participated in battles where thousands of soldiers died – nothing seems too brutal for them today.

Black soldiers are called *Buffalo Soldiers* and form their own infantry and cavalry regiments. They have black NCOs, but white commanding officers. As racism is very widespread, even in the army, Buffalo Soldiers are given more dangerous and grueling tasks than their white counterparts.

Your military situation depends on where in the country you are deployed. In the South, you'll be treated like an intruder, part of a despised occupying power. Terrorist acts have been committed on your camps, especially against black troops. Since last year's election in Mississippi, there's been a trail of murders spreading through the South, but the military has received no instructions to restore order, protect those threatened, or try to arrest the perpetrators. In fact, more troops are being moved out of the area entirely, and sent instead out West.

Along with the western expansion of white settlers and adventurers, problems with the Natives have increased. Many officers want to advance in rank by conquering the Natives as fast and brutally as possible, and will accept any excuse to let their troops attack the Native camps and kill everyone, including women and children. There are a few exceptions, such as General Howard's peace treaty with the Chiricahua Apache from 1872, but even that is on its way to being torn up. As is typical, broken peace treaties are preceded by the discovery of gold and silver in territories controlled by Natives. Suddenly there is rush to eliminate any threats to the prospectors despite previous promises.

There is a lot of violence and mistrust on both sides. Do you encourage battles, or try to find a peaceful solution before the violence escalates out of control?

LIVELIHOOD

Being in the military is not known for being a well-paid job, but you have a roof over your head, food in your belly, and the equipment you need. The higher rank you have, the higher your salary, and the better your benefits.

It's not uncommon for people in the military to accept bribes to get a little extra cash or other benefits on the side. Is this something you're likely to do?

SALARIES FOR SOLDIERS

RANK	MONTHLY SALARY
PRIVATE SOLDIER	\$13
CORPORAL	\$16
SERGEANT	\$21
FIRST SERGEANT	\$24
SERGEANT MAJOR	\$30
SECOND LIEUTENANT	\$40
LIEUTENANT	\$50
CAPTAIN	\$60

REPUTATION

Many military men are unknown. Others, like Custer, use their military position to create publicity and garner attention. Rumor has it, Custer wants to be president and is convinced his path to the White House leads through a sea of slaughtered Prairie Indians.



LIFE PATH EVENTS FOR SOLDIERS

1 EXPANSION WEST (PRIOR TO 1861)

The war against Mexico has ended, but new conflicts are on the horizon – against the Native population as well as the Mormons who are trying to declare independence and establish a state of their own in Utah. Gold is found at Pike's Peak, close to Denver, Colorado in 1858, enticing fortune-seekers from all over the world. Some try to find gold, others rob prospectors.

LIFE PATH EVENTS - PRIOR TO 1861

D100	EVENT	
01-10	BROTHER IN ARMS KILLED BY ... ¹	REPUTATION -1/5
11-20	YOU ARE COURT-MARTIALLED ²	REPUTATION -2/5
21-25	OFFERED BRIBE FROM SMUGGLERS	+\$50 OR ENEMY
26-30	OFFERED BRIBE FROM INDIAN AGENT	+\$75 OR ENEMY
31-40	YOU CAN GAIN A CONTACT ³	CONTACT
41-50	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
51-60	GOLD RUSH IN COLORADO ⁴	+\$75
61-75	YOU FIGHT IN THE INDIAN WARS ^{3, 5}	COOL UNDER FIRE +1
76-80	YOU FIGHT IN THE MORMON WARS ³	
81-00	YOU ARE SENT ON A MISSION ³	

¹ 1=Deserter, 2=Desperado, 3=Smuggler, 4-6=Native

² 1=Demoted, 2-3=Imprisoned, 4-5=Fined (-\$50), 6=Acquitted

³ See separate table on the following page.

⁴ 1-2=Desperado, 3-4=Guard, 5=Lawman, 6=Find gold

⁵ 1-4=Comanches, 5-6=Apaches

2 CIVIL WAR (1861-1865)

The gruesome War Between the States dominates this period completely. All SOLDIERS must roll once on the *War-table* on the following page as well as the usual Life Path Event-roll here. Many are promoted during the Civil War, but are forced to accept a lower rank if they wish to stay in the army once the war has ended, due to the downsizing of the standing army.

LIFE PATH EVENTS - 1861-1865

D100	EVENT	
01-15	BROTHER IN ARMS KILLED BY ... ¹	REPUTATION -1/5
16-25	YOU ARE COURT-MARTIALLED ²	REPUTATION -2/5
26-35	OFFERED BRIBE FROM SMUGGLERS	+\$50 OR ENEMY
36-40	OFFERED BRIBE FROM INDIAN AGENT	+\$75 OR ENEMY
41-50	YOU CAN GAIN A CONTACT ³	CONTACT
51-60	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
61-65	YOU PLUNDER FOR YOUR OWN BENEFIT	+\$100
66-70	YOU FIGHT IN THE INDIAN WARS ^{3, 4}	COOL UNDER FIRE +1
71-85	TEMPORARY PROMOTION DURING THE CIVIL WAR ⁵	
86-00	YOU ARE SENT ON A MISSION ³	

¹ 1-3=Yankee/Rebel, 4=Desperado, 5=Smuggler, 6=Native

² 1=Demoted, 2-3=Imprisoned, 4-5=Fined (-\$50), 6=Acquitted

³ See separate table on the following page.

⁴ 1-4=Plains Tribes, 5-6=Apaches

⁵ 1-2=One Rank, 3-4=Two Ranks, 5-6=Three Ranks

3 POST WAR (1866-1870)

Following the war, the South is occupied by Northern troops, who gradually return control to the states once they admit their defeat and accept black people's right to vote. The army has resources left to spare for Indian Wars, while the expansion West across the continent continues. You can take the transcontinental railroad across the entire country and the economy is strong.

LIFE PATH EVENTS - 1866-1870

D100	EVENT	
01-10	BROTHER IN ARMS KILLED BY ... ¹	REPUTATION -1/5
11-20	YOU ARE COURT-MARTIALLED ²	REPUTATION -2/5
21-25	OFFERED BRIBE FROM SMUGGLERS	+\$50 OR ENEMY
26-30	OFFERED BRIBE FROM INDIAN AGENT	+\$75 OR ENEMY
31-40	YOU CAN GAIN A CONTACT ³	CONTACT
41-50	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
51-65	YOU FIGHT IN THE INDIAN WARS ^{3, 4}	COOL UNDER FIRE +1
66-85	ON ASSIGNMENT IN THE SOUTH ^{3, 5}	CONTACT
86-90	PROTECT THE TRANS-CONTINENTAL RAILROAD	CONTACT
91-00	YOU ARE SENT ON A MISSION ³	

¹ 1=Ku Klux Klan, 2=Desperado, 3-4=Smuggler, 5-6=Native

² 1=Demoted, 2-3=Imprisoned, 4-5=Fined (-\$50), 6=Acquitted

³ See separate table on the following page.

⁴ 1-2=Red Cloud's War, 3-4=Cheyennes, 5=Comanches, 6=Apaches

⁵ Roll which state you serve, using the Background table on page 36.

4 THE LONG DEPRESSION (1871-1875)

The railway company Northern Pacific, goes bankrupt. Many companies follow, the market crashes and the country falls into depression. It is a hard time, jobs are few and banks reclaim homes and businesses. Desperate people need a miracle. General Custer's expedition in Black Hills finds gold, and a giant boom begins – on land belonging to the Natives in the area...

LIFE PATH EVENTS - 1871-1875

D100	EVENT	
01-10	BROTHER IN ARMS KILLED BY ... ¹	REPUTATION -1/5
11-20	YOU ARE COURT-MARTIALLED ²	REPUTATION -2/5
21-25	OFFERED BRIBE FROM SMUGGLERS	+\$50 OR ENEMY
26-30	OFFERED BRIBE FROM INDIAN AGENT	+\$75 OR ENEMY
31-40	YOU CAN GAIN A CONTACT ³	CONTACT
41-50	YOU GAIN A NEW RELATIONSHIP ³	RELATIONSHIP
51-70	YOU FIGHT IN THE INDIAN WARS ^{3, 4}	COOL UNDER FIRE +1
71-85	ON ASSIGNMENT IN THE SOUTH ^{3, 5}	CONTACT
86-90	CUSTER'S EXPEDITION TO BLACK HILLS	+\$100 IN GOLD
91-00	YOU ARE SENT ON A MISSION ³	

¹ 1=Deserter, 2=Ku Klux Klan, 3-4=Desperado, 5-6=Native

² 1=Demoted, 2-3=Imprisoned, 4-5=Fined (-\$50), 6=Acquitted

³ See separate table on the following page.

⁴ 1-4=Red River War, 5-6=Apaches

⁵ Roll which state you serve, using the Background table on page 36.

★ SOLDIER ★

RELATIONSHIPS

During your life in the field, you are surrounded almost entirely by men. It is during your civilian encounters you have the best chance to meet women as well.

RELATIONSHIPS

D100	EVENT	RESULT
01-05	FAMILY KILLED BY NATIVES	REPUTATION -1/5
06-10	FAMILY KILLED BY OUTLAWS	REPUTATION -1/5
11-15	NATIVES TORTURE FAMILY MEMBER ¹	REPUTATION -1/5
16-25	SOLDIER TORTURED BY NATIVES ¹	REPUTATION ±0/5
26-40	YOU GET SALOON GIRL PREGNANT	MARRIAGE/ENEMY
41-55	BROTHER IN ARMS SAVES YOUR LIFE	YOU ARE INDEBTED
56-70	YOU CAN GET MARRIED TO ... ²	PRIVATE 1d6-2
71-85	YOU HAVE CHILDREN	1d6 CHILDREN
86-00	SAVE THE LIFE OF A BROTHER IN ARMS	GAIN A FRIEND

¹ 1-2=Scalped, 3=Blind, 4-5=Aching Burn, 6=Disfiguring scar

² ≤1=Farmer, 2-3=Laborer, 4=Townspeople, 5=Business owner, 6=Landowner

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while CONTACTS want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT	
01-05	DRIFTER ¹	OFFICER ¹	BARTENDER	(\$25)
06-15	TOWNSPEOPLE ¹	INDIAN AGENT	DRIVER	(\$25)
16-25	PROSTITUTE	BROTHEL OWNER	SCOUT	(\$50)
26-40	BARTENDER	LAWMAN	NCO	(\$50)
41-60	SOLDIER	NCO	LAWMAN	(\$75)
61-75	SCOUT	DESERTER	WARRIOR	(\$75)
76-85	NCO	SMUGGLER	BROTHEL OWNER	(\$100)
86-95	INDIAN AGENT	COMANCHERO	SALOON KEEPER	(\$100)
96-00	OFFICER ¹	PROSPECTOR	INDIAN AGENT	(\$150)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details.

WAR

All soldiers face battles at some point. Even if a lot of misery accompanies wars, you can also gain friends, promotions and rewards in the midst of it all.

WAR

D100	EVENT	REP.	RESULT
01-10	BLAMED FOR A SOLDIER'S DEATH	-2/5	GAIN AN ENEMY
11-25	WOUNDED IN BATTLE	±0/5	ROLL P. INJURY
26-35	YOU ARE COURT-MARTIALLED ¹	-1/5	SEE FOOTNOTE
36-45	CAPTURED/IN PRISON CAMP	±0/5	ROLL P. INJURY
46-60	YOU KILL AN ENEMY SOLDIER	-1/5	GAIN AN ENEMY
61-70	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
71-80	KILL ... ² ENEMIES IN ONE FIGHT	FOOTNOTE	COOL UNDER FIRE +1
81-95	YOU ARE PROMOTED	+1/5	COOL UNDER FIRE +1
96-00	REWARDED FOR BRAVERY	+3/10	COOL UNDER FIRE +1

¹ 1=Demoted, 2-3=Imprisoned, 4-5=Fined [-\$50], 6=Acquitted

² 1-2=1 [REPUTATION -1/5], 3-4=2 [REP. -2/10], 5-6=3 [REP. -3/15]

MISSION

Every mission has a REP. and MOD. that affects your roll for OUTCOME (next table). If you refuse to follow orders, you get demoted (instead of rolling for OUTCOME).

MISSION

D100	MISSION	REP. ¹	MOD.
01-10	EXPEDITION TO SURVEY NEW AREA	±0/2	+15
11-20	NEGOTIATE PEACE WITH NATIVES	+1/5	+10
21-25	PROTECT HUNTING EXPEDITION	±0/5	+5
26-40	PROTECT RAILROAD	±0/5	±0
41-55	PROTECT CARAVAN	+1/5	±0
56-65	PUNITIVE EXPEDITION, NATIVE CAMP	-1/5	±0
66-75	FIND ABDUCTED WOMEN/CHILDREN	+2/10	-5
76-90	HUNT DESERTERS	±0/5	-10
91-00	HUNT SMUGGLERS ²	+1/10	-15

¹ For every person killed during the mission, adjust your REPUTATION -1/5

² 1=Slave trader, 2-3=Gunrunner, 4-6=Bootlegger

OUTCOME – MISSION

Do not forget to use MODIFICATION received in the table above, when interpreting the result here. If you kill somebody, his relative will become your ENEMY.

OUTCOME – MISSION

D100	OUTCOME	DEAD ¹	RESULT
01-05	GUNFIGHT ² , BLOOD BATH	3/5	GAIN AN ENEMY
06-10	GUNFIGHT ² , YOU KILL FRIEND	3/1	GAIN AN ENEMY
11-25	GUNFIGHT ² , YOU GET WOUNDED	2/2	ROLL P. INJURY
26-40	GUNFIGHT ² , FORCED TO RETIRE	3/1	REPUTATION -1/5
41-55	GUNFIGHT ² , ENEMY SURRENDERS	1/3	GAIN AN ENEMY
56-65	YOU GET LOST IN THE AREA	-	REPUTATION -2/10
66-75	DISGRUNTLED SUPERIOR	-	REPUTATION -1/5
76-90	MISSION COMPLETED	-	REPUTATION +1/5
91-00	MISSION COMPLETED WITH PRAISE	-	GAIN A FRIEND

¹ Own/Enemies. If Punitive expedition, Native Camp: -1 Own/+5 Enemies.

² 1-2=Outlaws, 3-6=Natives. If you attack Natives, Natives are 1-6.

ON ASSIGNMENT IN THE SOUTH

Union soldiers are not popular in the South, not in the white community. Best case scenario, you are viewed as enemies. Worst? You are targets for terrorist attacks.

ON ASSIGNMENT IN THE SOUTH

D100	EVENT	REP.	RESULT
01-10	INJURED BY A CLANSMAN	±0/5	ROLL P. INJURY
11-15	YOU ARE COURT-MARTIALLED ¹	-1/5	SEE FOOTNOTE
16-30	YOU KILL A CLANSMAN	-2/5	GAIN AN ENEMY
31-45	YOU ARREST CLANSMAN	±0/5	GAIN AN ENEMY
46-50	CONFISCATE A PLANTATION	-1/5	GAIN AN ENEMY
51-60	CARPETBAGGER OFFERS BRIBE	-1/5	+\$75 OR ENEMY
61-70	PLANTATION OWNER OFFERS BRIBE	-1/5	+\$75 OR ENEMY
71-85	BUSINESS OPPORTUNITY ²	-1/5	ENEMY IF YOU INVEST
86-00	YOU PREVENT A LYNCHING	+2/5	GAIN A FRIEND

¹ 1=Demoted, 2-3=Imprisoned, 4-5=Fined [-\$50], 6=Acquitted

² Invest in land/property. It is worth 5 times your investment.

★ YOUR ROLE ★

WARRIOR



The Long Knives are cowardly dogs. They fight without honor, never trying to take a coup. They have neither honor nor courage. They don't fight their enemy man to man as a warrior should. The pale faces don't even distinguish who they kill – they don't care whether it's a warrior they meet eye to eye, or if it's women, children, the elderly. They prefer to remain at a distance, shooting with their cannons. A cowardly weapon!

Well, they'll get a surprise they'll never forget.

We have gathered to defend our people. It won't be a camp of women and children this time. We will stand and fight until they turn around and go home. This time we have rifles too.

WARRIOR – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: Plains Tribes/Indian School COOL UNDER FIRE: 2 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Born to Ride, Demagogue, Eagle Eye, Fearless, Frontiersman, Totem.

OBSTACLES Bravado, Fanatic, Loyal, Oppressed, Reckless, Superstitious.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – PLAINS TRIBES UPBRINGING (150 POINTS)

ARITHMETIC	5	EXPERTISE/GEOGRAPHY	10	ORG./WARRIOR SOCIETY	10
CRAFT/ELECTIVE	5	EXPERTISE/HISTORY	10	RELIGION/ELECTIVE TRIBE	10
ETIQUETTE	10	EXP./WHITE CULTURE	10	SPORTS/LACROSSE	5
EXPERTISE/BIOLOGY	10	LANGUAGE/ELECTIVE	10	SURVIVAL/PRAIRIE	10

ROLE-SPECIFIC SKILLS	CAMPAIGN	REALISM	ACTION
ACROBATICS	5	5	10
ANIMAL TRAINING/HORSES	-	-	5
DANCE	5	5	10
FIRST AID	-	-	5
HUNT/FISH	5	5	15
MIMICRY	5	-	10
RIDE	15	10	15
SCOUT	10	5	10
STEALTH	5	5	10
TRACK	5	5	10
WEATHER LORE	5	5	5

WEAPONS PACKAGE	ACCOMPLISHED (250)	GREENHORN (50)	SEASONED (350)
ACCURACY/FIGHTING	10	5	10
ACCURACY/ARCHERY	10	5	10
ACCURACY/RIFLE	5	-	10
SPEED/FIGHTING	5	-	10
SPEED/ARCHERY	5	-	5
DEFENSE	5	-	5

REPUTATION	±0/15	±0/5	±0/25
HORSES	2	1	3

EQUIPMENT

WEAPONS	Short bow with quiver + 20 arrows, rifle +20 bullets, knife, tomahawk, small shield.
BELONGINGS	Medicine bag, waterskin, pipe.
CLOTHING	2 sets of desired clothing.
MOUNT	Appaloosa or mustang. Bridle, blanket.

★ WARRIOR ★

All warriors from the Plains tribes are tasked with protecting their families and their tribe. Their likelihood of success depends on which tribe they belong to, and which strategies they use against the white man. The tribes that cooperate with white settlers are offered somewhat larger reservations than other tribes. But they are still not accepted as citizens in the fledgling American nation. Other tribes are more suspicious of the pale faces after all their broken promises. They hope to be so successful in the battle to come that they can demand to live anywhere they wish. They want a chance to see their children grow up in freedom.

This is an anxious time, the future of the Natives hangs in the balance. The white man has found gold in the Black Hills, making old promises and treaties worthless. Washington has required all prairie tribes to be on reservations before the end of January 1876 – right in the middle of one of the coldest winters in memory. Experienced prairie warriors do not believe that the news awaiting them on the reservations will be good news, and they refuse to comply. The Bluecoats have vast numbers, though, and have been merciless in their strategy to starve out Natives. The Comanche were forced to capitulate and went to the reservation in the fall of 1875 after all their horses were slaughtered. If the white man is going to be stopped, more Natives will have to cooperate in order to stop them.

The prairie tribes' warriors belong to various warrior societies that make up units for raids and battles, and function much like police within the tribe. It is through these societies that the chief has discussions with the warriors. Your status depends on which society you belong to, and what your rank within it is.

The warrior societies are also a part of the tribe's everyday life. Each warrior society has its own songs, dances, appearances, war paintings, meetings and parties. They also build their own areas in the village by placing their tipis near each other.

An important difference between the various tribes is whether or not their warrior societies are ranked hierarchically. The Arapaho and Blackfoot warriors are divided according to age. When youth are old enough, and skillful and brave enough to become warriors, they can ask for membership in the lowest warrior society level. Within the groups, the youth offer gifts and pipes to the society's most respected members in exchange for the right to songs, dances, ceremonies, rules and membership itself. When the compensation is enough, pipes are smoked to confirm the agreement. The youth arrange a party for the elders of the society, and may then learn the rituals. Afterward, the youth can proudly reveal their membership in the warrior society to the rest of the tribe.

The older members who have accepted that the youth have taken their place in the warrior society may not remain in the group, as they have sold their

position. They must instead move on to the next society level and in the same way request membership there. This continues on to the highest society's level, where the elders retire while retaining their status as the new members are admitted. This makes the large gatherings in the summer a period of much festivity and making contacts within the various warrior society's within the tribe, even from other groups than your own.

The Crow, Cheyenne, Kiowa, Sioux and Pawnee are called non-ranking tribes. The rivalry between different warrior societies is greater, and they compete over who is bravest, most heroic, and deserving of appreciation, status, and prestige. There is no natural way into the warrior society and there is no ceremonial selling of membership. Instead, each society has its own trial and initiation rites. Having many warriors in the society can be a sign of great prestige, and different societies may try to recruit members from each other.

The most important achievement a prairie warrior can do to win honor and praise is to count coup – preferably the first coup in each battle. Counting coup involves making contact with an armed enemy. A warrior gains the most prestige if he just nudges his enemy with a coup stick (roughly a half-meter long) without injuring him. Counting coup can also be done with the hands, club, tomahawk, knife, etc., and counts even if the enemy is killed. Several coups can be counted on the same enemy – the Sioux allow four and the Cheyenne three. If the enemy gets coup on the warrior, he is disgraced, as it is a great shame.

Not all plains tribes fight against the white man. Some have alliances with the Bluecoats in the fight against other tribes. Some of the best and most blood-thirsty scouts are Pawnee, Crow and the Blackfoot.

LIVELIHOOD

Warriors who live on the reservation are forced to make do with the food and necessities the Indian agents provide – often barely enough for survival. They are expected to work the land, which is rarely fertile.

Warriors who are free do not care about money, they live on what they can hunt, or what they can acquire from the white man. In the past, tribes fought each other more than they do today.

REPUTATION

You gain honor by showing courage, having success in battle, counting coup, and being generous to others within the tribe. In the eyes of the white people, they care about is if they have heard your name in connection with you having killed a white person in combat, or if you have fought on their side and how skillful you are at tracking other Natives and killing enemies in battle. You can become famous if an artist paints your portrait, takes your photo, or writes an article about you, or if you perform in a Wild West show.

LIFE PATH EVENTS FOR WARRIOR

1 EXPANSION WEST (PRIOR TO 1861)

An increasing number of white people go west in search for gold or land to cultivate. Death follows in their tracks, in the shape of epidemic diseases and massacres. The Crow tribe takes the worst hit from diseases, while the Sioux and the Comanche are the tribes most often at war with the newcomers. The Sioux often fight the army, while the Comanche's main enemy is the paramilitary force Texas Rangers.

LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT	
01-05	01-05	YOU GET SCALPED ¹	SCALPED, REPUTATION -2/5
06-10	06-10	HORSES STOLEN IN RAID	-1d6 HORSES, REP. -1/5
11-15	11-15	YOU CAN GAIN A CONTACT ²	CONTACT
16-25	16-20	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
26-30	21-25	YOU WIN A HORSE RACE	REPUTATION +1/5
31-40	26-35	INVITED TO WARRIOR SOCIETY	REP. +1/5
41-50	36-50	YOU SEE TOTEM ANIMAL IN A VISION ³	REP. +1/5
51-70	51-70	YOU PARTICIPATE IN HUNT ²	
71-80	71-80	ENCOUNTER WITH WHITE PEOPLE ²	REP. ±0/5
81-00	81-00	WAR OR RAID AGAINST... ^{4, 2}	COOL UNDER FIRE +1

1 1-2=Scalp hunters, 3=Soldiers, 4-6=Hostile tribe

2 See separate table on the following page.

3 1=Bear, 2=Buffalo, 3=Raven, 4=Crow, 5=Wolf, 6=Eagle

4 1-3=Hostile tribe, 4-5=Soldiers, 6=Settlers

3 POST WAR (1866-1870)

The discovery of gold in Montana and Idaho entices a lot of white prospectors to the area. The army establishes forts for their protection. The Sioux defends their hunting grounds, Under Red Cloud's leadership they force the army to abandon three forts. Custer and his 7th Cavalry attack Black Kettles' camp at Washita River. They kill more than 100 Natives, including Black Kettle, to avenge an attack made by other warriors.

LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT	
01-05	01-05	YOU GET SCALPED ¹	SCALPED, REP. -2/5
06-10	06-10	HORSES STOLEN IN RAID	-1d6 HORSES, REP. -1/5
11-15	11-15	YOU CAN GAIN A CONTACT ²	CONTACT
16-25	16-20	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
26-35	21-30	INVITED TO WARRIOR SOCIETY	REP. +1/5
36-45	31-45	YOU SEE TOTEM ANIMAL IN A VISION ³	REP. +1/5
46-55	46-55	YOU GIVE AWAY A HORSE	-1 HORSE, REP. +2/5
56-70	56-70	YOU PARTICIPATE IN HUNT ²	
71-85	71-85	ENCOUNTER WITH WHITE PEOPLE ²	REP. ±0/5
86-00	86-00	WAR OR RAID AGAINST... ^{4, 2}	COOL UNDER FIRE +1

1 1-3=Scalp hunters, 4-5=Soldiers, 6=Hostile tribe

2 See separate table on the following page.

3 1=Bear, 2=Buffalo, 3=Raven, 4=Crow, 5=Wolf, 6=Eagle

4 1=Hostile tribe, 2-3=Soldiers, 4-5=Settlers, 6=Prospectors

2 CIVIL WAR (1861-1865)

During the Civil War, white men still escalate the Indian Wars. In Minnesota, Little Crow and his Santee Sioux tribe are close to starvation at the reservation. When they do not receive the promised compensation, they rebel. Comanche and Kiowa are attacked in Texas. Black Kettles' peaceful Cheyenne camp is massacred at Sand Creek. Cheyenne, Arapaho and Sioux fight the US Army in Colorado and Wyoming.

LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT	
01-05	01-05	YOU GET SCALPED ¹	SCALPED, REPUTATION -2/5
06-10	06-10	HORSES STOLEN IN RAID	-1d6 HORSES, REP. -1/5
11-15	11-15	YOU CAN GAIN A CONTACT ²	CONTACT
16-25	16-20	YOU GAIN A NEW RELATIONSHIP ²	RELATIONSHIP
26-30	21-25	PARTICIPATE IN THE SUN DANCE	REP. +1/5
31-40	26-35	INVITED TO WARRIOR SOCIETY	REP. +1/5
41-50	36-50	YOU SEE TOTEM ANIMAL IN A VISION ³	REP. +1/5
51-70	51-70	YOU PARTICIPATE IN HUNT ²	
71-80	71-80	ENCOUNTER WITH WHITE PEOPLE ²	REP. ±0/5
81-00	81-00	WAR OR RAID AGAINST... ^{4, 2}	COOL UNDER FIRE +1

1 1-2=Scalp hunters, 3=Soldiers, 4-6=Hostile tribe

2 See separate table on the following page.

3 1=Bear, 2=Buffalo, 3=Raven, 4=Crow, 5=Wolf, 6=Eagle

4 1-2=Hostile tribe, 3-4=Soldiers, 5-6=Settlers

4 THE LONG DEPRESSION (1871-1875)

Cheyenne, Kiowa and Comanche lose the Red River War when the bluecoats redirect an increasing number of troops against them on prairie. White men have found gold in Paha Sapa, or Black Hills as they call the area. Their promise to let the Natives keep this land forever is broken. Now Washington demands that all Natives have to settle at a reservation – or be considered hostile and on the warpath.

LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT	
01-15	01-15	TRIBE FORCED TO RESERVATION ¹	REP. -1/5
16-20	16-20	HORSES STOLEN IN RAID	-1d6 HORSES, REP. -1/5
21-25	21-25	YOU CAN GAIN A CONTACT ²	CONTACT
26-35	26-30	YOU GAIN A NEW RELATIONSHIP ¹	RELATIONSHIP
36-45	31-40	INVITED TO WARRIOR SOCIETY	REP. +1/5
46-50	41-50	YOU SEE TOTEM ANIMAL IN A VISION ³	REP. +1/5
51-60	51-60	YOU SAVE... ³ FROM SOLDIERS	+1 HORSE, REP. +2/5
61-75	61-75	YOU PARTICIPATE IN HUNT ¹	
76-85	76-85	ENCOUNTER WITH WHITE PEOPLE ¹	REP. ±0/5
86-00	86-00	WAR OR RAID AGAINST... ^{4, 1}	COOL UNDER FIRE +1

1 See separate table on the following page.

2 1=Bear, 2=Buffalo, 3=Raven, 4=Crow, 5=Wolf, 6=Eagle

3 1-3=Squaw [FRIEND & wifel], 4-5=Warrior [FRIEND], 6=War Chief [FRIEND]

4 1=Hostile tribe, 2-4=Soldiers, 5-6=Settlers

★ WARRIOR ★

RELATIONSHIPS

You can have several wives at the same time. Girls from your tribe demand courtship and a dowry, unless it is your wife's sister whose husband just died.

RELATIONSHIPS

D100	EVENT	RESULT
01-15	FAMILY KILLED BY... ¹	REPUTATION ±0/5
16-25	YOUR SPOUSE DIES IN DISEASE ²	SEE FOOTNOTE
26-35	FAMILY ABDUCTED BY NATIVES	REPUTATION -1/5
36-45	YOU ABDUCT YOUR FUTURE BRIDE ³	GAIN AN ENEMY
46-55	MARRIED TO YOUR WIFE'S SISTER	REPUTATION +1/5
56-70	YOU PAY DOWRY FOR SPOUSE	-1d6 HORSES
71-85	YOU CAN HAVE CHILDREN	1d6 CHILDREN
86-95	YOU SAVE THE LIFE OF A BRAVE	GAIN A FRIEND
96-00	BLOOD BROTHER WITH WHITE HUNTER	GAIN A FRIEND

¹ 1-3=Soldiers, 4=Scalp hunters, 5-6=Another tribe

² 1=Starvation, 2-4=Smallpox, 5-6=TBC

³ 1=Mexican, 2=White, 3=Black, 4-6=Native from another tribe

FRIENDS, ENEMIES AND CONTACTS

FRIENDS will help you if they can, while **CONTACTS** want to be paid for their services. If you pay them, however, you can likely hire them again in game.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	SCOUT	LANDOWNER ¹	SOLDIER ¹ (1 HORSE)
06-15	HUNTER	INDIAN AGENT ¹	DRIVER (1 HORSE)
16-25	SETTLER	SOLDIER ¹	SETTLER (1 HORSE)
26-40	RENEGADE	WARRIOR	TEACHER (1 HORSE)
41-60	WARRIOR	OFFICER ¹	SCOUT (2 HORSES)
61-75	WAR LEADER	HUNTER	HUNTER (2 HORSES)
76-85	SHAMAN	SETTLER	TRADER (2 HORSES)
86-95	WAR CHIEF	RENEGADE	OFFICER ¹ (3 HORSES)
96-00	CHIEF	SCOUT	POLITICIAN ¹ (3 HORSES)

¹ Use the OCCUPATION-tables at SOCIAL BACKGROUND for more details

WAR AND RAIDS

Courage and success earns respect, but if you lead warriors to their death, you lose your position (War Chiefs become War Leaders, and War Leaders Warriors).

WAR AND RAIDS

D100	EVENT	REP.	RESULT
01-10	WARRIORS GET KILLED	-3/5	1d6 DEAD
11-20	DISHONORED DURING FIGHT	-2/5	-
21-25	ALL ENEMIES ARE KILLED	±0/5	GAIN AN ENEMY
26-40	WOUNDED IN BATTLE	+1/5	ROLL P. INJURY
41-55	YOU KILL AND SCALP ENEMY	+1/5	GAIN AN ENEMY
56-65	SAVE THE LIFE OF A WARRIOR ¹	+3/5	GAIN AN ENEMY
66-85	YOU COUNT COUP ON ENEMY ¹	+1/5	FEATHER
86-95	STEAL HORSES FROM ENEMY ¹	+2/5	1d6 HORSES
96-00	YOU COUNT MANY COUP ¹	+1/5 ²	1d6 FEATHERS

¹ Chosen as War Leader (or War Chief if you are already War Leader).

² You count 1d6 Coup. You get REP. +1/5 and a feather for each Coup.

ENCOUNTER WITH WHITE PEOPLE

Many encounters between the white men and the Natives happen during raids and include violence. Bartering and occasional friendships also happen.

ENCOUNTER WITH WHITE PEOPLE

D100	EVENT	REP.	RESULT
01-10	SOLDIERS ATTACK CAMP	-1/5	1d20 DEAD
11-20	YOU ARE AMBUSHED BY... ¹	-1/5	1d6 DEAD
21-30	WOUNDED IN BATTLE BY... ¹	±0/5	ROLL P. INJURY
31-40	CAPTURED AND ESCAPE FROM... ¹	+1/5	ROLL P. INJURY
41-55	YOU KILL AND SCALP... ¹	+1/5	GAIN AN ENEMY
56-65	TAKE A PRISONER FROM... ¹	+1/5	GAIN AN ENEMY
66-80	BARTER WITH... ¹ TO GET... ²	±0/2	GAIN A CONTACT
81-90	YOU SAVE... ¹ FROM... ³	+2/5	GAIN A FRIEND
91-00	SAVE THE LIFE OF A WARRIOR	+2/10	GAIN A FRIEND

¹ 1-3=Soldiers, 4=Scalp hunters, 5=Hunters, 6=Settlers

² 1=Firewater, 2=Blankets, 3=Axe, 4=Mirror, 5=Revolver, 6=Rifle

³ 1=Freezing Cold, 2=Predator, 3-4=White men, 5-6=Hostile tribe

HUNT

It is as important to be a successful hunter as being skilled in battle. A horse trained to hunt buffalos is called a *buffalo horse*, and is worth 10 regular mustangs.

HUNT

D100	EVENT	REP.	RESULT
01-10	HORSE KILLED BY BISON	-1/5	P. INJURY -1 HORSE
11-20	WOUNDED BY PREDATOR ¹	-1/5	ROLL P. INJURY
21-35	DEAD BISONS LEFT BY WHITE	±0/5	NO HIDES
36-45	YOU KILL WOLVES	+1/5	1d6+1 WOLF FURS
46-50	YOU KILL A GRIZZLY BEAR	+2/5	GRIZZLYSKIN
51-70	YOU SLAY A BISON	+1/5	BUFFALOHIDE
71-85	YOU KILL SEVERAL BUFFALOS	+2/5	1d6+1 BUFFALOHIDES
86-95	YOU CAPTURE WILD HORSES	+2/5	1d6+1 HORSES
96-00	GAIN A GIFT AS APPRECIATION	+2/5	GET BUFFALO HORSE

¹ 1-2=Wolf, 3=Black Bear, 4=Mountain Lion/Jaguar, 5-6=Grizzly

RESERVATION

When Natives sign a peace treaty, they are forced to a reservation. At first close to home, later on many tribes are gathered in the Indian Territory (Oklahoma).

RESERVATION

D100	EVENT	REP.	RESULT
01-10	YOU DRINK A LOT OF ALCOHOL	-1/5	OBSTACLE DRUNKARD
11-15	KILL INDIAN AGENT AND ESCAPE	±0/15	WANTED \$250
16-25	KILL SOLDIER AND ESCAPE	±0/5	WANTED \$100
26-40	MISSIONARY TRIES TO SAVE YOU ¹	-1/5	RELIGION 10
41-50	YOU CAN SCOUT FOR THE ARMY ²	-1/5	ENEMY - BRAVE
51-65	KIDS PUT IN INDIAN SCHOOL	±0/2	-
66-70	LEARN THE SKILL READ/WRITE	±0/2	PRACTICE 10
71-75	YOU LEARN CRAFT/AGRICULTURE	±0/2	PRACTICE 10
76-00	ESCAPE THE RESERVATION	+1/5	WANTED \$50

¹ If you are saved, you get PRACTICE 10 in the Skill RELIGION/CHRISTIANITY.

² If you refuse, an Officer becomes your ENEMY instead.

EXAMPLE – YOUR ROLE

Now it is time to select a ROLE and distribute the 150 CHARACTER CREATION POINTS we got left (since we chose CAMPAIGN STYLE OF PLAY). We randomize Matthew Douglass' LIFE PATH EVENTS, determine his REPUTATION and how much money he will have once the game begins. You can see the result on Page 3 of Matthew's Character Sheet (next spread).

Matthew served in the army before changing path in life to Bounty Hunter. We select the ROLE BOUNTY HUNTER, to base his SKILLS and values on. This ROLE requires no MINIMUM EDUCATION, but ELEMENTARY SCHOOL is recommended. Since Matthew was a slave during childhood, schooling was not an option.

Instead, we look at THE SCHOOL OF HARD KNOCKS and select SOLDIER. It costs the same as ELEMENTARY SCHOOL – 50 points. We still got 150 points left after discarding one EDUCATION and selecting another. We write the PRACTICE included with a lead pencil:

- CRAFT/ELECTIVE 5. We choose HORSES.
- DRILL/ELECTIVE 15. We choose CAVALRY.
- ORGANIZATIONS/THE ARMY 10

Matthew's COOL UNDER FIRE is 4. 1 for CAMPAIGN STYLE OF PLAY, 2 from the ROLE BOUNTY HUNTER and the last point from the SOLDIER EDUCATION. You find COOL UNDER FIRE on the Character Sheet's page 2.

Once Matthew's COOL UNDER FIRE is written down with a lead pencil), we follow the CAMPAIGN COLUMN (under ROLE-SPECIFIC SKILLS) and write down the PRACTICE included. Use a lead pencil for all information that might change during game play, especially when you plan to play many sessions.

- | | |
|--------------------|----|
| • FIRST AID | 5 |
| • HIDE/SEEK | 5 |
| • RIDE | 10 |
| • SCOUT | 10 |
| • STEALTH | 5 |
| • SURVIVAL/PRAIRIE | 5 |
| • TRACK | 10 |

EXPERTISE/UNDERWORLD is included in the ROLE, but Matthew has not been a Bounty Hunter long enough to know outlaw networks that well. Thus we get 15 CHARACTER CREATION POINTS back (5 for step 1-5, 10 for step 6-10 that costs 2 points each). We got 165 CHARACTER CREATION POINTS left in total after this.

We write down PRACTICE 5 in READ/WRITE – since Matthew's mother secretly taught him when he was a young boy. A Bounty Hunter unable to count will not get far, so we decide to get 5 in PRACTICE in ARITHMETIC too. Acquiring these two SKILLS have cost us 10 points in total, leaving 155 CHARACTER CREATION POINTS left to distribute.

To select WEAPON SKILLS, we continue to follow the CAMPAIGN COLUMN on the BOUNTY HUNTER. The included package is SEASONED. Matthew's Character Sheet now show the following PRACTICE in different WEAPON SKILLS:

• ACCURACY/RIFLE	10
• ACCURACY/REVOLVER	10
• ACCURACY/FIGHTING	5
• SPEED/RIFLE	10
• SPEED/REVOLVER	10
• DEFENSE	5

It is a solid start, but we want him to be better still. We increase ACCURACY/FIGHTING to PRACTICE 10, which cost 50 points (each step between 6 and 10 cost 10 points). He needs some SPEED/FIGHTING too, thus we write down PRACTICE 6 for 35 more points (5 points each for step 1-5, 10 points for the last step to get to 6). We have now spent 85 points to fight better at close range. We also pay 10 points to get PRACTICE 2 in COORDINATION. As cavalryman Matthew had a revolver in his left hand and a sabre in his right – but he never used two revolvers simultaneously. Now we have used 95 of the 155 points we had, just to enhance our Weapon Skills. We leave it at that for the moment, while we still got 60 points left.

Since Matthew is 28 years old, we will randomize his LIFE PATH EVENTS by rolling twice on the tables for 1866-1870 and twice on the last period (1871-1875). Since he shifted career so late in life, we decide to roll 3 events as a Soldier and only the last one as a Bounty Hunter. This will flesh out his background story even further.

When Matthew went back to Georgia after the war, he was not able to reunite with his family. They were all dead, burned to death in the slave quarters. The overseer Earl Haggard and his cohorts had murdered all slaves in cold blood. Any slave able to escape the flames were shot down. The only survivor was Ike Roberts, one of Matthew's childhood friends. He had secretly visited his beloved Rose on the next door plantation and did not get back until the fire and mayhem had begun. Too scared to intervene, he just hid to survive even though he is ashamed of it.

Matthew was distraught and spent a year trying – without success – to find survivors, or Haggard. The grief, hate and bitterness made him extract a bloody revenge on anyone who had assisted the massacre – and some other southern racists Matthew thought deserved punishment. But nothing he did got his family back, or brought him any closer to Haggard.

In order to remain sane, Matthew went back to the army and became a buffalo soldier. He did not

★ EXAMPLE ★

sign up for a new tenure last year, since he had seen a relatively new wanted poster of Earl Haggard.

The first LIFE PATH EVENT 1866-1870 is 59 - YOU FIGHT IN THE INDIAN WARS. Matthew gets COOL UNDER FIRE +1 and rolls a D6 to determine which Native tribe he fought. The answer is 5, they were COMANCHE. Based on this, we know he served in Texas. Fort Concho was established there in 1867. Many black soldiers served at fort Concho. All officers were still white. We decide Matthew was a veteran at the fort, one of the soldiers who built it.

We continue to the War-table to decide what the most memorable event during this war was for him. The dice show 82 - Matthew Was PROMOTED one rank (to Corporal). He also get COOL UNDER FIRE +1, but since he already had 5 (he got the last for the Indian War) he cannot increase it further. He has all he is allowed from the start during CAMPAIGN STYLE OF PLAY. His REPUTATION is modified +1/5

We adapt Matthew's background story, making him a NCO - a sergeant for the F-troop of the 9th Cavalry. We use 45 of the 60 points we got left to upgrade his EDUCATION from THE SCHOOL OF HARD KNOCKS to NCO instead of SOLDIER (but leave out SURVIVAL/ELECTIVE 5, since we already got 5 in SURVIVAL/PRAIRIE). Thus it costs us 45 and not 50 points. We bit got 15 points left. We write down:

- CRAFT/HORSES, increases 5 steps to 10
- EXPERTISE/MILITARY STRATEGY 5
- LAW/MILITARY 5
- LEADERSHIP 5

The second LIFE PATH EVENT AS A SOLDIER 1866-1870 shows 42 - ROLL FOR NEW RELATIONSHIP. On the Relationship-table we roll 88 - SAVE THE LIFE OF A SOLDIER, resulting in Matthew gaining a FRIEND. At the table Friends, Enemies and Contacts, we roll 97. In the Friend Column, that is an OFFICER. We decide his name is Augustus Brooks. He is a 2nd Lieutenant and an abolitionist. Contrary to many others, Brooks wants to lead black troops.

We roll our last military LIFE PATH EVENT for 1871-1875. 23 is OFFERED BRIBE FROM SMUGGLERS. We can choose between \$50 or an ENEMY. Matthew is not corrupt in our view, making ENEMY the more reasonable choice. Once again we use the Friends, Enemies and Contacts-table to get more details about this person. The die show 05 and we look at the column for ENEMIES - an OFFICER. We decide it was the white Lieutenant Beauregard Smith. He smuggled weapons to the Natives in an attempt to stir up trouble. Smith was eager to push through the ranks and desperate for more battles, where he could prove himself. When Matthew refused to take the bribe, Smith had to desert to avoid being arrested. Matthew reported Smith to both of their superiors. Now a bitter Smith longs to extract his revenge...

The last LIFE PATH EVENT is the only one we roll on BOUNTY HUNTER, for the period 1871-1875. 77 is BLOOD MONEY, and the result will be another ENEMY. We go to the table on the next page for more details. The wanted man was a TRAIN ROBBER (we rolled 84). Matthews REPUTATION is modified with -1 in HONOR and +15 in FAME. He got the assignment through his FRIEND Augustus Brooks (see previous events), who has left the Army to work for a railroad company. We continue to roll on the Outcome-table and the die show 82. We modify this with the -10 Mod. from the previous table, due to the antagonist being a TRAIN ROBBER. The final result is 72 - FIGHT, YOU WOUND THE WANTED. Since the train robber is still alive, he is the new ENEMY Matthew got from this event. Matthew could have received +10 COMBAT-POINTS, but since he already has maximum COOL UNDER FIRE from game start, he will not get it now.

Matthew's REPUTATION changes a bit more, he gets +1 HONOR/+5 FAME. In total he now has HONOR -1 (-2 from the ROLE, +1 for getting promoted, -1 for chasing after a train robber and +1 for the gunfight where the robber was wounded and not killed).

His FAME has increased to 55 (30 + 5 + 15 + 5).

Matthew gets paid for the Reward of \$400. His initial wealth is \$520 (\$20 from his BACKGROUND, \$100 for being a BOUNTY HUNTER and \$400 from all of his different LIFE PATH EVENTS).

We also write down the EQUIPMENT he received from the ROLE on the first page of the Character Sheet. You find additional stuff, weapons and gear in the Equipment chapter at the end of this book.

Now it is time to make the final adjustments of Matthew's SKILLS. We got 15 CHARACTER CREATION POINTS left to distribute. We got a lot of ideas, and this will not go far. Thus, we need to decrease some Skills we already wrote down in order to get some points back. We begin with DRILL/CAVALRY. Once he left the army, Matthew has not been practicing this like he used to do. A total PRACTICE of 10 will suffice (instead of the 15 he had). The 5 steps between 11 and 15 cost 3 points each, giving us 15 points back, and 31 points left in total. We also decide to lower the PRACTICE in CRAFT/HORSES from 10 to 6. Each of these 4 steps costs 4 points, making it a total of 16 points back. After these transactions, we have 46 CHARACTER CREATION POINTS to distribute.

We raise LEADERSHIP from 5 to 8. It will cost us 15 points (every step costs 5 points). We allocate the remaining 31 points on the following SKILLS:

- | | |
|-------------------------|---------------|
| • ACROBATICS | 5 (5 points) |
| • FARM | 5 (5 points) |
| • GAME/CARDS | 5 (10 points) |
| • LANGUAGE/SPANISH | 5 (5 points) |
| • RELIGION/CHRISTIANITY | 5 (5 points) |
| • SWIM | 1 (1 point) |

SKILLS

COMBAT SKILLS

DISCIPLINE	ATTRIBUTE-BONUS + PR = SL			SPEED			
	COL+DEX	DEX+STR	DEX+VIG	QCKx2+ PR = SL	6	10	16
ARCHERY							
MACHINE GUN							
REVOLVER	+5	10	15	+6	10	16	
RIFLE	+5	10	15	+6	10	16	
THROWING							
BOXING							
FENCING							
FIGHTING	+3	10	13	+6	6	12	
KUNG FU							
SAVATE							
WRESTLING							

PR=Practice SL=Skill Level * ATTRIBUTE-BONUS IN QUICKNESS

SKILL	ATTRIBUTE-BONUS + PR = SL	DEGREE
ARTILLERY	INT+VIG	
COORDINATION	COL+DEX	+3 2 5 1
DEFENSE	QCK+VIG	+5 5 10 2

SKILL	C	ATTRIBUTE-BONUS + PR = SL
ACROBATICS	3	DEX+STR +3 5 8
ACTING	3	COL+INT
ANIMAL HUSBANDRY/Horses	3	DEX+VIG +5 6 11
ANIMAL TRAINING/	3	INT+VIG
APPRAISAL	3	INT+VIG
ARITHMETIC*	1	INT+VIG +2 5 7
ART/	3	
BURNING BRANDS	2	DEX+INT
BUSINESS/	3	INT+VIG
CRAFT/	3	
CRAFT/	3	
CRAFT/	3	
DANCE	2	DEX+INT
DEAL	3	INT+VIG
DISGUISE	3	COL+INT
DRAFTING/	3	COL+INT
DRAFTING/	3	COL+INT
DRILL*/Cavalry	1	+3 10 13
DRIVE/	2	
ELOQUENCE	4	COL+INT
ENGINEERING*	4	INT+VIG
ETIQUETTE*	1	COL+INT
EXPERTISE*/Military Strategy	2	COL+INT +0 5 5
EXPERTISE*/	2	COL+INT
EXPLOSIVES*	3	DEX+INT
FARM	1	COL+CON +1 5 6
FIRST AID	1	DEX+VIG +5 5 10
GAME/CARDS	4	COL+VIG +2 5 7
GAME/HAZARD	4	COL+VIG
GAME/	4	

SKILL	C	ATTRIBUTE-BONUS + PR = SL
HIDE/SEEK	3	INT+VIG +2 5 7
HUNT/FISH	3	COL+VIG
INFILTRATE	3	COL+VIG
INVENT	5	COL+INT
LANGUAGE*/Spanish	3	INT+VIG +2 5 7
LANGUAGE*/	3	INT+VIG
LAW*/Military	4	COL+INT ±0 5 5
LEADERSHIP	4	COL+INT
LOCK PICKING	2	COL+DEX
MIMICRY	2	INT+VIG
MUSIC/	3	DEX+INT
ORGANIZATION*/Army	2	INT+VIG +2 10 12
ORGANIZATION*/	2	INT+VAK
PHOTOGRAPHY*	3	INT+VIG
QUACKERY	2	DEX+INT
READ/WRITE*	2	COL+INT ±0 5 5
REL. CER*/Christian	2	COL+VIG +2 5 7
REL. CER*/	4	COL+VIG
RIDE	2	COL+DEX +3 10 13
SAFECRACKING*	4	COL+DEX
SCOUT	3	INT+VIG +2 10 12
SEAMANSHIP	3	DEX+VIG
SIGN LANGUAGE*	2	INT+VIG
SLEIGHT OF HAND	2	DEX+QCK
SPORTS/	3	CON+DEX
STALK	3	COL+VIG
STEALTH	3	DEX+VIG +5 5 10
SURGERY*	5	DEX+INT
SURVIVAL/Prairie	3	INT+VIG +2 5 7
SURVIVAL/	3	INT+VIG
SWIM	1	DEX+STR +3 1 4
TELEGRAPHY*	2	INT+QCK
TRACK	3	COL+VIG +2 10 12
WEAPONS DRILL/	1	DEX+QCK
WEATHER LORE	3	INT+VIG
WHIP	3	DEX+STR

* Requires Practice, you must have spent Experience Points to be able to use these Skills.

SKILLS - THE COST OF INCREASING ONE STEP

SKILL GROUP	1-5	6-10	11-15	16-20
1 - SIMPLE	1	2	3	5
2 - EASY	1	2	5	10
3 - NORMAL	1	4	8	15
4 - HARD	2	5	10	20
5 - DIFFICULT	3	10	20	30
6 - COMBAT	5	10	15	30

YOUR TRAITS



MOTIVATIONS

Mercedes gripped his hair and put the blade to the hairline above his brow, hard enough to break the skin and get the point of the knife under the scalp itself. She had taken her time. Gotten to know her enemy. She knew that his weak point was his vanity, his wish to always be admired.

"Your scalp's mine if I want it. There are many who'd be prepared to pay handsomely for your blond locks."

He was hardly breathing, but shook like a leaf.

"What do you want? Whatever it is I can get it, I promise!"

His words were pouring fourth, but didn't sound convincing.

"The only thing I want is Justice. Can you guarantee it?"

Why are you an adventurer? What makes your Player Character act in the game world? There may be as many answers as there are Player Characters, but here we will go through the main MOTIVATIONS. Since people are complex creatures, it is not uncommon for one person to have several MOTIVATIONS. We recommend that you choose at least two for your Player Character, if for no other reason to let you get drawn to different directions at some point during game play.

To put on paper what makes your Player Character tick is helping you as a player to better understand and get started with your Player Character. It's also a great help for the Game Master, who can then tailor their own adventures or adapt ready-made adventures for your Player Characters. You will however gain no benefit or disadvantage from the rules by selecting MOTIVATIONS, at least not directly. When you are finished considering your MOTIVATIONS it's time to move on to TALENTS and OBSTACLES. Your choices here should be in accord with your MOTIVATIONS.

MOTIVATIONS can roughly be divided into a few simple categories, where the first is about power, riches and glory. These are profoundly selfish and *hierarchic* goals, where most people can judge how well you succeed. These things may naturally be more nuanced, e.g. your aim for power is in fact an expression of a need for personal control after growing up as a slave. There's also a big difference if your ambition to get rich is founded in insatiable greed, where there's nothing you wouldn't do for money, or if the money instead is for buying back and refurbishing the old family

farm. Even glory may have several dimensions. Do you want to be the most famous and written about person or do you just want respect and recognition from people in your line of business?

A closely related version on the theme of respect is to seek redress, to whitewash your name if wrongfully accused, to receive a public apology, or to receive recognition and praise (like getting back the patent for your stolen invention). The step from redress to revenge may be seen both as a small step and a giant leap, since the vengeful are often apt to resort to less than savory methods to realize their aims.

A completely different sort of MOTIVATION is about *your relationship to other people*. The most important thing for you may be to help or protect one or more persons; friends, family or others. Maybe just because they need it. Love is one of strongest forces we know, and most people are ready to do things for loved ones that they wouldn't do otherwise – for better or worse. We take risks and make sacrifices for our loved ones, and sometimes to win them or win them back. But love have a dark side too, where the warm feelings of love are scorned and hence turned to hate instead and jealousy rears its ugly head.

Others are not so complicated, and their feelings are not so strong and all-consuming like love or hate. The most important thing may just be to feel welcome and to be a part of a group or context. This sense of community becomes an important motivation, something that you would never want to lose for anything in this world.

★ MOTIVATIONS ★



Next group of MOTIVATIONS are the *hedonistic* ones, where pleasure is a goal in itself. You like to surround yourself with all the good that life has to offer and you have a hard time resisting any temptation, be it a delicious meal or a flirtatious invitation. You are constantly seeking new experiences and appreciate beauty in all its forms. Art, music and the theater are close to your heart and through the years you may have become a connoisseur and a collector.

You live in a time when technological progress is gathering speed and when science makes new breakthroughs all the time. Maybe it's *progress* itself that drives you, where the achievements of the natural sciences and the remodeling of society inspires you. Challenges and to not always having all the answers drive you to explore, invent and to reveal the hitherto unknown.

Finally, there's the category of MOTIVATIONS where everything's *centered around values*. You have opinions, perceptions and ideas that are so strong that the most important thing for you is to realize what you believe in – or to oppose all and everything that threaten your world view. Religion may be the most central in your life, and your motivations may be to preach and save, or to find salvation for your poor soul. The flipside is that you are then motivated to defend your faith or your congregation from enemies, be this by withdrawing, debating or finally to take up arms against the threat.

Your journey may be more personal than that. Have you done something you regret, that you are ashamed

of, that you wish you had never done? Now you try to make things right and live your life in a way that may give you redemption – be it from yourself or from those you have wronged.

Since all of society is in transformation and people from all corners of the Earth are gathering on the American continent it's not only technological progress being made, but also ideological. When so much is changing it will become more important for some to stick to old traditions, to defend their heritage and to stand in the way of change in some area.

MOTIVATIONS

MOTIVATIONS

HIERARCHIC

Control, Fame, Honor, Power (attain position), Redress, Regain, Respect, Retake, Wealth.

SOCIAL

Defend, Fellowship, Forgiveness, Hate, Liberate, Love, Loyalty, Mentor, Oppose, Protect, Repay, Revenge, Save, Security.

HEDONISTIC

Art, Experiences, Freedom, Music, Pleasure, Sex.

PROCUREMENT

Challenge, Complete, Curiosity, Discover, Explore, Expose, Invent, Prove, Realize.

IDEOLOGICAL

Convert, Counteract, Honor, Idealism, Ideology, Justice, Liberty, Lifestyle, Missionize, Preach, Redeem, Religion, Salvation, Sabotage, Solidarity.

TALENTS & OBSTACLES

Morrison was scared stiff. He should have known better, should have realized that any plan featuring "and then we lay low in the wilderness for a while" was terrible. There were snakes everywhere in this godforsaken country, malicious and mocking reptiles all rattling and hissing while planning his demise. No money, no loot was worth it. The young Native girl had appeared in the nick of time to save him. He had promised to help her with whatever she wanted, as long as she made all of the evil snakes disappear.

TALENTS make your life easier and typically give a bonus to a die-roll or something similar to that when activated. OBSTACLES are stones in your road, things and circumstances that cause you trouble. Both are used to define the Player Characters and to give the players tools to affect the events in game. When you create your Player Character you should choose TALENTS and OBSTACLES that fit the background and personality you want to play. All character begins gameplay with at least 3 TALENTS and 3 OBSTACLES. If you chose the ACTION STYLE OF PLAY, you get 4 each of TALENTS and OBSTACLES. The total number can then be affected (increased) due to LIFE PATH EVENTS (where you for instance can become *Wanted* or gain *Friends, Enemies* or *Contacts*).

Player Characters can also expand their TALENTS and OBSTACLES during gameplay. It will depend on what they do, how they act and what happens during your scenarios and campaigns. If you are elected to be a marshal or sheriff, you gain the TALENT *I am the Law*. If you are an outlaw and get a bounty on your head, you also get the OBSTACLE *Wanted* to handle.

When your character gets into trouble due to an OBSTACLE, you get a TOKEN (OBSTACLE POINT) – if it was important enough to have consequences in game. These tokens can only be used to activate your TALENTS. Even if you got the OBSTACLE *Drunkard* you will not get a token simply for being drunk and rowdy – unless it was towards people you had to get along with. Maybe it was someone you had hoped to convince to share information, recruit to your gang/

posse or look the other way during a key moment. That said, you cannot count on getting new TOKENS by default, or every time you play. You have to earn them.

You can use these OBSTACLE TOKENS to activate your TALENTS. Once activated, you get a one time bonus. In most cases it is a bonus to add to your roll, or it could be to let you succeed with something otherwise impossible such as a groundbreaking invention or be able to detect something across a distance or circumstance beyond the ordinary.

As a rule, you get 1 TOKEN at a time for an OBSTACLE that affected your play, and when you want to activate a TALENT it will cost you 1 TOKEN. In extreme cases, if an OBSTACLE caused severe and lasting problems for a character or the entire group during a scenario, the Game Master may decide to distribute several TOKENS for the same incident – either to one player, or to every player who was affected. There is no limit to the amount of TOKENS you can have, or how long you can save them. However, unless a TALENT states it differently, you will not be able to activate the same TALENT more than once during the same scene. Still, you can activate several different TALENTS during the same scene if you feel like you got TOKENS to spare and the scene is that important to you. Every TALENT activated will cost you 1 TOKEN.

As a general rule, your OBSTACLES are descriptive and it is up to you to decide how you let them play out in game. By choosing an OBSTACLE you also send a signal to the Game Master, saying you are OK with that particular circumstance creating some problem

★ TALENTS AND OBSTACLES ★



for you. For instance, racism and misogyny was widespread in the 1870s compared to today. If you want that to be factors that affect your gaming experience, you choose *Oppressed* and/or *Woman* as OBSTACLES when you play a black woman. That way, whenever you have to encounter challenges in game due to your ethnicity and gender, it will generate TOKENS for you to activate later on. But if you want to be able to play a black woman without harassment, you simply don't choose these OBSTACLES. That way your Game Master will know that you prefer to skip any personal problems for your character due to such factors.

TALENTS have a descriptive element and always provide an advantage – such as +1/+2/+3 on a SKILL-ROLL (your STYLE OF PLAY matters). When activated you get more. In REALISM you typically add +5 to a roll, while CAMPAIGN gets +10 and ACTION +15. TOKENS can also be used to achieve special effects kind of stunts or accomplish the otherwise impossible.

Most TALENTS and OBSTACLES are part of who you are, no matter if you spend or get TOKENS. For instance, *I am the Law* signals judicial authority (or that you are powerful enough to be viewed *as if* you had that authority). You do not have to pay a TOKEN unless you want to sway a judge in a certain direction such as dismissing a case that otherwise would go to trial. If you are an *Addict*, it will affect your personality and you probably have a hard time gaining people's trust. Still, you will not get a TOKEN unless you play out the habit in a way that affects the scenario, creating an OBSTACLE you have to overcome.

Many TALENTS, such as *Perfect Gentleman* or *Native Friends* affect how others react to and treat you, even when you do not activate them. If a man is known to be chivalrous, that will affect women in general and you probably stand a better chance to survive a random encounter with braves if you have proven yourself to be a friend of Natives in the past. You can take this undercurrent for granted, but when you really want the TALENT to matter – pay a TOKEN!

To get the most out of this system, players and Game Masters should use the TALENTS and OBSTACLES, regardless of TOKENS. A *Drunkard* cannot only go on the booze when it is safe or will be rewarded. That problem runs much deeper, craving attention from the afflicted. A man who is only *Perfect Gentleman* when it suits him would quickly be identified as a toady fraud lacking the necessary sincerity towards women required to activate the TALENT. If you are black and *One of Us*, you have spent time interacting with the white majority, much like a woman with *Like a man* has grown accustomed to spending time with men on equal terms. All TALENTS and OBSTACLES signal who you are and help you build and explore your personality with all of the quirks, strengths and flaws.

Characters who are close and work together can use GROUP TALENTS. They cost a joint amount of TOKENS for the entire group and the characters must have practiced or done certain things together in the past. If so, the apache renegades can sneak into the army camp without alarming the guards or snapping a twig on their way – by activating *On Silent Feet*.

TALENTS

ANIMAL TRAINER

You are an animal whisperer who understands animals and how to inspire them to learn and perform. They trust and obey you as long as you treat them well. Pay a TOKEN to persuade 1/3/5 aggressive and attacking animals to calm down or to get +5/+10/+15 on a SKILL ROLL in ANIMAL TRAINING, RIDE or DRIVE.

"Are you stupid? I know it's a wolf. It sure ain't some Yankee tea cup dinky dog. You want him out of your inn? Fine. You do it. I didn't bring him in here. He's just been following me around right on a couple of years now. Hell yes he bites!".

ARTISTIC

You are born to be on a stage or have a gift for the finer arts. Pay a TOKEN to get +5 in REALISM, +10 in CAMPAIGN or +15 in ACTION on any artistic SKILL ROLL (ACTING, ART/, CRAFT/, DANCE, MUSIC/). Use a TOKEN to finalize an extensive art project or double the FAME you get from a project or performance (if a play would have given you +10 FAME you can get +20 by paying a TOKEN). With this TALENT you reach the hearts of your audience, they will remember you and talk about you for a long time to come.

"It's called filigree, madam, and it's all the rage in Europe right now. My preferred medium is silver and, if you'll grace me with your business, I would love to add some around your cameo."

BLOOD BROTHER

A BLOOD BROTHER goes beyond friendship. They will not let you down, or listen to insults or smear without defending you. They will try to have your back if they catch wind of any ambush or plot against you. They expect that loyalty back. You can miss out by mistake, but if you neglect them, they lose faith in you.

You get a BLOOD BROTHER by; saving their life or people they love, or by facing terrible hardships together, proving yourselves during the worst circumstances. It can be a trusted childhood friend, a brother in arms, or someone you have a lot in common with. The opposite can also be true; the most unlikely people can become BLOOD BROTHERS, such as a settler and a native warrior. If you pick this TALENT, decide who it is and why you share such a strong bond.

If you pay a TOKEN, they come when you reach out, or show up as they had caught wind of your troubles.

BLOODHOUND

You can follow a track under difficult, or in ACTION close to impossible, circumstances. Pay a TOKEN to get +5/+10/+15 on a TRACK ROLL or to find an unexpected lead (such as a cigar butt or torn piece of cloth).

BORN TO RIDE

You are a horse whisperer, mounts instinctively trust you. Pay a TOKEN to do something almost impossible during one scene, such as riding towards or through fire, strong currents or to fight from the horseback without getting any added DIFFICULTY. A TOKEN can also give you +5/+10/+15 in RIDING, DRIVE/CARRIAGE, ANIMAL TRAINING/HORSES or CRAFT/HORSES.

"This horse has been with me for years now. No one could get him to take a saddle and he was about to be shipped off for God-knows-what, but he bent the leg for me and I got him for a song. Just treat them right and they are friends for life."

BUSINESS SENSE

You are always open to new investments, when to sell, and if there is any deal to be had. BUSINESS SENSE allows you to spot an opportunity from miles around, noticing the trends and the small signs of change that might turn one business area into a gold mine and another to disaster. A TOKEN can give you a lead or a hunch in this regard, but you should still have to figure out the details for your investments yourself. You could also use the TOKEN to get +5/+10/+15 on a SKILL ROLL in BUSINESS/ or EXPERTISE/ECONOMICS.

CARD SHARP

You have a keen eye for the game and your opponents. When you pay a TOKEN you are able to tell which of your opponents has the strongest and the weakest hand (yours not included). This can be a great help when you decide how to bet, and if you should fold. A TOKEN can also give you +5/+10/+15 on any GAME/ ROLL.

"The second best gift to have when gambling is being able to read your opponents and win. The best gifts of all? Knowing when to stop doing and walk away."

CAREFREE

You spread joy and a festive atmosphere around you; this can help people relax and lower their guard. Use your charm to make a group more agreeable, reduce their readiness for trouble, or influence their attitude by spending 1 Drawback Point. They receive -1/-3/-5 on Guard or you gain +5/+10/+15 on a relevant Skill Roll.

CHARISMATIC

You got a radiant personality, people you meet during short encounters recall details about you afterwards. Your perceived charm let you get away with mistakes, especially if you pay a TOKEN. Some use their charm to manipulate others. For a TOKEN, you can get +5/+10/+15 on an ELOGQUENCE ROLL, +5 on LEADERSHIP (no more, no matter your STYLE OF PLAY) or let

★ TALENTS ★



you double the FAME from an incident. You cannot select both PLAIN and CHARISMATIC as TALENTS.

CHIVALROUS

You can only choose this advantage if you are (or live as) a man. Being Chivalrous means you are a gentleman. Women find you trustworthy and are inclined to confide in you. With a little persuasion, you can get a woman to do something she normally wouldn't, like traveling alone with you for several days. Spend a point to have a woman confide something in you that she wouldn't tell a man under ordinary circumstances. The advantage assumes you maintain your chivalrous demeanor in all situations—if you start behaving poorly, it disappears quickly and won't help you, no matter how many points you are willing to spend.

"I wouldn't dream of taking this seat, miss. With you in such a delicate way, it would be my honor to stand and watch over you as this train takes us both to Philadelphia."

CORRUPT

Since you've shown a willingness to compromise your principles before, you can spend 1 Drawback Point to discreetly attract offers of bribery from people who may want to pay you off. This keeps you from having to seek out shady characters yourself. This doesn't prevent the person from having dishonest intentions, but it makes it easier for you to access bribe money. You cannot be both Corrupt and Incorruptible, and you must be willing to sell your conscience for cash.

DEMAGOGUE

You are a skilled orator, able to make people listen and be swayed by your words and reasoning. For a TOKEN you can even change the minds of people one step (if they are *Neutral* you can turn them to be either *Positive* or *Negative* if you play CAMPAIGN or REALISM. In ACTION you can persuade an audience to sway all the way, such as from *Positive* to *Negative*). This is of course extremely useful for lawyers, when they try to win a jury. Anybody else wishing to reach an audience stands to gain a lot from this TALENT too.

DETECTIVE

Old time policing has more to do with keeping peace and uphold the order of society than solving crimes. You, on the other hand, are at the edge of modern police work and know how to secure evidence, interrogate witnesses before they forget all of value and you can deduct from circumstantial evidence. You might have a natural talent or an education from Scotland Yard or Paris. For a TOKEN, you get a lead that could point you towards the solution in a criminal case.

"Every question has its answer, every mystery has its solution. Unfortunately for those of us who try to find the guilty and free the innocent in this city, every badge has its price."

DILETTANTE

If you choose to be a DILETTANTE you are probably already something of a renaissance man. You know a little about a lot, and a lot about the smallest details

★ YOUR TRAITS ★

in obscure fields. You may remember some gem from your past, providing interesting background or even key facts to things you are all looking into.

For a TOKEN (and preferably a story on how you might have learned about it) you can recall a specific fact. You can also choose to get +5/+10/+15 on any SKILL – where your SKILL is below LEVEL 10.

DIPLOMAT

Your ability to negotiate help you ease peoples' minds and find non-violent solutions. DIPLOMATS can calm the brawl at the saloon, make ranchers and settlers or prospectors and Native warriors talk, or even stop a heated protest from ending in a gunfight. You can make them see that none stand to gain from violence.

Pay a TOKEN to calm a heated situation, or get an insight to what it would take to find an agreement to a long and brutal conflict. A TOKEN can make them agree to talk and negotiate, but only if there is a chance to reach a compromise all of them can accept.

EAGLE EYE

You have a talent for observation, seeing details many would not give a second thought. It allows you to spot details at long distances, or from the smallest clues left behind. You can react to a tiny smirk, soon hidden by a more pleasant smile. For a TOKEN you get +5/+10/+15 on a VIGILANCE CHECK or SKILLS focused on discovering things, such as HIDE/SEEK or STALK.

"Regarding the bandits, sir, let me sum up my deductions. You are looking for a red haired man in his mid forties, judging by posture and stray facial hair as well as a woman well-acquainted with both disguise and subterfuge. An actress, I surmise, and it just so happens a production of Julius Caesar is setting up for a three week run nearby in Philadelphia."

FEARLESS

You can keep on fighting even when you are so badly injured you should not even be able to stand on your feet. Pay a TOKEN to get +5/+10/+15 on GRIT. You do not have to pay in advance, you can decide to use this TALENT once you know that you need it.

FINANCIER

You are able to come up with cash if you really need it – by borrowing from a FINANCIER. It is a loan, not a gift. You are supposed to pay back with interest. You have been able to make an important connection to somebody who is willing to invest in you and your wild ideas. Someone who believes you can be trusted no matter how skeptical others may be – as long as you first pay in TOKENS and then pay back the loan as agreed upon. If you do not honor the agreement, you will however turn your FINANCIER into an ENEMY. You can loan \$100 in REALISM, \$1.000 if you play

CAMPAIGN and \$5.000 in ACTION for every TOKEN you spend. You are allowed to activate as many TOKENS as you want in order to reach the sum you want to loan.

"People didn't build this railroad or the bridges it goes over or the towns it visits. Gold did. This isn't even a debate, so the only question worth asking is, 'How much do you need?'"

FOCUSED

When you are under pressure, you have the ability to shut out everything else and concentrate completely on one single thing during a scene. When you do and pay a TOKEN you get +5/+10/+15 on any ROLL. Beware though, since you cannot do anything else simultaneously. For instance, you can get a bonus to your ACCURACY SKILL, but you are not able to dodge and weave or try to avoid getting hit yourself while you do. Thus you cannot use your DEFENSE and become an easier target for your opponent to hit. You can choose to break your focus ahead of time, before the scene is over, but then you still have to pay a TOKEN for activating the TALENT even though the bonus is gone.

FRONTIERSMAN

You know the wild frontier. Pay a TOKEN to get +5/+10/+15 on SCOUT or SURVIVAL/ in any terrain. You could also pay to accomplish something more specific such as finding water, shelter from the storm or to realize in what direction El Paso must be.

GREEN THUMB

You can basically make anything grow anywhere. All it takes is a reasonable soil, care – and TOKENS! One TOKEN will get you +5/+10/+15 on a SKILL ROLL for CRAFT/AGRICULTURE, CRAFT/GARDENING or FARM. You could use a TOKEN to increase your harvest 10% or to estimate the quality and suitability of a piece of land, no matter what grows there at the moment.

HANDY

You are no professor or philosopher, but when you work with your hands you can figure out the practical aspects of almost anything. Use a TOKEN to get +5/+10/+15 on any CRAFT/ or other practical SKILL.

HARD TO IMPRESS

You judge people by what they do, not their fancy titles, fat wallets or other's opinions about them. By paying a TOKEN you will not be affected by your opponent's FAME, should she try to use it to gain your RESPECT. (see Reputation in Corebook II: Law of the Land).

I AM THE LAW

You and others believe you have a right to act and decide on all sorts of matters, even pertaining to the law. Mostly Lawmen and Pinkertons have this TALENT,

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but people such as Railroad Tycoons and Ranchers often try to invoke I AM THE LAW to get their will done.

Pay a TOKEN to get things done requiring pressure. You can lean hard on a judge or Attorney General to take a case to court – or to drop it. You can pressure a lawman to release a prisoner from the county jail, or to form a posse in a town where heroics are rare.

If you lose your position, you lose this TALENT too.

INVENTIVE

You need this TALENT to invent things 5 years into the future or anything WEIRD SCIENCE. Pay 1 TOKEN for every 5 years ahead of time you wish your invention to be (you can pay many TOKENS at the same time). TOKENS will not be enough on their own - you must still do everything else required too for your invention to work, including to succeed with all SKILL ROLLS along durinf development. The TOKENS you pay at the end are the final cost, after the development phase.

JUDGE OF CHARACTER

You get people and understand what makes them tick. For a TOKEN, you can tell if they are lying, what they really want or if they have some hidden agenda or MOTIVATION. You must however talk to or spend some time with them first. You are not able to automatically see through a person who has activated LIAR.

LEADER

A TALENT for those who giving commands, wanting to be obeyed. Pay a TOKEN to enhance LEADERSHIP ROLLS with +5/+10/+15. It might be enough to inspire others to heroic deeds such as running into a burning building to save survivors, animals or valuables, join the posse after a robbery or charge the artillery. You can pay several TOKENS for a single roll to succeed – but you only get +5 for each TOKEN after the first in a scene. You may roll LEADERSHIP first and then decide how many TOKENS you wish to pay.

LIAR

Lying comes so easy to you it is hard for others to detect, even if they got the JUDGE OF CHARACTER-TALENT. As long as you spend a TOKEN that is. As long as you don't get too ridiculous in your stories, you can spin pretty much anything in your favor. Pay a TOKEN to concoct a reasonable story when you are under pressure, or to be able to keep track of all of your lies if you have to face a long or tough interrogation. Those questioning you might doubt you, but they will not be able to catch you contradicting yourself. *"It was four hundred head of cattle in the dead of night. We crept in using an old native trick that kept all the dogs asleep and were out of there before the breakfast bell. Damned if we didn't get that whole herd, not one calf a'stragglin', or my name ain't Captain Butch Traeger!"*

LIKE A MAN

If you play a woman and want the game setting to be somewhat restricted, you should chose the OBSTACLE WOMAN, giving the Game Master a chance to put you to the test while at the same time showering you with TOKENS to activate cool TALENTS with. However, this TALENT can help you overcome such problems when it suits you. By paying a TOKEN you will be accepted at a place or in a circumstance where only men are usually allowed. It is not enough to automatically get you a position or elected office where women are not allowed for a single TOKEN, but over time you may be able to change people's mind.

LUCKY

Luck and chance are on your side. Pay a TOKEN to get +5/+10/+15 on GAME/HAZARD, to reroll a FUMBLE or affect any random choice your way (such as getting picked in a straw poll). If you pay a TOKEN to avoid getting shot when bullets fly randomly, your share will be dividided among the others. However, if you act foolishly, not seeking cover in the hailstorm of bullets, you change the situation and then your opponent's choice of target will not be random any longer.

"I really have no idea how I keep doing it, but I think I love Roulette now. It's my favorite game and I just keep winning! I might just play all night at this rate. Oh, hello, gentlemen. Let me buy you a drink with my winnings... hey... hey!"

MEDICINE MAN

Healing and helping people in need comes easy to you. For a TOKEN you get +5/+10/+15 on SKILL ROLLS in FIRST AID, SURGERY, EXPERTISE/HERBS or EXPERTISE/MEDICINE. If you got FAITH, you can use it for RELIGIOUS CEREMONIES/ when you try to invoke a benevolent MIRACLE. Another way to use your TOKEN is to stop a wound from bleeding, be able to diagnose a disease or to save a limb from getting amputated.

MENTOR

A respected or famous person have taken an interest in you and decided to help you. It could be a Professor if you went to University, a legendary lawman if you decided to walk the thin blue line or a feared outlaw if you are a desperado. Your MENTOR is willing to aid you in any way they can, from teaching skills to introducing you to people of influence. Pay a TOKEN to get their help in an important matter to you, to set up a meeting, be invited somewhere special or get a letter of recommendation. But don't let them down, betray or cross them or you will lose your MENTOR!

"My dear sir, thank you for your constant patronage and advice. When my first steam-powered horse is made a reality, it would be my pleasure to ride to Boston and present it to you as a gift."

★ YOUR TRAITS ★



NATIVE FRIENDS

Even though many out west never actually meet or talk to a Native face to face, there are others who not only meet them during a sporadic encounter, but have the opportunity to get to know Native people over time, building trust and friendship with them. If you have this TALENT, it goes beyond having met or even befriended a single person. Depending on your STYLE OF PLAY, you are friends with either *a small group or village, a larger group* such as the White Mountain Apache or *an entire tribe*. Your friendship will make travels on the frontier a lot less dangerous. You can use a TOKEN to ask your friends for a favor. If you betray or mistreat them, you will of course lose this TALENT and they will turn into your ENEMIES instead.

NERVES OF STEEL

You can add +5/+10/+15 to Self-Discipline by spending 1 Drawback Point. You find it easier than most to keep your cool under pressure.

"You don't have to believe me, but I saw what I saw. Bullets were flying everywhere but the Midnight Rider just stood there, aiming and shooting, like it weren't nothing but spring rain."

NIGHT VISION

Your eyes are accustomed to the dark and you can see shadows and details where others believe it to be pitch black. For a TOKEN you get +5/+10/+15 on all SKILL ROLLS affected by poor lightning conditions during a scene.

NOBLE SAVAGE

You are either a Native, or of African or Asian descent. Contrary to many others, you are treated with respect and as if you belong in the finer circles of society – even among the white majority. This is probably due to your noble ancestry among your own people. You may be referred to as a "Zulu Princess" or "Mighty Medicine Man". Pay a TOKEN to be allowed into an event or circumstance where you normally would not be welcome (typically a white men only event) or to subdue racists about to attack you, changing their mind when they realize you are not just anybody.

ONE OF US

Even though you are not a white male, you can be allowed into places and circumstances where your kind is normally not welcome. But it will cost you a TOKEN each time ... However, you cannot buy yourself a position with that TOKEN. If there is an election to select a new Town Marshal, you can pay a TOKEN just to become a candidate. The next step will still be to get the votes of white men in the election, which will render a lot of interesting game play in and of itself.

PERFECT GENTLEMAN

You can only choose this TALENT if you are a man, or live your life as one. You can only keep the TALENT as long as you treat women well. Your sincerity towards women is the reason they trust you. You can spend a TOKEN to get a woman to do or tell you something she would not under normal circumstances.

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It could be a secret she lets you know, or she can agree to meet you without a chaperon present. You may even travel together, just the two of you, thanks to the TOKEN.

PERFECT RECALL

You can remember details others have long since forgotten. Pay a TOKEN to recall something almost impossible, such as recognizing a man walking into the saloon as the same guy you encountered briefly years ago, or be able to tell the exact gun a robber used eight years ago – make, model and engravings. You hardly ever forget anything you have heard or read.

PLAIN

Your looks are not remarkable, making it hard to remember what you look like. You can disappear into a crowd, unless you do something to make people notice you. If you pay a TOKEN the witness will not be able to describe you well enough for a wanted poster (at least not one that looks like you do). If at least four persons are about to share REPUTATION modifications due to something you have done together, you can pay a TOKEN to be left out of it, and people will not remember that you were involved at all. You cannot be both PLAIN and CHARISMATIC at the same time.

"I swear, Constable, I ain't trying to be difficult. I know he robbed the bank I work at but for the life of me, I can't hardly remember anything about him."

RESISTANT

You seldom get so drunk you forget or lose your temper. For a TOKEN you can drink a man twice your size under the table and you get +5/+10/+15 on any ROLL against CONSTITUTION to resist illnesses, toxins and drugs. Some use this TALENT to impress others by handling for instance poisonous snakes.

SEDUCTIVE

You are sexually attractive and you know it. For a TOKEN, you can charm a person, and possibly even make him or her swoon – as long as there is a plausible attraction. The secretly gay widow will not fall head over heals for any slick suitor, no matter how seductive. When somebody is truly smitten, that person can save you from really tricky situations. Beware of jealousy though, when love turns to hate it can become really ugly and vindictive...

SILVERTONGUE

You can sweet talk just about anybody to anything if you got this TALENT and pay a TOKEN – thus receiving +5/+10/+15 on a SKILL ROLL for DEAL or ELOQUENCE. It could be enough to make a settler buy a map to the lost confederate gold or the Sioux to buy ploughshares.

SLIPPERY

People do not expect much of you, quite the opposite. When they hear you have done something bad, they shrug it off. What else was to be expected? When you use the low expectations to get away from troublesome follow ups or a confrontation, you must pay a TOKEN.

SLUGGER

You can take a beating like none other when it comes to fistfights and unarmed combat. Pay a TOKEN to enhance your GRITS +5/+10/+15 during one fight. However, should your opponent draw a weapon, this bonus will not stay valid.

SPOILED

You come from wealth and never had to fend for yourself. As long as your family have yearly earnings of \$1.500 or more, you can get them to give you a monthly allowance of \$50/\$100/\$150. It will cost you a TOKEN each time they pay you.

"Don't you all worry none. As soon as Daddy sends my next parcel, we'll have enough to replace that horse and make it up to all the ladies you've collectively disappointed."

TAMER

You have a good way with animals; they are drawn to you and obey you. By spending a point, you can either calm down 1/3/5 attacking animals or gain +5/+10/+15 on a Skill Check for Training.

TOTEM

You have met your totem animal in a vision and its spirit has visited you many times since. For a TOKEN you get +5/+10/+15 in RELIGIOUS CEREMONIES or any relevant SKILL where your TOTEM animal might help or guide you. Should you ever kill or hurt any individual from the same species as your TOTEM, you lose this link and this TALENT (unless you REPENT, see the Supernatural in Core Book II: The Law of the Land).

TRUE GRIT

You keep fighting even when you're injured enough that you should be knocked out. Spend a point, and you can reroll a Shock Roll with +5/+10/+15 on your dice roll.

UNIMPRESSED

You can drink stronger and bigger people under the table and rarely lose all sense of judgment when you drink. Some use this advantage to impress others by handling venomous snakes since you tolerate poisons and drugs better than normal. By spending a Disadvantage point, you can treat drug and poison tables as one level higher/better than your Physique roll indicates.



OBSTACLES

ABSENT-MINDED

You are easily distracted; your mind jumps from one thing to another. Sometimes your flimsiness makes you forget things you promised, such as keeping the horses ready to go when the others rob the bank or to register the claim while the others get the groceries.

ACHILLES' HEEL

You care about something or someone more than your own safety, which makes you vulnerable and you may become the subject to extortion. In order to protect what you care for, you might do something stupid or get paralyzed out of fear to do the wrong thing.

"He's got my son, Sheriff. My son! I don't know how the Rider found out about him or when he grabbed him, but until my boy is safe, there is no way I can testify!"

ADDICT

You crave the drug of your choice, which makes you unpredictable and irrational. It takes effort not to give in to the abuse. You run the risk of staying at an opium den when it is inopportune, or to arrive drugged to an important meeting. Almost all other concerns fly out the window until you are able to silence the screaming need of the drug. You often convince yourself you can sort anything out afterwards, if only you get the drug first. This may cost your character a lot in life.

ANIMAL LOVER

When you see an animal being treated badly you want to interfere. It makes you look weird to many people. Trying to prevent animal abuse by taking the whip away from an angry man beating his horse may get *you* into trouble. People may side with the abusive man; if it is his animal they may not believe it is your call to make, no matter how injured the animal is.

"Call me that all you want, but I like horses more than people and that particular horse a damn sight more than I like you. Now you raise that whip one more time, I'm gonna take it from you and we'll see how fast you can pull this carriage. Understand?"

ARCH NEMESIS

Your ARCH NEMESIS wants to destroy you through slander, smear campaigns, or to kill you. You could hate them too. The conflict may have been about ideals and beliefs, where you view each other as the opposite of all things good and right. Maybe you started as rivals in the same field, competing for success, praise, rewards and fame – and the other stole it by ill means. Or it began in blood and mayhem; a killed loved one, a crime committed (or outlaw brought to justice). Now it is all about revenge and destruction.

ATHEIST

You do not believe in God, which makes you odd and potentially dangerous to God-fearing people. People accept different faiths, but not the rejection of the divine. If you refuse to swear on the *Bible* your word may not be trusted in a trial. Rational thought and scientific truths are less important than faith.

BAD COMPANY

You come from a disreputable and likely criminal family. People don't trust you. They assume you're a crook, just like your relatives. You gain a point when your background gets you into trouble somehow.

BLEEDING HEART

You want to help people in trouble and tend to believe in sob stories, even if they seem unlikely. It is not so much a question of right and wrong as you taking pity on those who are sad and seem broken. That can get you into trouble and have an impact on your priorities.

BLOODTHIRSTY

You seek the most brutal and extreme solutions to every problem. Champions of justice demand severe punishments or an excuse to draw weapons against suspects. Outlaws feel they gain more respect the more ruthlessly they treat others. You're more inclined to use too much violence than too little. When your brutal ruthlessness leads people to distance themselves from you or when it causes a drop in Honor, you receive 1 Point.

BLUNT

You do not sugarcoat things, and are a bit too upfront, demanding or matter of factly. It can rub people the wrong way. Maybe the person you tried to persuade to help gets mad enough to work against you instead.

"Oh, my deepest apologies. I called you a galloping ignoramus with the class of a dung beetle and the grace of a dead Pinkerton. Let me dumb that down to your level, assuming that is even possible."

BRAVADO

You believe you are great at what you do. The best ever. There is not a challenge where you cannot rise to the occasion and get it done. You love challenges, they give you a chance to show off and shine.

The truth is not always that bright, which gets you into trouble more often than you think you should...

CODE OF HONOR/HONOR CODE

You have a strong sense for right and wrong, and what you believe to be fair and just. Your Code of Honor does not have to be according to the Law or religion,

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as long as you try to live by it, no matter if you have to arrest a kin or upset the rich and powerful to uphold it.

COMPULSIVE LIAR

You lie, even when you do not have to. You lie to get out of trouble, to flatter yourself, or because a lie is more interesting than the truth. You spin remarkable stories, of fantastic encounters and important secrets.

The pile of lies gets harder to keep track of, forcing you to spend time and energy to cover up the truth. Sometimes you just need to escape all of your lies.

"I have yet to meet a single man alive that is faster on the draw than yours truly, Captain Traeger, but I have surely met one hundred and twelve dead men that were slower."

COWARD

When the bullets start flying, you hide. Only crazy people run towards danger. People may frown on your behavior, but you are still alive. Being a COWARD is not as bad for a teacher as it is for a cowboy or apache.

CRIPPLE

Your physical condition is poor. It might be because you have been ravaged by injury, disease or rotten luck at birth. No matter if it is a chronic disease or an amputated limb, your health limits your abilities.

"My arm? That is a tragic tale, one not worthy of the fine company we share tonight. Let me just say it involved a bottle of whiskey, a deck of cards, and two gentlemen with no sense of humor."

CROSS-DRESSER

You prefer to dress as the other gender. You may be transsexual (not identifying with your birth gender), or transvestite. While cross-dressing parties were common out west, most were but crude parodies.

If you choose this OBSTACLE, you will explore some of the prejudice a transvestite faced. The drama and conflict in play will get you TOKENS to activate your TALENTS.

If you play a transvestite or transgender character and do not want any hassle about it in game, do not select this OBSTACLE. Then your Game Master should refrain from causing you any discomfort because of it.

DANDY

You might not be of wealth, but you always want the best and most luxurious. You can get into trouble for complaining too much about the poor quality of service, others poor taste, or if you look down your nose on the less fortunate, on the poor and unwashed.

DELICATE

Diseases, drugs and toxins are effective on you. You cannot hold your liquor, and get drunk (or high) fast. Some get testy and wants to fight, others flirty, or sleepy. Whenever you check a roll on a *Disease-, Drugs- or Toxin Table*, you are affected one step worse than the roll shows, i.e. you are affected more than others.

DETESTED BY ANIMALS

Animals instinctively fear and loathe you, giving you -5 on all SKILL ROLLS that require interactions with

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them (such as RIDING). It is impossible for you to sneak past a watch dog, or any animal the least bit alert. Some people trust the animals and view you as shifty.

DISFIGURED

You're a difficult sight to behold, whether from severe burns and scars or congenital conditions like a hunchback or hydrocephalus. If your appearance causes others to recoil and distance themselves from you when you need help, you receive 1 point..

DRUNKARD

You know you should be sober, but need a whiskey. You can check the routines at the bank tomorrow – the gang will not rob them until the afternoon. If your addiction makes you mess things up you get a TOKEN.

"Ya see here, mister... I ain't afraid of you three idec... idear... idemic... you three people what look a lot alike. As soon as I can stand, I'll kick all yer behinds... <hic>"

ENVIOUS

You envy others and covet what they got, be it material (claims, mounts), their fame, recognition, or loved ones. When your envy makes you do stupid things to change your perceived slight, you gain a TOKEN. Be careful, though, people may believe you did something truly awful to expose your rival or take what you wanted.

FANATIC

You believe in something so strongly it overshadows almost all else. This conviction has a firm grip on your heart and soul, and you distrust people who do not belong to your faith or ideal. Your strong held belief can be based in religion or ideology, or Revolution, Survival of your people, or to Liberate Ireland.

"Worry not, stranger, for here in the Black Hills, our creed demands that all travelers must be kept safe for three days and nights in accordance with the Holy Word. On the fourth day, ye must choose. Choose what? Oh, no need to ferret about just yet..."

GREEDY

You're always hungry for more wealth, power, and influence, so you find it hard to resist deceiving friends and allies to get a little more for yourself. When the cost of your greed harms you, the group, or the mission, you receive 1 point.

GULLIBLE

You want to believe in people and seldom distrust a deal that seems to be too good to be true. Such as buying a treasure map for \$5 or a cure all elixir. Just imagine all the good things you can do with that investment! Some of your bad decisions due to your trusting nature will come with severe consequences.

"A relic of the Battle of the Alamo, you say? Davy Crockett's coonskin cap? Really? Oh, of course, that's why it is in such poor condition, but you're right. That just proves it is the genuine article. I must insist you let me buy it at once!"

HALF-BREED

Your mum and dad comes from different ethnicities in a society where that is rare and considered suspect. You may not feel like you belong anywhere, neither ethnic society welcomes you fully. Instead everybody seems to distrust you a little, as if there is something inherently wrong or shifty about you just for existing.

If you want to be of a mixed ethnicity without any hassles, just refrain from choosing this OBSTACLE.

"If you are going to insult me, put some effort into it. Try, 'slave about to happen' or 'cafe au lait'. Since no one's noticed the shotgun I have under the table, at least make your last words clever."

HOMOSEXUAL

Homosexuality is common, even though people do not talk about it or live an out life style. Being gay in 1876 is a stigma. If you choose this OBSTACLE you accept there might be hardships from playing gay. When you face them, you get TOKENS to activate your TALENTS. If you prefer a setting where this life style choice has no negative consequences, you create a gay character but do not choose this OBSTACLE. Then your Game Master will know that you do not tolerate to be harassed in any way for this life choice. If you regret your choice, you can change this OBSTACLE at any time.

HONEST

You cannot tell a lie, not to save yourself or your friends – at least not without fighting like crazy to resist your urge to set the matter straight! You have a hard time coming up with a believable story even though you know you need one. If pressured it is almost impossible for you not to break and tell the truth. You even get the urge to correct misunderstandings that benefit you.

HOT-HEADED

You lose your temper fast and are always up for a fight! A comment can make you explode and you interpret the slightest snide as a deadly insult. Cooler minds can use your sensitivity to get you off balance.

IMPRESSIONABLE

You are easy to swoon with titles, fame, ancestry, self-confidence or fancy words. You can do stupid things just to please people and you get -5 on your COOL ROLL when somebody tries to use RESPECT against you. You might invest in a business you do not believe in to please somebody else, or tell more than you should to a famous person who is snooping around.

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INCORRUPTIBLE

You are an honest and upstanding citizen who will not be bribed. It makes you stand out in a corrupt society, where so many others with a position or office like yours never hesitates to benefit when they can. Some admire you, but many view you as an out of touch nuisance, causing trouble for no good reason.

When a person who tried to bribe you has been turned down one time too many, or maybe even suffered from you taking legal action against them, they might retaliate and start treating you as an ENEMY.

ILLITERATE

You cannot read or write at all. Letters are totally incomprehensible to you and your ATTRIBUTE BONUS is of no help when you try. You do not recognize your own name and if you have to, you sign important documents with an X. Should you ever learn to READ/ WRITE (over SKILL LEVEL 5), you lose this OBSTACLE.

LIGHTWEIGHT

Drugs and poisons have a greater effect on you. When you roll Physique and consult any drug or poison table, the result is one level worse. When your poor alcohol tolerance causes problems, you gain a point

KLEPTOMANIAC

You steal stuff. Stupid things, trinkets with no real value. You even steal when you know it is important not to. You have to roll for COOL to try to stop yourself. We recommend that you only tell the Game Master if you try to stop your stealing impulse or not, but leave the decision on if you succeeded or what you stole to the Game Master. If you just steal stuff you want or things of high value, it is not compulsive or due to this OBSTACLE at all, but simply thieving for profit.
"I know it's worthless. I know I was being watched. I know we have an appointment to make tomorrow. It was just so shiny. It was in my pocket before I even knew it was in my hand!"

LOYAL

You are loyal to a fault – to a friend, family, group or organization. You will act to enhance their interest and find it hard to take a stance against them. The loyal Dog Soldier will refuse to abandon his tribe and stand his ground, no matter how impossible the odds against him. The loyal freemason will help his brother mason even though it may risk the mission he and his friends try to accomplish. Loyalty comes at a price.

NEMESIS

You gain an Enemy when you cause someone's death, such as abandoning passengers during an Indian attack as a coachman, or when the victim of a scam realizes you've tricked them, and similar situations. An enemy

doesn't necessarily seek your blood but will never trust. Your reputation can be tarnished through newspaper campaigns and gossip, driving away your customers and putting your business at risk of bankruptcy. You gain points when such things happen, or if the conflicts lead to violence. You can gain Enemies during play when you roll your Fates or negotiate with the gamemaster about other Enemies, who they are, and why they are after you. You can make peace with your enemy by saving their life or the life of a loved one, or by resolving your original conflict.

"I know you are expensive; I do not care. Someone has been chasing me halfway across the country and I need them stopped. I will double your usual fee. Just make sure he's dead."

MINOR

You are too young to be acknowledged as an adult, no matter how precocious or mature you are, or how much you have had to handle in life already. When people treat you as a kid when they should at least listen to what you have to say, you get a TOKEN.

OPPRESSSED

You belong to a minority that is treated badly by the white majority – and accept it may cause you problems during gameplay. When it does, you gain TOKENS to activate your TALENTS. If you want to be able to counter the oppression, choose the TALENT *One of Us*.

Handle this OBSTACLE with care. It highlights a part of the setting full of drama and conflicts. If your players find it hard to handle, scale it back a little.

PACIFIST

You abhor violence and seek peaceful solutions to every situation. You are not incapable of violence, but every time you resort to it, it fills you with remorse. You try to convert violent people to non-violence when you can, but prefer not spending time with them at all.

PEDANTIC

You want law and order, and protocols followed to the letter, or you get anxious. You prefer rules and guidelines to improvising. You know where things are, your own stuff as well as your companions. You arrive on the minute you are expected and hate being late.

"Excuse me, mister bandit, sir? I don't mean to interrupt you while you are robbing our carriage, but I just... you called your gun a Colt when you were riding up. It is clearly a Webley Mark II."

PESSIMISTIC

Everything is going to hell in a handbasket. It is no use trying, the odds are stacked against you all. The others might get fed up with your whining, even if you believe you are only telling them some hard truths.



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PHOBIC

You suffer panic attacks due to some *phobia*. If you have a severe fright of running waters it will be hard to cross a river even if the prairie fire is quickly coming closer ... There are no rational fear behind your panic, thus no easy solutions are at hand. You often need help to handle a stressful situation, preferably from friends. Some use drugs to try to cope (or pass out).

Typical phobias are fear of heights, water, spiders, snakes, darkness, narrow spaces or crowds. Choose any phobia you like and how you typically react to it.

PYROMANIA

You love playing with fire and are enthralled by watching things go up in flames, to see them burn and learn how different materials and situations affect the fire. You often make the camp fire, the bigger the better. Sometimes things burn quicker than you planned or anticipated which can cause troubles like wild fires or buildings burning to the ground.

RECKLESS

You love the danger and the adrenaline rush from going in all or nothing, no matter the situation – love, money or war. Duels are impossible to resist, even if your opponent is said to be way better than you are.

SAVAGE

You have either lived like a hermit in the wilderness for a couple of years, or with the Natives. Now you are more or less back to white society. When you are

in a town or city, you feel anxious and out of place, it is noisy and it stinks. People around you do not really trust you either, since they do not believe you fit in there anymore. Decide if you want to play it full out and extreme, or in a milder way where you simply prefer to live on the edge of society or in a small town.

"You got teen seconds to tell me what you're doing here. Threat? No. It's not a threat. It's just that you're standing where the rattlers like to sun and in about three seconds, they are gonna take offense."

SCAPEGOAT

Whenever bad things happen you tend to get blamed or at least suspected, even if you were nowhere near the place at the time. People assume your guilt, it just seems like the kind of thing you would do to them.

SECRET IDENTITY

You hide your true identity behind a new name and an invented background that could be close to your own – or far from it. Maybe you try to hide from a crime and a bounty on your head. Maybe you live as a man though born a woman, or as part of an ethnicity you might be mistaken for, but do not belong to.

If your true identity is revealed to all, this OBSTACLE disappears. It could be replaced by another, such as *Oppressed, Wanted or Woman*).

"Did you really think changing your name and moving a hundred miles away would stop me from finding you? I was leaning towards 'alive' when I started, but after all this? The bounty pays the same either way."

★ OBSTACLES ★

SLOB

You may act sloppy, dress in rags, reek, or have no manners. You seldom get invitations to fine dining or dinner at decent peoples' homes. You can be thrown out of any establishment save the simplest saloon.

You lose this OBSTACLE if you learn ETIQUETTE (get a SKILL LEVEL above 5) and seriously better yourself.

SUBORDINATE

You are part of a hierarchic organization and must follow orders, even when you do not want to or believe them to crazy or abhorrent – or face serious trouble.

SUPERSTITIOUS

Your strongest beliefs are religious or superstitious. You act according to your faith and avoid upsetting the powers that be. For some, the religious angle and the *Biblical* stories are the strongest. For others bad omens come first, thus black cats are to be feared. And no matter if you believe in shamanism or not, you would never disturb a Native Burial Ground.

"Stop! Okay, everyone dismount and, when I call it, climb up into the saddle from the horse's right side only. Yes it's important! You want to hex this posse before we even get started?!"

TEETOTALLER

You do not drink or do drugs, which makes many view you as a party pooper or to be provoking. When your refusal to take alcohol or any substances you believe will cloud your judgement and others take offense enough to get you into trouble, you gain a TOKEN.

TENDERFOOT

You lack insights on how to survive in the wilderness or out west. Real Westerners get a kick out of seeing you with all that fancy and shining equipment you do not seem to know how to handle. You will be ridiculed and probably taken for a ride or two. If you learn SURVIVAL above 5, you lose this OBSTACLE.

"That's fascinating, Mister... I mean, CAPTAIN Traeger. I had no idea that you could do that with just saddle soap and the powder from a shotgun shell. Amazing! You tell the best stories I have ever heard, especially that joke about how I'm being held for ransom. Hilarious!"

UNLUCKY

Bad stuff happens more often to you than to others. You can volunteer to face danger in random situations to gain TOKENS. When the posse starts raining bullets over your gang you can let them shoot at you first (instead of making it random). You FUMBLE on both 1 and 2 – and get a TOKEN when you FUMBLE on 2.

VAIN

You want to be loved, admired, and desired, so you invest a lot of time in your appearance. When your need for constant validation causes you to act foolishly and jeopardize important missions, you can receive 1 Drawback Point.

VENDETTA

Your family is involved in a blood feud such as *Hatfields & MacCoys*, going on for years or generations, clouding people's judgement. At the center of the conflict are different tribes, clans, families, or survivors of a massacre who has sworn vengeance on all enemies.

You might forget to keep watch outside the bank your friends are robbing when you see and start to stalk a detested enemy from the other side of the feud.

Even if you ignore the feud, you may get dragged into it by enemies attacking you for being born on the wrong side of the feuding bloodline.

VENGEFUL

You cannot let even small things go, you want to retaliate. The bigger the snide, the worse the revenge you want to inflict on your enemy. It may mess up your priorities.

"I have chased you across three states, two territories, and through native lands. I have ridden three horses to the brink of death and shot more of your men than I care to count. I do not care if we are in an opera house right now. You either draw or die where you sit!"

WANTED

There is a reward for your arrest, saying you committed a crime, no matter if you are guilty or not.

If you are within its jurisdiction the law can apprehend you. Bounty Hunters may seek you out anywhere. It may restrict how you act, and where you dare to go.

If your name is cleared, the OBSTACLE disappears.

WASTREL

Money is burning hole in your pockets. Why save for a rainy day when there is so much fun to be had here and now? Unfortunately you sometimes spend money you really should not or fail to pay back a loan to the kind of lender willing to incite violence to get it back...

WOMAN

Women lack rights and opportunities men got. By choosing this OBSTACLE you accept stones may be in your road due to your gender and you get TOKENS when it affects you. The TALENT *Like a Man* allows you to counter this OBSTACLE and get you into events and circumstances normally for men only.

"What do you mean I can't purchase this house? I have the money right here and it is clearly for sale. What on Earth is the problem? ...oh."

TALENTS FOR GROUPS

Some people are so coordinated they can do things together that are impossible to others. The group works so well it is almost like watching a single entity, where every piece falls into place to solve the task at hand when they activate a TALENT FOR GROUPS. However, they can be very powerful and thus you should let your players decide if they want access to them or not. If they do, they use the same TOKENS for these TALENTS as their individual TALENTS. All GROUP TALENTS are activated during a scene, and you can coordinate up to 20 people in a single group.

The effect you wish to achieve and how complicated the coordinated action is will decide how many TOKENS you need to activate the GROUP TALENT. Some are more expensive than others. It is up to the players to decide how to pay for the GROUP TALENT. They could distribute the cost evenly or one person can pay for all. If a single character pays all TOKENS that person will be viewed as the (wo)man with the plan.

They will not be able to use any GROUP TALENT at their first try though. In order to achieve anything this spectacular, they must have performed similar things together previously. A thumb of rule says that it will take them at least *ten times in sharp situations* to get this coordinated. Just sneaking around in your own backyard will not sharpen your senses enough to surprise your enemy and seemingly just materialize out of thin air as you do ON SILENT FEET. However, they do not have to succeed to gain the experience required. If they try and fail they learn just as well, if not better. The players can either convince the Game Master they have already done these kinds of actions together before the gameplay starts or they have to build up to this level of awesomeness during gameplay. Once they meet that level of experience together, the actions and GROUP TALENTS will be available to them – when they pay the required cost in TOKENS.

How often the characters perform GROUP TALENTS depend on two things: how often they want to and how quickly they assemble TOKENS enough and save them for this instead of their individual TALENTS. If they choose not to face their OBSTACLES, there will not be TOKENS enough to activate any TALENTS.

The most common effect of a GROUP TALENT is to give all characters a BONUS on one SKILL or ATTRIBUTE each, lasting during an event or scene. The size of the BONUS depends on their STYLE OF PLAY. Typically they each get +5 in REALISM, +10 in CAMPAIGN or +15 for ACTION. Should they have chosen ACTION, you can encourage the players to try out fantastical stunts. That STYLE OF PLAY is already centered around them as magnificent larger than life heroes and with this BONUS that is even easier to achieve.

AIM FOR THE HEART

3 TOKENS

The characters coordinate their aim, all shooting at a single target which almost always generates bringing that person down. All characters get +5/+10/+15 to their ACCURACY/, depending on their STYLE OF PLAY. As an added bonus, they all get +5 when rolling for INJURY due to the intensity of the fire.

At ACTION, they can achieve things like making barrels of gunpowder explode by shooting at them.

The group must have fought side by side at least 10 times to be able to activate AIM FOR THE HEART.

CAVALRY CHOCK

2 TOKENS

Few infantry troops can withstand a coordinated *Cavalry Chock*, but this attack is not easy to perform. All cavalry must get at least 10/15/20 when they roll their RIDE as they charge forward side by side against an enemy on the ground. All their targets suffer a loss of DEFENSE at -5/-10/-15 during the first 5 ROUNDS, as they desperately try to dive for cover and lose their footing as they see horses storm towards them.

The group must have performed at least 10 attacks from horseback together previously, in order to be able to activate a CAVALRY CHOCK.

COVER US!

2 TOKENS

When all characters in the group are coordinated during a shootout, they can force their opponents to seek cover. At least half of the characters must shoot like crazy (i.e. not spending any ACTIONS to take aim) while the rest can either advance or fall back – and all of the characters moving will get +5/+10/+15 as a BONUS on their DEFENSE.

At ACTION, the characters could be outnumbered and in a vulnerable position but still get away, thanks to this GROUP TALENT. The enemies all hide away, allowing the characters to make a narrow escape.

The group must have fought together at least 10 times previously in order to activate COVER Us!

FEAR IS MY WEAPON

2 TOKENS

It is bad enough to face Jesse James eye to eye. If he stands next to the Younger brothers and his brother Frank is worse. A group can intimidate others to make them cooperate, surrender, escape or do something else entirely. How many people they can affect depend on how FAMOUS the best known character is. They can affect one person for every 25 in FAME that character got. Read more about REPUTATION and FAME in *Core Book II: The Law of the Land* on page 14.

The group must have fought at least 10 duels together to use FEAR IS MY WEAPON. They cannot use this TALENT against other player characters.

★ TALENTS FOR GROUPS ★



ON SILENT FEET

It is hard, even for a band of apache warriors to sneak out of a fort undetected – unless they activate this GROUP TALENT. Once the TOKENS are paid, the character with the highest SKILL LEVEL in STEALTH gets +5/+10/+15 on a STEALTH ROLL. This is the only SKILL CHECK required during the entire scene. In ACTION, the characters can cross a tent of sleeping soldiers or climb the palisades – while still avoiding detection.

The characters must have been stealthy together at least 10 times in order to activate ON SILENT FEET.

POSSE

When the posse chase after the robbers, coordination is required to succeed. By paying the TOKENS, all characters get +5/+10/+15 on a relevant SKILL each – the Sheriff can get LEADERSHIP to manage the posse, scouts can enhance TRACK and the worst riders among them could use the bonus on RIDE in order to keep up and not end up too far behind.

The characters must have been part of a posse at least 10 times previously to activate this TALENT.

STRONGER TOGETHER

If the entire group cooperate to perform a single SKILL (such as SAFECRACKING to bust open a safe) synergy is achieved. All characters must have that SKILL in order to help achieve a quicker and better result, but only one of them makes the SKILL ROLL – with +5/+10/+15.

They must have tried to achieve the same thing at least 10 previous times in order to activate this TALENT.

2 TOKENS

THE PERFECT HEIST

2-4 TOKENS

This is the most advanced of the GROUP TALENTS, and it can be the most expensive when it comes to the number of TOKENS required to activate it.

You use this GROUP TALENT to perform the *Perfect Heist*, a coordinated routine where everybody has their part to play. Let us look at three different examples to determine what you get when you invoke it – a bank robbery, a con or an elaborate pick pocketing coup. Once the TALENT is activated, all characters get +5/+10/+15 on a relevant SKILL or ATTRIBUTE each.

During a *bank robbery* the scout could get a bonus on VIGILANCE, the one to open the safe gets SAFECRACKING, and it can be SPEED/REVOLVER that matters most for the gunslinger who has to shoot down the self proclaimed hero trying to intervene and stop them.

Pick pocketing is all about stealing things such as a key, money clip or briefcase – without drawing any attention to the theft. Pickpocketers usually team up and divide the tasks among them. One will distract, while somebody else steals and hands over the item to the third who will run away with it while the fourth cause a new distraction, a fifth positions him- or herself in the way of followers and thus the theft is over and done with quicker than the mark gets to react. All involved gets +5/+10/+15 on the SKILL or ATTRIBUTE they have trained until the crime is done.

This TALENT can be used for more elaborate plans too, giving even more characters bonuses on their rolls.

Activate THE PERFECT HEIST for 2 TOKENS to pickpocket, 3 to rob banks and 4 if it is more elaborate.

APPEARANCE

Philippe wasn't usually scared of his customers. The infamous gunslinger Pistol Pete Jenkins had even proven himself to be a real gentleman. Not at all like the roughneck Philippe now had to change appearance upon. Given the feral look he came in with, all change will be to the better, but a sleek and baby-faced dandy is something that Grizzly Jack Johnson will never be. Stern and distinguished is probably the best Philippe can achieve, but in that case his hands must stop their trembling. Grizzly's supposed to have beaten a waiter to death for not serving him ample portions, so Philippe really don't want to think about what would happen if he should slip with the straight razor...

Quite contrary to the idiom "*don't judge a book by its cover*", this is exactly what people tend to do. Prejudice makes people receive you differently according to appearance, where certain markers like sex and ethnicity have the strongest impact. In this section you will get some tips on how to vary the looks of your Player Character with simple things like hair-dos, beards and the like. You may either allow chance to rule or use the tables for inspiration only.

FEMALE OR MALE?

The most important decision when it comes to appearance is probably what sex your Player Character belongs to. Do you want to play as a woman or a man? This is a decision that will go beyond the mere surface, as America in 1876 is a society where the white man represents the self-evident norm and has got the most power, opportunity and influence. Ethnicity and social background are also factors (see the chapter *Background*, beginning at page 29). However, generally speaking, the poorest black man is allowed to vote while the richest white woman isn't...

Traditionally women's lot in life have been more confined and restricted than men's. The Civil War has changed much, however. When men went to war women stayed and took over business back home to make ends meet and for life to go on. This could have been at a shop, a plantation or a factory. When the war ended and the men returned, something had changed. Women had gotten used to responsibility and some were protesting their lack of rights.

Women lack suffrage everywhere except in the territories of Wyoming and Utah. *The Suffragette Movement* works to change the laws so that women will receive equal rights as citizens. Many women are also active in movements of reform, such as the *Revivalists*, *Abolitionists* and the *Teetotalers*.

In "*polite society*" on the East Coast women are encouraged to be educated enough to make good conversation, although not get too much education since some men might feel threatened or inferior. She is expected to marry up, make a good match and support her husband in society. At the same time, it's among the wealthy that women have the greatest chance of going their own way. It takes self-reliance, though. It's above all artistic or academic careers that are encouraged. The more adventurous may become explorers and write travel books. Increasingly, women are also getting into supposed male areas such as medicine.

The burgeoning middle classes promote daughters to get themselves solid occupations, even within the traditionally male sphere. Nobody questions the female stockbroker Hetty Greens power in New York.

For women from the lower rungs of society the way to adventure rather starts as a maid for a wealthy woman, saloon girl, actress or artist. The less fortunate among them end up in bordellos, or maybe in the factories from early youth and onwards.

Since women during the Victorian Era are viewed as innocent and sweet, prejudice may actually work to their advantage in theft, fraud and the like. There are also several successful female gamblers.

★ APPEARANCE ★



ETHNICITY

The color of your skin shows immediately and in a racist society this has consequences, for instance showed in the LIFE PATH EVENTS for your family. Read more about this at page 29 and onwards.

AGE

You choose what age you want your Player Character to be. This will not affect how many CHARACTER CREATION POINTS you get. Times are harsh and age will show in bent backs, grey hairs and furrowed faces.

SEXUAL MINORITIES AND CROSSEDRESSING

Some women can't take the tight confines society allows women and choose instead to adopt male clothing and sometimes even a male alias. These female transvestites are treated with mistrust and people are unsure of how to relate to them – if they realize it is a woman at all. Few take it as an indication of lesbianism, however, since women aren't supposed to possess sexuality at all.

It's worse for male transvestites, who are often taken for prostitutes (some are – even though their clients may never suspect it). At masked balls it's not uncommon that men choose to pose as women for a night. This is not a sanctuary for transsexuals – it's mostly done in exaggeration and for laughs.

Openly homosexual men and women are almost always treated as pariahs. They may be forced to leave their hometown and to experience their own

family and friends turning their backs to them. This ostracism will often become worse the bigger the town is and how populous the gentry. At the same time the big cities will often provide secret clubs for homosexual men, hidden behind respectable fronts like a badminton club or a literary society.

Several dens out west have a much greater leniency towards women, transvestites and homosexuals than in the so-called civilized cities. When you go west you leave your old life behind you.

CLOTHES

How you dress will show where you live and how life's treating you. No cowboy on the prairie would barter his chaps, leather boots and Stetson for a city slicker's suit, shoes and bowler hat. Read more about clothes on page 254.

WHAT ARE YOU SUPPOSED TO LOOK LIKE?

If you've got a clear picture of what you will look like, by all means go ahead. If not, feel free to use the tables below to decide everything from the color of your hair and eyes to your hair-do.

FACE AND BODY

Figure out the general appearance of your face and your body. Are your features sharp and angular or maybe soft and round instead? Are you built like a flagpole, an hourglass or a safe? Do you walk tall or do you slouch? These are all the kind of things that people see and decide what impression they will have of you.

★ YOUR TRAITS ★

COLOR OF EYES AND HAIR

If you don't know what color of hair and eyes you want, leave it to chance by throwing a D100 and read from the column that correspond to your ethnicity.

EYE COLOR

EYE COLOR	WHITE	BLACK	MEX	CHINESE	NATIVE
BROWN	01-40	01-70	01-65	01-80	01-65
LIGHT BROWN	41-55	71-90	66-85	81-95	66-88
BLUE	56-80	91-92	86-89	-	89-92
ICY BLUE	81-84	93	90	-	93
GREY	85-92	94-95	91-95	96	94-95
GREEN	93-95	96	96	-	96
RED	96	97	97	97	97
BLACK	97	98	98	98	98
DIFFERENT COLORS	98-00	99-00	99-00	99-00	99-00

HAIR COLOR

HAIR COLOR	WHITE	BLACK	MEX	CHINESE	NATIVE
LIGHT BROWN	01-10	01-05	01-05	-	01-05
BROWN	11-20	06-15	06-20	01-10	06-15
DARK BROWN	21-30	16-30	21-40	11-25	16-35
BLACK	31-40	31-90	41-90	26-90	36-85
BLOND	41-55	-	-	-	-
ASH BLOND	56-60	-	-	-	-
DARK BLOND	61-70	-	-	-	-
RAT COLORED	71-75	-	-	-	86
RED	76-80	-	-	-	87
STRAWBERRY	81-85	-	-	-	-
AUBURN	86-90	-	-	-	88-90
GREY	91-95	91-95	91-95	91-95	91-95
WHITE	96-00	96-00	96-00	96-00	96-00

APPEARANCE FOR WOMEN

How you wear your hair will influence if you appear elegant, sloppy, prissy, strict, severe or unbridled.

WOMEN'S HAIRSTYLES

HAIRSTYLE	WHITE	BLACK	MEX	CHINESE	NATIVE
LONG UNTIDY	01-02	01-03	01-05	01-02	01-05
LONG TIDY	03-17	04-13	06-25	03-12	06-55
PONY TAIL	18-22	-	26-31	13-14	56-60
BUN	23-32	-	32-41	15-34	-
SHORT	33-34	14-18	42	35	-
CROPPED	35	19-20	43	36	-
CURLY	36-40	21-00	44-45	37	-
PIGTAILS	41-45	-	46-47	38-39	-
FORELOCK	46-55	-	48-52	40-42	-
BRAID	56-65	-	53-64	43-62	61-95
RECESS, BRAID	66-70	-	65-71	63-75	96-00
CORKSCREWS	71-80	-	72-78	76-77	-
FRENCH TWIST	81-90	-	79-93	78-92	-
CHIGNON	91-00	-	94-00	93-00	-

APPEARANCE FOR MEN

Men's variants are most numerous when it comes to moustaches and beards, not hairstyles. Traditionally, many Natives prefer not to wear facial hair.

MEN'S HAIRSTYLES

HAIRSTYLE	WHITE	BLACK	MEX	CHINESE	NATIVE
LONG UNTIDY	01-05	01-02	01-08	01-03	01-10
LONG TIDY	06-10	03-05	09-14	04-10	11-70
SHORT UNTIDY	11-15	-	15-24	11-12	-
LANK	16-20	-	25-34	13	-
CURLY	21-25	06-60	35-39	-	-
PARTED	26-37	61-65	40-49	14	-
SIDE PARTED	38-52	66-70	50-59	15-17	-
BACK SLICK	53-62	71-75	60-64	18-20	-
COMB OVER	63-72	76-79	65-72	21-23	-
BOWL CUT	73-77	-	73-77	24-38	-
SHORT	78-82	80-84	78-82	39-43	-
CROPPED	83-87	85-89	83-87	44-48	-
BALD	88-97	90-99	88-97	49-58	-
PONY TAIL	98-00	00	98-00	59-60	71-75
MOHICAN	-	-	-	-	76-85
QUEUE	-	-	-	61-00	86-00

FACIAL HAIR

FACIAL HAIR	WHITE	BLACK	MEX	CHINESE
CLEAN SHAVEN	01-08	01-12	01-06	01-25
STUBBLE	09-13	13-17	07-12	26-30
SIDEBURNS				
SHORT	14-18	18-24	13-17	31-33
MEDIUM	19-23	25-31	18-22	34-36
LONG	24-28	32-35	23-26	37-38
MOUSTACHE				
ENGLISH	29-32	36-37	27-29	-
HANDLEBAR	33-37	38-41	30-33	39-40
HORSE SHOE	38-40	42-44	34-38	41-43
CHINESE	41-42	45	39	44-63
KAISER WILHELM	43-45	46	40-41	-
PRUSSIAN	46-50	47-51	42-49	64-68
DROOPING	51-55	52-56	50-59	69-72
THIN	56-59	57-60	60-62	73-75
WALRUS	60-63	61-64	63-65	76-77
BEARD				
ANCHOR	64-66	65-66	66-67	78
GOATEE	67-71	67-71	68-72	79-84
BUFFALO BILL	72-76	72-75	73-76	85-86
BURNSIDE	77-81	76-80	77-81	87-88
FULL BEARD, SHORT	82-86	81-85	82-86	89-91
FULL BEARD, LONG	87-91	86-90	87-91	92-95
HENRIQUATRE	92-96	91-95	92-96	96-98
CHINSTRAP	97-00	96-00	97-00	99-00



SIDEBURNS, SHORT



SIDEBURNS, MEDIUM



SIDEBURNS, LONG



MOUSTACHE, ENGLISH



MOUSTACHE, HANDLEBAR



MOUSTACHE, HORSE SHOE



MOUSTACHE, CHINESE



MOUSTACHE, KAISER WILHELM



MOUSTACHE, PRUSSIAN



MOUSTACHE, DROOPING



MOUSTACHE, THIN



MOUSTACHE, WALRUS



BEARD, ANCHOR



BEARD, GOATEE



BEARD, BUFFALO BILL



BEARD, BURNSIDE



FULL BEARD, SHORT



FULL BEARD, LONG



BEARD, HENRIQUATRE



BEARD, CHINSTRAP

CLOTHES

“Are you crazy? Are you going to wear that? Really?”

Jocelyn was staring in amazement and was unsuccessfully trying to stifle her laughter.

Lucas wasn’t paying attention to her, he was fully occupied with admiring himself in the mirror. In his eyes the high-crowned black hat with a red silk ribbon went fantastically well together with the snakeskin boots, black pants and shirt with lace cuffs.

“Welcome back, mr Jensen, an honor to have you with us!” he mumbled to himself and pictured how the waiter at the French restaurant welcomed him. With this hat he wouldn’t be thrown out on the street again!

You can dress for success. By selecting the right outfit you signal who you are and what you do – but also where you live geographically. If you are a member of the New York aristocracy it is extremely important for the elegant gentleman to know exactly what shade of blue is right for the season, while a prosperous squire of the South will often wear a more colorful accoutrement – but still observing the latest trends from Europe. Further westwards social life is seldom as vivid and not even the finest gentlemen care to buy new outfits or even refit their old from one season to another. There, discreet and classic is the order of the day.

Under the suit the majority wear a shirt, often with detachable starched collar and cuffs. You are not expected to wear these when at (manual) work, but when you go out about town or when attending a dinner, it’s a must. If you can’t afford a finer shirt, you may settle for a simple under-shirt upon which you fasten detachable cuffs and a starched shirtfront. This will do fine under a buttoned-up vest or jacket and may often fool even a trained eye – as long as the shirtfront remain safely fastened so it won’t get loosened and reveal your simple attire for what it is. Even though this is a common enough solution to look good it is considered highly embarrassing if it shows.

Under the suit and shirt follows the long underwear, either as a one piece or a two piece with undershirt and long johns. The one-piece version (known as the “union suit”) are traditionally red and come with buttons in the front and a rear button-up flap for those times when nature calls. The better your economy,

the more union suits you have and of better quality. Woolen ones are considered wholesome and will keep you warm in wintertime, but are at the same time quite uncomfortable. The ones in cotton are much more comfortable, but can’t take much wear and tear – and a silken union suits are so exclusive as to be seen as decadent.

Accessories and details in the form of cufflinks, walking sticks, pocket watches and handkerchiefs signal both your status and attention to detail.

All are not so affluent, and many men can’t afford to dress in shirt, vest or sweater on top of their union suit. This is common in the West, where civilization and finer rules of society haven’t reached yet. Not even there, however, would it be considered proper to be seen by a woman in that kind of outfit.

Most workers also wear sturdier working clothes, both pants and shirts, often in durable denim. Cow pokes also wear leg covers over their pants called *woolies* if woolen, or *chaps* if made of leather. If you’re riding in out West you can’t spare your duster, that protects you from weather and wind (and dust!).

Shoes are considered refined and civilized. They signal that you don’t have to work so hard as to be in need of sturdy boots. At the same time no Westerner would be caught without his boots, since they are sturdy and keep wind and rain at bay. The same goes for the Stetson for everyone travelling in the wilderness, since it’s without equal when it comes to practicality. Finer hats are used for other occasions or among town and city dwellers.

★ CLOTHES ★



Women are less fortunate. The outfit they are expected to wear is more uncomfortable – sometimes even harmful. They are also expected to be able to vary their attire to a higher degree. If you move in society's finer spheres, people will start whispering behind your back if you show up in the same gown on several occasions (among the nouveau riche more than once is enough). The situation may be improved if the dress is refitted or supplemented with other accessories, but it is still regarded as an emergency solution.

You are expected to change caparison several times a day, at least when out and about or when entertaining guests. During daytime strict elegance in discreet colors is the order of the day, while the evening allows for more vivid colors, sleeveless dresses and a hint of décolletage - if accompanied with a shawl and long gloves reaching above the elbow. The most expensive and fine materials for this are the soft Cashmere wool for the shawl and silk for the gloves. It's considered indecent to show naked hands, or allowing a man to touch an ungloved hand. During the day short gloves are both more common and more practical.

So far so good, but what's really uncomfortable and awkward is what you are supposed to wear under the fine dress. Several layers of different petticoats, where at least the first must be pretty enough to show the hem (when lifting the finer dress to cross a muddy street). Silk, linen and cotton are preferred over the practical but hated woolen petticoats. It's growing common among women to wear cotton underwear with long legs instead, since it's much more comfortable.

The real torture of your outfit is the corset, a hard stay that is supposed to be laced so tightly it scarcely allow you to breathe, and then the cage crinoline. This crinoline is a somewhat heavy rack and makes the skirt form outward and around over it. It is very impractical and makes it hard to move fast or dance with grace, but makes a striking impression. This look is on the decline, though, and is being replaced by the polonaise, a draped dress with less amplitude in the front, but all the more in the back. This makes the bustle all the more common to support this new style of dress. It is fastened around the waist and contain small pillows filled with horsehair on a frame of whale bone resting on the buttocks to support the right drape.

The fact that decent women are not supposed to expose hardly any skin at all makes the difference between them and the saloon girls and prostitutes all the more telling. Not even they would leave their respective establishments too lightly dressed, though.

It's something of a no-brainer that women who work can't spend time changing clothes and particularly not dress this impractically. This makes simpler dresses more common among the working class, but these are still worn over several petticoats.

The further West one travels, the freer one may dress. However, even though it's much more practical to wear pants it's extremely unusual for women to be seen wearing that article of clothing – the only exception being as a part of a riding habit, perhaps. It's as alien for most women to wear pants as for men to wear a skirt.



LOWER CLASS



MIDDLE CLASS



UPPER CLASS



DERBY HAT



CITY HAT



STETSON



TOP HAT



FLAT BRIM & CROWN



SOMBRERO



ROUND CROWN



CAVALRY HAT



LOWER CLASS



MIDDLE CLASS



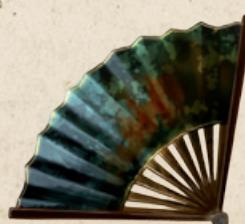
UPPER CLASS



PARASOL



FASHION HAT



FAN



MAKE UP & COSMETICS



HANDBAG



CORSET

EXAMPLE – YOUR TRAITS

Matthew Douglass' most strongly held motivation is his desire for revenge. It's not like he's irritable in general, or easily incensed by petty injustice. He's of a calm disposition and keeps a cool head in stressful situations which is apt to make an impression on people. His desire for revenge is directed towards one person: Earl Haggard. He was the overseer on Pleasant Hill, the plantation where Matthew grew up and where almost his entire family was killed in the fires lit by Haggard. Matthew has sworn that Haggard must pay with his life for this, and he's a man who stands by his word. He's dutiful and considers it a question of honor to always finish what he has started. It's even painful to him to leave something half-finished, never knowing if it will be taken care of or not.

When choosing TALENTS, we fix on One of Us. Matthew may be black, but he's been an officer in the Army. This has given him some habit when it comes to associating with whites and holding a position among them. It has granted him a sense of security. He can blend in where black people normally are not welcome.

As a bounty hunter it's good to be able to track your prey, so Bloodhound is our next choice. This also happens to fit with Matthew's personality when it comes to finishing what one has started, to follow hardly discernable tracks further and longer than anyone. Finally, we settle for Hard to Impress. After all the years in the Army, Matthew's a seasoned man. High office and titles won't impress him. In his experience, the higher up the ranks someone is the further up the clouds their head will be. This philosophy holds for civilian titles too...

The first OBSTACLE we choose is Oppressed America in 1876 is a far cry from a society of equal rights, and to be black is to be on the bottom of the racist hierarchy. The color of his skin will become a problem for him. The next two OBSTACLES are Vengeful and Secret Identity. His murderous orgy of revenge in Georgia is nothing he wants to be associated with today - if it would be revealed that he was the masked murderer known as The Black Lion he's quite sure that he will be lynched. Finally, we add Enemy: Beauregard Smith. This OBSTACLE came to light earlier, while rolling Matthews

LIFE PATH EVENTS. *Smith was an officer that smuggled guns to the Natives to stir up trouble. Matthew exposed his scheme, whereupon Smith deserted. He holds Matthew responsible for his destroyed military career, and will be more than pleased to return the favor with interest if given the opportunity...*

When it comes to Appearance we picture him as a tall and fit black man. He keeps his hair short and his medium length sideburns well-trimmed. His chin is bold, which makes him look determined. He's been scarred several times through the years, but none of them show as long as he's clothed. Some of them still pain him, particularly the ones across his back which he got when Haggard had him whipped for trying to flee the slavery at the plantation.

Clothes are things Matthew considers more from a practical point of view than what is a la mode for the time being. Since he's been in uniform for most of his adult life he still uses parts of it more or less daily. Proper boots, a brown duster for weather's fancies and black gloves are combined with his white Stetson. The white hat is a signal about how he sees himself. Matthew is one of the good guys, a hero in white hat. Not to mention how much cooler it is on a hot summer's day compared to having your head cooked in a black one.

Matthew Douglass has been looking for Earl Haggard for a long time. According to the latest rumor the erstwhile overseer has been spending a lot of time on the saloon Black Flag in Las Vegas, New Mexico. With that kind of name (Quantrill's bloodthirsty raiders fought under a black flag) Matthew's hopes of getting to know more about Haggard there were slim. However, it was his last lead and he had to try.

When Matthew entered the saloon, all conversation ceased. The bartender spoke up. "Stay out! Niggers ain't welcome here!" When he took another step the bartender raised a shotgun from behind the bar and aimed it knowingly at his midriff. It was obvious that he wasn't going to get any information in here, just because the color of his skin. The Game Master therefor awards him one TOKEN for being OPPRESSED.

YOUR STATES



★ YOUR STATS ★

ATTRIBUTES

All men are created equal, but no men are born alike. Far from alike. Carl's not the most attentive person, he likes to concentrate and filter out the world around him. He's stronger than anyone else he's met – including the itinerant circus' strong-man Adolphus. Furthermore, he's stubborn and has been blessed with an iron will capable of moving mountains, particularly when he's got something to prove.

Carl takes a deep breath, focusing all his power, takes a good grip about the heifer and lifts. This should give them something to talk about, and hopefully grant him the cash prize the circus has been bragging about. God knows he needs it.

ATTRIBUTES describe your natural ability to succeed, as well as your physical and mental capacity. The table on this page shows all you need to know about your ATTRIBUTES, such as the range of VALUES they can have, the BONUS they give and what you have to pay in order to get it – both during Character Creation and later on during game play.

ATTRIBUTE VALUE

Your ATTRIBUTE VALUE is a number between 1 and 20. 1 is a foot in the grave and 20 is max. 10 is normal.

ATTRIBUTE BONUS

The higher your ATTRIBUTE VALUE, the higher your chance is to succeed in the SKILL governed by that ATTRIBUTE. Each ATTRIBUTE generates a BONUS between -5 and +5, which is added to your PRACTICE in different SKILLS to obtain your SKILL LEVEL.

ATTRIBUTES DURING CHARACTER CREATION

The STYLE OF PLAY you selected will have an impact on your ATTRIBUTE VALUES. You'll get 100 points to distribute between the different ATTRIBUTES if you play CAMPAIGN, 80 if you chose REALISM and 120 for ACTION. Every ATTRIBUTE VALUE costs the same amount of points as its VALUE plus its BONUS. Thus 13 costs 14 (13 + 1), while 7 costs 6 points (7 - 1). Really low values (1 and 2) even grant you points, but with ATTRIBUTE VALUES that low the game will almost be unplayable because of the negative consequences.

INCREASING ATTRIBUTES IN GAME

Once gameplay has started and you want to increase an ATTRIBUTE VALUE you pay in EXPERIENCE POINTS. The higher the VALUE you want, the costlier it gets (see table below). You increase ATTRIBUTES one step at a time, no more. To enhance an ATTRIBUTE, you also have to use or train it in-game. You get ideas on how to do that at the end of each ATTRIBUTE-description.

You'll get EXPERIENCE POINTS after each gaming session. You may use these to increase either your ATTRIBUTE VALUES or your PRACTICE in different SKILLS. The Game Master awards problem solving and roleplaying with EXPERIENCE POINTS, see p. 271.

ATTRIBUTES - VALUES, BONUS AND COST

VALUE	BONUS	COST ¹	RAISE ²	DESCRIPTION
1	-5	-4	10	On death's door
2	-4	-2	10	Close to impossible
3-4	-3	0-1	10	Dead wind and uphill
5-6	-2	3-4	10	You are struggling
7-8	-1	6-7	10	Feasible
9-12	±0	9-12	10	Normal
13-14	+1	14-15	10	Quite good
15-16	+2	17-18	20	Very good
17-18	+3	20-21	30	You're a prodigy
19	+4	23	40	Close to perfection
20	+5	25	50	The very best

¹ How many CHARACTER CREATIONS POINT it takes to buy this ATTRIBUTE VALUE.

² Use this column during game play. It shows the EXPERIENCE POINTS needed to raise your VALUE one step, to reach this ATTRIBUTE VALUE.



★ ATTRIBUTES ★



ATTRIBUTE DESCRIPTIONS

COOL (COL)

How calm are you in decisive situations? Can you handle yourself with tranquility and order, or will you become nervous and restless if at first you don't succeed? When you are totally beat and only want to lay down in the snow for some rest, it's only your strength of will that will save you from freezing to death. This is exactly what your COOL measures.

By straining to control your temperament and practicing your concentration you can improve this ATTRIBUTE.

CONSTITUTION (CON)

If you get hurt your CONSTITUTION affects how fast your wounds will heal. If you are bleeding from any of the wounds your CONSTITUTION also determines how much BLOODLOSS you are able to suffer before losing consciousness or, should you not receive any help in time to stop the flow of blood, your very life. Your CONSTITUTION describes your general physical well-being and how resistant you are to disease and infection. Fitness and endurance also originate from your CONSTITUTION.

The best way to perfect your CONSTITUTION is to eat well, sleep, exercise and abstain from intoxicants - to live a wholesome life, is all. This holds just as true if you wish to make a gradual change in your life, or if you have suffered some disease or wound that temporarily might have lowered your CONSTITUTION and you wish to get yourself back into your normal self.

DEXTERITY (DEX)

How agile and limber are you? DEXTERITY decides how steady your hand is when you pull the trigger and how precise your surgical incisions are. When you squeeze through the narrow crevice in the caved-in mine gallery, it's your DEXTERITY that determines whether it ends well or in disaster.

Hand and finger exercises and acrobatics are good things to engage in to amend ones DEXTERITY.

INTELLIGENCE (INT)

How smart are you? INTELLIGENCE is a way to tell your proficiency at problem solving, common sense, logical thinking and memory. Your INTELLIGENCE determines if you are able to remember every detail from the wanted poster you saw six months ago, or if you are even having trouble to remember where you live.

To improve your INTELLIGENCE, you may try to memorize written text, solve puzzles and conundrums, or play games such as *Chess* and *Bridge*.

QUICKNESS (QCK)

QUICKNESS measures your speed when it comes to action and reaction. If the train has started to leave the platform it's your QUICKNESS that determines if you manage to get on the last car. When the whiskey bottle comes flying towards your head it's good to be quick to be able to dodge it. When you have been challenged to a pistol duel out on Main Street you will wish you were quicker than you already are.

★ YOUR STATS ★

You can train different kinds of movements, such as running or to draw your gun from the holster, in order to increase your QUICKNESS.

STRENGTH (STR)

STRENGTH is about raw physical power and the ability to harness it. It's your STRENGTH that determines if you are able to lift the wheels of the stage coach and thus make it possible for someone else to pull your trapped friend out from under the heavy wagon. STRENGTH also decides if you win the arm-wrestling competition and how much punch your fists pack, to name just two other examples.

Your STRENGTH can be increased by hard physical labor, much like the kind miners, convicts and farmers do on a daily basis... Not to mention smiths and navvies.

VIGILANCE (VIG)

Are you on tenterhooks, noticing the slightest change or sound? Or may a wild bar brawl behind your back go unnoticed as far as you are concerned? Do you see when your opponent pulls an ace out of his sleeve or do you go all in when you can't win? VIGILANCE sizes up your watchfulness.

by practicing the use of your senses you can sharpen them (and thereby your VIGILANCE) further.

THE ATTRIBUTE ROLL

There are not enough SKILLS to cover all potential situations you can get yourself into. When you and the Game Master cannot find a reasonable SKILL to use you can chose the most fitting ATTRIBUTE instead. When you use your ATTRIBUTES in-game and roll to succeed it is called an ATTRIBUTE ROLL. You then roll an unrestricted D20 and add your ATTRIBUTE VALUE (modify with any eventual DIFFICULTY LEVEL). If you reach 20 or more you have succeeded, unless you rolled a 1 which is considered a FUMBLE. When you FUMBLE your plans backfire and something unexpected happens – read more about FUMBLES on page 274.

This way of making an ATTRIBUTE ROLL instead of a SKILL CHECK is for example used when you try to lift something (STRENGTH), try to aim before you shoot (COOL) and to see if you manage to avoid being infected during an epidemic (CONSTITUTION).

Sometimes your ATTRIBUTE ROLL is put against another's, and then the one with the highest result wins the encounter. This would be the case during an arm wrestling competition, where both contestants would do an ATTRIBUTE ROLL each for STRENGTH.

Another situation where ATTRIBUTE ROLLS are used is when a SKILL CHECK is pitted against an ATTRIBUTE ROLL, like when SLEIGHT OF HAND is pitted against VIGILANCE. The one with the highest result wins the challenge between the two.

SECONDARY ATTRIBUTES

MOVE

Your MOVE equals your ATTRIBUTE VALUE in QUICKNESS. You can WALK as many yards per COMBAT ROUND as your MOVE. When under pressure (such as during a chase) a SKILL CHECK for ACROBATICS (or SWIM) is required. Every 5 steps above 20 will grant you +1 in MOVE (but -1 for every 5 under 20).

If you decide to RUN/SWIM FAST, you double your speed but only during as many minutes or (CHASE ROUNDS) as your CONSTITUTION. Should you ever be desperate enough to run for your life you can SPRINT, tripling your MOVE (if you got QUICKNESS 15 your MOVE will be 45). You can SPRINT as many COMBAT ROUNDS as your CONSTITUTION VALUE.

To move around while fighting saps your energy – check a box for CON-LOSS each minute (10 COMBAT ROUNDS) you do. When you have taken as much CON-LOSS (see *Core Book II – Law of the Land*) as your ATTRIBUTE VALUE in CONSTITUTION you feel the strain and get a negative modifier of -1 on your die rolls for each additional CON-LOSS. When you have received equal to twice your CONSTITUTION in CON-LOSS you have reached the end of your stamina.

MOVEMENT IN TERRAIN¹ [KM/HOUR]

QUICKNESS	SWAMP	MOUNTAIN ²	DESERT ²	FOREST	PRairie
1	0,1	1,1	2,1	1,1	2,1
2	0,2	1,2	2,2	1,2	2,2
3	0,3	1,3	2,3	1,3	2,3
4	0,4	1,4	2,4	1,4	2,4
5	0,5	1,5	2,5	1,5	2,5
6	0,6	1,6	2,6	1,6	2,6
7	0,7	1,7	2,7	1,7	2,7
8	0,8	1,8	2,8	1,8	2,8
9	0,9	1,9	2,9	1,9	2,9
10	1,0	2,0	3,0	2,0	3,0
11	1,1	2,1	3,1	2,1	3,1
12	1,2	2,2	3,2	2,2	3,2
13	1,3	2,3	3,3	2,3	3,3
14	1,4	2,4	3,4	2,4	3,4
15	1,5	2,5	3,5	2,5	3,5
16	1,6	2,6	3,6	2,6	3,6
17	1,7	2,7	3,7	2,7	3,7
18	1,8	2,8	3,8	2,8	3,8
19	1,9	2,9	3,9	2,9	3,9
20	2,0	3,0	4,0	3,0	4,0

¹ If there's a road available it gives a bonus of +1 km in all terrains.

² Apaches' Con-Loss in MOUNTAINS and DESERT is only 1/h

★ ATTRIBUTES ★

You may sacrifice up to 5 CON-LOSS per minute (1 every other COMBAT ROUND) to increase your MOVE with the amount of sacrificed CON-LOSS (twice the sacrificed amount if your QUICKNESS is 17 or more).

The table shows how far you WALK per hour in different terrains. You get 1 CON-LOSS per hour in FOREST and PRAIRIE, 2 per hour in any other terrain.

Erase 1 CON-LOSS for every hour of rest. Try to rest until you don't get any more negative modifiers.

CARRYING CAPACITY

The stronger you are, the more you can carry. Your CARRYING CAPACITY equals twice your STRENGTH in pounds. You lose 1 MOVE for every extra 10 lbs you carry.

You can carry your STRENGTH x 10 in lbs for as many minutes as your CONSTITUTION or lift your STRENGTH x 20 in lbs from the ground for as many COMBAT ROUNDS (6 seconds) as your CONSTITUTION.

FAITH

Religious characters may be connected to the supernatural through their FAITH, which can then be used to perform MIRACLES. Read more in *The Law of the Land*.

REPUTATION

Everything you do that others get to know will affect your REPUTATION. If your value in HONOR is positive you are considered trustworthy, while a negative number makes you discredited. FAME decides how well known you are and thus how easy you are to recognize.

DAMAGE BONUS

Your DAMAGE BONUS equals your BONUS in STRENGTH. When you roll for INJURY after hitting an opponent in close combat or with a thrown weapon you add your DAMAGE BONUS to your roll. If your character is weak, this will actually soften the blow.

GUTS & GRIT

GUTS measure how much punishment you can take. This is a fixed amount you subtract from any INJURY ROLL against you. To obtain your GUTS, add your BONUSES for CONSTITUTION and STRENGTH. Add 1 to this sum for every 5 you got in COOL UNDER FIRE.

Calculate your GRIT by adding your BONUSES in CONSTITUTION and COOL with all your COOL UNDER FIRE. GRIT is used to judge if you can continue the fight when you are injured, or if you are out of action. Do a GRIT CHECK every time you get wounded.

RECOVERY RATE

Your RECOVERY RATE tells how well your body heals. You normally recover INJURIES one step every 10 days. To calculate your RECOVERY RATE, subtract your CONSTITUTION BONUS from 10 (if your BONUS is +3, your RECOVERY RATE will be 7 since $10-3=7$).

EXAMPLE

Now the time has come to decide Matthew's prerequisites for different activities. To arrive at this, we allocate 100 points to 7 different ATTRIBUTES. Before distributing the points, we reflect upon how extreme we want to make Matthew. One could imagine mixing high values with low to get sharp contrasts between what he excels at and in what he is inferior. But Matthew is quite down to earth, he should do well at most things, yet not reach elite levels. To allocate a value so low he would be hopeless in some situations doesn't feel right either, so we won't set the amount to much below normal even on his least impressive ATTRIBUTES. When this is decided we start to focus on the actual numbers.

Matthew's CONSTITUTION has been put hard to the test on both the plantation and in the Army, so we set this to 13 (costs 14). This is higher than most have, but doesn't yield an ATTRIBUTE BONUS higher than +1. Neither INTELLIGENCE nor STRENGTH are ATTRIBUTES where he raises above the mean, so we settle for 10 in both (costing 10 points each) for an ATTRIBUTE BONUS of +/-0. His COOL is somewhat lower, so there we allocate 9 points for a value of 9 (but still with the +/-0 ATTRIBUTE BONUS). Mobility is however important to him, and he has trained DEXTERITY during his years in the Army. We make it his hitherto greatest ATTRIBUTE: 17 (costs 20, ATTRIBUTE BONUS +3). Furthermore, we want him to be fast enough to survive as a bounty hunter, so we set QUICKNESS at 17 (costs 20, ATTRIBUTE BONUS +3). Then only VIGILANCE is left. For 17 points we buy the VALUE 15 (+2 ATTRIBUTE BONUS). Now his 100 points are forfeit.

Now then the ATTRIBUTE VALUES are set, we calculate the SECONDARY ATTRIBUTES. His MOVE becomes 17, the same as his QUICKNESS. His CARRYING CAPACITY equals twice his STRENGTH of 10, and his DAMAGE BONUS of +/-0 equals his STRENGTH BONUS. He's got no FAITH, since he doesn't care for religion at all.

Thanks to his CONSTITUTION (BONUS +1) and his 5 in COOL UNDER FIRE, Matthew reaches 2 in GUTS and 6 in GRIT (the other ATTRIBUTES playing a part here, STRENGTH and COOL, are both at +/-0 in ATTRIBUTE BONUS). Both may prove useful in combat. If he should become sick or injured his RECOVERY RATE is 9 (10 minus his ATTRIBUTE BONUS in CONSTITUTION).

★ YOUR STATS ★

COOL UNDER FIRE

You can only gain COOL UNDER FIRE by taking part in fights. If you've never been in combat, chances are you'll get scared, have no clues what to do and freeze up. It's an extreme situation most people never experience (even though most characters do). If you have been situations where death was in the balance, you may not be as easily paralyzed by shock and will have the chance to act immediately and instinctively. The more experience you have with combat and other perilous situations, the calmer your nerves will be.

When it comes to the rules of the game, this is shown by beginning each combat with a COOL UNDER FIRE ROLL for all involved. The ones who succeed are free to act immediately. Those who fail will spend their first ACTION reacting (read more about all things Combat in *Core Book II – The Law of the Land*).

COOL UNDER FIRE is also used for ambush detection and to withstand pain to continue the fight even when you are wounded (see GUTS and GRIT).

When you partake in combat during the game you will receive COMBAT POINTS, which are used to raise your level in COOL UNDER FIRE (20 COMBAT POINTS earn you 1 COOL UNDER FIRE). The more dangerous the situation and the more successful you are, the more points you will receive.

It's possible to have COOL UNDER FIRE when the game begins. How much are dependent upon four things: What STYLE OF PLAY you have chosen (CAMPAIGN, REALISM or ACTION), what ROLE you have chosen (the GUNSLINGER has seen significantly more gun smoke than the LAWYER), if you have chosen an EDUCATION where COOL UNDER FIRE enters into it (such as SOLDIER or APACHE UPBRINGING) and finally if you dare to roll on the table "*Injuries from Combat Experience*". You will receive a PERMANENT INJURY for every roll on the table, as well as 1 point in COOL UNDER FIRE. However, there is a limit to how high COOL UNDER FIRE you can enter the game with. If you are playing REALISM, max is 3, while CAMPAIGN and ACTION have max COOL UNDER FIRE set to 5 and 10 respectively. This includes COOL UNDER FIRE received while rolling your character's LIFE PATH EVENTS. A GUNSLINGER in CAMPAIGN STYLE OF PLAY with a SOLDIER EDUCATION will start with a COOL UNDER FIRE of 4 (2 for the ROLE, 1 for the EDUCATION and 1 from the chosen STYLE OF PLAY). Thus he can only roll once on the table before reaching his maximum level.

Try to have a story behind every injury you get. If you play a black character who carries scars from a whip, it probably (but not necessarily) has to do with white racists. The same goes for a scalping – probably from fighting Natives, but it could be someone else who had taken to the mutilation. Every old wound has some backstory for your character. Make use of it!

INJURIES FROM COMBAT EXPERIENCE

D100	PERMANENT INJURY
01	Blinded on one eye.
02	Scalped. Ugly scar and no hair on the crown.
03	An ugly burn along one side which disfigures the skin and aches in cold and heat.
04	The arm needs to be wrapped after a slash in the bend, but then it can't be turned in sharp angles.
05	Several crimson whipping scars across the back.
06-07	Missing several fingers on a hand.
08-09	Several toes on a foot are shot or chopped off. Footwear must be filled in to fit.
10-11	Missing one finger on a hand.
12-13	Nasty cough due to a damaged lung.
14-15	Buckshot scar on the backside, smarting if you stay in the saddle for more than 5 hours a day.
16-17	Arrowhead or bullet still left in the body.
18-19	Deaf in one ear.
20-21	Parts of the outer ear missing, but hearing intact.
22-23	Old wound to the stomach aches in cold weather.
24-25	Several teeth missing, got a wooden prosthetic.
26-27	One earlobe shot off.
28-29	Missing little toe on foot. Has to fill in footwear.
30-31	Old wound in a leg producing a slight limp.
32-33	Scar on chest aches when turning your torso.
34-35	Distinct scar of bullet wound just above the heart.
36-37	Imprint from a predator's teeth on a calf.
38-39	Scar from collarbone to solar plexus.
40-42	Sensitive to pressure changes since a bullet grazed the skull, + 5 to WEATHER LORE.
43-45	Scar along neck from ropes or chains. Hoarse voice.
46-48	Limp after a hip injury.
49-51	Scar at the hip that itches when something is pressing on it, like a belt or a holster.
52-54	Stiff knee-joint after injury.
55-57	Scar from eyebrow to cheek, vision intact.
58-60	Broken and flattened nose after crushing blow.
61-63	Missing a tooth in upper jaw.
64-66	Scar above one eye.
67-69	Scarring about the wrists from rope or handcuffs.
70-72	Big ugly scar across the shoulder.
73-75	Scarred knuckles from hitting teeth.
76-78	Scars from a cut to the heel.
79-81	Scar from a bullet passing clean through a thigh.
82-84	Scar across collarbone.
85-87	Big scar across the chest.
88-90	Scar across kneecap.
91-00	The wound healed without visible or lasting detriment.

★ ATTRIBUTES ★

DESTINY POINTS

Violent showdowns are part of the Wild West Mythos and therefore most adventures in *Western* too. No matter how much intrigue that enters into an adventure, violence is likely to be the solution to some situations. A lawman can be fairly sure most outlaws will take their chances with a gun, instead of peacefully being taken into custody. The bounty hunter even more so since the outlaw knows he may be killed – maybe just to make the transport easier. Robbers and desperadoes can't count on their victims handing over their valuables without putting up a fight, or that the posse chasing them just wants some friendly conversation...

The rules for combat in *Western* are lethal – when bullets start flying, characters risk their lives. Some gaming groups decide that no player characters are going to die from random events. That's effective, but somewhat boring. Instead of thrilling battles filled with the drama and nerve that chance brings, this may result in nothing ever feeling dangerous for the characters. A better way to handle these situations is with DESTINY POINTS. They give player characters (and the most important non-playing characters) a chance to avoid sudden and nonsensical death. Furthermore, it's up to you as a player to decide how dangerous each given situation is going to be for your player character.

AREAS OF USE

DESTINY POINTS may be used in 3 different situations: when you are hurt, when you roll a FUMBLE or in situations where the player thinks it's so important to succeed that she decides to sacrifice a DESTINY POINT to increase her opportunities.

MITIGATE WOUNDS

For 1 DESTINY POINTS any INJURY may be lowered all the way to a simple SCRATCH, giving you a chance to live another day – if you can just survive the rest of the fight. Several DESTINY POINTS may be used during the same combat, but be wary of spending them too freely, since new ones are hard to come by...

AVOID FUMBLED ROLLS

If you FUMBLE you can spend a DESTINY POINT to get a re-roll. In life threatening situations, e.g. when the mounted character is jumping a 50-yards-deep chasm and a FUMBLE would mean certain death the DESTINY POINT makes all the difference. Since your DESTINY POINTS are limited players will not waste too many to negate a FUMBLE in commonplace situations.

INCREASE THE CHANCE TO SUCCEED

Sacrifice a DESTINY POINT to get a positive modifier on a SKILL CHECK or an ATTRIBUTE ROLL. Your STYLE OF PLAY determines the modifier – you'll get +5 in REALISM, +10 in CAMPAIGN and +15 in ACTION.

NEW DESTINY POINTS

You begin the game with at least 1 DESTINY POINT (REALISM 1, CAMPAIGN 3, ACTION 5). When you have spent a DESTINY POINT it's gone, but you may get more points during your adventures. How hard they are to come by depends on your STYLE OF PLAY.

Every time you finish a big adventure you receive 1 DESTINY POINT, in all STYLES OF PLAY. Scenarios and shorter adventures won't award REALISM players DESTINY POINTS, but CAMPAIGN players might get 1. ACTION players get new DESTINY POINTS more or less every gaming session. The Game Master rules what's adequate, using common sense. However, new DESTINY POINTS should be awarded for something of significance, considered to be heroic – or atrocious.

You may be awarded new DESTINY POINTS for saving others, but only if you put yourself at risk. In this case you may not negate the danger to yourself while doing the heroic deed (i.e. by spending DESTINY POINTS). That would not be considered a sacrifice and thus not worthy of being rewarded for heroic reasons.

Another way of receiving DESTINY POINTS is by defeating important opponents, those characters who had DESTINY POINTS of their own when they first met the player characters. These opponents may spend their DESTINY POINTS during their encounters with the characters, but still generate this reward once they are defeated. Every time you defeat an opponent like this you receive 1 DESTINY POINT. If the player characters were cooperating in his or her demise, all players get a DESTINY POINT. No player will get more than 1 DESTINY POINT for one opponent, no matter how bad ass. If two or more opponents with DESTINY POINTS are defeated at the same occasion, the players will receive 1 DESTINY POINT per opponent. The number of opponents with DESTINY POINTS they encounter should be more common in CAMPAIGN or ACTION STYLE OF PLAY, compared to REALISM.

No players may have more than 5 DESTINY POINTS. The Game Master decides for non-player characters, but 1 is the norm and 3 are the max amount for them.

EXAMPLE

Matthew's got 5 in Cool UNDER FIRE – 1 for CAMPAIGN 2, for being a BOUNTY HUNTER, 1 for the EDUCATION NON-COMMISSIONED OFFICER and 1 from LIFE PATH EVENTS. When we study the table Injuries from Combat Experience, we add 05; Several crimson whipping scars across the back for flavor even though he cannot get any more than 5 in Cool UNDER FIRE. Since we are playing in CAMPAIGN STYLE OF PLAY, he also gets 3 DESTINY POINTS.



★ YOUR STATS ★

SKILLS

Most people in the camp had turned in, but Old Whisker wasn't feeling like putting down the harmonica. At first, he was hesitant to play with the young laddie. He had never dared to hope such a young and snappy dresser of a stripling would know the old cozy songs and melodies. While the camp had still been up dancing, they had played danceable tunes like Camptown Ladies and Devil's Dream. The laddie had even played along in Dixie when one of the settlers had asked him to. But he hadn't been all too pleased when they played Battle Hymn of the Republic! When evening turned to night the repertoire shifted towards psalms, and now the laddie's singing Amazing Grace with the voice of an angel.

HOW ARE SKILLS USED?

To find out if you succeed in what you are trying to do you make a SKILL CHECK – add an open ended D20-roll to your SKILL LEVEL. If the final result is equal to or exceeds 20, you made it. DIFFICULTY LEVELS modify your roll, when circumstances are aggravating or beneficial for your chances. If your SKILL LEVEL is at least 10 you master that SKILL adequately; rolls will only be required when you act under stress.

PRACTICE

PRACTICE is a measure of how hard you have strived to perfect a SKILL. The most you can accomplish in any SKILL is PRACTICE 20. When choosing ROLE, WEAPON PACKAGES and EDUCATION, you'll receive PRACTICE in some SKILLS. You may then train other SKILLS or enhance those you already got. At game start you may not exceed 10 in PRACTICE for REALISM, 15 for CAMPAIGN and 20 for ACTION STYLE OF PLAY.

ATTRIBUTE BONUS

Your ATTRIBUTE BONUSES provide your natural abilities to succeed in different SKILLS. In the table at page 276 you'll see what two ATTRIBUTES each and every SKILL are based upon. You can often roll for SKILLS you have no PRACTICE in, e.g. try a roll for SWIM when falling into a river, even when your ATTRIBUTE BONUS is less than 1. However, you may not try to speak Spanish if you've never heard the language. The SKILLS that require PRACTICE to be used at all are marked in the *Table of SKILLS*.

SKILL LEVEL (SL)

Your SKILL LEVEL measures how accomplished you are in a SKILL. It consists of your PRACTICE and your ATTRIBUTE BONUSES. To determine if you succeed you add your SKILL LEVEL to an open ended D20 roll.

DEGREES

For every 5 you got in a SKILL LEVEL you reach a new DEGREE in that SKILL. DEGREES determine how many ACTIONS you get during a COMBAT ROUND, grant SPECIALIZATIONS to COMBAT SKILLS and sometimes you may add your DEGREE BONUS to a roll.

DEGREES

DEGREE	SKILL LEVEL	DESCRIPTION	BONUS
1	5-9	LAYMAN	+1
2	10-14	EXPERIENCED	+2
3	15-19	VETERAN	+3
4	20-24	EXPERT	+4
5	25-29	MASTER	+5
6	30	LEGEND	+6

ROUTINE

When your SKILL LEVEL is at least 10 no rolls are required for daily chores and things done on routine.

STRESS

When something out of the ordinary happens, you have to perform a SKILL CHECKS even on things that would normally be considered as ROUTINE.



★ SKILLS ★



DIFFICULTY LEVELS

Depending on what you are trying to do it is going to vary how hard it is to achieve. DIFFICULTY LEVELS are a way to try to classify the different situations and circumstances you may find yourself in. They are then used to modify how easy or hard a SKILL CHECK or ATTRIBUTE ROLL will be. If it is a situation where conditions favor you while disfavoring your opponent, or the other way around, the DIFFICULTY LEVEL only affects your roll – otherwise these conditions would affect you twice.

When you are manufacturing something and want to increase the product's QUALITY as much as possible, DIFFICULTY LEVELS are used. By having the best tools and materials, you will increase your chances considerably. In the same way your work will be obstructed by time constraints and other adverse conditions.

Instead of specializing down to the tiniest detail, DIFFICULTY LEVELS can be used when handling SKILLS. E.g. EXPERTISE/GEOGRAPHY, where your own home county will be easiest and the geographical conditions for alien continents will be the hardest.

To make the rule mechanic easy to use, DIFFICULTY LEVELS are simply added or deducted from your SKILL CHECK or ATTRIBUTE ROLL. The bounty hunter trying to TRACK a fleeing desperado who has crossed a river (to be harder to follow) rolls a 31 on his SKILL CHECK for TRACK. Normally, this would have been a success; but since the tracks continued through a river the DIFFICULTY LEVEL is EXTREMELY HARD, with a modifier of -15. 31 minus 15 equals only 16. He fails.

DIFFICULTY LEVELS

DIFFICULTY LEVELS	MODIFIER
EXTREMELY HARD	-15
VERY HARD	-10
HARD	-5
NORMAL	±0
EASY	+5
VERY EASY	+10
EXTREMELY EASY	+15

DIFFICULTY LEVELS – EXAMPLES ON HOW TO USE THEM

EXTREMELY HARD Follow tracks in a river.

Scout in a snow storm.

Sell sand to Apaches.

VERY HARD Swim in a torrential river.
Hunt for prey in a desert.
Photograph a moving object.

HARD Hang on the side of a galloping horse.
Sneak over a creaky floor.

NORMAL Most things you try to accomplish and most SKILL CHECKS you roll are done here.

EASY Track in sand.
Sneak out at dusk.

VERY EASY Reheat beans and bacon.
Cultivate in fertile soil.
Lock pick a stable door.

EXTREMELY EASY Hide in total darkness.
Do a somersault.
Drive a prairie schooner on a good road.

★ YOUR STATS ★

SKILL CHECKS OF DIFFERENT KINDS

The basic mechanic of all SKILL CHECKS is to roll an *open ended D20* (roll a 20-sided dice and if you roll a 20 you continue rolling and add the rolls together). That said there are a couple of different kinds of SKILL CHECKS: SITUATIONAL SKILL CHECKS, QUALITY SKILL CHECKS and OPPOSED ROLLS. Some SKILLS are always sorted under the same group, while others depend on the situation at hand.

There are also SET SKILLS, where you never roll at all but instead refer to the SKILL LEVEL directly. The COMBAT SKILLS are also a bit special, and they even differ in functionality between themselves.

SITUATIONAL SKILL CHECKS

The SITUATIONAL SKILL CHECK is the easiest. It is used in straight forward situations when you want to do something. When you perform your SKILL CHECK the die roll is added to your SKILL LEVEL. If you reach a result of 20 or more (after any MODIFIERS) you have succeeded. The following SKILLS use SITUATIONAL SKILL CHECKS:

Acrobatics	Farm	Safecracking
Animal Training/	First Aid	Scout
Appraisal	Hide/Seek	Seamanship
Arithmetic	Hunt/Fish	Sign Language
Business/	Language/	Surgery
Dance	Law/	Survival/
Drill/	Leadership	Swim
Drive/	Lock Picking	Telegraphy
Eloquence	Music/	Track
Etiquette	Organization/	Weapons Drill/
Expertise/	Religion/	Weather Lore
Explosives	Ride	

Exactly how well you succeed and what your efforts bring depends on your result. See the table below:

EFFECT - SITUATIONAL SKILL CHECKS

RESULT	EFFECT
BELow 5	Complete fiasco. Your self-esteem is so badly hurt that you do not dare to make another try today.
5-9	Embarrassing. Hopefully no one saw you.
10-14	A flop.
15-19	Close, but not close enough.
20-24	You made it.
25-29	Easy, even better than you dared to hope.
30-34	Great, you get a +5 Bonus on your rolls if you try to do the same thing again today.
35+	Extremely successful! You receive a +10 Bonus on your roll when doing the same thing on the next occasion. Those who saw you will remain impressed henceforth.

QUALITY SKILL CHECKS

If you go to a tailor and order a bespoke suit you have to pay more than for a coat in the general store. They are of different QUALITY, which will be apparent when you use it. At the general store, most things will be of NORMAL QUALITY. Every positive step of QUALITY grants a +1 QUALITY BONUS in reasonable SKILLS – a +1 QUALITY carriage equals a +1 BONUS to DRIVE/CARRIAGE. Every negative QUALITY punishes you with -1. A snare of QUALITY -3 results in a -3 modification to your HUNT/FISH SKILL when you use it.

QUALITY SKILL CHECKS are used when you want to know how well you performed or what QUALITY you crafted. If the result from your SKILL LEVEL added to your roll reaches 20-24 (after modifications), it is of NORMAL QUALITY. All other results eventuate in a positive or negative QUALITY BONUS.

How much time you spend have consequences for the QUALITY. If you spend more time your SKILL CHECK gets an easier DIFFICULTY LEVEL. The opposite is true when you hurry, the rush affects the QUALITY negatively but the time saved could be used to increase production. The following SKILLS use QUALITY SKILL CHECKS:

Acting	Engineering	Photography
Art/	Explosives	Quackery
Craft/	Invent	Religious Ceremonies/
Drafting/	Music/	

EFFECT - QUALITY SKILL CHECKS

RESULT	EFFECT	QUALITY
BELOW 5	Unusable	-4
5-9	Trash	-3
10-14	Rush job	-2
15-19	Works, but not completely reliable	-1
20-24	Normal	±0
25-29	Good, better than most of its kind	+1
30-34	Something to take pride in	+2
35-39	Impressive	+3
40-44 ¹	Masterpiece	+4

¹ The Quality will continue to rise with 1 for every 5 of the result. Result 45 = Quality Bonus +5, 50 = +6, but max is set to +10.

TIME SPENT - QUALITY SKILL CHECKS

DURATION	DIFFICULTY LEVEL	MOD
0,25	EXTREMELY HARD	-15
0,5	VERY HARD	-10
0,75	HARD	-5
1	NORMAL	±0
2	EASY	+5
3	VERY EASY	+10
4	EXTREMELY EASY	+15

★ SKILLS ★

OPPOSED ROLLS

An **OPPOSED ROLL** is when your **SKILL CHECK** is compared with another character's **SKILL CHECK**. Sometimes all involved rolls for the same **SKILL** (e.g. **GAME/** and **SPORTS/**), otherwise it's one's **SKILL CHECK** against an **ATTRIBUTE ROLL** for **VIGILANCE** (e.g. **SLEIGHT OF HAND** and **INFILTRATE**) for the other. The one getting the best result wins, finds the loophole in the contract, sneaks by undetected, sees the gambler pulling an ace out of his sleeve, etc.

Acting	Game/	Stalk
Burning Brands	Hide/Seek	Sleight of Hand
Deal	Infiltrate	Sports/
Disguise	Law/	Stealth
Eloquence	Mimicry	Track

EFFECT - OPPOSED ROLLS

RESULT	EFFECT
BELow 5	You barely succeed.
5-9	You succeed with a comfortable margin.
10-14	Child's play, you succeed with ease.
15-19	You are vastly superior to your opponent.
20+	You obliterate your opponent, giving you a lasting +5 to your rolls against this opponent until he/she gets a better result than you.

SET SKILLS

You never need to roll for **SET SKILLS**. Instead you use the **SKILL LEVEL** as it is. The higher the level, the more advanced your knowledge is.

Coordination Defense Read/Write

COMBAT SKILLS

COMBAT SKILLS consist mainly of a couple of different **WEAPON DISCIPLINES** which all require you to train **ACCURACY/** and **SPEED/** separately, once you have decided which **WEAPON DISCIPLINES** you want to master. **ACCURACY** is the foundation for your **To Hit**, the number you add to your roll to see if you hit where you aim or not. A **HIT TEMPLATE** is used for ranged weapons and a **HIT TABLE** in close combat. In both cases, if you reach a result of 30 when you have added your **SKILL LEVEL** and any modifications to your roll, you have accomplished a **PERFECT HIT**. **SPEED** determines how fast you act in combat and how many **ACTIONS** you got at your disposal during a **COMBAT ROUND** (lasting 6 seconds).

ARTILLERY is used by the gunner when firing a cannon or other artillery piece. **COORDINATION** determines how good you are with your off-hand and affects your **To Hit** in close combat. **DEFENSE** is subtracted from your opponent's roll when trying to hit you.

Accuracy/
Artillery Coordination
Defense Speed/

EXAMPLE

He had ridden too far and too long to give up. If Haggard had been in Las Vegas more people than the regulars at Black Flag should know about it. He sees a Mexican cantina across the street and walks over to do some inquiring.

Hardly has he crossed the threshold when he sees a familiar face. Smiley Danson is hard to miss with his shaved head, fat cigar and large pot of cash in front of him at the poker table. Things look good for his old comrade in arms from their time as Buffalo Soldiers. The two cowboys haven't got a chance. The third thought he was going to win with his three of a kind – but it's not enough against Smiley's straight. When Smiley's about to take his winnings, the ruffian lays his left fist on the pot and hisses "Not so fast, sharper!", putting his right hand on his revolver as he speaks.

*The four players around the table have each made an **OPPOSED ROLL**. The two without a chance and Smiley rolled for **GAME/CARDS**, but the ruffian with a three of a kind cheated and rolled for **SLEIGHT OF HAND** instead. The two cowboys only had **SKILL LEVEL 5**, and rolled 3 and 8 respectively, reaching results of 8 and 13. Smiley's **SKILL LEVEL** is 17, he rolled 14 – reaching a result of 31. The cheating ruffian quickly realized he would never beat Smiley honorably, so he rolled for **SLEIGHT OF HAND** where his **SKILL LEVEL** is 16, instead of his more modest 10 in **GAME/CARDS**. He rolled 11, a good roll, he expected to win – but his result of 27 was not enough against Smiley's 31. All rolled for **VIGILANCE** too, but no one managed a result of 27 or higher to realize the ruffian was cheating. Smiley was closest with 24, as he rolled 9 and has **VIGILANCE 15**.*

Matthew points his shotgun at the ruffian. "Easy now!" The loser backs out and heads for Black Flag for support as Smiley collects his winnings. "Long time, no see... Nice to meet you again!" This is not the time or the place to sit down for a talk. They exit the cantina and mount up. At the same time an angry lynch mob is piling out from Black Flag and shoots after them – it's time to skedaddle!

The two friends race out of Las Vegas.

*The scene is chaotic and a **SITUATIONAL SKILL CHECK** for **RIDE** is required. Smiley's got 14 and rolls 7, with a result of 21 there are no problems. Matthews **SKILL LEVEL** is 13. He rolls 17, the result is 30 and he is off to a flying start.*

FUMBLES

FUMBLES are blunders and screw-ups. It's not only that you fail, by fumbling you worsen the situation and risk damaging weapons or tools (see page 313). If you roll a 1 during a SKILL CHECK or ATTRIBUTE ROLL, you have to roll for FUMBLE with an open ended D20, where 1 results in total disaster and 20+ is not that bad.

When you roll FUMBLE you check the result on one of the FUMBLE TABLES below. Here you find one for general situations, one for firearms, one for close combat and thrown weapons and finally one for explosives. Engineering, Horse Racing and Chases all got their own FUMBLE TABLES.

All FUMBLES can be modified. Your proficiency affects the result – for every DEGREE you've got in a SKILL you get a bonus of +1 when you need to roll for FUMBLE. You also add any QUALITY BONUS, the risk of screwing up is lessened by fine equipment. Last but not least, when shooting off firearms the *mechanism* counts too. Cap and ball weapons receive a -2 modifier, cartridge weapons +/- 0 and Volcanic's -3 when you roll for FUMBLE. Read more about different firearm mechanisms in *Core Book II – The Law of the Land*.

FUMBLES IN GENERAL

D20	RESULT
1	Complete catastrophe.
2	An event people will speak about for years.
3-4	You get an embarrassing nickname based on this.
5-6	You are disgraced.
7-8	A comrade is affected by your clumsiness.
9-12	Your mistake affects a stranger or an innocent.
13-14	Your efforts have the opposite effect.
15-16	An awkward mishap.
17-18	Minor misdemeanor, but you don't notice it.
19	Minor misdemeanor that you can correct.
20	The result of the SKILL CHECK is your SKILL LEVEL +1.

FUMBLES WITH FIREARMS

D20	RESULT
1	The weapon explodes.
2	Ricochet hits one of your friends
3-4	Ricochet hits innocent passerby.
5-6	Malfunction. The gun is unusable until repaired.
7-8	You shoot yourself in the foot or the like.
9-12	You drop the weapon.
13-14	You lose your balance.
15-16	Click [the cartridge won't fire].
17-18	You hit completely wrong.
19	You miss the trigger.
20	The result of the SKILL CHECK is your SKILL LEVEL +1.



FUMBLES – CLOSE COMBAT & THROWING WEAPONS

D20	RESULT
1	You fall down and hurt yourself [GRIT CHECK -10]
2	The weapon gets unusable, e.g. the blade snaps.
3-4	You hit an ally.
5-6	You hit an innocent.
7-8	You lose your balance/fall to the ground.
9-12	You hurt yourself. Make an unmodified GRIT CHECK.
13-14	You drop your weapon.
15-16	You stumble and lose 2 ACTIONS.
17-18	You are distracted/look away during this ACTION.
19	It's a swing and a miss. Your aim is totally off.
20	The result of the SKILL CHECK is your SKILL LEVEL +1.

FUMBLES WITH EXPLOSIVES

D20	GRENADE	DYNAMITE
1	Explosion in the barrel. Explodes in your hand.	
2	Hit your own troops. You drop it behind you.	
3-4	Shell stuck in the barrel. You drop it at your feet.	
5-6	An innocent is injured. An allied is injured.	
7-8	The gun gets re-aligned. An innocent is injured.	
9-12	Spook anyone nearby. Spook anyone nearby.	
13-14	You fall down. The fuse goes out.	
15-16	A mid-air explosion. A mid-air explosion.	
17-18	Delayed explosion. Delayed explosion.	
19	A dud. No explosion.	
20	Your SKILL LEVEL +1. Your SKILL LEVEL +1.	

★ SKILLS ★

EXPERIENCE POINTS & PRACTICE

During the game you will evolve and become more skillful. What SKILLS you will excel in is up to you, what you have done during the game and what you choose to spend your EXPERIENCE POINTS on.

You live and learn. Whatever your trade, time will award you with experience and improvement. On the other hand, you may wake up one morning and realize that this is no longer what you want. To change path is possible, but might require a new skill set. A gunslinger who decides to throw away his guns will not automatically become a good pig farmer just because he has bought a piece of land and a few hogs.

A way to show your constant ability for progress is that you will receive EXPERIENCE POINTS after each gaming session. How many you receive depends on how active you were as a player and how successful the characters solved the problems facing them during the adventure, and how well you played your character. Time is also a factor, since you receive EXPERIENCE POINTS for every started week in-game.

INSTINCT vs PRACTICE

If you get thrown in a river you will instinctively try to stay afloat. This is why you won't need any PRACTICE to try swimming, just like you will cling to a horse for all you've got the first time you try to ride, using the associated ATTRIBUTE BONUSES as your base chance for RIDE. All these "natural" SKILLS could be learned whenever you want to, but we recommend you role play this newfound interest. It is more fun to start out as a rookie and gradually get better as you play.

Other SKILLS demand that you PRACTICE before you can perform them. These are marked in the *Table of SKILLS*. Sometimes you can find this new knowledge by yourself, for instance by reading books on the subject. However, mostly you will need advice and help, someone that teaches, shows how it is supposed to be done and corrects your newbie blunders.

TEACHERS IMPROVE LEARNING

TEACHERS make learning new techniques and disciplines easier. A TEACHER is commonly needed until at least 5 levels of PRACTICE has been achieved, thereafter you may learn and practice the technique on your own. Anyone can teach you up to their own level minus 5. However, if the TEACHER knows EXPERTISE/PEDAGOGICS and succeeds in her SKILL CHECK, she will be able to teach you everything she knows (that is, all the way up to her own level).

When having access to a TEACHER, you are also able to double the possible increase in SKILLS or ATTRIBUTES after each game session (2 instead of 1, or even 4 instead of 2 at lower levels. See *Level up or acquire something new* in the next column) – but you must have had time to practice together.

GAIN NEW EXPERIENCE POINTS

You will improve gradually during the game. After each game session you receive EXPERIENCE POINTS from the Game Master. She decides how many you get, based on your STYLE OF PLAY (CAMPAIGN, REALISM or ACTION), how complex the intrigue was, how well the characters solved the problems facing them during the adventure, and how well you played your character. Time is also a factor, since you receive EXPERIENCE POINTS for every started week in-game.

You may spend your EXPERIENCE POINTS more or less however you want, but it should bear some semblance to what has transpired during the game session. It's not very reasonable if you spent the entire adventure in New Mexico's scorching salt desert, and then put all your EXPERIENCE POINTS into SWIM.

EXPERIENCE POINTS TO BE DISTRIBUTED

FACTORS	CAMPAIGN	REALISM	ACTION
COMPLEX INTRIGUE	1-3	1-2	1-5
PROBLEM SOLVING	1-3	1-2	1-5
ROLE PLAYING	1-3	1-2	1-5
STARTED IN-GAME WEEK ¹	2	1	3
LONG GAMING SESSION ¹	1	1	1

¹ For every hour above 5 hours playing you receive 1 EXPERIENCE POINT.

LEVEL UP OR ACQUIRE SOMETHING NEW?

The EXPERIENCE POINTS you gain will be used to raise your ATTRIBUTES or the amount of PRACTICE you got in different SKILLS. You may improve SKILLS you already got, or learn new ones. PRACTICE becomes expensive, costs more points, the better you become. The cost increases for every 5 steps you got in PRACTICE. It is easier to learn the basics of a SKILL than to become an expert and master the finer details of it.

20 is the max level for ATTRIBUTES, you cannot get a higher ATTRIBUTE VALUE. 20 is the max for SKILLS too, but this time only when it comes to the PRACTICE. Your ATTRIBUTE BONUSES will still make it possible to get a higher SKILL LEVEL, but never beyond 30.

The SKILLS vary in cost depending on how hard they are to learn and to master. All these costs can be found on page 276 and on your *Character Sheet*.

No matter how many points you get, you can only improve within certain limits after a game session. It is easier to learn the basics, so you can spend up to 5 points on a new SKILL. Thereafter, you may only buy 2 steps at a time until you hit 10 in PRACTICE. This is a new threshold, then SKILLS and ATTRIBUTES may only be raised 1 step per session. You do not have to spend all your EXPERIENCE POINTS they can be saved for later.

★ YOUR STATS ★

SKILL	1-5	6-10	COST	11-15	16-20	ATTRIBUTES	REQUIRES PRACTICE	SKILL CHECK
ACROBATICS	1	4		8	15	DEX+STR		SITUATIONAL
ACTING	1	4		8	15	COL+INT		SITUATIONAL/OPPOSED
ANIMAL HUSBANDRY/	1	4		8	15	DEX+VIG		SITUATIONAL/QUALITY
ANIMAL TRAINING/	1	4		8	15	INT+VIG		SITUATIONAL
APPRAISAL	1	4		8	15	INT+VIG		SITUATIONAL
ARITHMETIC	1	2		3	5	INT+VIG	●	SITUATIONAL
ART/	1	4		8	15	VARIABLES		QUALITY
BURNING BRANDS	1	2		5	10	DEX+INT		OPPOSED
BUSINESS/	1	4		8	15	INT+VIG		SITUATIONAL
CRAFT/	1	4		8	15	VARIABLES		QUALITY
DANCE	1	2		5	10	DEX+INT		SITUATIONAL
DEAL	1	4		8	15	INT+VIG		OPPOSED
DISGUISE	1	4		8	15	COL+INT		OPPOSED
DRAFTING/	1	4		8	15	COL+INT	●	QUALITY
DRILL/	1	2		3	5	VARIABLES	●	SITUATIONAL
DRIVE/	1	2		5	10	VARIABLES		SITUATIONAL
ELOQUENCE	2	5		10	20	COL+INT		SITUATIONAL/OPPOSED
ENGINEERING	2	5		10	20	INT+VIG	●	QUALITY
ETIQUETTE	1	2		3	5	COL+INT	●	SITUATIONAL
EXPERTISE/	1	2		5	10	COL+INT	●	SITUATIONAL
EXPLOSIVES	1	4		8	15	DEX+INT	●	SITUATIONAL/OPPOSED
FARM	1	2		3	5	COL+CON		SITUATIONAL
FIRST AID	1	2		3	5	DEX+VIG		SITUATIONAL
GAME/	2	5		10	20	VARIABLES		OPPOSED
HIDE/SEEK	1	4		8	15	INT+VIG		SITUATIONAL/OPPOSED
HUNT/FISH	1	4		8	15	COL+VIG		SITUATIONAL
INFILTRATE	1	4		8	15	COL+VIG		OPPOSED
INVENT	3	10		20	30	COL+INT		QUALITY
LANGUAGE/	1	4		8	15	INT+VIG	●	SITUATIONAL
LAW/	2	5		10	20	COL+INT	●	SITUATIONAL/OPPOSED
LEADERSHIP	2	5		10	20	COL+INT		SITUATIONAL
LOCK PICKING	1	2		5	10	COL+DEX		SITUATIONAL
MIMICRY	1	2		5	10	INT+VIG		OPPOSED
MUSIC/	1	4		8	15	DEX+INT		SITUATIONAL/QUALITY
ORGANIZATION/	1	2		5	10	INT+VIG	●	SITUATIONAL
PHOTOGRAPHY	1	4		8	15	INT+VIG	●	QUALITY
QUACKERY	1	2		5	10	DEX+INT		QUALITY
READ/WRITE	1	2		5	10	COL+INT	●	SET
RELIGION/	1	2		5	10	COL+VIG	●	SITUATIONAL
RELIGIOUS CEREMONIES/	2	5		10	20	COL+VIG	●	QUALITY
RIDE	1	2		5	10	COL+DEX		SITUATIONAL
SAFECRACKING	2	5		10	20	COL+DEX	●	SITUATIONAL
SCOUT	1	4		8	15	INT+VIG		SITUATIONAL
SEAMANSHIP	1	4		8	15	DEX+VIG		SITUATIONAL
SIGN LANGUAGE	1	2		5	10	INT+VIG	●	SITUATIONAL
SLEIGHT OF HAND	1	2		5	10	DEX+QCK		OPPOSED
SPORTS/	1	4		8	15	CON+DEX		OPPOSED
STALK	1	4		8	15	COL+VIG		OPPOSED
STEALTH	1	4		8	15	DEX+VIG		OPPOSED
SURGERY	3	10		20	30	DEX+INT	●	SITUATIONAL
SURVIVAL/	1	4		8	15	INT+VIG		SITUATIONAL
SWIM	1	2		3	5	DEX+STR		SITUATIONAL
TELEGRAPHY	1	2		5	10	INT+QCK	●	SITUATIONAL
TRACK	1	4		8	15	COL+VIG		SITUATIONAL/OPPOSED
WEAPONS DRILL	1	2		3	5	DEX+QCK		SITUATIONAL
WEATHER LORE	1	4		8	15	INT+VIG		SITUATIONAL
WHIP	1	4		8	15	DEX+STR		SITUATIONAL
COMBAT SKILLS								
ACCURACY/	5	10		15	30	VARIABLES		COMBAT
SPEED/	5	10		15	30	QCKx2		COMBAT/SET
ARTILLERY	5	10		15	30	INT+VIG		COMBAT
COORDINATION	5	10		15	30	DEX+COL		COMBAT
DEFENSE	5	10		15	30	QCK+VIG		COMBAT/SET

★ SKILLS ★

SKILL DESCRIPTIONS

This section covers descriptions of the SKILLS you can choose from and their areas of use. Some SKILLS, such as ANIMAL HUSBANDRY, ART, CRAFT, EXPERTISE and SPORTS, are requires that you dig deeper and chose an ORIENTATION as well, where each ORIENTATION is a separate SKILL – based on different ATTRIBUTES. You find all the available ORIENTATIONS here as well.

Even though you find a lot of different SKILLS in *Western*, you may still want your character to learn something we have not yet included. If so, just talk to your Game Master about adding that particular SKILL. At the end of this chapter, you will find rules and tips on how to add new SKILLS.

Some games only use SKILLS that will be rolled frequently. Not *Western*. Some SKILLS merely highlights what kind of character it is. Both what you know and what you are clueless about tells a story about you.

ACROBATICS

SITUATIONAL

When someone shoots the horse from under you, it is your ACROBATICS that decide if you get stuck under it or manage to jump free. ACROBATICS are used when you climb a sheer cliff, swing on a rope, jump out the window or run as fast as you can (see MOVE on page 266 and CHASES in *Core Book II – The Law of the Land*).

ACTING

SITUATIONAL/OPOSED

You have learned how to speak and act in front of an audience. If you succeed you vocalize clearly allowing everyone to hear you. You also know how to gesture (boldly) so that even the audience on the back-row will know what is going on.

You may memorize a role or a performance for every DEGREE you reached in this SKILL. If you are trying to use your talent here to fool someone, your ACTING will be opposed by the victim's VIGILANCE.

ANIMAL HUSBANDRY

QUALITY

ANIMAL HUSBANDRY is all about taking care of and breeding animals of different kinds. Each type of animal you wish to handle with the help of this SKILL requires a new ORIENTATION-selection. However, you could also choose to use DIFFICULTY LEVELS when you handle other animals than the ones you have learned to tend to. Some basics will be the same, even though you will never be as good with animals you have not trained with.

/BIRDS

(DEX+VIG)

You can take care of all kinds of birds with this SKILL. It is primarily used for hens, turkeys and geese – i.e. farm birds of different kinds.

/CATTLE

(DEX+VIG)

This SKILL covers all you need to know about cattle and stockmanship, be it branding, driving, what kind of cattle there are, how to find the finest animals in a herd and how to select the lead bull for the drive. This SKILL is also used to throw the lariat.

When you are on a Cattle Trail or on the range each cowboy has a couple of horses. They need to be trained in HERDING CATTLE, or you get -10 on your rolls when you perform your chores from horseback.

/HOGS

(DEX+VIG)

People call you hog farmer as a derogatory, but this does not keep them from eating the tasty meat that is the fruit of your labors. You know most things there are to know about pigs, how they should be kept to thrive and grow, what characteristics are worth to keep in breeding and what kind of feed they need to eat to make their meat taste good. Some people dump dead bodies and carcasses among pigs since the hogs eat anything. You would not want to eat pigs with that kind of eating habits, though. Their meat taste funny.

/SHEEP

(DEX+VIG)

If you learn this SKILL, you know how to take care of sheep and raise them. The SKILL also includes herding sheep, wool cutting, wool handling and sheep breeding.

ANIMAL TRAINING/

SITUATIONAL

ANIMAL TRAINING is all about making animals follow your command. Bunglers believe the road thereto goes through successively harder beatings to break the animal's will and obey out of fear. If you have learned only the basics of ANIMAL TRAINING you still know that they are wrong. Successful training takes time, trust and patience. If trained right, you can even raise an animal's ATTRIBUTES.

Every animal group (see table below) is a separate SKILL, since they are very different. Some animals are more domesticated and eager to please than others. Dogs are for instance easier to train than bears. Read more about how you train mounts and the SKILLS you can teach them in *Core Book II – The Law of the Land*.

ANIMAL TRAINING

BREED	DIFFICULTY LEVEL	MODIFIER
BEARS	VERY HARD	-10
BIRDS/FALCONS	HARD/EXTREMELY HARD	-5/-15
CATS	EXTREMELY HARD	-15
DOGS	NORMAL	±0
MOUNTS	VARIABLE, SEE MOUNTS	VARIABLE
WOLVES	VERY HARD	-10

★ YOUR STATS ★

APPRAISAL

Is it real gold or fool's gold? What are the cows worth when they still got the owners' brand on them and need to be slaughtered in secret? What might the church valuables from the local Methodist Church be worth? Questions like these are answered by the SKILL APPRAISAL. Rare objects, like odd antiquities, will have a higher DIFFICULTY LEVEL.

This SKILL comes in handy in many different ways. For instance, if you succeed in APPRAISAL you get one lower DIFFICULTY LEVEL on your ATTRIBUTE ROLL for VIGILANCE when trying to spot counterfeit money.

ARITHMETIC

SITUATIONAL

To calculate rightly is not to be taken lightly. You have to get at least 5 on your SKILL CHECK to master plus and minus. Multiplication and division need a result of at least 15, and more advanced calculations take 20 for you to figure out. People who cannot count risk getting cheated more often, from friends and foes alike. Some just cannot help but take advantage of you.

ART

QUALITY

Do you have any artistic talent? ART is the SKILL you use to create artworks with different kinds of materials and techniques. People with an artistic streak tend to be interested in several areas of artistic expression, from quick sketches to complicated sculptures. However, each of the following ORIENTATIONS counts as a separate SKILL of their own.

AUTHORSHIP

(INT+COL)

How good are you when it comes to captivate and interest your reader? This needs to be done if you try to make your living by selling texts. You draw from the same talent when writing poetry in the gentle glow of the kerosene lamp. AUTHORSHIP is used when you write books, be it dime novels about gunslingers of the Wild West, blood-dripping short stories of horror or weighty tomes about the gladiatorial displays of Antiquity. You may be able to tell captivating and funny stories without being able to read or write, but that is not what AUTHORSHIP is. To be able to give your text literary qualities you need a SKILL LEVEL of 15 in READ/WRITE too.

CALLIGRAPHY

(DEX+VIG)

You can make every stroke of your pen, every word and every letter look like a piece of art. You sketch or paint, using different pens or brushes as well as different styles of text. This technique is used in advertising, on signs, menus, or when the lovesick wants help to impress ladies with beautiful and well-written letters. Calligraphy is so intertwined with letters that you cannot learn this SKILL unless you got at least SKILL LEVEL 10 in READ/WRITE.

SITUATIONAL

/COMPOSE

(INT+VIG)

The main area covered by this SKILL is to compose your own music. If your SKILL CHECK succeeds, you are also able to write down any melody (or other music) you have heard on a note sheet. Thanks to your musical ear you will be able to recreate that music. However, COMPOSE will only make you able to read and write notes and to understand them. If you want to be able to play any musical instruments, you will have to learn each of them as a separate MUSIC/ SKILL. Then you can perform and deliver the music you write.

/DRAW

(DEX+VIG)

You use stylus, coal, pen or pencil when you draw. This SKILL forms the foundation for composing motif and patterns or when you intend to engrave. Engraving is a CRAFT, since performing it is more about technique than about elaborating a depiction.

/PAINT

(DEX+VIG)

You use paint and brushes to create art. Water color or oil paint requires different techniques, but you can see the value of them both. What really matters is the interplay of colors and light. When you are not selecting your own motifs, you are hired to paint for others. It is often portrayals of distinguished people, to depict glorious events in an individual's, company's or organization's history, or for instance to decorate the walls of a restaurant. You may also sell your paintings at exhibitions.

/SCULPTURE

(DEX+VIG)

You can produce three-dimensional works of art made from different materials, be it stone, wood, clay or ice. Every town with an ounce of self-esteem will want a statue of their own sooner or later. When they do, they contact someone with your talents – unless you contact them first. Many of them are easily flattered.

BURNING BRANDS

OPPOSED

All cowboys know how to brand calves, but only skillful rustlers know how to burn a false brand in the hair (that will change over time, as the hair grows back) or to add something new to an already existing branding. These tricks will make it hard for the real owner to prove his or her ownership. The result of the SKILL CHECK for BURNING BRANDS is OPPOSED by an ATTRIBUTE ROLL for VIGILANCE for the one that inspects the markings of the cow or horse.

BUSINESS

SITUATIONAL

This SKILL concerns an area of business (such as the stock market, cotton, cattle, tobacco or the iron industry). It is used to work out when and where to buy and when and where to sell, all to maximize profit. Each area or branch you learn counts as a separate SKILL.

★ YOUR STATS ★

/COUNTERFEITING

(INT+DEX)

The constant new finds of gold and silver give counterfeiters excellent possibilities to mint debased coins (lower content of the precious metal). They are then used as if they were the real deal. However, to earn any substantial sums from this scam you need a network of merchants and banks.

/DISTILLING

(INT+VIG)

You can make all kinds of liquor, from the cheap and fast to the advanced and sophisticated. This SKILL is used both for moonshining and at better distilleries.

/ENGRAVING

(DEX+COL)

When you engrave you make patterns in metal with a scribing pen. ENGRAVING is used to enable the printing of shares, banknotes and newspaper pictures, as well as making stamps and seals and to decorate weapons, jewelry and trinkets.

It takes 30 days to make a fake banknote template. The QUALITY of this note will then be determined by the worst SKILL CHECK of CRAFT/ENGRAVING and CRAFT/FORGERY. Use the same DIFFICULTY LEVELS when engraving templates for securities, shares, stocks and banknotes as the ones presented in the table under CRAFT/FORGERY. When both the ENGRAVING and the FORGERY is done you got a fake banknote template. You can then use it to make your own money, but it requires yet another CRAFT to succeed. CRAFT/PRINTING is used to actually print the money or any other product you have prepared this way.

/FORGERY

(DEX+VIG)

If you have gotten hold of someone's signature, you may try to imitate it in signatures and letters, but it takes four times longer than to write your own. Your SKILL CHECK must succeed or it will not look right.

You use FORGERY to imitate shares, bank notes, stamps and seals. Depending on how complicated the original is. It takes 1-30 days to make the forgery. It is often a good idea to learn CRAFT/ENGRAVING too or you will probably need a partner. You will need engraved templates to be able to go to print. The QUALITY of your work will then be determined by the worst of your SKILL CHECKS for these two SKILLS.

FORGERY

FORGERY	DIFFICULTY LEVEL	MOD
SIGNATURE, HANDWRITING	HARD	-5
SECURITIES, STOCK, SHARES	VERY HARD	-10
BANKNOTE TEMPLATE, ART	EXTREMELY HARD	-15

/FOUNDRY

(INT+DEX)

You can perform different kinds of casting, like horseshoes, stoves, cannons and cannon balls. You can also make molds of different kinds.

/FURRIER

(INT+DEX)

If you succeed in your SKILL CHECK you have been able to properly prepare a hide that will sell for full price. Every step below 20 cuts the price with 10% (and every QUALITY step above allows you to double your earnings). As a Furrier you know to cure hides to protect them from spoiling. You have learned to work with the leather and may create things such as holsters and bags made of leather.

Anybody taking scalps use this SKILL for their task (DIFFICULTY LEVEL EASY, +5). Some scalp hunters turn this already grisly trade worse by using CRAFT/FURRIER to work one original scalp into what appears to be three different scalps (DIFFICULTY LEVEL HARD, -5). With a successful SKILL CHECK of your own in CRAFT/FURRIER you will spot such a trick.

/GARDENING

(INT+COL)

Some may say you have green fingers, but it is not something you were born with – it is an acquired SKILL. When learning this SKILL you get to know if a plant like sun or shade, when different plants blossom, how thirsty different crops are and their names.

/GLASS PROCESSING

(INT+DEX)

A glazier can make window glass and utilities such as glasses and bottles, or trinkets like vases. If you want to go towards an artier approach of this Skill, you need to combine the CRAFT/GLASS PROCESSING with ART/SCULPTURE. The latter will provide you with the unique designs of your own, while your craftsmanship will affect the QUALITY of the glass itself.

/GUNSMITH

(INT+DEX)

You know how to repair, modify and manufacture firearms of different kinds. To copy a new model on the market, you will need either to work from the schematics or use the SKILL DRAFTING to understand how it works well enough to make it. You could also combine this SKILL and DRAFTING to come up new model designs of your own. Good raw materials, the right tools and time to work are important factors for a great end result. Access to original parts from the factory gives a +5 on the roll (EASY DIFFICULTY LEVEL).

Most skillful weapon smiths combine their knowledge of balance and precision with an aesthetic craft, such as WOOD CARVING or ENGRAVING, to be able to embellish their weapons too. Many cannot imagine laying down huge amounts of time and work on a well-made gun without seeing to its beauty too.

/HORSES

(DEX+VIG)

Do you want to take care of your horse and keep it in good condition? With time and successful SKILL CHECKS you can bring neglected animals back to life and luster (restore their ATTRIBUTES). You also know

★ SKILLS ★

how to be a farrier, since good care of the hooves is paramount for the horse's well-being. With successful rolls you can judge horses' QUALITY, temperament, age and attributes. You are also familiar with different horse races and breeds.

You can make an old nag look better than it is with simple measures, at least for a while. You won't fool someone who's got an eye for horseflesh, but may trick the ignorant to open their wallet in the mistaken belief they will get what they pay for.

/MASONRY

(INT+DEX)

This SKILL teaches you to build everything you want in stone or brick, from fireplaces to whole buildings. Doing it right requires craftsmanship as well as knowledge of things like ventilation and how to construct an arch to make it carry great weight.

/MINING

(STR+VIG)

You have learned all the practical details of running a mine of your own. You are familiar with the digging and how to prop up and support the mining galleries. However, this craft is about how you operate simpler or smaller mines and shafts. For grander scale operations you will need DRAFTING and ENGINEERING.

/NAVVYING

(QCK+STR)

A skillful navvy can keep a high and steady pace when laying tracks, frequently with a sledgehammer in his hands. It is hard work where marksmanship, speed and strength all come into play since the navvies are working side by side and you need to keep up with the others. Many sing while working, just to get into the same pace as the rest of their work team.

/OPTICS

(INT+DEX)

You use this SKILL whenever you manufacture glasses, scopes, binoculars, telescopes, microscopes, magnifying glasses and other kinds of lenses. You may also use OPTICS to determine what kind of lens is needed for a certain situation or to assess a person's visual defects.

/PAINTING

(DEX+STR)

You are not an artist known for your portraits or murals – unless you learn ART/PAINT too. This SKILL will let you know about different kinds of paint and how to use it, but then focus on the craftsmanship of painting anything from large one colored walls to the fine and minute decorative details on different tools.

/PANNING

(CON+COL)

There are no prospectors who have not at least learned the basics of finding gold in mud or dirt. If you master PANNING, you know how to use all the tools of the trade, from the pan to the panning chute. If the gold is there you will find it. Sooner or later.



/POTTERY

(INT+DEX)

You learn how to work with different kinds of clay and kilns when making pots, urns, bowls and even trinkets. If you want to make something more artsy you need ART/SCULPTURE too. The QUALITY of your sculpted pottery will then be based on the worst of your two SKILL CHECKS.

/PRINTING

(INT+VIG)

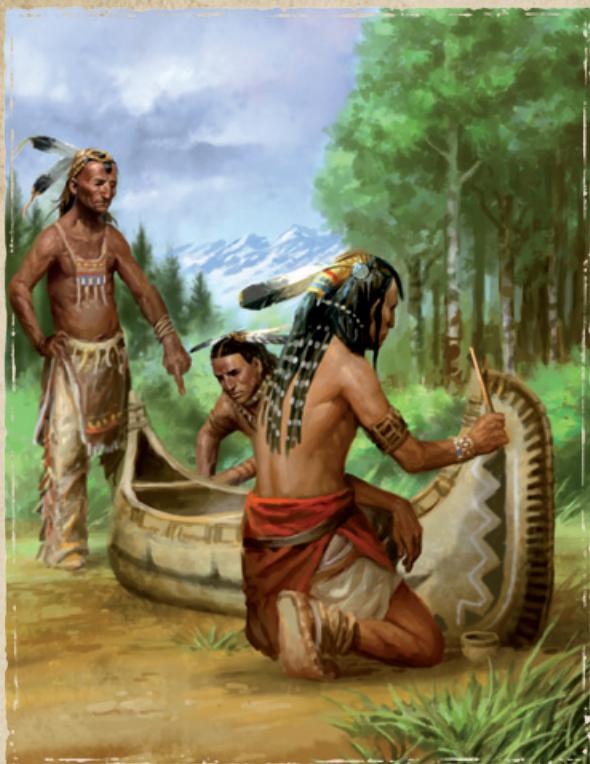
You know how to handle different kinds of printing presses, set letters, etc. This allows you to print magazines, books and make posters among other things. When you print engraved images the overall QUALITY cannot exceed the QUALITY of the artwork. Both crafts must be performed at a high level for the result to shine. This is even more important if you try to forge stocks or greenbacks. The banknote template determines how good the greenbacks will be. Your print cannot make a bad forgery believable on its own. If you use the wrong kind of paper or make mistakes during the final print process you may mess up the result though.

/ROPEMAKING

(DEX+COL)

A rope is yarns, plies, fibers or strands twisted or braided together into a larger and stronger form. Ropes have tensile strength and can be used for dragging and lifting. You can craft items such as whips out of rope, using your knowledge of the characteristics different kinds of rope can have. You can also judge how much weight a certain rope can take before it snaps, which comes in handy for both hangmen and stevedores.

★ YOUR STATS ★



/SADDLERY (INT+DEX)

Saddles, saddle bags, saddle holsters, bridles and other horse gear are your specialty. You can custom make the gear to fit a certain horse or a bespoke saddle to seat the rider as comfortable as possible.

A saddle made to fit both horse and rider perfectly makes their every RIDE SKILL CHECK EASY (+5).

A saddle fitted to only one earns no modifications.

If you ride with a saddle that is fitted neither for you nor the horse, your SKILL CHECK will be HARD (-5).

/SEWING (DEX+COL)

In order to be a tailor or seamstress you have learned to work with textiles and cloth of every sort. You also know different techniques, such as to knit, crochet and embroider. You can make and mend clothes, table cloths and curtains. Darning of socks is no laughing matter, especially not in the cold of winter.

/TAXIDERMY (DEX+VIG)

A taxidermist is specialized in stuffing animals. You are often hired to make hunting trophies, but faithful dogs also appear among the most common requests you get. Technically, you may have the SKILL required to make a mummy but few out west have really tried

Undertakers use this SKILL to embalm dead bodies. The inner organs are removed and the rest of the body is then treated with formalin to stop putrefaction (which also allows for the identification of the body after a long time). Preservation of organs are usually done in alcohol. This is called *wet preservation*.

/WEAVING

(DEX+COL)

You can make the most exquisite cloths, which are then used to make clothes, sheets, mats or curtains.

/WHEELWRIGHT

(INT+DEX)

To make wheels is harder than people around you can fathom – until they try themselves. You first make your wheels out of wood and then you dress them in iron.

/WHITESMITHERY

(INT+DEX)

You can work as a goldsmith or silversmith if you master this SKILL. You do most of your work on soft metals. You may also forge fine details with high precision under most circumstances. Bolts for locks are other examples of your specialties.

/WOOD CARVING

(DEX+COL)

Use this SKILL to make finer furniture, totem poles, walking sticks – all with reliefs and wood carvings.

COMMON NATIVE CRAFTS

Native crafts often fill ritual functions; figurines show the magical attributes of the depicted, its inner core and power rather than its outer shape. Other CRAFTS combine ritual and expedient purposes.

The materials at hand affect the orientation of the local crafts. Characteristic for the Plain's tribes are pearl embroidery, headdresses and ritual suits. The southwestern tribes are known for their works in metal, basketry and pottery; Natives from wooded areas are known to be good wood carvers.

Other crafts and proficiencies are also common among the Natives: FURRIER, HORSES, POTTERY, SEWING, WHITESMITHERY (Zuni and Navajo are famous for their jewelry of silver and turquoise), WOOD CARVING (e.g. for totem poles) and WEAVING are also popular among the tribes. While ANIMAL HUSBANDRY is not really a CRAFT, in many ways it will require the same kind of work. Hogs and Sheep are among the most common animals to be raised by Natives, at reservations and sometimes in their villages.

/BASKETRY

(DEX+COL)

BASKETRY is a highly regarded CRAFT among many Native tribes. The more nomadic the tribe, the more important is the QUALITY of their baskets.

/CANOE BUILDING

(INT+DEX)

You can build canoes of everything from hides to hollowed tree trunks if you have learned this SKILL. Being able to always travel the waterways may come in handy when you run into problems in the wilderness or quickly need to get from one place to another. Most of the great canoe builders also enjoy winning races against other canoe builders, or to tailor make the canoe for its would be owner.

★ SKILLS ★



/NATIVE WEAPON MAKING

(INT+DEX)

If you learn this SKILL you will be able to make all kinds of traditional Native weapons. You take pride in your bows, arrows, spears, lances, knives, tomahawks and maces. You can also make decorative breastplates out of bones or wing pipes that not only look good but keep the warriors a bit safer during a battle (PROTECTION +1).

You cannot forge, but are great at adapting traditional design with spare pieces of metal. If you happen to come by knife blades, arrow heads and other parts of metal that might enhance a weapon or make it more deadly, you know how to incorporate this piece.

/PEARL EMBROIDERY

(DEX+COL)

PEARL EMBROIDERY is done by threading small pearls tightly together and then use them to decorate moccasins, pipe casings, cradles and clothes. PEARL EMBROIDERY and STRING PLAITING are two of the highest regarded crafts among the Plains' Tribes.

/SHIELD MAKING

(INT+DEX)

Shields are made out of 1-2 layers of buffalo hide that are shrunk in extreme heat and stuffed with hair or feathers. The production is done under ritual forms since the shield's protection is thought to lie in its round form and decoration. Not to mention all of the shamanistic power it can be blessed with.

Warriors fighting on foot use shields about a meter wide. Riders use shields half that size, easier to use on horseback. Finally there are even miniature shields done (for ritual/symbolic purposes). Some of those really strong in their faith may bring this miniature only to the battlefield, believing it will give them all the PROTECTION of a full size shield.

/STRING PLAITING

(DEX+COL)

This compact form of plaiting is similar to WEAVING. The plaited strings are then used for decorations, primarily on ritual costumes. This CRAFT is held in high regard within many tribes.

/WAR BONNET MAKING

(DEX+COL)

You can make war bonnets and other decorations featuring feathers, all according to your tribe's customs and traditions. This is an important honorary task and nothing to be hastened.

DANCE

SITUATIONAL

Do you graciously float on the swirls of music or is even waltz incredibly difficult for you? Your SKILL LEVEL in DANCE describes your sense of rhythm and experience in dancing. Most people know one kind of dance, such as *Square Dance*, *Ballroom Dance* or *Ritual Dance* (such as the *War Dance*, *Rain Dance*, *Spirit Dance* or *Ghost Dance* among the Natives).

You may not know all dances there are for that kind of dance, but master at least one dance for every DEGREE you got in the SKILL. You will learn a new dance quickly if someone shows you how. The first ten times you receive DIFFICULTY LEVEL HARD (-5).

If you try to another kind of dance, the DIFFICULTY LEVEL is VERY HARD (-10) the first ten times, and then just HARD at ten more occasions. Then you know it.

DEAL

OPPOSED

The art of making a good deal sounds easy: buy cheap and sell dear. A good start is to know the specific business well, that is to know the SKILL BUSINESS/, to know how the market looks, when and where to buy. At least as important is however to know how to DEAL, how to read the person you are doing business with well enough to know if it will pay to haggle or how high you dare to set the price.

If you are really smooth about it, you can set up a deal where you throw in so many sidelines and other factors that you get your counterpart to sell cheap or alternatively buy high, all the while feeling that you got the short straw in your transaction. On the other hand, some believe that the true art of the deal is to be able to define a winner and a loser in every deal. If that is what you want to achieve, that is what you get when you succeed with your SKILL CHECK.

The one you do business with gets to oppose your roll with a DEAL SKILL CHECK or with VIGILANCE. Good roleplaying may be rewarded with an easier DIFFICULTY LEVEL.

DISGUISE

OPPOSED

DISGUISE allows you to change your appearance. The most common use of the SKILL is in variety shows and theaters, to have the actors look right for their part. The audience tend to recognize their favorite actors anyway, and truth be told few theatre-companies even try to disguise their best known performers beyond recognition. Still, there are times that might come in handy for a character. Then your DISGUISE SKILL CHECK is opposed to others' VIGILANCE.

When you want to avoid getting recognized and try to hide your identity there are some factors that are more important than others to decide if you will succeed or not. To fool someone that knows you is harder than to do the same with someone who has only seen your picture or read about you on a wanted poster.

★ YOUR STATS ★

DISGUISE - DIFFICULTY LEVELS

YOUR OPPONENT IS A...	DIFFICULTY LEVEL	MOD
CLOSE FAMILY OR FRIEND	EXTREMELY HARD	-15
ACQUAINTANCE	VERY HARD	-10
DISTANT RELATIVE	HARD	-5
MET ONCE BEFORE	HARD	-5
SEEN A PHOTOGRAPH OF YOU	HARD	-5
READ ARTICLE/WANTED POSTER	NORMAL	±0
STRANGER	EASY	+5

When you primarily wish to *Hide your own identity*, check the table below to see what modifiers you get from different kinds of changes. Each of them makes your SKILL CHECK easier. Reduce the risk of being recognized by changing the style of your clothes, hair etc.

DISGUISE - HIDE YOUR OWN IDENTITY

CHANGES MADE TO YOUR APPEARANCE	MOD
NEW HAIR STYLE/COLOR	+5/+5
NEW STYLE OF CLOTHING	+5
NEW DIALECT ¹	+5
BEARD ² /FALSE BEARD	+10/+5
MAKE UP/GLASSES	+5/+5

¹ You must pass a SKILL CHECK in ACTING or INFILTRATE to succeed with this.

² To grow a beard/moustache [takes 2 weeks] or to shave some or all off.

When you disguise yourself into somebody else, the concerned person's REPUTATION affects your chances. The more famous the person, the more detailed demands will your disguise have to pass. See the table *Disguise - Into Another Person* for more details. If the person is barely known, you get away with a lot more than if it is a cherished celebrity and house hold name. The *Modifier column* signals how hard it will be, and the *Progressive Demands* what your disguise will have to aim to if you are to have a chance. Use the *Disguise - Difficulty Levels-table* here too, since people who know the person you are trying to look like will have an easier time seeing through your disguise.

DISGUISE allows you to present yourself as a member of the opposite sex (-10), change your apparent age (-5 per 10 years difference) or to add a missing scar with makeup (±0). The skill is about the first glance. If you want to impersonate someone for a while, you need to know the person and succeed with INFILTRATE.

DISGUISE - INTO ANOTHER PERSON

FAME	MOD	PROGRESSIVE DEMANDS
01-99	±0	SAME SEX
100-199	±0	SAME ETHNICITY
200-299	-5	SIMILAR AGE (±10 YEARS)
300-399	-5	SIMILAR BUILD
400-499	-10	DISTINGUISHING FEATURES, SCARS
500+	-15	SPITTING IMAGE

DRAFTING

QUALITY

You are probably educated at a University or Military Academy. You know characteristics and mechanics of different materials' and can make technical drawings. To learn DRAFTING you need at least SKILL LEVEL 15 in both READ/WRITE and ARITHMETIC.

If you try to make a technical drawing of your new INVENTION, start by adding the QUALITY BONUS you received from your INVENT SKILL CHECK to your roll. A well-thought-out idea is easier to implement. In the same way your drawing is the foundation for the completion of the project. If you do a good job now, the end result may be spectacular. However, if your SKILL CHECK fails your drawing will contain built-in design errors. No matter how good the engineers are, they cannot achieve a higher QUALITY than your drawing has when they perform their SKILL CHECK in ENGINEERING. Use DIFFICULTY LEVELS to modify your roll. The higher the complexity and the more pioneering the project is, the harder it is to make a correct drawing.

You specialize in one or more areas of DRAFTING (each ORIENTATION counts as a separate SKILL).

/ARCHITECTURE

You draw buildings, be it a simple barn or a multi-story houses with elegant details – like the Capitolum.

/BRIDGES

Bridge construction takes several leaps forward during this era of sensational projects like the bridge between Brooklyn and Manhattan in New York.

/MACHINES

Machines and motors are your specialties, which will make you attractive to all manufacturers in the world.

/MINES

You estimate and calculate for grand scale mining to run smoothly, such as where to build elevator shafts and where cooling facilities and supports are needed.

/RAILROAD

You draw railroad bridges and tunnels, you plan how the rail must be laid and how steep inclines different kind of locomotives can negotiate with a given set of cars.

/SHIPS

Your specialty is ships of all kinds, from sail boats to ocean liners or even a boat that can run submerged.

/WEAPONS

You can draw detailed plans of weapons and all their mechanisms, like systems for converting cap and ball weapons to accept cartridges, or different kinds of loading actions.

★ SKILLS ★

DRILL/

SITUATIONAL

A good soldier can march in time, understand the sometimes brusque orders the officers shout at them and master fire drills. In great battles and bloody skirmishes, well drilled soldiers stay and fight while undisciplined rabble flee at the first whiff of gun smoke. You learn each military branch as a separate SKILL.

/ARTILLERY

(DEX+STR)

You know the drill for reloading and firing, which is important to the entire crew. The speed of loading and firing that each individual gun crew can muster depends on how many they are and how well they can work together. How straight you shoot depends on the gunner. Read more about *Artillery* in *Core Book II – The Law of the Land*.

/CAVALRY

(DEX+COL)

You know the different trumpet signals and know how to perform a CAVALRY CHOCK (see *Talents for Groups* at page 248). If you and your group have at least SKILL LEVEL 10 in DRILL/CAVALRY you need not perform a SKILL CHECK for RIDE, but you still have to pay the TOKENS (OBSTACLE POINTS) necessary.

/INFANTRY

(COL+CON)

Infantrymen push forward to the sound of war drums. They can be heard over the din of battle and signal everything from the pace of the advance to sounding the retreat. Infantrymen pay attention and act accordingly. The drums are the soundtrack of their lives.

/MARINE

(CON+VIG)

You know the military drill aboard a ship, with all the necessary moves to be effective when you are under attack and everything must run smoothly.

DRIVE/

SITUATIONAL

There's no great skill required to drive a carriage when you have got everything on your side. If the road is straight and even, if the carriage is in good condition and your draught animals are of the finest quality. Under these conditions you need hardly ever to have held reins before to be a successful teamster. As soon as it gets harder, when the wind roars, you are in a hurry or the wagon is heavy loaded it is another story. Then your skill and expert touch are required.

Most choose the ORIENTATION DRIVE/CARRIAGE, since this is what you use to drive all kinds of wagons and carriages using draught animals. However, you can also choose DRIVE/TRAIN. The selection of transports will be slimmer (different kinds of locomotives instead of carriages and draught animals), but the status your knowledge grants among your peers increase markedly. You can, of course, learn both ORIENTATIONS. They do however count as separate SKILLS.



/CARRIAGE

(DEX+STR)

This SKILL teaches you how to maneuver different kinds of carriages and sleighs. You need at least SKILL LEVEL 10 to be hired to drive a four-horse team, and 15 for a six-horse team. Use DIFFICULTY LEVELS to modify your roll. Both the kind of wagon you drive and the possible road you are on will affect how the trip turn out (see below).

DRIVE/CARRIAGE - WAGONS AND ROADS

WAGONS	ROADS: GOOD ¹	BAD ²	NONE
PRAIRIE SCHOONER	+15	+15	+10
STAGECOACH, 4-HORSE TEAM	+10	+5	±0
STAGECOACH, 6-HORSE TEAM	+5	±0	-5
CONCORD, 6-HORSE TEAM	+10	+5	±0
FREIGHT WAGON, 2-HORSE TEAM	+15	+10	+5
FREIGHT WAGON, 4-HORSE TEAM	+10	+5	±0
BUGGY, 2-WHEEL	+5	-5	-15
BUGGY, 4-WHEEL	+5	±0	-10
SLEIGH ³	+10	±0	-10

¹ Stagecoach lines and constructed roads between larger towns or cities.

² Most roads out west counts as bad.

³ These mods are for SNOW, SLUSH and OTHER GROUND CONDITIONS – not roads!

/TRAIN

(INT+VIG)

The high-tech locomotives are one of the greatest symbols for progress and the promise of a brave new world. Being able to handle this modern marvel makes you a force to be reckoned with and a person to admire. You can drive trains.

★ YOUR STATS ★

ELOQUENCE

SITUATIONAL/OPOSED

Do you want to be able to persuade people by your speech alone? Then you should consider to learn this SKILL. It will take your natural talent a step further and teach you how to phrase yourself well and without hesitation. When you have ELOQUENCE, you may debate and argue so that people *want* to believe you and are swayed more easily. If you try to pull a fast one that seems a little far-fetched, the DIFFICULTY LEVEL will of course increase.

This is a suitable SKILL for politicians, travelling salesmen, quacks, conmen, lawyers and lawmen.

ENGINEERING

QUALITY

This skill teaches you to work from drawings, build technical constructions and an understanding for how machines work. Use the QUALITY BONUS of the *technical drawing* (see DRAFTING) you are working from when doing your ENGINEERING SKILL CHECK. A well-made drawing is easier to proceed from, while a sloppy or cryptic drawing will give you a headache.

When you use ENGINEERING to manufacture prototypes for new inventions some factors influence how hard it will be, how long it will take and how expensive it will turn out. This will mostly depend on how big and/or complex the project you are trying to put together is. We have tried to illustrate this in the tables that follow.

SIZE determines how many STAGES a prototype will have to go through during production. If it is a small construction you can make all parts at once. The bigger the project, the more production STAGES it has to be divided into before completion. This will allow you to maintain a better control of all the different elements that need to come together for the project.

There will be a maximum of 5 STAGES (used for GIGANTIC CONSTRUCTIONS, like steamers). You will have to perform a SKILL CHECK for every STAGE in the process, and you cannot continue to the next STAGE until you have finished the one you are at successfully. If you fail a SKILL CHECK, it is not the end of the world. You have still solved all problems so far, but now you have to continue work on the same STAGE until it is done (and you succeed with the SKILL CHECK for this STAGE).

The smaller the construction, the faster each STAGE in the manufacturing process will be. A SMALL CONSTRUCTION does not take more than a week usually, while a BIG CONSTRUCTION must be done in several STAGES (3) - and each STAGE takes three weeks to perform. Furthermore, SIZE determines how high the basic cost for materials, storage and manpower will be. The size of the monetary cost will follow the size of the construction. This cost must be paid every time you do your SKILL CHECK, thus failures may become costly indeed.

ENGINEERING - SIZE

CONSTRUCTION	COST/ROLL	TIME	STAGE
SMALL	\$100	1 WEEK	1
MEDIUM	\$500	2 WEEKS	2
LARGE	\$1.000	3 WEEKS	3
ENORMOUS	\$5.000	4 WEEKS	4
GIGANTIC	\$10.000	5 WEEKS	5

Small: wrench, safety pin, glasses, lantern.

Medium: revolver, rifle, typewriter, bicycle, camera, diving suit.

Large: steam carriage, motorcycle, machinegun, printing press, harvester.

Enormous: steam-engine, submarine, derrick, railroad tunnel.

Gigantic: steamer, railroad bridge, airship, grand-scale mining.

The level of *complexity* determines how often you have to do a SKILL CHECK and how much money is at stake each time. Complexity also has a say in how much time it will take to finish the project, and time is, as they say, money. A LARGE CONSTRUCTION with HARD COMPLEXITY will take 6 weeks/STAGE instead of 3 weeks (as a LARGE CONSTRUCTION with NORMAL COMPLEXITY would). Just as the time was doubled, so is the cost that now rises from \$2.000 instead of \$1.000 at every SKILL CHECK. A simple construction is done faster and cheaper than the intricate ones. COMPLEXITY shows how hard or simple the challenge of the construction you are working on will be, and determines the modification of your SKILL CHECK.

ENGINEERING - COMPLEXITY

COMPLEXITY	MOD.	TIME/COST
EXTREMELY EASY	+15	x0,25
VERY EASY	+10	x0,5
EASY	+5	x0,75
NORMAL	±0	x1
HARD	-5	x2
VERY HARD	-10	x4
EXTREMELY HARD	-15	x8

Once you have followed these tables to determine how much work and money your project will require, you can choose to incorporate the basic rules for QUALITY SKILL CHECKS as well. Apply the basic rules on how modifications of how much time you spend on your project affects the DIFFICULTY LEVELS for your SKILL CHECKS. Remember that extra time spent on a STAGE also affects the price (since development costs so far has been based on time spent). If you spend more time, the SKILL CHECK is easier but the price will be higher. You can also work faster to deliver your product on time for an exhibition, a show or a deadline that you simply cannot afford to miss. While it will make your SKILL CHECK harder, it will also cut some costs. Maybe you save enough to be able to afford to finalize the prototype yourself instead of having to find an investor?

★ SKILLS ★

Inventors often put up their workshops in large areas that can be kept relatively isolated from the rest of the world. Their work will be easier for the inventors to monitor themselves that way. It also reduces the risk that someone else steals their ideas and beat them to the patent office. This is a real threat and a reason there are many conflicts among inventors. However, keeping your workshop too isolated tends to increase costs. Few resources are at hand and must be hauled there at steep prices. It may be worth your while to think about what kind of resources are most important to you, and construct your workshop somewhere where they are abundant.

ENGINEERING has got its own *Fumble Table*. To FUMBLE during the construction affects the project and runs the risk of costing you more time and money or that the end result is negatively affected.

ENGINEERING - FUMBLE

D20 RESULT

- | | |
|-------|--|
| 1 | Explosion – total wreck. Begin from scratch. |
| 2 | Fire – you got to go back 3 STAGES. |
| 3-4 | Mishap – back 2 STAGES (and do them again). |
| 5-6 | Mechanical error – back 1 STAGE. |
| 7-8 | Broken parts must be replaced before completion. |
| 9-12 | Construction error yields a -2 on everything. |
| 13-14 | Small error. Construction yields -1 on everything. |
| 15-16 | Unstable STAGE. Construction gets a -2 FUMBLE BONUS. |
| 17-18 | Minor error. Construction gets a -1 FUMBLE BONUS. |
| 19 | You suspect a fault. Spend a day double-checking. |
| 20 | Your SKILL CHECK result is your SKILL LEVEL +1. |

ETIQUETTE

SITUATIONAL

ETIQUETTE is a measure of how well-bred and kid-gloved you are. People with good etiquette do not drink wine in a beer glass, do not spit chewing tobacco on carpets or blow their noses in curtains. ETIQUETTE is used when meeting new people, in particular decent women and men of high status in the society. If your SKILL LEVEL is high you know the unwritten rules about everything from calling cards to, polite conversation and how to use all the different silverware at fancy dinners.

All tend to follow their own culture's norms about what is to be considered polite and correct. This may cause minor problems among people from different countries or economic classes. When there are more differences, ETIQUETTE is harder to get right. Natives and Chinese have other sets of unwritten rules compared to Americans of European ancestry. Someone who makes an effort can learn other cultures' rules. Use DIFFICULTY LEVELS to show how slow the process is and how exotic the other culture seems. White people trying to fit in among Mexicans get -5, but you can rack it up to a staggering -15 in China Town.

EXPERTISE

SITUATIONAL

An EXPERTISE SKILL is an area of theoretical knowledge. You may learn several different ORIENTATIONS here, but each is bought and paid for as a separate SKILL. However, you do not need to make theoretical field imaginable an ORIENTATION of its own. At times you can use DIFFICULTY LEVELS instead, allowing you to know more about facts close to you than at the other end of the world.

You find some examples of ORIENTATIONS here.

/ANATOMY

ANATOMY is about how the body's structured, where the different organs are and their function. This is knowledge a physician needs before performing an operation. A successful ANATOMY SKILL CHECK will make the SURGERY SKILL CHECK one DIFFICULTY LEVEL easier to perform. ANATOMY is also used during autopsies to establish when and how someone died.

Most practitioners of the medical arts devote their lives to ease pain and save lives. When combat is inevitable they tend to wish not to do more harm than necessary. A successful ANATOMY roll can help you place a shot where the risk for fractures and that the bullet remains in the body is reduced by half (see *Injuries in Core Book II – The Law of the Land*).

Others may instead use ANATOMY to place their first shot where it does most harm (+2 on the INJURY ROLL). This requires that the shot hit, after at least 1 ACTION spent AIMING, a successful ATTRIBUTE ROLL for COOL and a successful SKILL CHECK for ANATOMY.

/ARCHAEOLOGY

The written word is not the only thing that remains through time. Archaeological digs and the systematic study of the finds enables amongst other things the establishment of chronological eras (like Stone Age and Bronze Age) and finding the truth behind old myths. Forgotten civilizations are being forced to give up their secrets. Pyramids have been found in both Egypt and in Central America. Heinrich Schliemann has just started his quest to follow in the steps of Odysseus to establish that *The Iliad* and *The Odyssey* are more than fairytales. And what about that odd skeleton they have found in Neandertal in Germany? However, it is not unproblematic to dig in the past. Some have tried to use this new science to establish the truth of the *Bible*, but with little to show for their efforts. Where are those famed walls of Jericho?

/BIOLOGY

You have an overall knowledge of flora and fauna, what races and species there are, what distinguish them and where to find them. This SKILL may be used both to recognize plants and animals in nature and when investigating their cells under a microscope.

★ YOUR STATS ★

/CHEMISTRY

People with knowledge of CHEMISTRY in 1876 believe all matter can be divided into elements or at least combinations of elements. In its smallest constituent, matter is thought to be made up of atoms, whose mass have different characteristics depending on what element the atom belongs to.

/COMMUNICATIONS

New kinds of communications spring up all the time. If you learn this SKILL, you know about the telegraph, the trains, the new coach lines and freight lines and all their pros and cons. You know where the railroads are branched out, what communications work the best in different parts of the country and how to speedily disconnect a railroad car from the rest of the train...

/ECONOMY

Bookkeeping and accounting are good things to know if you plan on running some kind of commercially successful business, like a saloon, a ranch or a brewery.

/GEOGRAPHY

This is about the continents of the world but also where the most important cities, states and places in the USA are located in relationship to each other. In your corner of the world, you know the terrain, where towns and forts are located and where the boundaries of the neighboring countries are to be found. The higher you SKILL LEVEL, the better your overview and precise knowledge about different areas are.

/GEOLOGY

In what areas and in what terrain are you most likely to find gold and other precious metals? How do you recognize silver if you find it? Knowledge about the composition of the Earth and different kinds of minerals and soils are also covered by this SKILL.

/HERBS

You can learn about herbs with healing attributes as well as those that can be used as drugs or poison. You can also learn how to use the herbs properly, including what dosages will deliver different kinds of effects.

/HISTORY

You know about your country's history and the most important events in other countries. However, unless you are African or Asian, you have little or no knowledge about the history of these continents. Patriotism and nationalism are widespread during these times. The historians of the day tend to embellish their own nation's and people's acts, more or less to the point of falsehood. With a SKILL LEVEL of 15 or more in HISTORY you know more than one side of the same historical event.

/LEGENDS

You are fascinated by, and know a lot about, myths, legends, tall tales, sagas and ghost stories. You may be interested in strange beasts and monsters, like Bigfoot or the Thunderbirds from Native legends. Stories about Pecos Bill, Paul Bunyan, John Henry and Johnny Appleseed are also the stuff of LEGENDS.

/LITERATURE

Your SKILL LEVEL in LITERATURE determines if and how much you have read of the great masterpieces. Newer talented authors may also have caught your interest. Some you may appreciate, others may abhor you. Still, by reading you keep learning more all the time. Prose, poetry and plays – all genres and forms are included in this SKILL.

/LOCAL KNOWLEDGE

This SKILL is about the local community and its social networks. Who knows who and who do you turn to when you need help with something specific? You define how large area this covers. It makes a difference if you choose a state, a county or a town. The smaller the area, the more detailed your knowledge will be.

/MEDICINE

You learn MEDICINE to know about diseases, their symptoms, courses and cures. A high SKILL LEVEL makes you among the first to absorb the latest findings.

/MEXICAN CULTURE

This entails basic knowledge about the Mexican people in and south of the US, how their society is stratified, organized and works in general. You can learn about the culture of the Mexican people; customs, holidays, clothes and so much more.

/MILITARY STRATEGY

Do you know how to lead your troops in battle and how to utilize your resources as effectively as possible? If you succeed you may add +1/DEGREE in MILITARY STRATEGY to your troops To HIT or DEFENSE (see *Big Battles* in *Core Book II – The Law of the Land*).

/NAVIGATION

You can learn the meaning of different navigation marks, how to set courses and how to read and operate navigational equipment. In order to calculate travel time and be able to correct your course you need PRACTICE (i.e. to have spent CHARACTER CREATION POINTS or EXPERIENCE POINTS) in both EXPERTISE/NAVIGATION and in ARITHMETIC.

/NATIVE CULTURE

This is the knowledge about the American continent's Native peoples, mainly those living in the United

★ SKILLS ★

States of America. The better you are at this SKILL, the better you will understand the different tribes' customs, characteristics, weapons, clothing, enemies etc. In contrast to many others, you are able to tell tribes apart as well as finding things that they got in common with other tribes. As you learn more, even more details and nuances will be yours to grasp. You will also be better at understanding each tribe's unique history and what will matter most to people belonging to it.

/OCCULTISM

Different occult disciplines try to communicate with and understand the spiritual powers beyond the tangible universe. This includes everything from the awakening Spiritism to ancient alchemy with its promises of making gold. The more you learn in this SKILL, the more detailed will your knowledge about all this – and the different disciplines and groups – be.

/PALEONTOLOGY

Are you fascinated by the enormous skeletons that have been found of dinosaurs? By studying fossils, you learn about long since extinct plants and animals in our history, sometimes to the chagrin of the Church.

/PEDAGOGICS

PEDAGOGICS is the ability to teach, to explain in a way people understand. If you want to work as a teacher, or just help a friend to set his sights properly, this is a good SKILL to have.

Normally, you can only teach others up to 5 steps below your own SKILL LEVEL or ATTRIBUTE. However, if you succeed in your PEDAGOGICS SKILL CHECK you can literally teach your pupil everything you know.

/PHILOSOPHY

When you are knowledgeable in PHILOSOPHY you can discuss and understand the life and world views of minds such as Plato and Marx. You understand logic and how to formulate astute arguments and solid lines of thought. You can study political and religious philosophy, ethics and existentialism. Is there a God? Does Anselm's proof of His existence hold? Should society be governed by The Social Contract or does might make right? Are moral values to be considered on the same level as facts? There are many answers, and even more questions.

/PHYSICS

Those who learn PHYSICS usually wants to understand how everything works and what laws govern Nature. Important areas are the structure of matter and how it acts in different circumstances, especially when acted upon by energy. Electricity, magnetism, and an understanding of soundwaves and how light consists of electro-magnetic undulations are included too.

/POLITICS

If you have chosen this SKILL you know at least something about the game of politics and may be savvy about the bureaucratical formalities that rule both public administration and private companies. You know who within a political or administrative organization you can turn to to get the help or information you need. This also includes knowledge about what public or hidden alliances that may exist.

/SPIRITISM

This has been an influential field the last decade, since so many lost loved ones in the war. SPIRITISM brings hope that they are well on the other side. Learn the fundaments of Spiritism and its history, methods of inducing trance in oneself and others, knowledge about famous mediums and how to organize a séance.

/SURVEYING

You can learn different ways of measuring and mapping the world. It comes in handy when you want to get an overview of a new area, especially where large parts is still unexplored, new communications must be planned or new boundaries be drawn. SURVEYING is used when making all kinds of maps, be it to plan a township or the area of a new county that needs to be firmly established.

/UNDERWORLD

EXPERTISE/UNDERWORLD answers questions about where different criminals like to lay low between jobs, who trades in stolen horses, and the like. You will not get any magical insights from nowhere, such as knowing about secret hideouts no one has told about. What you get to know with this SKILL is what the local criminals hold as general knowledge.

UNDERWORLD is a regional SKILL, covering a state or a territory. Outside that boundary the DIFFICULTY LEVEL increases – but access to Pinkerton's *Register of Criminals* decreases the DIFFICULTY by one LEVEL.

/WEAPONS

Weapons are probably a main interest if you learn this SKILL. Then you are well versed in the different manufacturers and their models. By investigating a weapon, you can get an idea about its QUALITY, value, caliber and other data. By looking at shell casings you can often tell what kind of weapon they belong to.

/WHITE CULTURE

This SKILL is suitable for Native or Chinese people. You can learn about the whites majority culture; customs, holidays and the like. You can also learn to differentiate between their nations of origin, their communities and tell religious customs apart. Their customs differ as much as between Native tribes.

★ YOUR STATS ★

EXPLOSIVES

SITUATIONAL/QUANTITY

Once you master this SKILL you can choose the right kind of explosive to use on a certain kind of target, how much of it you need to get the job done, where to place it for best effect and how to properly time the fuse. You know all too well how unstable and dangerous explosives are.

To manufacture your own explosives is no small thing. Use DIFFICULTY LEVEL HARD and get -5 on your SKILL CHECK.

FARM

SITUATIONAL

This is a reasonable SKILL to learn, especially if you got a background among the poor, like slaves or impoverished settlers. You may not know much about things like different crops, tools or fancy theories (use EXPERTISE/AGRICULTURE for that) but you can pick cotton, plow, harrow, sow, reap and plant potatoes faster and better than most.

FIRST AID

SITUATIONAL

FIRST AID could be the difference between life and death – particularly if you get into a shooting match in the outback far away from any doctor. There are many occasions when immediate medical action becomes extremely important, like when the local mine has a cave-in, someone is run over by a stagecoach, the factory explodes or when someone is about to drown and needs a little help to go on breathing on their own. On all these occasions, and many more, the situation is critical. One who knows FIRST AID may try to help all wounded, including themselves. If you manage to save someone's life you often get yourself a life-long friend.

If your FIRST AID SKILL CHECK succeeds you can stop a bleeding, dress a wound, give the kiss of life, set a broken leg, and many other important and time sensitive actions to save lives. How well you succeed may determine what the consequences will be for the wounded. Will his or her life be saved? How long will it take them to heal – and can they ever recover fully?

You can use DIFFICULTY LEVELS when you roll for success. Arms are the easiest to treat and the abdomen the hardest. A more serious wound is harder to treat than a light one. The DIFFICULTY LEVELS mirror this too (see the following tables – *First Aid – Body Parts* and *First Aid – Wounds*).

FIRST AID – BODY PARTS

AREA	DIFFICULTY LEVEL	MOD
ARM	EASY	+5
LEG	NORMAL	±0
CHEST	NORMAL	±0
HEAD	NORMAL	±0
ABDOMEN	HARD	-5

FIRST AID – WOUNDS

WOUND	DIFFICULTY LEVEL	MOD
SCRATCH	VERY EASY	+10
MINOR	EASY	+5
MAJOR	NORMAL	±0
SEVERE	HARD	-5
CRITICAL	VERY HARD	-10
AMPUTATING	EXTREMELY HARD	-15

Each FIRST AID SKILL CHECK takes a minute to perform. When you are hurt in combat (and have received a WOUND) you will lose blood. The rules mechanic for this is called BLOOD LOSS and you will continue to bleed each minute until the wound has been successfully treated with FIRST AID or the blood has clotted (how long that takes depends on how serious the wound was). If you start to get bandaged within a minute of being wounded and the roll succeeds, you will only lose half of the blood indicated (read more about wounds and BLOOD LOSS in *Core Book II – The Law of the Land*).

No matter how good you are at tending to wounds and do those crucial first things needed when somebody is wounded or ill. FIRST AID will not always be enough. There are situations when other skills or someone else's knowledge is needed. EXPERTISE/MEDICINE is often needed to make a diagnosis. SURGERY is required for things like removing the appendix or the bullet.

GAME

OPPOSED

This is the SKILL for all who want to be able to play games games, from the more intellectually challenging *Chess* to pure games of chance. Each type of game presented here counts as a separate SKILL.

Games and gambling are popular all over the United States. It is an easy way for people to get to start socializing and get to know one another. Some games will be more or less for recreational use only. Even if can be downright competitive to play *Chess*, there is seldom any money involved. Other games gain most of their popularity from the dream of getting rich quick.

/BILLIARDS

(INT+DEX)

So, you want to play a game of billiards? Then it is a good idea to know the rules and to have held a cue before. Roll once per game and achieve a higher result than your opponent to win.

If you want to be more exact you can roll once for every stroke. As long as you succeed (reach a result of 20 or more), you may continue and do another stroke. Use DIFFICULTY LEVELS and set up a mix of positions. Let chance decide or portion out an equal amount of EASY (+5), NORMAL and HARD (-5) strokes.

There are a lot of bets and gambling made on matches.



★ SKILLS ★

/BOARD GAMES

(INT+VIG)

Some brain gymnastics are seldom a bad idea. BOARD GAMES are used when you play *Chess*, *Checkers*, *Go*, *Mahjong* and the like. You know only one of these games from the beginning, but as soon as someone explains the rules you will learn fast. However, it is always harder to play an entirely new game, thus you get -5 (DIFFICULTY LEVEL HARD) the first ten games.

You and your opponent each perform a SKILL CHECK once per game, the best result wins. If you feel like it you can make the rules for determining the winner as detailed as you want, maybe dividing a game into five parts (and corresponding rolls) to see how it progresses from start to finish.

/CARDS

(COL+VIG)

Black Jack, *Faro*, *Gin Rummy*, *Bridge*, *Whist* and *Poker* are all common card games. You learn the rules of two card games when you learn GAME/CARDS, and the others as soon as someone teaches you the rules. However, you get -5 (DIFFICULTY LEVEL HARD) the first ten times you play a new game.

You can use CARDS in three different ways. The easiest way is to let everyone agree on the bet and then roll once per game. The best result wins the pot. That way each game is dealt with speedily. In the table below (*Game – A Night at the Tables*), you can see what kind of bets are to be expected, even though the bets can become higher in individual games.

GAME – A NIGHT AT THE TABLES

TYPE OF GAME	DIFFICULTY	STAKE	POT
POKER, PRIVATE CLUB	-5	\$20	\$100
POKER, STEAMER OR CASINO	-10	\$10	\$50
POKER, GAMBLING HALL	-5	\$5	\$25
POKER, SALOON	±0	\$1	\$5
GAME OF DICE IN A BACK ALLEY	±0	\$1	\$5

Some games you might want to roleplay properly, since it will lead to further adventuring or to set the mood get the right feel to a scene. At other times the more seasoned player might like to fast forward a night or more at the tables, both to show off some and possibly to get more cash. Then you can use the table in its entirety.

Every table has 5 spots open for gamblers. That many persons will have to pay up every game. To break even you have to reach 20 on your SKILL CHECK, but every step after that equals winning a POT. Let us say you got a SKILL LEVEL of 13 and roll 8. Thus you reach 21 which is enough to walk away from a night of gambling with 1 single Pot. If you played at a Private Club you got \$100, but did you play at a saloon you will have to settle for \$5 this night.

However, if you do not manage to reach 20, you lose as many STAKES as the number you lacked to



reach 20 (we keep your SKILL LEVEL at 13 but now you only roll a 4 on your D20, the sum is only 17. $20 - 17 = 3$. You lose money equaling 3 STAKES during the evening. At the Private Club you had to pay up \$60 but if you caught this bad luck at the saloon you only lost \$3) Don't forget to use DIFFICULTY LEVELS to modify your result. The easier it is to win, the lower the STAKES and the POT will be. However, on quite a few gentlemen's clubs the STAKES are high but the opposition is not too stiff. Most gamblers would really like to get invited there...

The second way to play cards is to have a set stake to be welcome at the table. All who are in thereafter do a SKILL CHECK for GAME/CARDS, whereupon the bidding for changing cards begin. The highest bidder sets the price. If your cards are lousy (the result of your first SKILL CHECK was bad) you can fold. Then you lose no more than the initial stake. If you pay the set price to continue you can join the next round and do a new SKILL CHECK. Every player that has come this far then adds his two rolls together. The one with the highest total number wins the pot, he or she had the best cards this game.

If you decide to cheat you roll SLEIGHT OF HAND instead of GAME/CARDS. All other participants do an ATTRIBUTE ROLL for VIGILANCE. The Game Master should always require this of everyone during card games, or perform these rolls secretly. If not, all players will know somebody is cheating the instant they are asked to make a VIGILANCE ROLL. Even if they fail, the player is alerted to foul play taking place at the table ... If you are not caught cheating, you can now use your SKILL CHECK for SLEIGHT OF HAND as your result for GAME/CARDS. If you are caught you may be in dire straits...

★ YOUR STATS ★



The third and last way needs an actual deck of cards. Decide what the stake will be and give all five cards each. Thereafter the bidding starts and the highest bidder set the price for staying in the game. Those who pay to stay roll for CARDS again. You get a new card for every 5 steps of your result. If your SKILL CHECK turned out a 13, you get 2 cards, while a result of 20 gives you 4 cards. Cheaters roll for SLEIGHT OF HAND instead GAME/CARDS and get their new cards based on this result instead. Everyone rolls VIGILANCE to see if they can catch a potential cheater red-handed. At the end you gather all the cards you have received during this game and choose the 5 that together makes the best *Poker* hand. Then the last round of bidding starts. No more cards are dealt. The one with the best *Poker* hand will win the pot – as long as he or she did not fold during this last round of bidding.

You may win more than just money. A player who is running out of cash is apt to stake a pocket watch, revolver, horse, house and furnishings – anything can be part of the pot, as long as the other players accept it as a stake at a value they can all agree on. Winning a pot like that can lead to events that are adventures in themselves.

/HAZARD

(COL+VIG)

You have learned different games of HAZARD. The odds always favor the bank, which receive a +5 (EASY) on the roll without cheating. HAZARD is used when playing dice and Roulette, where the Game Master sets the DIFFICULTY LEVEL depending on what you are trying to achieve (for instance, it is harder to win on a specific number than betting all on red in Roulette). Your result is compared with the bank's or your opponents' to determine if you won or not.

HIDE/SEEK

OPPOSED

Do you have an eye for where to hide stuff or know how to spot deviations in a pattern? Do you see if someone is packing a hidden gun or are you maybe able to tell the best place to hide your ill-gotten booty? Then you probably already got a talent for this SKILL (high ATTRIBUTE BONUSES) or you have put in some points to PRACTICE HIDE/SEEK.

Everyone that looks hard enough and long enough will probably find what they are looking for sooner or later, but with successful SKILL CHECK for HIDE/SEEK you will spot the most likely places to hide the things you are looking for immediately. You can also use this SKILL to come up with clever ways to hide things, like the testament in the hidden compartment in the desk, or the pocket watch in the lining of your coat.

Apart from the traditional ways to think about hide and seek, you can also find information in written sources at an impressive speed (if you know READ/WRITE that is) and irregularities in the bookkeeping (if you know EXPERTISE/ECONOMY).

HUNT/FISH

SITUATIONAL

This SKILL teaches you to find prey on land as well as in water, and to set traps for these animals. A successful SKILL CHECK after any potential modifications for DIFFICULTY LEVELS means that you have captured or killed your quarry.

HUNT/FISH is a typical wilderness skill, which demands a completely different way to move about and to be observant than in a town or city. This makes it difficult to perform together with people who have no clue how to behave in the wild in order to succeed (their SKILL LEVEL is 5 or less). They tend to disturb or warn the quarry, which gives you a HARD DIFFICULTY LEVEL (-5) on your SKILL CHECK when they are around.

If your SKILL LEVEL in HUNT/FISH is high you know what it means when the birds suddenly grow silent and what terrain different animals prefer (and therefore where to set traps for them) to mention just a few tidbits. You can also construct different kinds of traps for different kinds of prey, like simple snares for rabbits, pitfalls for bears and cages for beaver.

If you use HUNT/FISH to set a trap for a human the result of your SKILL CHECK is OPPOSED by the intended victim's VIGILANCE.

HUNT/FISH

TERRAIN	DIFFICULTY LEVEL	MOD
ARCTIC	VERY HARD	-10
DESERT	VERY HARD	-10
FOREST	EASY	+5
MOUNTAIN	HARD	-5
PRairie	NORMAL	±0

★ SKILLS ★

INFILTRATE

OPPOSED

You may consider yourself honest and honorable. However, when you use your knowledge to INFILTRATE many beg to differ. People like you are often needed to take down large gangs and criminal associations. That said, even among upright people you are distrusted and perceived as a dirty traitor.

INFILTRATION is about befooling people you associate with. You pretend to be someone else or at least to have different views and goals than you really have. To achieve this you have to act. Not in the exaggerated way actors do on stage. Instead you put your emphasis on small gestures and arrange your countenance to dissimulate yourself. Above all, you need to be consistent. Your audience is face to face, not several yards away on the back row of the theatre.

Your success depends on how well prepared you are. You need to know details about those you are about to infiltrate and to construct a suitable backstory for yourself. Only then will you be able to make your intended victims trust and believe you. You make yourself into a friend and confidant. Then you stick to your lies and your false identity as long as possible.

If your mission is to succeed, your duplicity will not be revealed until you have busted everyone – often during a bloody ambush. It is not safe to INFILTRATE, however. If you are exposed or if the gang starts to get suspicious you have to get away quickly. Others do an ATTRIBUTE ROLL for VIGILANCE to OPPOSE your INFILTRATE SKILL CHECK to determine if they spot a lie or that your Irish accent disappeared when you got drunk, or some similar glitch on your part.

Your relation to the ones you infiltrate is important. Most people trust their kin or family, thus much comes for free if you are infiltrating your own. In the same way a former gang member that agrees to frame his former companions is often successful in his mission, since he will almost always be trusted. To have the same ethnical and cultural background also helps – to be a Yankee infiltrating a hillbilly clan in the Ozarks or the plantation owners in Georgia is a lot harder. Your accent also matters. It sends a clear signal as to where you belong, or at least where you pretend to belong.

This SKILL is virtually a necessity for all Pinkerton and Secret Service agents.

INFILTRATION

WHO DO YOU INFILTRATE?	DIFFICULTY LEVEL	MOD
KIN	EXTREMELY EASY	+15
FRIENDS	VERY EASY	+10
ACQUAINTANCES	EASY	+5
SAME ETHNICITY	NORMAL	±0
SOUTHERNERS vs YANKEES	HARD	-5
DIFFERENT ETHNICITY	VERY HARD	-10
RACISTS AGAINST YOUR KIN	EXTREMELY HARD	-15

INVENT

QUALITY

This SKILL is trying to capture the art of formulating an idea into a working theory. True genius can always come up with ideas, but it takes some PRACTICE to really perfect the trade and take it to the next level.

It is easier to develop an existing idea than coming up with an entirely new one. To illustrate this, we present a couple of different categories of inventions in the upcoming *Invention-table*, together with examples of each category. Depending on how groundbreaking it is, the DIFFICULTY LEVELS you apply to your SKILL CHECK will be vastly different. You may roll once a week to see if you succeed. If you decide to put in extra time to hone in on the details, you may add +1 to your SKILL CHECK for every extra week you spend (up to a maximum of five).

INVENTION

KIND OF INVENTION	DIFFICULTY LEVEL	MOD
COSMETIC CHANGE	EXTREMELY EASY	+15
MINOR IMPROVEMENT	VERY EASY	+10
IMPROVEMENT	EASY	+5
FURTHER DEVELOPMENT	NORMAL	±0
NEW APPLICATION	HARD	-5
BREAKTHROUGH	VERY HARD	-10
REVOLUTIONIZING	EXTREMELY HARD	-15

Cosmetic Change: You give an existing invention a new look, but do no other changes that are actually functional.

Minor Improvement: It could be things like better components in the steam engine. Your invention will improve performance but not alter anything fundamental to existing technique.

Improvement: Your invention is still about making something already existing function better, such as building “a better steam engine” by going from a single-acting to a double-acting design, thereby increasing the effectiveness of the machine.

Further Development: Now your invention is going beyond the existing and cut new ground, for instance making high-pressure steam engines small enough to be placed on a vehicle and the like.

New Application: You aim for something entirely new, like the first steam locomotive in days of yore.

Breakthrough: The combustion engine or electric engine are great examples of how your invention could break new scientific ground.

Revolutionizing: Your invention is unprecedented. No one has ever seen anything like it before. You might change the future!

If you try to invent something that did not get invented in the real world until later (at least not as far as we know), you receive a -1 penalty/year until its actual triumph. Furthermore, you cannot finish an invention more than five years ahead of its time unless you spend a TOKEN (an OBSTACLE POINT) to activate the TALENT INVENTOR. Being that far out of the ordinary takes some serious talent and genius, it is not possible for just about anyone to come up with.

The QUALITY of your invention will affect the SKILL CHECKS for DRAFTING and ENGINEERING. Both these SKILLS are necessary to follow up with in order for your invention to take physical form.

★ YOUR STATS ★

LANGUAGE/

Everyone speaks and understands their mother tongue, it is not a SKILL you need to allocate any points on. Every new language is a separate SKILL, but once you learn you will be able to understand it both in talk and script (as long as you are literate, that is).

At SKILL LEVEL 10 you master your new language routinely. It is apparent that you it is not your first language, but people understand you just fine. At 15 it is hard to notice your foreign accent and at 20 it is impossible to tell that it is not your mother tongue.

You only need to perform a SKILL CHECKS under extreme circumstances, when it is very important that everything is spot on. Even if your SKILL LEVEL is low you usually have no serious trouble making yourself understood, as long as you use simple words, short sentences and not all too complicated contexts.

LAW/

SITUATIONAL/OPOSED

When you chose this SKILL and allocate points of PRACTICE on it, you learn jurisprudence and where to find relevant legal texts. You might just become a red tapist but still know that the letter of the law and what folks deem just, fair and proper are not always the same thing.

There are several possible sub categories to LAW, but in the end we settled for just three ORIENTATIONS that are different enough to warrant that you learn them as separate SKILLS. In all other instances you can decide for yourself if you want to be more of a trial lawyer or expert on contracts. If you are more dedicated to violent crimes or setting up paperwork such as contracts, wills and agreements of different kinds. The more specialized you want to be the more your Game Master could let you use DIFFICULTY LEVELS when you face different situations.



SITUATIONAL

/CIVIL

This is the law affecting most people, when they vote, get married or inherit a parent. Academic studies are the most common way to learn law, judicial principles and how the legal system works. Lawyers, prosecutors and judges need this SKILL. So does marshals and sheriffs, since their job is to uphold the law when arresting a suspect and then bring him to stand trial.

With a successful SKILL CHECK, you can determine if something is legal or not, punishments for different crimes and how to establish legally binding contracts. With LAW/CIVIL you are also able to find any loopholes in a contract (to cancel agreements or create an opportunity for one party to fool the other). You can use it when you try to make illegal operations look more innocent or even honest in their nature..

/MILITARY

This ORIENTATION covers Military law, rules and regulations as well as other military provisions. It is an important SKILL for officers in the army. You will need to know at least the basics of LAW/MILITARY if you act prosecutor, attorney or judge at a court martial.

/NATIVE

Native justice within the Five Civilized Tribes has the mandate to impose punishment for crimes committed by Natives against other Natives in the Indian Territory. When these tribes arrived here they set up courts and judicial systems modelled on the American example.

Every nation is divided into *districts* that answer to a *district court*. In each district a judge adjudicates in lesser criminal cases. More serious crimes are handled by a *circulation court* that passes through the district at least twice a year. A *jury* settles on whether the defendant is guilty or not, just like juries elsewhere.

Corporal punishment is common among all the Five Civilized Tribes – except among Cherokees. Especially whipping is often used, resulting in a different amount of lashes depending on the crime you were convicted of.

NATIVE JUSTICE

CRIME	PUNISHMENT		
	CHEROKEE	CHICKASAW	GREEK/ CHOCTAW
MURDER, 1 ST DEGREE	DEATH	DEATH	DEATH
MURDER, 2 ND DEGREE	2-10 YEARS	1-5 YEARS	100 LASHES
MANSLAUGHTER	1-5 YEARS	1-5 YEARS	100 LASHES
ROBBERY	3-5 YEARS	6 MONTHS +39 LASHES	100 LASHES
ATTEMPTED MURDER	3-5 YEARS	39 LASHES	39 LASHES
RAPE	10-15 YEARS	100 LASHES OR 1-5 YEARS	50 LASHES
GRAND THEFT	1-5 YEARS	100 LASHES	100 LASHES
THEFT < \$25	6 MONTHS	39 LASHES	5-100 LASHES

★ SKILLS ★

LEADERSHIP

You use this SKILL when you want crowds to do your bidding. How hard it will prove to be depends on the situation you are facing. How dangerous is it for those you want to influence and how strong will the opposition they face be?

To demand sobriety at a dinner with teetotalers is **SAFE**, but to stand outside a saloon and demand an end to Sin will become **UNCOMFORTABLE** when people start to hurl insults at you. When a bunch of liquored-up cowboys show up to your protest and tell you all to show off or else, things are starting to look **THREATENING**. If some of the drunk cowpokes escalates it further, pointing guns in your direction the situation is **DANGEROUS**. Should a shot be fired or a fist fight begin we have left the territory of words only and headed into **COMBAT**, which is possibly the hardest challenge to your LEADERSHIP since life and death are suddenly on the line.

LEADERSHIP is used to make soldiers follow orders, to organize a bucket brigade, a protest, demonstration or something similar.

If you have got a high military rank, a management position or a **FAME** of 100 or more, you will get a +10 **BONUS** on your SKILL CHECK.

In combat the **MORALE** of the group under your command plays a part too (see *Core Book II – The Law of the Land*, especially the section *Troop Battles*).

LEADERSHIP

SITUATION	OPPOSITION		
	WEAK	EVEN	STRONG
SAFE	+15	+10	+5
UNCOMFORTABLE	+10	+5	±0
THREATENING	+5	±0	-5
DANGEROUS	±0	-5	-10
COMBAT	-5	-10	-15

LOCK PICKING

SITUATIONAL

The type of lock you try to pick will have a huge impact on the DIFFICULTY LEVEL on your SKILL CHECK. Handcuffs are for instance a lot easier to force than a vault door. Trying the latter without access to proper lock picks will even give you a penalty of -5.

LOCK PICKING

DOOR	DIFFICULTY LEVEL	MOD
STABLE	VERY EASY	+10
CABIN	EASY	+5
HOTEL	NORMAL	±0
SHOP	HARD	-5
CELL	VERY HARD	-10
BANK	EXTREMELY HARD	-15

SITUATIONAL

MIMICRY

OPPOSED

You can learn to imitate different sounds, such as voices or the sounds different animals use to signal their kin. One part of the SKILL is that it allows you to detect things in the surroundings, such as what animals are present and the like. You can also use it to for instance signal your friends that all is clear by sounding like an owl. You can even give more detailed information by following a previously agreed upon set of sounds for different things you might encounter when you alone stake out the Comancheros camp and your comrades are way behind you in the dark night.

MUSIC

SITUATIONAL/QUALITY

You use this SKILL to play music. First you learn one instrument, like *banjo*. You can play other instruments in the same group, in this case *string instruments*, but not as well. You get -5 (HARD DIFFICULTY LEVEL) the first ten times you play on them. A new kind of instrument, like *piano*, is a separate SKILL all together.

Even *your voice* counts as an instrument, thus SINGING is an ORIENTATION you can chose. Everyone *can* sing, no matter if they learn this SKILL or not. But to do so beautifully, with an ear for music and a pure voice – that is a grace seldom imparted by the Almighty. Perfecting that talent takes time and PRACTICE.

MUSIC uses QUALITY SKILL CHECKS during performances, much the same as ACTING does. At other times, it is more a question of whether you know the song that is requested or not.

ORGANIZATION/

SITUATIONAL

You have learned about an organization of some kind,. Maybe it is a company, a society (secret or not) or even the Army of the United States. By learning this SKILL, you get to know about their ceremonies, hierarchy, greeting rituals etc. The most probable scenario is that you have learned all this after joining the organization. Every Organization you want to have this detailed knowledge about is a SKILL of its own.

ORGANIZATION

ORGANIZATION	DIFFICULTY LEVEL	MOD
ABOLITIONISTS	EASY	+5
THE ARMY	EASY	+5
TRADE UNION	NORMAL	±0
FREEMASONS	VERY HARD	-10
GRANGE	NORMAL	±0
KU KLUX KLAN	HARD	-5
TEMPERANCE MOVEMENT	HARD	+5
POLITICAL PARTY	HARD	-5
SUFFRAGETTE MOVEMENT	NORMAL	±0
TONG	HARD	-5
OTHER ORGANIZATIONS	HARD	-5

★ YOUR STATS ★

PHOTOGRAPHY

QUALITY

If you have learned PHOTOGRAPHY you can master this new art of depiction. Photography had its breakthrough during the Civil War. When you spend points on PRACTICE you learn how a camera works and can measure up the right amount of magnesium for a flash. You also learn to handle different kinds of lighting conditions, the time of exposure you need and by getting better you also follow and maybe even take part in developing new techniques.

PHOTOGRAPHY - MODIFICATIONS

LIGHT & MOTIF	CONDITION	MOD
LIGHT	DAYLIGHT	±0
	LIT ROOM	-5
	BAD LIGHT, MURKY	-10
MOTIF	STATIONARY	+5
	PERSON POSING	±0
	MOVING	-10

QUACKERY

QUALITY

This is the art of making decoctions that can be sold as expensive invigorating medicines. A successful quack mimics real medicines' taste, consistency and in some measure effect. Active substances like cocaine or arsenic is used to make it feel like the decoction is having an effect. QUACKERY is about making a believable product that sells – not coming up with a remedy something that actually works. The decoction is usually only good enough to fool someone long enough to make them pay for it. Do not stay too long at the same town once your medicine show has ended unless you want to find out how they react when the cure all did not cure them at all.

Read more about different decoctions, how they work, what it costs to make them and where to sell them *Core Book II – The Law of the Land*.

READ/WRITE

SET

If you do not know how to read and write you are an illiterate. If you have any PRACTICE in this SKILL you know your own name. When you reach a SKILL LEVEL of 5 you can read signs and wanted posters. At SKILL LEVEL 10 you may read papers and books. For legal documents and nonfiction you need SKILL LEVEL 15 to be able to read unhindered. You may not read or write a foreign language better than your worst SKILL LEVEL in the LANGUAGE or READ/WRITE.

RELIGION

SITUATIONAL

You know the customs, traditions and beliefs of the religion you grew up with. Other faiths that you may have come in contact with counts as half your SKILL LEVEL when you try to remind yourself of their customs, traditions and beliefs.

RELIGIOUS CEREMONIES

QUALITY

To be able to summon divine powers in the form a MIRACLES (see *Core Book II – The Law of the Land*) you have to succeed in RELIGIOUS CEREMONIES. This SKILL gives you knowledge about the formalized and sometimes complicated rituals needed to get into contact with the divine, the spirits of nature or the dearly departed. When you perform the rituals correctly you may gain powers or insights. These are traditions of significance within your faith.

Many are taught RELIGIOUS CEREMONIES by an initiate (a preacher, shaman, mambo or medium). You may even learn this SKILL by reading holy scriptures or by intuitive understanding. Mambos, mediums and shamans often perceive they are taught ceremonies personally by the spirits, in dreams, visions and the like. At rare occasions preachers may get inspiration from saints or angels to better their existing SKILL (thus inspiring them to raise their SKILL LEVEL).

RELIGIOUS CEREMONIES take time and demand that you follow a strict pattern. A ceremony takes at least an hour for every FAITH UNIT you want to spend on the MIRACLE you are trying to invoke. You need to put yourself in a state of mind where nothing save the thoughts about God, spirits and the miracle you want to perform exists. That kind of concentration takes time to attain. All religions and supernatural specializations are not the same. Depending on which faith is yours, the MIRACLES you are able to invoke will differ some (see table below).

MIRACLE

MIRACLE	MAMBO	MEDIUM	PREACHER	SHAMAN
AUTOMATIC WRITING		●		
BLESS	●		●	●
CHANGE WEATHER	●		●	●
CHARISMA		●	●	
CURSE	●			
DEFEND				●
EXORCISM	●	●	●	●
HEAL	●		●	●
OMENS	●	●	●	●
SEANCE		●		

/MAMBO

The female priest of Voodoo is called *mambo*, the male is called *houngan*. *Loas* (spirits) are the focus of your ceremonies and you align with them through your rituals.

/MEDIUM

Spiritism is all about communicating with the spirits of the dead. As a medium your ceremonies, mainly putting yourself in an entranced state, bring you closer to the spirits.

★ SKILLS ★

/PREACHER

By learning this SKILL you get to know the ceremonies associated with the Christian faith, from liturgy and prayers to fasting and self-mortification.

/SHAMAN

Your ceremonies include ritual dancing, body painting, fasting, self-mortification, sacrifice and prayer.

RIDE

SITUATIONAL

RIDE determines how good a rider you are. To be able to ride a full day you need SKILL LEVEL 10 or more, i.e. riding needs to be something you can do routinely. If not, you suffer a sore posterior (and 1 CON. LOSS per day). You also use RIDE whenever you race with your horse, and if you manage some successful SKILL CHECKS they might be the difference between winning and losing.

Having the right equipment can help a lot, both to make it easier to succeed and to save your poor body from the hassles of long days on the road. You should never just buy a brand new saddle and throw it on your horse without doing any adjustments first. The saddle needs to be fitted properly to save both your posterior and the back of your mount. When you take your time to make this right, fitting it for the both of you, you will even be rewarded with an easier DIFFICULTY LEVEL. If you put in no care at all on this, you will get a -5 penalty to your SKILL CHECKS.

If you fight from horseback it is even more important to be a good rider. You get to reduce any negative modifications for being mounted with +2/ DEGREE you have in this SKILL.

Remember to pick a horse that suits your needs. There are many breeds to choose from, all with their own advantages. You can read more about horses in *Core Book II – The Law of the Land*.



RADE IN DIFFERENT TERRAINS

TERRAIN	DIFFICULTY LEVEL ¹	MOD
ARCTIC	VERY HARD	-10
MOUNTAIN	VERY HARD	-10
DESERT	HARD	-5
FOREST	HARD	-5
PRairie	NORMAL	±0

¹ If there is a road, the DIFFICULTY LEVEL will be 1 step easier (+5).



RIDE - SADDLES

SADDLES	MODIFICATION
NONE, RIDE BAREBACK OR WITH A BLANKET ¹	-10
MISMATCHED SADDLE, FITS BADLY	-5
CUSTOM MADE FOR THE HORSE	±0
CUSTOM MADE FOR THE RIDER	±0
CUSTOM MADE FOR THIS RIDER & THIS HORSE	+5

¹ ±0 for Natives. They always ride like this, it comes natural to them.

SAFECRACKING

SITUATIONAL

Using this SKILL, you learn how safes are constructed and what peculiarities certain brands and models have. When it comes to breaking into the safe, to "crack" it, there are two ways to go about it. One is elegant but time consuming, the other fast but loud and brutal.

The method with more finesse includes listening for the clicks in the safes locking mechanism when you turn the wheel of the combination lock with the utmost precision. It can be rather fast and elegant, or nerve-wracking and time consuming... When you perform your SKILL CHECK you first see if you succeed (reach 20 or more) and secondly how much time was spent doing it. It takes 60 minutes minus the result of your SKILL CHECK. If you fail the safe will not open at all.

The second method is less discreet –you blow up the safe. With a successful SAFECRACKING SKILL CHECK you get a +5 BONUS to EXPLOSIVES when trying to open the safe using that SKILL instead. Your knowledge about different safes makes it easier to predict the weakest place of the construction and thus where to place your charge, as well as best judge the amount of explosives needed to do the job properly. Too little and the safe will not open, too much and the contents may be destroyed. Gold bars may be alright anyway if you are lucky, but bank notes will burn to a crisp.

★ YOUR STATS ★

SCOUT

This is a typical wilderness SKILL, common among characters who wish to make it out west but seldom found in tenderfoots from the East Coast. When you are alone under the stars it is up to you to understand the leads Mother Nature provides. You will not easily get lost if you have a high SCOUT SKILL LEVEL! Then your knowledge will make you able to determine your position with the help of the sun's and the stars' location in the sky at different times of the day and year. You also know that anthills under a tree are mostly built on the south side, the bark is thicker on the south side of a tree, tree branches tend to be more prevalent on the south side etc. You can read the terrain and know what to look for to keep your bearings at all times.

If you want to add more details and flavor to this proficiency, you can use DIFFICULTY LEVELS and the tables below. They provide modifications for different terrain, what help you can get from different kinds of aids and the impact bad weather can have. Remember that these modifications stack, you can use as many as you judge proper for every SKILL CHECK.

SCOUT - TERRAIN

TERRAIN	DIFFICULTY LEVEL	MOD
ARCTIC	EXTREMELY HARD	-15
MOUNTAIN	VERY HARD	-10
FOREST	NORMAL	±0
PRAIRIE	HARD	-5
DESERT	EXTREMELY HARD	-10

SCOUT - AID

AID	MODIFICATION
COMPASS	+10
MAP	+5
INACCURATE MAP	-10
RAILROAD	+15
GOOD ROAD ¹	+10
BAD ROAD ²	+5
RIVER	+10
LAKE	+5
LANDMARKS	+5

¹ Stagecoach lines, constructed roads between larger towns and cities.

² Most roads out west are considered to be bad.

SCOUT - IN BAD WEATHER

WEATHER	MODIFICATION
RAIN	-5
DELUGE	-10
STORM ¹	-15
SNOWFALL	-5
FOG	-10

¹ This covers all storms, including rain, sand, snow and hailstones.

SITUATIONAL

SEAMANSHIP

SITUATIONAL

With a SKILL LEVEL of at least 10 in SEAMANSHIP, you have a basic knowledge of rivers, oceans and the vessels that traverse them. Furthermore, you can keep upright on deck when rain and waves make footing difficult. You can convey boats, ships, rafts, paddle steamers and skiff. The vessel's size and complexity determine the DIFFICULTY LEVEL you need to apply to your SKILL CHECK. You only have to roll during difficult circumstances, like when a calm river devolves into rushing rapids.

SEAMANSHIP

VESSEL	DIFFICULTY LEVEL	MOD
CANOE	VERY EASY	+10
FLATBOAT	EASY	+5
KEELBOAT	EASY	+5
SAILBOAT	NORMAL	±0
PADDLE STEAMER	NORMAL	±0
STEAMBOAT	NORMAL	±0
STEAMSHIP	HARD	-5
SAILING SHIP	VERY HARD	-10
SUBMARINE	VERY HARD	-10

SIGN LANGUAGE

QUALITY

SIGN LANGUAGE is used by most Native tribes (but not the Apaches) and in the education of the deaf. The actual signs used in these two areas are of course differing quite considerably. In both cases there are however signs agreed upon by a large number of people. Thus learning them is as useful as learning any other language, it will make it possible for you to communicate with new people.

You may also use this SKILL to develop your own sign language. It is not unusual among more shady characters to do, such as gangs of cardsharps. They can then roam the gambling halls and saloons, pretending not to know each other. Once at the tables they can signal to each other during the game to tell what cards they, or someone else around the table, have got. Charlatans can use the same trick, pretending not to know each other in front of others but secretly communicating information their companions can use.

SLEIGHT OF HAND

OPPOSED

There is always easy money around for the nimble-fingered, like the classic confidence trick to "magically" make a coin disappear or by simply emptying someone's pockets. Many card sharps use SLEIGHT OF HAND to pick an ace from the sleeve or to deal from the bottom of the deck when skill at cards alone won't do the trick. Read more about increasing your chances in this way at GAME/CARDS. You may also get your concealed weapon out without anyone noticing using this SKILL.

★ SKILLS ★

SLEIGHT OF HAND has got its risks, though. You perform your SKILL CHECK and then people around you make an ATTRIBUTE ROLL for VIGILANCE. If your result is the highest you succeed, otherwise you get caught. A word of warning – sharpers tend to be kicked out of town, sometimes in tar and feathers. Do you dare to try? Is Lady Luck on your side?

SPORTS

OPPOSED

Sports and other athletic exercises are popular ways to idle away time while simultaneously measuring one's own strength with others. In 1876 several sports are having their rules formalized and national leagues of different sorts are being organized. Baseball is a good example, their nation league was established in 1871.

Each sport you learn is considered a separate SKILL. Similar sports, like baseball and cricket, may use DIFFICULTY LEVELS instead, where we recommend -5 to -10 depending on how similar they are. Common sports in this time and age are tennis, polo, lacrosse, baseball, cricket, football, badminton, rowing and bowling.

SPORTS/ SKILL CHECKS may be rolled once per game for a quick result. You could also divide the game or contest into the moments or segments that seem most natural, depending on the sport (such as once per set in tennis). You can then allow SKILL CHECKS at these segments in order to bring more nerve and suspense and an idea on how things are progressing during the match/heat/round/set.

All Sports do not use this SKILL though. Showdowns and pretend fights like *Boxing* and *Wrestling* or even *Fencing* are settled according to the rules for CLOSE COMBAT. Marksmanship with bow and arrow is gaining interest on the East Coast, but again it is more reasonable to use the combat rules. Rodeo and races also have their own set of rules (covered in the section on *Mounts and Chases* in *Core Book II – The Law of the Land*).

STALK

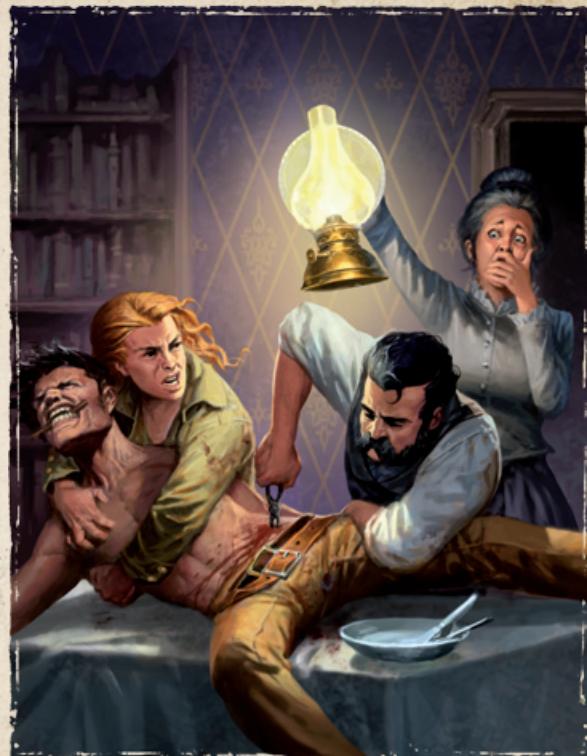
OPPOSED

To stalk somebody is the art of following said person without being seen. The stalker knows how to keep at a moderate distance without losing her prey. She can find a good spot for keeping an eye out on a house or area, and knows how to remain inconspicuous while doing so.

STEALTH

OPPOSED

You want to advance silently and practically blend into the shadows to avoid detection? Use DIFFICULTY LEVELS to show what it takes to succeed when trying to hide in a lit empty room compared to if you are moving under cover of darkness while staying low behind bushes. Your SKILL CHECK will be OPPOSED by others' ATTRIBUTE ROLL for VIGILANCE.



SURGERY

SITUATIONAL

Surgeons are sawbones. They operate and perform surgical procedures, everything from pulling teeth to removing bullets and amputating legs. You also learn about different anesthetics and how effective they are. After the surgery you sew the wound up, whereupon it heals a level (a SEVERE wound becomes MAJOR).

DIFFICULTY LEVELS are used to modify different surgical procedures. A bullet in the arm is relatively easy to remove, while operating in the abdomen is much harder. Access to good equipment and anesthetics is always an advantage. If you know EXPERTISE/ANATOMY and succeed in your SKILL CHECK there, you receive a +5 bonus on your roll for SURGERY.

SURGERY

AREA	DIFFICULTY LEVEL	MOD
ARM	NORMAL	±0
LEG	HARD	-5
UPPER TORSO	VERY HARD	-10
ABDOMEN	EXTREMELY HARD	-15
HEAD	EXTREMELY HARD	-15

SURGERY - AID

AID	MODIFICATIONS
SURGERY TOOLS	+5
KNIFE	±0
ETHER/CHLOROPHORM/MORPHINE ¹	+10
OPIUM TINCTURE ¹	+5
ALCOHOL	+5

¹ Only one kind of anesthesia bonus is allowed at a time.

★ YOUR STATS ★

SURVIVAL

SURVIVAL is subdivided into eight different terrain types. All of them have their own conditions that set them apart from each other enough to make every terrain an **ORIENTATION** of its own (i.e. they are separate **SKILLS**). Let us look at one example. With **SURVIVAL/DESERT** you learn how to handle the heat, treat sunstroke, protect against sandstorms and what is edible and potable in the desert, and the like.

As long as the Game Master believes it is reasonable to treat your endeavors as **ROUTINE** and you got a **SKILL LEVEL** above 10, there is really no reason to roll at all. You will be able to find food and water enough to survive, find shelter when needed, etc. However, when things get more dramatic you roll once a day to establish if you have managed to find water and plants enough that day. For every step above 20 on your **SKILL CHECK** you are able to help another person survive that day too.

SURVIVAL

TERRAIN	DIFFICULTY LEVEL	MOD
ARCTIC	HARD	-5
MOUNTAINS	NORMAL	±0
SEA	HARD	-5
PRAIRIE	EASY	+5
FOREST	EASY	+5
URBAN	NORMAL	±0
SWAMP	HARD	-5
DESERT	HARD	-5

SWIM

SITUATIONAL

Where you live will have a huge impact on whether you have ever learned how to swim or not. The most important prerequisite is to be close to water, but truth be told not all who do would ever submerge themselves unless they are held at gunpoint.

You can normally **SWIM** as long as your stamina allows (which depends on your **CONSTITUTION**), but you have to perform a **SKILL CHECK** during difficult conditions. It could during rough sea, or if you are weighed down by heavy clothing or pack, such as a double holster with loaded revolvers. You also have to make **SKILL CHECKS** when you fight in the water or if you are trying to save someone who is drowning.

You **SWIM** as many yards per minute as the total of your **QUICKNESS** and your **SKILL LEVEL** in **SWIM**. You can increase your speed the same way as your **MOVE** on land. When you **SWIM FAST** you double the speed but only as many **CHASE ROUNDS** (minutes) as your **CONSTITUTION**. When you **SPRINT** in water you may even triple the speed, but it only lasts for as many **COMBAT ROUNDS** (6 seconds) as you got in **CONSTITUTION**.

SITUATIONAL

TELEGRAPHY

SITUATIONAL

You know Morse code and can man the Telegraph Office. The higher your **SKILL LEVEL**, the faster you are with the telegraph key and the better you comprehend incoming fast messages. You do not have to be at a telegraph office, with a successful **SKILL CHECK** after applying **DIFFICULTY LEVELS**, you may listen in on the wires by setting up your temporary equipment.

TRACK

SITUATIONAL/OPOSED

You can learn to identify and follow the tracks of man and beast with this **SKILL**. When you are out searching for a prey you roll once a day to see if you are successful or not. If the tracks suddenly become harder to follow you will however have to perform a new **SKILL CHECK** in order to keep. For every day that has passed since the tracks you are trying to follow were made you get a -1 penalty on your **SKILL CHECK**. If someone has tried to cover their tracks your respective **TRACK ROLLS** are **OPPOSED**. If they were higher you lose track, if not you stay on target.

TRACK

EXAMPLES OF DIFFICULTY LEVELS WHEN TRACKING

EXTREMELY EASY Follow tracks in fresh snow.

VERY EASY Follow tracks in mud.

EASY Follow tracks in sand.

NORMAL Follow tracks over prairie.

HARD Follow tracks on lightly trafficked road.

VERY HARD Follow tracks over rocky terrain.

EXTREMELY HARD Follow tracks in the dark.

WEAPONS DRILL

SITUATIONAL

You like to show off with your skills with a weapon in hand. A classic weapons drill is to spin the revolver around your index finger and smoothly put it back in the holster. Famed gunslingers who like to humblebrag may even use a tin cup to show off classic revolver drills. Every **WEAPON GROUP** (REVOLVER, RIFLES, KNIVES, AXES, etc.) has its separate drill variants and you learn them as separate **SKILLS**.

WEATHER LORE

SITUATIONAL

Knowing **WEATHER LORE** you will not be caught by surprise when the weather suddenly changes. You know what weather to expect in different areas during any season and can read the signs signalling change.

WHIP

SITUATIONAL

Draught animals increase their **MOVE** by 1 – if your **WHIP SKILL CHECK** succeeds. To whip a cigar out of someone's mouth looks cool, but is **VERY HARD** (-10). You can catch an adversary's arm, leg or drawn revolver if your **SKILL CHECK** is successful when you have subtracted your adversary's **DEFENSE** from the result.



★ SKILLS ★



COMBAT SKILLS

When training your SKILL at arms you try to handle the weapon to the best of your ability. You do, however, practice two completely different things. On the one hand, you try to hit what you aim at. On the other, you set out to be as fast as possible with your weapon in order to act quicker than your opponent. Even if has nothing to do with marksmanship, it could be the difference between life and death. The SKILL that governs where you hit is aptly named ACCURACY, and the SKILL that decides how fast you are is called SPEED.

ACCURACY and SPEED are both SKILLS that require you to choose subcategories, instead of letting you master all the weapons there are. Therefore, you train different DISCIPLINES, like REVOLVER or FENCING. Each DISCIPLINE counts as a separate SKILL. If you want to be great at booth ACCURACY and SPEED with revolvers and rifles alike, you will have to spend your EXPERIENCE POINTS on four different COMBAT SKILLS ACCURACY/REVOLVER, ACCURACY/RIFLES, SPEED/REVOLVER and SPEED/RIFLE). Keep this in mind during Character Creation when you chose WEAPON PACKAGE for your character. The WEAPON PACKAGES state *how many* COMBAT SKILLS you get PRACTICE in – and *how much* you get in each of them.

Three more SKILLS are counted as COMBAT SKILLS. These are ARTILLERY, COORDINATION and DEFENSE. They cost as much as every ACCURACY and SPEED you learn in different DISCIPLINES. They are used in combat and you can read more about them at page 310.

THE WEAPONS PACKAGES

Chose one of these during Character Creation to determine how well you handle guns. You can always change package compared to what your ROLE suggests.

WEAPONS PACKAGES

PACKAGE	COST	PRACTICE (STEPS)		
		5	10	15
PRO	500	2	2	2
VIRTUOSO	500	2	4	1
SPECIALIST	450	-	4	1
FEARED	450	3	3	1
RESPECTED	400	1	3	1
PREPARED	400	4	2	1
SEASONED	350	2	4	-
VERSATILE	350	5	3	-
EXPERIENCED	300	-	4	-
SKILLED	300	3	3	-
ACCOMPLISHED	250	4	2	-
COMPETENT	250	1	3	-
CAPABLE	200	2	2	-
ADEPT	200	5	1	-
SUFFICIENT	150	3	1	-
AMATEUR	150	6	-	-
BEGINNER	100	4	-	-
TENDERFOOT	100	1	1	-
GREENHORN	50	2	-	-

★ YOUR STATS ★



MARKSMANSHIP

Marksmanship is at the core of handling weapons. Are you able to hit where you are aiming or not? It's just as important with a revolver, an axe or when you try to land blow square on your opponent's jaw. To decide if you are able to place your attack where you aim, you use a *To Hit Template* with ranged weapons or a *To Hit Table* in close combat.

ACCURACY/

COMBAT

When you train ACCURACY, you learn both the combat technique required in the DISCIPLINE and how to handle different WEAPON GROUPS using that DISCIPLINE. The better you are, the more WEAPON GROUPS you can master. To hit the bull's eye is at the core of what you are trying to achieve as you buy PRACTICE in the SKILL to get better. Not all DISCIPLINES use the same ATTRIBUTES as BONUS to your SKILL.

SPECIALIZATIONS

In all DISCIPLINES except MACHINE GUN increased knowledge in ACCURACY also provides new tricks or a chance to touch up details of your technique. For every five LEVELS of ACCURACY you gain a new DEGREE within that DISCIPLINE and may choose a new SPECIALIZATION. The SPECIALIZATIONS for all DISCIPLINES are presented at page 305 and forwards.

Some SPECIALIZATIONS occur within several different DISCIPLINES, like SIXTH SENSE (+1/DEGREE on your COOL UNDER FIRE roll) or DIVERSION (+1/DEGREE for FEINT – one of the MOVES you can choose in close combat). If you choose one of these SPECIALIZATIONS in several of your DISCIPLINES you always get to use the highest BONUS it could give you no matter which DISCIPLINE you are using at the moment. You may not, however, add the different BONUSES together to make it even higher than that.

RANGED WEAPONS

When your opponent's a few yards away you need a weapon that is capable of bridging that gap. Firearms of different kinds are popular for this task, but bows and throwing weapons will do too. To tell if you hit with a ranged weapon – and if yes, where – you use the TARGET TEMPLATE. If the end result, when all modifiers have been taken into account, amounts to 30 or more – you have hit exactly where you aimed and it is considered a PERFECT HIT. Read more in *Core Book II – The Law of the Land*.

CLOSE COMBAT

When you are eye to eye with your enemy combat takes on a different tune. You frequently circle each other to find a weak spot. The one with the upper hand has the INITIATIVE and is able to choose from the ATTACK MOVES she has got at her disposal. The DISCIPLINE you have learned will determine which MOVES you can use. The underdog gets to use his DEFENSIVE MOVES to avoid getting hit – and if he is successful he can gain the INITIATIVE for the next round.

If you hit your opponent in close combat the result will not be as haphazard as with ranged weapons. You will never hit the foot if you were aiming at the head. A TO HIT TABLE is used, where the location you were aiming for will impact where it is even possible for you to land your blow. Just as with ranged weapons, the better your result the closer you will get to where you were aiming. Read more about Close Combat in *Core Book II – The Law of the Land*.

THE QUICK AND THE DEAD

Marksmanship may be the core to hit what you are aiming at, but how fast you are will determine if you will be able to draw your gun before you are shot.

SPEED

COMBAT

Your ATTRIBUTE BONUS for QUICKNESS is doubled for all SPEED DISCIPLINES. Buy PRACTICE in those where you want to be faster. Your SKILL LEVEL tells how fast you are and how often you can act in combat. You never roll for SPEED. This set value determines in what order combatants act and how many ACTIONS they get each COMBAT ROUND (6 seconds).

ACTIONS

For every five SPEED SKILL LEVELS within the same DISCIPLINE you gain a DEGREE, which gives you an ACTION. Your number of ACTIONS per COMBAT ROUND equals your DEGREES. The more ACTIONS you have, the more times you get to act during the six-second-long COMBAT ROUND. Before reaching a SKILL LEVEL of 5 in SPEED you still get one ACTION, but you are the last to act in the COMBAT ROUND, when all others have performed all of their ACTIONS.

★ SKILLS ★

DISCIPLINES

How a combat turns out depends on how far apart the combatants are, what kind of weapons are used and the combat techniques employed. Here we present the combat DISCIPLINES that you can train, what distinguish them and what differs among them. Read more about them in *Core Book II – The Law of the Land*.

ARCHERY

(DEX+STR)

Most Plains Tribes still know how to make a bow and how to use it properly – particularly when hunting. On the East Coast ARCHERY has become fashionable among the gentry, but then mostly as a sport with arrows fired at special targets at set distances.

BOXING

(DEX+STR)

BOXING is sometimes called the noble art of self-defense and its practitioners are experts at fighting with their bare hands. You learn to fight in a more disciplined manner than the common saloon-brawler, with a focus on avoiding getting hit yourself. Among the SPECIALIZATIONS you get access to are several special punches normally taught only to boxers. You also learn to fight according to competition rules like *Queensberry Rules* or *London Prize Fighting*.

FENCING

(DEX+QCK)

In this DISCIPLINE you mainly learn how to handle saber, rapier or walking stick. These are weapons that allow you to keep your opponent at more than arm's length – and then to finish him with a decisive thrust or slash. This is a DISCIPLINE most officers and soldiers from cavalry and artillery train. It is considered both military and gentlemanly. Many Upper Class young males learn FENCING during their upbringing.

FIGHTING

(DEX+STR)

You can fight unarmed or with a weapon, even an improvised one. You have a broad range of MOVES to choose from, but this wide approach comes at a price. Compared to the more specialized DISCIPLINES such as BOXING or FENCING, you never learn any refined fighting technique. You have no need for a TEACHER to teach you any MOVES, but can develop your own style.

KUNG FU

(DEX+COL)

Chinese martial arts is rare on the American continent. If you are not Chinese you need a story on how you learned KUNG FU. Discuss and come to an agreement with your Game Master, then make this a part of your character's backstory. If you learn Kung Fu in game, it is worth being a part of the campaign. Most study with a Kung Fu Master, which makes it a good idea to use the TALENT MENTOR for this person. You will get apt in unarmed attacks and how to evade blows, but also in using swords, staffs and the like.

MACHINE GUN

(DEX+STR)

The up and coming machine guns give you a frightful rate of fire, but to handle these monsters you first have to learn how they work. This is the only DISCIPLINE where you do not get to choose any SPECIALIZATIONS when you advance in ACCURACY DEGREES – apart from the extra BONUS to any FUMBLE ROLLS (you always get to add +1/DEGREE when you roll to see just how bad a FUMBLE turned out to be). The extra ACTION you get per SPEED DEGREE gives you a substantial increase in firepower though.

REVOLVER

(DEX+VIG)

This is the most classic DISCIPLINE of them all in Wild West game. You learn how to handle a six-shooter, be it cap and ball or cartridge loaded. The easy to hide derringer is also handled by this DISCIPLINE.

RIFLE

(DEX+VIG)

You can handle any and all types of rifles, muzzle-loaders and breechloaders. This category covers shot-guns, repeaters and buffalo rifles. No other WEAPON DISCIPLINE will provide you with the same combination of range and mobility as RIFLE does.

SAVATE

(DEX+VIG)

This French martial art with a lot of kicks has its roots in Paris street-fighting. Since the origin, it has turned into something that the elite in French society practice, nowadays it is even viewed as genteel. SAVATE is still unusual in the United States, but the Secret Service teaches it to some of its agents. They especially appreciate the focus on how to handle everyday items during a fight, such as hat, a cane or a chair.

THROWING

(DEX+STR)

You have learned to judge different objects' weight and balance and then to throw them with precision. This DISCIPLINE suits you who like to improvise in dangerous situations and use whatever is around to fight with. Thrown weapons also give you the chance to knock out opponents from afar, without alerting any companions of his or her to your location.

WRESTLING

(DEX+STR)

WRESTLING is an unarmed showdown between two opponents, where the focus is primarily to dominate and peg down rather than causing serious harm. Just like in boxing, a successful wrestler can gain both honor and glory – and some serious prize money. Many contests are held, your chance to show off your skills are often arranged during holidays, big festivities, like the 4th of July or in conjunction with the harvest.

Honor and glory through wrestling are also gained among several Native tribes. Contests and competitions are quite popular and a way to show your strength.

★ YOUR STATS ★

MOVES AND SPECIALIZATIONS

There are a number of MOVES that can come in handy when you are involved in combat. The aspects in which they differ are in what you are trying to do and in what way. One that has practiced the noble art of self-defense – BOXING – will favor the fists over other weapons. One that has specialized in FENCING will favor a blade, and so on.

The different DISCIPLINES all give you access to their own set of alternatives in combat. Choose the one that best fits the style you have in mind, since the choice will also influence how you are perceived by other people. BOXING says you care more about rules and competition than if you go for FIGHTING. WRESTLING will give you frequent opportunities to partake in the competitions that tend to pop up around different festivities. SAVATE might come natural if you got roots in France, but if you are a hillbilly from Kentucky people around you will stop and stare if you start with strange kicks and outlandish grips.

PRIMARY AND SECONDARY MOVES

Regardless what CLOSE COMBAT DISCIPLINE you have chosen, you are able to perform all of the MOVES. However, in each of the DISCIPLINES six MOVES are favored. The DISCIPLINE will highlight these over the others and you will get a chance to train more on these, thus getting better at them. In the table below, you can see what six MOVES are listed in each DISCIPLINE. You may choose one of the six as your PRIMARY MOVE – and always get +2/DEGREE you have in ACCURACY when you perform it. You may also choose two SECONDARY MOVES, granting you +1/DEGREE. This way you create your own fighting style.

MOVES POSSIBLE TO EXCEL IN

MOVES	BOXING	FENCING	FIGHTING	KUNG FU	SAVATE	WRESTLING
ATTACK						
CUT		●	●	●		
DISARM				●	●	
FEINT	●	●			●	
HEADBUTT	●		●			●
HOLD			●			●
KICK		●		●	●	
STRIKE	●		●	●	●	
THROW		●	●			●
THRUST					●	
TRIP						●
DEFENSIVE						
BREAK	●					●
EVADE	●	●	●	●		●
PARRY	●	●	●	●	●	

ATTACK MOVES

If you are the fastest in the beginning of a CLOSE COMBAT or have the INITIATIVE (the upper hand during the fight) you can perform any of the ATTACK MOVES:

- CUT
- HEADBUTT
- STRIKE
- TRIP
- DISARM
- HOLD
- THROW
- FEINT
- KICK
- THRUST

DEFENSIVE MOVES

The opponent gets to answer with a DEFENSIVE MOVE, until gaining momentum during the fight and winning the INITIATIVE. They are:

- BREAK
- EVADE
- PARRY

SPECIALIZATIONS

Each time you reach a new DEGREE (accomplish another full 5 SKILL LEVELS, i.e. 5, 10, 15, 20, 25 or 30) in ACCURACY in a DISCIPLINE you may choose a new SPECIALIZATION. You always have the same number of SPECIALIZATIONS in a DISCIPLINE as you have DEGREES in the ACCURACY in question. In the upcoming pages we present one DISCIPLINE at a time with all of the SPECIALIZATIONS you can choose from there. Some SPECIALIZATIONS are special kinds of attacks where you can only use one at a time. Others are PERMANENT enhancements, marked with a (P). You always have access to them and can use them together with other SPECIALIZATIONS, if you want to.

WEAPON GROUPS

Each time you reach a new DEGREE you also learn to master a new WEAPON GROUP.

WEAPON GROUPS

WEAPON GROUPS
AXES
BOLA
BRAWLING
DYNAMITE
KNIVES
LONG BLADES
OBJECTS
SHIELDS
FIRE ARMS
REVOLVERS
DERRINGERS
VOLCANICS
REPEATERS
MUZZLE-LOADING RIFLES
BREECH-LOADING RIFLES

★ SKILLS ★

REVOLVER

SPECIALIZATIONS

For every completed five SKILL LEVELS, you gain a DEGREE in ACCURACY/REVOLVER and can choose a SPECIALIZATION. When you use a SPECIALIZATION to mitigate a penalty you would otherwise get, it will not give you a better To Hit than you normally have.

ACROBAT (P) – You have practiced shooting while moving and may therefore reduce the penalty for SIMULTANEOUS ACTIONS by +1/DEGREE.

FANNING – You fire 2 shots each ACTION while FANNING, but your aim is worse with this two-handed technique. Normally you get -10 on To Hit but if you choose this, you have practiced enough to mitigate the PENALTY with +2/DEGREE in ACCURACY/REVOLVER.

FAST DRAW (P) – You may reduce your DRAW Cost from a holster by 1 (the cost cannot go below 1).

FOCUS (P) – You get +1/DEGREE in To Hit when spending at least 1 ACTION aiming. You get this bonus even when you only spend 1 single ACTION for a QUICK AIM.

HIP SHOT – It is hard but fast to shoot from the hip; you get -5 on To Hit. This SPECIALIZATION allows you to mitigate this PENALTY with +1/DEGREE.

SIXTH SENSE (P) – You are always on edge and alert; receive +1/DEGREE on your COOL UNDER FIRE CHECK.

SPEED-LOAD (P) – You have practiced speed loading your weapon and can lower the Reload time by 1 per cartridge/bullet you load into your weapon.

SPLIT VISION – Reduce the PENALTY for shooting at two different targets the same ACTION with +1 DEGREE.

STEADY HANDS (P) – When aiming, you may add +1/DEGREE to your ATTRIBUTE ROLL for COOL (which determines if you get a BONUS or if you lost your focus).

TRICK SHOT – You have practiced cool stunts while shooting at objects such as cans, coins, and cigarettes. Get +3/DEGREE on To Hit when you are showing off your trick shooting. You get no bonus at living targets.

TWO GUN SHOOTER (P) – Reduce the PENALTY for shooting two revolvers at the same time with +1/DEGREE.

WEAPON CARE (P) – You take good care of your gear, allowing you to add +2/DEGREE to FUMBLE ROLLS, instead of the +1/DEGREE you would otherwise get.

RIFLE

SPECIALIZATIONS

For every completed five SKILL LEVELS, you gain a DEGREE in ACCURACY/RIFLE and can choose a SPECIALIZATION. When you use a SPECIALIZATION to mitigate a penalty you would otherwise get, it will not give you a better To Hit than you normally have.

ACROBAT (P) – You have practiced shooting while moving and may therefore reduce the penalty for SIMULTANEOUS ACTIONS by +1/DEGREE.

DEAD SHOT (P) – With a well-placed shot (result of 20+), you may modify the INJURY ROLL by ±1/DEGREE.

FAST DRAW (P) – You may reduce your DRAW Cost from a holster by 1 (but the cost may never go below 1).

FOCUS (P) – You get +1/DEGREE in To Hit when spending at least 1 ACTION aiming. This is true even when you only spend a single ACTION for a QUICK AIM.

HIP SHOT – It is hard but fast to shoot from the hip; you get -5 on To Hit. This SPECIALIZATION allows you to mitigate this PENALTY with +1/DEGREE.

LONG SHOT (P) – You are a trained sniper and if you take at least 1 ACTION to AIM, you get to cut the RANGE PENALTY in half (rounded up).

ONE-HAND GRIP (P) – Using a rifle with one hand comes at a -10 PENALTY to ACCURACY. Since you spent a lot of PRACTICE on this you may add +2/DEGREE to your roll when you do. You still cannot use two rifles at once.

SIXTH SENSE (P) – You are always on edge and alert; receive +1/DEGREE on your COOL UNDER FIRE CHECK.

SPEED-LOAD (P) – You have practiced speed loading your weapon and can lower the Reload time by 1 per cartridge/bullet you load into your weapon.

STEADY HANDS (P) – When aiming, you may add +1/DEGREE to your ATTRIBUTE ROLL for COOL (which determines if you get a BONUS or if you lost your focus).

TRICK SHOT – You have practiced cool stunts while shooting at objects such as cans, coins, and cigarettes. Get +3/DEGREE on To Hit when you are showing off your trick shooting. You get no bonus at living targets.

WEAPON CARE (P) – You take good care of your gear, allowing you to add +2/DEGREE to FUMBLE ROLLS, instead of the +1/DEGREE you would otherwise get.

ARCHERY

SPECIALIZATIONS

For every completed five SKILL LEVELS, you gain a DEGREE in ACCURACY/ARCHERY and can choose a SPECIALIZATION. When you use a SPECIALIZATION to mitigate a penalty you would otherwise get, it will not give you a better To Hit than you normally have.

ACROBAT (P) – You can shoot while moving – mitigate the PENALTY for SIMULTANEOUS ACTIONS by +1/DEGREE.

DEAD SHOT (P) – With a well-placed arrow (result of 20+), you may modify the INJURY ROLL by ±1/DEGREE.

DOUBLE SHOT – It is VERY HARD (-10 on To Hit) to fire 2 arrows in 1 ACTION. Both arrows have to be against the same target. *Double Shot* mitigates the penalty with +2/DEGREE, since you have trained to do it.

FOCUS (P) – You get +1/DEGREE in To Hit when spending at least 1 ACTION aiming. This is true even when you only spend 1 single ACTION for a QUICK AIM.

HUNT (P) – You use your bow hunting for prey and defending against predators like mountain lions and wolves. Get +2/DEGREE when you attack animals.

LONG SHOT (P) – You have trained shooting at a long distance often enough to get your RANGE PENALTY cut in half, as long as you spend at least 1 ACTION AIMING.

QUICK SHOT (P) – Mitigate your penalties with +1/DEGREE when you draw the bow and nock the arrow in one ACTION and shoot the next (penalty -5), or when you draw the bow, nock the arrow and shoot the same ACTION (penalty -10).

RIDER (P) – Reduce the PENALTIES for shooting from horseback by +1/DEGREE in ACCURACY/ARCHERY.

SIXTH SENSE (P) – You are always on edge and alert; receive +1/DEGREE on your COOL UNDER FIRE CHECK.

STEADY HANDS (P) – When aiming, you may add +1/DEGREE to your ATTRIBUTE ROLL for COOL (which determines if you get a BONUS or if you lost your focus).

TRICK SHOT – You have practiced trick shooting at objects such as cans, spinning wheels, and cigarettes. Get +3/DEGREE on To Hit when you are showing off your trick shooting. You get no bonus at living targets.

WEAPON CARE (P) – You take such good care of your gear, you get +2/DEGREE to FUMBLE ROLLS (instead of +1).

THROWING

SPECIALIZATIONS

For every completed five SKILL LEVELS you gain a DEGREE in ACCURACY/THROWING and can choose a SPECIALIZATION. When you use a SPECIALIZATION to mitigate a penalty you would otherwise get, it will not give you a better To Hit than you normally have.

ACROBAT (P) – Throwing no longer requires all of your concentration, thus you reduce the penalty for performing SIMULTANEOUS ACTIONS with +1/DEGREE.

DEAD THROW (P) – With a well-placed throw (result 20+), you may modify the INJURY ROLL with ±1/DEGREE.

FAST DRAW (P) – You may reduce DRAW COST from a scabbard with 1 (but the cost may never go below 1).

FOCUS (P) – You get +1/DEGREE in To Hit when spending at least 1 ACTION aiming. This is true even when you only spend a single ACTION for a QUICK AIM.

HAIL OF KNIVES (P) – You can throw up to three knives at the same target during a single ACTION. It gets progressively harder To Hit the more knives you throw. Two knives get -5 (on both) and three -10 on them all. You get +1/DEGREE to mitigate the penalties.

JACK OF ALL TRADES (P) – You may choose 2 WEAPON GROUPS/DEGREE instead of 1. You still get -10 on WEAPON GROUPS you are not proficient in yet.

LONG RANGE (P) – You have practiced long throws and may increase the WEAPON RANGE +1 yard/DEGREE.

RIDER (P) – Reduce the PENALTIES for throwing from horseback with +1/DEGREE in ACCURACY/THROWING.

SIXTH SENSE (P) – You are always on edge and alert, receive +1/DEGREE on your COOL UNDER FIRE ROLL.

STEADY HANDS (P) – When aiming you may add +1/DEGREE to your ATTRIBUTE ROLL for COOL (which determines if you get any BONUS or lost your focus).

TRICK THROW – You can show off advanced throws aimed at elaborate moving targets, spinning wheels and similar circus acts. You get +3/DEGREE on To Hit when trick throwing, but never in combat or when you try to hit and hurt people or animals.

WEAPON CARE (P) – You take good care of your gear, allowing you to add +2/DEGREE to FUMBLE ROLLS, instead of the +1/DEGREE you would otherwise get.

BOXING

SPECIALIZATIONS

For every completed five SKILL LEVELS you gain a DEGREE in ACCURACY/BOXING and can choose a SPECIALIZATION. Some of these are marked with a (P) which stands for PERMANENT – you always get the benefit of this bonus. Others are SPECIAL PUNCHES, where you can only use one at a time (you can strike an UPPERCUT or a JAB, not both simultaneously).

BALANCE (P) – You step away more easily than most and receive +1/DEGREE to EVADE an attack.

BRAWLER (P) – You are used to taking hard hits in fistfights. You get to add +2/DEGREE on your GRIT CHECK when you are injured from an unarmed attack.

COUNTERATTACK (P) – You can select ATTACK MOVES even when the INITIATIVE belongs to your opponent. However, this is a more daring and less controlled attack. There is a risk that you will get hurt, even if you won this ACTION. If the EFFECT is 5-9 you will both hit each other and thus get to roll for INJURY.

CROSS – A straight STRIKE that earns you +1/DEGREE in To HIT. One of the SPECIAL ATTACKS in BOXING.

GUARD (P) – You are adept at steering incoming attacks away, and get +1/DEGREE when you PARRY.

HOOK – A hard STRIKE to PARRY, giving your opponent -1/DEGREE (your DEGREES) when trying to deflect.

JAB – A quick STRIKE to assess your opponent and search for an opening. You get +2/DEGREE on To HIT but -5 on the INJURY ROLL if you hit with a JAB.

KNOCK – A powerful STRIKE where you go all in at the price of being off-balance your next ACTION. If you hit you get to add +2/DEGREE to your INJURY ROLL, but get a penalty of -5 on your next MOVE.

ROLL WITH THE PUNCHES (P) – If you get hit, reduce your opponent's INJURY ROLL with -1/DEGREE.

SPLIT VISION (P) – You do not always expect a fair fight and have trained against multiple opponents, which allows you to reduce that PENALTY with +1/DEGREE.

TOUGH (P) – You take pain from fistfights better than most. You get +1/DEGREE in GUTS in unarmed attacks.

UPPERCUT – A powerful STRIKE. You get +1/DEGREE to your INJURY ROLL if you hit your opponent.

FENCING

SPECIALIZATIONS

For every completed five SKILL LEVELS you gain a DEGREE in ACCURACY/FENCING and can choose a SPECIALIZATION. Some of these are marked with a (P) which stands for PERMANENT – you always get the benefit of this bonus. Others are SPECIAL MOVES, where you can only use one at a time (one per ACTION).

ACROBAT (P) – You are sure-footed and able to concentrate on several things at the same time, which enables you to reduce the penalty for SIMULTANEOUS ACTIONS with +1/DEGREE.

ALERT (P) – You recognize when your opponent tries to fool you and get +1/DEGREE against all FEINTS.

BALANCE (P) – You try to move just enough to avoid getting hit while trying to turn the combat to your advantage. You get +1/DEGREE to EVADE all attacks.

CIRCLE ATTACK – You may attack up to four different opponents if they are fairly close to each other with one single attack. You receive no PENALTY on your result for the first opponent, but -5 for the second, -10 for the third and -15 for the fourth.

CUT SPECIALIST (P) – You get +1/DEGREE on all CUTS.

DAREDEVIL – You go all in with this attack, giving you +10 To HIT now, but -10 on your next ACTION.

DIVERSION (P) – Your opponent is easily fooled by your diversions, giving you a chance to establish a firm grip on your fight and a great opening for your next attack. You always get +1/DEGREE when performing a FEINT.

GUARD (P) – You are adept at steering incoming attacks away, and get +1/DEGREE when you PARRY.

PACIFY (P) – You always get +1/DEGREE when trying to DISARM your opponent. If your EFFECT is 15+, you may also choose to get a HOLD on your opponent.

RIPOSTE (P) – You can select ATTACK MOVES even when the INITIATIVE belongs to your opponent. However, an EFFECT of 5-9 means that both combatants are hit and both get to roll for INJURY.

SPLIT VISION (P) – You do not always expect a fair fight and have trained against multiple opponents, which allows you to reduce that PENALTY with +1/DEGREE.

THRUST SPECIALIST (P) – Get +1/DEGREE on all THRUSTS.

FIGHTING

SPECIALIZATIONS

For every completed five SKILL LEVELS you gain a DEGREE in ACCURACY/FIGHTING and can choose a SPECIALIZATION. Some of these are marked with a (P) which stands for PERMANENT – you always get the benefit of this bonus. Others are SPECIAL ATTACKS, where you can only use one at a time (one per ACTION).

ACROBAT (P) – You are sure-footed and can concentrate on several things at once, enabling you to reduce the penalty for SIMULTANEOUS ACTIONS with +1/DEGREE.

AXE FIGHTER (P) – You are skilled at axe fights, get +1/DEGREE when swinging your axe to CUT or PARRY.

BRAWLER (P) – You are used to taking hard hits in fistfights. Add +2/DEGREE on your GRIT CHECK when you are injured by an unarmed opponent's attack.

CRUSH (P) – This SPECIAL HOLD allows you to inflict some DAMAGE on your opponent while keeping him or her locked down. Use DAMAGE GROUP 6 for your INJURY ROLL and add a bonus of +1/DEGREE.

DAREDEVIL – You go all in with this attack, giving you +10 To Hit now, but -10 on your next ACTION.

DIRTY TRICKS (P) – You attack vulnerable points, like groin, joints, ganglions and eyes, with a PENALTY of -5 To Hit. If you hurt your opponent, he or she receives -2/DEGREE (your DEGREES) on the GRIT CHECK.

FENCER (P) – A given SPECIALIZATION for soldiers and Mexican rebels. You receive +1/DEGREE when performing a THRUST or a CUT with a long blade

HAYMAKER – A powerful attack, get +1/DEGREE on the INJURY ROLL if you hit, and -10 to your next MOVE.

IRON SKULL – Get +1/DEGREE on your INJURY ROLL if you hit when you try to HEADBUTT your opponent.

JACK OF ALL TRADES (P) – You may choose 2 WEAPON GROUPS/DEGREE instead of 1 like others. You still get -10 on WEAPON GROUPS you are not proficient in yet.

KNIFE FIGHTER (P) – Get +1/DEGREE when you THRUST, CUT or a PARRY when you are using a knife or a dagger.

WAR CRY (P) – Natives and Confederates are known for their blood-curdling war cries. For every DEGREE you got, your opponent gets a PENALTY of -1 to the COOL UNDER FIRE ROLL at the start of your fight.

KUNG FU

SPECIALIZATIONS

For every completed five SKILL LEVELS you gain a DEGREE in ACCURACY/KUNG FU and can choose a SPECIALIZATION. Some of these are marked with a (P) which stands for PERMANENT – you always get the benefit of this bonus. Others are SPECIAL ATTACKS, where you can only use one at a time (one per ACTION).

ACROBAT (P) – You are sure-footed and able to concentrate on several things at the same time, which enables you to reduce the penalty for SIMULTANEOUS ACTIONS with +1/DEGREE.

ARMED MASTER (P) – Get ±1/DEGREE whenever you try to CUT or THRUST with a weapon in hand.

BALANCE (P) – You try to move just enough to avoid getting hit while trying to turn the combat to your advantage. You always have +2/DEGREE when EVADING.

CIRCLE ATTACK – You may attack up to four different opponents if they are fairly close to each other with one single attack. You receive no PENALTY on your result for the first opponent, but -5 for the second, -10 for the third and -15 for the fourth.

DIRTY TRICKS (P) – Attack your opponent's vulnerable spots (-5 To Hit). If successful, he or she receives -2/DEGREE (your DEGREES) on their GRIT CHECK.

FALL (P) – Whenever you fall bad enough to get hurt, you may reduce your falling INJURY with 1/DEGREE and get +1/DEGREE on your GRIT CHECK.

INCAPACITATE – This HOLD (-5 To Hit) can render your enemy unconscious with no lasting harm 1D6 COMBAT ROUNDS. A PERFECT HOLD lasts for 1D20 minutes.

IRON FIST – A powerful STRIKE providing +1/DEGREE on To Hit and +1/DEGREE on the INJURY ROLL.

SIXTH SENSE (P) – You are always on edge and alert. Receive +1/DEGREE on your COOL UNDER FIRE ROLL.

SPLIT VISION (P) – When you fight multiple opponents, you can reduce that PENALTY with +1/DEGREE.

UNARMED MASTER (P) – You mostly train unarmed and get +1/DEGREE when you STRIKE or KICK.

VAULT – Done while ADVANCING, BACKING or EVADING. At EFFECT 1-19 you move 1 DISTANCE in any direction, at 20+ you may move 2 DISTANCES in any direction.

SAVATE

SPECIALIZATIONS

For every completed five SKILL LEVELS you gain a DEGREE in ACCURACY/SAVATE and can choose a SPECIALIZATION. Some of these are marked with a (P) which stands for PERMANENT – you always get the benefit of this bonus. Others are SPECIAL ATTACKS, where you can only use one at a time (one per ACTION).

ACROBAT (P) – You are sure-footed and able to concentrate on several things at the same time, which enables you to reduce the penalty for SIMULTANEOUS ACTIONS with +1/DEGREE.

BALANCE (P) – You try to move just enough to avoid getting hit while trying to turn the combat to your advantage. You get +1/DEGREE to EVADE all attacks.

CANE – You have trained using your walking *cane* as a weapon (WEAPON GROUP OBJECTS) and while using it in combat you receive a +1/DEGREE to CUT, DISARM, PARRY, THRUST and TRIP.

CHAIR – You have trained using a *chair* as a weapon (WEAPON GROUP OBJECTS) and when doing so you receive a bonus of +2/DEGREE to DISARM and PARRY.

CROSS – A straight STRIKE, get +1/DEGREE in To HIT.

DIRTY TRICKS (P) – You attack vulnerable spots, like groin, joints, ganglions and eyes, with a PENALTY of -5 on To HIT. If you hurt your opponent, they receive -2/DEGREE (your DEGREES) on their GRIT CHECK.

GUARD (P) – You are adept at steering incoming attacks away, and get +1/DEGREE when you PARRY.

HAT – You know how to use your *hat* (WEAPON GROUP OBJECTS) to distract your opponent in combat. When you do, you get +2/DEGREE in EVADE and FEINT.

HEEL KICK – A powerful KICK. Get +1/DEGREE on To HIT and +1/DEGREE on any potential INJURY ROLL.

JAB – A quick STRIKE that allows you to assess your opponent while searching for a better opening for your next attack. You get +2/DEGREE To HIT but -5 on the INJURY ROLL if your opponent was hurt.

PACIFY (P) – Get +1/DEGREE when you DISARM your opponent. At an EFFECT of 15+, you also get a HOLD.

SPLIT VISION (P) – When you fight multiple opponents, you can reduce that PENALTY with +1/DEGREE.

WRESTLING

SPECIALIZATIONS

For every completed five SKILL LEVELS you gain a DEGREE in ACCURACY/WRESTLING and can choose a SPECIALIZATION. Some of these are marked with a (P) which stands for PERMANENT – you always get the benefit of this bonus. Others are SPECIAL ATTACKS, where you can only use one at a time (one per ACTION).

BALANCE (P) – Get +1/DEGREE when trying to EVADE.

COUNTERATTACK (P) – You can select ATTACK MOVES even when the INITIATIVE belongs to your opponent. However, if the EFFECT is 5-9 you will both get hit and thus both get to roll for INJURY.

CRUSH (P) – This SPECIAL HOLD allows you to inflict INJURY on your opponent (DAMAGE GROUP 6, get +1/DEGREE) while keeping them locked down.

DIRTY TRICKS (P) – You attack vulnerable points, like groin, joints, ganglions and eyes, with a PENALTY of -5 on To HIT. If you hurt your opponent, they receive -2/DEGREE (your DEGREES) on their GRIT CHECK ROLL.

FALL (P) – Whenever you fall bad enough to get hurt, you may reduce your falling INJURY with 1/DEGREE and get +1/DEGREE on your GRIT CHECK.

GUARD (P) – You are adept at steering incoming attacks away, and get +1/DEGREE when you PARRY.

HEADLOCK – A brutal HOLD around your opponent's neck (counts as an attack against the head with a PENALTY of -5). If you succeed you do +2/DEGREE on your INJURY ROLL. Use DAMAGE GROUP 6.

IRON GRIP – A rock solid HOLD that will give you a bonus of +2/DEGREE on your next ACTION – as long as you manage to take a HOLD with this attack.

IRON SKULL – Get +1/DEGREE on your INJURY ROLL if you hit when you HEADBUTT your opponent.

MUSTER STRENGTH (P) – You concentrate your strength when trying to BREAK a HOLD and get +2/DEGREE.

SPLIT VISION (P) – When you fight multiple opponents, you can reduce that PENALTY with +1/DEGREE.

TACKLE – ADVANCE and take a HOLD of your opponent in 1 ACTION, but get -5 on your next ACTION. With EFFECT 10+ you may even overthrow your opponent, inflicting INJURY (DAMAGE GROUP 8).

★ YOUR STATS ★

MORE COMBAT SKILLS

ARTILLERY

(INT+VIG)

To man the guns and perform the drill for firing and reloading you do not use ARTILLERY, but DRILL/ARTILLERY. The only one that needs to know this SKILL is the gunner – the one in charge of aiming the gun. Read more in *Core Book II – The Law of the Land*.

COORDINATION

(DEX+COL)

Most people are right-handed and find it harder to perform tasks with their left hand. COORDINATION is used to train your “wrong hand” and with enough PRACTICE you can become ambidextrous (just as good with both hands). When you use your wrong hand you get -20. ATTRIBUTE BONUSES and PRACTICE in COORDINATION will help you mitigate this. With a SKILL LEVEL of 20 in COORDINATION the PENALTY is gone and you can use both hands just as well. However, a high SKILL LEVEL (more than 20) in COORDINATION will not let you become *better* in using a SKILL with your wrong hand than you usually are.

If you are using two revolvers at the same time it is harder To Hit (-5) with *both hands* and if you are also firing at two different targets (no more than 45 degrees apart) it becomes VERY HARD (for a total of -10). Use COORDINATION to get rid of these penalties too. However, you will need SKILL LEVEL 25 and 30 respectively to get rid of all penalties on both hands when you do. In order to get to 30 you need to maximize your ATTRIBUTE VALUES on DEXTERITY and COOL and your PRACTICE in COORDINATION. Gun-slingers that skilled are few and far between.

Add +2/COORDINATION DEGREE to your To Hit in CLOSE COMBAT. The better you get, the harder you are to predict and therefore to defend against.

DEFENSE

(QCK+VIG)

It is dangerous when people shoot at you. DEFENSE is how you try to avoid getting hit. You dodge, move in zig zag and keep your head down when you are in cover, anything to spoil the aim for your opponent.

DEFENSE is a SET SKILL. As soon as you are aware of danger and try to stay alive, it is active and you never need to roll for it. When attacked with ranged weapons your opponents have to reduce their results with your SKILL LEVEL in DEFENSE. You must try to keep your head down. If you stand in the middle of Main Street calling out your enemies, you get no DEFENSE at all since you are clearly not using it.

In CLOSE COMBAT you add +2/DEFENSE DEGREE to your DEFENSIVE VALUE. When you got the INITIATIVE you use to To Hit and ATTACK MOVES, when you do not you use your DEFENSIVE VALUE and perform DEFENSIVE MOVES.

CREATE SKILLS

Western is a game where SKILLS are not only used for SKILL CHECKS, but also to define a character. What you have cared to learn and know about say something about you. Some SKILLS will probably never come into play, but they will still help you build a relatable character. We have tried to give you a wide array of SKILLS to choose from, to make it easy to create your character and to find knowledge areas and competences that fit your character concept. At the same time, it is impossible to include everything. You may have a clear picture of the areas of expertise you want, but cannot find it among the SKILLS presented here. Then create your own SKILL – in consultation with the Game Master, of course.

The first step is to judge where your new SKILL fits in the existing range. The easiest way to go about it is to include it into any of the broad SKILLS already there, where there are already several ORIENTATIONS to choose from. Belonging to this category are the SKILLS ACCURACY/, ANIMAL HUSBANDRY/, ANIMAL TRAINING/, ART/, BUSINESS/, CRAFT/, DRAFTING/, DRIVE/, EXPERTISE/, GAME/, LANGUAGE/, LAW/, MUSIC/, ORGANIZATION/, RELIGIOUS CEREMONIES/, SPEED/, SPORTS/, SURVIVAL/ and WEAPONS DRILL/. If any of these would do, you only need to add a new ORIENTATION, and will then automatically know how much it costs to learn. If it is not a SKILL with set BONUSES you will need to state what two ATTRIBUTES give you a greater chance to succeed in your SKILL.

If your SKILL did not fit into any of the existing SKILLS you will have to create an entirely new one. Think through what you want to call it and how you want it to work in play. The next step is to determine what two ATTRIBUTES govern your new SKILL. In extreme cases and only if your Game Master agrees a single ATTRIBUTE may be used instead, but then be counted twice.

The last thing to do is to decide what COST GROUP your new SKILL belongs to. There are five of these, from the extremely easy and cheap SKILLS to the extremely hard and thus expensive ones. At the end of the table you also find the cost for COMBAT SKILLS, if you would like to bring in a new DISCIPLINE or the like.

COST GROUPS & OWN SKILLS

COST GROUP	1-5	6-10	11-15	16-20
GROUP 1 – SIMPLE	1	2	3	5
GROUP 2 – EASY	1	2	5	10
GROUP 3 – NORMAL	1	4	8	15
GROUP 4 – HARD	2	5	10	20
GROUP 5 – DIFFICULT	3	10	20	30
COMBAT	5	10	15	30

GOURMET

PAWBROKERS



EQUIPMENT

The watch is newly polished and beautiful. Pure silver according to the pawnbroker's determined claim. And what of the fine engravings, so elaborate and costly. On the back there is actually another name written, but not that different. Sam could have been christened Samuel for instance, and the step from Samuel to "Emmanuel" is not that far. "Ortega" is a problem, though. It does not even remotely resemble Wilkins. On the other hand, who is going to look on the back of his watch? The important thing is the inside of the watch, were there is room for a small picture. Sam is going to ask Maggie to give him one photo of her to carry with him. It is no ring, but it will show her his intentions.

So, the time has come to equip your character. Here you find everything from what different coins there are and what they look like to what you can buy for them, or the federal banknotes known as greenbacks.

WHY WEIGHT?

Weight is indicated on all things you can carry or load onto a horse. Normally it does not matter what each individual thing weighs, but if you start bringing a lot of stuff with you everywhere it starts to get heavy. Maybe too heavy. You or your horse may get overloaded and then you cannot get around as fast anymore. Then you can either stash some things away to travel lightly or get a packhorse. You want to be able to rob the bank, if you get that notion, and be able to stay ahead of the posse – even if the loot comes in heavy silver dollars.

HOW MUCH CAN YOU CARRY?

You can carry twice as many pounds as you have in the ATTRIBUTE of STRENGTH without slowing you down. For every additional 10 pounds your Move will drop with -1, though. If you start loading on too much your strength will give out.

HOW MUCH CAN YOUR HORSE CARRY?

Horses come in many different breeds. In *Core Book II – Law of the Land* you get to know more about them, including how much each mount can carry. If you travel with a lot of equipment, you can ride on one horse and bring another as pack animal.

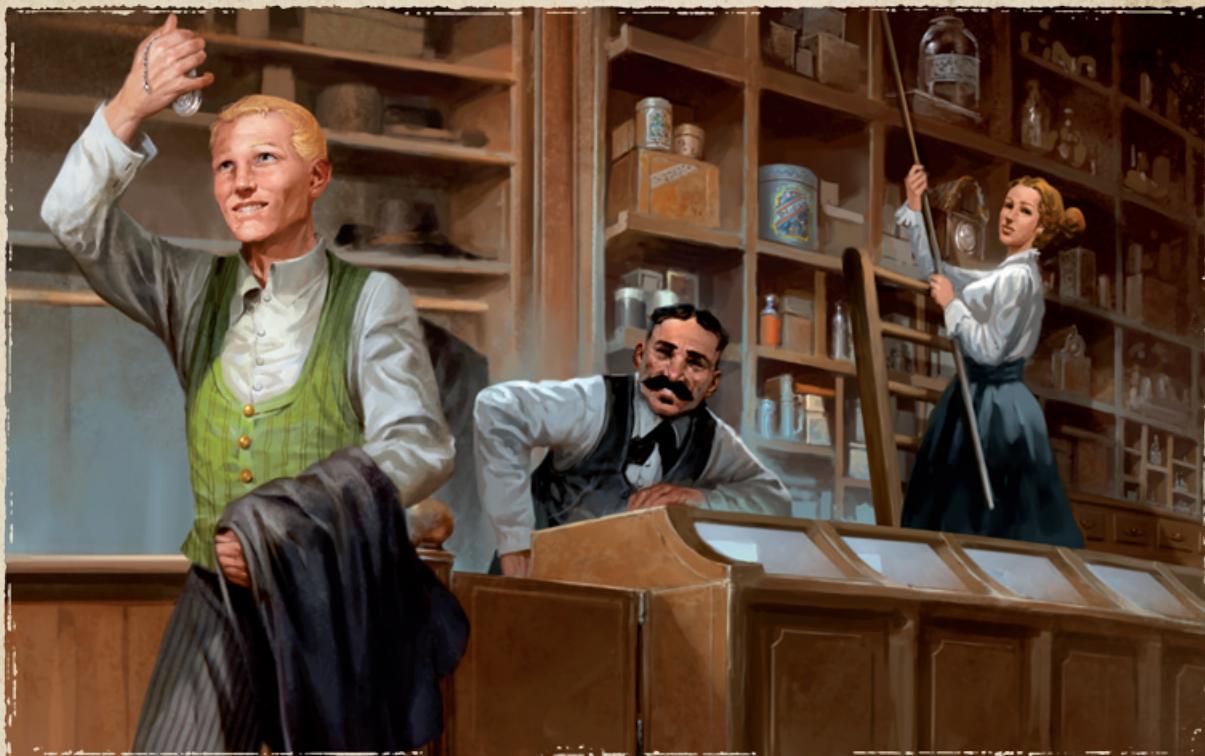
PRICES

All prices in the *Lists of Equipment* are based on someone shopping in a town on the East Coast, or from a somewhat large town in the West with access to decent communications. If it is easy to make cargo hauls the range of goods is better and prices are lower.

In smaller communities where the population is too small for any turnover worth mentioning, prices will soar. You may have to pay thrice the price back East, and it will not be due to the storekeeper trying to rip you off. That is what the workings look like, when manufacturer, freighter and tradesman all need to make a profit. It is not uncommon for freighting companies to own local stores to cut out the middle man and keep prices low. Game Masters should be aware that not all prices are tripled. Goods produced locally cost as usual, e.g. most food in a farming community. Guns, fine liquor and high-quality fabrics are more price-sensitive. When it comes to cattle and horses, prices may instead be lower than back East since they are raised in much greater quantities out West.

It is even worse in newly founded mining towns where gold has just been found. Adventurers will flock there in great numbers, but logistics are a nightmare. More people than goods arrive and stores will quickly end up in short stock on almost everything. Provident people bringing trade goods to sell to such communities often turn richer than the prospectors. Ten times the normal prices are not unheard of during the first months. If you accept employment wages will not keep up, then five times the normal rate is more likely.

★ EQUIPMENT ★



QUALITY

All prices in the *Lists of Equipment* are for goods of normal QUALITY. They are skillfully made and brand new. That said, you could of course get hold of items both better and worse.

Good QUALITY is distinguished by good craftsmanship and the best raw materials. There is a difference between getting a ready-made dress from the store or going to the tailor and getting a dress measured, tested and sewn just for you. What cloth the dress is made from matters too, of course. Will it be of rough spun cotton or exquisite dense silk?

How you dress will affect how you are perceived. Most people of meagre means are more than happy if they have one set of everyday clothes and one set of more elegant clothes for church on Sundays and other celebratory occasions. If you are well off it will cause a sensation if you dress like a slob or hardly ever change outfit. People around you would start to speculate if you or your family have run into financial troubles? Men are let off easier than women in this regard. Men's fashion does not change that much, maybe you have several identical suits? Women in high society cannot be caught wearing the same ball dress on two separate occasions without raising eyebrows.

DECREASING QUALITY AND REPAIRS

Nothing lasts forever. No matter how fine QUALITY an object has, wear and tear will bring it down. There are two ways an item will lose QUALITY – through FUMBLIES or wrongful use. If you FUMBLE when you

are using the item and the result of your FUMBLE ROLL is 10 at the most when all modifiers are accounted for you get -1 QUALITY. The same is true when you use the item in a wrongful way that makes *wear* an obvious factor. Examples of this may be using a *folded blanket* to skid down a snowy slope, using a *knife* to break open a lock or dropping your *gun* while galloping.

A skillful craftsman may repair and restore lost QUALITY, within reasonable limits. A hat with a bullet hole will sadly never be the same again.

IF YOU BUY QUALITY YOU ONLY CRY ONCE

Low QUALITY items are cheap and give a negative QUALITY BONUS on a related SKILL. The price drops by 10% for every step below 0. Conversely, products with a positive QUALITY BONUS add to a related SKILL. The price doubles every positive step though.

A Colt Army of NORMAL QUALITY costs \$12.50.

QUALITY +1 will cost \$25,

QUALITY +2 will go for \$50,

QUALITY +3 for \$100,

QUALITY +4 for \$200, and so on.

With the price come a better balance and sturdier steel, engravings and more exclusive materials in the grip. No gunsmith with an ounce of self-esteem will neglect to add beauty to a well-crafted gun. You cannot lower the price by refusing fancy decorations – but instead run the risk of increasing the price. You are not showing respect for the masterful craftsmanship.

If you instead bought a used and worn Colt Army, QUALITY -1, the price will stay at \$11.25.

MONEY

BILLS, BANKNOTES & GREENBACKS

In February 1862 Congress decided to create the first federal currency of the US and printed \$150 million federal banknotes (called *greenbacks*) to finance the Civil War. Until then, all States and Banks were allowed to print their own bills as long as they guaranteed their worth. These bills could look anyway they wanted, which made bills look vastly different. All these bills became worthless overnight in 1863 (at least in the Union). The new paperbacks are recognized and should be accepted all over the country. Many business owners have become skeptical towards bills all together, due to all the counterfeits in circulation.

The latest federal print run is from 1875. Banknotes of the following dollar-denominations were printed; 1, 2, 5, 10, 20, 50, 100, 500 and 1.000.

During the Civil War the South printed its own currency, the Confederate dollar. It was marked CSA: Confederate States of America. These bills became worthless when the war had ended. Beware – heartless hustlers trick gullible to accept these worthless bills!

COINS

Coins are always accepted everywhere, in big cities as well as the smallest joints out west. The metal they are made from has an objective worth. There are two different one-dollar coins, one gold and the other silver. The Gold Dollar is a small coin made since the California Gold Rush in 1849. The Trade Dollar is a large silver coin. The Mexican silver Peso weighs 0.5 grams more. Since the exchange rate is \$1 for 1 peso, you can make money if you buy a lot of pesos, melt them down and make silver bars. It does require a substantial investment and a lot of work.

COINS

COIN	METAL	VALUE	GRAMS
DOUBLE EAGLE	GOLD	\$20.00	32.0
EAGLE	GOLD	\$10.00	16.0
HALF EAGLE	GOLD	\$5.00	8.0
THREE-DOLLAR PIECE	GOLD	\$3.00	4.8
QUARTER EAGLE	GOLD	\$2.50	4.0
GOLD DOLLAR	GOLD	\$1.00	1.6
TRADE DOLLAR	SILVER	\$1.00	25.0
HALF DOLLAR	SILVER	\$0.50	12.5
QUARTER DOLLAR	SILVER	\$0.25	6.3
TWENTY-CENT PIECE	SILVER	\$0.20	5.0
DIME	SILVER	\$0.10	2.5
NICKEL	COPPER/NICKEL	\$0.05	5.0
THREE-CENT NICKEL	COPPER/NICKEL	\$0.03	2.0
CENT	COPPER	\$0.01	3.0



ONE DOLLAR BILL



TEN DOLLARS' BILL



ONE HUNDRED DOLLARS' BILL

★ MONEY ★



TWO DOLLARS' BILL



FIVE DOLLARS' BILL



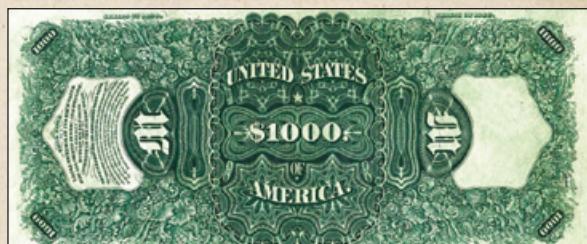
TWENTY DOLLARS' BILL



FIFTY DOLLARS' BILL



FIVE HUNDRED DOLLARS' BILL



ONE THOUSAND DOLLARS' BILL

★ EQUIPMENT ★

GOLD COINS



DOUBLE EAGLE (\$20)



EAGLE (\$10)



HALF EAGLE (\$5)



THREE-DOLLAR PIECE (\$3)



QUARTER EAGLE (\$2.5)



GOLD DOLLAR (\$1)



SILVER COINS



TRADE DOLLAR (\$1)



HALF DOLLAR (\$0.5)



QUARTER DOLLAR (\$0.25)



TWENTY-CENT PIECE (\$0.20)



DIME (\$0.10)

COPPER-/NICKEL-COINS



NICKEL (\$0.05)



THREE-CENT NICKEL (\$0.03)



CENT (\$0.01)



All coins are shown in their actual sizes.

★ EQUIPMENT ★

EQUIPMENT

WEAPON	YEAR	PRICE	LBS
Colt Navy	1851	12.50.....	2.6
Beaumont Adams DA	1855	15.00.....	2.4
LeMat	1856	16.00.....	3.5
Smith & Wesson First Model	1857	12.00.....	1.5
Remington Pocket Model	1858	12.50.....	1.5
Colt Army	1860	12.50.....	2.6
Starr DA Army	1860	14.00.....	2.6
Starr Navy	1860	12.50.....	2.6
Remington Army	1861	12.50.....	2.8
Remington Navy	1861	12.50.....	2.4
Smith & Wesson Second Model	1861	12.00.....	1.5
Colt Police	1862	12.00.....	1.5
Starr Army	1862	12.50.....	2.6
Remington New Model Pocket	1863	12.50.....	1.5
Remington Rider	1863	12.50.....	2.4
Rogers & Spencer Army	1865	10.00.....	3.1
Remington New Model Army	1866	18.00.....	2.8
Smith & Wesson American	1870	16.00.....	2.6
Webley No1 DA	1870	14.00.....	2.6
Colt Army, Richards Conversion	1871	16.00.....	2.6
Colt Cloverleaf	1871	10.00.....	0.9
Colt House Model	1871	10.00.....	0.9
British Bulldog	1872	12.00.....	1.1
Colt New Line Pocket	1872	9.00.....	0.7
Colt Navy, Richardson-Mason	1873	16.00.....	2.6
Colt SAA Cavalry	1873	12.20.....	2.6
Colt SAA Peacemaker	1873	12.20.....	2.3
Colt SAA Sheriff's Model	1873	12.50.....	2.0
Merwin & Hulbert Frontier	1873	15.00.....	2.4
Remington Army #3	1875	18.00.....	2.6
Smith & Wesson Schofield	1875	16.00.....	2.5
Colt SAA Buggy Rifle	1876	26.00.....	3.5
Colt Lightning	1877	10.00.....	1.3
Colt SAA Frontier	1877	12.20.....	2.4
Colt Thunderer	1877	10.00.....	1.3
Colt DA Frontier	1878	14.00.....	2.2
Webley Army Express DA	1878	13.50.....	2.4
Smith & Wesson New Model Russian	1879	14.00.....	2.4
Smith & Wesson .38 DA	1880	13.00.....	1.1
Merwin & Hulbert Pocket Army	1881	14.50.....	2.2
Knuckleduster Derringer	1856	11.00.....	1.1
Sharps Derringer	1859	12.00.....	0.9
Remington-Elliot Pepperbox	1863	10.00.....	0.9
Remington Derringer	1866	10.00.....	0.7
Apache revolver	1870	10.00.....	1.7
Colt Derringer No 1	1870	10.00.....	0.5
Colt 3 RD Model Derringer	1875	10.00.....	0.5
Volcanic Navy	1855	14.00.... 2.6-2.8	
Volcanic Pistol	1855	15.00.....	2.8
Volcanic Pocket	1855	13.00.....	2.4
Shotgun, front loaded	1800-	24.00.....	11.0
Enfield	1853	15.00.....	9.0
Springfield	1857	13.00.....	10.0
Sharps, rifle	1854 ...	32.00.....	8.0
Sharps, carbine	1859 ...	24.00.....	7.0
Bench rifle.....	1860 ...	60.00...24-28.0	
Shotgun, breech loaded.....	1867 ...	28.00.....	11.0
Remington Rolling Block	1867 ...	40.00.....	9.5
Mauser	1871 ...	18.00.....	10.0
Springfield Trapdoor	1873 ...	20.00.....	11.0
Springfield Trapdoor, carbine	1873 ...	16.00.....	10.0
Sharps Buffalo rifle.....	1874 ...	40.00.....	11.0
Mauser	1884 ...	20.00.....	10.0
Colt, Revolving rifle	1855 ...	36.00.....	9.0
Volcanic, carbine	1855 ...	30.00.... 5.3-5.7	
LeMat, revolving carbine	1856 ...	35.00.....	6.5
Spencer, rifle	1860 ...	35.00.....	9.0
Spencer, carbine	1860 ...	27.00.....	8.0
Henry, rifle	1860 ...	45.00.....	9.5
Winchester -66, "Yellow Boy"	1866 ...	40.00.....	9.5
Winchester -73, rifle	1873 ...	36.00.....	9.0
Winchester -73, carbine.....	1873 ...	27.00.....	7.5
Evans, carbine	1874 ...	34.00	11.0
Winchester Centennial	1876 ...	40.00.....	10.0
Burgess, rifle.....	1877 ...	40.00.....	10.0
Marlin, rifle	1881 ...	42.00.....	9.5
Arkansas Toothpick.....		2.00.....	0.6
Bayonet.....		0.80.....	0.4
Bowie knife.....		4.00.....	1.1
Cutlass		6.00.....	2.2
Green River		2.00.....	0.9
Hatchet.....		4.00.....	1.5
Knife.....		0.80.....	0.7
Knuckleduster		0.50.....	0.2
Machete		3.00.....	1.3
Throwing knife		2.00.....	0.4
Rapier		9.00.....	2.0
Sabre, heavy		9.00.....	2.6
Sabre, light		8.00.....	2.0
Bull Whip		6.00.....	1.5
Cat o' Nine Tails		9.00.....	0.9
Spanish Whip		8.00.....	1.5
AMMUNITION			
	PRICE (\$)	LBS	
Rifle cartridges [20]	0.90.....	1.3	
Rim fire cartridges [20]	0.25.....	0.7	
Bullets [20]	0.15.....	0.7	
Revolver cartridges [20]	0.50.....	0.9	
Gunpowder [100 shots]	0.20.....	0.7	
Percussion caps [100 pieces]	0.20.....	0.2	

★ EQUIPMENT ★

EQUIPMENT	PRICE (\$)	LBS	
Axe	2.50	3.3	Tent, 12-persons..... 25.00..... 70.5
Axe, Double Lumberjack.	6.00	7.7	Tin Cup..... 0.50..... 0.4
Backpack.	3.50	2.6	Tin plate and cutlery 1.00..... 0.7
Bandage	0.50	0.4	Trap, Bear [double spring steel]..... 15.00..... 11.0
Bag, small	2.50	1.1	Trap, Beaver [foothold trap, 6 inch jaws].... 10.00..... 5.5
Bag, big	4.00	2.6	Umbrella/Parasol..... 2.00..... 0.7
Bible	2.00	2.2	Wagon, Big [4-wheels]..... 100.00..... 550
Bicycle, Boneshaker.....	50.00	33.1	Wagon, Carriage 1.000.00..... 1500
Binoculars	25.00	1.8	Wagon, Concord stage coach..... 1.500.00..... 2500
Blanket	1.20	3.5	Wagon, Buggy [2-wheels]..... 100.00..... 220
Blasting cap, 1 piece	0.70	0.7	Wagon, Buggy [4-wheels]..... 150.00..... 440
Books	1.00-3.00	2.2	Wagon, Prairie Schooner..... 300.00..... 1300
Bridle	2.30	4.4	Water canteen [0.4 gallon] 0.80..... 1.1
Bullet mold	4.00	0.9	Waterskin [1 gallon] 0.80..... 0.7
Camera	75.00	5.5	¹ Includes photo paper, chemicals for developing and printing, magnesium powder for the flash [enough for ten photographs].
Camera equipment ¹	5.00	5.5	² Surgical equipment, bone saw, scalpels, surgeon's knife, tweezers, pliers, clamps, scissors, tongue depressor, chloroform [5 doses], ear trumpet, stethoscope, magnifying glass, rectal thermometer, bandage, sewing kit, syringes, needles and leather straps.
Cigar, 1	0.05	-	
Cleaver	2.00	2.2	
Coffeepot	1.00	1.8	
Crowbar	0.80	3.3	
Deck of Cards.	0.50	0.2	
Dogsled	75.00	44.1	
Dynamite, 1 stick	1.00	0.7	
Frying pan	1.00	3.1	
Hammer	1.00	2.2	
Hayfork	1.80	4.4	
Heating stove, for tents.	9.00	13.2	
Holster, double	3.00	2.6	
Holster, single	2.00	2.2	
Horsewhip	3.00	0.7	
Lantern, Mining	2.00	1.1	
Lariat, leather [15 yards]	7.75	3.3	
Law Book	2.00	2.9	
Matches, 1 box	0.02	-	
Medicine bag ²	18.00	6.6	
Mirror, 4x4 inches	0.30	-	
Nails [100 pieces]	0.90	2.2	
Pan	1.10	1.1	
Pickaxe	1.50	5.5	
Pocket watch, handmade	9.00	0.2	
Pocket watch, factory made	0.75	0.2	
Powder flask	3.00	1.1	
Powder horn	2.00	1.1	
Quill + Ink	2.00	2.2	
Razor	2.00	0.2	
Rope [per yard]	0.20	0.2	
Saddle	35.00	26.0	
Saddlebag	5.00	7.7	
Saddle-holster	4.00	3.7	
Sledge hammer	1.60	11.0	
Soap	0.10	0.2	
Spade	1.50	4.4	
Telescopic sight, for rifles	35.00	1.1	
Tent, 2-persons	8.00	15.4	
Tent, 4-persons	15.00	26.5	

SERVICES	PRICE (\$)
Barber, haircut and shave	1.25
Dentist	10.00
Doctor	10.00
Farrier [price per hoof]	0.50
Funeral, with at least two mourners	15.00
Laundry [per cloth/item]	0.50
Lawyer [per hour]	1.00
Photography [per photograph]	2.00
Soiled Dove, quarter/night	4.00/20.00
Surgery	40.00

GROCERIES AND BEVERAGES	PRICE (\$)	LBS
Beans	0.10	1.0
Beer, 1 pint/1 pint cold	0.30/0.50	-
Beer, mini keg [1.32 gallons]	2.00	11.0
Bread	0.25	1.0
Butter	0.35	1.0
Coffee	0.35	1.0
Dried pork	0.15	1.0
Eggs, 12	0.21	1.3
Flour	0.04	1.0
Meal, greasy spoon	0.25	-
Meal, fine dining	5.00	-
Meal, restaurant/saloon	0.50	-
Milk, 1 gallon	0.11	3.8
Potatoes	0.02	1.0
Salt	0.75	1.0
Sugar	0.15	1.0
Tobacco	0.35	1.0
Whiskey, bad [1 bottle]	0.25	1.0
Whiskey, bad [1 glass]	0.15	-
Whiskey, good [1 bottle]	2.00	1.0
Whiskey, good [1 glass]	1.00	-
Whiskey, normal [1 bottle]	1.00	1.0
Whiskey, normal [1 glass]	0.50	-

★ EQUIPMENT ★

CLOTHING	PRICE (\$)	LBS	PRECIOUS METALS/MERCHANDISE	PRICE (\$)	LBS
Ball Gown.....	25.00	4.4	Copper	0.32	0.2
Belt.....	0.40	-	Gold.....	62.50	0.2
Blouse, cotton.....	1.00	0.7	Silver	4.00	0.2
Blouse, silk.....	4.00	0.4	Skin, Bison	3.00	17.6
Boots, buckskin	15.00	2.4	Skin, Black Bear.....	10.00	6.6
Boots, leather.....	20.00	2.9	Skin, Dear (Buckskin)	3.00	2.2
Bow tie.....	0.40	-	Skin, Mountain Lion/Jaguar.....	5.00	2.2
Cane	2.50	0.4	Skin, Sheep	1.00	1.5
Chaps (leather).....	6.50	1.5	Skin, Wolf	1.50	1.5
Coat	1.50	0.7			
Coat, Buckskin.....	9.00	2.2			
Corset.....	1.00	0.7			
Cravat.....	0.20	-			
Dress	10.00	3.3			
Duster.....	10.00	2.4			
Gloves, lined.....	1.00	0.4			
Gloves, unlined.....	0.80	0.2			
Gown	8.00	3.3			
Coonskin Cap.....	10.00	0.7			
Hat, Derby	10.00	0.7			
Hat, Ladies' latest fashion	8.00	0.9			
Hat, Straw	1.00	1.1			
Hat, Top	13.00	0.7			
Long John's.....	2.00	2.2			
Necktie	0.40	-			
Petticoat	1.50	0.7			
Poncho.....	3.00	2.6			
Raincoat.....	2.70	2.2			
Scarf.....	0.10	-			
Shawl.....	1.25	0.2			
Shirt.....	1.25	0.4			
Shirt, uncolored cotton.....	1.00	0.4			
Shoes.....	8.00	1.5			
Socks	0.10	-			
Sombrero.....	10.00	1.1			
Spurs	0.70	0.2			
Stetson.....	12.00	0.9			
Skirt, simple.....	2.00	1.1			
Skirt, Sunday Best	7.00	1.5			
Suit, entire outfit.....	10.00	2.9			
Suit Jacket	5.00	1.5			
Suit Trousers	5.00	1.3			
Suit Vest	4.00	1.1			
Suspenders	0.40	-			
Tail Coat, Full Evening Dress.....	20.00	2.9			
Trousers, buckskin	8.00	1.8			
Trousers, denim.....	3.00	1.5			
Vest, leather.....	3.00	1.3			
Winter Coat, fur	15.00	5.5			
ACCOMMODATION (PER DAY)		PRICE (\$)			
Boardinghouse.....		1.50			
Exclusive Hotel.....		15.00			
Hotel.....		5.00			
Stable (per horse).....		0.75			
BUILDINGS		PRICE (\$)			
Residential, 1 room		175			
Residential, 2 rooms		225			
Residential, 2 rooms and a kitchen.....		350			
Residential, 3 rooms and a kitchen.....		550			
Residential, 2-storey 3+2 rooms, kitchen		1.250			
Residential, 2-storey 4+3 rooms, kitchen		1.850			
Residential, 2-storey 5+4 rooms, kitchen		3.500			
Business, 1 room (4x6 yards).....		400			
Business, 1 room (5x10 yards).....		700			
Business, 1+2 rooms (5x10 yards)		1.300			
LAND		PRICE (\$)			
Federal land (price/acre)		1.25			
Private land (price/acre)		1.50-10			
Town Lot, peripheral location, small town		100			
Town Lot, attractive location, small town		400			
City Lot, peripheral location, city		200			
City Lot, attractive location, city		800			
City Lot, peripheral location, big city		500			
City Lot, attractive location, big city		2.000			

★ EQUIPMENT ★

TRAVEL - TIME AND PRICES

TRAINS

You can travel up to 375 miles per day when you go by train. The price is usually \$1/hour you travel, but in rugged and hilly terrain it can rise towards \$1.5. Longer distances, such as the ones provided by Central and Union Pacific, are often cheaper by the hour. The standard price is based on a 2nd class seat. 3rd class is less comfortable but you only pay half price. 1st class is exclusive and doubles the price. A sleeping cabin is \$2 extra every day, a personal valet is another \$4 each day. A private car is \$60/day wherever you go.

ATCHISON, TOPEKA & SANTA FE RAILWAY

STATIONS	HOURS	PRICE (\$)
Atchison - Topeka.....	3.....	3
Topeka - Dodge City.....	15.....	15
Dodge City - Las Animas.....	11.....	11
Las Animas - Canon City.....	9.5.....	14

CENTRAL PACIFIC RAILROAD

STATIONS	HOURS	PRICE (\$)
Ogden - Carlin.....	15.....	13
Carlin - Winnemucca.....	6.....	5
Winnemucca - Wadsworth.....	6.....	5
Wadsworth - Sacramento.....	13.....	11

DENVER AND RIO GRANDE RAILROAD

STATIONS	HOURS	PRICE (\$)
Denver - Colorado Springs.....	4.....	5
Colorado Springs - Pueblo.....	3.....	4
Pueblo - Trinidad.....	5.....	6

DENVER PACIFIC RAILROAD

STATIONS	HOURS	PRICE
Denver - Greeley	2.5.....	2.5
Greeley - Cheyenne	3.....	3

FORT WAYNE & PENNSYLVANIA RAILROAD LINE

STATIONS	HOURS	PRICE (\$)
Chicago - Fort Wayne.....	6.....	5
Fort Wayne - Pittsburgh.....	11.....	10
Pittsburgh - Harrisburg	8.5.....	8
Harrisburg - Washington.....	9.5.....	9
Harrisburg - Philadelphia.....	4.....	4
Philadelphia - New York.....	3.5.....	4
New York - Boston.....	9.....	8

HOUSTON AND TEXAS CENTRAL RAILWAY

STATIONS	HOURS	PRICE (\$)
Denison - Sherman	0.5.....	1
Sherman - Dallas	3.....	3
Dallas - Corsicana	3.....	3
Corsicana - Houston.....	9.....	9

KANSAS PACIFIC RAILWAY

STATIONS	HOURS	PRICE (\$)
Kansas City - Lawrence.....	2.....	2
Lawrence - Junction City	6.....	6
Junction City - Ellsworth.....	5.....	5
Ellsworth - Hays City	3.....	4
Hays City - Kit Carson	10.....	13
Kit Carson - Denver	7.....	12

MISSOURI-KANSAS-TEXAS RAILROAD

STATIONS	HOURS	PRICE (\$)
Chicago - Sedalia	20.....	16
Sedalia - St. Louis	9.....	8
Sedalia - Fort Scott	6.....	5
Fort Scott - Parsons	3.....	3
Parsons - Muskogee	5.....	4
Muskogee - Dennison	7.....	6

NEW ORLEANS, ST. LOUIS & CHICAGO RAILROAD

STATIONS	HOURS	PRICE (\$)
Chicago - St. Louis	16.....	15
St. Louis - Memphis	15.....	14
Memphis - Jackson	12.....	11
Jackson - New Orleans	11.....	10

NORTHERN PACIFIC RAILROAD

STATIONS	HOURS	PRICE (\$)
Saint Paul - Fargo	14.....	14
Duluth - Fargo	15.....	15
Fargo - Bismarck	11.....	11

PITTSBURGH, CINCINNATI AND ST. LOUIS RAILROAD

STATIONS	HOURS	PRICE (\$)
St. Louis - Indianapolis	14.....	13
Indianapolis - Louisville	6.....	5
Indianapolis - Cincinnati	6.....	5
Cincinnati - Chicago	16.....	15
Cincinnati - Pittsburgh	16.....	15

TEXAS AND PACIFIC RAILWAY COMPANY

STATIONS	HOURS	PRICE (\$)
Marshall - Longview	1.5.....	2
Longview - Dallas	7.5.....	8
Dallas - Fort Worth	1.5.....	2

UNION PACIFIC RAILROAD

STATIONS	HOURS	PRICE (\$)
Omaha - North Platte	14.....	13
North Platte - Julesburg	4.....	4
Julesburg - Cheyenne	7.....	7
Cheyenne - Rawlins	11.....	10
Rawlins - Green River	8.....	7
Green River - Ogden	23.....	20



★ TRAVEL ★

STEAM SHIPS

Travelling across the Atlantic has become popular among people of means. Immigrants are still an important passenger group, since many come searching for a new life in America. Important harbors are New York, Philadelphia, Boston and New Orleans. The competition between companies is fierce, which has made travel both cheaper and better (faster ships, more luxurious cabins, and so on). Many transatlantic steamers transport 1,500 3rd class passengers every trip. The prices shown are for 2nd class. Double it to get the cost of 1st class or cut it in half to get 3rd class prices.

On the West Coast Occidental and Oriental Steamship Company competes with Pacific Mail Steamship Company on transports between the US and Asia.

AMERICAN LINE

ROUTE	DAYS	PRICE (\$)
Philadelphia - Queenstown - Liverpool	11	40

ANCHOR LINE

ROUTE	DAYS	PRICE (\$)
Christania - Gothenburg - Glasgow	3	10
Glasgow - New York	10	40
Naples - Palermo - New York	14	55
Bordeaux - New York	11	45
London - Halifax - New York	11	50
Glasgow - Liverpool - Bombay	24	90

CIRCLE LINE

ROUTE	DAYS	PRICE (\$)
New Orleans - Havana	2	10
Havana - Vera Cruz	2.5	12
Vera Cruz - Galveston	2	10
Galveston - New Orleans	1	5
New Orleans - Havana - Belém	11	50

CUNARD LINE

ROUTE	DAYS	PRICE (\$)
Liverpool - Halifax - Boston	9	36
Liverpool - Queenstown - New York	10	40

DOMINION LINE

ROUTE	DAYS	PRICE (\$)
Liverpool - Havana - New Orleans	17	65
Liverpool - Quebec - Montreal	11	45
Liverpool - Halifax - Philadelphia	12	48

FRENCH LINE

ROUTE	DAYS	PRICE (\$)
Saint-Nazaire - Brest - West Indies	13	50
Le Havre - Plymouth - New York	10	40
Saint-Nazaire - New Orleans	16	65
Marseille - Havana - New Orleans	18	70
Le Havre - Vera Cruz	16	65
Le Havre - Panama	15	60

GUION LINE

ROUTE	DAYS	PRICE (\$)
Liverpool - Queenstown - New York	9	40
Christania - Liverpool	3	9

HAMBURG-AMERICA LINE

ROUTE	DAYS	PRICE (\$)
Hamburg - Le Havre - New York	12	48
Hamburg - Cuxhaven - Boston	11	45
Hamburg - New Orleans	18	70
Hamburg - West Indies	14	55

HOLLAND AMERICA LINE

ROUTE	DAYS	PRICE (\$)
Rotterdam - Plymouth - New York	14	55

INMAN LINE

ROUTE	DAYS	PRICE (\$)
New York - Queenstown - Liverpool	8	40

OCCIDENTAL AND ORIENTAL STEAMSHIP COMPANY

ROUTE	DAYS	PRICE (\$)
San Francisco - Yokohama - Hong Kong	20	190

PACIFIC MAIL STEAMSHIP COMPANY

ROUTE	DAYS	PRICE (\$)
San Francisco - Yokohama - Hong Kong	19	200
San Francisco - Panama City	10	100
San Francisco - Sydney	28	210

RED STAR LINE

ROUTE	DAYS	PRICE (\$)
Philadelphia - Antwerp	12	48
New York - Antwerp	14	55

WHITE STAR LINE

ROUTE	DAYS	PRICE (\$)
New York - Queenstown - Liverpool	8	39

STEAMBOATS

You travel up to 100 miles a day with a steamboat. It will cost you \$15/day. Prices shown are for 2nd class. Cut the price in half for 3rd class. If you want more service and comfort, you can double the price to get a 1st class ticket. A personal valet is \$4 each day.

The paddle wheelers had their glory days before the railroad. They are still a common sight along the major rivers, and especially the Mississippi river.

RIVER LINES

STATIONS	DAYS	PRICE (\$)
New Orleans - Memphis	4	60
Memphis - St. Louis	3	45
St. Louis - Minneapolis	6	90
Memphis - Louisville	4	60
Louisville - Pittsburgh	5	75



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EQUIPMENT

EQUIPMENT

CLOTHING

RATIONS/WATER

RATIONS (DAYS)	<hr/>	WATER (DAYS)	<hr/>
EXPENDITURE		EXPENDITURE	
○○○○○	○○○○○	○○○○○	○○○○○
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WEAPONS

MONEY AND VALUABLES

		WEIGHT	
BILLS:	DOLLAR _____	PESOS _____	
COIN:	DOLLAR _____	PESOS _____	
MONEY STASHED AWAY: _____		LOCATION _____	
VALUABLES		Q	WEIGHT
_____		_____	_____
_____		_____	_____
_____		_____	_____
_____		_____	_____
BANK _____		CITY _____	
PROPERTY _____		CITY _____	

FAMILY TREE

PATRIARCH (KINSHIP _____)

NAME _____ RELIGION _____
SOCIAL B. _____ PRE 1850 _____
SUCCESS _____ 1851-1860 _____
OCCUPATION _____ 1861-1865 _____
GROUP _____ 1866-1876 _____

Matriarch (KINSHIP _____)

NAME _____ RELIGION _____
SOCIAL B. _____ PRE 1850 _____
SUCCESS _____ 1851-1860 _____
OCCUPATION _____ 1861-1865 _____
GROUP _____ 1866-1876 _____

HOME IN AMERICA

HOMELAND/ORIGIN _____ TIME IN AMERICA _____

CHILD (KINSHIP _____) LIVING IN _____

NAME _____ SPOUSE _____
SOCIAL B. _____ CHILDREN _____
SUCCESS _____ 1851-1860 _____
OCCUPATION _____ 1861-1865 _____
GROUP _____ 1866-1876 _____

CHILD (KINSHIP _____) LIVING IN _____

NAME _____ SPOUSE _____
SOCIAL B. _____ CHILDREN _____
SUCCESS _____ 1851-1860 _____
OCCUPATION _____ 1861-1865 _____
GROUP _____ 1866-1876 _____

CHILD (KINSHIP _____) LIVING IN _____

NAME _____ SPOUSE _____
SOCIAL B. _____ CHILDREN _____
SUCCESS _____ 1851-1860 _____
OCCUPATION _____ 1861-1865 _____
GROUP _____ 1866-1876 _____

CHILD (KINSHIP _____) LIVING IN _____

NAME _____ SPOUSE _____
SOCIAL B. _____ CHILDREN _____
SUCCESS _____ 1851-1860 _____
OCCUPATION _____ 1861-1865 _____
GROUP _____ 1866-1876 _____

CHILD (KINSHIP _____) LIVING IN _____

NAME _____ SPOUSE _____
SOCIAL B. _____ CHILDREN _____
SUCCESS _____ 1851-1860 _____
OCCUPATION _____ 1861-1865 _____
GROUP _____ 1866-1876 _____

CHRONICLE

PENMANSHIP BY _____

TIME OF PLAY _____

CHARACTERS AND PLAYERS INVOLVED

CHRONICLE

LOCATIONS

PEOPLE

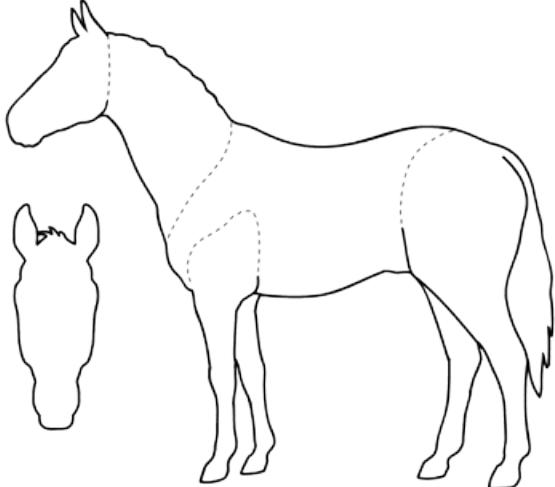
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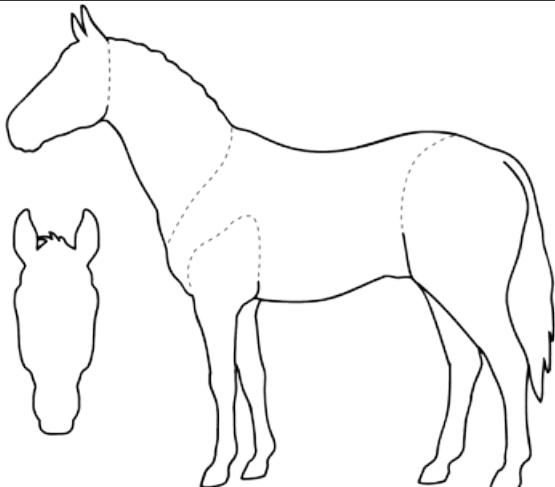
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PAGECOUNT

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HORSES

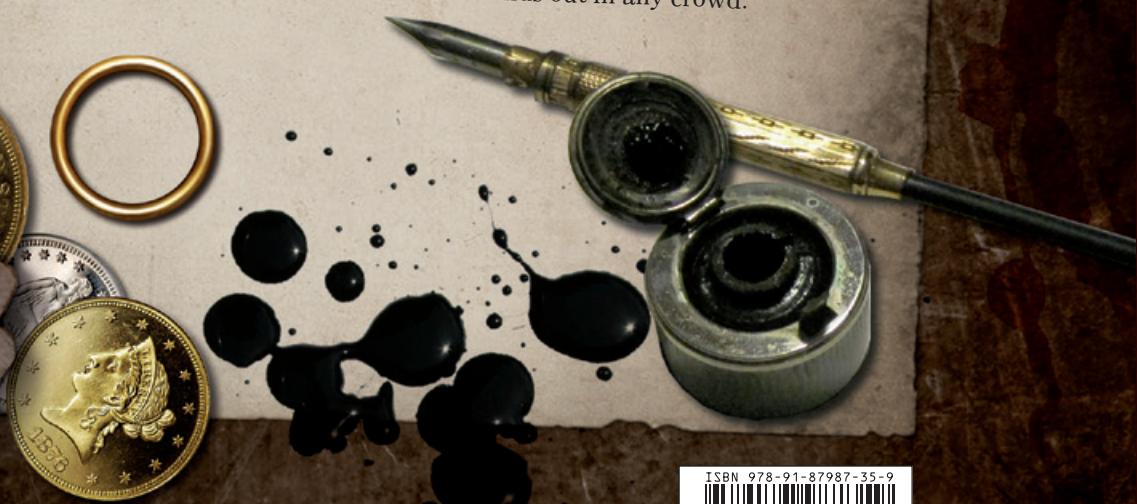
NAME _____	WITHERS _____	WEIGHT _____							
CARRY _____	HAUL _____								
APTITUDE _____	JUMPING _____								
GUTS _____	GRIT _____								
MOVE _____	MOD M. _____								
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ATTRIBUTE	VALUE	BONUS							
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TEMPERAMENT	_____	_____							
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COLOR _____									
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SKILLS	BONUS	<hr/> <hr/> <hr/>							

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SADDLEBAGS	WEIGHT	<hr/> <hr/> <hr/>							
MOVE	_____	<hr/> <hr/> <hr/>							
SKILLS	BONUS	<hr/> <hr/> <hr/>							



Western is a roleplaying game where you will encounter a rich tapestry of colorful characters, such as ruthless desperadoes, merciless bounty hunters, incorruptible lawmen, greedy Railroad Barons, private lawmen from the Pinkerton Agency, slick lawyers, grumpy prospectors, courageous Indian warriors, corrupt Indian agents, bible-thumping preachers and many more. The War Between the States is over, but the bitterness and the conflicts still remain. Ranch Wars flare, rumors of gold summon thousands of adventurers, peaceful towns live in fear of outlaw gangs and justice is executed by the fastest gun. It is a time and a place in need of heroes. Anyone with a gun and some drive can try to make a name for themselves. The stakes are high, and God help the fool who thinks wealth will come easy.

Your Path is the first Core Book to *Western*. It is a tool box that provides you with anything you need for Character Creation. You can either Fast Track and use templates, or micro manage details about your own character. You get 33 Roles (templates) to choose from, each with its own set of stats and introduction to the setting. Your Life Path Events will look vastly different depending on the Role you choose. Talents and Obstacles will help you get to know the character better and make roleplaying easier, while at the same time providing mechanics to enhance game play. Your Past lets you explore factors such as ethnicity and social background. You can build a Family Tree where you get an inspiring story about your relatives as you roll their individual Life Path Events. *Western* also supports three major Styles of Play. In Realism you get to be down to earth in a game setting where danger lurks everywhere, and a blizzard is something to be feared. Campaign is best suited for multiple game sessions with the same characters. Action is for those larger than life heroes that stands out in any crowd.



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