

**THE**

**WEIRD**

**WEST**

***By Jim and Andy***

***A Live Role-play game set in a twisted version of the Wild West where you join forces with other Hunters attempting to do battle with nightmare creatures, incorporating themes from Steampunk, Spaghetti Westerns, The American Civil War Era, Comic Books and Film.***

***Version 2.1***

<b>Index</b>	<b>Page</b>
<b>Section 1: A Brief History</b>	<b>3</b>
<i>Playing the game</i>	<b>4</b>
<b>Section 2: Character Creation</b>	<b>5</b>
<b>Step 1: Choose a concept</b>	<b>5</b>
<b>Step 2: Choose your origin</b>	<b>6</b>
<b>Step 3: Choose a character class</b>	<b>7</b>
<b>Step 4: Choose your Skills</b>	<b>14</b>
<b>Step 5: Choose Your Flaws</b>	<b>22</b>
<b>Step 6: Choose Motivation</b>	<b>24</b>
<b>Section 3: Combat</b>	<b>25</b>
<b>Section 4: Equipment</b>	<b>31</b>
<b>Section 5: Magic in the West</b>	<b>33</b>
<b>Hexin</b>	<b>33</b>
<b>Faith</b>	<b>38</b>
<b>Spirit</b>	<b>48</b>
<b>Section 6: Steamtech</b>	<b>51</b>
<b>Section 7: Ritualism</b>	<b>56</b>
<b>Section 8: Surgery</b>	<b>62</b>
<b>Section 9: What is a Horror?</b>	<b>63</b>
<b>Section 10: Character Advancement</b>	<b>64</b>

## **Section 1: A Brief History**

***The nightmare that we call the Weird West started at the battle of Gettysburg back in 1863. Those in the know reckon that all that death and killing broke the door that leads into the next life and that things that shouldn't have been able to, crawled their way back up to our world from Purgatory.***

***In the early hours of the battles third day, the dead got back up and carried on fighting. Spirits and Spectres haunted the field and things from people's worst nightmares stalked the shadows. People said that the South lost the war that day but the truth is we all lost.***

***The Horrors that spewed forth in 63' spread and multiplied until it seemed that everywhere they went the West twisted into a land ruled by fear. It is thought the more scared the people in an area are, the more the Horrors come.***

***Both the Union and the Confederacy saw the danger that these Horrors represented, they also saw how laughably out gunned they were against them, so they each turned to new solutions in order to fight. In the Union, President Lincoln authorised the creation of the Academy of Science and Technology who developed entirely new weapons of war called Steamtech. These pioneering lunatics created many devices to destroy the horrors and any anyone else that got in line of fire. In the Confederacy General Lee forged the Hermetic Order of the South who drew together every scrap of occult lore they could find in order to bring the power of magic to bear against the horrors. The powers that they have learned to call upon are strong but fickle in nature and are not always at the beck and call of its users.***

***The terrible losses taken at Gettysburg spelled the beginning of the end for the Confederacy and on April the ninth 1865 General Lee surrendered. Shortly after, President Lincoln created a department purely for helping licensed individuals track down and destroy these monsters in the newly formed United States of America; this department has no official name but has been dubbed as The Network. Some claim that it was formed because the religious types visions showing them that until the things unleashed were put back in their prison the doors to Heaven were closed. Others maintained that in order to make a strong Union the mistakes of the past had to be put right.***

***This lead to a new rush into the West, hardened bounty hunters, adventurers, lore seekers and zealots all simply referred to as Hunters made their way in to the twisted lands to do battle with the monsters lurking in the shadows. The year is now 1870 and the battle for the West is well and truly on.***

## **Playing the game**

***Weird West is a live role-playing game that immerses the player (you!) in to an alternative world of nightmare creatures on a twisted frontier.***

***Players have a choice of character classes that each have their own advantages and disadvantages, these classes define the skills you have available to use in the game and how you will be able to develop your character. The most important thing we would like to ensure is that people to really get into the role they have chosen and have fun, we are pitching this to the role player not the meta-power-gamer.***

***Combat uses both the classic LRP foam and latex weapons and replica style cap guns with a simple call based combat system to represent damage and effects caused by these weapons, fighting safely is explained in full alongside the descriptions of damage calls and effects later on. In order to create a safe and fun environment, we expect everyone to have read these rules in full and be aware of the various parts that may effect them. The game is played completely “uptime” meaning everything that happens in the game is played out during events there is no “downtime”.***

***The world that you are about to begin reading about is very different from the one you know, it is like ours in many ways and has a lot of the same history but in this corner of the multiverse certain events happened or possibly haven't happened which has shaped the history of the planet in very different ways. In this world the something caused a rift in the fabric of reality allowing all the evil creatures and monsters from humanities darkest legends and nightmares to pour into our world. As a result of this, it's history has changed and we see this in the series of events laid down throughout this rulebook. Another huge difference is that due to the different turn of events that began with the arrival of the Horrors, science moved down very different paths, the esoteric was accepted as a reality and weapons designed to propel new materials were created. Ultimately, this world is different, the time scales are different, things happened or didn't happen according to the forces that affected them and that is the world you need to embrace to fully experience this alternate world.***

## **Section 2: Character Creation**

***Characters in Weird West are much like characters in a novel or film, except that you control his or her actions. A character is made up of skills and equipment which governs their role and effectiveness in the game, but it is you, the player that creates its personality and takes it from a collection of skills and equipment to being a living, breathing hero in the Weird West. In order to create a character all you need to do is follow the steps below.***

### **Step 1: Choose a concept**

***Choosing the right concept is essential in creating a character that you will enjoy playing, it also lends itself to a style of game play that will make your skill choices easier. Here are some sample concepts ideas for your Network Hunter.***

***Maybe you're a.....***

#### ***Veteran of Gettysburg***

***You were there on that fateful day when those things appeared, you remember watching the steel of your sabre do little to nothing to the ghosts and monsters that stalked the night. Since that horrific day you vowed to learn to fight them and been hunting them ever since.***

***Or an.....***

#### ***Unhinged Scientist***

***You are a member of the Academy of Science and Technology and a creator of Steamtech, Since 65' you've been blowing craters in the earth and sending a more than a few of those horrors right back where they came from.***

***Or a.....***

#### ***New Orleans Hexslinger***

***You have spent your time since 65' soaking in forbidden esoteric knowledge. If Lee had just held a bit longer, the Hermetic Order could have pushed the blue coats all the way back over the Mason Dixon Line with blasts of hell-fire.***

***Or a.....***

#### ***Sioux Nation Tracker***

***When the White-Man's war opened the gates to the hunting grounds you and your people took the opportunity to reclaim your lands. Now with the help of the Shaman you protect your hard won freedom and drive back the Manitou that threaten your way of life.***

***The choices are only limited by the setting and your imagination, we encourage you to really develop this aspect of your character.***

## **Step 2: Choose your origin**

**Everyone hails from somewhere and this choice defines where. As a result of this choice you will be tied into a plot line specific to your place of origin and its motivations. Please note that some choices preclude certain character classes please choose carefully. Please also note that Race is not a concern in this choice, at no time does your Race influence character creation (you could be a white man who was raised by Indians and would therefore take the Native American origin, or from Hong Kong so could take the Far East origin).**

### **The Union “The Light of Progress”**

**You may only choose from the following classes: Gunslinger, Soldier, Lawdog, Sawbones, Steamtech, Believer or Spy.**

**Your character has spent the majority of their life in the Northern States of America. Having recently won the civil war it is a time of cautious optimism but the toll the war has taken and the arrival of the horrors is a bitter pill to swallow for some.**

### **The Confederacy “The Gift of the Bayou”**

**You may only choose from the following classes: Gunslinger, Soldier, Lawdog, Sawbones, Ritualist, Hexer, Believer or Spy.**

**Your character has spent the majority of their life in the Southern States of America. The terrible casualties of the war have left a nasty taste in the mouth of many and a bitter malaise rests heavy on the land. Others however have thrown themselves in to the study of the Esoteric and plan for the future.**

### **The Old World “Old Money”**

**You may only choose from the following classes: Gunslinger, Sawbones, Believer or Spy.**

**Your character has spent the majority of their life in Europe. For the a long time many in Europe have regarded the bounty of the Americas with envious eyes and some nations are sending envoys to learn more of the wondrous Technologies and tales of Magic.**

### **The Far East “A Touch of Zen”**

**You may only choose from the following classes: Sawbones, Spiritualist, Martial Artist or Believer.**

**Your character has spent the majority of their life in the Far East. It is a time of huge social change in the orient and many have left the oppressive old regimes for a new promised land of freedom. Taking with them both ancient traditions and mysticism they look upon the new with the wisdom of the old.**

**Native American "The Spirit Guides"**

***You may only choose from the following classes: Spiritualist, Believer, Scout or Martial Artist.***

***Your character has spent the majority of their life in America. The return of magic has empowered your people to once again claim some of there lands from the invaders. The spirits talk to the Shamans and many braves set out in to the lands to match themselves to the monsters that have appeared.***

### **Step 3: Choose a character class**

**You must choose a character class that fits what you want to play in the game and is available to your Origin. Each class has a list of available skills and the development point cost to purchase them, these are the only ones your character will ever be able to learn, so choose carefully as you don't want to be stuck playing the wrong class for the character idea you have.**

#### **Believer**

**Faith is a powerful force and Believers have it in abundance. Regardless of its source Believers channel the power of their faith via prayers in to potent effects. In the dark times now facing the world many people see belief as the shining light in the darkness that throws back the shadows. In combat Believers wield powers to boost their companions and repel Horrors.**

<b>Skill</b>	<b>Trained</b>	<b>Skilled</b>	<b>Expert</b>
<b>Book Learnin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Faith</b>	<b>6</b>	<b>8</b>	<b>10</b>
<b>Grit</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Questionin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Recuperatin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Stichin'</b>	<b>3</b>		

#### **Gunslinger**

**The Weird West is full of people whose respect for law and order is less than absolute, these folks are known as Gunslingers. Whilst they are not all wanted by the law and just desire a life away from rules, many are wanted criminals who are one step away from the gallows. In a fight Gunslingers specialise in mobility and agility, they fire first and fire lots, their time dodging the law has also sharpened their reactions. Outside of combat they specialise in perception and manual dexterity, spotting things that have been hidden and opening things that should be closed.**

<b>Skill</b>	<b>Trained</b>	<b>Skilled</b>	<b>Expert</b>
<b>Dodgin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Grit</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Lock Pickin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Recuperatin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Shootin' Pistol</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Spottin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Stichin'</b>	<b>3</b>		
<b>Two fisted pistols</b>	<b>3</b>		

## **Hexer**

**Hexers are graduates of the Hermetic Order of the South, the power they wield waxes and wanes sometimes allowing devastating powers to be manifested and at other times little to nothing. Hexers are often considered roguish and even share a few traits with Gunslingers, these traits can be all that keeps them alive when trouble's brewing and the cards aren't being kind.**

<b>Skill</b>	<b>Trained</b>	<b>Skilled</b>	<b>Expert</b>
<b>Dodgin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Grit</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Hexin'</b>	<b>6</b>	<b>8</b>	<b>10</b>
<b>Lock Pickin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Recuperatin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Stichin'</b>	<b>3</b>		

## **Lawdog**

**The moral opposite of the Gunslinger is the Lawdog, travelling from town to town bringing law and order to the wild frontier. They are usually deputised as a Marshal or Ranger and so have no fixed jurisdiction, the advantage of this means they can travel anywhere they need to go, but the disadvantage is that they have no authority over the local Sheriffs office. When it comes to a fight they are tough as nails, counting on the resilience that they have gained from a life on the road to take the punishment whilst dealing it out with Shotgun and Rifle**

<b>Skill</b>	<b>Trained</b>	<b>Skilled</b>	<b>Expert</b>
<b>Contacts</b>	<b>3</b>		
<b>Grit</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Questionin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Recuperatin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Shootin' Longarm</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Shootin' Pistol</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Stichin'</b>	<b>3</b>		
<b>Tough as Nails</b>	<b>3</b>	<b>4</b>	<b>5</b>

## **Martial Artist**

**Martial artists are the masters of the arts of close combat, they comprise masters of the eastern fighting arts as well as the ferocious Indian Braves. Martial artist usually eschew guns and ranged weapons in favour of their superlative melee skills, but as mastery of such arts requires so much from the devotee they have little time to learn anything beyond a little of the mysticism associated with their style.**

<b>Skill</b>	<b>Trained</b>	<b>Skilled</b>	<b>Expert</b>
<b>Dodgin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Fightin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Grit</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Herbalist</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Recuperatin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Stichin'</b>	<b>3</b>		
<b>Tough as Nails</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Two fisted</b>	<b>3</b>		

## **Mad Scientist**

**Mad Scientists, as they are known, are the graduates from the Academy of Science and Technology. In the West they are bringing cutting edge technology to bear against the Horrors and anyone else who gets in the way for that matter. In the field they are skilled in obtaining the special materials they need to create their wondrous devices, they can also point the business end of them at people in a pinch, but combat is not their forte.**

<b>Skill</b>	<b>Trained</b>	<b>Skilled</b>	<b>Expert</b>
<b>Book Learnin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Contacts</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Prospectin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Recuperatin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Shootin' Longarm</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Steam Tech</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Stichin'</b>	<b>3</b>		

## **Ritualist**

***Ritualists are graduates of the Hermetic Order of the South. The training they received there grants them the esoteric knowledge required to turn the power of the Horrors against them. By taking rare ritual items from fallen Horrors and using complex ritual formulae the Ritualist can permanently empower a person with mystical abilities. The time spent learning this art and leaves little room for anything else and whilst many are desensitised to the terror the Horrors cause they are not particularly skilled combatants.***

<b>Skill</b>	<b>Trained</b>	<b>Skilled</b>	<b>Expert</b>
<b>Autopsy</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Book Learnin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Contacts</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Grit</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Recuperatin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Ritualism</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Stichin'</b>	<b>3</b>		

## **Sawbones**

***For as long as humans have been hurting each other Surgeons have been trying to heal the wounded. These intrepid healers have headed into the West to patch up the Hunters and try to discover more about the opponents we now face. When all's said and done Surgeons are the only thing standing between a Hunter and Boot Hill, so even though they're not much in a fight themselves, the battle would certainly be lost without them.***

<b>Skill</b>	<b>Trained</b>	<b>Skilled</b>	<b>Expert</b>
<b>Autopsy</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Book Learnin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Contacts</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Fightin'</b>	<b>3</b>		
<b>Grit</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Recuperatin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Saw Bones</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Stichin'</b>	<b>3</b>		

## **Scout**

**Scouts are the paragons of the outdoors, masters of the rural environment and little escapes their notice in the plains and hills. They are excellent trackers able to understand the comings and goings of an area and able to follow specific signs to track down their quarry. In combat they are a jack-of-all-trades, well able to fight up close and also from range with their hunting rifles.**

<b>Skill</b>	<b>Trained</b>	<b>Skilled</b>	<b>Expert</b>
<b>Dodgin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Fightin'</b>	<b>3</b>		
<b>Poison</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Recuperatin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Shootin' Longarm</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Spottin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Stichin'</b>	<b>3</b>		
<b>Trackin'</b>	<b>3</b>	<b>4</b>	<b>5</b>

## **Soldier**

**Now that the war has officially ended hard bitten soldiers are a common sight in the West. Some are morose ex-warriors looking for purpose, others are dynamic leaders seeking to carve out a new life for themselves. Taking the skills that they learned on the battlefield they can adapt to nearly any combat situation fighting effectively either at range or in close-combat. They can also use tactics to swing the odds of any planned battle in their favour.**

<b>Skill</b>	<b>Trained</b>	<b>Skilled</b>	<b>Expert</b>
<b>Contacts</b>	<b>3</b>	<b>4</b>	
<b>Dodgin'</b>	<b>3</b>	<b>4</b>	
<b>Fightin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Grit</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Recuperatin'</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Shootin' Pistol</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Stichin'</b>	<b>3</b>		
<b>Tactician</b>	<b>3</b>		
<b>Tough as Nails</b>	<b>3</b>	<b>4</b>	
<b>Two fisted</b>	<b>3</b>		

## **Spiritualist**

***Spiritualists use their connection to a reserve of inner energy to unleash powerful personal abilities. Many believe that these are fuelled by ancient spirits that come to their aid, others that they tap into the power of the universe known as Chi. Whatever the power source a Spiritualist is a potent melee opponent who can supplement fighting abilities with mystical force.***

<b>Skill</b>	<b>Trained</b>	<b>Skilled</b>	<b>Expert</b>
<b><i>Fightin'</i></b>	<b>3</b>	<b>4</b>	
<b><i>Grit</i></b>	<b>3</b>	<b>4</b>	<b>5</b>
<b><i>Herbalist</i></b>	<b>3</b>	<b>4</b>	<b>5</b>
<b><i>Recuperatin'</i></b>	<b>3</b>	<b>4</b>	<b>5</b>
<b><i>Spirit</i></b>	<b>6</b>	<b>8</b>	<b>10</b>
<b><i>Stichin'</i></b>	<b>3</b>		
<b><i>Tough as Nails</i></b>	<b>3</b>	<b>4</b>	

## **Spy**

***Espionage is the weapon of choice for the spy and information is their ammunition. They hail from across the world and are exploring the West and gathering information for the Powers-That-Be, they are the masters of investigation in the urban environment. Whilst not much in a stand-up-fight they have tradecraft skills that swing the battle of the subtle-knife in their favour.***

<b>Skill</b>	<b>Trained</b>	<b>Skilled</b>	<b>Expert</b>
<b><i>Assassin</i></b>	<b>3</b>	<b>4</b>	<b>5</b>
<b><i>Investigatin'</i></b>	<b>3</b>	<b>4</b>	<b>5</b>
<b><i>Lock Pickin'</i></b>	<b>3</b>	<b>4</b>	<b>5</b>
<b><i>Poison</i></b>	<b>3</b>	<b>4</b>	<b>5</b>
<b><i>Questionin'</i></b>	<b>3</b>	<b>4</b>	<b>5</b>
<b><i>Recuperatin'</i></b>	<b>3</b>	<b>4</b>	<b>5</b>
<b><i>Stichin'</i></b>	<b>3</b>		
<b><i>Spottin'</i></b>	<b>3</b>	<b>4</b>	<b>5</b>

## **Step 4: Choose your Skills**

**You have 15 development points to spend on your character, these can be used to purchase the trained level of any skill your character has access to. Below you will find a list of all of the skills in the game and a description of what they do. If the skill lists an item of equipment with it then learning that skill provides the item of equipment to your character free of charge.**

**Skills and spell effects do not stack, unless specifically stated! So if you have trained dodge, have a spell cast on you that grants a dodge and are the subject of a ritual that grants you another dodge you have a total of 1 dodge. If the spell grants 2 dodges then now you have 2 dodges.**

**All skills have 3 levels which must be bought in order:**

**Level 1 Trained, you know how to do the skill but only at a basic level.**

**Level 2 Skilled, you have some experience but still have more to learn.**

**Level 3 Expert, you have mastered this skill, you have no betters only peers.**

### **Assassin**

**This is the skill used to kill an unsuspecting or incapacitated opponent, this skill can only be used with a knife. A successful blow to an unsuspecting or incapacitated opponent allows the “lethal” combat call to be used. We define unsuspecting as they are not engaged in combat (or they are the first person you strike) and are totally unaware that you were there or were a threat to them.**

**Required equipment - Knife**

**Trained – Once per event**

**Skilled – Once per day**

**Expert – Once per encounter**

### **Autopsy**

**This is the skill you would use to identify how something died. In the case of horrors it can also allow you to work out the best way to kill them, for example tests you run on its tissue reveals that they are allergic to silver etc. It also allows harvesting of key body components used by Ritualists. This can only be done in a medical facility, never in the field. Salvageable components are eyes, brain, blood and bones.**

**Trained – Identify how people were killed by simple mundane means, you may salvage 2 of the 4 components from a Horror destroying the other 2 in the process.**

**Skilled – Identify how people were killed by advanced mundane means you may salvage 3 of the 4 components from a Horror destroying the 4th component in the process.**

**Expert – Identify how people were killed by supernatural means you may salvage all 4 components from a horror, you may also salvage 1 component from a greater horror destroying the other 3 in the process.**

## **Book Learnin'**

***This is the skill to find information from IC books and documents. This skill will grant the user a lore sheet which will tell them the titles of IC books they can use for research purposes relevant to their sphere of knowledge. In the game you will find research clues that will contain a series of number codes, each line of code is made up of 2 numbers, the first is the book, the second is the page, from that page note the first word, when you have completed the research you will have a set of words. A ref will check the words and if you are correct will give you the results of your research. Each level of this skill grants you access to additional books and as such allows you to find more complicated information. Research clues can not be taken from where they are found, they are a representation of the object or location inspiring the researcher not a physical item.***

***Trained – will reveal information relevant to current events, all books needed can be found the same event.***

***Skilled – will reveal blue prints, rituals, medical and religious insights. This may take more than one event to locate all of the required books.***

***Expert – will reveal major information about the nature of world events and supernatural occurrences. This will always take more than one event to find all required books and may require more than one archetype to work on it.***

## **Contacts**

***This skill represents the people you know in the outside world, your contacts are relevant to your character archetype and can provide information that would be reasonable for them to know. Contacts can only be communicated by sending a Telegram via the local Telegram office. It is worth noting that the length of time you will have to wait for a reply will vary and a response is not guaranteed. Each level of this skill grants you the ability to send one telegram to your contacts free of charge.***

## **Dodgin'**

***This skill allows you to completely ignore one attack, it works against both melee and ranged single target attacks, but you may not dodge an area of effect attack. With melee you must step away from your opponent opening distance from them while declaring "Dodge" this negates the effect of the incoming blow (if your opponent had a one hit effect on their weapon it is not considered used by a dodged attack). For a ranged attack you must make an exaggerated dodging motion during which you cannot approach your attacker. You cannot remain stationary or advance on your opponent while using this ability.***

***Trained – Once per day***

***Skilled – Once per encounter***

***Expert – Twice per encounter***

## **Faith**

***This is the skill to use Faith magic See section 5 for the specific rules regarding Faith magic.***

## **Fightin'**

***This skill is the ability to parry incoming melee blows, this only affects your main hand not you're off hand and you must be holding a melee weapon in your main hand for this to function. To avoid confusion the call of "Parry" should be used when you are struck but not harmed.***

***Required equipment – one handed melee weapon***

***Trained – The first melee strike to your forearm per encounter is deemed to be deflected and causes no damage; it does not however stop special effects.***

***Skilled – The first 3 melee strikes to your forearm per encounter are deemed to be deflected and cause no damage, it does not however stop special effects.***

***Expert – All melee strikes to your forearm are deemed to be deflected and causes no damage, it does not however stop special effects.***

## **Grit**

***The skill represents the ability to resist fear. When used you must state "No Effect".***

***Trained – Once per day you can ignore one fear call.***

***Skilled – Once per encounter you can ignore one fear call.***

***Expert – You are never affected by fear.***

## **Herbalist**

***With this skill you can use herbal powders for various medicinal purposes. You start each game with 1 sachet of herbs.***

***Trained – You can apply herbs directly to a poisoned wound to neutralise the poison***

***Skilled – You can brew your herbs as a tea to help cure acute diseases and stave of the effects of chronic illnesses***

***Expert – You can prepare the herbs as a tobacco to be smoked or inhaled, to drive supernatural taint from someone.***

## **Hexin'**

***This is the skill to use Hexin' See section 5 for the specific rules regarding Hexin' magic.***

## **Investigatin'**

***This skill covers the Investigation of urban areas, knowledge of local politics and people of note. Areas where key events have occurred in an urban setting may have an "Investigatin'" box in them. Your level in this skill represents which boxes you can open and read the contents of, Investigatin' boxes will be colour coded and have a looking glass symbol on them. You may also asses an urban area for defence or assault and create a report usable by a "Tactician", you must be able to walk round the area to asses it.***

***Trained – You may open Red Investigatin' boxes***

***Skilled – You may open White Investigatin' boxes***

***Expert – You may open Blue Investigatin' boxes***

## **Lock Pickin'**

***This is the skill to open locks and safes. All locked items will have a red rope tied to them, this rope will have a number of knots tied in it which denotes the complexity of the lock and each knot will also have a metal washer in it for easy identification of the locks level. You can only open a lock of the same or lower level than your skill. Opening a lock takes as long as it takes you to untie all of the knots. If you wish to hide the break in and relock the lock you must retie all of the knots and ensure that each knot has a washer in it. Anyone who sees you undoing or restoring the knots on a rope will be immediately aware that you're picking the lock.***

***Trained – You may untielre-tie lock ropes with 1 knot on them***

***Skilled – You may untielre-tie lock ropes with 2 knots on them***

***Expert – You may untielre-tie lock ropes with 3 knots on them***

## **Poison**

***This is the skill used to create poisons and use them to coat melee weapons or arrows. The first strike uses the poison (arrow poison is used up whether it hits or not). When you hit with the poisoned weapon you must make the combat call "poison". Only someone with the poison skill may use a poisoned weapon. Placing poison on a weapon takes 10 seconds or role-played action.***

***Trained – Choose to coat 1 weapon or 2 arrows per event***

***Skilled – Choose to coat 2 weapons or 4 arrows per event***

***Expert – Choose to coat 3 weapons or 6 arrows per event***

## **Prospectin'**

***This is the skill needed to dig for rare metals and to use TNT in the mine to blast open new mine seams. Seams will have a sign next to them which will be colour coded and you can only blast ones of your level or lower. Magical Ores are found in piles of normal rock in designated mines, extracting the ore can be a dangerous process and if during the process of removing the ore you cause an explosion you take the combat call "double", (however this skill also allows you to attempt to disarm the snap traps that cause the bang). This skill also allows the user to smelt ores into ingots, each ingot takes 10 minutes of role-play to smelt at the blacksmith.***

***Required equipment – Lantern, enough TNT to blast 1 seam per event.***

***Trained – You can blast red seams and each piece of ore smelts into 1 ingot***

***Skilled – You can blast white seams and each piece of ore smelts into 2 ingot***

***Expert – You can blast blue seams and each piece of ore smelts into 3 ingot***

## **Questionin'**

***This is the skill to get truthful information out of people through interrogation and to resist interrogation. Please note that as this is a fully role played event there is no maximum length of time an interrogation can go on for.***

***Trained – Every 10 minutes of role-played interrogation allows you to ask 1 question that must be answered truthfully. Or if used to resist you may lie once per interrogation to a question you should have answered truthfully.***

***Skilled - Every 5 minutes of role-played interrogation allows you to ask 1 question that must be answered truthfully. Or if used to resist you may lie twice per interrogation to questions you should have answered truthfully.***

***Expert - Every 2 minutes of role-played interrogation allows you to ask 1 question that must be answered truthfully. Or if used to resist you may lie three times per interrogation to questions you should have answered truthfully.***

## **Recuperatin'**

***The skill represents the rate at which your character regains lost vitality from resting. You can claim to be resting from doing things like spending time in the saloon or attending religious sermons for the God fearing types. These actions can only be undertaken in town and must not involve any form of combat or skill use. It will not allow a character to exceed their maximum vitality score.***

***Trained – 1 Vitality is restored for every 30 minutes spent resting***

***Skilled – 1 Vitality is restored for every 20 minutes spent resting***

***Expert – 1 Vitality is restored for every 10 minutes spent resting***

## **Ritualism**

***This is the skill to enact magical rituals to empower people. See section 7 for the specific rules regarding Ritualism.***

***Required equipment – Ritual tools relevant for known rituals***

## **Sawbones**

***This skill lets you restore lost hit points to a character, this can only be done in a medical facility and surgery can never be performed in the field. Each surgeon gains a surgery deck of 52 regular playing cards (jokers removed). At each level you can specify cards to remove from your deck, allowing you to specialize in surgery to specific body areas and increase the odds of your patients surviving surgery. Once the cards have been removed they are permanently removed from that characters surgery deck and they cannot be changed for other cards later. See section 8 for the specific rules regarding surgery.***

***Trained – You may remove 15 cards from your surgery deck***

***Skilled – You may remove another 10 cards from your surgery deck***

***Expert – You may remove another 5 cards from your surgery deck***

## **Shootin' Longarms**

***The skill to use rifles and shotguns, all longarms need two hands in order to use. It also allows you to un-jam any mundane longarm that has been affected by the call “Jam” with 30 seconds of role-played action, this however may not be done in combat.***

***Required equipment – Rifle or Shotgun***

***Trained – reduces aiming time to 7 seconds***

***Skilled – reduces aiming time to 4 seconds***

***Expert – reduces aiming time to 1 second***

## **Shootin' Pistol**

***The skill to use a pistol in your main hand only, any use of a pistol in your off hand does not benefit from this skill. It also allows you to un-jam any mundane pistol that has been affected by the call “Jam” with 30 seconds of role-played action that cannot be done in combat.***

***Required equipment - Pistol***

***Trained – reduces aiming time with a pistol to 7 seconds***

***Skilled – reduces aiming time with a pistol to 4 seconds***

***Expert – reduces aiming time with a pistol to 1 second.***

## **Spirit**

***This is the skill to use Spirit magic See section 5 for the specific rules regarding Spirit magic.***

## **Spottin'**

***This is the skill to spot hidden things. Hidden items will be represented by being covered by a cloth of the appropriate colour and may also not be on open display, so you'll have to go looking. If you do not have the relevant level of skill you must ignore any "hidden" items.***

***Trained – Red Cloth***

***Skilled – White Cloth***

***Expert – Blue Cloth***

## **Steamtech**

***This is the skill to manufacture Steamtech items from blue prints. See section 6 for the specific rules regarding Steamtech. You may also repair any Steamtech item that has been affected by the call "Jam" with 60 seconds of role-played action that cannot be done in combat.***

***Required equipment – Components needed relevant for known blue prints***

## **Stitchin'**

***This skill allows you to patch up fallen comrades, stopping the worst of the blood-loss and putting most of their innards back inside in order to save their life. It takes 10 seconds of role-played medical care to administer stitching, the phys rep of being stitched is to have a bandage wrapped around the patient which must remain on them for the remainder of the event. Once stitched the patient has 1 hour added to their death count. If that time expires without them seeing a Sawbones and undergoing surgery they will die from their injuries. Once stitched the patient is conscious and capable of very slow unaided movement, however they cannot engage in combat or use any skills or items. Someone can only be the recipient of stitchin' as many times during an event as they have points of natural vitality. Temporary vitality, no matter how it has been acquired, does not increase your stitchin' total (for most people this is 3 times per event, for characters with Tough as Nails this could be up to 6 times per event)***

***Required equipment – Bandages***

## **Tactician**

***This skill will allow a soldier, if they are provided with a tracking or investigation report (As relevant) on the area of an upcoming fight to put a tactical plan together. All people who attend the briefing gain 1 free dodge for the encounter in question, (this dodge DOES stack with other abilities and spell effects) thanks to the soldier correctly second guessing the enemies tactics. The briefing should take at about 5 minutes. This can only be applied once per encounter but as long as the soldier has relevant reports to work from they may reuse this skill as many times as they like during an event.***

## **Tough as Nails**

***This skill permanently increases a characters total vitality.***

***Trained – increases vitality by 1***

***Skilled – increases vitality by another 1 (total of 2)***

***Expert – increases vitality by another 1 (total of 3)***

## **Trackin**

***This skill allows the user to follow tracks, investigate wilderness areas and have knowledge of local natural threats. Areas where key events have occurred in a wilderness setting will have a “Trackin” marker on them which is a coloured circle which denotes a track and may have a coloured box with additional information in it, a Trackin’ box will be colour coded and will have a animal print symbol on it. You may also asses a wilderness area for defence or assault and create a report usable by a “Tactician”, you must be able to walk round the area to assess it.***

***Trained – You may open Red Trackin’ boxes and follow Red trails***

***Skilled – You may open White Trackin’ boxes and follow White trails***

***Expert – You may open Blue Trackin’ boxes and follow Blue trails***

## **Two Fisted**

***This is the skill to use an item in your offhand and apply your main hand skill to it. For Gunslingers this allows the use of two pistols that both use your Shootin’ Pistols skill, any other class that uses a pistol in both hands will use their pistol skill, if any, for their main hand and no skill for their offhand (so always 10 second aiming time). For Soldiers this allows use of melee weapon in one hand and pistol in the other both gaining full benefit of their respective skills. For martial artists this allows a melee weapon to be used in each hand with both arms gaining the benefits of the Fightin’ skill.***

***Required equipment – an additional weapon as listed above***

## **Step 5: Choose Your Flaws – You must choose 1 flaw**

**Everybody who comes to the Weird West comes with their personal baggage and they are all flawed heroes. All flaws can over time, with suitable investigation, role play and personal risk be removed / cured. But this will take a long time and it won't be easy.**

### **Alin'**

**You have a serious illness that over time will probably kill you. This disease is incurable through normal means. "Recuperatin'" takes twice the stated time for you and any ability that restores lost vitality to you only provides half of what it gives to anyone else (rounded down). This doesn't affect bonus vitality abilities.**

### **Dependants**

**You have a family to feed, half of all the money you earn must be sent home (not half the money that you end the event with). If sufficient money isn't sent home at the end of the event your family will starve and this flaw will then be replaced with two flaws Sinner and Hunted.**

### **Drunk**

**Your addiction to the demon drink can often impair your abilities. At the start of each day you must test (via a high card draw from a deck of cards) to see if today is a good day or a bad day. On a good day you're drunk but functional, on a bad day you're hallucinating and shaking as well as drunk this result in your primary skill counting as one rank lower than you have it at.**

### **Hankerin'**

**You are addicted to Laudanum, if you don't get it you start to suffer from withdrawal. You will have to feed your addiction once per event. The longer you go without your drugs the more serious the physical and psychological consequences.**

### **Hunted**

**Someone's coming for you! There is a price on your head and bounty hunters will turn up every event looking to collect. To clarify this flaw, every single event we will send a competent NPC to come and try to kill you, also they may not be obvious about it.**

### **Loco**

**You are bat-shit-crazy (start game with a mental condition) – this will be a severely debilitating mental condition of our approval or choosing.**

### **Ludite**

**Steamtech is the devils work (Non-Union characters only) you will never use Steamtech and preferably ensure it's not used or created by anyone.**

### **Obligation**

***You have an obligation you must meet. A specific long term task you must accomplish no matter what harm it may do to your companions or your fight against the forces of hell. The obligation will be something of our choosing.***

### **Sinner**

***You have done something very wrong and you are bound for hell. If you die you cannot be laid to rest.***

### **Superstitious**

***Magic is the devils work (non-Confederacy characters only). You will never allow hexing or ritualism to be carried out on you and preferably not on anyone else either.***

### **Thin Skinned**

***You're just plain fragile, things hurt you more than average folks. (Whenever you undergo surgery draw twice from the surgeon's deck and choose the worst outcome.)***

### **Yella**

***You are a coward. You may never resist fear, no matter what spells, skills or other things are used upon you and you may never learn the skill Grit.***

## **Step 6: Choose Motivation - Why did you join The Network**

***Other than the huge bounty you will be paid if the gates of hell are sealed and the full pardon for all crimes committed before joining The Network, why are you doing this.***

### **Adventurer**

***This is the greatest challenge on earth, how could you ever resist that.***

### **Atonement**

***You have led an evil life, and now that you have seen what happens to evil people you wish to find a route to redemption before it's too late and you become one of the enemy.***

### **Criminal**

***You were all set to hang, but someone from The Network recognised your skills and offered you the chance at a Presidential pardon.***

### **Destiny**

***As much as you may not like it you have been left in no doubt by signs, portents and visions that it is your destiny to fight against the evil.***

### **Drafted**

***You wanted nothing to do with the war, but your skills were too valuable to The Network.***

### **Fascination**

***The horrors of hell have brought with them wonders of magic and inspired huge leaps forward in technology, if you want to be on the cutting edge of science and magic you need to be on the front line of the war.***

### **Revenge**

***You've lost family and friends to the forces of hell, and you're going to make them pay.***

### **True Blue American Hero**

***You are a hero and will fight to the last to drive back the armies of the infernal.***

### **Veteran of Gettysburg**

***When the gates of hell opened you were there. If you ever want the nightmares to end you know you will have to be there on the day the gates of hell are sealed.***

## **Section 3: Combat**

***The Weird West is a dangerous place and sooner or later you are going to get into a tussle. The following section covers how combat is resolved in the Weird West. Combat is broadly broken into two categories Ranged and Melee, each with their own peculiarities.***

***We've tried to keep these rules as simple as possible whilst still allowing the personality of the combat style we want to have shine through. But before we get fully stuck in to how it all works, it's important to understand a few general conventions that we will be applying to the game which will hopefully make things run more smoothly.***

- 1. We define an encounter as beginning when two or more opponents start any kind of offensive action (physical or magical; trading insults doesn't count) and ends when only one side is still in the fight, the other side all being down or having fled (multiple waves are considered one encounter).***
- 2. If an ability states "may be used x times per encounter/per day/per event" that's how many times it can be used by you in each encounter/day/event you are involved in.***
- 3. Point Blank range is defined as being within 10 feet of the target. Weapons that have a special call effect as well as being able to do normal damage can only use that special call effect at point blank range.***
- 4. If you are affected by something the duration of that effect is usually 30 seconds.***

### **Ranged Combat**

***This is defined as any battle that takes place between two or more individuals using ranged weapons. All guns require aiming time after which time they are considered to have hit their target, bows and throwing weapons need to be actually shot at and hit their intended target to cause damage but require no additional aiming time. Unless specifically stated otherwise all guns cause a "double" hit on their target, bows, thrown and melee weapons cause a "Single" hit on their target.***

- 1. Apart from long arms, bow and throwing weapons every other kind of ranged attack has a maximum range of 30 feet and it is your responsibility to make your target aware of the attack.***
- 2. Longarms can attack at 60 feet but it is still the attacker's responsibility to make the target aware of the attack.***
- 3. Shotguns can only hit targets at point blank range 10 feet and can only use the combat call "scatter".***
- 4. Unless specifically stated otherwise all guns cause a "Double" hit on their target, bows and melee weapons cause a "Single" hit on their target. (There is no need to make a damage call for a normal weapon)***
- 5. Bows and throwing weapons don't have a maximum range and can hit any target that they can hit. However this is not an excuse to use them unsafely.***

## **Aiming time**

**This represents the time taken to get an accurate shot which hits your target. It may represent a hail of gunfire resulting in one accurate hit or a carefully aimed single shot which hits. To avoid confusion the trigger is only pulled on the shot that actually hits. It is important to note that the cap must detonate on the gun giving an audible bang. If the cap is a dud then the gun has misfired, you just wasted the shot and your target gets a lucky escape. Shooters must maintain line of sight with their target or the aiming count restarts:**

- **No skill – 10 seconds aiming**
- **Trained shooting skill – 7 seconds aiming**
- **Skilled shooting skill – 4 seconds aiming**
- **Expert shooting skill – 1 second aiming**

## **Reloading**

**When using guns a reloading action must be role played after every 6 shots taken and this must last at least 10 seconds. Shot Guns must be reloaded after each shot.**

## **Melee Combat**

**When things get up close and personal it's considered to be melee combat. This is represented by the use of LRP safe weapons with combatants actually having to land a blow on each other successfully and safely for it to do damage. When engaged in melee combat there are a few things to remember:**

- **Pull your blows, there's never a need to hit people hard.**
- **Use the weapons safely, never stab and only use areas designed as striking surfaces.**
- **Non-realistic fighting styles such as 'drum-rolling', 'feather-dustering' and "tippy taping" will not be accepted. As a rule of thumb a weapon should be drawn back a distance at least equal to its length between each hit. E.g. a 10 inch dagger should be drawn back 10 inches whereas a 30 inch sword should be drawn back 30 inches or more.**
- **Bows can have a maximum of 30lbs pull and can only use approved LRP safe arrows**
- **Throwing weapons cannot have solid cores**
- **Make combat look cool and have fun with it.**

## **Hits and your Grace period**

**Every character in the Weird West has a number of Vitality Points and Hit Points. All starting characters have 3 vitality points and 1 hit point. Hit Points and Vitality Points are defined as follows.**

### **Hit points**

**This represents the inherent durability of the human form. This is reduced by damage and when this value reaches 0 the victim enters their grace period of 300 seconds. Hit points can only be restored by a Saw Bones.**

### **Vitality points**

**This represents the ability to get out of danger, grit your teeth through the pain and push on. This value is usually reduced by damage first. These are restored by overnight rest unless you have the "Recuperatin'" skill or are healed by a magical or other effect.**

### **Grace Period**

**Unless specifically noted otherwise damage is removed from a target's Vitality Points first and the remainder, if any, are then removed from their Hit Points. A character is considered to be dying when their Hit Points reach 0. When at 0 Hit Points you are in trouble, you are badly hurt and cannot engage in combat, use any skills or move any faster than a slow crawl, you may also call out for help. A dying character has 300 seconds to receive help in the form of Stichin' or Surgery (this is known as a grace period) and if this time expires before this has been done the character dies and is on their way to boot hill.**

## **Combat Calls**

**To represent the various nasty things that can be inflicted on a person in a fight there are a number of calls you'll need to be aware of in and out of combat. Effect Calls are special conditions that are inflicted along with the damage. All of the Calls for the game are listed with their descriptions below.**

### **Bane**

**Bane is always associated with a specific creature type, for example 'humans'; in which case the call would be 'human-bane'. If the target is of the specific creature type then its Vitality Points but not Hit Points are immediately reduced to 0.**

### **Boom**

**Everyone within 30 feet of an explosion or a call of "Boom" takes a double hit and a knockdown.**

## **Burn**

***Target is set on fire and can do nothing except scream and attempt to extinguish the flames. This must be role-played and will involve beating at the flames, dropping and rolling etc. It will take 30 seconds to put out the fire minus 10 seconds for each helper to a min of 10 seconds. The target takes an additional hit every 10 seconds that they are on fire.***

## **Choke**

***Target cannot breathe for 30 seconds and is incapacitated. This should be role-played appropriately.***

## **Compel Attack**

***Target will attack the indicated target for 30 seconds to the best of its ability.***

## **Compel Defend**

***Target will defend the indicated target for 30 seconds to the best of its ability.***

## **Counter**

***This call is used in response to a spell cast at the person who makes the call. The spell then has no effect, if used to counter an area effect it only protects the person using the counter call.***

## **Dodge**

***Ignore the damage from the last ranged, melee hit or gunshot. Must step away from attacker in melee, or make an exaggerated dodging motion for ranged combat, no other action may be taken whilst dodging.***

## **Double**

***Target takes 2 points of damage.***

## **Energy**

***All Vitality Points and Hit Points are knocked to 0.***

## **Fear**

***Target must run as fast as possible away from the source of the fear for 30 seconds, this cannot be resisted with "resist magic" only with "resist fear" no matter its source.***

## **Flash**

**Target is blinded for 30 seconds. Target can still take actions but cannot see and cannot hit someone with a ranged or melee weapon. Please note that unsafe combat will not be tolerated so blind flailing is not acceptable. This is a role-played effect.**

## **Holy**

**Horrors take double damage from holy weapons and may be driven back by it.**

## **Jam**

**Target Mechanical item will not function until repaired.**

## **Knock-down**

**Target is knocked over, this effect is applied to parried hits as well as damage causing hits. The target's shoulders must touch the floor. If, for some reason, it is unsafe to do this then the target must role-play being stunned and disorientated for 5 seconds. A character in such a state is unable to attack, move away or defend themselves.**

## **Lethal**

**Damage ignores Vitality points and is instead removed directly from Hit Points.**

## **Mass**

**Everyone in a 30 foot radius from the centre of the effect is affected.**

## **No Effect**

**Target takes no effect from the last hit or effect.**

## **Poison**

**Target is knocked unconscious and enters their grace period.**

## **Paralyse**

**Target cannot move in any way for the duration of the effect.**

## **Scatter**

**All targets within 10ft in a 45 degree arc in front of the shotgun take the Knockdown effect in addition to the double hit which firearms normally inflict.**

## **Single**

***Target takes a single point of damage.***

## **Shock**

***Target suffers from seizures for 30 seconds and is incapacitated; this effect is applied to parried hits as well as damage causing hits. The target should fall to the ground and will shake uncontrollably. This should be role-played.***

## **Sleep**

***Target falls asleep for 30 seconds and is incapacitated.***

## **Subdue**

***Non-fatal damage, vitality is lost as normal but subdual damage that reduces you to zero hit points does not place you in your grace period. It renders you unconscious for 5 minutes instead after which you come to with zero vitality but otherwise alive.***

## **Turn**

***Target Horror may be forced away until it reaches a distance of 30 feet, depending upon its power level. If driven back it will be unable to approach within this distance for as long as the turn effect continues.***

## **Cheat Death**

***This is a game effect with no specific associated call. It can be achieved by Faith, Hexin or Spirit. No matter the source a character can only be the recipient of this game effect once per event.***

## **Bound**

***Target Horror may be paralysed depending upon its power level. If you advance towards the horror it may be driven back and will be unable to approach you. The more powerful the horror the less time this will be effective for.***

## **Section 4: Equipment**

**Players start with any equipment that is provided with a skill they know. Players do not start with any money meaning all other equipment must be purchased in game with money earned. Such equipment may or may not be available and is subject to supply and demand. Ritualists and Steamtechs start with sufficient components and consumables to make each item or ritual they know, however the Steamtech still needs ore and the Ritualist still needs to get the Horror components. It is assumed that characters generally have enough money for room and board and to keep themselves stocked with ammunition. Below is a rough guide to how much things cost in the Weird West. These are purchase values only, all mundane items are deemed to have no re-sale value. Only mundane items provided via skills or purchased from the store are of serviceable quality.**

### **Weapons**

**Bow \$5**

**Knife \$2**

**Throwing Weapon \$5**

**Longarm \$20**

**Melee Weapon \$20**

**Pistol \$15**

**Shotgun \$15**

### **General equipment**

**Bounties and pardons \$ Varies**

**Herbs Sachet \$5 – only usable by a herbalist**

**Lantern \$1**

**Laudanum \$5 – usable by anyone, allows someone who has reached their stitchin' limit to be sewn back together one last time. This can only be used on a character once per event.**

**Rope \$1**

**Telegram \$1**

**Tinned Food \$2 single use only grants 1 level of recuperatin' to the user if they do not already have it for 1 rest period**

**Medicine \$5 grants an extra level of recuperatin' to the user for one rest period**

## **Steamtech Components**

**\$5 each**

***Barrel, Blade, Casing, Capacitor, Conductor, Gauge, Handel, Insulation, Lens, Metal Plate, Piston, Tank, Tubes & Wires***

## **Ritual tools**

**\$5 each**

***Solonor Tools (orange), Eridium Tools (purple), Phostlite Tools (yellow), Zydrine Tools (green)***

## **Section 5: Magic in the West**

***Magic came flooding into the world alongside the forces of Hell, some say it was here before but there's no doubt it's here now. Only a few individuals have the ability to channel these energies and many communities view all of them as witches! Please note in all cases no game effects are stackable. E.g. You could be the recipient of three different spells that grant a bonus 1 vitality, you would only gain 1 vitality from this not 3. The different types of spell casting are as follows.***

### **Hexer**

***These spell casters trust to the whims of luck to guide their fast paced use of magic. Each Hexer carries a unique deck of cards charged with magical energy that takes time to build up. The deck of cards you have at the start of an event are all you have for the event. Your cards are randomly drawn by a ref from your 54 card deck (jokers included) up to your deck size. Jokers are wild cards and may be used in the place of any other card. To cast a spell a Hexer must display the hand face forward to the target and declare the spell effect. Below is listed the powers of the Hexer at each level.***

### **Hexer Trained**

#### **Deck size**

***30 cards***

#### **Known Hands**

***10 hands from the list below. (None of these can be 5 card hands)***

#### **Abilities**

##### **Fold**

***At the initial deal of your deck you may after looking at it choose to fold and redraw all cards, this ability must be used immediately after the initial draw***

##### **Bluff**

***You may once per event create a hand that you know from inert cards or a mix of live and inert cards, allowing you to cast a spell that would otherwise be impossible. For every inert card used in this way your deck size is permanently reduced by 1***

## **Hexer Skilled**

### **Deck size**

*Increases by 10 cards*

### **Known Hands**

*5 additional hands from the list below (2 of these may be 5 card hands)*

### **Abilities**

*Card counting (you may specify 4 cards that are removed from the deck ensuring they cannot be dealt to you)*

## **Hexer Expert**

### **Deck size**

*Increases by 5 cards*

### **Known Hands**

*3 additional hands from the list below (any of these may be 5 card hands)*

### **Abilities**

*Ace up the sleeve (you may specify 1 card that is automatically dealt as your first card ensuring you will always get that card – Jokers are the only card that may not be picked)*

## **Hands**

***Cards must be placed in poker hands, doing so combines the energies of the cards to create magical effects. Once a card has been used to create a magical effect it is deemed to be inert and can no longer be used that event. The 18 hands a Hexer may learn by Expert level are all the hands they may ever know, so choose carefully, they also cannot be unlearned or changed. Other than high card all beneficial effects can be cast on yourself or another person. Below are the hands that a Hexer can choose from.***

### **High card - 1 card hand**

***Any card                      Counter Spell - resist a spell cast at you***

### **One pair - 2 card hands**

***Club or spade                Pistol Blast – Make the call “Double” at a target***

***Club or heart                Physical Protection – Protects against the next damaging strike***

***Club or diamond            Detect lie – Detects is the last statement was truthful***

***Spade or heart                Magic Protection - Protects an item against next magical effect cast at it***

***Spade or diamond        Identify - Identify an unknown item of magical nature (limited information)***

***Heart or diamond         Resist Magic - Resist the next spell cast upon you***

### **Two pair - 4 card hands**

***Club or spade                Shotgun Blast – Make the call “scatter” at a target***

***Club or heart                Improved Physical protection - Protects against the next 3 damaging strikes***

***Club or diamond            Truth tell – Forces person to answer next question truthfully***

***Spade or heart                Improved Magic Protection - Protects all items carried against next magical effect cast at them (1 shared resist)***

***Spade or diamond        Improved Identify - identify who made an item and who its current owner is.***

***Heart or diamond         Improved Resist Magic - resist the next spell cast upon you, and then all spells for the following 30 seconds, beneficial are harmful alike.***

### **Three of a kind - 3 card hands**

- Club, spade or heart**      **Shield** – all incoming mundane ranged effects are blocked, caster may not move and melee is not protected against. Effects caster and one other, who also cannot move and must be within 1 foot of the caster. Lasts till end of encounter or till caster moves whichever is first.
- Club, spade or diamond**      **Reveal Weakness** - cast on a target creature will reveal a weakness (if one exists)
- Spade, heart or diamond**      **Scry location** - can be used to get cryptic information about events at a specified location.
- Club, heart or diamond**      **Scry person** - can be used to get cryptic information about events relating to a specified person.

### **Straight - 5 card hands**

- 2,3,4,5,6 to 6,7,8,9,10**      **Sword Spirit** - Grants Fightin' 3 for the encounter
- 7,8,9,10,J to 9,10,J,Q,K**      **Pistol Spirit** - Grants Shootin' pistols 3 for the encounter
- 10,J,Q,K,A**      **Rifle Spirit** - Grants Shootin' longarms 3 for the encounter

### **Flush- 5 card hands**

- Clubs**      **Poison** – ranged single point of poison strikes for 1 hit point, range 30'
- Spades**      **Holy weapon** – weapon counts as a holy weapon for the current encounter
- Hearts**      **Empower** - Double natural vitality for the current encounter.
- Diamonds**      **Interrogation** - Cut your deck for each question you wish to ask each time your card is higher the target must answer truthfully. Lasts for 10 cuts of the deck.

### **Full House – 5 card hand**

- Full House**      **Apenthan** - Instantly cures poison, disease and restores all lost vitality

### **Four of a Kind – 4 card hand**

- Any 4 of a kind**      **Cheat Death** - May be used to stop the life clocks of 4 people to prevent them from dying. Caster must remain with the spell targets and may use no abilities or engage in combat, or the spell effect will immediately end. Can only be cast once per event.

### **Straight Flush – 5 card hands**

<b>Diamonds</b>	<b>Lightning Storm – Allows the case to make the call “Mass Shock”</b>
<b>Hearts</b>	<b>Lullaby - Allows the case to make the call “Mass Sleep”</b>
<b>Clubs</b>	<b>Fire Storm - Allows the case to make the call “Mass Burn”</b>
<b>Spades</b>	<b>Gas Cloud - Allows the case to make the call “Mass Choke”</b>

### **Royal Flush – 5 card hands**

**River cards are not used up when casting a spell and may be reused an unlimited number of times during an event. Jokers may never be river cards, also no hand may contain all river cards.**

<b>Diamonds</b>	<b>Select one of the cards from this hand as a river card</b>
<b>Hearts</b>	<b>Select one of the cards from this hand as a river card</b>
<b>Clubs</b>	<b>Select one of the cards from this hand as a river card</b>
<b>Spades</b>	<b>Select one of the cards from this hand as a river card</b>

## **Faith**

***This is the power channelled by the servants of the Divine, the way they do this is as varied as the religions they follow. The only commonality is that they take time to perform, and that the powers they manifest are broadly similar. Believers write all of the prayers they know how to channel into a prayer book which is always on their person and acts as a focus of their magic.***

***The powers of faith are broken into 4 Facets, Health, Retribution, Protection and Knowledge with each one representing a different aspect of faith, there are also a number of general prayers which may be taken but they do not count towards any Facet. Each time a Believer increases their skill level; they choose more prayers from the available list and write the additional prayers into their prayer book.***

***As they write more prayers from a Facet in to their prayer book, they become drawn closer to that aspect of their faith and in doing so they may nominate one of the prayers from that Facet to be cast more powerfully, this is known as the prayer becoming empowered. A Believer may only ever empower 2 of their prayers one to level 2 and one to level 3; however they do not have to be in the same facet.***

### **For example**

***A Believer has the following in their prayer book:***

- ***Facet of Health, 2 prayers***
- ***Facet of Retribution, 1 prayer***
- ***Facet of Protection, 3 prayers***
- ***Facet of Knowledge, 1 prayer***
- ***General Prayers, 2 prayers***

***The Believer would have to select two prayers to be empowered, the level 3 would have to be in the Facet of Protection as it's the only facet they have with 3 prayers in but the level 2 could be in either the Facet of Protection or the Facet of Health as they have enough prayers in both, please note that general prayers cannot be empowered.***

***It is worth noting that if you wanted to you can cast your empowered prayer at a lower level than the one you know it at but the prayer is still used up in its entirety for that event. Each prayer known may be cast once per event, but you may learn the same spell more than once giving it multiple castings per event.***

***The individual wording of all prayers is written by the believer. We will not enforce any set wordings but they are controlled by Rule 7.***

## **Faith Trained**

**Knowledge of 3 prayers (may not all be from the same facet)**

### **Abilities**

**Lay to rest - unlimited use. (with a short blessing given directly next to a dead body a soul may be laid to rest, hopefully sending on to a better place. Truly evil souls may be beyond such redemption)**

**Sacrifice – May be used once per event, a prayer that has already been read this event may be re-read but in doing so it is erased from the believer prayer book forever.**

## **Faith Skilled**

**Knowledge of 3 additional prayers (may not all be from the same facet)**

### **Abilities**

**Rebuke - once per day. Cast back the forces of darkness, creatures of hell and those possessed by them may be forced back away from the Believer using the Turn combat call. The effect lasts for as long as unbroken rhetoric can be maintained, the wording should be relevant to the believer's religion but may be adlibbed without issue. Note truly powerful denizens of hell may need more than 1 believer working together to force them back.**

## **Faith Expert**

**Knowledge of 3 additional prayers (may not all be from the same facet)**

### **Abilities**

**Exorcism - once per event. Cast a possessing spirit out of a body, close a rift into hell, destroy an evil artefact etc. Each believer's exorcism must be at least 100 words long and involve 3 sets of physical actions (e.g. Lighting a set of candles would be 1 action). The details of your exorcism rite should be recorded in your prayer book, this does not count as one of your 9 prayers.**

**Below the list of all of the Prayers available to a Believer and it also lists how empowerment will effect the prayer at each level.**

## **Facet of Health**

### **Toughness**

***Level 1 - All recipients gain 1 extra vitality for the next hour, this hit is always the first lost and cannot be healed back. Effects everyone within 5 metres of the caster, recipients must be within 5 metres of the caster for the entire prayer. Prayer length – minimum 50 words with a physical action involving each recipient. (E.g. a dab of holy water to the fore head)***

***Level 2 - All recipients gain 2 extra vitality for the next 2 hours, these hits are always the first lost and cannot be healed back. Effects everyone within 5 metres of the caster, recipients must be within 5 metres of the caster for the entire prayer. Prayer length – minimum 75 words with a physical action involving each recipient. (E.g. a dab of holy water to the fore head)***

***Level 3 - All recipients gain 3 extra vitality for the next 3 hours, these hits are always the first lost and cannot be healed back. Effects everyone within 5 metres of the caster, recipients must be within 5 metres of the caster for the entire prayer. Prayer length – minimum 75 words with a physical action involving each recipient. (E.g. a dab of holy water to the fore head). Must be delivered from memory, cannot be read from prayer book! - requires a Ref, each error in wording reduces effectiveness by 1 level, 3 errors wastes the prayer entirely.***

### **Healing**

***Level 1 - All recipients regain 1 vitality. Effects everyone within 5 metres of the caster, recipients must be within 5 metres of the caster for the entire prayer. Prayer length – minimum 50 words with a physical action involving each recipient. (E.g. a dab of holy water to the fore head)***

***Level 2 - All recipients regain 3 vitality. Effects everyone within 5 metres of the caster, recipients must be within 5 metres of the caster for the entire prayer. Prayer length – minimum 75 words with a physical action involving each recipient. (E.g. a dab of holy water to the fore head)***

***Level 3 - All recipients regain all lost vitality. Effects everyone within 5 metres of the caster, recipients must be within 5 metres of the caster for the entire prayer. Prayer length – minimum 75 words with a physical action involving each recipient. (E.g. a dab of holy water to the fore head). Must be delivered from memory, cannot be read from prayer book! - requires a Ref, each error in wording reduces effectiveness by 1 level, 3 errors wastes the prayer entirely.***

## **Divine Champion**

**Level 1 - All participants including the believer lose 1 vitality, which cannot be restored by any means except for overnight rest. The total vitality sacrificed is halved and gifted to the chosen champion as bonus vitality. These bonus hits last for 1 hour, they are always the first lost and cannot be healed back. This prayer negates all vitality boosting enchantments currently in effect on the participants prior to taking the 1 vitality point from them. Participants must be willing and within 5 metres of the believer for the entire prayer as must the champion. Prayer length – minimum 50 words with a physical action involving each participant. (E.g. a dab of holy water to the fore head)**

**Level 2 - All participants including the believer lose 1 vitality, which cannot be restored by any means except for overnight rest. The total vitality sacrificed is gifted to the chosen champion as bonus vitality. These bonus hits last for 1 hour, they are always the first lost and cannot be healed back. This prayer negates all vitality boosting enchantments currently in effect on the participants prior to taking the 1 vitality point from them. Participants must be willing and within 5 metres of the believer for the entire prayer. As must the champion. Prayer length – minimum 75 words with a physical action involving each participant. (E.g. a dab of holy water to the fore head)**

**Level 3 - All participants including the believer lose 1 vitality, which cannot be restored by any means except for overnight rest. The total vitality sacrificed is doubled and gifted to the chosen champion as bonus vitality. These bonus hits last for 1 hour, they are always the first lost and cannot be healed back. This prayer negates all vitality boosting enchantments currently in effect on the participants prior to taking the 1 vitality point from them. Participants must be willing and within 5 metres of the believer for the entire prayer. As must the champion. Prayer length – minimum 75 words with a physical action involving each recipient. (E.g. a dab of holy water to the fore head). Must be delivered from memory, cannot be read from prayer book! - requires a Ref, each error in wording reduces effectiveness by 1 level, 3 errors wastes the prayer entirely.**

## **Facet of Retribution**

### **Jam Technology**

**Level 1 - Whilst the Priest maintains rhetoric, for a maximum of 30 seconds, after completion of the prayer all nominated mundane guns within that time and within a range of 30 feet jam, believer can move freely. Prayer length – minimum 50 words with a physical action involving a firearm (e.g. plugging the end of the barrel).**

**Level 2 - Whilst the Priest maintains rhetoric, for a maximum of 60 seconds, after completion of the prayer all nominated mundane guns within that time and within a range of 30 feet jam, believer can move freely. Prayer length – minimum 75 words with a physical action involving a firearm (e.g. plugging the end of the barrel).**

**Level 3 - Whilst the Priest maintains rhetoric, for a maximum of 60 seconds, after completion of the prayer all nominated mundane and steamtech guns within a range of 60 feet jam, believer can move freely. Prayer length – minimum 75 words with a physical action involving involving a firearm (e.g. plugging the end of the barrel). Must be delivered from memory, cannot be read from prayer book! - requires a Ref, each error in wording reduces effectiveness by 1 level, 3 errors wastes the prayer entirely.**

### **Divine Wrath**

**Level 1 – You may make the combat call “burn” on 1 target, believer has till the end of the encounter to nominate a target. Cannot use any other skill until target has been nominated. Prayer length – minimum 50 words.**

**Level 2 - You may make the combat call “burn” on 3 targets, believer has till the end of the encounter to nominate the targets. Cannot use any other skill until all targets have been nominated. Prayer length – minimum 75 words.**

**Level 3 - You may make the combat call “burn” on 6 targets, believer has till the end of the encounter to nominate the targets. Cannot use any other skill until all targets have been nominated. Prayer length – minimum 75 words and must be delivered from memory, cannot be read from prayer book! - requires a Ref, each error in wording reduces effectiveness by 1 level, 3 errors wastes the prayer entirely.**

## **Holy Weapon**

**Level 1- A weapon is imbued with power allowing the effect call of “Holy” until the end of the encounter. Prayer length – minimum 50 words with a physical action involving each recipient weapon (e.g. a dab of holy water to the blade).**

**Level 2 - A weapon is imbued with power allowing the effect call of “Holy” until the end of the encounter in which it is next used (the effect dissipates at dawn if unused). Prayer length – minimum 75 words with a physical action involving each recipient weapon (e.g. a dab of holy water to the blade).**

**Level 3 - All weapons within 5 metres of the Believer that are presented for blessing are imbued with power allowing the effect call of “Holy” for the next 30 seconds. Prayer length – minimum 75 words with a physical action involving each recipient weapon (e.g. a dab of holy water to the blade). Must be delivered from memory, cannot be read from prayer book! - requires a Ref, each error in wording reduces effectiveness by 1 level, 3 errors wastes the prayer entirely.**

## **Facet of Protection**

### **Shielding**

**Each level includes the previous levels protection. Effect lasts for 30 minutes or until the believer moves away or uses any skill or weapon.**

**Level 1- The believer must remain stationary after casting, no projectiles can strike the believer or anyone within 3 metres of them. Prayer length – minimum 50 words with a physical action to mark the outer boundary of the barrier (e.g. placing a length of cord in a circle).**

**Level 2 - The believer must remain stationary after casting, no melee assailants may attack anyone within 3 metres of the believer. Prayer length – minimum 75 words with a physical action to mark the outer boundary of the barrier (e.g. placing a length of cord in a circle).**

**Level 3 – The believer must remain stationary after casting, no spells can effect the believer or anyone within 3 metres of them. Prayer length – minimum 75 words with a physical action to mark the outer boundary of the barrier (e.g. placing a length of cord in a circle). Must be delivered from memory, cannot be read from prayer book! - requires a Ref, each error in wording reduces effectiveness by 1 level, 3 errors wastes the prayer entirely.**

## **Protection from fear**

**Level 1 - The first fear effect that targets each person on the prayers area of effect is resisted. Resistance lasts till dawn. Prayer length – minimum 50 words with a physical action for each recipient (e.g. a dab of holy water to the targets forehead).**

**Level 2 - All fear effects for the current encounter are resisted. Prayer length – minimum 75 words with a physical action for each recipient (e.g. a dab of holy water to the targets forehead).**

**Level 3 - All fear for next hour are resisted. Prayer length – minimum 75 words with a physical action for each recipient (e.g. a dab of holy water to the targets forehead). Must be delivered from memory, cannot be read from prayer book! - requires a Ref, each error in wording reduces effectiveness by 1 level, 3 errors wastes the prayer entirely.**

## **Protection from Magic**

**Level 1 – The first spell of any kind cast upon you is resisted. Effect lasts till dawn. Prayer length – minimum 50 words with a physical action for each recipient (e.g. a dab of holy water to the targets forehead).**

**Level 2 - All spells for the current encounter are resisted. Prayer length – minimum 75 words with a physical action for each recipient (e.g. a dab of holy water to the targets forehead).**

**Level 3 - All spells for next hour are resisted. Prayer length – minimum 75 words with a physical action for each recipient (e.g. a dab of holy water to the targets forehead). Must be delivered from memory, cannot be read from prayer book! - requires a Ref, each error in wording reduces effectiveness by 1 level, 3 errors wastes the prayer entirely.**

# **Facet of Knowledge**

## **Prayer**

**Level 1 - A simple positive/negative response to 1 question, no longer than 10 words. (E.g. is Fred Smith an agent of evil, response positive "yes he's a bad guy" but that doesn't necessarily mean he's the bad guy you're after). Prayer length – minimum 50 words with a physical action to base the scrying on (e.g. throwing bones).**

**Level 2 - A rough indication of where the answer to your question can be found. Prayer length – minimum 75 words with a physical action to base the scrying on (e.g. throwing bones).**

**Level 3 - A precise location where your answer can be found. Prayer length – minimum 75 words with a physical action to base the scrying on (e.g. throwing bones). Must be delivered from memory, cannot be read from prayer book! - requires a Ref, each error in wording reduces effectiveness by 1 level, 3 errors wastes the prayer entirely.**

## **Deal With the Devil**

**Level 1 - Performed on the fallen body of a demon. The hell spawn is recalled to its mortal shell and can be compelled to answer 1 simple question. Body must be intact for this to work. Prayer length – minimum 50 words with a physical action performed on the body (e.g. dabbing the forehead with holy water).**

**Level 2 - Performed on the fallen body of a demon. The hell spawn is recalled to its mortal shell and can be compelled to answer 1 detailed question. Prayer length – minimum 75 words with a physical action performed on the body (e.g. dabbing the forehead with holy water).**

**Level 3 - Performed on the fallen body of a demon. The hell spawn is recalled to its mortal shell and can be compelled to tell all it knows about 1 detailed question. Prayer length – minimum 75 words with a physical action performed on the body (e.g. dabbing the forehead with holy water). Must be delivered from memory, cannot be read from prayer book! - requires a Ref, each error in wording reduces effectiveness by 1 level, 3 errors wastes the prayer entirely.**

**Note: The more powerful the demon the less it will be forced to tell you and the more it can try to hide from you. But it can't lie to you. Errors on lv3 beyond the 3rd reverse the prayers effects by 1 level per error allowing the demon to draw knowledge from the believer.**

## **Confession**

**Level 1 – You can force a human alive or recently dead (within the last 24 hours, as long as they have not been laid to rest) to answer your questions. The person will be compelled to answer 1 simple question. The body must be intact for this to work. Prayer length – minimum 50 words with a physical action performed on the body (e.g. dabbing the forehead with holy water).**

**Level 2 – You can force a human alive or recently dead (within the last 24 hours, as long as they have not been laid to rest) to answer your questions. The person will be compelled to answer 1 detailed question Prayer length – minimum 75 words with a physical action performed on the body (e.g. dabbing the forehead with holy water).**

**Level 3 – You can force a human alive or recently dead (within the last 24 hours, as long as they have not been laid to rest) to answer your questions. The person will be compelled to tell all they know about 1 detailed question. Prayer length – minimum 75 words with a physical action performed on the body (e.g. dabbing the forehead with holy water). Must be delivered from memory, cannot be read from prayer book! - requires a Ref, each error in wording reduces effectiveness by 1 level, 3 errors wastes the prayer entirely.**

**Note: The more powerful the person the less they will be forced to tell you and the more they can try to hide from you. But they can't lie to you. Errors on lv3 beyond the 3rd reverse the prayers effects by 1 level per error allowing the questioned to draw knowledge from the believer.**

## **General Prayers (no Facet)**

***These do not have levels and are not part of a facet, but do count towards your total of 9 prayers***

### **Defy death**

***All people within 5 metres of the believer stop their death counts for as long as the rhetoric can be maintained. Rhetoric can be ad-libbed but must be relevant to situation and faith of the Believer. Prayer length – as long as you can keep going for or until dawn which ever happens first.***

### **Baptism**

***Single target, once per character, once you have accepted a faith you may never change it. Someone may become an anointed member of your faith. If they are within 5 metres of you or any believer of exactly the same religion as you and willingly helping you every two errors in wording on a lv3 prayer count as 1 error. For every additional baptised person an additional error is ignored, so 2 baptised people 3 errors count as 1, 3 baptised people 4 errors count as 1 and so on. Prayer length – minimum 75 words with a physical action performed on the target (e.g. dabbing the forehead with holy water).***

### **Blessing**

***Single target, once per character per event. A blessing lasts for 1 hour from the moment it is cast. All non-combat time linked skills used by the blessed are halved in duration. So a surgeon would only need 5 minutes to heal someone who had drawn a 10 as their wound card instead of the usual 10 minutes. Prayer length – minimum 50 words with a physical action performed on the target (e.g. dabbing the forehead with holy water).***

## **Spirit**

**Whether empowered by their animal totem or inner chi spiritualists are able to internally focus magical energies to produce incredible results.**

**Here are two important things that are unique to Spirit powers:**

- **All abilities may only be used once per event, but you can learn the same ability multiple times. You must choose an area of focus, from heart, mind, body and soul. You must learn at least 1 ability from your focus area per level. To use an ability you must spend 10 seconds of meditating/kata followed by a clear declaration of the ability being used.**
- **If you learn all 4 powers from a focus area and therefore master it you may nominate one of the powers of that focus area to be usable twice per event, this does not count towards your total of spirit powers.**

**Below are the powers and abilities you get at each level of Spirit:**

### **Spirit Trained**

**Learn 4 spirit powers (they must not all be from the same area of focus)**

#### **Abilities**

**Healing trance, once per day you may enter a healing trance for 5 minutes no matter where you are. At the end of the 5 minutes if you have not been disturbed you will recover all lost vitality.**

**Burn out, once per event the spiritualist may re-use an ability. Doing so will permanently erase the ability from their repertoire and it can't be re-learned.**

### **Spirit Skilled**

**Learn 3 additional spirit powers**

#### **Abilities**

**Slow heart rate, once per event you may slow your vital signs and blood flow. This has the same effect as stitching and counts towards your total stitches for the event. It extends your death time to 1 hour.**

### **Spirit Expert**

**Learn 2 additional spirit powers**

#### **Abilities**

**Suspended animation, once every 12 months. You may place yourself in suspended animation effectively cheating death and stopping your life clock. Any further damage will be instantly fatal, this effect lasts till time out at the end of the event.**

# **Spirit Powers**

## **Heart**

***Purge disease – drives all traces and side effects of disease from the body.***

***Purge poison - instantly purge poison from your system countering a poison strike, can be used while unconscious | in grace period.***

***Pressure points – paralysing touch, a touch with the fingertips of your hand causes the target to be paralysed for 30 seconds. You must make the combat call “Paralyse” (purge poison will break this effect) this must be used within the current encounter.***

***Lay on hands – you may transfer the effects of one of your spiritualist abilities to another person (healing trance, slow heart rate or suspended animation).***

## **Mind**

***Resist magic – all magical effects for the next encounter are ignored (both harmful and beneficial).***

***Primal fear – All your melee attacks for the next encounter that strike a target fill them with fear forcing them to flee combat, call “**Fear**” when you strike a target.***

***Deaden blow – a mix of toughening the skin and rolling with incoming hits allows you to change all incoming damage to subdual for the next encounter. You will still be put down just as quickly but you will be unconscious and won’t need surgery or stitching. Poison blows count as normal attacks and lethal blows still take 1 hit point from you but it is a subdual hit not a lethal one.***

***Energy flow – All your melee strikes for the next encounter crackle with electrical energy, you must call “**Shock**” when you strike an opponent.***

## **Body**

**Toughness** – strengthen your body doubling your current unmodified vitality for the next encounter.

**Dexterity** – improve your reflexes allowing you to dodge 3 blows that strike you in the next encounter.

**Shielding** – your skin becomes like stone, for as long as you do not move your vitality is increased by 10 times allowing multiple shots and weapon strikes to hit you without worry. All strikes from mundane weapons that target hit points (assassination, poison etc) hit vitality instead. Supernatural weapons strike as if this ability is not being used at all.

**Bullet time** – for the next encounter your reflexes pass into the realm of the super human. As long as suitable over the top dodging type moves are enacted you can side step all bullets fired at you, allowing you to call “**Dodge**” against all ranged firearm attacks that target you individually.

## **Soul**

**Holy weapon** – empower yourself so that any weapon held by you strikes as a “**Holy**” for the next encounter.

**Bane weapon** – you may take the blood of a felled demon and bind its chi | spirit to yours. This can only be done once ever so choose very carefully. Should you encounter such a creature again you may turn yourself into a living bane weapon. The effect lasts for the encounter allowing all blows struck by you to call “**Bane**” against that specific creature. Each use of this ability lasts for 1 encounter and costs a permanent vitality that cannot be restored by any means.

**Dim mak** – death touch, a touch with the fingertips of your hand causes terrible damage, no weapon is required to use this ability. You must use the “**Lethal**” combat call. This must be used within the current encounter.

**Spirit Guide** – by entering a trance state and communing with the spirits about a specific question the spiritualist will gain a strong sense of where they must go to find the answers they seek.

## **Section 6: Steamtech**

***The wonder technology of the age is known as Steamtech and its indisputable home is North America. The Union has wasted no time in fully embracing this innovation and has immediately turned its power against its enemies. Many a Hunter from the Union owes their life to a piece of cutting edge Steamtech and the list of wondrous items made by these often eccentric genius inventors grows daily.***

***Graduates of the Academy of Science and Technology (A.S.T) are the only people with the knack of understanding Steamtech, indeed all attempts by non-graduates to reproduce Steamtech has met with failure and usually disaster. Even less understood is the way that it bonds with its intended owner, so powerful is this bond that without user the items become utterly useless. However as the bond takes its toll, only a few items can be bound to any one person.***

***Mad Scientists begin the game knowing how to make a single lv.1 Steamtech device of their choice, this is nominated at character creation. Each time they increase their Steamtech skill they also learn one new blueprint of the new level or lower, nominated when they increase the skill.***

***A Mad Scientist may also learn to make additional items by locating A.S.T blueprints in play. Once a blueprint has been found the Mad Scientist must study it for one hour absorbing its intricacies and adding their own nuances to the design, this makes the blue print useless to anyone else and allows the steam tech to make the item with the proper materials and time (The Blue print must be handed in to a ref or at games control for the player to have the design added to their character sheet).***

***Mad Scientists make items by collecting the relevant components for devices they know how to construct and spending time role playing their construction. The time it takes to build the device is 5 minutes per required component. As the item bonds to its intended user, they will need the intended recipient to be present in the last 5 minutes of construction. The device will drain 1 permanent point of vitality from its new owner and will be usable by them only from then on.***

***Mad Scientists start with sufficient mundane components to make 1 of every device they know how to build at the start of each event. However they will still need to obtain the required ingots of magical metal. Please note that additional components may also be available in shops.***

***The magical metal is obtained as raw ore from the mine; this can then be smelted in to usable ingots. This is done at the smithy and can only be done by Mad Scientists with the Prospectin' skill. There are 4 different ores that are of use to a Mad Scientists which can be dug out of a suitable mine, these are Zydrine, Solonor, Eridium and Phostlite. All of these are rare and only naturally occur in small quantities. Each ores has its own identifying colour as below:***

- ***Solonor is orange***
- ***Eridium is purple***
- ***Phostlite is yellow***
- ***Zydrine is green***

**Each level of ability allows you to work with 3 ingots of metal at once, you may also work with any number of mundane components. So a blueprint that needs 8 ingots to build would require a level 3 Steamtech to construct it.**

**The ingots used in each item require energy to function, to feed that energy into the item requires the intended user's blood to mix with the ingots when the item is created. This bonds the item to the user making it nothing but an inert piece of metal for anyone else, it also costs the user a permanent point of vitality that cannot be restored by any mortal means.**

**The list below represents the sum total of designs that The Network are aware of, but it is by no means a complete list.**

## **Trained Blueprints**

### **Dragons Breath Shotgun**

**Creates a shotgun designed to fire the dragons breath flame cartridges, it cannot load normal shotgun shells. Use of this weapon is governed by the Shootin' Longarms skill. The weapon targets a single person within 10' with the damage call of "Burn", must be reloaded after every shot.**

#### **Requires**

**2x Barrel, 1 x handle, 1 x casing, 1 x Zydrine ingot, 1 x Solonor ingot. Plus a permanent vitality from the user. Time to build – 30 minutes, a suitable looking physrep must be supplied.**

### **Blast Pistol**

**Creates a pistol with an underslung shotgun barrel that allows the user to make the "Scatter" call. The weapon operates as a normal pistol but once per encounter you may use the shotgun unit instead of the pistol shot. In this instance shotgun unit is fired using the Shootin' Pistols skill.**

#### **Requires**

**2x Barrel, 1 x handle, 1 x casing, 1 x Zydrine ingot, 1 x Solonor ingot. Plus a permanent vitality from the user. Time to build – 30 minutes, a suitable looking physrep must be supplied.**

### **Storm Lantern**

**Creates an electric torch that produces a beam of light instead of a lantern. (Physrep is a normal torch made to look steam punky but cannot be a high lumen torch). This may be used as required.**

#### **Requires**

**1 x capacitor, 1 x lens, 1 x Eridium ingot, 1 x Solonor ingot. Plus a permanent vitality from the user. Time to build – 20 minutes, a suitable looking physrep must be supplied.**

## **Tesla Pistol**

**Creates a pistol wrapped in an electrical capacitor. Use of this weapon is controlled by the Shootin' Pistols skill. The weapon targets a single person within 10' with the combat call "Shock" this is in addition to the normal 2 points of damage.**

### **Requires**

**1x Barrel, 1 x handle, 1 x casing, 1 x capacitor, 1 x insulation, 1 x Eridium ingot, 1 x Phostlite ingot. Plus a permanent vitality from the user. Time to build – 35 minutes, a suitable looking physrep must be supplied.**

## **Tesla Rifle**

**Creates a rifle wrapped in an electrical capacitor. Use of this weapon is controlled by the Shootin' Longarms skill. The weapon may target a single person within 10' with the combat call of "Shock" this is in addition to the normal 2 points of damage**

### **Requires**

**1x Barrel, 1 x handle, 1 x casing, 1 x capacitor, 1 x insulation, 1 x conductor, 1 x Eridium ingot, 2 x Phostlite ingot. Plus a permanent vitality from the user. Time to build – 40 minutes, a suitable looking physrep must be supplied.**

## **Tesla Baton**

**Creates a melee weapon wrapped in an electrical capacitor. The weapon targets a single person struck with the effect call of "Shock" this is in addition to the normal 1 point of damage.**

### **Requires**

**1x Handle, 2 x metal plate, 1 x capacitor, 1 x insulation, 1 x Eridium ingot, 1 x Phostlite ingot. Plus a permanent vitality from the user. Time to build – 35 minutes, a suitable looking physrep must be supplied.**

## **Skilled Blueprints**

### **Holy Pistol**

**Creates a pistol permanently infused with the power to harm Horrors. Use of this weapon is controlled by the Shootin' Pistols skill. The weapon targets a single target within 10' with the effect call of "Holy" this is in addition to the normal 2 points of damage.**

#### **Requires**

**1x Barrel, 1 x handle, 2 x metal plate, 3 x Zydrine ingot, 1 x Eridium ingot. Plus a permanent vitality from the user. Time to build – 40 minutes, a suitable looking physrep must be supplied.**

### **Holy Knife**

**Creates a knife permanently infused with the power to harm Horrors. The weapon hit with the effect call of "Holy" this is in addition to the normal 1 point of damage.**

#### **Requires**

**1x Blade, 1 x handle, 1 x Eridium ingot, 1 x Solonor ingot, 1 x Phostlite ingot, 1 x Zydrine ingot. Plus a permanent vitality from the user. Time to build – 30 minutes, a suitable looking physrep must be supplied.**

### **Tesla Field Generator**

**Creates a barely man portable electrostatic device, which takes at 5 minutes to setup before use. Once in place and charged the user may direct bolts of electricity at anyone within 30' with the call of "Shock". The effect call of "Shock" may be used as many times as the user wishes while the device is setup and active. If the user becomes separated from the control unit the bolts fire randomly at viable targets.**

#### **Requires**

**1 x barrels, 1 x metal plates, 1 x capacitor , 1 x conductor, 1 x insulation, 2 x Solonor ingot, 2 x Eridium ingot, 2 x Phostlite ingot. Plus a permanent vitality from the user. Time to build - 55 minutes, a suitable looking physrep must be supplied.**

### **Flame Thrower**

**Creates a flame thrower unit and fuel pack. The flame thrower is controlled by the Shootin' Longarms skill. When fired the user must be stationary, each time the weapon is fired they may call "Burn" on any target with 10' of them, this may be called on multiple targets without having to re-fire the weapon as long as the user doesn't move.**

#### **Requires**

**1 x barrel, 1 x handle, 1 x casing, 1 x tank, 1 x gauges, 1 x tubes, 3 x Zydrine ingot, 3 x Solonor ingot. Plus a permanent vitality from the user. Time to build - 60 minutes, a suitable looking physrep must be supplied.**

## **Expert Blueprints**

### **Holy Sword**

**Creates a sword permanently infused with the power to harm Horrors. The weapon hits with the effect call of “Holy” this is in addition to the normal 1 point of damage.**

#### **Requires**

**1x Blade, 1 x handle, 3 x metal plate, 1 x Eridium ingot, 1 x Solonor ingot, 1 x Phostlite ingot, 4 x Zydrine ingot. Plus a permanent vitality from the user. Time to build – 60 minutes, a suitable looking physrep must be supplied.**

### **Blast Plate**

**Creates an extremely cumbersome suit of armour ('Ned Kelly' style). With the helmet in place and the suit activated for the encounter the wearer increases their current vitality by a factor of 10, all lethal damage from non-magical sources is taken as vitality damage not hit point damage, they are immune to “Knock down” and “Shock”. They cannot use any dodge abilities and may only move at walking pace. At the end of the encounter the suit powers down, locking the wearer inside, they are considered paralysed and unable to use any skills or powers, they may however call for help. A Mad Scientist with any level of the steam tech skill can release them from the armour, this takes 1 minute of role-played engineering work. The suit may be activated once per day.**

#### **Requires**

**2 x metal plates, 1 x tubes, 1 x piston, 1 x gauge, 5 x Phostlite ingot, 1 x Eridium ingot, 1 x Solonor ingot, 1 x spade ingot. Plus a permanent vitality from the user. Time to build – 65 minutes, a suitable looking physrep must be supplied.**

### **Pneumatic Mallet**

**Creates a steam powered one handed mallet that calls “Knock-down” on every strike, as well as the standard 1 point of damage.**

#### **Requires**

**1 x handle, 1 x metal plate, 1 x tank, 1 x gauges, 1 x tubes, 4x Phostlite ingot, 4 x Zydrine ingot. Plus a permanent vitality from the user. Time to build – 65 minutes, a suitable looking physrep must be supplied.**

## **Section 7: Ritualism**

**After the battle of Gettysburg the world undeniably changed. As well as the walking nightmares, magic, long since absent returned to the world. Not the rabbit out of the hat or the cut your assistant in half kind of magic, but the blast the flesh off your bones or curse your children to a life of failure kind of magic.**

**Mouldering books that had previously been filled with unpronounceable words and illegible symbols suddenly sprang to life and made sense to those with the knack of reading them. This return of power was wide spread, not just in books but in the many and varied magical traditions practised across the globe, suddenly ancient rites, rituals and curses actually worked. This had the effect of suddenly empowering the practitioners and their people which in turn lead to some huge political changes. Many plantation owners from the Confederacy suddenly found themselves the recipients of bad fortune and terrible curses and soon they all realised that slave ownership was not worth the trouble. This was enough to push the Confederate government to issue its own version of the Emancipation Proclamation. Ritualism is the formulaic ability to imbue a person or item with power, however all such things come with a price that must be paid and all rituals take their toll on the Ritualist and recipient.**

**A Ritualist begins the game knowing a Trained level ritual chosen by them at character creation, additionally each time they increase their Ritualism skill, they may choose one additional Ritual of their new level or lower. They may also learn additional rituals by locating esoteric scrolls in play. Once a scroll has been found the Ritualist must study it for one hour absorbing its intricacies and adding their own nuances to the formula, this makes the scroll useless to anyone else and allows the Ritualist to perform the ritual with the proper materials and time (The scroll must be handed in to a ref or at games control for the player to have the ritual added to their character sheet).**

**Ritualist perform their rituals by collecting the relevant components for and spending time role playing their ceremony inline with their beliefs. The ritual will take 5 minutes per required component, and they will need the intended recipient to be present for the full rite for the Ritualist to bind the power to them. The Power will drain 1 permanent point of vitality from its recipient and will be usable by them only from then on. Ritualists start with sufficient mundane components to perform 1 of every ritual they know how to do at the start of each event. However they will still need to obtain the required Horror parts using the Autopsy skill. Ritual consumables and tools may also be available to buy at shops.**

**A Ritualist may work with 2 Horror components at level 1, 3 components at level 2 and 4 at level 3. At level 3 they may also work with 1 greater horror component. If a ritual requires more horror components than the Ritualist can work with they will be unable to cast the ritual until their level increases. The Horror parts and blood bonded into the recipient need to be kept alive, they achieve this by draining the host's life force which costs the host a permanent point of vitality that cannot be restored by any means. The rituals listed below are those that The Network is aware of but this is by no means a complete list.**

# **Trained Rituals**

## **Horror Ward**

**Tattoos drawn into the forearms of the subject with Horror blood. When both arms are placed together with the tattoos fully visible and directed at a Horror the targeted Horror is locked in place unable to move. The user makes the combat call “Bound” to let the target know they are under the effect. This will affect all lesser Horrors and most Horrors (for a while at least) but is unlikely to work on Greater Horrors. May be used once per encounter, and has a range of 10’.**

### **Requires**

**1x Phostlite tools, 1 x Horror Blood (for the ink) 1 x Horror Bones. Plus a permanent vitality from the subject. Time to cast – 15 minutes or however long it takes to draw the tattoos, whichever is the greater amount of time. Subject is now deemed to be a Horror for the purposes of rebuke, horror trap and horror ward.**

## **Evil Eye**

**The recipient replace their eye with a horrors eye that can tear the life force from those who gaze into it. The intended target must be looking the user in the eye for this to work. It causes a ranged “Lethal” to the target reducing their hit points by 1. Target must be within 10’. May only be used once per encounter and causes 1 point of vitality damage to the user which may not be avoided in any way.**

### **Requires**

**1 x Eridium tools, 1 x Horror Eye, 1 x Horror Brain. Plus a permanent vitality from the subject. Time to cast – 15 minutes, a suitable prosthetic | make up must be applied to the subject before the ritual is deemed to have been completed. Subject is now deemed to be a Horror for the purposes of rebuke, horror trap and horror ward.**

## **Magic Ward**

**A tattoo created with a mix of blood and brains drawn on the subject’s chest shields them from harmful spells. This will not prevent beneficial spells from working only harmful ones, but they must target the subject not their equipment. The power of this ritual will allow the recipient to use the call “Counter” once per encounter.**

### **Requires**

**1 x Eridium tools, 1 x Horror Brain, 1 x Horror Blood. Plus a permanent vitality from the subject. Time to cast – 15 minutes or however long it takes to draw the tattoo, whichever is the greater amount of time. Subject is now deemed to be a Horror for the purposes of rebuke, horror trap and horror ward.**

## **Harrow**

**Sometimes folk come back from the grave, maybe they're just too mean to die or maybe they've got unfinished business, we call these Harrowed and the one thing we know for certain is that they sure isn't working for the 'Enemy'.**

**This ritual greatly increases the chance that the subject will be among those that return from the dead to continue the fight. The blood and brains used for this one are served as a broth that the subject must consume if this ritual is done whilst the person still lives. It can also be performed on a dead body as long as it has been less than 1 hour since death and as long as the body has not already been laid to rest. Oddly a priest must lay the body to rest after the ritual is done, nobody knows why but it only works if this is done.**

**Ritualists who know this ritual can also determine if it has a chance of success by performing a short rite over the body.**

### **Requires**

**1 x Eridium Tools, 1 x Horror Brain, 1 x Horror Blood. Plus a permanent vitality from the subject. Time to cast – 15 minutes. Subject is not deemed to be a Horror.**

## **Devils Trap**

**This ritual will allow the creation of a magic circle on a flat surface that may capture a Horror that enters it for a time. Lesser Horrors are held for as long as the trap exists, Horrors are held till dawn or dusk whichever happens first and Greater Horrors will be held for a few minutes. They are free to move within the area of the trap but cannot affect anyone outside of it, but any damage inflicted on the Horror will break the trap and release it.**

### **Requires**

**1 x Solonor tools, 1 x Horror Blood, 1 x Horror Bones. Time to cast – 15 minutes, or as long as it takes to mark out the trap if that is longer than 15 minutes. The Trap must be clearly marked out as a circular area no more than 3 metres in diameter. The trap may hold multiple Horrors but if 1 breaks out by any means the trap is destroyed and they are all free. It cannot be moved or re-used later.**

## **Blood Lust**

**By soaking a pistol holster in a Horrors blood it is imbued with the horror's blood lust. Any pistol placed in the holster is deemed to already be "aimed" at the start of each encounter as long as it is holstered, irrespective of the users Shootin' Pistols skill. The first shot must be taken immediately after drawing the gun from the holster. Re-holstering during the encounter infers no benefits. The holster is now part of the subject's body and cannot be removed.**

### **Requires**

**1 x Zydrine tools, 1 x Horror Brain, 1 x Horror Blood. Plus a permanent vitality from the subject. Time to cast – 15 minutes or however long it takes to suitably mark / add to the holster to clearly show its new status, whichever the greater amount of time is. Subject is now deemed to be a Horror for the purposes of rebuke, horror trap and horror ward.**

## **Skilled Rituals**

### **Bane knife**

***Bane weapons are the greatest item in the Hunters arsenal against the Horrors. A strike from a bane weapon will cripple even the greatest of Horrors. These are unique items each with a specific name (e.g. Jim Bowie's Bowie knife). If you wish to create a bane weapon discuss it with a Ref prior to undertaking the Ritual for further guidance.***

### **Requires**

***1 x Zydrine tools, 1 x Solonor tools, 1 x Eridium tools, 1 x Phostlite tools, 1 x Horror blood, 1 x Horror brain, 1 x Horror bone, 1 x Horror eye (all from the family of horror that the bane is being created against. 1 x the specific weakness of the horror family. (This may be discovered via autopsy but it will destroy all 4 components of the Horror used to get the answer or via various magical means.). Plus 2 permanent vitality from the bonded wielder. Time to cast – 45 minutes. Must provide a suitably distinct physrep for the Bane knife. Subject is not deemed to be a horror.***

### **Life Leach**

***These soul drinkers or life leaches are able to fortify themselves to incredible levels. Subject can absorb others vitality to restore their own, each morning they awake with 0 vitality, they cannot regain vitality by any means other than from the Life Leach ability. Draining life force requires physical contact and is painful for the target, it takes 10 seconds per point of current vitality taken (Obviously badly wounded or near death victims are of little to no use as their current vitality has been depleted). Anybody drained by this ability can only get the vitality lost back from overnight rest, not via Recuperatin' or spells. It is always natural vitality that is taken never buffed or boosted hits. The Life Leach may drain up to 3 x their natural vitality from victims boosting themselves to the drained level!***

### **Requires**

***1 x Phostlite tools, 2 x horror blood, 1 x horror brain. Time to cast – 20 minutes. Subject becomes pale faced and obviously unwell. (Suitable costuming is required before the ritual is deemed to be complete). Subject is now deemed to be a Horror for the purposes of rebuke, horror trap and horror ward.***

## **Demon Bones**

***The bones of a Horror are fused into the subject's body greatly strengthening them. This causes the subjects Hit Points to increase by 1 permanently. It is rumoured that this process causes the subject to develop "unnatural appetites" such as the eating of the dead. But only those who have undergone the ritual know the truth of this.***

### **Requires**

***1 x Zydrine tools, 2 x horror bones, 1 x horror blood. Plus a permanent vitality from the subject.***

***Time to cast – 20 minutes. Subject gains obvious scars on their face, arms and hands where the flesh was peeled back to insert the horror bones. The ritual is not deemed complete until the scars have been suitably phys-repd. Subject is now deemed to be a Horror for the purposes of rebuke, horror trap and horror ward.***

## **Demon Blood**

***A complete blood transfusion, human for horror is carried out. The subject gains the Horrors immunity to poison and disease and is no longer affected by either of these things. They are rumoured to gain a thirst for the human blood that they no longer have, but the truth of this is only known to those that undergo the ritual.***

### **Requires**

***1 x Phostlite tools, 3 x Horror blood. Plus a permanent vitality from the subject. Time to cast – 20 minutes. Subject gains obvious reddening of the skin. The ritual is not deemed complete until the Red skin has been suitably phys-repd. Subject is now deemed to be a Horror for the purposes of rebuke, horror trap and horror ward.***

## **Expert Rituals**

### **Reliquary**

***The darkest of all the known rituals, so much so that most Ritualists deny it even exists. The reliquary binds the soul of a ritually sacrificed innocent into a small container. The reliquary then pays the vitality loss incurred by a ritual or steam tech item that the subject should be paying. Only one of these may ever be carried by a person.***

### **Requires**

***The soul of a ritually sacrificed Innocent, their life must be taken during the ritual. 1 x Eridium tools, 1 x Solonor tools, 2 x Horror Bones, 2 x Horror Brain, 2 x Horror Blood. Time to cast – 40 minutes. The reliquary must be a suitably distinct looking item and must be carried at all times.***

## **Bane sword**

***Bane weapons are the greatest item in the Hunters arsenal against the Horrors. A strike from a bane weapon will cripple even the greatest of Horrors. These are unique items each with a specific name (e.g. Custer's sabre). If you wish to create a bane weapon discuss it with a Ref prior to undertaking the Ritual for further guidance.***

### **Requires**

***1 x Zydrine tools, 1 x Solonor tools, 1 x Eridium tools, 1 x Phostlite tools, 1 x Horror blood, 1 x Horror brain, 1 x Horror bone, 2 x Horror eye (all from the family of horror that the bane is being created against. 1 x the specific weakness of the horror family. (This may be discovered via autopsy but it will destroy all 4 components of the Horror used to get the answer or via various magical means.). Plus 2 permanent vitality from the bonded wielder. Time to cast – 50 minutes. Must provide a suitably distinct physrep for the Bane sword. Subject is not deemed to be a horror.***

## **Bane pistol**

***Bane weapons are the greatest item in the Hunters arsenal against the Horrors. A strike from a bane weapon will cripple even the greatest of Horrors. These are unique items each with a specific name (e.g. Billy the Kids revolver). If you wish to create a bane weapon discuss it with a Ref prior to undertaking the Ritual for further guidance..***

### **Requires**

***1 x Zydrine tools, 1 x Solonor tools, 1 x Eridium tools, 1 x Phostlite tools, 1 x Horror blood, 1 x Horror brain, 1 x Horror bone, 2 x Horror eye (all from the family of horror that the bane is being created against. 1 x the specific weakness of the horror family. (This may be discovered via autopsy but it will destroy all 4 components of the Horror used to get the answer or via various magical means.). Plus 2 permanent vitality from the bonded wielder. Time to cast – 50 minutes. Must provide a suitably distinct physrep for the Bane pistol. Subject is not deemed to be a horror.***

***Any ritual which binds a horror in to your body means you are repelled by the believer power rebuke, and can be caught in a horror trap and be paralysed by a horror ward.***

## **Section 8: Surgery**

***This is the only way that hit points lost to injury can be restored, the only hit point loss not able to be cured by surgery is poison. Surgery does not restore vitality only hit points.***

***When an injured player reaches the surgery area they will be dealt a card by a ref this card indicates how complex treating them will be and where any potential complication may occur. A surgeon can do triage on an injured person prior to undertaking surgery, this taken 30 seconds of roleplay and allows the Saw Bones to know what card was drawn by the injured party.***

***The value of the card is the time in minutes surgery will take (to a maximum of 10 minutes) the suit shows where a possible complication from surgery may occur as below:***

- ***Diamond cards relate to a complication in the head***
- ***Heart cards relate to a complication in the body***
- ***Spade cards relate to a complication in the legs***
- ***Club cards relate to a complication in the arms.***

***Remember that just because you were shot in the foot doesn't mean you couldn't end up with a blood clot lodged in your brain. Once the relevant amount of surgery time has passed the Saw Bones draws cards from their own deck as directed by a Ref (Injuries caused by mundane means usually only require 1 card however supernatural injuries may mean the Saw Bones has to draw more than one card and apply the worst result). If the cards drawn bear no relationship to each other the surgery went fine, apart from some pain in the effected area everything is good and your hit point loss is restored.***

***If the cards are the same suit you have a mild side effect from the surgery that last for the rest of the event (e.g. a limp or headaches) as relevant for the area of the complication. If the card drawn is the same value as your initial card then you have a permanent side effect from the surgery.***

***When assigning such injuries the Ref will do their best to work with the injured party to assign an injury that won't ruin their events but that does properly reflect a permanent debilitation from the near death experience they just had, please feel free to express your opinion on this but rule 7 will be in effect. Please note that there are various ways in the game to remove permanent injuries but nothing comes without a price.***

***If the card drawn is exactly the same as the initial card then the worst has happened and the patient has died on the table and they are on their way to boot hill and a hero's burial.***

***If you survive after surgery you are on zero vitality with any buffs or bonuses lost.***

## **Section 9: What is a Horror?**

***The things that broke loose from hell are many and varied in nature, but they do seem to manifest in three quite distinct levels of power. To use some well-known fictional examples:***

### **Lesser Horror**

***The bottom of the Totem pole, they are things such as walking corpses infused with the souls of the damned, hate filled, unfeeling creations that are tougher and stronger than a normal man.***

### **Horror**

***These are the next most powerful, like a full blown vampire. Fast and strong, but more importantly, clever. If you can track it down take a small army with you to deal with it.***

### **Greater Horror**

***These things are the top of the power totem pole, think Dracula. Make a perfect plan, do all your research, make the right weapons and put them in the hands of the right people and maybe just maybe you'll leave this encounter in something other than a body bag.***

***It is also believed that the Horrors exist as families of related creatures with desires and powers of similar natures. It is however unknown how many families there are or which beings belong to which family.***

***The Horrors though are only part of the problem, the bigger issue is the humans who serve them. Some do so willingly, others are coerced and some are tricked. Casting a Horror back to hell is great, but ultimately a hollow victory if its human minions still complete the things master plan for it. The problem is there's a lot of folk in the West who are greedy, vicious and downright mean cause that's the way they were born and have no need of a Horror to make them act that way.***

## **Section 10: Character Advancement**

***During each event there will be a whole range of plot lines and events that a character could be involved with. Each time you help to advance a plot line you gain xp, e.g. this could be doing the research that figures out where a horror or other enemy is holed up, or it could be getting the components and making the weapon to kill said horror, or it could be wielding the weapon and facing off against it (note, you don't have to win the final fight to get your xp just have a serious attempt at winning and survive). Roleplaying your character and getting involved with the events of the weekend is how you earn experience in Weird West, if you sit around and do nothing then your experience reward will reflect that, so bear in mind that a player who actively involves themselves in the plot and the game world and maintains a good level of roleplaying throughout should expect to earn a good amount of experience each event.***

***So what can you do with this experience? Well you've already used 15xp to purchase your starting 15 development points. Those you earn in game let you purchase more development points to improve your characters skills. Skills cost the stated value in your character class description; no skill can be advanced by more than 1 rank between events. However as you spend more experience of your character it becomes more expensive to purchase development points. We have done this so that the gulf between starting characters and experienced ones never becomes insurmountable.***

### **Total Xp spent including starting 15.**

**0 – 30**

**31 – 60**

**61 – 90**

**91 - 130**

**131 – 155**

**156 +**

### **Cost in Xp to purchase 1 Dp**

**1Xp to 1 Dp**

**2Xp to 1 Dp**

**3Xp to 1 Dp**

**4Xp to 1Dp**

**5Xp to 1Dp**

**6Xp to 1Dp**

***Well that's about all we've got for you in this here book.***

***Now its time head out west. Give one of them Horrors one in the eye from all us folks back home.***

***See you down the trail pilgrim.***