

THE GOOD
THE BAD
AND
THE DEAD

THE GOOD, THE BAD AND THE DEAD

THE GAME

The Good the Bad and the Dead is envisaged as a game of exploration and discovery set in an alternative version of the wild west of America in the 1840's. The aesthetic of the game is that of the classic Western genre but for a number of reasons the game is starting in 1849.

The players will take on the roles of Regulators; guns (or Tinhorns, Showman etc) for hire making a living on the new frontier.

The game can move around the frontier from north to south with the players being hired to provide services by different agencies from the US Government, to a local farming community or maybe a major corporation. These services vary from dealing with local bandito attacks to finding a lost Spanish gold shipment.

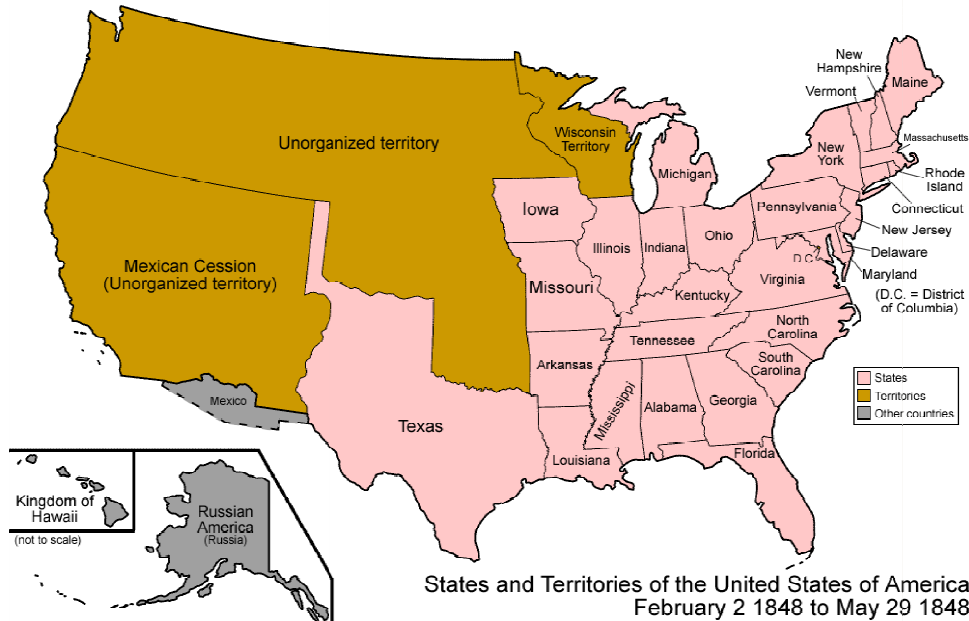
The Alternative America in which the game is set is a place both familiar and very different. Much like the traditional wild west the gun is king and the gunfighter a legend, Indian tribes still live free beyond the frontier and a man or woman can carve out a reputation and a fortune from the dusty trails.

The great horse plague which wiped out the equine population has made life harder but technology thanks to the power of the 'Scope' moves forward at an unprecedented pace with new devices and contraptions being discovered and sold every day.

THE PRESENT

The year is 1849.

The new frontier stretches from north to south midway across the American continent. Bordered on the North by the land hungry British colonies in Canada and to the south by the expanding Mexican Empire.



The eastern states exist in a state of uneasy federation united against the threats from the north and the south. The 12th president Zachary Taylor holds the states together through constant vote trading and delicate promises all the while the southern states draw further and further away from the north.

With almost all the standing army guarding the northern and southern borders or repressing Indian uprisings and raids of the 'civilised' lands in the East it lies on each individual township and community on the frontier to look to their own protection and so encouraged the rise of the Regulators.

The war with Mexico has reached an uneasy peace and only the state of Texas is now under contention. Both the Mexican and American governments continue to reinforce their borders to these lands and manufacture munitions and train troops to send to this area.

The Western Union and Peabody Company undertook a joint venture to drive a new railroad deep into the West. Reportedly it reached 100miles beyond the frontier and a new fort and small town had been constructed. 18 Months

ago something terrible happened to the town and now a great chasm occupies the place where the town once stood stretching miles into the desert from north to south. No one who has set out to investigate has returned, though it has been observed by balloon.

There has been an increase in the number of strange stories coming from those settlements beyond the frontier. Entire groups of separatists and those fleeing religious persecution have been lost and the survivors tell stories of the horrors of the imagination come to life. Most of these stories are considered made up or the ramblings of men too long in the sun.

New lawmen have been seen on the Frontier these men call themselves Federal Marshalls and they carry writs giving them jurisdiction in all states. These men are often seen riding into the frontier and seem to always feature in the stories told by survivors.

THE REGULATORS

The Regulators are a loose collection of mercenaries, scientists, gamblers etc. A township will normally send a rider to the nearest telegraph station and send a message that they are looking for Regulators. This message will then be spread throughout the saloons and western union offices throughout the region. Regulators are also hired by large companies, such as the Peabody Corporation, for independent security work.

Any man or woman can apply to become a regulator, but an official body (marked with an ★ in the list on the next page) or their township must sponsor them. They must report to the nearest courthouse where they pay a bond of \$10. Their name and details are taken, as well as a recording made of their facial features, and finally they are issued with a Regulators badge and a warrant made out in their name (this will be incorporated in to your character sheet).

Being sponsored by an official body means that you may be given extra tasks or plot at events. Whilst there is no obligation to complete these if you repeatedly fail or refuse the tasks, especially at events where your sponsor has hired the regulators, your sponsorship may be withdrawn. This does not stop you being a regulator but may make your relationship with your ex-sponsor tricky.

Regulators who have been sponsored by a township are often called Independent Regulators. Unless an event is being run by your home town you will not get additional tasks/plot but equally there will be no additional expectations of you.

Townships are only allowed to hire licensed Regulators rather than forming localised 'Posses' or bringing in large groups of gunfighters as these cases often ended in the township being wiped out anyway.

Regulators are required to submit their name upon application for a position of any new employment and to notify the Regulators committee in Washington of their location on a bi-annual basis.

THE PRACTICE OF MAGIC

Magic exists in the world and there is much debate about its source and how trustworthy it is. In the civilised East it is frowned upon and openly practicing magic will result in you being ostracised or set upon. In the West, with the difficulties of life on the Frontier, a more tolerant view can be found in some, but not all, places. The view of magic will change from county to county (and will be set out in an event brief) – from acceptance of magic as a gift to outright witch-hunts and lynchings. The Federal Government has not yet taken a position on the practice of magic and killing a suspected witch is still a capital crime, although the local view of magic may cause authorities to turn a blind eye to unfortunate accidents.

FOR BRAVE NEW WORLD PLAYERS

The game is set in an alternate reality to that of a Brave New World and there is no cross over between the two games.

THE PROTAGONISTS

THE SETTLERS

Townships.

Large townships such as Santa Fe are rare on the Frontier but have sprung up around the end of almost all of the Western Union Railroad heads. There have their own sheriffs and courthouses and are capable of defending themselves. They will rarely hire large groups of regulators other than to form escorts for precious cargo or wipe out particularly troublesome local bandits.

Communities

Communities range in size from individual trading posts to farming communities. They will sometimes have a sheriff and mayor, but no courthouse. The larger communities have access to telegraphic services though these are prone to disruption.

Communities often hire groups of regulators to supplement their local law men and deal with localised issues and threats. Some even carry standing groups rather than hire their own lawmen.

★
- will sponsor a Regulator

THE FEDERAL GOVERNMENT★

The Federal Government's jurisdiction does not generally extend to the frontier let alone beyond it. What troops are available are generally the casts offs from the higher profile border forts to the north and south or those men that could not worm a way to stay in their home state. Some enterprising officers do their best to protect those settlements around their forts but even these actions often end in ruin as the men they send out to confront bandits and Indians turn out to be no better themselves.

It is the Marshalls that hold the Federal line along the frontier. These solitary men apply the law when and where they can and hold the power to hire regulators on behalf of the united Federal Government. They are tasked with protecting the townships and communities along the frontier and to investigate the lands beyond.

THE PEABODY CORPORATION★

The Peabody Corporation is the largest independent company in the Americas responsible for widespread manufacturing and factory production in all states. The corporation employs many different professions and undertakes widespread surveying and mapping. The corporation will often hire groups of regulators to accompany its representatives beyond the frontier looking for new markets or causes of disruption to its business.

THE WESTERN UNION★

The Western Union controls all the railroads, post and mechanical stagecoach operations in the frontier and in some cases deep into the east. They are also responsible for forming new trails and rail routes and carry commissions from the federal government to size lands as required for the expansion of the road and rail network. This practice has led to them being seen by the frontiers people as bullies and land stealers which in some cases is very true.

THE HEARST MINING CONSORTIUM★

The Hearst Consortium is a mining venture and has stakes in some of the most important and strategic natural ore deposits in the Western part of the continent. The consortium will regularly hire regulators to escort mapping expeditions or to restore order in restless mining camps.

THE FIRST NATIONAL BANK★

The first major national financial institution in America, the Bank has a great interest in bring law, order and commerce to the West in order to establish itself as the pre-eminent financial institution in the country. It is often used to transport large sums of cash or other valuable metals across the country, often relying on Regulators to protect the convoys or investigate when things do not go according to plan.

THE HUDSON BAY COMPANY★

Perhaps one of the oldest trading concerns in America the Hudson Bay Company made its initial fortunes in fur trading and exploration of the West. The Hudson Bay company now makes its money from furs and other natural resources available in the West, which at times but it at odds with the Hearst Mining Consortium and may require Regulators for support.

THE UNION STOCK YARD★

This is more a trade body rather than a single business. The Union Stock Yard represents the cattle ranchers of the West, building new cattle drive routes, negotiating with the Western Union to build new rail roots and dealing with the

meat processors of Chicago to set prices. The Union may hire regulators to settle cattle disputes, protect herds or investigate cattle rustling

THE RELIGIOUS REFORM SOCIETY*

As many people emigrated to America from Europe to avoid religious persecution, the various Christian churches grouped together for mutual protection and have put aside their differences, to some extent, to create a tolerant society – tolerant of Christians at least. The Society is undecided on the issue of magic with some calling the practice an abomination and others seeing it as a divine gift. What they are united on is bringing the word of God to the “savages” of the wild frontier.

SEPARATISTS

Many groups have moved out beyond the frontier either for social or religious reasons. Some simply don't like the control of the new fangled Federation while others fear persecution for their religious beliefs and in some cases they just wish for adventure and life in the wild. These small communities exist on the edge trading as they can with the frontier towns that will let them and the surrounding indigenous peoples.

These groups are mistrustful of strangers and look at the expansion of the federation west with trepidation.

BANDITS

The frontier is rife with groups of bandits ranging from small groups of cut-throats up to full companies of men that will hold large towns to ransom. Sometimes these companies will form bases high in the hills or occupy an abandoned mine or fort and terrorize the surrounding population.

THE BRITISH EMPIRE

The British Empire's eye is currently turned away from the Americas towards the East and the riches of the orient. Its colonies have been virtually abandoned and military forces much reduced. Though the rumours of gold to the west have begun to spread among the higher classes in London and once again the lumbering beast of empire begins to move.

THE MEXICAN EMPIRE

The Mexican Emperor Juan Pedro rose to power on a mountain of bodies and rivers of blood and has fought the federation to a standstill in the state of Texas. The Emperor has great designs on the south and west of the Americas and is preparing for expansion all along his northern boundary.

NATIVE AMERICANS / INDIANS

The Native American tribes of the mid west retain a large amount of control over their original lands and as the Settlers have encroached in to the West they are becoming more restless.

Whilst there are the occasional skirmishes and raids it is only when the War Drums can be heard that folks start to worry.

CHARACTER CREATION

CREATING A CHARACTER

All new characters start with 12 CAP (Character Advancement Points). You can spend CAP on Careers, Flavours and Extra Actions. Each is covered in more detail below.

CAREERS

Careers represent your character's life choices; the areas that your character has experience of.

Your character can have up to three careers and by using a selection of the available careers or specialising in one you can add to your characters background.

Each career has four ranks – the higher the rank, the greater your experience in that field.

Rank One – Novice - this represents a skill learned over a relatively short period of time. E.g. a barber surgeon

Rank Two – Journeyman – this represents a good knowledge of the area learned over a moderate period. E.g. a Doctor

Rank Three – Master – this represents a deep knowledge and understanding of the field. E.g. a Surgeon

Rank Four – Hero – the pinnacle of your career.

You may only take one career to Rank 3, and one to Rank 2. Once all your career slots are filled to the maximum level you may, with the referees' agreement, advance the Rank 3 career to Rank 4 or take the Rank 2 Career to Rank 3.

The CAP cost for each to take a level in a career is:

Rank One	2 CAP
Rank Two	4 CAP
Rank Three	6 CAP
Rank Four	10 CAP

Each rank must be bought in order and the costs are cumulative (e.g. to start with Rank Two costs 6 CAP – 2+4).

At character creation you can start with a career at level One, Two or Three, learning a career between events you may only advance one rank in a given career, though you may advance in more than one career (see Character Advancement). You may have 3 careers in total (so you can have 3 Rank 1 Careers if you wish).

There are three magic careers – you may only take ranks in one of these careers. You must also have the Golden Bough flavour to pursue a magical career. The magic classes share Rank 1 with another class (Huckster/Gambler, Faith Healer/Doctor, Evangelist/Preacher). At Rank 2 however you gain Rituals and Spells instead of Abilities and Actions. You may take Ranks in both the Magical and Normal careers but where you have the same action, you do not get multiple uses of it (e.g. a Rank1 Huckster, Rank 1 Gambler does not get Sleight of Hand twice).

ADDITIONAL ACTIONS

In addition to the actions you get by taking a certain rank in a career, you may also buy additional uses of those actions you gain. These additional uses may increase the number of times you can use an action (actions marked M) or improve the frequency (marked F) with which you can use the action. Some actions cannot be bought additional times (marked N).

For Frequency skills, a skill that starts as once per day becomes once per Act (there are two Acts per day – morning and afternoon – Act's change at sunrise and at 2pm). Buying another use moves the skills from once per Act to once per Scene and a further purchase makes it once per combat.

E.g. The Gambler's action Sleight of Hand is a Frequency skill. When you get the action you can use it once per Act. Buying a second use of the action means you can use it once per Scene, and buying another use means the skill can be used once per combat. Buying a fourth use would confer no benefit (and is therefore pointless).

The Dead Man's Hand skill is a Multiple skill. It can be used once a day. Buying an additional use means it can be used twice a day, and buying a further use means it is three times per day.

You can only buy a certain number of additional actions for each career you have. You can buy three additional Rank 1 actions (1 CAP per action), two Rank 2 actions (2 CAP per action) and one Rank 3 action (3 CAP). Therefore a Rank 3 Gambler can only buy 1 additional use of Dead Man's Hand or Dodge.

This limit is per career, so if you were a Rank 2 Gambler and a Rank 2 Doctor you could buy two additional Rank 2 Gambler actions and two Rank 2 Doctor actions.

GAMBLER

RANK	ABILITY	ACTION	ACTION
1) GRIFTER	Read 'em and weep	Sleight of hand	Palm a card
2) SWINDLER	Dealing from the bottom	Look a horse	Smooth as silk
3) CARDSHARP +1 Wealth	Playing with my deck	Dead Man's Hand	Faster than a rattlesnake

Read 'em and weep - Draw 1 extra card in a game of cards, discarding one of your choice in return. This does not work on skill checks (Ability).

Sleight of Hand – once per Act you can disarm a trap. (F).

Palm a card – Can conceal a card or a small weapon that cannot be found if searched, unless stripped naked once per Act (M).

Dealing from the bottom - Draw 2 extra cards in a game of cards discarding two cards of your choice. This does not work on skill checks (Ability).

Look a horse – you can make an opponent look away for 5 seconds, in combat, or 30 seconds if a non-combat section once per day (Vocal "Look a Horse"). (F)

Smooth as silk – You can persuade one person to see things your way provided they are not looking at you with the smoking gun in your hand once per Act (M)

Playing with my deck – you can force the other players in a game to play using your deck of cards. This can be made up of any cards you want it to and can be a marked deck. You cannot be challenged over the fact that the deck is marked however blatantly the marking is. Other players may glean whatever they can from the card markings and they may shuffle the deck before you play with it (you don't get all the advantages). For reference anyone can use a marked deck in a game of cards but you may be called on it (Ability).

Dead Man's Hand - Once per day the gambling man gets lucky and can recover 1 point of body and stop bleeding (M).

Faster than a rattlesnake – Can avoid 1 damage call by moving supernaturally fast once per day. Call dodge when avoiding damage. If used in a Gun Dual damage you take a Hero Wound (see the Flavour).

HUCKSTER (MAGIC CAREER)

RANK	ABILITY/RITUAL	ACTION/SPELL	ACTION/SPELL
1) GRIFTER	Read 'em and weep	Sleight of hand	Palm a card
2) LUCKY	Fools Gold	Hot stuff	Silence is golden
3) GIFTED +1 Wealth	Confront your demons	Gift of the gab	Are you feeling lucky

Read 'em and weep - Draw 1 extra card in a game of cards, discarding one of your choice in return. This does not work on skill checks (Ability).

Sleight of Hand – once per Act you can disarm a trap that you know is there (F).

Palm a card – Can conceal a card or a small weapon that cannot be found if searched, unless stripped naked once per Act (M).

Fools Gold – you may transform an item in to a similar item (e.g. a key to the one you need to open a lock, a wedge of paper in to a stack of \$1 bills, or a bag of rocks in to a bag of gold). This will last for 1 hour before the item reverts to its natural state (Ritual).

Hot stuff – you cast this spell at a person making them believe the item they are holding is very hot and they must drop it. They can not pick the item up for 30 seconds believing it to be very hot (even if it is not an item that would not get hot). Use the vocals “drop that...” (Spell)

Silence is golden – you can cast a spell at a person rendering them mute for 30 seconds. During this time they may not speak, make a noise or cast spells/rituals. Use the vocals “I strike you silent” (Spell)

Confront your demons – this spell costs 1 Body to cast in addition to the usual spell point. You summon your personal demon in to your body, granting you the actions and abilities of a named non-magical career as if you were Rank 3 for the duration of the Scene. You must have a referee to cast the ritual as your personal demon may have a say if what you can or can't do (Ritual).

Gift of the gab – you can persuade any person to carry out the specified action for 5 minutes. You can not order them to kill themselves, but anyone else is a valid target (Spell).

Are you feeling lucky – you may look at the hand of an opponent in a game of chance. You may also look at the cards drawn by a character in a skill check before they do so and can tell them whether to abandon the task (you don't need to be honest). If the character chooses to abandon the task they suffer no negative effects (eg a bomb wouldn't go off) but they must start again before making a new difficulty check (though the referees may reduce the time it takes to recomplete the test). (Spell)

SNAKE OIL SALESMAN

RANK	ABILITY	RECIPES	RECIPES	RECIPES
1) BOOTLEGGER	Make 3 simple potions per day	Smelling salts	Moonshine	Sucrose and Aqua
2) SALESMAN	Make 3 moderate potions per day	Quack Medicine	Purge	R and J Patent Pending
3) APOTHECARY +1 Wealth	Make 3 advanced potions per day	Patent Medicine	Painkiller	Chloroform

A snake oil salesman can make 3 potions of each rank they have per day. E.g. a Rank 2 Salesman can make three Rank 1 and three Rank 2 potions.

In addition to buying extra recipes (if they can find or invent them) as if they were actions, they can also buy an extra action of make 1 additional potion per day of a given rank. For example, to buy the ability to make one extra Rank 2 potion per day costs 2 CAP (as it is a Rank 2 action) and counts as 1 action towards the maximum of acquiring additional actions.

Rank 1 potions last for the event they are made in and can therefore be given to other characters.

Rank 2 potions last until the end of the day and can therefore be given to other characters.

Rank 3 potions last until the end of the day but are delicate and must be administered by a Rank 3 Snake Oils salesman

Smelling salts – can immediately rouse an unconscious character. Smelling salts can only be used by a Snake Oil Salesman or a Doc.

Moonshine – full of raw alcohol you are brave and foolhardy. You gain 1 resist against a Fear. You lose the resist at the end of the day (sunrise) if not used. You may not stack these resists but can drink another potion later.

Sucrose and Aqua – this magical liquid gives the imbiber such confidence and certainty that they gain 1 Vitality at the end of or between combats. It does not work during combats.

Quack Medicine – a vile mixture that when drunk takes the imbiber's mind off everything else and removes a temporary mind controlling effect.

Purge – when drunk this will make the imbiber vomit emptying the stomach of the victim and nullifying the effects of any poison.

R&J Patent Pending – this concoction sends the imbiber in to a deep sleep, almost catatonic state. You may play dead and will not wake up until they end of the scene (you do not need to be roused). During this time no opponent should attack you and a Doctor will not be able to tell that you are faking it.

Patent Medicine – every quack has 1 miracle cure and this one restores 1 point of Body to the imbiber. Due to its toxicity and strength a person may only drink one of these per day. Imbibing a second will make them retch and have no healing effect.

Painkiller – Masks the pain of wounds for one scene, a person making a skill check to temporarily use all their cards (even those lost due to body damage). The character must return the cards regained back to their discard pile. Due to the strength and toxicity of this potion a person can only drink one of these per day.

Chloroform – When placing a moistened cloth upon the shoulder of the target, in a non-combat situation, you may call Sleep. The target does not need to be unaware or disabled for this to work.

TROOPER

RANK	ABILITY	ACTION	ACTION
1) PRIVATE	Weapons of war	By the numbers	Under orders
2) SERGEANT	Sleep when you can	Shoot to Kill	Glancing Blow
3) LIEUTENANT +1 Vitality	Tough as old boots	Dead Shot	Firing Line

Weapons of War – You are trained in the use of battlefield weaponry such as cannons and Gatling guns (1861 irl). You make also use swords in melee combat (Ability).

By the numbers – once per day you can reload a gun as fast as you can physically do it (M).

Under Orders – once per day you can resist an Obey spell or effect as you must continue to follow orders (M).

Sleep when you can – You recover Vitality at twice the normal rate, but no quicker than 1 point per 10 mins.

Shoot To Kill – Once per Act you may call 'Bang' to inflict 2 damage with a firearm (F).

Glancing Blow – Ignore one combat call per Act unless at point blank range from a firearm or from behind with a melee weapon (M)

Tough as old boots – instead of having to fall wounded after you have taken 4 Body damage in a combat, you may continue fighting until you have lost 5 Body (Ability).

Dead Shot – Once per Act you may call 'Through' on your damage (M)

Firing Line – once per day you may form a firing line and gain one extra BANG (only you) and all in the firing line recover 1 Vitality. Each person in the firing line may not be part of another firing line in the same scene (M)

PIONEER

RANK	ABILITY	ACTION	ACTION
1) SETTLER	Tracking	Go for the soft spot	Dime novel logic
2) TRAPPER	I speak Swaerengen	Campfire	This taste's funny
3) FRONTIERSMAN +1 Wealth	Old timer	Natural Immunity	I'm Dynamite

Tracking – you can scan the area for tracks and follow a trail (Ability).

Go for the soft spot – once per Act the character can call a BANG when fighting a non-human (F)

Dime novel logic – May ask a ref a question about a new creature encountered once per Act. You will need to make a card draw with a referee to see how valuable or accurate the information is (M).

I speak Swaerengen – Can speak various Injun dialects to a very basic degree, allowing you to communicate with most tribes (Ability).

Campfire - You may setup a campfire and make a small camp (Don't need a fire but phys reps required). By doing so you restore up to 6 peoples vitality at double rate. Lasts until you break Camp. Once per Day (M)

This taste's funny – Once per scene you may ask is something is poisoned but only before they consume it (M).

Old timer – You were around when the horse plague wiped out the equine population and so are immune to "Look a horse" (Ability).

Natural Immunity – Once per day the character may call a natural immunity to a disease or poison for the duration of the day (N).

I'm Dynamite- You get a free stick of Dynamite (as per wealth ability) once per day.

SHOWMAN

RANK	ABILITY	ACTION	ACTION
1) PROMOTER	Contacts +1	Roll up, roll up	Worth more alive than dead
2) RING MASTER	Contacts +1	Silver tongued	Get out of my head
3) IMPRESARIO +1 Wealth	Contacts +1	Look in to my eyes	Set a thief

Contacts – contacts can be used to perform one off scene activity per day (Ability)

Roll up, roll up – once per day you can keep the attention of up to 5 people for 1 minute with your patter. This may not be used in combat (F).

Worth more alive than dead – once per Day provided you are not in direct combat, you can attempt to negotiate for your life for 60 seconds (during which time your opponents will not attack you). There is no guarantee that the bargaining will work. (M)

Silver tongued – once per scene, you can give a lie to one question, which will be believed (M).

Get out of my head – Once per day, you can ignore one type of compulsion (e.g. fear, obey) for one scene (F).

Look in to my eyes – once per day you may force one person to look at you and focus on you. Neither you nor the target may move from your current locations though it does not preclude other actions – such as pulling a gun or knife (F).

Send a thief – You may ask three questions and know whether the person in question is lying or not, unless they use the silver tongue skill. Once per day (M).

DOC

RANK	ABILITY	ACTION	ACTION
1) DOCTOR	Healing Hands	What's up doc	Bandages and Salves
2) PHYSICIAN	Barber Surgeon	Suck and spit	Get the wounded back
3) SURGEON +1 Wealth	Skilled Surgeon	Something for the pain	Stitch it closed

Healing Hands – doubles the healing rate of characters whilst they are with you. You don't have to constantly attend to them, just check on them periodically and they need to be close proximity. You can treat two people per Rank of Doctor overnight at they will regain an additional 2 points of Body each at sunrise (Ability).

What's up doc – once per scene you may diagnose the nature of a person's affliction, poison they are affected by and what body score they are on (M).

Bandages and Salves - When fussing a wound that they get back up on 2 vitality. Once Per Day (M)

Barber Surgeon – you can perform surgery on a wounded person with a good chance of not killing the patient. You draw one discarded body card of a patient and one randomly drawn from their deck. You choose which card goes back in to their deck. This does not heal any body, merely changes the chances of successfully making a skill draw (Ability).

Once per person per event you may perform Surgery to Raise a person from 0 to 1. 20 Minutes of role-play.

Suck and spit – once per scene you may draw the poison from a wound or purge an ingested poison (M)

Get the wounded back – once per day by using the vocal "Get the wounded back" you can restore 2 Vitality to all people who join you and help evacuate the wounded from a fight (M).

Skilled Surgeon – when performing surgery on someone who has been wounded you draw two cards from their discard pile and may switch it with one card drawn randomly from their deck. You choose which card goes back in to their deck. This does not heal any body, merely changes the chances of successfully making a skill draw (Ability).

Something For The Pain – Once per day you can perform emergency surgery on someone at the end of the combat restoring all the Body they lost in that combat. This does not work on someone who is at zero Body (and therefore dead) (M).

Stitch It Closed – Once per day you may spend five minutes dressing and tending to the wounds of one character. This ministrations will return up to two Body points to a character (M).

FAITH HEALER (MAGIC CAREER)

RANK	ABILITY/RITUAL	ACTION/SPELL	ACTION/SPELL
1) DOCTOR	Healing Hands	What's up doc	Bandages and Salves
2) SHAMAN	Channel Energy	Spiritual well being	Strengthen the body
3) SPIRITUAL HEALER +1 Wealth	Crossing the veil	Cleanse the mind	Pass through the veil

Healing Hands – doubles the healing rate of characters whilst they are with you. You don't have to constantly attend to them, just check on them periodically and they need to be close proximity. You can treat two people per Rank of Doctor overnight at they will regain an additional 2 points of Body each at sunrise (Ability).

What's up doc – once per scene you may diagnose the nature of a person's affliction, poison they are affected by and what body score they are on (M).

Bandages and Salves - When fussing a wound that they get back up on 2 vitality. Once Per Day (M)

Channel Energy - this ritual costs you 1 Body to cast and allows you to transfer any amount of Body from a willing participant to the target. The donor controls how much body they wish to transfer and this must be stated at the start of the ritual (Ritual).

Spiritual wellbeing – you give 2 Vitality back to the target (spell)

Strengthen the body – by laying hands on you give the target 1 floating point of Body until the end of the day or until it is used. This point of body is lost per normal combat but it does not require you to loose a body card and does not count towards the damage total before you are wounded. You may not stack more than 1 point of body this way (spell).

Crossing the veil – if cast within 15 minutes of a person dying (either reaching zero body or bleeding out) you bring them back from the brink. This still requires a Rank 2+ doctor to perform surgery within 15 minutes to stop them dying again (Ritual).

Cleanse the mind – you can remove all compulsions from the target (spell).

Pass through the veil – you pass from this world in to the next. During this time you stand where you are with your hand in the air until the end of the scene, or later. You may not leave the spot or interact with the real world though you can see and hear what is happening. This spell is dangerous as you may attract the attentions of other things living beyond the veil (spell).

GUNSLINGER

RANK	ABILITY	ACTION	ACTION
1) QUICKDRAW	Second chance	Fancy Shootin'	Draw!
2) SHARPSHOOTER	Two guns blazing	Fan the Hammer	Do you know who I am kid?
3) DEAD-EYE +1 Vitality	Third chance	Don't let them see you bleed.	Shoot the Wings off a Skeeter

Second Chance –During a duel card game to see who draws first you may discard one card and draw a new card from the top of the deck (Ability)

Fancy Shootin' – Once per day you may perform a trick shot. This can be used to throw a lever, set off dynamite, shoot a location or anything else a ref thinks is reasonable at the time. When shooting a person it will do no special damage if the person takes the damage to their Vitality (F).

Draw! – Once per day you may force a character that has provoked you to draw a weapon and engage you in combat. This does not work against characters with the Yella flavour. Note that in many of the rougher Western communities, use of this ability to start a fight is considered fair and legal repercussions are less than would otherwise be expected (F).

Two guns blazing – you may fight using two pistols at once. Whilst other characters may own more than one pistol they may not use them at the same time (Ability).

Fan The Hammer – Once per day you may empty an unfired revolver to call 'Kaboom!' (causing 3 damage). This should be roleplayed by frantically fanning the hammer of your pistol and firing as many shots as you can in five seconds. The gun used is useless until fully reloaded, even if the phys rep still contains unspent caps (F).

Do You Know Who I Am, Kid? – Once per scene you may intimidate a target into being unaggressive towards you for 15 minutes. Alternatively you can compel them to complete one simple action. This does not include making attacks or taking blatantly suicidal actions (F).

Third chance – as per second chance but you may make an additional discard and a draw (Ability).

Don't let them see you bleed – once per day you can restore 2 Vitality instantly (F).

Shoot the Wings Off A Skeeter (trans. mosquito) – once per day you may make a Through Shot (F).

TINHORN

RANK	ABILITY	ACTION	ACTION
1) TINKER	Basic Engineering	What makes it tick	Emergency Repairs
2) ARTISAN	Moderate Engineering	Paper and string	336 Horse Power
3) INVENTOR +1 Wealth	Advanced Engineering Basic Education	Acme	Rebore

Basic/Moderate/Advanced Engineering – may attempt to solve an engineering problem of the appropriate rank (Ability)

What makes it tick – Once per scene a character you can get some basic clues to the nature of an engineering device (M).

Emergency repairs – once per Act you can repair an item to a working state for the duration of the scene (F).

Paper and string – once per scene with your stash of spare parts you can make a simple device after 5 minutes tinkering (M).

336 Horse Power – once per day you can power an unpowered device using basic chemicals and ores (F).

Basic Education – may attempt to solve a basic science problem (Ability)

Acme – once per day with your stash of spare parts you may draw an extra card in an Engineering skill check and discard one of the cards (F).

Rebore – once per day you can calibrate a firearm allowing it to call BANG for the first three shots in the next combat. If the shots are not all used in the combat then they are lost (M).

COWBOY

RANK	ABILITY	ACTION	ACTION
1) WHITEHAT	Lock 'em up	I'm not yella	Stubborn fella
2) RANCHER	I have a Warrant	Taking the bullet	Back to Back
3) RANGER +1 Vitality	I won't back down	Lasso	Form a posse

Lock 'em up – Shackles that you attach can only be escaped by use of Escapology (Ability).

I'm not yella - once a day the cowboy can steady those around him (in touching distance) if they are compelled to run away in Fear (not Terror) (F).

Stubborn fella – once per Act you can get a resist (M).

I Have A Warrant – You may request a Warrant to arrest someone by producing evidence of his or her guilt. The level of evidence required to obtain a Warrant depends on how respectable the target is. Known Outlaws require very little (Ability).

Taking the bullet – once per Act you may, if in close range, take a damage call to another person from a gunshot. Rule 7 applies to the distance you can use this over (F).

Back to Back- Calling "Back to Back" and going Back to Back with an Ally you will both gain +4 Vitality until you move. Once per Act (M)

Lasso- Using a suitable phys-rep you may Call "Entangle" on an opponents Once per Act (F)

I won't back down – instead of having to fall wounded after you have taken 4 Body damage in a combat, you may continue fighting until you have lost 5 Body (Ability).

Form a posse – once per day by using the vocal "Let's form a posse" you can heal all characters in ear shot for 3 Vitality providing they attack the enemy (F).

PREACHER

RANK	ABILITY	ACTION	ACTION
1) PASTOR	Will of God	Strength of Will	Have Faith
2) PADRE	Personal Comfort	Bell, book and candle	Peacemaker
3) MISSIONARY +1 Wealth	Lead Gathering	Rousing Sermon	Man of the Cloth

Will of God – you can lift one psychological wound or compulsion from a person by spending 10 minutes talking to them (Ability).

Strength of Will – you gain two resists per day (M).

Have faith – you may lift one compulsion from another character once per scene (M).

Personal Comfort – you can transfer one of your resists to another person (Ability).

Bell, book and candle – once per scene you can stop one supernatural creature, holding it at bay using your holy symbol (M)

Peacemaker – once per Act when you place yourself between two combatants you can force them to stop fighting for 30 seconds. They may attack anyone else other than you (F).

Lead Gathering – you may lead a group in prayer (2m radius) in to which no supernatural creature may enter and no supernatural spell may enter or leave (Ability).

Rousing sermon – once per day you can conduct a sermon (5 min minimum) and give each participant a resist against a supernatural effect, using the vocal "faith" (F).

Man of the Cloth – You are known as a servant of the Lord. Only the wickedest of men would try to harm you once you make yourself known. Once per day you may call 'Man of Peace'. For the remainder of the scene you may not be attacked unless you break one of the following prohibitions:

- You may not harm another or take hostile action toward *another* (*stealing is considered hostile, as is brandishing a weapon*);
- You may not approach an area if someone warns you away and spends their time maintaining the warning (*e.g. by keeping a gun trained on you*).

If you do accidentally get hit then it should be counted as subdual damage (i.e. it is ignored at the end of the combat) (F).

EVANGELIST (MAGIC CAREER)

RANK	ABILITY	ACTION	ACTION
1) PASTOR	Will of God	Strength of Will	Have Faith
2) PREDICANT	Blessings	Divine the truth	Hold back the tide
3) ZEALOT +1 Wealth	Exorcism	Smite	Righteous

Will of God – you can lift one psychological wound or compulsion from a person by spending 10 minutes talking to them (Ability).

Strength of Will – you gain two resists per day (M).

Have faith – you may lift one compulsion from another character once per scene (M).

Blessings – this ritual costs 1 Body to cast but blesses 6 bullets each of which will do a BANG against a supernatural creature (Ritual). Unused bullets lose their blessing at sunrise.

Divine the truth – you can scry and find the location of a specific supernatural item or creature if it is within 10 miles (spell).

Hold back the tide – using your articles of faith (book, symbol etc) and reciting your scriptures you may hold a supernatural creature at bay. It must stay where it is rooted to the ground, unless attacked, in which case it may move, but not directly at you. The spell lasts until you stop reciting the scriptures (spell).

Exorcism – this ritual costs 1 Body to cast and on completion it will sever the link between a supernatural creature and its source of power. This may kill weaker creatures, dismiss others, remove protections etc (ritual).

Smite – you may call a Bang on a target without using a firearm. This spell can be resisted (spell).

Righteous – when casting this spell you can call "Righteous" with a single attack when you hit a target (ranged or melee) which means you ignore any supernatural protections on the creature. This may be stacked with other calls, such as BANG. This spell can be used multiple times per scene (spell).

TEACHER

RANK	ABILITY	ACTION	ACTION
1) SCHOOLMASTER/MA AM	Basic Education	Baffled by Science	Eureka!
2) LEARNED SCHOLAR	Moderate Education	The Brain Trust	Book taught
3) PROFESSOR +1 Wealth	Advanced Education Basic Engineering	Corporal Punishment	Man of Science

Basic/Moderate/Advanced Education – may attempt to solve a scientific problem of the appropriate rank and have a good education to the requisite level (Ability).

Baffled by Science – once per scene you can hold someone's attention for the duration of talking science at the person. Cannot be used during combat (M).

Eureka! – once per scene you can ask for a clue when trying to solve a science problem (M).

The Brain Trust – once per day when working with another teacher or engineer you may reduce the level of a science problem by one (this increases the difficulty number by 1 but makes the problem easier) (F).

Book Taught – once per Act you can assist a character to temporarily teach them an ability (not action) that another character knows. You may not teach yourself the ability and it needs the active participation of the person who has the ability. You may only teach an ability equal to or lower than your teaching Rank. The ability lasts until used or sunrise (F).

Basic Engineering – may attempt to solve a basic engineering problem (Ability)

Corporal Punishment – once per Act your inner rage and frustration is let loose and you may call a Cleave in melee combat (F).

Man of Science – once per day you can ignore all supernatural compulsions for one encounter. You must ignore all supernatural entities for the duration as well.

FLAVOURS

Flavours represent the ticks and quirks that make a character an individual, the odd skills and tricks learned through life. Flavours can only be bought at character creation. They may be awarded or imposed at a later date by referees.

You can only take a maximum of three flavours at character creation, but the maximum CAP you can gain on creation is 6. You may only take one of each flavor.

A negative CAP Cost listed below means you gain CAP from taking the flavor.

Flavour	CAP Cost
Big Britches Your character firmly believes that they can survive anything. You may not run away in combat and will not get the advantage of "Get the wounded out" action. +2 Vitality Permanently.	1 CAP
Physical Disability – Superficial Your character has superficial scars or old wounds. They should be obvious facial or limb wounds and must be applied using makeup and visible. NPCs may react negatively towards you.	-1 CAP
Physical Disability – Lost an Eye -1 to all skill checks using close work such as stitching or engineering. You may not use the Trick Shot action due to your lack of depth perception.	-2 CAP
Physical Disability – Lost a Limb You have permanently lost a limb.	-3 CAP
Addiction You are addicted to Laudanum and as a result it cannot be used to heal you.	-1 CAP
Renegade You are either an Injun or Mexican outcast, or possibly a half-breed. You may be shunned by American folk but you will be hated and despised by Injuns or Mexicans depending on your race.	-1 CAP
Dark Secret Your character has a dark secret that must be submitted with your character sheet. The referees will decide if this is worth the additional point of CAP.	-1 CAP
Squeamish Your character can not stand the sight of blood and as such is unable to take any ranks in Doc or take the First Aid skill.	-2 CAP
I like those odds When outnumbered or cornered you gain +4 Vitality using the vocal "I like those odds". This can put you above your normal vitality maximum. This can only be used once per day.	3 CAP
Bloodthirsty Once in combat your character will not stop attacking until restrained by your fellows (minimum 1 minute) or calmed down (Will of God) or all opponents are dead.	-2 CAP
Lucky Once per day you may modify one skill check by one level (reduce the target to make it easier).	3 CAP
Unlucky On your first skill check of every day you reduce the target by one (ie making the check harder).	-2 CAP
Bigot You dislike a certain race and will ignore them and insult them wherever possible. You may not heal or help them.	-1 CAP
Yella' You are a coward. Actions etc that would make you immune or able to resist Fear have no effect and you must always obey the "Fear me" spell. You may refuse to be "called out".	-2 CAP
Foreign Parts Your character is not an American (and therefore don't have to put on an American accent) – he was born and raised in foreign parts. As a result you have an intimate knowledge of your native land, can read and write that language and understand its culture and history.	2 CAP
Native Bearer You may have a permanent native bearer (which must be played by a player, not a member of the crew). If your native bearer dies you will be issued with another one within the hour. A native bearer is always a starting character, may not earn CAP, and can not take Teacher or Tinhorn careers.	10 CAP

<p>Consumption You suffer from consumption. At the start of each day make a skill check (Diff 12). If you fail the draw you suffer from coughing fits and have -2 Vitality for the day. You may not use and skills or actions to modify this skill check.</p>	-1 CAP
<p>Black Lung You have worked around coal and mines for far too long. At the beginning of every day make a skill check (Diff 12). If you fail the draw you suffer from coughing fits and have -4 Vitality for the day. You may not use and skills or actions to modify this skill check.</p>	-2 CAP
<p>Tuberculosis You are physically frail and have -2 Vitality Permanently. You make never take your Vitality above 4 points and may not improve your body score.</p>	-3 CAP
<p>Grit You may ignore one compulsion per day with the vocal "My will is strong". You may buy this flavour up to three times, but only at character creation.</p>	1 CAP per use
<p>Hero Wound Once per event you can mitigate a normally mortal wound by taking it to the left or right shoulder. The wound will miraculously heal at the end of the encounter, so you may ignore the Body damage.</p>	3 CAP
<p>Lucky Cigarette Case You can mitigate one wound by discovering that a physrep on your person was in the way (cigarette case, pocket watch, hip flask etc). The item is destroyed but is replaced between events.</p>	1 CAP
<p>Company Man You are an agent of your sponsor. You must accept all orders from the sponsor and attempt to carry them out to the best of your ability. Failure to do so may cause the sponsor to put a bounty on your head.</p>	-1 CAP
<p>The Golden Bough You may only buy this flavour at creation. You must take this flavour if you want to take any ranks in magic careers. (See Magic Section)</p>	3 CAP
<p>Redneck Ill-educated, you can not read or write and may not take any Ranks in Teacher or Tinhorn.</p>	-1 CAP
<p>Paying Stake You have a stake in richly paying business. At the start of each event, make a skill check (Diff 12) – if successful you gain +1 Wealth for the duration of the event.</p>	2 CAP
<p>Greenhorn You have just stepped off the coach. You should roleplay your unfamiliarity with western life. Additionally, you are also unable to take levels in the following 'western' careers until you have played two events:</p> <ul style="list-style-type: none"> • Gambler • Gunslinger • Cowboy 	-1 CAP
<p>Desperado You are wanted by the law for various petty crimes you (probably) committed in a particular county. There is a bounty on your head of \$200 and you can expect Sheriffs and their deputies to keep their eyes open for you. The bounty may be bought off by permanently reducing your Wealth level by one. Information on bounties are discussed later.</p>	-2 CAP
<p>Escapology You are skilled at slipping bonds and removing shackles. With 5 minutes of roleplaying you can undo ropes and with 10 minutes work you can squirm free of restraints.</p>	2 CAP
<p>Settled- You are a member of the town or local area. You cannot take this ability during character creation.</p>	2 CAP
<p>Once per act you may help someone giving them +1 to any card draw</p>	
<p>Townfolk - You must have Settled and played 1 event. Once per Act you may now upgrade a players class level by 1 (this does not affect abilities). 5 minutes of role-play required.</p>	2 CAP
<p>Veteran of the West</p>	2,4,6 CAP

<p>You need to buy level 1 before level 2 and 2 before 3. You cannot take this ability during character creation. You may open any level 1,2,3 Class Card (i.e. Teacher 3) Once per day.</p>	
Lady Only Flavours	
<p>I'm a Lady Providing you are cowering and screaming "I'm a lady" you become immune to physical (not ranged) damage for the duration of the encounter. After combat you will be overcome and suffer from a swoon (sit or lie down for three minutes).</p>	1 CAP
<p>Midwife You are used to treating the wounds of your friends and family. You gain rank 1 Doc as an additional career (i.e. not part of your three maximum) but may not advance beyond it.</p>	3 CAP
<p>Tight Laced Once per day you must faint at a dramatically appropriate moment. It will take 30 seconds with smelling salts (or three minutes shaking) to rouse you. Failure to faint during the day means you are tight laced the following day and at -2 Vitality.</p>	-2 CAP
<p>Calamity Jane When fighting male opponents you heal 2 Vitality for each man killed by yourself.</p>	2 CAP
Gentleman Only Flavours	
<p>Southern Gentleman You are a true gentleman and will always rise when a lady enters the room. You will never swear in front of a lady and above all will never strike a lady.</p>	-2 CAP
<p>Women and Children First You will never allow a lady to be left behind or escape a dangerous situation before a lady in your party.</p>	-2 CAP

COMBAT

GUNS

Although the revolver has been invented the full metal jacket bullet is still some way off. Regardless of the physrep used all guns are considered to be ball and cap or muzzle loaded and as such it takes 10 seconds to reload a chamber.

All revolvers are considered to have 6 chambers irrespective of how many caps then gun can hold. If possible any cap wheels should be modified to make sure they can not fire more than six times. Anyone found to be firing more than 6 shots from a gun will probably find that the gun is destroyed beyond repair.

All guns do single damage unless specific damage calls are made. As long as the cap goes off then the target is hit (although the target may use their own abilities etc to avoid the damage).

Although a character may own multiple weapons they may only use one gun at a time. A gunslinger of the appropriate Rank may use two pistols at once.

MELEE WEAPONS

Guns rule in the Frontier lands but few have been trained to use melee weapons. As such no character may use a melee weapon longer than a dagger unless their careers or backgrounds permit.

Bows, but not other missile or throwing weapons, are particularly deadly and any hits from a bow do "Through" damage (i.e. they ignore vitality). Only Injuns can use bows.

BODY AND VITALITY

Your two health statistics are Body and Vitality and both work on a global basis, i.e. a hit to any part of a person damages the Body and/or Vitality score.

Vitality represents your ability to anticipate your opponent, dodge or perhaps its just plain dumb luck. If you take damage to your Vitality score this doesn't mean you are bleeding or wounded, its just scrapes and bruises. The starting score for Vitality is 3.

Once your Vitality is reduced to zero then any damage goes to your Body score. Body represents your health and how much damage you can take before you are rendered left bleeding, unconscious and on the path to an early grave. The starting score for Body is 13, and you should have 13 playing cards (Ace through to King) which you should keep on you.

Each time you take a point of Body damage you should place one of your cards in to a different pouch etc (keep the cards, you might need them). You should discard the cards in the following order – picture cards, Ace, two through to ten. This will be explained more under skill checks.

If you take four points of body damage in a single encounter you will be wounded.

If your body score is ever reduced to zero you are dead (there is no death count).

WOUNDS & HEALING

Once you are wounded you are bleeding to death. You can remain awake for 3 minutes crying out in pain etc (unless you are told by a referee that you are unconscious). After 3 minutes you slip into unconsciousness and have another 12 minutes before you die. You can choose to fall unconscious before the first 3 minutes is up but whatever you do you have 15 minutes in total. before you die (or less if advised by a referee).

Any character can stop you bleeding by fussing the wound and applying a bandage (this in itself does not give you any Body or Vitality back).

Vitality is recovered very quickly – one point every 30 minutes. Body however is very slow to recover and difficult to heal. You get 2 points of Body back overnight. Healing can be sped up if you are attended to by a Doc.

SKILL CHECKS

If you are trying to do something tricky, difficult etc, you may be asked to make a skill check. You will given a number you have to score under to pass the test(i.e. the lower the target the harder the test is). The default target is 12. You should draw 2 cards at random from your remaining Body deck of cards (the 13 cards mentioned above). If the sum of the two cards is less than the target you succeed. An Ace counts as 1 and picture cards count as 0. Some actions may allow you to modify the target (remember lowering the target makes the test harder) or draw different cards.

As you regain Body you get the discarded cards back (in the opposite order you took them out of the back – Last Out, First Back) – so don't actually dispose of the cards as you lose body.

HIGH NOON

Any player can call out another player but only players with the 'gunslinger' skill cannot be refused, unless you have the flavour "Yella" or are a higher rank gunslinger than the person issuing the challenge. A gunslinger can signify his rank by the number of states he is wanted in using a vocal statement – 3 states for rank one, 6 for rank two and 12 for rank three .

Eg Player 1 says "I call you a liar and a thief and I call you out! I'm a wanted man in 6 states".

Player 2 replies "Calm yourself son. I've killed men in 12 states just to watch them die."

The players then play a hand of 5 card stud with the strongest hand winning the draw. Gambling man and gunfighter skills apply to the hand drawn. This then allows the fight to happen.

The winner of the card draw draws first but it is the person who gets the first shot off who wins the gunfight so actually practicing your quick draw skills and oiling your rig is worth it. In the case of a High Noon gunfight the first shot by each player ignores Vitality, signified by the call of "Through"

Players who abuse this skill (bullying other players by constantly calling them out) may find that their name spreads quickly and attracts the attention of one of the legendary gun fighters roaming the frontier - this will not end well for them.

MAGIC

In order to learn any careers in magic you must take the Golden Bough flavour. This should be bought at character creation.

There are three magic careers – Evangelist (offensive magic to tackle supernatural creatures), Faith Healer (to aid and heal your companions) and Huxter (more geared towards mind affecting spells).

As magic is generally regarded with suspicion and mistrust each career is closely linked with a normal career (Evangelist – Preacher, Faith Healer – Doctor, Huxter – Gambler). At Rank 1 the careers have the same actions and abilities, but at Rank 2 and above the Magic careers do not grant any actions or abilities, instead they gain spells and rituals.

It takes power to cast spells – each spell costs 1 point of power to cast irrespective of its level – but it may also cost some vitality or body.

Each character has power equal to their magic Rank that they regain at the end of the scene. (So Rank 1 gives you 1 point.)

A Rank 2 magic practitioner can spend an additional 3 CAP to increase this limit by 1 point, and a Rank 3 character can spend a further 3 CAP to raise it by 1 more point (to 5).

You can also choose to cast a spell using 1 point of Body instead of a spell point. This loss of Body counts as combat damage and so counts towards the 4 Body damage you can take before being wounded.

This power you gain comes from your personal demon – this is an incorporeal creature that you rarely see. For Faith Healers and Evangelists this spirit is an angel, for the Huxter it is more of a sprite or imp. You can, through the referees, appeal for additional power from your personal demon – though the cost may be high.

Using magic also runs the risk of attracting the attentions of other supernatural beings. The more you cast the more the chance of a creature or other caster taking an interest in you.

Because of the stories of personal demons, and the attention of unworldly creatures that magic brings it is often seen as witchcraft/evil. Adding in the fact that Injuns still practice tribal magic, the vast majority of people mistrust or despise magic so it is advisable to keep your abilities quiet. This is very true in the East or back in Europe. In the West where life is harder and people may face tribal magic it can be more accepted – but this differs from county to county and a wise magic user will get the lay of the land before being open about his abilities.

GYROSCOPIC POWER

A clock maker in New York named Abraham Goldberg, while trying to make a new gyroscope for ships clocks that would not rust, found that when he combined different metals and minerals the gyroscope spun and it would not stop no matter what he tried.

After showing his invention as a novelty at the New York state fair the patent was bought by the Rutherford Foundation. Abraham was killed shortly after in a devastating explosion which destroyed the entire city block in which his home and shop were located.

The power of the gyroscope or 'Scope' as it became known spread quickly thanks to the Rutherford Foundation and its links to many different corporations. It can now be seen powering all types of device either directly such as the new 'Scope' powered locomotives or through the generation of the new fangled electricity to power even more incredible devices such as the electric light.

Reports of people behaving strangely and even disappearing when working closely for long periods of time with the devices have been dismissed as fear mongering amongst those who stand to lose their traditional ways of life thanks to the surge of modern technology.

The actual materials used to make up the scope are a secret known to few

Making Scope Items

Tinhorns can make Scope items. A rank 1 Tinhorn can make Basic Scope items, at rank 2 they can make medium items and at Rank 3 they can make advanced items.

Basic items are those that mimic a Rank 1 ability, medium items mimic Rank 2 abilities and advanced items mimic a Rank 3 ability. The Tinhorn does not need to have the ability to be able to make an item that mimics it, but must have access to someone who does.

The cost in CAP to make the item is the cost of the ability, plus one point – i.e. a Rank 1 ability costs 1 CAP and therefore the item will cost 2 CAP to make. If an ability is added several times (e.g. three Bangs) then the additional one cap is only added once.

If several different abilities are added, the additional one CAP cost applies to each skill. E.g. adding two different rank 2 abilities costs 6 CAP (4 points for the two Rank 2 abilities and 2 points because there are two different abilities).

Buying a Scope item

There are three sources of items – other characters, NPCs and (rarely) loot.

A PC can make items costing CAP of twice his Tinhorn level in items between events (e.g. a Rank 1 Tinhorn can make an item costing 2 CAP). Making the item costs the Tinhorn the appropriate amount of CAP (i.e. he must have enough CAP to make it) but when he sells the item to another PC he gets the CAP off them (i.e. overall it costs the Tinhorn no CAP to make the item and only the end user spends CAP).

If you want to buy an item off an NPC (because the PCs don't have the time or access to the necessary skills) it costs an additional 1 CAP to buy (the big Corporations who make these items are greedy). This additional 1 CAP does not count towards your item limit.

Limit on items

A character may only own Scope items that cost 12 CAP in total (i.e. they can have multiple items).

Losing an item

If you loose an item it is possible to get a new item made between events at no cost – we do not want to permanently deprive you of the item.

Physreps

All physreps should have a gyroscope built in to them (it doesn't need to actually spin). This means that it is extremely unlikely that a handgun can be used as the basis of a Scoped item.

Too much power

Scope items can be unstable and the more CAP spent on a single item, the higher the power consumption and therefore the more volatile the items is.

For any item that has more than 6 CAP built in to it you need to make a card draw at the start of the day. For each point of CAP spent on the item over 6 CAP you add 1 point to the card draw. If you score 12 or more on the draw the item is playing up and will not work for the day. A new draw can be made the following day.

Special Items

Items that don't replicate existing abilities should be discussed with the Refs.

WEALTH

All characters start with 3 Wealth. Wealth has three immediate uses.

Carrying cash

At the start of an event you can get \$25 per level of wealth that you have. This is used for playing cards, buying trinkets etc. This money does not carry over between events.

Buying big items

During the course of an event if you need something big or unusual you may, if you have the contacts, use your Wealth to buy supplies, odd machinery parts etc. This is done in an off scene screen. This will not usually require you to permanently sacrifice your wealth, just an amount for the weekend.

Buying off a bounty

If you have done something bad, illegal or sometimes just plain stupid with the wrong person, you will get a bounty on your head. The bounty will be given a level (1,2,3 etc). For each level of bounty you need to permanently spend 1 Wealth to remove the bounty.

There may be other things you can do with Wealth (eg use it as a stake in a game of chance). Try to explain reasons for your wealth (a share in a gold mine, or a cattle ranch) – something tangible that can be traded if needs be.

Wealth Items

Items available to buy with Wealth, this is not a complete list but good ideas for uses of wealth.

Phys reps will be required.

All purchases will be made overnight and delivered for use the following day. Or before the event. (Subjected to availability, in all good stores.)

All items are 1 use

Dynamite - Does a KABOOM

Comfy Bed- Heals an additional 1 Body overnight

2 Dollar Dancing - Gain a resit to mental effects. Vocal "My Will is strong"

Medic Supplies - Target gains 1 Vitality when fussing a wound.

***Poison** - Ingested or used on a weapon. Gives it the poison effect. This is for a single person.

Trap- Using a suitable physrep may set a snare, bear trap or similar.

Library of Book - -1 to a single attempt. Must be bought and pick WHICH class the draw is for (i.e Tinhorn)

*This is illegal to use

RECENT HISTORY

1776 – The Declaration of Independence is signed.

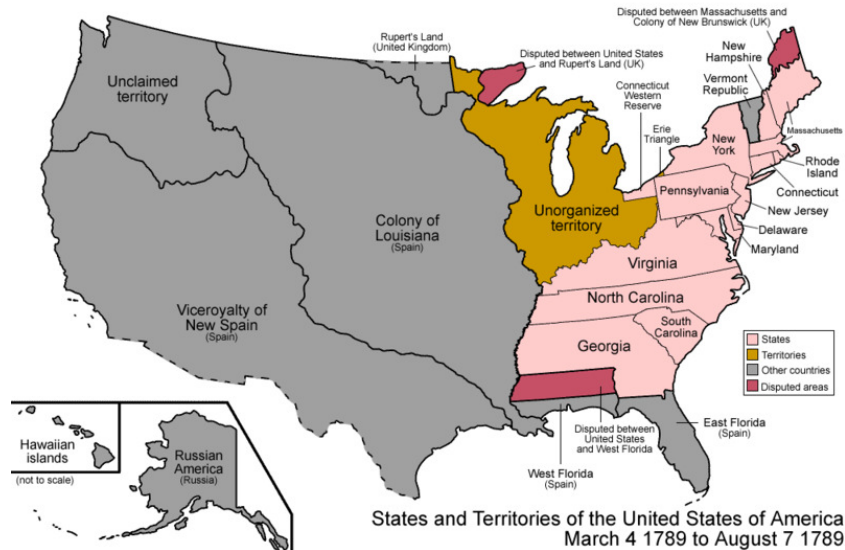
1777 – The Continental Congress authorizes the first US flag with 13 red and white stripes and 13 stars on a blue background.

1783 – The Paris treaty gives the United States all land east of the Mississippi , south of Canada and north of Florida.

1787 – Delaware, Pennsylvania and New Jersey enter the United States Union.

1788 – Georgia, Connecticut, Massachusetts, Maryland, South Carolina, New Hampshire, Virginia and New York join the Union.

1789 – North Carolina joins the Union.



1790 – Rhode Island joins the Union.

1791 – The Bill of Rights is ratified and the first ten amendments to the Constitution are enacted.

Vermont joins the Union.

1792 – Kentucky joins the Union.

1794 – General Anthony Wayne defeats Indians at the battle of Fallen Timbers, opening up Ohio to settlement.

1796 – Tennessee joins the Union.

1803 – Ohio joins the Union.

Louisiana is purchased from Spain although it is not a state.

1804 – The Lewis and Clark expedition sets out from St Louis . The party explores 8,000 miles along the Missouri and Colombia rivers as far as the Pacific Ocean.

1807 – Robert Fulton sails the Clermont, a steamship, in to the Hudson River, inaugurating a new era of steam powered transportation.

1808 – Congress prohibits the African slave trade

1810 – The US annexes West Florida following a revolt by American settlers in the region.

1812 – The US declares war with Britain over interference with American shipping.

Louisiana joins the Union.

1814 – The Indian leader Tecumesh is killed in battle in Canada ending his hopes for an Indian confederation resisting American expansion.

The Creek chief Red Eagle surrenders to General Andrew Jackson after the battle of Horseshoe Bend, opening southern and western Alabama to settlement. The British avenge an American raid on York, Ontario, by setting fire to the White House and the Capitol.

Peace is declared with Britain.

A terrible plague affects horses in the southern states.

1816 – Congress approves the formation of the Second Bank of America

Indiana joins the Union.

The horse plague spreads eastwards.

1817 – Mississippi joins the Union.

1818 – Illinois joins the Union.

Over 95% of the horse population is killed by the plague. A moratorium on the transport of horses is imposed by the Federal Government to stop the spread.

1819 – Alabama joins the Union.

1820 – Maine is admitted to the Union as a free state.

All horses in America have been killed except in a few enclaves on the East coast. Reports of the plague arrive from Europe.

1821 - Missouri joins the United States as a slave state.

Mexico declares independence from Spain.

The last horse in America dies. Subsequent reintroduction from other countries results in the horses quickly succumbing to the plague.

1822 – Stephen F Austin establishes an American colony in Texas

1823 – The Monroe Doctrine is announced threatening force to stop European interventions in the Americas

1825 – Robert Owen establishes New Harmony, the first secular utopian community, in Indiana

1826 – Thomas Jefferson and John Adams die

1829 – Mexico forbids further US immigration into Texas.

1830 – President Jackson signs the Indian Removal Act, which promises financial compensation to Indian tribes that agree to resettle on lands west of the Mississippi river. In practice this results in an enforced relocation of many tribes.

The Mormon Church is founded

1832 – The Black Hawk War begins when Black Hawk, chief of the Sauk Indians, crosses the Mississippi to plant corn on his old tribal lands. The Sauk surrender later in the year after older men, women and children were massacred, whilst carrying white flags, by the US forces.

1833 – Samuel Colt invents the six-shooter – the first handgun with a revolving chamber.

1834 – General Juan Pedro overthrows Mexico's constitutional government in a bloody revolution.

1835 – American colonists in Texas revolt against Mexican rule.

For the first (and only) time in American history the United States was free from debt

The Liberty Bell cracks as it tolls for the death of Chief Justice John Marshall.

1836 – Texas declares its independence from Mexico. Mexican forces storm the Alamo.

General Juan Pedro executes 330 Texan prisoners at Goliad.

Arkansas joins the United States.

The first wagon's traverse the Oregon trail, bringing settlers to the Pacific coast. These wagons are pulled by oxen as no horses remain in America.

1837 – The Financial Panic of 1837 starts and a depression continues until 1843

Michigan joins the United States.

1838 – Morse Code is invented.

14,000 Cherokee are forcibly removed from West Georgia and Southern Tennessee and marched down the Trail of Tears to Oklahoma. Some 4,000 died en route.

General Juan Pedro declares himself Emperor of Mexico in the Night of Blood, during which many generals and opponents are murdered.

1843 – Mexico warns that American annexation of Texas would be the equivalent of a declaration of War against Mexico.

1845 – Irish potato famine strikes leading to a huge influx on Irish immigrants

Texas and Florida join the United States



1846. General Zachary Taylor occupies a position near the Rio Grande, 150 miles south of the Texas/Mexico border as defined by the Spanish and Mexican authorities. President Polk tells Congress that Mexico had invaded American soil and spilt American blood.

Iowa joins the United States.

Cherokee's are pushed further west into Oklahoma. A large Indian congress is called of the tribes being pressed westwards.

1847 - The first Mormons reach the Great Salt Lake.

Mexico City is nearly captured by American forces lead by General Winfield Scott, however a charge lead by Emperor Juan Pedro repulses the attack.

A great earthquake to the west of Texas opens up a huge crevasse in the land and thwart attempts to push the railroad further west.