



OLD GODS OF APPALACHIA™
ROLEPLAYING GAME

PLAYER'S GUIDE



 CYPHER™
SYSTEM



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For a free downloadable copy of the official Old Gods of Appalachia character sheet, visit mymcg.info/ogoa-character-sheet.
To download digital files of the pregenerated characters in this book, visit mymcg.info/ogoa-pregenerated-characters.



CREDITS

Based on *Old Gods of Appalachia* created by Steve Shell and Cam Collins

Powered by the Cypher System designed by Monte Cook, Bruce R. Cordell, and Sean K. Reynolds

Lead Designer	Shanna Germain
Additional Design and Writing	Cam Collins, Dominique Dickey, Sean K. Reynolds, Steve Shell, Tammie Webb Ryan
Cultural Consultants	Tammie Webb Ryan, D. J. Rogers
Creative Director	Monte Cook
Managing Editor	Teri Litorco
Editor and Proofreader	Ray Valles
Developers	Sean K. Reynolds and Monte Cook
Art Director	Bear Weiter
Additional Layout	Javier P. Beltrán
Cover Artist	Kyle A. Scarborough
Cartographer	Hugo Solis

Artists

Paola Andreatta, Domenico Cava, Giuseppe De iure, Wesley Gardner, Ashley Hankins, Dharm “Duddum” Khalsa, Gabriela Novotná, Roberto Pitturru, Kyle A. Scarborough, Regin Wellander

Land Acknowledgment

We would like to acknowledge the many Indigenous peoples who are the original inhabitants of the lands in which this game is set, including the nations of Eriechronon (Erie), Haudenosaunee (Iroquois/Six Nation), Iswa (Catawba), Kanien’kehá:ka (Mohawk), Lenni Lenape (Delaware), Onödowá’ga: (Seneca), S’atsoyaha (Yuchi), Shawandasse Tula (Shawanwaki/Shawnee), Susquehannock (Conestoga), Tsalaguwetiyi (Cherokee/East), Wyandot (Huron), and others. We pay our respects to those true stewards of these hills and hollers who left their mark on this land before it was taken from them.

For additional information, visit the Native Land website and app at <https://native-land.ca/>



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Printed in Canada

WELCOME TO THESE HILLS AND HOLLERS

To dip into the Old Gods of Appalachia podcast, visit www.oldgodsofappalachia.com

The Old Gods of Appalachia Roleplaying Game is a horror game, and as such, is full of things that might disturb your dreams, follow in your footsteps, and haunt your waking hours. Please use appropriate consent tools (see page 14) and exercise necessary caution when playing this game.



The Inner Dark, page 188

Hollow Men, page 362



The book is the *Old Gods of Appalachia Players Guide*, not the full rulebook. The Player’s Guide offers a brief overview of the setting and the culture, the basics of character creation (including an equipment list), and 5 pregenerated characters so that you can jump right into a game. Someone at the table will still need to have a copy of the *Old Gods of Appalachia Roleplaying Game* corebook, which includes the full setting, rules, and character creation information.

Welcome, family, to a game and a place like no other. The Old Gods of Appalachia Roleplaying Game is set in an alternate Appalachia, a place filled with creatures of the Green, the Inner Dark, and things even more ancient. It’s based on the Old Gods of Appalachia podcast, a captivating eldritch horror anthology created by Steve Shell and Cam Collins.

The Old Gods of Appalachia Roleplaying Game is:

- An eldritch horror game set in an alternate early 1900s Appalachia, one filled with beings of immeasurable darkness and incomprehensible desires.
- A collective tale of hardship, horror, hope, and heart, where every choice requires a sacrifice and your word is (or should be) your bond.
- An opportunity to put aside existing stereotypes and explore the land, culture, heritage, and people of Appalachia in all their complexities, complications, and beauty.

WHAT DO YOU DO IN THIS GAME?

In the Old Gods of Appalachia (OGoA) roleplaying game, you play characters who try to protect what matters to them, be that family, community, a place, or something else, all while trying to know the unknowable.

You might play a local miner who delved too deep into the earth and uncovered something that now stalks your dreaming hours—and your waking ones. Perhaps you’re a charismatic preacher who stands in a pulpit extolling the virtuous life, trying your best to atone for the dark bargain you made long ago. Or maybe you’re an outsider, a reporter come to debunk a tale of monsters from the mountains, only to learn that everything you heard isn’t just true—it’s yours now, a story that literally lives inside your blood and bones.

Working with the other players, you might try to protect your community against the ravenous creatures of the Inner Dark, uncover the plots of the sinister Hollow Men, or unearth a beast that’s long been dreaming in the dark. And (hopefully) you’ll accomplish all this through might, skills,



Throughout this book, you’ll see page references to various items accompanied by this symbol. These are page references to the *Old Gods of Appalachia Roleplaying Game*, where you can find additional details about that rule, ability, creature, or concept.

This game and its setting are based on the podcast Old Gods of Appalachia. We've worked closely with the creators of the podcast to remain true to the stories, setting, and sensibility of the world, but some changes are always necessary to successfully turn one type of story-based medium into another. In order to create a more playable game, we have chosen to alter some elements so that they no longer exactly match the podcast. This was done purposefully to benefit the game and is not designed in any way to alter the canon of the podcast itself.

and magic—which could come in the form of spirit voices, music, knowledge, herbal concoctions, hand-carved walking sticks, dark bargains, and more.

WHAT IF YOU'VE NEVER LISTENED TO THE PODCAST?

No worries. For one, you can have a listen for free anywhere you listen to podcasts. There are lots of episodes to choose from, and they're a great opportunity to hear the voices and cadence of storytelling from the region.

You don't have to listen to the podcast to play the game, but it can really help set the tone of the experience and give you additional ideas beyond the scope of this book. We recommend that you listen to the episodes in release order as, while the show is technically an anthology, it's more anthology-style because the episodes connect in a meta-plot.

WHAT IF YOU DON'T KNOW ANYTHING ABOUT APPALACHIA?

Not to worry—we've got you covered. The first thing to know is how to pronounce it—it's "apple atcha," like "throwing an apple atcha." Unless, of course, your character's an outsider, in which case their mispronunciation will give them away right quick.

Beyond that, this book explains what life was like for folks in the Central Appalachian region in the early 1900s (and beyond), details the important places and structures of the region, offers up cultural insights and

touchstones, details the kinds of clothing and items that people used and wore, and is filled with great art to use as jumping-off points for places and characters. There's also an extensive resource list of novels, nonfiction books, and websites where you can learn more. Additionally, remember that this is an alternate version of Appalachia, so if you get anything "wrong," you can chalk it up to the many weirdnesses of the setting.

The only way you can really go wrong is by falling back on negative stereotypes of the people and the place. Those living in Appalachia are a diverse group of people with a rich, complex culture, so if you find yourself thinking of all Appalachian people as being poor, white, lazy, uneducated, and barefoot, it's time to take a big step back and start with some self-education. If you can't do an Appalachian accent or dialect without inherently making fun of it, don't do it. If your entire goal is to run a game that makes fun of Appalachian people, this game is definitely not for you.

TIPS FOR PLAYING IN AN EXISTING WORLD

It can seem daunting to play a game in a story and setting that exists in a space beyond the roleplaying world, but it's the same as playing in any other game. You might think you should try not to "break the world"—meaning don't do anything at your table that would break with the existing setting and podcast. What if the characters destroy an important mining operation that's still part of the ongoing podcast?

Don't worry about this. As soon as you sit down at the table to play in the Old Gods of Appalachia setting, you're changing things. The NPCs will sound different than they do on the podcast; you'll be adding places, people, and things to the setting (in fact, this book does much of that already); and you don't want to take away players' autonomy just to try to keep things consistent (a nearly impossible goal anyway, since the podcast story is constantly evolving).

Don't close doors during your game just because something won't align with the podcast. If the characters need to raze most of the town of Barrow to achieve their goals, let them. Then encourage them to continue to move through a world that is irrevocably changed by their choices.

 Chapter 7: Goods and Currency, page 118

Resources and Recommended Reading, page 410

Getting to Know Appalachia, page 5



You can find out everything you've wanted to know but knew better than to ask at www.oldgodsofappalachia.com



Quotes from episodes of the podcast appear throughout this book, marked by the symbol above.



Melvin Blevins, page 21

Barrow, page 194



Think about the millions of Star Wars games that have been played around tables (and on computers). While a few might fit in perfectly with the story that's been portrayed on the screen (and on TV and in myriad books and in Christmas specials and on and on), most probably don't. Maybe (spoiler) Luke doesn't lose a hand in your game or Darth Vader has a redemption arc. It's all fine. It doesn't change the canon—and this is your game, to do with as you wish.

If it helps, consider the world you're playing in to be an alternate-alternate Appalachia, one that was created as soon as you cracked open this rulebook. If you've listened to the podcast and read this book, you already know how to create the *kinds* of stories that OGoA is about, and that's what really matters.

CHECK YOUR EXPECTATIONS

If you've listened to the OGoA podcast, you probably have certain ideas of how a roleplaying game based on that podcast might play out. You may have a very specific image in your mind of what Melvin Blevins looks and sounds like, but maybe your GM doesn't sound like that at all and their description of Melvin feels a little off. You may have pictured the streets of Barrow in detail, but as your character moves through them, they seem different somehow.

This is a normal part of taking a setting from one medium and turning it into another. You've probably experienced this while watching a TV show based on a favorite book, or when hearing an old song covered by a new band. It's nearly impossible for one medium to replicate another exactly

because they have different needs, strengths, weaknesses, and techniques.

If you spend all your time thinking "This isn't as good as that," or "This isn't what I pictured," you're likely setting yourself up for disappointment. Sit down at the table assuming that things will be different, and be willing to embrace it.

It can be useful to talk with your group and particularly your game master (GM) ahead of time (or as part of the first session) about your hopes for the game. If the group knows what you're all hoping for when it comes to your perfect OGoA game, you can likely bring some of those pieces to the table in a satisfying way.

DON'T BE A SETTING LAWYER

You might be the group's resident expert on the OGoA podcast or the Appalachian region, but that doesn't mean you should correct someone every time they get something wrong or go off-book. One of the important elements of roleplaying games is the ability to riff off existing material and go your own way. There's no good reason to shut that down just to stick to a script that exists somewhere else in the world.

The one exception to this is if people start leaning on stereotypes or breaking the setting in big ways that don't make sense—for example, inserting a cell phone into a 1920s setting (unless, of course, your group is dealing with time travel elements).

On the other hand, do offer your knowledge to the group if they find it useful. Some players and GMs will care about "getting things right" and will appreciate having you there as a resource.



There are places in this world that humanity was never supposed to see—walled in by mountains of burning black rock, isolated by a choking canopy of poison flora, woods where tooth, claw, and hunger still sit atop the food chain. Long before our kind ever set foot in these mountains, when the peaks of the Blue Ridge towered above the stars, and the heart of the plateau still rolled with ridges tough as pine knobs, darkness was brought here in cages made of fear. Our tongues do not have the shape to speak the true names of what they are... and that's are, not were. They are hunger, consumption, lust—all the things that settle under the heart and below the ribcage. They are the cancer that will one day eat the edges of this universe, and leave nothing in its place. They are not evil. They are not of Hell or the Christian devil. They simply are.

—Season 1, Episode 0: Prologue

GETTING TO KNOW APPALACHIA



Millions of years ago, part of the land we now call Appalachia was home to a shallow, inland saltwater sea. Time passed, continents drifted, mountains rose, and those waters formed veins of sodium chloride like ribbons of snow through the stones of the mountains, and carved deep salt caverns out of the earth below. In part of what we now know as Virginia, some of the remaining waters formed a natural salt marsh, a fertile valley that attracted wildlife of all kinds—living and breeding, bleeding and dying, their bones and blood feeding the marsh and the mountains and nurturing the things that slept beneath those mountains, undisturbed for eons.

—Salt of the Earth: A Tale for the Season

Appalachia has a complicated history and a captivating culture. This chapter provides a wide variety of information about the Appalachian region in the early twentieth century, from a bit about its history and settlers to its terrain, seasons, and inhabitants. Much of this chapter deals with the mundane—what the terrain and weather are like, what stores you might find in a typical town, how PCs travel, and so forth. And there is, of course, a section on Appalachian magic.

Appalachia encompasses the remote mountainous parts of six of the United States: Virginia, West Virginia, Tennessee, Kentucky, North Carolina, and Pennsylvania. Isolated communities in the mountains of these states sprung up in the eighteenth and nineteenth centuries, created and occupied by primarily European immigrants, who by necessity had to be independent and self-sufficient to survive and rough out an existence in the hills and hollers. Even though the area is vast and the settlers are diverse, they are united in their shared experience of homesteading, self-reliance, supporting their neighbors, hardiness, fortitude, and their insular existence.

Old Gods of Appalachia is set in an alternate or shadow Appalachia, primarily during the early nineteen hundreds. While the setting is based on the Appalachia that existed during that time, there are many differences. The names of towns and counties may be altered. Places have gotten up and walked across the map. Mountains have risen and hollers have hidden themselves and been forgotten. Historical events slide forward or backward in time. And that, of course, is before we even get to the magic.





THE LAND

The Great Smoky Mountains, the part of Appalachia along the Tennessee-North Carolina border, gets its name from the ever-present morning fog.

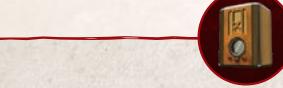
The measurements of Appalachia's mountain ranges are modest, with no real remarkable elevations, but the mountains themselves are far from unremarkable, being among the oldest formations on Earth.

The movement of the earth (or perhaps it is the movement of Those Who Sleep Beneath) over great passages of time has built up, crumbled, pitched, and heaved these mountains, bringing shale, sandstone, limestone, and coal beds closer to the surface, perhaps to entice the most recent inhabitants to dig as far as they dare into the earth to mine its valuable resources.

The land varies between long, broad ridges with grassy and treed slopes to deep gorges with rocky slopes and caverns. Between the ridges are gorges, valleys, marshlands, and small, sheltered valleys called hollers.

A holler has a head, a mouth, and often a creek, even if it's only seasonal. The mouth is the least remote and typically broadest part of the holler, being its start; it's also typically where the holler's creek—if it has one—joins a larger creek or stream. The head is the most remote

A small piece of marshland adjacent to a river or creek is referred to as bottom land or just a bottom. Bottom land is marshy and may be prone to flooding. But flat terrain is rare and valuable in this region, so bottoms see use nonetheless. They are often pockmarked with holes filled partially with creek water, which make great homes for crawdads.



The history of nation-states—of humanity itself—is written in oceans of blood. We are capable of generosity, of kindness and the nobility of sacrifice... in very small groups. Once men begin to organize or develop a hierarchy of any sort, the clock starts ticking, and you can start laying bets on just how long it'll take before the lust for power takes hold. Somebody always gets greedy, and it never ends well.

—Salt of the Earth:
A Tale for the Season

part of the holler, nestled near where the ridges meet. Houses are situated along the slopes of occupied hollers, with a road in the middle, running roughly parallel to the water source.

The folks who live in a holler almost certainly are acquaintances (perhaps they're even related). They might or might not



be friends. One thing you can be sure of, though: they have each other's backs in times of crisis.



The changing of the seasons in Appalachia is a curious and temperamental time that cares not for the comfort of mortal men. On occasion, autumn will subtly slip into the mountains of southwestern Virginia, maybe do a slow dance with summer as the warmer nights are nudged out the door against a tapestry of turning leaves and cooler mornings. Other times, she swoops through the door on a cloud of rain and cold that seeps into your bones and rattles your lungs with every breath. In these mountains, seasons do not apologize.

**—Season 3, Episode 44:
A Brace of Kinsmen**

WEATHER

The area experiences all four seasons. The Appalachian area of Pennsylvania has a humid continental climate. The Appalachian areas of Virginia, West Virginia, Tennessee, Kentucky, and North Carolina have a humid subtropical climate. For the purposes of your game, this means that Pennsylvania has colder temperatures in the winter than other parts of Appalachia do, with the temperatures in Pennsylvania being at or below freezing for at least a month.

In the winter, the steadfast greens of firs and spruces assure all that spring will come. The more northerly parts of Appalachia typically are colder and get more snow in the winter. Snow and sleet are not uncommon for the entire area, and when large snowstorms happen, they are memorable.

Spring bursts onto the scene with the flowering of the dogwoods and the chorus of the spring peepers (frogs). Springs are rainy, with occasional thunderstorms, and full of signs of new life, from the welcome sight of budding trees to the appearance of baby animals.

Summers are typically hot and humid, with

Grandfather's Fall Color Ramble takes place each year at Grandfather Mountain in North Carolina. It's a series of guided walks along rambling trails to view the mountain's beautiful fall foliage.



Fall, rich with rot and the sodden burn of flame-kissed leaves, twilights of misting rain and fair nights that leave everything soft. Winters that will reach into your joints and teach us what gettin' old is all about. Spring and eventually summer—months of stinging flies and nights of opened-windowed dreaming, the only condition of the air being blanket-like.

**—Season 1, Episode 1:
The Path to the World of Men**

You can play a character who was born anywhere in the world, including the Appalachian region.

Housekeeping in Old Virginia, compiled by Marion Cabell Tyree, was published in 1878 and includes recipes for everything from making bread to barbecuing squirrel, plus instructions for preserving food, remedies for illnesses, and best housekeeping practices. Recipe books like this are very common in homes; they often have lots of writing in the margins and additional recipes added to them. This book and many others can be accessed for free through the Project Gutenberg website.

intermittent thunderstorms. The hillsides are covered with the greens of beech and oak trees. The hot, sticky air clings to everything, but it does little to dampen the buzzing of the cicadas during the day and the hum of the katydids at night.

Autumns in Appalachia are spectacular and full of color as the deciduous trees turn from green to bold reds, oranges, and purples. The blazing foliage is a sight to behold. And the cooler air in the mornings and evenings is a welcome respite from the blazing heat of summer.

FLORA AND FAUNA

The sounds of creeks and critters in Appalachia are almost always present, no matter the season. From late spring through mid-autumn, the woods are thick and dark with deciduous trees, evergreens, shrubs, thorny bushes, and loads of critters. In the late autumn and winter, when the deciduous trees have gone bare and many small creatures like mice and insects are hibernating, the bright red of foraging cardinals is a frequent sight, as is hearing the chittering of squirrels.

Appalachians make ample use of the flora and fauna: hunting, fishing, farming, and preserving. Popular game animals are white-tailed deer, rabbit, squirrel, and wild turkey, but any animal with fur or feathers or even scales will do in a pinch. Popular fish are bass, trout, and pike. The freshwater streams also provide crawdads, which are delicious in a stew.

The Appalachians of the early twentieth century had plenty of variety in their vegetable gardens. Their forefathers took advantage of and further cultivated already existing plants, such as corn, beans, tomatoes, peppers, and squash, and also brought their own seeds, introducing potatoes, peas, carrots, celery, onions, and more to the region.

LIVING IN APPALACHIA

The inhabitants of alternate Appalachia are culturally and racially diverse. It's a melting pot inside the great American melting pot, so to speak, where independent family groups bond together to form tight-knit communities situated around areas with good natural resources. It's a life centered on community, filled with hard work and even harder play.

Appalachians consider themselves hardy, self-sufficient folk—the salt of the earth. But like any group of people, they're full of seemingly contradictory characteristics. Helpful to anyone in need, but wary and mistrusting of strangers, especially new members of the community. Loyal to family and friends, but possibly unreliable to outsiders.

The typical inhabitant is familiar with Christian observances. Most folks know of a granny witch and may even have one in their family. Nonmagical folk believe that granny witches mix spirituality and mysticism with their knowledge of plants, roots, and herbs to create their special blend of magic.

On the very rural home front, folks have to provide for their own needs: food, water, clothing, and shelter. They plant, tend, harvest, and preserve vegetables and fruits. They draw water from a nearby stream or dig a well. They hunt and fish, and keep a few livestock animals. They likely raise cows, chickens, sheep, and hogs, providing milk, butter, eggs, and meat. Cloth is purchased, bartered for, or made by spinning cotton or wool. It's used first for clothing, which is passed down from family member to family member until it's worn thin, and then it's repurposed as quilting squares or rags. The family home probably starts as a small one-room cabin and expands as they're able to add on to it. Each member of the family who is able contributes to their survival, and everything is used until it can be used no more.

The more urban areas of Appalachia are no less family-centric but have access to a greater variety of grocers and retail stores, so they're less self-reliant than the more isolated Appalachians.

Most towns at least have a U.S. Post Office, grocery or general store (perhaps both), school, church (possibly more than one), town hall, jail, drugstore, doctor's office (could be a room in the doctor's residence), barbershop, gas station, hardware store, and bus stop (for regional travel). Power stations are typically part of countywide networks that serve many municipalities.

In addition to all that is found in a small town, large towns and small cities likely have a hospital, volunteer fire station, newspaper office, train station, hotel, restaurant, cinema, jewelry store, and more. Dance halls are found in some areas, but not in others. As a matter of fact, dancing is banned in some places.



APPALACHIAN RAILROADS

The railroad came to Appalachia for the purpose of commerce, rumbling steam engines carrying coal and other freight from one mountain stronghold to another. Mining towns, lumber camps, steel mills—all of them are likely built along railroad lines, or else new track is laid to reach them. You need all three to keep the train running and expanding: coal to feed the steam engines, lumber for the crossties, and steel for the rails.

While these railroad tracks were laid for the purpose of carrying cargo, most towns also have passenger service, though the frequency of passenger trains may vary by season. Passenger trains are as comfortable as they are speedy: they're carpeted, with plentiful upholstered seating and running water. On long routes, meals are served in the designated dining car, with passengers dressing in finery to attend, and travelers can rest overnight in sleeping cars.

TWEETSIE

The East Tennessee & Western North Carolina Railroad is known around here as Tweetsie due to the shrill *tweet tweet* of its whistle. The train line runs through the craggy Blue Ridge Mountains that divide Tennessee from North Carolina, gaining

about a thousand feet of elevation on the way. It took more than railroad spikes and crossties to make those steep mountain passes safe: the men who laid the tracks wove each section with magic, binding whatever lies sleeping in the stone below. We hope every day that those bindings hold.

Tweetsie only runs scheduled passenger trains in the summer months, but the rail line generally has a spirit of positive service. Conductors are known to do errands for those who live along the route, go out of their way to help local communities, and look the other way when impoverished passengers stow away in freight cars.

Tweetsie runs from Boone, North Carolina to Passelbranch, Tennessee. Fare to traverse the entire line is \$7.

BARROW & LOCKE

The Barrow & Locke Mining and Railroad Combine owns most of the mines up and down Appalachia—and, of course, they own and maintain the rail that serves those mines. Whether you're looking to reach a big city or a coal camp so small it doesn't even have a name, B&L's a sure bet.

Traveling along the line from one station to the next costs \$5. Express trains connect major hubs, like Paradise and Boone, at a reduced rate.

To use the train to reach remote coal camps without passenger service, your best bet is train hopping.

Safely stowing away in a freight car is a level 3 Speed task. Characters are hindered if the train does not come to a complete stop.



Boone, page 212

Passelbranch, page 237

Paradise, page 250

THE MAGIC OF OLD GODS

Long before anyone lived in these hills, beings of immeasurable darkness and incomprehensible madness were entombed here. It was during this bygone age, when the Appalachians towered much higher and more menacing than the gentle slopes and ridges we know today, that they were conscripted after a great battle to serve as the final prison for those dark forces. But of course, time marches inexorably on. Eons passed, and the walls of the prison began to wear thin. And Things that slumbered soundlessly below for millennia began to stir and become restless.

They began to call to those who would hear them.

To dig. To seek and find. To follow and serve. To keep this dark and bloody land for themselves and their masters.

While real-world Appalachia has a deep sense of magic and wonder entwined in the place and peoples (see Granny Magic and Witchcraft, page 187), alternate Appalachia—the Appalachia of the Old Gods—has its own form of magic, one that's unique to the setting.

It's an ancient magic that runs as deep and dark and old as the land itself. A powerful and wholly unknowable magic that cares not for humanity and its trifles. A magic that, luckily for us, mostly still sleeps beneath the mountains and the hollers.

It's also a magic that characters in the game can tap into in various ways. It's possible to craft objects full of power, to call upon creatures and ask them for favors, to make life-altering (or life-taking) bargains with powerful entities. But of course, all magic in this setting comes with a price, one that must be paid.

There are many types of magic that live and grow in the world.



"Enough. Let us throw sizzling sticks of dynamite down howling black shafts, let the place where knees truly learn to bend blacken and ripple like the sea floor. Let the monstrous dome throats finally choke, let these temples fall because their God is dead, had been dying for decades. Let us mourn him properly now. They do not need our darkness to burn any more. So let us end this. Let there be Green. Great looming swaths of endless breathing mouths. Let them sing of our absence. Let the cities go dark for the lack of our smolder and let the stars find these mountains as they were made: whole, Green, and blessedly... empty."

—Season 1, Episode 2.5: Let There Be Green

THE GREEN

The Green is the manifestation and magic of life, a powerful force associated with elemental things. It's closely tied to holler medicine, granny magic, the natural world, growth, and decay.

- Bartholomew, page 384
- Kudzu Man, page 367
- The Witch Queen, page 384

THE THINGS

"The Things" refers to all the beings, entities, and magic connected to Those Who Sleep Beneath and the place they occupy, which is called the Inner Dark.

THE HIERARCHY OF THE THINGS

Low Things

Low Things are often mindless creatures and beings created by the Things to be their servitors and hunting dogs. They take shapes like reanimated corpses, unnatural wildlife, and so on.

- Beast of the Dark Earth, page 356
- Blank-Eyed Men, page 351
- Hollow Men, page 362
- The Hounds, page 364

Middle Things

Middle Things are also created by the Things, but they are powerful servants instead of servitors. Although they serve the Thing that created them, they have autonomy and thinking minds. They belong to the Things, but are not of the Things.

Middle Things:

- Lamp-Eyed Dead, page 368
- The Gray Ladies, page 358

The Green and the Inner Dark are considered by many to be opposing forces, but it's not unheard of for the two to work together when necessary.



Deep Things

Deep Things are true horrors, creatures that once slept beneath and have been sent up to work as direct agents of Those Who Sleep Beneath. They are often inhuman in form, although the most powerful can, with much effort, take and maintain a human shape. They vary in their strength and power and age, but the one thing they share is that the world wants to end them. Some have been destroyed and reshaped many times, while others have held their forms for generations.

- The Thing Whose Name Sounds Like Horned Head But Is Not, page 376

Those Who Sleep Beneath/Old Things

The Old Things are the creatures of darkness and consumption that were originally trapped beneath the mountains to protect the universe from being devoured. They are not gods, although many people think of them as such, and it's not undeserved, for their power is world-ending. Some believe they are one body and many minds, while others say they are one colossal beast. In truth, no one knows. Hopefully no one will ever know, for to meet them means that all has been lost in the world.

There are no Old Things in this game, as they would end not just the PCs, but the world itself. They are, instead, the dangers that lie half awake and ever unseen in the dark.

OTHERS

There are many other kinds of supernatural magic in this land that are independent of and not connected to either the Green or the Inner Dark, such as ghosts, monsters, and other entities. Some of these take the shapes of humans in some form or another, while others are beasts of legends and myths, shaped into being through time and telling.

- The Dead Queen, page 354
- The Boy, page 352
- J.T. Fields III, page 366
- Not Deer, page 369
- The Railroad Man, page 370
- White Thing, page 381

GETTING TO KNOW YOUR CHARACTER

CREATING YOUR CHARACTER IN 5 EASY STEPS

First, grab a pen and a blank piece of paper (or a character sheet) to record your choices.

1. Choose from one of four types in chapter 4. Follow the instructions provided for gaining your stats, abilities, equipment, and cyphers. A walk-through example of a player creating a character accompanies each type. Each example showcases a player following all the steps presented here.
2. Choose a descriptor from chapter 5.
3. Choose a focus from chapter 6.
4. Choose a character arc from chapter 9.
5. Begin your adventure!



- Types, page 24
Protector example, page 31
Sage example, page 41
Explorer example, page 50
Speaker example, page 61
Descriptor, page 62
Focus, page 83
Character arc, page 162
Protector, page 25
Sage, page 33
Explorer, page 42
Speaker, page 51

Each type has a number of “identity suggestions” to help deepen your character. For example, a Sage might be a Nurse, Healer, Granny, or Witch.

This chapter explains the basics of creating a character in an Old Gods of Appalachia game. The goal of this chapter is to help you understand that important decisions you’ll make to create the character you want to play. However, it doesn’t include the full set of options or rules. Once you decide what kind of character you want to make, you’ll need to use the Old Gods of Appalachia corebook to choose your abilities, skills, and so on.

CHARACTER DESCRIPTOR, TYPE, AND FOCUS

To create your character, you build a simple statement that describes them. The statement takes this form: “I am a [fill in an adjective here] [fill in a noun here] who [fill in a verb here].”

Thus: “I am an *adjective noun* who *verb*s.” For example, you might say, “I am a Creative Healer (Sage) who Makes a High Lonesome Sound” or “I am a Charming Preacher (Speaker) who Serves the Green.”

In this sentence, the adjective is called your descriptor.

The noun is your character type.

The verb is called your focus.

Even though character type is in the middle of the sentence, that’s where we’ll start this discussion. (Just as in a sentence, the noun provides the foundation.)

Your character type is the core of your character. In some roleplaying games, it might be called your character class. Your type helps determine your character’s place in the world and relationship with other people in the setting. It’s the noun of the sentence “I am an *adjective noun* who *verb*s.”

You can choose from four character types in chapter 4: Protectors, Sages, Explorers, and Speakers. Each type has specific monikers that you should choose from to personalize your character. For example, instead of an Explorer, you could call yourself a Hunter, Miner, Smuggler, or Firefighter.

Your descriptor defines your character—it colors everything you do. Your descriptor places your character in the situation (the first adventure, which starts the campaign) and helps provide motivation. It’s the adjective of the sentence “I am an *adjective noun* who *verb*s.” You can choose from many descriptors in chapter 5.

Focus is what your character does best. Focus gives your character specificity and provides interesting new abilities that might come in handy. Your focus also helps you understand how you relate with the other player characters in your group. It’s the verb of the sentence “I am an *adjective noun* who *verb*s.” There are many character foci in chapter 6, all of which allow your character to embrace a unique aspect of themselves and their talents.

The following are examples of character sentences to get you started:

- A Brash Logger (Protector) who Walks These Woods
- A Hardy Miner (Explorer) who Delves the Darkness
- A Neighborly Folk Healer (Sage) who Makes a High Lonesome Sound
- A Charming Preacher (Speaker) who Serves the Green

SO YOU WANT TO PLAY A . . .

You can create a lot of different characters in this game, and if you're new to roleplaying games or the Old Gods of Appalachia podcast, it can feel a bit overwhelming. So here's a quick and handy guide for how to start building the character you want to play.

None of these suggestions are set in stone—they're just a few ideas for where you could start. Always feel free to go your own way to make your character your own.

Community Leader (podcast examples: Douglass "D.L." Walker, Pastor Garvin, Sheriff Andy Hodge)

- A Cursed Speaker who Speaks in Tongues
- An Honorable Protector who Defends What Matters

Good Neighbor/Community Member (podcast examples: Tobias Underwood, Miss Belle)

- A Neighborly Protector who Delves the Darkness
- An Industrious Explorer who Shares the Ways and Signs

Healer (podcast examples: Granny Underwood)

- A Mystical Sage who Cures What Ails Ya

Helper/Handyman (podcast examples: Melvin Blevins, Junior Metcalf)

- A Gracious Protector who Defends What Matters
- A Loyal Explorer who Does What Needs Doin'

Magic User (podcast examples: any of the Walker Sisters)

- A Mystical Sage who Possesses the Gift
- An Uncanny Sage who Serves the Green

Trickster (podcast examples: J.T. Fields III)

- A Charming Speaker who Knows Jack



There are five pregenerated characters at the back of this book for you to use. You just need to add your character's name and work out the details of your connection. You can also download the digital versions here: mymcg.info/ogoa-pregenerated-characters.

CHARACTER TYPES

PROTECTOR

Identity Suggestions: Bodyguard, Butcher, Engineer, Guard, Logger, Prison Guard, Railroad Worker, Sheriff, Shepherd, Veteran

SAGE

Identity Suggestions: Bruja, Doctor, Folk Healer, Granny, Granny Witch, Healer, Lapperson, Midwife, Nurse, Remedy Man, Root Doctor, Seer, Spell-Catcher, Student, Witch, Yarb Doctor

EXPLORER

Identity Suggestions: Caver, Book Woman, Boomer, Firefighter, Frontiersman, Hunter, Librarian, Miner, Mountain Ranger, Mountaineer, Publisher, Reporter, Scientist, Seeker, Teacher, Traveler, Wanderer, Woodsman, Writer

SPEAKER

Identity Suggestions: Actor, Company Man, Foreman, Lawyer, Mayor, Musician, Pastor, Politician, Preacher, Salesperson, Storyteller, Teacher, Union Boss



CHARACTER DESCRIPTORS

Beholden	Hardy	Skeptical
Brash	Honorable	Skittish
Charming	Industrious	Smart
Clever	Loyal	Stealthy
Clumsy	Lucky	Stout
Creative	Mystical	Superstitious
Curious	Neighborly	Swift
Cursed	Offish	Tickled
Dishonorable	Outcast	Tongue-Tied
Driven	Perceptive	Uncanny
Educated	Rebellious	Uppity
Foolish	Scrappy	Vengeful
Graceful	Sharp-Eyed	
Gracious	Shifty	

LIST OF FOCI

- | | |
|----------------------------|-----------------------------|
| Applies Themself | Knows the Unknowable |
| Becomes the Beast | Makes a High Lonesome Sound |
| Calls Home the Hounds | Manifests the Mountain |
| Cannot Escape the Darkness | Masters the Swarm |
| Crafts Powerful Objects | Moves Like a Catamount |
| Cures What Ails Ya | Possesses the Gift |
| Defends What Matters | Serves the Green |
| Delves the Darkness | Shares the Ways and Signs |
| Does What Needs Doin' | Shoots Sharp and Straight |
| Fears No Haints | Speaks in Tongues |
| Gets Rough and Rowdy | Walks These Woods |
| Hunts | Would Rather Be Reading |
| Knows Jack | |



CHARACTER STATS

Every player character has three defining characteristics, which are typically called “statistics” or “stats.” These stats are Might, Speed, and Intellect. They are broad categories that cover many different but related aspects of a character.

MIGHT

Might defines how strong and durable your character is. The concepts of strength, endurance, constitution, hardiness, and physical prowess are all folded into this one stat. Might isn’t relative to size; instead, it’s an absolute measurement. An elephant has more Might than the mightiest tiger, which has more Might than the mightiest rat, which has more Might than the mightiest spider.

Might governs actions from forcing doors open to walking for days without food to resisting disease. It’s also the primary means of determining how much damage your character can sustain in a dangerous situation. Physical characters, tough characters, and characters interested in fighting and defending others should focus on Might.

SPEED

Speed describes how fast and physically coordinated your character is. The stat embodies quickness, movement, dexterity, and reflexes. Speed governs such divergent actions as dodging attacks, sneaking around quietly, and throwing a ball accurately. It helps determine whether you can move farther on your turn. Nimble, fast, or sneaky characters will want good Speed stats, as will those interested in ranged combat.

INTELLECT

This stat determines how smart, knowledgeable, and likable your character is. It includes intelligence, wisdom, charisma, education, reasoning, wit, willpower, and charm. Intellect governs solving puzzles, remembering facts, telling convincing lies, and using mental powers. Characters interested in communicating effectively, being learned scholars, or wielding time-altering devices should stress their Intellect stat.

POOL, EDGE, AND EFFORT

Each of the three stats has two components: Pool and Edge. Your Pool represents your raw, innate ability, and your Edge represents knowing how to use what you have. A third element ties into this concept: Effort. When your character really needs to accomplish a task, you apply Effort.

POOL

Your Pool is the most basic measurement of a stat. Comparing the Pools of two creatures will give you a general sense of which creature is superior in that stat. For example, Marian has a Might Pool of 18, and thus is stronger than Clarence, who has a Might Pool of 12.

When your character is injured, sickened, or attacked, you temporarily lose points from one of your stat Pools. The nature of the attack determines which Pool loses points. For example, physical damage from an axe reduces your Might Pool, a poison that makes you clumsy reduces your Speed Pool, and being affected by *Power of the Voice* reduces your Intellect Pool. You can also spend points from one of your stat Pools to decrease a task’s difficulty (see Effort, below). You can rest to recover lost points from a stat Pool, and some special abilities or cyphers might allow you to *recover lost points* quickly.

EDGE

Although your Pool is the basic measurement of a stat, your Edge is also important. When something requires you to spend points from a stat Pool, your Edge for that stat reduces the cost. It also reduces the cost of applying Effort to a roll.

For example, let’s say you have an ability that allows you to sing a healing song, and activating it costs 1 point from your Intellect Pool. Subtract your Intellect Edge from the activation cost, and the result is how many points you must spend to use the ability. If using your Edge reduces the cost to 0, you can use the ability for free.

Your Edge can be different for each stat. For example, you could have a Might Edge of 1, a Speed Edge of 1, and an Intellect Edge of 0.

You’ll always have an Edge of at least 1 in one stat. Your Edge for a stat reduces the

Your stats tell you a lot about how well your character can do things, but they are not the heart of your character. The heart of your character is their personality, their voice, their connections to others, and the other attributes that you, the player, choose to give them. In other words, stats are important, but they are just one part of a fully fleshed-out character.



Power of the Voice, page 114

Recovery roll, page 142





Slicing Skein, page 38

cost of spending points from that stat Pool, but not from other Pools. Your Might Edge reduces the cost of spending points from your Might Pool, but it doesn't affect your Speed Pool or Intellect Pool.

Once a stat's Edge reaches 3, you can apply one level of Effort for free.

A character who has a low Might Pool but a high Might Edge has the potential to perform Might actions consistently better than a character who has a Might Edge of 0. The high Edge will let them reduce the cost of spending points from the Pool, which means they'll have more points available to spend on applying Effort.

EFFORT

When your character really needs to accomplish a task, you can apply Effort. For a beginning character, applying Effort requires spending 3 points from the stat Pool appropriate to the action. Thus, if your character tries to dodge an attack (a Speed roll) and wants to increase the chance for success, you can apply Effort by spending 3 points from your Speed Pool. Effort eases the task by one step. This is called applying one level of Effort.

You don't have to apply Effort if you don't want to. If you choose to apply Effort to a task, you must do it before you attempt the roll—you can't roll first and then decide to apply Effort if you rolled poorly.

Applying more Effort can lower a task's difficulty further: each additional level of Effort eases the task by another step. Applying one level of Effort eases the task by one step, applying two levels eases the task by two steps, and so on. Each level of Effort after the first costs only 2 points from the stat Pool instead of 3. So applying two levels of Effort costs 5 points (3 for the first level plus 2 for the second level), applying three levels costs 7 points (3 plus 2 plus 2), and so on.

Every character has an Effort score, which indicates the maximum number of levels of Effort that can be applied to a roll. A beginning (what we call a first-tier) character has an Effort of 1, meaning you can apply only one level of Effort to a roll. A more experienced character has a higher Effort score and can apply more levels of Effort to a roll. For example, a character who has an

Effort of 3 can apply up to three levels of Effort to ease a task.

When you apply Effort, you get to subtract your relevant Edge from the total cost of applying Effort. For example, let's say you need to make a Speed roll. To increase your chance for success, you decide to apply one level of Effort, which will ease the task. Normally, that would cost 3 points from your Speed Pool. However, you can subtract your Speed Edge from the cost. Thus, if you have a Speed Edge of 1, applying Effort to the roll costs only 2 points from your Speed Pool.

What if you applied two levels of Effort to the Speed roll instead of just one? That would ease the task by two steps. Normally, it would cost 5 points from your Speed Pool, but after subtracting your Speed Edge of 1, it costs only 4 points.

Once a stat's Edge reaches 3, you can apply one level of Effort for free. For example, if you have a Speed Edge of 3 and you apply one level of Effort to a Speed roll, it costs you 0 points from your Speed Pool. (Normally, applying one level of Effort would cost 3 points, but you subtract your Speed Edge from that cost, reducing it to 0.)

Skills and other advantages also ease a task, and you can use them in conjunction with Effort. In addition, your character might have special abilities or equipment that allow you to apply Effort to accomplish a special effect, such as knocking down a foe with an attack or affecting multiple targets with a power that normally affects only one.

EFFORT AND DAMAGE

Instead of applying Effort to ease your attack, you can apply Effort to increase the amount of damage you inflict with an attack. For each level of Effort you apply in this way, you inflict 3 additional points of damage. This works for any kind of attack that inflicts damage, whether an axe, a gun, a spoken word, or something else.

When using Effort to increase the damage of an area attack, such as with the Sage's *Slicing Skein* ability, you inflict only 2 additional points of damage instead of 3 points. However, the additional points are dealt to all targets in the area. Furthermore, even if a target resists the attack, they still take 1 point of damage.

MULTIPLE USES OF EFFORT AND EDGE

If your Effort is 2 or higher, you can apply Effort to multiple aspects of a single action. For example, if you make an attack, you can apply Effort once to your attack roll and apply Effort once to increase the damage.

The total amount of Effort you apply can't be higher than your Effort score. For example, if your Effort is 2, you can apply up to two levels of Effort. You could apply one level to an attack roll and one level to its damage, two levels to the attack and no levels to the damage, or no levels to the attack and two levels to the damage.

You can use Edge for a particular stat only once per action. For example, if you apply Effort to a Might attack roll and to your damage, you can use your Might Edge to reduce the cost of one of those uses of Effort, not both. If you spend Intellect points to activate your slicing skein and one level of Effort to ease the attack roll, you can use your Intellect Edge to reduce the cost of one of those things, not both.

CHARACTER TIERS

Tier is a measurement of power, toughness, and ability. Every character starts the game at the first tier. Characters can advance up to the sixth tier. As your character advances to higher tiers, you gain more abilities, increase your Effort, and can improve a stat's Edge or increase a stat. Generally speaking, even first-tier characters are already quite capable. It's safe to assume that they've got some experience under their belt. This is not a "zero to hero" progression, but rather an instance of competent people refining and honing their capabilities and knowledge. Advancing to higher tiers is not really the goal of Cypher System characters, but rather a representation of how characters progress in a story.

To progress to the next tier, characters earn **experience points** (XP) by pursuing character arcs, going on adventures, and discovering new things—the system is about both discovery and exploration, as well as achieving personal goals. Experience points have many uses, and one use is to purchase character benefits. After your character purchases four character benefits, they advance to the next tier. Each benefit

costs 4 XP, and you can purchase them in any order, but you must purchase one of each kind of benefit (and then advance to the next tier) before you can purchase the same benefit again. The four character benefits are as follows.

Increasing Capabilities: You gain 4 points to add to your stat Pools. You can allocate the points among the Pools however you wish.

Moving Toward Perfection: You add 1 to your Might Edge, your Speed Edge, or your Intellect Edge (your choice).

Extra Effort: Your Effort score increases by 1.

Skill: You become trained in one skill of your choice, other than attacks or defense. As described in chapter 8, a character trained in a skill treats the difficulty of a related task as one step lower than normal. The skill you choose for this benefit can be anything you wish, such as climbing, jumping, persuading, or sneaking. You can also choose to be knowledgeable in a certain area of lore, such as history or geology. You can even choose a skill based on your character's special abilities. For example, if your character can make an Intellect roll to damage an enemy with a mental power, you can become trained in using that ability, easing the task of using it. If you choose a skill that you are already trained in, you become specialized in that skill, easing related tasks by two steps instead of one.

Other Options: Players can also spend 4 XP to purchase other special options in lieu of gaining a new skill. Selecting any of these options counts as purchasing one of the four stages necessary to advance to the next tier (the other three need to be from the other categories).

The special options are as follows:

- Reduce the **cost for wearing armor**. This option lowers the Speed cost for wearing armor by 1.
- Add 2 to your **recovery rolls**.
- Select a new ability from your type, either from your tier or from a lower tier.

Having an inability is the opposite of being trained—you're hindered whenever you attempt a task that you have an inability in.



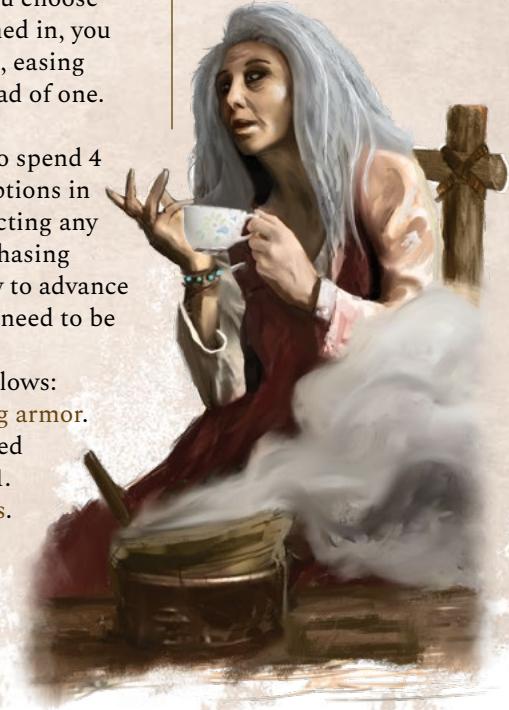
Inability, page 129

Chapter 8: Rules of the Game, page 128

Experience points, page 162

Cost for wearing armor, page 124

Recovery roll, page 142



SPECIAL ABILITIES

Character types and foci grant PCs special abilities at every tier. Using your abilities typically costs points from your stat Pools; the cost is listed in parentheses after the ability name. Your Edge in the appropriate stat can reduce the cost of the ability, but remember that you can apply Edge only once per action.

For example, let's say a Speaker with an Intellect Edge of 2 wants to use their *Shake the Bones* ability, which costs 1 Intellect point, to attack a foe. They also want to increase the damage from the attack by using a level of Effort, which costs 3 Intellect points. The total cost for their action is 2 points from their Intellect Pool (1 point for *Shake the Bones*, plus 3 points for using Effort, minus 2 points from their Edge).

Sometimes the point cost for an ability has a + sign after the number. For example, the cost might be given as “2+ Intellect points.” That means you can spend more points or more levels of Effort to improve the ability further, as explained in the ability description.

Many special abilities grant a character the option to perform an action that they couldn't normally do, such as making themselves unseen or attacking multiple foes at once. Using one of these abilities is an action unto itself, and the end of the ability's description says “Action” to remind you. It also might provide more information about when or how you perform the action.

Some special abilities allow you to perform a familiar action—one that you can already do—in a different way. For example, an ability might let you wear heavy armor, reduce the difficulty of Speed defense rolls, or add 2 points of Green damage to your weapon damage. These abilities are called *enablers*. Using one of these abilities is not considered an action. Enablers either function constantly (such as being able to wear heavy armor, which isn't an action) or happen as part of another action (such as adding fire damage to your weapon damage, which happens as part of your attack action). If a special ability is an enabler, the end of the ability's description says “Enabler” to remind you.

Some abilities specify a duration, but you can always end one of your own abilities anytime you wish.



Shake the Bones, page 54



Each ability is typically labeled as either Action or Enabler. If an ability is labeled Action, a character must take an action to use it. If an ability is labeled Enabler, it makes other actions better or gives some other benefit, but it's not an action. For example, an ability that allows a character to make a surprise attack is an action; an ability that grants additional damage when an attack is made is an enabler. An enabler is used in the same turn as another action, and often as part of another action.

SKILLS

Sometimes your character gains training in a specific skill or task. For example, your focus might mean that you're trained in sneaking, in climbing and jumping, or in social interactions. Other times, your character can choose a skill to become trained in, and you can pick a skill that relates to any task you think you might face.

To help you build the character you want to build, there is no definitive list of skills. However, the list on the following page offers ideas.

You could choose a skill that incorporates more than one of these areas (interacting might include deceiving, intimidation, and persuasion) or that is a more specific version of one (hiding might be sneaking when you're not moving). You could also choose more general professional skills, such as teacher, miner, moonshiner, or fisher. If you want to choose a skill that's not on this list, it's probably best to run it past the GM first, but in general, the most important thing is to choose skills that are appropriate to your character.

Remember that if you gain a skill that you're already trained in, you become specialized in that skill. Because skill descriptions can be nebulous, determining whether you're trained or specialized might take some thinking. For example, if you're trained in deceiving and later gain an ability that grants you skill with all social interactions, you become specialized in deceiving and trained in all other types of interactions. Being trained three times in a skill is no better than being trained twice (in other words, specialized is as good as it gets).

You can't become trained or specialized in attack or defense tasks, except through certain type or focus abilities.

If you gain a special ability through your type, your focus, or some other aspect of your character, you can choose it in place of a skill and become trained or specialized in that ability. For example, if you have the Shake the Bones ability, when it's time to choose a skill to be trained in, you can select Shake the Bones as your skill. That would ease the attack every time you use it. Each ability you have counts as a separate skill for this purpose. You can't select "all magical powers" or "all attacks" as one skill and become trained or specialized in such a broad category.

CHARACTER ARCS

Character arcs are the means by which players can invest themselves more in great stories and character depth and development.

Just like in a book or a television show, characters progress through their own personal story and change over time. A PC with a character arc decides for themselves what they do and why. Character arcs are like stated goals for a character, and by progressing toward that goal, the character advances. The key word there is *progressing*. A PC doesn't have to succeed at achieving the goal to earn advancement—it's not an all-or-nothing prospect. Each arc is keyed to a single character, but just like in a book or show, characters can take part in the larger story arc that the whole group participates in, while also progressing in their own personal arc.

SKILLS

Balancing	Geography	Philosophy
Blacksmithing	Geology	Pickpocketing
Blockading	Healing	Riding
Boating	Herbalism	Smashing
Carrying	Hiding	Sneaking
Climbing	History	Spinning
Cooking	Hunting	Stealth
Crafting	Identifying	Swimming
Crafting magic*	Initiative	Teaching
Deceiving	Intimidation	Train hopping
Disguise	Jumping	Understanding magic*
Entangling	Knowing the unknowable	Understanding motivations
Escaping	Lockpicking	Using magic*
Farming	Mining	Weaving
Fishing	Navigation	Wood carving
Foraging	Perception	Working with animals
Gardening	Persuasion	

Blockading is the skill of making illegal whiskey or moonshine.

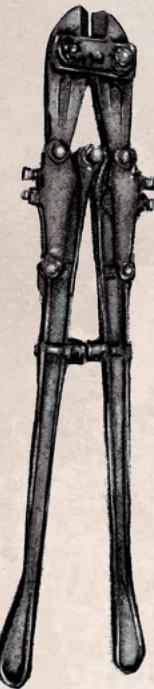
* This skill requires detailed knowledge. If you aren't trained or specialized in this skill, you have an inability in the skill. See Inability, page 129.



GOODS AND SERVICES

INEXPENSIVE (\$3 OR LESS)

Item	Price	Notes
Accessories, simple	\$3	Handbag, scarf, gloves, cap, and so on
Baking set	\$2	Includes bread pans, pie plates, cake pans, measure, flour sifter, rolling pin
Bedroll	\$3	
Book	\$1	See notes
Bottles, glass	\$1	
Cast iron pan, kettle, griddle, or Dutch oven	\$2-5	
Copper-plated tea kettle or coffee pot	\$1	
Compass	\$1	
Clothing, simple	\$3	Trousers, shirt, swimsuit, vest, and so on
Diner meal	\$1	
Fishing outfit	\$3	Includes rod and reel, line, sinkers, tackle
Flashlight	\$1	
Haircut, men's	\$3	
Hammock	\$3	
Journal and pencil	\$1	
Lantern	\$3	Includes oil can
Lodging, basic	\$1-2	Per night
Lodging, basic	\$3-5	Per week
Medical items, simple	\$1	Hot water bottle, bandages, and so on
Miner's carbide lamp or lantern	\$4	Burns 4 hours with one charge of carbide
Carbide refill (10 cans)	\$1	
Ouija board	\$1	
Rope	\$1	50 feet
Rope ladder	\$2	25 feet
Shaving set	\$1	
Shovel, grain scoop, or spade	\$1	
Small animal trap	\$2	
Vacuum bottle or thermos	\$1	Keeps liquids hot for 24 hours or cool for three days



Bolt Cutters



Pipe Wrench

MODERATE (\$5–10)

Item	Price	Notes
Bag of heavy tools	\$10	Contains a selection of tools useful for carpentry and other items
Boots	\$5	Rubber or leather
Camp stove, portable	\$6	
Clothing, fancy	\$5	
Dictionary or encyclopedia	\$7	
Doctor's bag	\$10	Leather
Groceries	\$5	A week's worth for a couple of people
Haircut, women's	\$5	
Hospital care	\$5	Basic daily rate, per day
Lodging, high end	\$5	Per night
Miner's tent	\$5	Up to two people
Travel pack	\$5	See notes
Wagon, kid's	\$5	
Wheelbarrow	\$5	

EXPENSIVE (\$20–50)

Item	Price	Notes
Bicycle	\$20	
Camera	\$20	
Flat-bottomed boat	\$30	
Moonshine	\$25	1 gallon
Overcoat	\$30	Wool; commercially made
Pony cart	\$30	2-seater, ponies not included
Saddle	\$20	
Suit	\$30	Wool; commercially made
Watch	\$20	

VERY EXPENSIVE (\$100 OR MORE)

Item	Price	Notes
Land	\$100	Couple of acres
Refrigerator	\$150	
Horse	\$200	
Piano	\$150	
Radio	\$200	
Washing machine	\$100	
Wedding	~\$400	

EXORBITANT (\$500 OR MORE)

Item	Price	Notes
Barn	\$1,500	Commercial, includes pre-cut materials but not labor
Car	\$2,000	
House	\$3,000	Commercial, includes pre-cut materials but not labor



Miner's Rucksack

Buying a commercial barn or house often means ordering the pre-cut materials from a catalog like Sears, Roebuck and Co. and then building it yourself.



Oil Slicker



Colt Revolver



Miner's Pick

ARMOR

Item	Price Category	Notes
Leather jacket	Inexpensive	Light armor
Hunting coat	Inexpensive	Light armor; canvas
Oil slicker	Inexpensive	Light armor; rain protection
Overall jacket	Moderate	Medium armor
Sheepskin-lined coat	Moderate	Medium armor
Makeshift metal-plated armor	Expensive	Heavy armor
Reinforced jacket	Expensive	Heavy armor
Steel breastplate	Expensive	Heavy armor
Simple ballistic armor	Expensive	Heavy armor

WEAPONS AND SHIELDS

INEXPENSIVE

Item	Price	Notes
All ammo, including bullets, arrows, and crossbow bolts	\$1	20 count
Crowbar or wrecking bar	\$1	Light weapon
Hoof parer	\$2	Light weapon
Pen or pocket knife	\$1	Light weapon
Sheep shears	\$1	Light weapon
Whip	\$2	Light weapon
Shield, simple	—	Provides an asset to Speed defense rolls

MODERATE

Item	Price	Notes
Axe	\$5	Light weapon
Blowgun	\$5	Light weapon; short range
Dagger	\$5	Light weapon
Hand grenade	\$7	Explosive weapon; inflicts 4 points of damage in immediate radius
Hatchet	\$5	Medium weapon
High-powered spray gun and compressed air sprayer	\$10	Medium weapon; short range (up to 25 feet, or 7.5 m)
Hunting knife	\$7	Light weapon
Machete or scythe	\$10	Medium weapon
Throwing knife	\$5	Light weapon; can be thrown a short distance

EXPENSIVE

Item	Price	Notes
Bow	\$15	Medium weapon; long range
Light crossbow	\$10	Medium weapon; long range
Light handgun	\$10	Medium weapon; long range
Rifle	\$25	Medium weapon; long range
Shotgun	\$25	Medium weapon; short range
Sledgehammer	\$15	Heavy weapon

VERY EXPENSIVE

Item	Price	Notes
Heavy handgun	\$30	Heavy weapon; long range
Heavy rifle	\$30	Heavy weapon; 300-foot (90 m) range

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OF APPALACHIA

ADVANCEMENT

<input type="checkbox"/>	INCREASE CAPABILITIES	MOVE TOWARD PERFECTION	+4 points into stat Pools
<input type="checkbox"/>	OTHER	EXTRA EFFORT	+1 to Effort

NAME	Speaker	TYPE
Cursed		

Speaks in Tongues

FOCUS

1	1	Effort	XP
MIGHT	SPEED	INTELLECT	

9	0	13	0	16	1	1	Edge
Pool	Edge	Pool	Edge	Pool	Edge	Pool	Edge

SPECIAL ABILITIES

Shake the Bones (1 Intellect point): Your words are so powerful, they cause the bones of a creature to shudder and shake, inflicting 2 points of Might damage and 2 points of Intellect damage. Your target must be able to hear and understand you (or at least understand the gist of what you're saying). Action. Community Connection: When speaking to others in a community you have a strong connection to, you are trained in persuasion and intimidation tasks about topics that directly relate to the community. Enabler.

Encouragement (1 Intellect point): While you maintain this ability through ongoing inspiring oration, your allies within short range ease one of the following task types (your choice): defense tasks, attack tasks, or tasks related to any skill that you are trained or specialized in. Action.

Hear Me Now (2 Intellect points): You project confidence, knowledge, and charisma to all who see you for the next hour. Your demeanor is such that those who see you automatically understand that you are someone important, accomplished, and with authority. When you speak, strangers who are not already attacking give you at least a round to have your say. If speaking to a group that can understand you, you can attempt to have them produce their leader or ask that they take you to their leader. You gain a free level of Effort that can be applied to one persuasion task you attempt during this period. Action to initiate.

Insight: The voices have many things to tell you, and some of them are beneficial.

Once after each ten-hour recovery roll, you can use a player intrusion without spending an XP.

Inability: The voices in your head are sometimes so loud it's hard to make sense of the real world. You have an inability in navigation, tracking, and identifying plants and animals.

Hears the Voices: Sometimes the voices whisper to you, telling you the secrets of others, giving you a sense of how they think, what they dream of, and what they fear. You're trained in one of the following tasks: persuasion, deception, intimidation, or detecting falsehoods. Enabler.

Inside Voice (1+ Intellect points): Using your voice, you can speak into the mind of someone you choose within short range. Communication is two-way, but the other party must be willing and able to communicate. You don't have to see the target, but you must know that they're within range. You can have more than one active contact at once, but you must establish contact with each target individually. Each contact lasts up to ten minutes. If you apply a level of Effort, the contact lasts for 24 hours. Action to establish contact.

ATTACKS

Pocket knife (light weapon)

EASED/HINDERED	DAMAGE
eased	2

CYPHERS

SPIRIT CONJURATION

Level: 1d6

Form: Hollowed-out walnut shell filled with graveyard dirt, salt, tobacco, and witches' butter fungus

Use: Crack the nut and spread its contents in a crossroads shape on the ground. This summons a level 2 spirit (such as a ghast or haint) that can understand your verbal commands. Once the spirit is summoned, commanding it is not an action. The spirit can make attacks or perform actions as ordered to the best of its abilities, but it can't speak. It never goes farther than long range from you. It responds if attacked, but otherwise does only as commanded. The spirit remains for ten minutes per cypher level.

MIDSUMMER BUNDLE

Level: 1d6 + 4

Form: Bouquet of feverfew and lemon balm picked with the left hand, usually tied with a bright yellow ribbon

Use: Pass the bundle over someone while reciting a prayer of healing, and it restores Pool points equal to the cypher level. If any of their injuries were caused by a witch, the cypher restores all of their Pools to full.

EQUIPMENT

Appropriate clothing, pocketknife, watch, overcoat, leather bag, leather boots, book, vacuum bottle, lantern, copper-plated coffee pot.

Talisman that allows the voices to flow through you more easily.

You carry a small notebook where you sometimes write down what you hear.

RECOVERY ROLLS

IMPAIRED

DEBILITATED
Can move only an immediate distance

Ignore minor and major effect results on rolls

Combat roll of 17-20 deals only +1 damage

1d6+

1

1 action 1 hour

10 min 10 hours

SKILLS

T = trained, S = specialized, I = inability

Leadership

Understanding magic

Using magic

Crafting magic

Listening and hearing

Navigation

Tracking

Identifying plants and animals

Detecting falsehoods

Armor Details and Speed Effort Cost

0

BACKGROUND

NOTES

PORTRAIT

When you were a kid, you got lost in a cave and were rescued by a creature made of shadows. You've never told that story, because you know people won't believe you.

CONNECTIONS:

One of the other PCs sounds an awful lot like one of your voices, and you'd like to spend time with them to find out if there's a connection.

Pick one other PC. You grew up together and were always close, but things seem to have cooled between you recently. You may or may not know why.

CHARACTER ARCS

SERVE THE COMMUNITY

You set out to accomplish something that will further an organization, community, or collective. It could be a large or established group such as the local church, a community theater group, an orphanage, or the union, or it might be a startup or smaller organization that could use your help. You're probably allied with them, or they are rewarding you for your help in some fashion.

OLD GODS OF APPALACHIA

or specialize in a trained skill

+1 to the Edge of your choice at Pools

ISA DESCRIPTOR INDUSTRIOS EXPLORER WHO
TYPE

Shares the Ways and Signs

Focus

Tier	Effort	XP	MIGHT	SPEED	INTELLIGENCE	Pool	Edge	
1	1		12 Pool	1 Edge	12 Pool	0 Edge	14 Pool	0 Edge

RECOVERY NOTES

<input type="checkbox"/>	DEBILITATED	<input checked="" type="checkbox"/>	Can move only an immediate distance
<input type="checkbox"/>	IMPAIRED	<input checked="" type="checkbox"/>	Cannot move if Speed Pool is 0
<input checked="" type="checkbox"/>	PERFECT	<input type="checkbox"/>	Can move at full speed
1d6+	1	<input type="checkbox"/>	+1 Effort per level
		<input type="checkbox"/>	Ignore minor and major effect results on rolls
		<input type="checkbox"/>	1 action
		<input type="checkbox"/>	1 hour
		<input type="checkbox"/>	10 minutes
		<input type="checkbox"/>	10 seconds
		<input type="checkbox"/>	10 centiseconds

SPECIAL ABILITIES

Fleet of Foot [1+ Speed points]: You can move a short distance as part of another action. You can move a long distance as your entire action for a turn. If you apply a level of Effort to this ability, you can move a long distance and make an attack as your entire action for a turn.

Know Thy Neighbor (2 Intellect points): If you've invested yourself in a community and have spent at least a few months living there, you can learn things about it through a variety of methods. Sometimes contacts slip the information to you. Other times, you're able to draw conclusions simply by what you can see and hear. When you use this ability, you can ask the GM one question about the community, and get a very short answer. Action

- Trained Without Armor:** You are trained in Speed defense tasks when not wearing armor. Enabler.
- Wilderness Explorer:** While taking any action (including fighting)

in the natural world, you ignore any penalties due to natural causes such as tall grass, thick brush, rugged terrain, weather, and so on.

CHOOSE THE DOOR. When you come across a road to success, the problem is that you want to tackle, you come up with a solution that has an excellent chance of succeeding. You gain an asset on your next noncombat action.

Understanding (2 Intellect points): You observe or study a creature object, or location for at least one round. The next time you interact with it (possibly in the following round), a related task (such as persuading the creature, attacking it, or defending from its attack) is easier.

Good Advice (1 Intellect point): You have experience in determining the best way to proceed. When you give another character a suggestion involving their next action, that task is eased. Action.

	EASED! HINDERED DAM
ATTACKS	Horchet (medium weapon)

CYPHERS

BLESSED DARKNESS

Level: 1d6

Form: Lump of coal that looks unnatural in both shape and color

Use: Break the lump in half, then place both halves into separate pockets. For the next day, you can see in pitch darkness up to short range (long range if the cypher is level 5 or higher).

DANGER BONE
Level: 1d6 + 3
Form: Leg bone from a large animal, such as a deer, goat, or bear, that's carved with a series of crude holes.
Use: When you are in danger or seek assistance, blow into the bone and it will play a tune that your designated allies can hear and understand, no matter how close or far they are from you. No one else can hear the bone.

EQUIPMENT
Appropriate clothing, hatchet, bicycle, camera, travel pack, leather boots, small animal trap, rope (50 feet), compass, bedroll

Armor Details and Special Effort Cost	0
---------------------------------------	---

ADVANCEMENT

- INCREASE CAPABILITIES** +4 points into stat Pools
- MOVE TOWARD PERFECTION** +1 to the Edge of your choice
- EXTEND BFF** +1 to

NAME _____ Explorer _____ W
TYPE _____

NAME _____
ISA _____ **Industrious** _____
DESCRIPTOR

Tier	MIGHT	SPEED	INTELLIGENCE	Pool	Edge
1	1	Effort	X P	0	Edge
12	1	12	0	14	Pool

RECOVERY NOTES

1d6+ 1
1 action 1 hour
10-100

Skill	T = trained, S = specialized, I = inability	Pool	T	S	I
Mapping		I	X		
Crafting magic		I		X	
Understanding magic		I		X	
Using magic		I		X	
Focus, determination, or concentration		I	X		
Speaking, damage		I			X

Armor Details and Speed Effort Cost 0

BACKGROUND

NOTES

PORTRAIT

Your mom used to talk to the woods. You were scared and fascinated by her abilities.

CONNECTIONS:

One of the other PCs was involved in something you worked on previously. They were impressed with your skills and invited you along.

Pick one other PC. This character especially appreciates your knowledge and insight. You both gain +1 on any die rolls when you collaborate on the same task, fight the same foe, and so on.

CHARACTER ARCS

CLEANSE

Someone or something has been contaminated (probably by the Inner Dark, the Green, or other magic, but also possibly by some other entity, pollution, a deadly virus, an infection, or something else) and you want to rid them of such influences or contaminants. This could also be an infection, an infestation, a curse, or something else.

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OF APPALACHIA

ADVANCEMENT

<input type="checkbox"/>	INCREASE CAPABILITIES	<input type="checkbox"/>	MOVE TOWARD PERFECTION
+4 points into stat Pools	+1 to the Edge of your choice	+1 Effort	+1 to Effort

NAME	SAGE	WHO
DESCRIPTOR	TYPE	

Cures What Ails Ya

FOCUS

SPECIAL ABILITIES

Charmed Touch (1 Intellect point): With a touch and a few chosen words, you restore 1d6 points to one stat Pool of any creature. This ability is a difficulty 2 Intellect task. Each time you attempt to heal the same creature, the task is hindered by an additional step. The difficulty returns to 2 after that creature rests for ten hours. Action.

Restful Presence: Creatures who make a recovery roll within short range of you add +1 to their roll. Enabler.

Perfect Remedy (1 Intellect point): With the right herbs, words, or ritual, you restore 1d6 points to one stat Pool of any creature within immediate range. NPCs targeted by this ability regain 1d6 health points. Perfect Remedy can be used only once per character until that character uses their ten-hour rest, at which point it can be used again. Action.

Mystic Sense: You can sense whether there's something mystical or magical going on in situations where its presence is not obvious. You must study an object or location closely for a minute to get a feel for whether a mystical touch is at work.

Spell: You can perform Hedge Magic as a spell when you have a free hand and can pay the Intellect point cost.

Hedge Magic (1 Intellect point): You can perform small tricks: temporarily change the color or basic appearance of a small object, cause small objects to float through the air, clean a small area, mend a broken object, prepare (but not create) food, and so on. You can't use Hedge Magic to harm another creature or object. Action.

Inability: You have a manner or an aura that others find a bit unnerving. Any task involving charm, persuasion, or deception is hindered.

ATTACKS

EASED/HINDERED DAMAGE

CYPHERS

BEAST SHAPE

Level: 1d6

Form: Blessed bone of a specific wild animal (such as a catamount, bear, raptor, or red wolf) ground into a powder and placed in a tree hollow for one year and one day.

Use: Ingest the powder to transform into the specific animal that the bone is made from. You will likely know ahead of time. You gain that animal's type of movement (swimming for a fish, flying for a bird, and so on) and two assets on tasks to pretend to be that animal. You also gain an asset on one skill appropriate to your animal form (or two skills for cipher level 5 and higher), such as jumping, stealth, climbing, perception, or swimming. You can still use all of your abilities that don't rely specifically on your normal form. For example, a Protector in wolf form can't use a knife or pistol because wolves don't have hands, but they could still use a healing power or mental ability from their focus. After about an hour, you return to your normal form.

CHARM OF RETALIATION

Level: 1d6

Form: Necklace of strung deer teeth and dried elderberries, dipped in a creek on Easter morning.

Use: Place the necklace over your head. For the next day, anyone striking you receives a magical shock that inflicts 1 point of damage (2 points if the cipher level is 4 or higher; 3 points if the cipher level is 6 or higher). You don't need to roll or take an action to inflict this damage.

JAG OF LUCK

Level: 1d6

Form: Piece of cloth with a bit of dried frog blood on it. Use: Place the jag in a left-hand pocket for a bit of luck. The next time you fail a roll, you can choose to reroll without spending XP. You must use the new result, even if it's worse than the original result. If you don't choose to reroll a failed roll, the cypher remains active and can be used for another failed roll.

EQUIPMENT

Appropriate clothing, overcoat, bicycle, wheelbarrow, encyclopedia, baking set, book, bottles (glass), spade.

You carry a pouch or bag of various herbs, potions, tonics, powders, and so on.

DAMAGE TRACK		<input type="checkbox"/> DEBILITATED
<input type="checkbox"/> IMPAIRED		Can move only an immediate distance
1d6+	1	Cannot move if Speed Pool is 0
Pool	Edge	Ignore minor and major effect results on rolls
9	0	Combat roll of 17-20 deals only +1 damage

RECOVERY ROLLS

1d6+	1
Pool	Edge
1 action	1 hour
10 min	10 hours

SKILLS	T = trained, S = specialized, I = inability	Pool	T	S	I
Herbalism		1	x		
Crafting magic		1	x		
Understanding magic		1	x		
Using magic		1	x		
Charm, persuasion, or deception		1	x		
Identifying magic		1	x		

Armor

0

ARMOR DETAILS AND SPEED EFFORT COST

BACKGROUND

NOTES

PORTRAIT

You used to help your mamaw with healing when you were little, and eventually took over for her when she passed.

CONNECTIONS:

Pick one other PC. This character quietly suspects that you're either some type of god or a supernatural being.

Your senses are telling you that one of the other PCs will need your aid soon.

CHARACTER ARCS

UNCOVER A SECRET:

There is knowledge out there that you want. It could be an attempt to find and learn a specific special ability. This could also be a hunt for a lost password or a key that will open a sealed door, the true name of a powerful entity, the hidden background of an influential person, or a well-guarded magical working.

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ADVANCEMENT

<input type="checkbox"/>	INCREASE CAPABILITIES +4 points into stat Pools	<input type="checkbox"/>	MOVE TOWARD PERFECTION +1 to the Edge of your choice
--------------------------	--	--------------------------	---

NAME	SAGE	WHO
descriptor	TYPE	

Serves the Green

FOCUS

SPECIAL ABILITIES

Wrap: The magic of the world wraps around you like a blanket. You have a shield of energy around you at all times that helps deflect attacks. You gain +1 to Armor. Enabler.

Easy Forgetting (3 Intellect points): You touch a creature and say the proper words to reach into their mind. With a successful Intellect roll, you erase up to the last five minutes of their memory. Action.

Skill: You are trained in perception tasks.

Know What to Do: You can act immediately, even if it's not your turn. Afterward, on your next regular turn, any action you take is hindered. You can do this one time, although the ability is renewed each time you make a recovery roll.

Bloom of Power. Your connection to the Green grants you additional strength and power. You gain 3 points to divide among your stat Pools however you wish. Enabler.

Wilderness Lore. You are trained in wilderness navigation and in identifying plants and creatures. Enabler.

CYPHERS

GIFT OF THE GREEN

Level: 1d6 + 2

Form: A large leaf pressed between the pages of a powerful book for many generations

Use: Rub the leaf between your palm until it crumbles to dust. For a

number of hours equal to the cypher level, you gain an asset in all

tasks relating to the Green.

VEIL LIFTER

Level: 1d6

Form: Smoky glass bottle filled with oil, cinnamon, graveyard dirt, and

nine open safety pins

Use: Take the lid off the bottle and hide it somewhere that it can't be found. This thins the veil between worlds within long range for ten minutes per cypher level. You can see all items and creatures that normally can't be perceived or seen, and you gain an asset in interacting with them.

SIGIL AND THREAD

Level: 1d6 + 2

Form: A small piece of fabric woven with the runes and sigils of the binding

Use: Touch the fabric to the skin of a hollow man or other empty vessel, and say a binding spell. If the entity's level is equal to or lower than the cypher's level, they are turned to ash. If the entity's level is higher than the cypher, they are bound and unable to act for a number of rounds equal to the cypher's level. The fabric disappears after the spell is complete.

3

EQUIPMENT

Appropriate clothing, watch, pony cart, leather boots, leather bag, scarf, gloves, journal and pencil, Ouija board.

DAMAGE TRACK

DEBILITATED

IMPAIRED

UNHINDERED

HINDERED

EASED

ARMOR

SHIELD

WEAPONS

ITEMS

SKILLS

STATS

RESOURCES

Armor

1

Armor Details and Speed Effort Cost

Wrap (ability)

BACKGROUND

NOTES

PORTRAIT

Your mom was a powerful Sage when she was alive, and many feared her. People are sometimes uneasy or trepidatious around you.

CONNECTIONS:

You're confident the reason you arrived at this point will soon become clear.

Pick one or more other PCs. They came looking for help with a problem and found you. It's up to them whether they're satisfied with what they found or not.

CHARACTER ARCS

FINISH A GREAT WORK:

Something that was begun in the past must now be completed. This might involve finishing the construction of a monument, fulfilling a bargain started long ago, developing the final steps of a cure, finishing your granny's family memoirs, and so on.

OLD GODS OF APPALACHIA™

ADVANCEMENT

<input type="checkbox"/> INCREASE CAPABILITIES	<input type="checkbox"/> MOVE TOWARD PERFECTION
+4 points into stat Pools	+1 to the Edge of your choice

ISA Gracious DESCRIPTOR WHO TYPE

Defends What Matters

FOCUS

SPECIAL ABILITIES

Control the Field (1 Might point): This melee attack inflicts 1 less point of damage than normal, and regardless of whether you hit the target, you maneuver it into a position you desire within immediate range. Action.

Practiced in Armor: You can wear armor for long periods of time without tiring and can compensate for slowed reactions from wearing armor. You reduce the Speed cost for wearing armor by 1. You start the game with a type of armor of your choice. Enabler.

Just a Scratch: You ignore the impaired condition and treat the debilitated condition as impaired. Enabler.

Don't Mind: You are trained in Intellect defense tasks and have +2 Armor against damage that selectively targets your Intellect Pool (which normally ignores Armor). Enabler.

Generous: Allies who have spent the last day with you add +1 to their recovery rolls

Altruistic: If you're standing next to a creature that takes damage, you can intercede and take 1 point of that damage yourself (reducing the damage inflicted on the creature by 1 point). If you have Armor, it does not provide a benefit when you use this ability.

Skills: You're trained in all tasks related to pleasant social interaction, putting others at ease, and gaining trust.

Helpful: Whenever you help another character, that character gains the benefit as if you were trained even if you are not trained or specialized in the attempted task.

Inability: While you are alone, all Intellect and Speed tasks are hindered.

Courageous: You are trained in Intellect defense tasks and initiative tasks. Enabler.

Community Activist: When speaking to others in a community you have a strong connection to, you are trained in persuasion and intimidation tasks about topics that directly relate to the community. Enabler.

You carry a thank-you letter from someone you once aided.

ATTACKS

<input type="checkbox"/> IMPAIRED	<input type="checkbox"/> DEBILITATED
+1 Effort per level	Can move only an immediate distance

Ignore minor and major effect results on rolls

Combat roll of 17-20 deals only +1 damage

Money: \$2.00

CYPHERS

ALL MY ENEMIES

Level: 1d6

Form: Hex bag containing false daisy, devil's shoestring, ginseng root, and a piece of brown paper with "all my enemies" written on it and crossed out with three Xs

Use: Say to the bag, "The Devil can't dance when he's kneeling" and then place it somewhere on your person. For the next ten minutes, your attacks inflict +2 points of damage.

WITCH WARD

Level: 1d6

Form: Chip of wood from an old door or porch railing that was painted haint blue

Use: Break the chip in half and put one half in each pocket or shoe. For the next hour, you gain Armor equal to the cypher level against damage from all malevolent magical creatures, including witches, demons, ghosts, and spirits.

Cypher Limit

2

EQUIPMENT

Appropriate clothing, shotgun, machete, overcoat, bag of heavy tools, leather boots, cap (hat), fishing outfit, lantern, cast iron griddle.

Armor

1

Leather jacket

Armor Details and Speed Effort Cost

SKILLS	T = trained, S = specialized, I = inability	Pool	T	S	I
Laws		1	x		
Crafting magic		1		x	
Understanding magic		1		x	
Using magic		1		x	
Intellect defence		1	x		
Pleasant social interaction		1	x		
Initiative		S	x		
Practiced with light, medium, and heavy weapons					

RECOVERY ROLLS	DAMAGE TRACK
1d6+	<input type="checkbox"/> DEBILITATED

+1 Effort per level

Ignore minor and major effect results on rolls

Combat roll of 17-20 deals only +1 damage

SKILLS	T = trained, S = specialized, I = inability	Pool	T	S	I	EASED HINDERED DAMAGE
Laws		1	x			4
Crafting magic		1		x		4
Understanding magic		1		x		
Using magic		1		x		
Intellect defence		1	x			
Pleasant social interaction		1	x			
Initiative		S	x			
Practiced with light, medium, and heavy weapons						

BACKGROUND

NOTES

PORTRAIT

You've done a whole lot of odd jobs for a whole lot of people, and almost all of them regard you fondly.

CONNECTIONS:

You're nearly certain the PCs will fail without you.

Pick one other PC. This character claimed innocence during a long-ago event, and you protected them. Now that time has passed, you're not entirely convinced that they were blameless.

CHARACTER ARCS

JUSTICE:

You try to right a wrong or bring a wrongdoer to justice.

THE APPALACHIAN REGION

B & L RAILWAY MAP OF THE EAST COAST
IN THE APPALACHIAN REGION

B&L TRAIN STATIONS	
Pennsylvania	Tennessee
Barrow	Paradise
Alderburg	Baker's Gap
Forks Lake	Tipton
Avalon	Clinton
West Virginia	Kentucky
Highlowhill	Barlo
Charleston	Pineville
Tourniquet	Louisville
Bower County	Cumberland
Virginia	North Carolina
Roanoke	Boone
Glamorgan	
(Esau County)	
Witherton	
Paradise	

- MAIN TRACK
- SECONDARY TRACK
- ABANDONED TRACK

