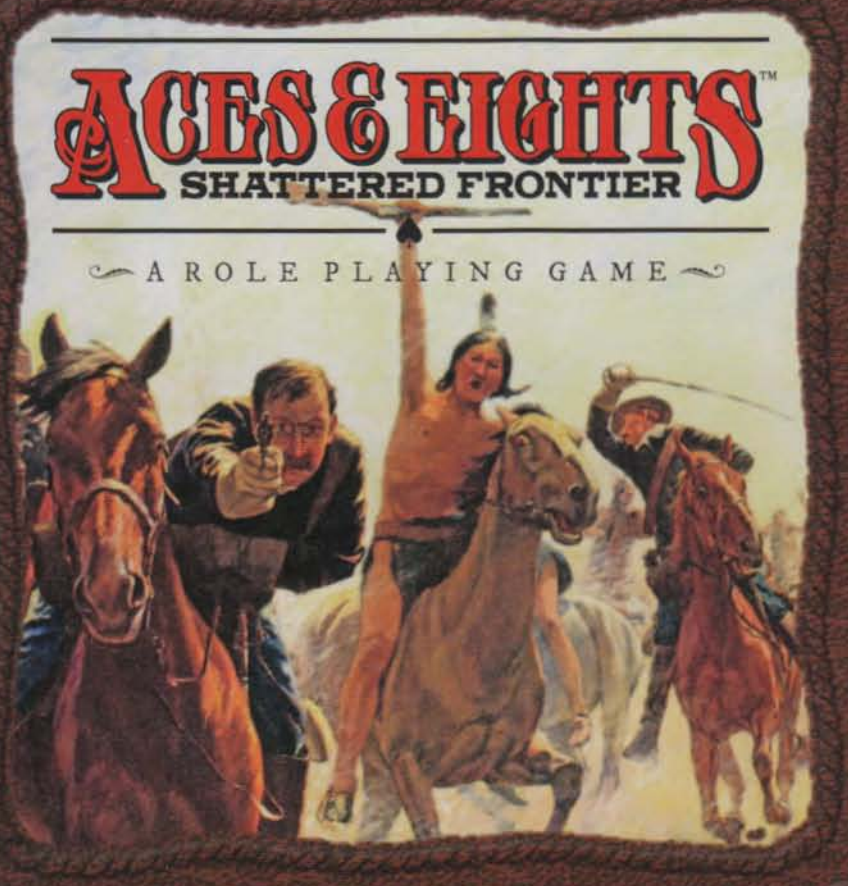
ACES & EIGHTS™

SHATTERED FRONTIER

A ROLE PLAYING GAME



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SECOND PRINTING

1 | Introduction





Welcome to Aces & Eights

Through the gunsmoke and over the slumped corpse of a gambler, beyond the sprawl of grazing buffalo on the high plains, above the din of a saloon in full swing, and farther than the blue sky atop the open range lies the Shattered Frontier of the *Aces & Eights* game.

A game about the daring adventures and everyday lives of people in the Old West, *Aces & Eights* lets you tell the tale of the West that could have been, in your own words, deeds and history. The *Aces & Eights* game allows for rugged cowboys, brave Indians, murderous desperados, determined lawmen, sturdy prospectors, powerful rail barons, and all of the characters we think of when we watch a good western movie or read books about the expansion of the American frontier.

Although you don't need to know much about this time period to enjoy the game, western aficionados will certainly find it engrossing – to say the least. If you consider yourself a western history buff, you might want to set aside what you know and open your mind. *Aces & Eights* is set in the West That Never Was, an alternative history created to maximize the role-playing potential of the game by freeing the future from the inevitable reality of the true West.

While the setting is firmly entrenched in historical accuracy, a few small changes in American politics (at significant moments in history) create a very believable alternative history of North America. Sprung from small changes are new nations, businesses, and a slight acceleration in arms technology.

Aces & Eights allows you to create a character from scratch, introduce him or her into this detailed frontier setting, and forge a new future like so many of the great pioneers from the past. Your character's potential is limited only by your imagination and your grit.

WHAT IS A ROLE-PLAYING GAME?

A role-playing game is a lot like improvisational acting. The players create characters that they pretend to be during the course of the game. The rulebook describes methods for determining and recording the strengths and weaknesses of each character, but his personality is in the hands of the player. The rulebook, the group of players, or one of the participants (designated as the referee, narrator or judge of the game) presents a scenario to the other player characters (PCs). Each player then decides how his character will act in the given scenario.

The judge, or GameMaster (GM), uses made-up characters that are not controlled by any of the players (these are called non-player characters, or NPCs) to interact with the PCs. And so the game goes on with the players and the GM role-playing the characters they created, in a struggle for fame, fortune, or simple survival.

WHAT YOU NEED TO PLAY

To play *Aces & Eights* you need at least one sheet of scratch paper, a pencil, and a set of standard polyhedral dice with the following sides: 4, 6, 8, 10, 12 and 20. Multiple dice of different colors (especially 10-siders) are helpful but not necessary. Throughout these rules we may refer to the different die types as "xd6" where "x" is the number of dice of a particular type you should roll. So 3d6 means roll three six-sided dice. A d100 (or d%) means roll two d10s, designating one as the "tens" spot and one for the "ones". A d1000 means roll three d10s, and so on. We also recommend you download a free character record sheet from our website.

A standard deck of poker playing cards are needed to resolve combat in the game, as is the Shot Clock™ overlay provided with the rules. Poker chips are also required, if you choose to use the advanced brawling rules. Other handy (but non-essential) items include a table to play on, a calculator, miniature figures to represent your characters, and terrain (such as model town buildings or simulated vegetation or hills). Most game, model or hobby shops carry items like this to enhance your game experience. Finally, if you use miniatures, you'll want to use a ruler or tape to measure weapon ranges during combat.

2|The Basic Game




THE HOFFMAN
HOTEL
LICENSED GAMBLING

2.1 | Basic Characters

If this is your first outing to the Shattered Frontier, you may wish to quickly generate a character with which to begin play. Later on, as you become more familiar with the mechanics of the game, you will likely want to flesh out your character's abilities, skills, quirks, flaws and so forth using the methods presented in *Chapter 3.1 | Character Creation*. But if you want a simple bandito or marshal for a quick shoot-em-up, just grab some dice and read on, compadre. There's no need to invest the time if all you care about is lead slingin' (or "shootin'" to all you greenhorns).

SPEED AND ACCURACY

To create a basic gunfighter, you need to know two things: Speed and Accuracy. With an advanced character, this would be determined by a combination of the character's Dexterity, Intelligence and Wisdom scores, but we're not going to slow you down with all that here. Instead, all you need is a single d4.

Speed represents how quick your gunfighter is on the draw – the lower the better. Accuracy is just what it seems and higher numbers are beneficial here.

To determine your gunfighter's Speed, roll a d4. Record this number then flip a coin to determine if the value is positive (heads) or negative (tails). The result is your gunfighter's Speed score – somewhere between -4 and 4. Repeat the process to determine Accuracy.

For example, let's say that Mark rolls a d4 with a result of 4 and then flips a coin (it lands tails). This means his gunfighter's Speed score is –4. That's pretty durn fast! Unfortunately, he then rolls a 3 for his Accuracy and a coin flip that again is tails, meaning this hombre has a –3 Accuracy score.

HIT POINTS

Each character has between 21 and 24 hit points (hp) determined by rolling a d4 and adding 20. This gives you a measure of how much physical damage your gunfighter can sustain before keeling over.

WEAPONS

For basic gunfighting, weapons are restricted to a few general categories of firearms (see *Table 2.1-1: Basic Firearms*). You may either choose your weapon from this list or roll a d6 to randomly determine your armament. In a basic gunfight, there are no modifiers to Speed or Accuracy based on the type of firearm or the number of gunfights the character's been involved in. *Chapter 2.2 | Scrapes* describes the rules for basic gunfighting in detail.

BACKGROUND

If you want to get a "feel" for your gunfighter, you may also choose to roll on one or more of the quick background tables found on the following page. Otherwise, you're ready to go!



TABLE 2.1-1: BASIC FIREARMS

Roll (d6)	Firearm	Damage (body)	Damage (head)	No. of Shots	Reload Speed
1-4	Pistol	d6+1	2d6	6	1 cartridge per 10 count
5-6	Rifle	d8+1	2d8	10	1 cartridge per 10 count

TABLE 2.1-2: QUICK NAMES (FEMALE)

Roll (d10)	Name
1	Anna Young
2	Emily Abrams
3	Esther Matthews
4	Hannah Coronel
5	Holly Sawyer
6	Laura Stone
7	Rosa Martinez
8	Ruth Gardner
9	Sarah Snelling
10	Witashnah Chumani

TABLE 2.1-3: QUICK NAMES (MALE)

Roll (d10)	Name
1	Allen Hamilton
2	Butch Montgomery
3	Cassidy "Doc" Wilson
4	Dustu Adahy
5	Fernando Vasquez
6	"Handsome" Jack Jones
7	Josiah Ledbetter
8	Juan de Cisneros
9	Matt Santos
10	Zachariah Smith

TABLE 2.1-4: QUICK PROFESSIONS

Roll (d20)	Profession
1	Bandito
2	Banker
3	Barber
4	Bartender
5	Cowboy
6	Dance Hall Girl
7	Doctor
8	Engineer
9	Farmer
10	Gambler
11	Lawman, Deputy
12	Lawman, Marshal
13	Miner
14	Postal Worker
15	Prostitute
16	Rancher
17	Soldier
18	Stage Coach Driver
19	Telegraph Operator
20	Undertaker

2.2 | Scrapes

Gabe Smith coolly tossed 25 pesos into the large pot, raising the perspiring vaquero across from him. He had reason to be confident; no one had seen him pull the Ace of Spades from his sleeve, and Aces over Kings is a mighty hand indeed. Time seemed to halt as the table sat perfectly silent, waiting for the Mexican cowhand to make his move. Wiping his brow, the cowboy finally called the bet and both players laid down their hands. Gabe had the better hand, but stopped short as he reached for the money. The Mexican's cards read Two Pair with an Ace kicker – the Ace of Spades!

Looks like ol' Gabe has gotten himself into a scrape. From here, the action could turn ugly in several ways. Gabe could run to his horse, initiating a chase, he could draw a Bowie knife and opt for a knife fight, he could draw a pocket pistol or six-shooter and shoot it out or try his luck in a brawl. In the following sections, we'll cover the various ways of getting out of a scrape – for better or for worse.

★ Gunfights ★

The *Aces & Eights* gunfight system is a realistic tabletop simulation of a Wild West shootout. The fundamental premise of the system is that a shooter always aims for a specific location or target (e.g., the "rustler's gun hand") rather than an abstract target (e.g., the "rustler"). The worse the shooter's aim, the further from his mark the shot flies. This also means that a very near miss can be just as deadly as a bull's eye. The shooter determines his precise shot location by using the Target Silhouettes and Shot Clocks that come with the game.

A split second during a gunfight can sometimes mean the difference between survival and a painful – or even mortal – wound. Thus, while time in other areas of the game occurs in terms of seconds, minutes or even days at a time, during a gunfight, time is always handled in tenths of seconds. Each tenth of a second is referred to hereafter as a "Count." Everything from drawing a weapon to mounting a mustang to crawling behind the water trough occurs in tenths of seconds or Counts.

> ☞ *A Note on the Modular Rule System*
>
> These sections appear in a modular fashion so that your game need not incorporate all of the rules at once. Play with only the rules you feel comfortable handling. When these become second nature, you can add more advanced rules, or not, as you prefer.

Taking Action

If you're an avid game player, chances are you're used to choosing an action or actions on your "turn" – probably from a list of allowable actions or categories of actions. In contrast, *Aces & Eights* allows your character to attempt any action he wants, at any time.

In real life, to walk across the room, you think about walking across the room, then you start moving and after a certain number of seconds you accomplish the task. Likewise, in *Aces & Eights*, if your character wants to take an action (such as crossing the saloon floor), you simply declare his intent and, after a certain amount of time (if there are no unexpected obstacles), he completes his action. Thus, *Aces & Eights* has no artificial time segmentation such as "turns," "rounds," "segments," or "phases." In *Aces & Eights*, your character's actions are measured by time and time alone.

Initiative and Speed

Before discussing just what actions are possible in a gunfight (and how long they take), it's important that we cover just who goes first. Several factors affect how fast a character can take action, most notably the character's Speed (the advanced rules include other modifiers such as prior gunfight experience, Fame, weapon model and type, etc.). The final factor is a random d10 die roll to represent the variation of one character getting the drop on another. This die roll is called the Initiative roll.

At the onset of the action, each character rolls a d10 for Initiative and adds it to their Speed score. The result is the character's Starting Initiative. During a gunfight, each character begins taking action based on his Starting Initiative. Since actions take place based on time and the Count Up (described later), it's best to have a low Starting Initiative. Note that negative numbers are possible (for example, a Speed of –3 plus a "1" on the Initiative roll equals -2), but rare. The Shooting Actions section describes the effects of this more fully.

Gunfight Procedure

Players use the following procedure to resolve all gunfights:

1. When a gunfight is about to erupt, each player rolls a d20. Players declare actions in order of lowest score to highest score. In cases where gunfights erupt due to declared actions ("Forget negotiations, I draw on him

TABLE 2.2-1: GUNFIGHT PROCEDURES

1. ....Declare an Action
2. ....Roll Initiative (d10)
3. ....Calculate Starting Initiative (Base Speed + Initiative)*
4. ....Add Action Counts to determine when first action occurs
5. ....Take action when Count Up reaches sum of Step #4 above

now!"), those blurting out their actions voluntarily skip this first step.

2. All players roll a d10 for Initiative and calculate their Starting Initiative.

3. All players add the Counts required for their action (see *Table 2.2-2: Basic Shooting Actions*).

4. One player or the GM begins the Count Up – a simple slow count up from one until the Count Up reaches a number where a player has an action declared.

5. When the Count Up reaches a player's sum total for his first action, resolve that first action.

SHOOTING ACTIONS

Shooting actions include all actions related to preparing weapons and discharging them. These include loading (and reloading), firing, aiming, drawing, etc. *Table 2.2-2: Basic Shooting Actions* shows the available actions and the Speed (in Counts) that it takes to perform each of these actions.

Firing the First Shot

The time it takes to fire off the first shot depends on the actions of the shooter and where the gun is at the time. If unholstered and pointed, the weapon may be fired in a mere 3 Counts. If the weapon is holstered, the shooter first needs to draw the weapon from his holster. Drawing includes cocking in one fluid motion, so there is no additional adjustment for cocking a weapon added to the draw time. From there, a gunslinger can opt to shoot, thus firing from the draw only takes as long as the draw itself (5 or 10 Counts). Actually aiming the weapon, or at least bringing it up to eye level, takes another 4 Counts.

For example, Clay Powell's Base Speed is −1. His player announces that he'll draw his pistol, then rolls 4 on the Initiative, so Clay can start to act when the Count Up reaches 3 (4-1=3). On 3, he begins to draw his gun on his enemy, Daniel Tanner. Clay will finish his draw on 8 (it takes 5 Count to draw and he starts acting on 3). Now, Clay can also opt to shoot from the hip and fire off a shot on 8 Count.

Of course, since hipshooting is fairly inaccurate, Clay could choose to ignore the quick shot opportunity right off the draw and actually raise up the shootin' iron to make the shot more likely to hit. In this case, when the Count Up reaches 8, Clay announces he's aiming his weapon (4 Count), and when the Count reaches 12 (8+4=12), he fires.

After a character takes his first action, that character picks another action and adds the Counts for that action to the current number in the Count Up (i.e., the same number as his last action occurred on). The resultant number is when his next action occurs.

Now, let's say that our old friend Clay Powell (from the previous example) wants to fire his pistol again. There's no need for another Initiative roll; Clay simply cocks and fires his pistol again. Because he last fired when the Count Up reached 12, he fires his pistol again when the Count Up reaches 17 (12+5=17).

Basic Shooting Actions Explained

Firing a Cocked Weapon: Firing an already-cocked weapon is the simple act of pulling the trigger; it takes but a tenth of a second (1 Count). Most other activities already incorporate this modifier, and it should not be added as an additional time delay to other actions such as drawing and aiming. It is listed here solely for the case where a character has a cocked weapon trained on another character.

Cocking and Firing a Pointed Weapon: It only takes 3 Counts to pull back the hammer and shoot at someone if your gun is pointed in their direction and has not been fired for at least one second.

Cocking and Firing a Pistol (2nd+ shots): After the first shot, it takes a half a second (5 Count) to cock and fire a pistol. Furthermore, a pistol already brought to bear or aimed remains in that position while being cocked and fired.

Cocking and Firing a Rifle (2nd+ shots): After the first shot, it takes 6 Counts to work the lever and fire a rifle. Hurried shooters can opt to fire the second shot unaimed; this action takes only 6 Counts but is obviously less accurate (see Hipshooting, below). Careful shooters will opt to re-aim the rifle (a 10 total Count).

Cocking and Firing 2nd Shotgun Barrel: After the first shot, it takes 14 Counts to steady the gun, cock the hammer and fire (11 if already cocked). Hurried shooters can opt to fire the second shot without aiming; this action takes only 10 Counts (7 if already

TABLE 2.2-2: BASIC SHOOTING ACTIONS

Weapon-based	Counts
Firing a cocked weapon	1*
Cocking and firing a pointed weapon	3
Cocking and firing a pointed pistol (2nd+ shots)	5
Cocking and firing a rifle (2nd+ shots)	10 (6)
Cocking and firing 2nd shotgun barrel	14 (10)
Bringing a firearm to bear/aiming	4
Drawing a weapon:	
Pistol/Knife/hand axe	5
Rifle/shotgun/spear/lance/axe/saber	10
Drawing two weapons at once	5
Drawing with off hand	5
Drawing without holster	d4
Fanfiring	-2
Loading:	
Pistol (per cartridge)	10
Replacing a cylinder	100
Rifle (per cartridge)	10
Shotgun (one shell)	25 (23)
Shotgun (two shells)	30 (28)
From shell loop	d4

**This action is free when combined with another shooting action.*

cocked) but is obviously less accurate (see Hipshooting, below).

Bringing a Firearm to Bear/Aiming: This is the time it takes to bring a drawn weapon up to an aimed position or aim a pointed weapon. You need to take this action or else you'll be shooting less accurately.

Drawing a Weapon: Pistol/Knife/Hand axe: The act of pulling the pistol from a holster, knife from a sheath or hand axe from a belt loop takes around 5 Counts.

Drawing a Weapon: Rifle/Spear/Lance/Axe: The act of pulling the rifle or saber from a scabbard, or hefting a spear, lance or axe takes about a 10 Count.

Drawing Two Weapons at Once: Drawing two weapons at once causes a slight decrease in draw Speed to the tune of an extra 5 Counts (i.e., each gun takes 10 counts to draw).

Drawing with Off Hand: Drawing with the off hand is slower than the primary hand by 5 Counts. This is not a cumulative penalty if two weapons are drawn at once (i.e., each gun takes 10 counts to draw).

Drawing Without Holster: Drawing from a boot, belt, pocket, etc., affords an opportunity for the weapon to get hung up on clothing or other accouterments. Because the delay could vary from draw to draw, drawing without a holster causes a d4 Count penalty.

Fanfiring: Typically, a shooter uses the thumb on the hand holding the gun to pull back the hammer. In contrast, while fanning the hammer or fanfiring the shooter uses the hand not holding the gun, held palm down, to pull back the hammer in a fanning motion. Fanning allows for rapid shooting and affords a -2 Speed bonus. Note, however, that it provides a substantial Accuracy penalty as well. Fanned guns cannot be aimed, carefully or otherwise.

Loading: Pistol (per cartridge): It takes 10 Count to load a cartridge into a revolver. Cap and ball revolvers require far more time to reload and are not considered in the Scrapes section (but see Loading: Replacing a Cylinder).

Loading: Replacing a Cylinder: It takes 10 seconds or 100 Count to remove and replace cylinder on a cap and ball revolver or revolving rifle.

Loading: Rifle (per cartridge): It takes a 10 Count to load a cartridge into a rifle.

Loading: Shotgun (one shell): It takes a 25 Count to load a shell into a shotgun. This involves breaking open the shotgun and pulling out a spent shell. If no shells need to be removed, the time drops to 23 Counts.

Loading: Shotgun (two shells): It takes 30 Count to load two shells into a shotgun. This involves breaking open the shotgun and pulling out the spent shells. If no shells need to be removed, the time drops to 28 Counts.

Loading (From Shell Loop): While shell and cartridge loops are handy for holding rounds, it takes a mite longer to remove the cartridge or shell from the loop than to simply grab the round from a coat or vest pocket. The penalty is equal to a d4 per round.

SHOOTING PROCEDURE

Whenever any player decides that his character will discharge a weapon at a target, whether hipshooting, taking careful aim, bushwhacking, backshooting or otherwise, he must follow the procedure outlined in this section:

1. Declare general target

When your character takes a shot, the first thing you'll have to do is declare a target. Simply pick out a

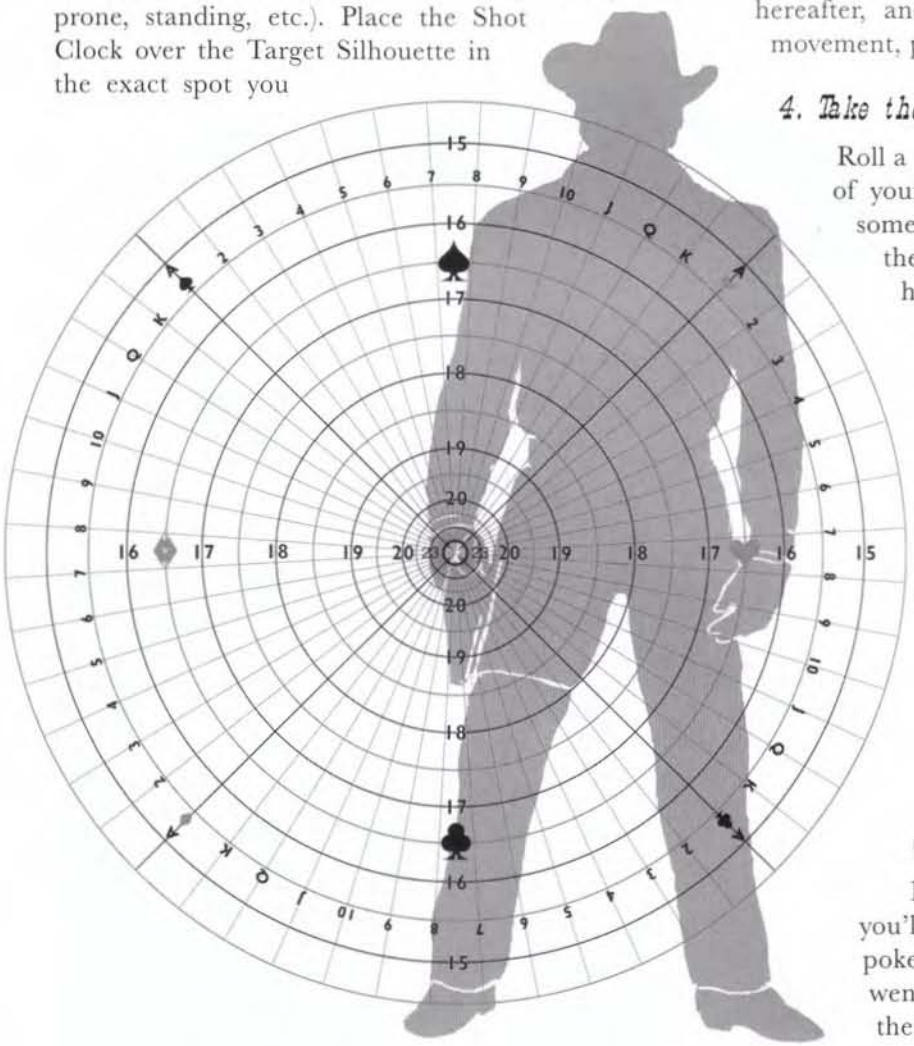
TABLE 2.3-3: SHOOTING PROCEDURE

- Declare general target
- Place the center of the Shot Clock over the intended target location on the Target Silhouette
- Add all Accuracy modifiers
- Take the shot (i.e., roll a d20 and add all modifiers to the roll)
- Draw a card to determine exact shot location (if necessary)
- Roll damage (if necessary)

target, point to the target's miniature or state which character you plan to target. Note that in order to shoot at a target, the target must be visible. Specific advanced rules for checking this sort of thing come under the Line of Sight rules detailed in *Chapter 3.2 | Advanced Scrapes*.

2. Place the center of the Shot Clock over the intended target location on the Target Silhouette

Pick the appropriate Target Silhouette based on the target's body position (i.e., kneeling, laying prone, standing, etc.). Place the Shot Clock over the Target Silhouette in the exact spot you want to hit. For example, if you want to disarm a drunken brawler that drew on your partner, you can try to shoot his gun. On the other hand, if your target is a known horse thief you might feel a powerful urge to target the face (or perhaps knee if you're of a mind to have a hanging). See also Cover & Visibility in *Chapter 3.2 | Advanced Scrapes*.



Positioning the Shot Clock

If you want to disarm a drunken brawler that drew on your partner, you can try to shoot his gun.

3. Add all Accuracy modifiers

Now that you've chosen the target and location, add your modifiers. Modifiers are covered in some detail hereafter, and include things like range, visibility, movement, personal Accuracy, wounds, etc.

4. Take the shot

Roll a d20 "To-hit" your mark and add to it all of your modifiers. (Note: these modifiers can sometimes be negative, thus deducting from the roll). You'll need a modified 25 or higher to hit the exact spot you've targeted, while a roll of 14 or less is a miss. (Note: if you roll a 20 on the die, immediately roll a d6-1 (one 6-sided die minus one) and add the resultant 0 to 5 to your To-hit roll. Continue rolling (and adding the results!) if you get a result of 6 on the d6. Thus even at extreme ranges and with a poor shooter, there's always a chance – albeit, perhaps a mite small one – that a shot will strike true).

5. Draw a card to determine exact shot location (if necessary)

If your total To-hit roll was 24 or less, you'll need to draw a card from a standard poker deck to determine where your shot went. Note that the closer you were to 25, the closer to center the shot was; the poker

card merely determines which direction the shot went astray (spades = high, clubs = low, diamonds = left, hearts = right)

6. Roll damage

If the shot hits anywhere on the target, roll damage (see "Wounding" on the following page).

MODIFIERS

Range: Range is simply the distance from shooter to target. If using miniatures, measure ranges from the tip of the firing gun to the center of the target figure. You can use whatever scale is appropriate to your game, but 1" = 5 feet is a mighty convenient scale, particularly if you have a 1" hex grid or battlemat.

Table No. 2.24

RANGE MODIFIERS TO ACCURACY

Range	Pistol Modifier	Rifle/Shotgun Modifier
To 5 feet	+8	+8
To 10 feet	+4	+4
To 15 feet	+2	+4
To 20 feet	0	+3
To 30 feet	NA	+3
To 50 feet	NA	+2
To 90 feet	NA	+1
To 150 feet	NA6	0
To 240 feet	NA2	NA
To 300 feet	NA	NA
300+ feet	NA	NA

Off Hand: A right-handed person shooting lefty (or vice-versa) affords a -4 penalty to Accuracy. (*Table 3.1-13: Handedness* in the advanced rules allows ambidexterity.)

Firing Two Guns: Using a pistol in each hand causes a -2 penalty for each weapon. Note that this compounds with the Off Hand Accuracy penalty for a total penalty of -6 for the offhand.

Hipshooting: Hipshooting is a catchall term for pointing and shooting, but without taking any sort of aim, such as from the hip. Hipshooting provides a Speed advantage but also an Accuracy penalty. Note that revolvers fired from near the holster as well as long guns held at waist height fall into this category. Even firing chest high causes this penalty. To avoid this Accuracy penalty, a shooter needs to look down the barrel of his firearm or very near it, but need not Take Careful Aim (as defined later).

Fanfiring: Single action revolvers need to be cocked manually, and then have the trigger pulled in order to discharge. Most shooters pull the hammer back with the thumb of the hand holding the weapon. In order to get a Speed advantage, some gunslingers prefer to use their off hand in a palm down fanning motion to repeatedly pull back the hammer (possibly while holding the trigger down). This causes highly inaccurate, though fast, firing. Fanfiring can be effective if trying to cover an area with many shots such as when covering a fleeing partner, or making for cover across a street.

Grabbed by Opponent: If the shooter has an opponent grabbing some part of his body, it'll throw off his Accuracy, especially so with a long gun.

Gun or Shooting Hand/Arm Grabbed by Opponent: If some pesky vaquero actually grabs your shootin' arm, it'll throw off your Accuracy a lot, especially with a long gun. Someone needs to grab any arm or hand to throw off a long gun, but obviously only the hand with the gun for a pistol.

Off Hand: A right-handed person throwing lefty or vice-versa affords a -4 penalty to Accuracy.

Throwing Two Weapons: Throwing a weapon from each hand at the same time incurs a −4 Accuracy penalty for each weapon. Note that this compounds with the Off Hand Accuracy penalty for a total penalty of -8 for the off hand.

Range: Range is simply the distance from attacker to target. If using miniatures, measure ranges from front of the attacking miniature to the center of the target figure. You can use whatever scale is appropriate to your game, but 1" = 5 feet is a mighty convenient scale, particularly if you have a 1" hex grid or battlemat.

Table No. 2.25

SITUATIONAL MODIFIERS TO ACCURACY

Range	Pistol Modifier	Rifle/Shotgun Modifier
Off Hand	NA	NA
Firing Two Guns	NA	N/A
Hipshooting	NA	NA
Fanfiring	NA	N/A
Grabbed by Opponent	NA	NA
Gun or shooting hand/arm Grabbed by Opponent	NA	NA

WOUNDING

Any time a result indicates a character is wounded, roll the appropriate damage type for the weapon used (see *Table 2.2-6: Basic Game Weapons Chart*). A character reduced to 0 or fewer hit points dies from his wounds.

Table No. 2.2 6

BASIC GAME WEAPONS CHART

Weapon	Damage
Arrow	1W (d6)
Axe, hand	2W (d6+1)
Axe, woodcutting	2W (2d4)
Bayonet	2W (d6+1)
Bowie or other large knife	1W (d4)
Buttstock, pistol whip, pommel, rock	1W (d4)
Club, saber	1W (d6)
Fist, knee, foot	1W
Knife	1W (d3)
Long gun, swung	1W (d6)
Pocket gun	1W (d4)
Revolver	2W (d6+1)
Rifle	2W (d8+1)
Spear	2W (d6+1)

PENETRATION DAMAGE

Whenever maximum damage is rolled on a damage die (e.g., d6, d4, etc.), the roller immediately re-rolls that die and adds the new die roll total minus one to the previous result.

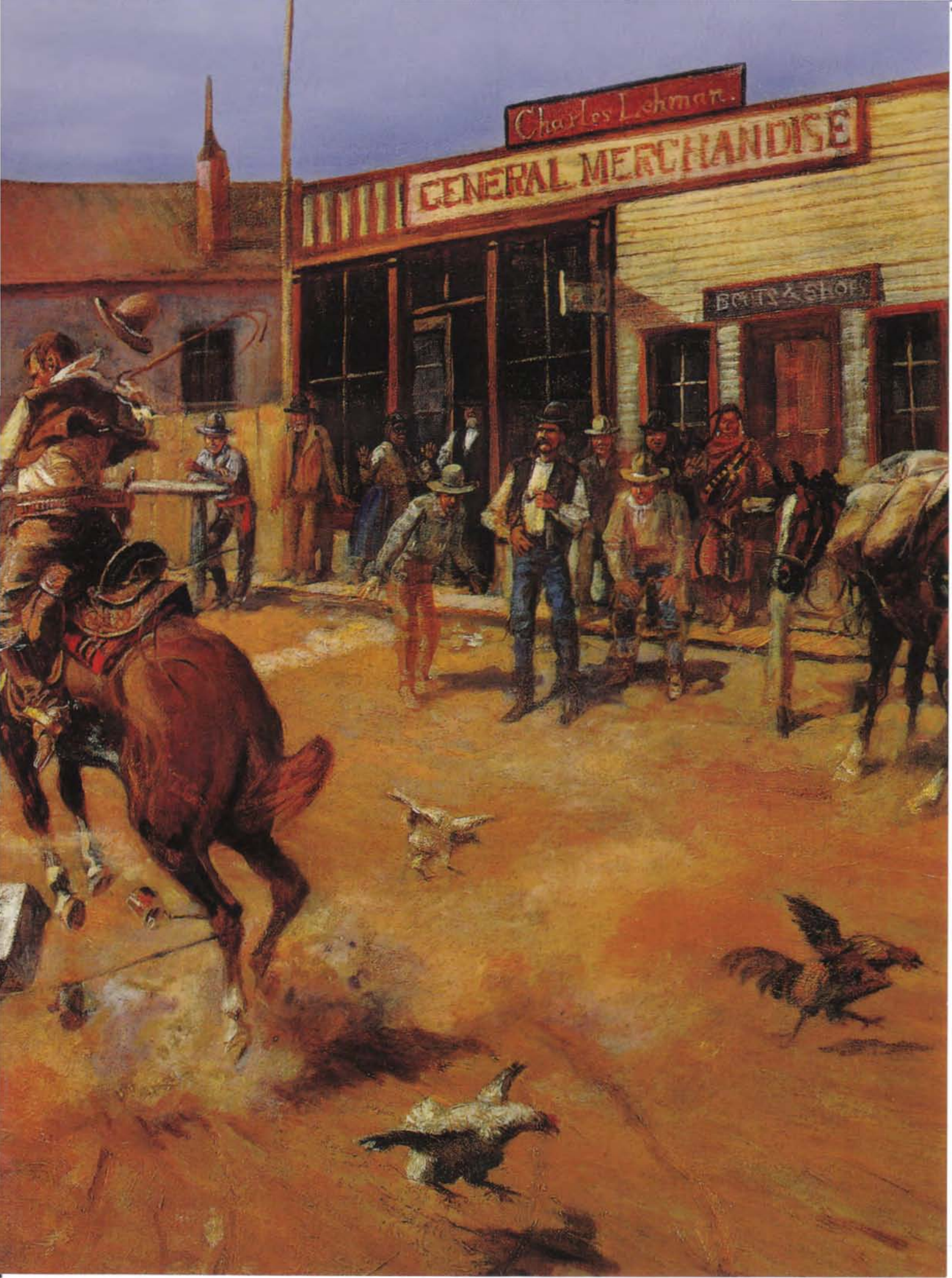
For example, Antonio Juan Julio Miguel Martinez fires his rifle at a fleeing Apache brave. He rolls an 8 on the damage die for a total of 9 points (d8+1 per Table 2.2-6). Since he rolled maximum damage (an 8 on an 8-sided die), Antonio gets to roll the d8 again and subtract one (i.e., a d8-1). If he rolls a 1 for damage, the extra damage is +0 (1-1=0) for a total of 9. If, for example, Antonio rolled a 6, he would add 5 damage (6 minus 1) for a grand total of 14 (the original 9+5=14).

This process can continue indefinitely as long as Antonio continues to roll maximum results (i.e., an 8 in this case). In that case, his total would be 9 (original roll) plus 7 (first d8-1) plus another d8-1 roll.



3|The Advanced Game




Charles Lehman
GENERAL MERCHANDISE

3.1 | Character Creation

The sun beat down on the weathered stagecoach as it rattled over the bumpy road. Johnny Wainwright peered eagerly out the window, surveying the approaching town. This was Johnny's first trip out west and, while the hastily-erected pine buildings drew closer, he vowed to make a new life for himself. After all, he mused, he had a few dollars in his pocket along with a good deal of carpentry experience. He could open his own business, find a wife, build a house and raise a family – all as distant as possible from his father's disapproving eyes.

The crisp air swirled dust around Johhny's ankles when he stepped off of the stage, his senses taking it all in. The loiterers gossiping on the boardwalk, the horses waiting at their hitching posts outside the saloon, the sound of a blacksmith pounding out horseshoes, a pair of young boys running through the street and, last but not least, the pretty girl smiling at him from one of the hotel windows. A nice, quiet, peaceful town. Yes, this was definitely the place for him.

Accepting his bag from the driver and tipping his hat to his fellow passengers, Johnny strolled toward the hotel. The girl at the window was now gone, but his speculation about her reasons for being there was suddenly cut short. Johnny tensed, startled by the sound of gunfire erupting from somewhere nearby.

Johnny would later recount the next few seconds only as a blur of action, as two masked desperadoes burst out of the saloon, swung onto their waiting horses and turned to ride down the street – in Johnny's direction. They seemed almost on top of him when, recovering his nerve, Johnny flung his bag away and ran for the hotel, stumbling over the boardwalk to land face first on the dusty planks, the wind knocked out of him. Harsh laughter echoed from the riders, followed by a pistol shot that splintered the wood only inches from Johnny's head.

Instinctively, Johnny flinched, covering his head with his hands and mentally willing himself into as small a target as possible. He lay frozen for what seemed like forever, only daring to lift his head when the sound of galloping hooves had long since faded away into the distance. As he did so, he saw that three pairs of feet stood around him, two of them in hard worn boots, and one in a dainty pair of ladies' shoes. Looking up, he found himself flanked by two men, one a grizzled shopkeeper and another a handsome young cowboy. Both had wide grins on their faces, and these got even wider as he stumbled clumsily to his feet. The dainty shoes were filled by an equally dainty girl in a pretty dress, she who had smiled at him from the hotel window. Now, however, her expression seemed one of pity, perhaps even contempt. Without so much as a word, she swished back through the hotel doors, the handsome young cowboy following close behind. The grizzled shopkeeper continued to grin at Johnny, then gave a short chuckle as he too turned away, returning to the storefront next door.

Well, Johnny thought, as he dusted himself off, so much for first impressions.

Welcome to the Shattered Frontier! Like Johnny, your character may be new to the West, or he may be a born-and-bred native. Still, no matter what type of character you choose to play, you can be sure that it'll be the experience of a lifetime. Now, once you've moved beyond single-event "shoot-em-up scenarios" and are prepared for a longer lasting experience, you're ready for the Shattered Frontier, the *Aces & Eights* campaign game. The fundamental premise of the ongoing campaign is that characters survive beyond a single night's session and evolve over time. Beyond the few moments of a gunfight, what is your character like? Does he have a job? A profession? A partner? Friends? Enemies? Family life?

The most in-depth of *Aces & Eights* games – the campaign game – first takes shape around on-going characters. These characters begin as a simple series of numbers and entries scrawled on a sheet of paper, but through your development and choices they take on a name, a personality and come to life before your very eyes. Your character emerges as an alter ego under your control, thrust into the Shattered Frontier to find fame, fortune or fate.

Creating an *Aces & Eights* character is simple enough for even the greenest tenderfoot, since all you've got to do is follow a few simple steps. Of course, one of the first things you should do is figure out just what type of character you want to play, and why this character (or his parents) headed out west. If you haven't read the history appendix yet, this might be a good time for that. It'll give you a good feel for the Shattered Frontier and the kind of people that live in it.

You should also consider what type of campaign you'll be playing in. For example, is it going to focus more on backstabbing politics, wilderness adventures, ranching, social maneuvering or prospecting? If you're unsure, check with your compadres and see if they can give you some advice.



★ CHARACTER GENERATION ★

To generate an *Aces & Eights* character, simply follow these basic steps, referring to the detailed sections following for more information.

Be Prepared. Now, before you actually sit down to roll up your character, make sure you have at least one sheet of scratch paper, a pencil or pen and a variety of dice (d4, d6, d8, d10, d12 and d20). You'll also want to download the free *Aces & Eights* character sheet so you can transfer the numbers from your scratch paper.

1) **Receive Building Points.** Each character receives 75 Building Points (BPs – defined below) for character creation. This starting amount may be further modified by such things as ability scores, priors and particulars, quirks and flaws, and so on. You'll need to keep track of how many BPs you earn and spend during character creation.

2) **Roll Ability Scores.** To determine your character's ability scores, roll 3d6 for each of the following: Strength, Intelligence, Wisdom, Dexterity, Constitution, Looks and Charisma. You'll also need to roll d% (represented by a d100, or two d10s of different colors, one each for 10s and 1s) for the fractional ability of each. This number determines how close the character is to reaching the next ability score. For example, a Strength of 13/45 means the character must increase his fractional ability by 65 points to gain a Strength of 14/10.

If you're unhappy with your rolls, you can adjust them. However, increasing an ability score by 1 point decreases another ability score by 2 points. For example, improving a 13/45 Strength to a 14/45 Strength requires that another ability score reduce by two (such as a Wisdom 15/73 to a Wisdom 13/73).

3) **Choose a Nationality.** At this point, you should determine your character's place of origin. Is he a native of the USA, or the CSA? Is he a Texican or Sequoyan, or is he a British or French citizen from their respective colonies? Did he emigrate from somewhere in Europe? Choosing your nationality now will give you more insight into later aspects of the character creation process. However, if you truly want to roll randomly, the section on priors and particulars provides tables for your character's nationality.

4) **Roll Priors and Particulars (*optional*).** If you're interested in spending the time to determine all the details of your character's background prior to heading out to seek his fortune, turn to *Chapter 6.5 | Detailed Character Backgrounds*.

5) **Finalize Ability Scores and Other Adjustments.** Now it's time to finalize all your adjustments from Building Points, especially any changes to ability scores. One way to increase ability scores with BPs is by buying fractional ability points. One BP can increase a fractional ability score by 5 points, up to the first 100 fractional points purchased for that ability. For example, raising a 15/73 Strength to a 16/73 Strength costs 20 BPs. After you've spent 20 building points in this manner, the ability increase drops to 1 BP per 4 points, and continues to decrease in this manner each time you increase the same ability by another 100 fractional points. (When a fractional ability score goes over 100, the base score is raised by one and the 100 is discarded.) See *Table 3.1-10: Spend Starting Building Points*.

6) **Calculate Starting Reputation and Bonus BPs.** Now add the seven ability scores from Step 2 together and divide that sum by seven (round down any fractions). If necessary, adjust the result by the modifiers for your Charisma and Looks scores, background, or quirks and flaws. This is your starting Reputation. Record the result on your character sheet. Be sure to check *Table 3.1-8: Reputation* to see if you receive additional Building Points.

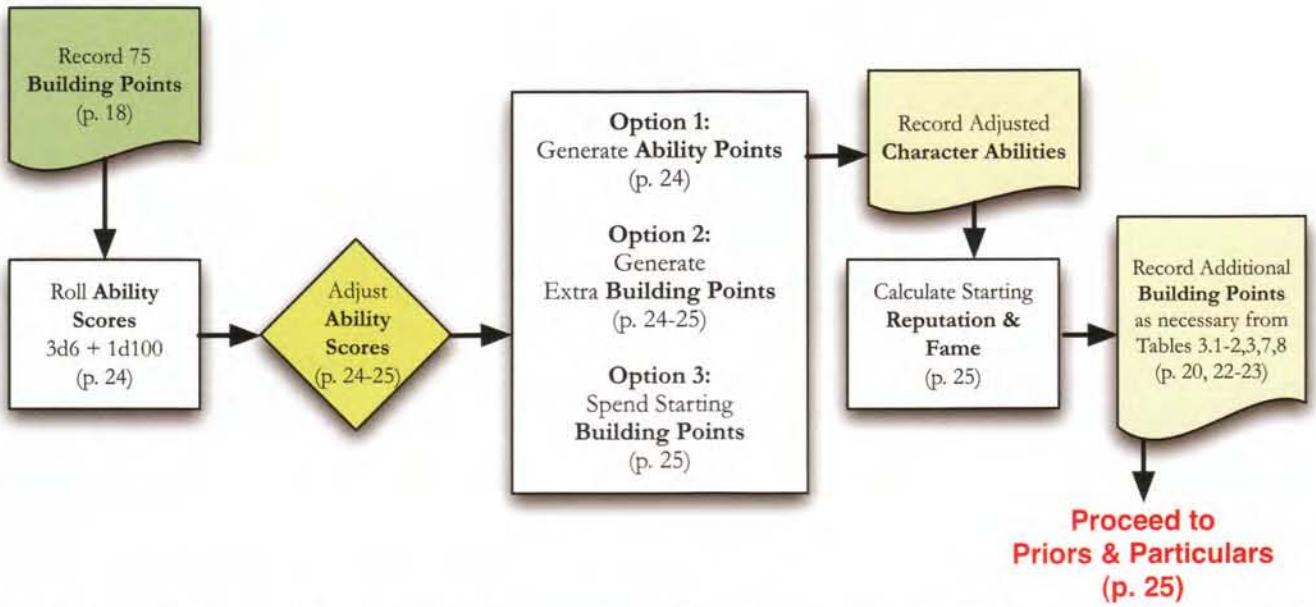
7) **Determine Quirks and Flaws.** At this point, you may choose to add quirks and flaws to your character in exchange for bonus Building Points. Quirks and flaws are not required, but help bring more depth to a character, by adding those little traits and imperfections that make us all individuals. Quirks include mental traits such as habits and prejudices, while flaws are physical traits such as poor eyesight and hearing. To determine which quirks or flaws the character has, the player may either roll randomly or choose ("cherry pick") specific quirks or flaws.

8) **Purchase Skills and Talents.** Now you can spend your remaining BPs on skills and/or talents. Each time you purchase a skill, you receive one roll of the mastery die to improve that skill.

9) **Roll Hit Points.** Each *Aces & Eights* character receives 20+1d4 hit points. This total may be further modified by such things as talents, flaws and your character's Constitution ability score.

10) **Record Base Speed and Accuracy.** A character's Base Speed is determined by his Wisdom and Dexterity modifiers, while Base Accuracy is determined by his Intelligence and Dexterity modifiers.

11) **Equip Your Character.** You should reach an agreement with the other players and/or GameMaster to see if you are allowed to equip your character by choosing off the equipment lists in *Chapter 5.5 | Goods & Services*. Some groups may choose to limit certain items, or require you to roleplay your character's pur-



chases during the game . If you purchase weapons, be sure to record their statistics on your character sheet as well.

BUILDING POINTS

Players can differentiate and personalize their *Aces & Eights* characters by increasing their ability scores, purchasing skills and talents, and even influencing their heritage. Players accomplish this customization through expenditure of alloted points, known as "Building Points" or "BPs". Players most often spend BPs to buy skills and talents, though they may also be used to modify ability scores. Furthermore, players can use BPs to buy re-rolls on unwanted quirks and flaws, or any of the Priors and Particulars tables (1 BP per re-roll). A player need not spend all BPs during character creation; unused BPs may be held to spend later, or cashed in to improve starting money (1 BP = $5).

Each new character receives 75 BPs. As you can see on the various ability score tables below, a high Intelligence, Wisdom, Charisma or Reputation score provides additional BPs. Giving your character quirks or flaws also provides bonus BPs, but with some physical or emotional penalty (more on this later).

Once a campaign begins, characters also receive BP awards in return for accomplishing certain goals. See *Chapter 4.3 | Awards* for more information on gaining BPs during play.

ABILITY SCORES

Every character in *Aces & Eights* has nine basic characteristics or abilities, most of these having corresponding ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, Looks, Charisma, Reputation and Fame. These building blocks provide the foundation of your character, but they are only the first glimpses of your western character as he or she begins to develop in your imagination. These character abilities are described below. Each description gives an idea of what that ability encompasses, including tables with specific game effects and modifiers. Following the descriptions are details on how to create your ability scores.

Strength

Strength (Str) defines your character's physical brawn. It measures your character's ability to muscle his way through life. Strength measures a character's muscle power, and determines the weight a character is able to lift and carry. Vitally important to brawling and close quarter combat, Strength increases or decreases the damage a character causes with hand-held weapons such as axes, butt stocks, bottles and chairs. Is he as strong as an ox or weak as a lamb? Can he knock out a horse with his fist or barely lift a bucket of fresh milk? Strength is also important for loading wagons, carrying sacks of grain and similar tasks.

Damage Modifier: This modifier applies to close-quarter combat and weapons used in brawling. Add this modifier to the damage roll in such situations.

Lift: This figure represents the maximum weight of an object that the character can lift off the ground and carry with difficulty for a few dozen yards before having to set it down to catch his breath. In no way can the character engage in any other activity while so encumbered.

TABLE 3.1-1: STRENGTH

Ability Score	Damage Modifier	Lift (lbs.)	Carry (lbs.)	Drag (lbs.)
1/01	-7	11	9	28
1/51	-6	25	12	63
2/01	-6	38	14	95
2/51	-5	51	17	128
3/01	-5	64	20	160
3/51	-4	76	22	190
4/01	-4	88	24	220
4/51	-4	99	26	248
5/01	-3	110	29	275
5/51	-3	120	31	300
6/01	-3	130	32	325
6/51	-2	140	34	350
7/01	-2	149	36	373
7/51	-2	157	38	393
8/01	-1	166	39	415
8/51	-1	173	40	433
9/01	-1	181	42	453
9/51	-1	187	43	468
10/01	None	194	44	485
10/51	None	200	45	500
11/01	None	205	48	513
11/51	None	210	52	525
12/01	+1	215	56	538
12/51	+1	220	61	550
13/01	+1	225	66	563
13/51	+1	230	71	575
14/01	+2	235	77	588
14/51	+2	240	84	600
15/01	+2	245	91	613
15/51	+3	267	99	668
16/01	+3	291	108	728
16/51	+3	318	118	795
17/01	+4	347	129	868
17/51	+4	380	142	950
18/01	+4	417	156	1043
18/51	+5	458	171	1145
19/01	+5	504	189	1260
19/51	+6	554	209	1385
20/01	+6	612	231	1530
20/51	+7	675	256	1688
21/01	+7	747	285	1868
21/51	+8	828	317	2070
22/01	+8	919	354	2298
22/51	+9	1021	396	2553
23/01	+10	1137	443	2843
23/51	+11	1268	498	3170
24/01	+12	1417	560	3543
24/51	+13	1585	631	3963
25/01	+14	1777	714	4443

Carry: This column lists the weight a character may carry on his person without hindering his combat ability or limiting his movement. These limitations are given with the presumption that the weight is evenly distributed and stowed in packs born primarily on the shoulders, back or waist. Obviously, a character with 15 Strength carrying a 90-pound bag of silver coins in his arms is going to face restrictions on his ability to gunfight, so some measure of judgment is warranted.

Drag: This is the maximum dead weight that a character can drag over a wooden floor or hard packed soil at no more than a crawl speed. The object must naturally possess some sort of hand-holds or have a rope fastened about it. This figure should be reduced by half for unfavorable surfaces such as mud.

Intelligence

Intelligence (Int) defines your character's memory, reasoning and ability to think through problems and situations. It measures your character's rational thought process. Can he add up his tab at the hardware store, pay for it and not get cheated? Does book learning come naturally or is it a struggle? Intelligence is very important for book learning (engineering, science, history, medicine, etc.). Intelligence is important to all characters because it also affects shooting Accuracy, brawling agility and the ability to learn Academia-based skills.

Accuracy Modifier: The Intelligence Accuracy modifier combines with the Dexterity Accuracy modifier to provide the character's Base Accuracy. The Base Accuracy, of course, modifies a character's chance to hit a target.

BP Bonus: This is a special one-time bonus received at character creation. The Intelligence BP Bonus may only be used on skills with Intelligence as a relevant ability, so don't mix them in with your other BPs. (BP bonuses are explained later in the Skills section.)

Skill Learning Modifier: The Intelligence Skill Learning Modifier represents the ease or difficulty with which a character can learn skills based on Intelligence. A positive value indicates an additional credit of BPs available any time a character attempts to learn a skill that requires Intelligence. Thus, an intelligent person will find learning advanced math easier than a dimwit. The negative modifiers show the difficulty that slow

TABLE 3.1-2: INTELLIGENCE

Ability Score	Accuracy Modifier	BP bonus	Skill Learning Modifier
1	-3	0	-9
2	-3	0	-8
3	-3	0	-7
4	-2	0	-6
5	-2	0	-5
6	-2	0	-4
7	-1	0	-3
8	-1	0	-2
9	-1	0	-1
10	0	0	0
11	0	0	0
12	1	1	1
13	1	3	2
14	1	6	3
15	2	10	4
16	2	15	5
17	2	21	6
18	3	28	7
19	3	36	8
20	3	45	9
21	4	55	10
22	4	66	11
23	4	78	12
24	5	91	13
25	5	105	14

TABLE 3.1-3: WISDOM

Ability Score	Speed Modifier	BP bonus	Skill Learning Modifier
1	5	0	-9
2	5	0	-8
3	5	0	-7
4	4	0	-6
5	4	0	-5
6	4	0	-4
7	3	0	-3
8	3	0	-2
9	3	0	-1
10	2	0	0
11	2	0	0
12	1	1	1
13	1	3	2
14	1	6	3
15	0	10	4
16	0	15	5
17	0	21	6
18	-1	28	7
19	-1	36	8
20	-1	45	9
21	-2	55	10
22	-2	66	11
23	-2	78	12
24	-3	91	13
25	-3	105	14

(and worse) individuals have learning any Int-based skill. The Skill Learning Modifier is described more fully in the Skills section following.

Wisdom

Wisdom (Wis) defines your character's common sense and empathic ability. It's a combination of how practically a person thinks, his good judgment, willpower, strong headedness and how well he can sense the emotions and feelings of others. Can he sense when a bear is ready to charge? Does he know better than to chase buffalo through hostile territory? Is he a good listener and does he notice when things are amiss? Wisdom is important for animal training, tracking and reacting to others, such as in a gunfight.

Speed Modifier: The Wisdom Speed Modifier combines with the Dexterity Speed Modifier to provide the character's Base Speed. The Base Speed, of course, modifies Initiative and determines how quickly a character can react in a stressful situation.

BP Bonus: This is a special one-time bonus received at character creation. The Wisdom BP Bonus may only be used on skills with Wisdom as a relevant ability, so don't mix them in with your other BPs. (BP bonuses are explained later; see the Skills section of this chapter.)

Skill Learning Modifier: The Wisdom Skill Learning Modifier represents the ease or difficulty with which a character can learn skills based on Wisdom. A positive value indicates an additional credit of BPs available any time a character attempts to learn a skill that requires Wisdom. Thus, an intuitively empathetic person will find learning to train animals easier than an insensitive lout. The negative modifiers show the difficulty that imperceptive individuals have learning any Wisdom-based skill. The Skill Learning Modifier is described more fully in the Skills section following.

Dexterity

Dexterity (Dex) defines your character's agility, coordination and deftness. It encompasses reflexes, balance, Speed and Accuracy. Can he draw fast and shoot straight? Is he good at riding and bronco busting? Dexterity is important for shooting, riding, roping and fighting.

Speed Modifier: The Dexterity Speed Modifier combines with the Wisdom Speed Modifier to provide the character's Base Speed. The Base Speed, of course, modifies Initiative and determines how quickly a character can react in a stressful situation.

TABLE 3.1-4: DEXTERITY

Ability Score	Speed Modifier	Accuracy & 'To-hit' modifier
1/01	8	-5
1/51	8	-4
2/01	8	-4
2/51	7	-4
3/01	7	-4
3/51	7	-3
4/01	6	-3
4/51	6	-3
5/01	6	-3
5/51	5	-2
6/01	5	-2
6/51	5	-2
7/01	4	-2
7/51	4	-1
8/01	4	-1
8/51	3	-1
9/01	3	-1
9/51	3	0
10/01	2	0
10/51	2	0
11/01	2	0
11/51	1	0
12/01	1	1
12/51	1	1
13/01	0	1
13/51	0	1
14/01	0	2
14/51	-1	2
15/01	-1	2
15/51	-1	2
16/01	-2	3
16/51	-2	3
17/01	-2	3
17/51	-3	3
18/01	-3	4
18/51	-3	4
19/01	-4	4
19/51	-4	4
20/01	-4	5
20/51	-5	5
21/01	-5	5
21/51	-5	5
22/01	-6	6
22/51	-6	6
23/01	-6	6
23/51	-7	6
24/01	-7	7
24/51	-7	7
25/01	-8	7

Accuracy Modifier: The Dexterity Accuracy modifier combines with the Intelligence Accuracy modifier to provide you with the character's Base Accuracy. The Base Accuracy, of course, modifies a character's chance to hit a target at range.

To-hit Modifier: The To-hit Modifier adjusts a character's chance to hit a target at close quarters.

Constitution

Constitution (Con) defines your character's health, hardiness and stoutness. It affects the character's hit points and chances of surviving surgery and wounds. How many wounds can he suffer before succumbing? Can he march through miles of bone-bleaching desert without stopping for a breather? Does he shake off punches, or does he have what's called a glass jaw? Constitution is important for brawling, resisting physical injury, recovering from wounds, and endurance.

Hit Point Modifier: The Hit Point Modifier is added to, or subtracted from, the hit points for the character (base d4 + 20).

TABLE 3.1-5: CONSTITUTION

Ability Score	Hit Point Modifier
1	-9
2	-8
3	-7
4	-6
5	-5
6	-4
7	-3
8	-2
9	-1
10	0
11	0
12	1
13	2
14	3
15	4
16	5
17	6
18	7
19	8
20	9
21	10
22	11
23	12
24	13
25	14

Looks

Looks (Lks) defines your character's physical attractiveness and appearance. Looks indicates beauty, handsomeness and first impressions; it determines initial reactions to the character, even at a distance. Do all the ladies swoon as he makes his way past the church on Sunday? Do men propose whenever she's alone with them? Do artists and photographers seek this person out as a model? Is she best described as comely or homely? Looks is important for influence, initial reaction and interaction with the opposite sex. It is important to note here that Looks is not Charisma. Looks, however, can affect Charisma on a permanent basis. A character's Charisma ability score is modified by the character's Looks score, as seen on *Table 3.1-6: Looks*.

Charisma Modifier: This modifier indicates the number that should be initially added to the charac-

TABLE 3.1-6: LOOKS

Ability Score	Modifier to Charisma	Starting Reputation Modifier	Starting Fame Modifier
1	-7	-9	-9
2	-6	-8	-8
3	-5	-7	-7
4	-4	-6	-6
5	-3	-5	-5
6	-2	-4	-4
7	-2	-3	-3
8	-1	-2	-2
9	-1	-1	-1
10	0	0	0
11	0	0	0
12	0	1	1
13	1	1	2
14	1	2	3
15	2	2	4
16	2	3	5
17	3	4	6
18	4	5	7
19	5	6	8
20	6	7	9
21	7	8	10
22	8	9	11
23	9	10	12
24	10	11	13
25	11	12	14

ter's Charisma (this is a one-time modifier). After character creation, if a character's Looks score is raised or lowered, whether by disease, maiming or some other reason, Charisma should be similarly affected on a point-for-point basis (a loss of one point of Looks results in one point of Charisma lost as well).

Starting Reputation Modifier: The Starting Reputation Modifier indicates the number to be added to the character's starting Reputation (covered in detail later). Like it or not, physical beauty affects how people are viewed by society. Clearly, news of a striking individual can spread locally if not regionally.

Starting Fame Modifier: The Starting Fame Modifier indicates the number to be added to the character's starting Fame (covered in detail later). Like the Reputation modifier, news of a striking individual may spread over a wide area.

Charisma

Charisma (Cha) defines your character's charm, wit, personal influence and leadership ability. It is not a measure of beauty but rather of personal magnetism and thus is affected by Looks. Charisma also affects Reputation and Fame. Can he negotiate a peace treaty between the hostiles and the camp? Can he influence the town council or quickly form a posse? Can he talk his way into a cheap poke? Charisma is important for negotiation, running for elections, wielding influence and intimidating others. It dictates the total number of henchmen a character can retain and affects the loyalty of cohorts, henchmen, servants, cronies, sidekicks and others.

BP Bonus: These bonus BPs are a one-time bonus received at character creation. This special BP Bonus may only be used on skills with Charisma as a relevant ability, so don't mix them in with your other BPs. (BP bonuses are explained later in the Skills section.)

Skill Learning Modifier: The Charisma Skill Learning Modifier represents the ease or difficulty with which a character can learn skills based on Charisma. A positive value indicates an additional credit of BPs available any time a character attempts to learn a skill that requires Charisma. Thus, a cowpoke with a magnetic personality will find learning to

TABLE 3.1-7: CHARISMA

Ability Score	BP Bonus	Skill Learning Modifier	Max. Number Compatriots	Starting Reputation Modifier
1	0	-9	0	-9
2	0	-8	0	-8
3	0	-7	0	-7
4	0	-6	1	-6
5	0	-5	1	-5
6	0	-4	1	-4
7	0	-3	2	-3
8	0	-2	2	-2
9	0	-1	3	-1
10	0	0	3	0
11	0	0	4	0
12	1	1	5	1
13	3	2	6	2
14	6	3	8	3
15	10	4	10	4
16	15	5	12	5
17	21	6	15	6
18	28	7	20	7
19	36	8	25	8
20	45	9	30	9
21	55	10	40	10
22	66	11	50	11
23	78	12	60	12
24	91	13	70	13
25	105	14	90	14

fast talk others easier than a jerk will. The negative modifiers show the difficulty that socially inept individuals have learning any Charisma-based skill. The Skill Learning Modifier is described more fully in the Skills section below.

Max. Number Compatriots: The Maximum Number of Compatriots statistic states the number of non-player characters that can potentially serve under the character. Cohorts, followers, henchmen, cronies and sidekicks are types that will serve freely in tough times and will follow that character because of who he is. In other words, hired workers and the like do not fall under this category or count toward the maximum allowed.

Starting Reputation Modifier: The Starting Reputation Modifier indicates the number to be added to the character's starting Reputation (covered in detail later).

Ability Checks

At certain times throughout the advanced rules, we'll mention "Ability Checks." These are situations where the affected character must roll a d20 under his relevant ability score or, for very difficult checks, under half his ability score (rounded down). For example, a Wisdom check for a character with 13/50 Wisdom is successful on a 13 or less on a d20. The same character would succeed in a Wisdom check against half his Wisdom on a roll of 6 or less on a d20 (half of 13/50 is 6.75 rounded down to 6).

Reputation

Reputation (Rep) defines how the character measures up to society's ideals of courage, integrity and inner strength. Can his partner count on him in a scrape? Is his word his bond or is he a liar? Will he let someone question his honor without a fight? Is he a cheat, backshooter or coward? Reputation is important because it influences the way others treat your character and can affect your luck.

As mentioned at the beginning of this chapter, the Reputation ability is treated a bit differently than the other character abilities. For one thing, you don't roll 3d6 to determine your Reputation. Secondly, Reputation fluctuates depending on the character's actions and behavior.

Reputation is not a judgement of good and evil. Individuals of high Reputation are not necessarily good and those with low Reputation are not necessarily evil. A cruel rail baron may very well possess high Reputation while a goodly prostitute, through unfortunate circumstances, might possess a miserable Reputation.

TABLE 3.1-8: REPUTATION

Reputation	Building Points
1	0
2	0
3	0
4	0
5	0
6	5
7	10
8	15
9	20
10	25
11	25
12	25
13	30
14	30
15	35
16	40
17	45
18	50
19	55
20	60
21	65
22	70
23	75
24	80
25+	85

Reputation is more a measure of the deeds accomplished by the individual (and sometimes his family), as well as those with whom he associates himself (his partners or gang). It is an indication of such things as success in gunfights or politics, loyalty, talent and success, qualities that can be held by any one character regardless of disposition.

To truly have Reputation is to command respect. When a character loses Reputation, he loses honor. Reputation is so essential to the character that it is reflected in his very countenance. People can sense how much Reputation a PC has just by standing in his presence. And sometimes (if his Reputation is through the roof) they can tell just by looking at him.

Reputation can also dictate what a character bound to such a concept will do in a given situation. For example, when the men of the blue and the gray knowingly marched across that 'narrow deadly space' at Gettysburg to certain death it was a matter of Reputation. There was nothing else for such men of Reputation to do when placed in that situation. Leaving the field of battle in the hands of the enemy was unthinkable — so they fought.

How to create your starting Reputation score is described in the preceding pages. *Chapter 4.2 | Reputation & Fame* deals with Reputation in more detail and how it's used in the game. It explains how you can earn Reputation and to what use you can put it.

Fame

(Fame) defines how well known the character is. Does everyone in town know him? When he rides into a new community does word spread of his arrival? Do saloons front him a generous tab to induce him to fre-

quent, as a way of attracting new patrons? Fame begins low, or even at zero and increases throughout a character's career.

How to create your starting Fame score is described in the following section.

CREATING ABILITY SCORES

Okay, let's get started. The very first step in generating a character is rolling his ability scores. So grab three 6-sided dice, percentile dice (a d100, or two d10s), a blank character sheet and a pad of scratch paper. The first seven ability scores are determined randomly (beginning Reputation and Fame are handled differently and will be created last). Scores are determined by rolling three six-sided dice (3d6) to obtain a value from 3 (the worst) to 18 (the best) and then a percentage roll to show where in a particular number range your character's scores actually rest.

TABLE 3.1-9: GENERATE ABILITY POINTS

Current Ability Score to be Improved	Cost to Trade Up
7 or less	1 for 1
8 - 10	2 for 1
11 - 13	3 for 1
14 - 16	4 for 1
17 - 20	5 for 1
21+	10 for 1

Rolling Ability Scores

Roll the three 6-sided dice (3d6) for each ability; the total shown on the dice is your character's ability score. Then roll percentage (d%, d100 or two 10-sided dice, to get a number from 1 to 100). Record each fractional ability on your scratch paper next to the appropriate ability like this: xx/yy where "xx" is the result of the 3d6 and "yy" is the result of the d%.

For example, let's say your 3d6 roll for Strength is 11 and you just rolled a fractional ability (d%) of 61. Your Strength should now read 11/61. Repeat this step for the first seven abilities in order (Strength, Intelligence, Wisdom, Dexterity, Constitution, Looks and Charisma).

For purposes of play, the ability score is considered the lowest integer associated with the ability. For example, a gambler with 3/54 Strength would still be considered to have 3 Strength. Note that it is possible to have a fractional ability of 100, such as a cowboy with 9/100 Dexterity. When a fractional ability score goes over 100, the base score is raised by one and the 100 is discarded (the cowboy would now have 10/01 Strength).

Adjusting Ability Scores

Now that you've rolled for each ability score, you have an opportunity to adjust any of the first six scores. If you think of the first seven ability scores as your character's average potential, then consider raising and lowering scores as practice and development of certain abilities at the expense of others. Note that Looks cannot be modified in this way; a character is stuck with whatever beauty or brutishness nature provided. Further, Reputation and Fame are handled differently and cannot be adjusted during this step.

There are three options to choose from when adjusting scores. You can choose any or all as many times as you wish as long as you don't lower an ability to less than 1 in the process.

Adjustment Option I - Generate Ability Points: This option allows you to sacrifice points from one ability score and increase another. *Table 3.1-9: Generate Ability Points* shows the relative costs to increase one ability score at the expense of another. Think of this as a character letting certain of her abilities degrade while she hones and improves other skills.

For example, if your character had a 10 Str, 18 Int, and a 13 Wis you could sacrifice 2 points of Int (reducing it from 18 to 16) and add 1 point to your Strength (raising it from 10 to 11). In this case, your character might have been born with an outstanding natural intellect, but chose to quit school at a young age in order to help with farm chores. On the other hand, you could add a point to your Wisdom instead (raising it from 13 to 14), but this will decrease your Intelligence (or whatever score you chose) by 3 points.

You can lower or raise as many abilities as you want with these few limitations:

☞ You can't sacrifice points from an ability if it would result in that ability being lower than 1.

☞ You can't sacrifice points from two different abilities — i.e. you couldn't take 1 point off your Strength and 1 point off your Wisdom. All points must come off the same ability.

☞ Only whole integers are adjusted. You can't adjust Fractional Ability scores during this step. A Strength of 14/48 raised one point would result in a 15/48 Strength.

☞ Looks may not be raised or lowered.

Adjustment Option II - Generating Extra Building Points: This option allows you to sacrifice points from an ability score in order to generate extra Building Points (see the Priors and Particulars section for more on BPs). You'll receive a certain amount of

Building Points later in the character creation process. BPs are used to purchase such things as skills, talents, starting money, give you rerolls on certain tables and make improvements to your character.

For every point you sacrifice from one ability, you generate 7 Building Points that are recorded and later added to your starting quota of Building Points. As with Option I, you can't sacrifice points from an ability if it would result in that ability being lower than 1. Note that each option is a separate process.

For example, dropping an ability score 2 points results in generating 14 Building Points OR 1 ability point (which could be applied to another ability score currently at 10 or below). It's one or the other — **not both**!

Adjustment Option III - Spend Starting Building Points:

This option allows you to spend some of your starting Building Points in order to raise fractional ability scores. The cost is one BP per five fractional ability points for the first 100 fractional points purchased for that ability. Thereafter, the benefit for further purchases in that ability begins to decrease as shown in *Table 3.1-10: Spend Starting Building Points.*

TABLE 3.1-10: SPEND STARTING BUILDING POINTS

%-Points Increased	Cost
up to 100%	+5% per 1 BP
101 to 200%	+4% per 1 BP
201 to 300%	+3% per 1 BP
301 to 400%	+2% per 1 BP
401%+	+1% per 1 BP

For example, if Sue "Hatchet" Wilson has a Dexterity of 12/86, you can spend 3 BPs and increase her Dex by 15 fractional points to 13/01. If you spend another 17 BPs (for a total of 20), her Dex is now 13/86. Since you've now purchased 100 fractional points for Dexterity, to improve her Dex further will cost one BP for every 4 fractional points so 4 more BPs will afford a Dex of 14/02 (4 BPs at +4% per BP is +16%).

Remember, you can only use your starting BPs to help adjust your ability scores. BPs gained later (from quirks and flaws, Reputation, etc.) cannot be used to adjust ability scores.

Calculating Starting Reputation

Calculate your character's starting Reputation by averaging the previous seven abilities. Add all seven abilities (Str, Int, Wis, Dex, Con, Lks and Cha) together (including fractional points as decimal places, e.g., add a 14/22 ability as 14.22), divide the total by seven and round to the nearest integer.

Now add any Reputation Modifier provided by your Charisma and Looks. Next, add any modifiers from your character's background tables (if you chose to use these). This gives you your starting Reputation score. Now you can consult *Table 3.1-8: Reputation* to see your additional Building Points.

Again, remember that you can only use your starting BPs to help adjust your ability scores. BPs gained from Reputation cannot be used to further adjust your ability scores.

When a character loses Reputation such that his score becomes negative, it is called Notoriety. Notoriety has similar categories as Reputation but offers none of the same benefits. See *Chapter 4.2 | Reputation & Fame* for more information on Notoriety.

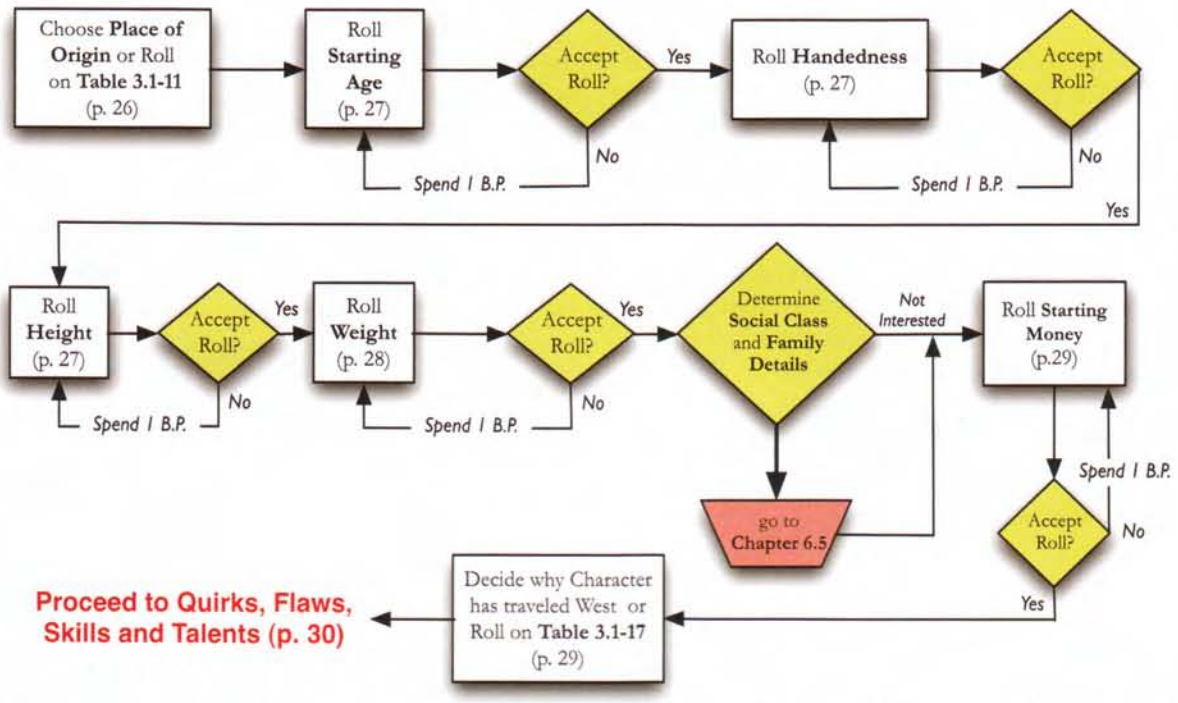
Calculating Starting Fame

Your character's Fame begins at zero, plus any modifiers from *Table 3.1-6: Looks*. Fame might be further modified by the background tables in Priors and Particulars, below. If this would bring your character's final Fame score to less than zero, round up to precisely zero (a character cannot have a Fame less than zero).

★ PRIORS AND PARTICULARS ★

Your character's ability scores give you some basic insight into his raw talents, but it's only a skeleton of the character. By now you should be ready to put some flesh on those bones and find out more about your character. The following tables determine such things as your character's starting age, social class, circumstances of birth, and so on. You and the other players may make use of this information during the course of your character's career to further detail his background. Of course, this won't happen overnight – it'll come to you slowly, over the course of many game sessions. You'll find that playing your character suggests background details that you might not have thought of otherwise.

For example, let's say that sheriff Andrew Lewis finds himself cut off from his posse in hostile territory with a savage group of Apaches hounding his every footstep. He's low on hit points, and his situation isn't looking too good. At this point, his player might recollect that he's got a sister who's interested in saving the souls of these "poor heathens," as she calls them. She headed out into the Shattered Frontier years ago and never returned home (that's as far as the player fleshed out the details).



At this point, a clever player might suggest to the GameMaster that his devoted sister actually set up a mission in this very "hostile territory" in the middle of which he now finds himself stranded. He informs the GM that his sister wrote him a letter with all the details when he was younger, and that Andrew is carefully making his way to the mission to seek refuge.

Now, the GM might (or might not) accept that suggestion. Still, it's worth a shot. Most GMs welcome the opportunity for a player to expand his background in such a creative manner. If the GM buys this suggestion, then another bit of the character's background is now revealed. Of course, this could have an unexpected twist, such as Andrew arriving at the mission only to find it a burned out ruin, with the weathered bones of some poor soul (his sister?) lying in what used to be the courtyard, or some other later twist that makes the character's life more interesting.

Place of Origin

Want to know where your character came from? You can simply choose your place of origin or roll randomly on *Table 3.1-11: Place of Origin/Birth.*

TABLE 3.1-11: PLACE OF ORIGIN/BIRTH

Roll (d100)	Birthplace
01-10	Outside North America (see subtable)
11-12	Mexico (indigenous)
13-19	Mexico*
20-21	Texas (Louisianan District)
22-28	Texas (Gulf Coast)
29	West Texas
30-31	Sequoyah
32-34	Indian (indigenous)
35-36	Deseret
37-39	Canada (Anglophone)
40-41	Canada (Québécois)*
42-47	USA: New England (ME, NH, VT, MA, CT, RI)
48-56	USA: East (NY, PA, NJ, KN)
57-63	USA: Central (OH, IN, IL, WI, MI)
64-69	USA: South (KY, MO)
70-74	USA: West (MN, IA, territories)
75-80	CSA: Northeast (DE, MD, Columbia County (formerly DC))
81-87	CSA: Atlantic Seaboard ("Old South"; VA, Carolinas, GA)
88-91	CSA: Southeast (FL, Cuba)
92-99	CSA: West (MS, AL, TN)
100	French Orleans**

OUTSIDE NORTH AMERICA SUBTABLE

Roll (d20)	Birthplace
01-02	England
03	Scotland
04-10	Ireland
11-12	China
13-18	Germany***
19-20	Scandinavia

**Europeans, Mexicans and Québécois are proficient in their native tongue. They must purchase the Language (English) skill if they want to communicate with the English-speaking majority. British, Scottish and Irish immigrants are naturally an exception.*

*** Characters hailing from French Orleans are former Louisianans dissatisfied with French administration. They are all English speakers.*

**** German characters may alternatively choose to have emigrated from Austria, Switzerland or other German speaking regions of central Europe.*

TABLE 3.1-12: AGING EFFECTS

Age	Weight*	Abilities
Middling (30 years)	+2 Body Mass Index Modifier	no change
35	+1 Body Mass Index Modifier	no change
40	+1 Body Mass Index Modifier	no change
Old Timer (45 years)	+2 Body Mass Modifier	-1 Str/Con; +1 Wis (no Speed bonus); +1 Int;
Geezer (60 years)	+1 Body Mass Modifier	-2 Str/Dex; -1 Con; +1 Wis (no Speed bonus); +1 Int;

*If using optional Body Mass Index to determine weight (see the Height and Weight section)

Age

Most characters start play between 15 and 26 years of age. Calculate your character's base age as 14+1d12. If you roll a 12, apply penetration (add another 0-11 (d12-1) and continue to do so as long as you roll 12s on the die). If you don't like the result, you may purchase a re-roll for a cost of 1 BP. You may purchase as many re-rolls as you like, as long as you have BPs remaining. Alternatively, you may choose the age you prefer by expending 5 BPs. So if you really want to play a geezer, you can just spend the 5 BPs.

As a character ages, his ability scores are directly affected. After all, life on the frontier isn't easy, and the hard life takes its toll on all men and women. Upon reaching 45 years of age, the character loses 1 point of Strength and 1 point of Constitution, but he gains 1 point each for his Intelligence and Wisdom. Upon reaching 60 years, he loses 2 more points of Strength, 2 points of Dexterity, and 1 more point of Constitution, but he gains 1 point of Intelligence and Wisdom. Even if an improved Wisdom score due to age would normally improve his Speed, ignore this effect. He also gains a little more weight as he ages.

All aging adjustments are cumulative. See *Table 3.1-12: Aging Effects* for a summary of those effects.

Handedness

Knowing whether your character is left-handed, right-handed, or ambidextrous is important information in many situations.

For example, let's say Texas Pete is left-handed. If he gets a bullet or a knife through it, that hand's gonna be useless for a while (maybe forever). He's going to have to start using his right hand instead, giving him a −4 Accuracy penalty and a +2 Speed penalty for firing with the off-hand.

Likewise, a right-handed pickpocket or locksmith would find it harder to operate (-20% to related skill checks) without the use of his main hand. Through time (1d6 months), a character forced to use his non-favored hand for tools or weapons can overcome these penalties.

Roll on *Table 3.1-13: Handedness* to determine which hand your character favors. If you don't like the result, you may purchase a re-roll on this table for a cost of 1 BP or choose your handedness for a cost of 5 BP. You may purchase as many re-rolls as you like, as long as you have BPs remaining.

TABLE 3.1-13: HANDEDNESS

Roll (d100)	Handedness
01-90	Right
91-99	Left
100	Ambidextrous*

**Ambidextrous characters suffer a +1 Speed penalty, for they often hesitate for a fraction of a second, as though choosing which hand to use.*

Height and Weight

To determine the height of your character, simply roll randomly on *Table 3.1-14: Character Height*. If you don't like the result, you may purchase a re-roll on this table for a cost of 1 BP. You may purchase as many re-rolls as you like, as long as you have BPs remaining.

TABLE 3.1-14: CHARACTER HEIGHT

Roll (d100)	Female Height (in)	Male Height (in)
01	60-1d12	65-1d12
02-03	58	63
04-05	59	64
06-12	60	65
13-20	61	66
21-29	62	67
30-41	63	68
42-61	64	69
62-75	65	70
76-85	66	71
86-91	67	72
92-96	68	73
97-98	69	74
99	70	75
00	67 + 1d12	72 + 1d12

Finding your character's weight is equally simple. Using *Table 3.1-15: Character Weight*, locale your height range grouping and sex. The chart lists a base weight

BODY MASS INDEX

An alternative method of determining your character's weight is slightly more complicated. First, roll your character's Body Mass Index on the Body Mass Index table. Next, multiply this result by your height in inches squared, and divide by 1000. You now have your character's weight.

For example, Sally Jo, a female, rolls on the Body Mass Index table for a result of 13, giving her a Body Mass Index of 31. Sally stands 64 inches tall, and multiplying 31 x 4,096 (64 x 64=4,096) gives a result of 126,976. Dividing 126,976 by 1,000 results in 126.976, or 127 pounds.

Let's try another example just so you've got the hang of it. Texas Pete rolls a 20 on the Body Mass Index table, for a modifier of 37 + d12. He rolls a 3 on his d12. This gives him a Body Mass Total of 40 (37 + 3=40). Texas Pete stands 72 inches tall, and multiplying 40 x 5,184 (72 x 72 = 5,184) gives a result of 207,360. Dividing 207,360 by 1,000 results in 207.360, or 207 pounds.

If you don't like the results, you can spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend. You may alternatively choose your starting BMI (from the possible range of 24 to 49) by spending 5 BP.

Note that a character's weight also tends to increase slightly with age. When a character reaches 30 years of age, add an additional +2 Body Mass Modifier to his previous Body Mass Total. For example, when Texas Pete reaches 30 years of age, his previous Body Mass Total of 40 increases to 42. Multiplying 42 x 5,184 (72 x 72 = 5,184) gives a result of 217,728. Dividing this by 1,000 results in 217.728, or 217 pounds. Pete has gained 10 pounds since he started his career as a player character.

BODY MASS INDEX TABLE

Roll (d20)	Female	Male
01	28 - 1d6	30 - 1d6
02	27	29
03-04	28	30
05-08	29	31
09-11	30	32
12-13	31	33
14	32	34
15	33	35
16	34	36
17	35	37
18	36	38
19	37	39
20	35 + 1d12	37 + 1d12

Must be all that booze, plus the fact that he ain't as lively as he used to be.

When Pete turns 35 years of age, his Body Mass Total of 42 becomes 43, and after recalculating his weight, it appears he now weighs in at 223 pounds (a gain of 16 pounds over his career). Then, at the ripe old age of 40, Pete's Body Mass Total of 43 becomes a 44. Again recalculating his weight, we see that he now weighs 228 pounds. Pete has gained another 5 pounds.

and a number of dice to roll to determine your actual weight.

You may spend 1 BP and re-roll if you are not satisfied with the result. You may purchase as many re-rolls as you desire, as long as you have BPs remaining.

TABLE 3.1-15: CHARACTER WEIGHT

Height	Female Weight (lb)	Male Weight (lb)
60" or less	105 + 4d4	109 + 4d6
61" - 64"	110 + 5d4	120 + 5d6
65" - 68"	121 + 5d6	135 + 5d8
69" - 72"	128 + 4d8	150 + 4d12
73" - 76"	140 + 4d10	170 + 5d12
77" or more	150 + 4d10	185 + 5d12

FAMILY & SOCIAL CLASS

Determining the details of your character's family and social class is of great interest to some, while hardly a concern to others. The latter argue that familial obligations and the strictures of a rigid social order are principal reasons behind their decision to migrate west.

These reasons notwithstanding, such information can come into play during the course of a campaign. Reference *Chapter 6.5|Detailed Character Backgrounds* to determine these facts about any player character.

STARTING MONEY

All player characters start with some amount of cash. This nest egg may be your pistoleer's life savings, a gift from his upper-crust parents, or it might be a bag of gold eagles looted from an unwary cowpoke. How he came by this money is not necessarily important, but you ought to invent some story that fits into your background, just in case.

You'll probably spend most of this cash on equipment, but be sure to save some for accommodations. You don't want your character to blow all his money on that sweet new saddle and then find he's got no money for a hotel room.

To figure out your character's starting money, roll a d100 (apply the modifiers from his social class background if you opted to determine those details) and consult *Table 3.1-16: Character Starting Money*. This is the amount in dollars that the character has to obtain equipment and save for whatever else he needs on down the trail.

REASONS TO GO WEST

Why did your character come to the Shattered Frontier? Some of the most obvious reasons to head west include exploration, fortune, land, a fresh start and a new identity. Others may be somewhat less obvious – a character with poor health may have come west to escape the damp and humid air of his home,



TABLE 3.1-16: CHARACTER STARTING MONEY

Roll (d100)	Starting Cash ($)
<01-05	Hereditary Debt*
06-10	Busted/Flat Broke
11-15	5
16-20	5+1d4
21-25	10
26-30	10+1d4
31-35	15
36-40	15+1d6
41-45	20
46-50	20+1d6
51-55	25
56-60	25+1d6
61-65	30
66-70	30+1d8
71-75	35
76-80	35+1d8
81-85	40
86-90	40+1d8
91-95	45
96-100	45+1d10
101-105	50
106-110	50+1d10
111-115	60+2d10
116+	70+3d10

**Character is obligated to repay his parents' debt within d12 game months. Re-roll on this table and multiply the result by 10 to determine the amount owed. GM decides to whom the debt is owed and the penalties for defaulting on payment.*

while a strongly religious character may want to save the souls of the heathens, or an emigrant from Europe may desire to escape agricultural hardships, economic crises, political and religious discontent, or even population pressure.

Ideally, you define your own reasons for heading into the Shattered Frontier. Some sample ideas are presented on *Table 3.1-17: Reasons To Go West.* However, if you really need some inspiration (or you are a GameMaster creating a non-player character), you can roll randomly on this table as well. You do not need to spend a BP to reroll on this particular table.

You may also want to tie this decision in with your character's ability scores. For example, if your character has a low Constitution, you may decide he came west for health reasons. Likewise, a character with a high Charisma may be seeking political office, or one with a high Strength may have been working on the railroads.

TABLE 3.1-17: REASONS TO GO WEST

Roll (d100)	Reasons
01-02	Avoiding factory work
03-04	Open a bordello
05-08	Open a saloon
09-16	Open a business
17-19	Flee a pregnancy
20-23	Build a ranch
24-27	Build a farm
28-30	Journalist seeking stories
31-32	Fleeing depressed economy
33-35	Writer seeking new topics
36-37	Artist seeking new subjects to paint/sketch
38-39	Fleeing arranged marriage
40-43	Disowned by family
44-47	Freedom from strict family structure
48-49	Mining coal for railroads
50-51	Fleeing military conscription
52-53	Building railroads
54-59	Seeking land ownership
60-63	Brought with family
64-65	Transferred to western regiment
66-68	Military deserter
69-70	Seeking drier climate for health reasons
71-72	Saving the souls of the heathens
73-77	Fleeing criminal prosecution
78-87	Lure of adventure
88-96	Gold fever
97-98	Freedom from racial persecution
99-100	Freedom from religious persecution

★ QUIRKS AND FLAWS ★

Quirks and flaws represent those aspects of your character that make him a true individual — those little imperfections and unique traits that make us all human. Characters with quirks and flaws become more real, as we can all relate to people who are different. Besides, learning to deal with challenges along the path to adventure gives roleplaying its true flavor.

Quirks are mental in nature, and include habits, prejudices, and so on. These quirks affect how a character behaves in everyday life and how he interacts with others in social situations. They make him who he is and often represent innate behaviors he cannot control.

Flaws, on the other hand, are physical in nature. Some examples of flaws are poor eyesight, facial scars, and even missing limbs. They represent hardships that need to be overcome and/or compensated for, in order for the character to function among people who do not have that same flaw.

EARNING BP FOR QUIRKS AND FLAWS

You gain extra Building Points for your characters by taking quirks and/or flaws. You can choose ("cherry pick") which ones you want, or roll for them randomly. Unless specified elsewhere in the rules, the **only** time a character takes on quirks and/or flaws for BPs is during the initial creation process. There may be other instances in the game when the character receives an additional quirk or flaw (such as if he loses an arm), but these don't allow the character to gain the benefit of the BPs associated with the condition.

TABLE 3.1-18: QUIRKS & FLAWS

Roll (d100)	Table
01-07	Roll on Table 3.1-19: Combat Quirks
08-18	Roll on Table 3.1-19: Economic Quirks
19-27	Roll on Table 3.1-19: Extroverted Quirks
28-38	Roll on Table 3.1-19: Habitual Quirks
39-47	Roll on Table 3.1-19: Hygienic Quirks
48-56	Roll on Table 3.1-19: Introverted Quirks
57-65	Roll on Table 3.1-19: Mental Quirks
66-73	Roll on Table 3.1-19: Rest and Relaxation Quirks
74-84	Roll on Table 3.1-19: Social Quirks
85-98	Roll on Table 3.1-20: Common Flaws
99	Roll on Table 3.1-20: Rare Flaws
100	Roll twice on Table 3.1-18: Quirks and Flaws

Cherry Picking

With this option, you can choose which quirks and flaws you want. Unlike rolling randomly, however, you don't earn as many Building Points. Choosing your first specific quirk or flaw only provides BPs worth half the listed value. Choosing additional quirks or flaws also drops the BP value by half, as well as an additional 5 BP penalty.

For example, Hank Stram chooses Deathwish for his first quirk. Deathwish is normally worth 20 BP, but Hank receives only 10 BPs (20x0.5=10). Now, let's say that Hank chooses Lazy for his second quirk. Lazy is normally worth 15 BPs, but he loses half (15x0.5=7, rounded down) because he is cherry picking, and then he suffers a -5 BP penalty (7-5=2) because it is his second chosen quirk). So, he receives only 2 BPs for choosing the Lazy quirk.

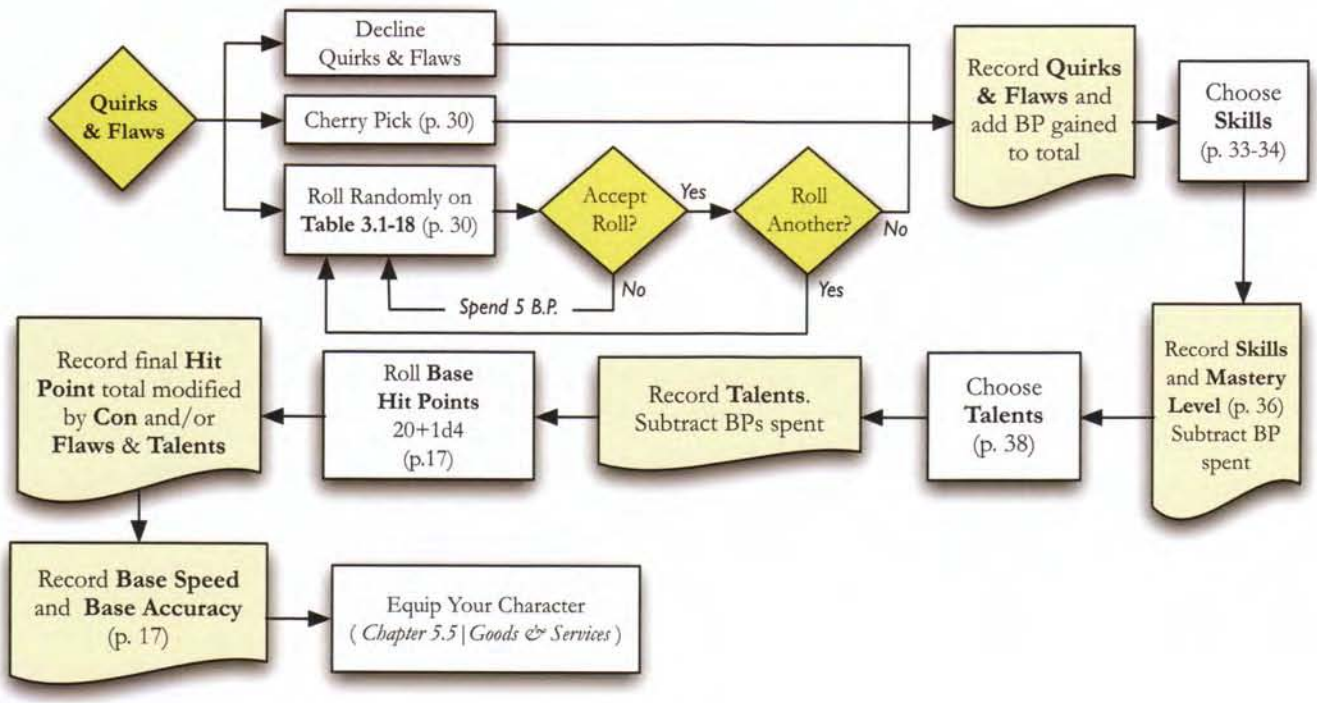


TABLE 3.1-19: QUIRKS

Roll (d100)	Quirks, Combat	BP
01-20	Chunked	20
21-40	Deathwish	20
41-60	Doppelganger	50
61-80	Hothead	40
81-100	Yellow Belly	40

Roll (d100)	Quirks, Economic	BP
01-13	Cheapskate	40
14-26	Dude/Dandy	10
27-39	Glutton	5
40-51	Greedy	15
52-63	Indian Giver	20
64-76	Pack Rat	20
77-88	Soft Touch	30
89-100	Spendthrift	60

Roll (d100)	Quirks, Extroverted	BP
01-16	Dehorn	25
17-32	Flannel Mouth	20
33-48	High-Spirited	10
49-64	Medicine Tongue	10
65-80	Nosy	10
81-100	Obnoxious	20

Roll (d100)	Quirks, Habitual	BP
01-13	Boor	10
14-25	Early Riser	5
26-37	Intrusive	10
38-52	Late Sleeper	15
53-64	Lazy	20
65-76	Picker	10
77-88	Scratcher	10
89-100	Talker	20

Roll (d100)	Quirks, Hygienic	BP
01-40	Clean Freak	25
41-60	Hates Bathing/Grooming	20
61-100	Messy	10

Roll (d100)	Quirks, Introverted	BP
01-20	Ambivalent	15
21-40	Daunsy	10
41-60	Hardcase	5
61-80	Ornery	25
81-100	Touchy	25

Roll (d100)	Quirks, Mental	BP
01-08	Absent-minded	20
09-14	Animal Phobia	30/60
15-21	Badman	25
22-29	Claustrophobic	25
30-36	Conspiracy Theorist	10
37-46	Fear of Heights	15
47-54	Gullible	30
55-60	Loco	40
61-66	Obsessive-Compulsive	35
67-76	Paranoid	25
77-82	Short-Term Memory Loss	20
83-89	Stutter	20
90-100	Superstitious	15

Roll (d100)	Quirks, Rest & Relaxation	BP
01-20	Abstinent	30
21-40	Addict	40
41-70	Chiseler	30
71-100	Lusty	20

Roll (d100)	Quirks, Social	BP
01-06	Bad Liar	40
07-11	Boiled Shirt	10
12-16	Buck Nun/Nun	20
17-22	Chivalrous	20
23-27	Clingy	20
28-33	Crude	20
34-38	Fanatic	40
39-43	Fourflusher	25
44-48	Hayseed	20
49-53	Jingoist	40
54-58	Lynch Lawman	30
59-63	Nagging Conscience	15
64-68	Needy	20
69-71	Prejudiced Towards Nationality	40
72-74	Prejudiced Towards Profession	20
75-79	Racist	40
80-85	Selfish	25
86-90	Straight Shooter	40
91-95	Thick Accent	10
96-100	Tinhorn	20

TABLE 3.1-20: FLAWS

Roll (d100)	Flaws, Common	BP
01-03	Acorn Calf	35
04-06	Animal Antipathy	variable
07-09	Buffalo Mange	15
10-13	Bushed	25
14-19	Colorblind	5
20-22	Consumptive	60
23-26	Facial Scar	25
27-34	Far-sighted	20
35-37	Glass Jaw	20
38-39	Ham-Fisted	20
40-43	Hard of Hearing	15
44-47	Impotent	10
48-50	Lisp	20
51-54	Low Pain Toleration	35
55-57	Migraines	15
58-62	Missing Digit	variable
63-67	Missing Ear	20
68-70	Missing Eye	45
71-75	Missing Limb	variable
76-83	Near-sighted	25
84-86	Nervous Tic	25
87-90	Sleepwalker	20
91-93	Stone Deaf	30/60
94-97	Strange Body Odor	20
98-100	Trick Knee	30

Roll (d100)	Flaws, Rare	BP
01-13	Albino	15
14-26	Blind in One Eye	40
27-38	Dumb	50
39-50	Epileptic	40
51-62	No Depth Perception	35
63-74	Plumb Blind	90
75-87	Severely Maimed	variable
88-100	Sterile	5

Random Quirks and Flaws

When determining quirks and flaws by chance, you have very little control over what quirks or flaws you receive – you must roll randomly on the quirk and flaw tables in this section (start with *Table 3.1-18: Quirks and Flaws*). The one protection you do have is that you may spend any of your existing BPs to re-roll on any of the tables in this chapter. Spending 5 BPs allows you one re-roll, ignoring the previous result. You can do this as long as you have BPs to spend, after which you have to live by the results of your rolls. The upside of randomly determining quirks and flaws is that you can earn significantly more BPs than you earn with cherry picking.

Each quirk and flaw and its BP bonus follows on *Tables 3.1-19: Quirks* and *3.1-20: Flaws*, with full details located in *Chapter 6.2 | Quirk and Flaw Descriptions*.

The BPs earned by rolling randomly are given in the table. However, the listed values are only for the **first** quirk or flaw taken. Reduce the value of each subsequent quirk or flaw rolled by an additional 5 BP.

For example, Hank Stram randomly rolls the Deathwish quirk and receives 20 BPs. Now, let's say that Hank rolls the Lazy quirk. This quirk is normally worth 15, but Hank suffers a -5 BP penalty because this is his second quirk, so he only gets 10 BPs (15-5=10). Now, let's say that Hank rolls for a third time and gets the Facial Scar flaw. Facial Scar is normally worth 25 BPs, but Hank only receives 15 BPs (25-5-5=15, because this is Hank's third quirk/flaw). Finally, let's say that Hank then rolls for a fourth time and gets the Late Sleeper quirk. Late Sleeper is usually worth 10 BPs, but he receives a −15 penalty (10-5-5-5=-5, or zero) as this is his 4th quirk/flaw. Hank gets zero BPs for the Late Sleeper quirk. If he decides to push his luck and roll yet again, his next quirk or flaw rolled suffers a total penalty of −20 BPs, and so on.

When figuring this penalty for subsequent quirks or flaws, do not count quirks or flaws forced upon a player (such as those from Abusive or Indifferent parents, in Priors and Particulars).

Finally, each player must create a backstory for all quirks and flaws. If a player fails to do so, his character receives only 50% of the BPs earned (rounded down) for each quirk and/or flaw without a backstory.

★ SKILLS ★

Skills represent learned knowledge your character acquired over the years. For a novice character, your skills probably reflect years of training, work or study. For experienced characters learning new skills or honing existing ones, increasing a skill represents on-the-job training, experience and study. Skills have a vast array of uses and include such things as Gambling, Riding, Rope Use, Tracking, and so forth. They can be especially valuable for survival, earning a living and helping a partner in need.

In this section, we'll discuss how to acquire, improve and use skills. A list of skills is provided on *Table 3.1-21: Skill List*, with their specifics found in *Chapter 6.3 | Skill Descriptions*.

SKILL BASICS

All skills use some basic principles that require a little explanation. These are further defined in the following text. Each can also be found as a column on the skill summary table, and is defined as follows:

☞ **BP cost:** This column reflects the amount of Building Points a player must spend to have his character train in a particular skill.

☞ **Relevant Ability Score:** This column indicates the abilities associated with that skill. You need to know your relevant ability score when you determine your skill mastery. The abilities are listed in the table and in the skill description, but the ability score varies from character to character.

For example, the relevant ability for Agriculture is Wisdom. Hank has a Wisdom of 16, so that's his relevant ability score for Agriculture. Jim, on the other hand, has a Wisdom of 8, so that's Jim's relevant ability score for that skill.

Some skills have several relevant abilities. For example, Bronc Busting lists Strength, Wisdom and Charisma. Each is important to a character hoping to bust a bronc, but the character is handicapped by his lowest relevant ability.

Let's say Hank wants to learn Bronc Busting. If Hank's Strength score is 11, his Wisdom is 16, and his Charisma is 10, then his relevant ability score for this skill is 10 (his lowest relevant ability).

☞ **Mastery Die:** This entry indicates the type of die the player may roll when training to increase mastery of a skill.

☞ **Universal:** This column notes whether the skill is common to everyone. Universal skills are those skills that most folks have had some exposure to during their life or otherwise can try to use without any kind of formal training. If a skill is not a universal skill, characters do not even know where to begin and may not even try to use the skill until they receive some training for it.

☞ **Prerequisite Skill:** Note that some skills require prior learning of a "prerequisite" skill. Prerequisites must have been purchased at least once before the character can learn a skill that requires the

TABLE 3.1-21: SKILL LIST

Skill Name	BP Cost	Relevant Ability Score	Mastery Die	Universal	Prerequisite Skill
Accounting	3	INT	1d8	No	Mathematics 85% or better
Administration	5	INT/WIS/CHA	1d6	Yes	-
Agriculture	2	WIS	1d10	Yes	-
Animal Empathy	2	WIS/CHA	1d10	No	-
Animal Herding	1	WIS	1d10	No	-
Animal Husbandry	1	WIS	1d10	Yes	
Animal Lore	1	INT	1d10	No	-
Animal Mimicry	1	WIS	1d8	Yes	-
Animal Training	10	INT/WIS	1d10	No	Animal Empathy and Animal Lore 49% or better
Appraisal	1	INT/WIS	1d8	No	-
Artistic Ability	1	DEX/WIS	1d6	Yes	-
Blacksmithing/Metalworking	7	STR/INT	1d8	No	-
Boating	2	WIS	1d8	Yes	-
Bookbinding	1	DEX/INT	1d10	No	Leatherworking and Seamstress/Tailor 85% or better
Botany	1	INT	1d8	No	-
Brewing	1	INT	1d12	No	-
Bronc Busting	2	STR/WIS/CHA	1d6	Yes	Riding 80% or better
Calligraphy/Signmaking	1	DEX	1d10	No	Reading Comprehension/Penmanship 90% or better
Camouflage	6	WIS	1d10	Yes	-
Carpentry	2	INT	1d10	Yes	-
Cartography	1	INT	1d8	Yes	Reading Comprehension/Penmanship 90% or better
Chemistry	4	INT	1d6	No	Mathematics 85% or better
Climbing	2	STR/DEX	1d8	Yes	-
Cobbling	1	DEX	1d12	No	Leatherworking 85% or better
Cooking	1	WIS	1d12	Yes	-
Culture	1	INT	1d12	No	-
Current Affairs	2	WIS	1d6	Yes	-
Deception	4	INT/CHA	1d6	Yes	-
Demolition	6	INT	1d4	Yes	-
Dentistry	5	INT	1d8	No	-
Diplomacy	4	INT/CHA	1d8	Yes	-
Disguise	4	INT/CHA	1d6	Yes	-
Distraction	1	CHA	1d8	Yes	-
Driving, Stagecoach/Wagon	3	WIS	1d20	Yes	-
Engineering Design	7	INT	1d4	No	Mathematics 60% or better
Engineering Locomotive/Steamboat	3	INT	1d10	No	Engineering Design 80% or better
Escape Artist	8	DEX/INT	1d6	Yes	-
Fast Talking	1	CHA	1d8	Yes	-
Fire-Building/Extinguishing	1	WIS	1d6	Yes	-
Fishing	1	WIS	1d10	Yes	-
Forgery	10	DEX/INT	1d4	Yes	Reading Comprehension/Penmanship 65% or better
Fortune Telling	1	CHA	1d8	Yes	-
Gambling	7	WIS/CHA	1d6	No	-
Gaming	1	DEX/INT	1d8	Yes	-
Geology	4	INT	1d6	No	-
Glean Information	2	INT/WIS/CHA	1d8	Yes	-
Graceful Entrance/Exit	1	CHA	1d6	Yes	-
Gunsmithing	8	DEX/INT	1d6	No	-
Hiding	3	DEX/INT	1d6	Yes	-
History	1	INT	1d12	No	Reading Comprehension/Penmanship 80% or better
Hunting	5	DEX/WIS	1d6	Yes	-
Idle Gossip	1	CHA	1d12	Yes	-
Interrogation	5	STR/WIS	1d6	Yes	-
Intimidation	2	CHA	1d4	Yes	-
Jeweler	9	INT	1d6	No	Appraisal (minerals) 90% or better
Joke Telling	1	CHA	1d4	Yes	-

TABLE 3.1-21: SKILL LIST (CONTINUED)

Skill Name	BP Cost	Relevant Ability Score	Mastery Die	Universal	Prerequisite Skill
Journalism/Composition	2	INT	1d6	No	Reading Comprehension/Penmanship 80% or better
Juggling	2	DEX	1d8	Yes	-
Language	5	INT	1d8	No	-
Law	6	INT	1d6	No	Reading Comprehension/Penmanship 60% or better
Leatherworking	1	DEX/INT	1d8	No	-
Listening	5	WIS	1d6	Yes	-
Lock Picking	8	DEX/INT	1d6	Yes	Listening 85% or better (prereq for combination locks only)
Locksmithing	4	DEX/INT	1d6	No	-
Logging	3	STR/INT	1d20	No	-
Machine Operating/Repairing	2	INT	1d8	No	-
Mathematics	6	INT	1d8	No	Reading Comprehension/Penmanship 90% or better
Medicine	10	DEX/INT	1d4	No	-
Military Engineering	2	INT	1d4	No	Engineering Design 80% or better
Military Strategy/Tactics	5	INT	1d6	No	-
Millinery	1	INT	1d10	No	-
Mimic Dialect	1	CHA	1d8	Yes	
Nursing	3	WIS	1d8	No	
Observation	6	WIS	1d8	Yes	-
Oration	2	INT/CHA	1d8	Yes	-
Photography	1	INT	1d8	No	Chemistry 85% or better
Pick Pocket	9	DEX	1d6	Yes	-
Pottery	1	DEX/WIS	1d10	No	-
Primitive Ranged Weapon Use	4	DEX	1d12	No	
Primitive Weapon Making	6	DEX	1d8	No	-
Prospecting	9	WIS	1d6	Yes	-
Reading Comp./Penmanship	4	INT	1d6	No	-
Reading Lips	7	INT	1d4	Yes	-
Recruiting	4	CHA	1d8	Yes	-
Religion	5	INT	1d12	Yes	-
Resist Persuasion	2	WIS	1d8	Yes	-
Riding	3	DEX/WIS	1d8	Yes	-
Rope Use	2	DEX	1d8	Yes	-
Salesmanship	7	INT/WIS/CHA	1d6	Yes	-
Seamstress/Tailor	1	DEX	1d12	No	-
Searching	5	WIS	1d8	Yes	-
Seduction, Art of	1	CHA/LKS	1d6	Yes	-
Set Traps	10	DEX	1d8	No	-
Skinning/Tanning	3	STR/WIS	1d8	Yes	-
Slaughter	2	STR/INT	1d10	Yes	-
Sleight of Hand	2	DEX	1d6	Yes	-
Slick Talker	4	INT/CHA	1d4	No	-
Sneaking	8	DEX	1d6	Yes	-
Social Etiquette	4	CHA	1d6	No	-
Stonemasonry	2	STR/INT	1d10	No	-
Survival	7	CON/INT/WIS	1d6	Yes	-
Swimming	1	STR/CON	1d12	No	-
Telegraph Operating	4	INT	1d8	No	Reading Comprehension/Penmanship 90% or better
Tracking	9	WIS	1d4	Yes	-
Ventriloquism	8	INT	1d4	Yes	-
Weather Sense	3	WIS	1d4	Yes	-
Weaving	1	DEX/INT	1d8	No	-

prerequisite. Some skills also indicate that the character must have a certain mastery of the prerequisite skill. We'll discuss improving skills later in this section.

For example, Ranger Stram only needs to have purchased the the Riding skill once, before he can acquire the Bronc Busting skill. On the other hand, he must have 60% or better in the Mathematics skill before he can purchase the Engineering Design skill.

ACQUIRING AND IMPROVING SKILLS

Your character can acquire or improve a new skill simply by spending the indicated number of Building Points. Each time a character spends BPs to learn a new skill, record one mark or "Tally" next to that skill on the character record sheet.

Characters that have been in play may also attempt to acquire or improve a new skill by spending the required BPs, but can't acquire or improve a skill that was not attempted during game play.

For example, Ranger Stram has been moving a couple of Mexican banditos from the territories to a Texican prison. After a harrowing journey, he arrives at the holding pen and delivers his quarry. If he earned or had some BPs to spend and wanted to acquire the Language (Spanish) skill, he could do so ***only*** *if he conversed or listened to the banditos speaking their native tongue - or otherwise had been exposed to or conversed with someone speaking Spanish.*

When a character wants to improve a skill, he simply purchases the skill again. However, each additional purchase is more expensive than the last (cumulatively add the orginal BP cost each time).

For example, Fast Johnny buys Engineering Design at its normal cost of 7 BP. If he wants to buy Engineering Design a second time, it costs him 14 BP (7+7=14). Buying Engineering Design a third time costs 21 BP (7+7+7=21), and so on.

Acquiring Skills with Bonus Building Points

Any character with a high Charisma, Intelligence and/or Wisdom score(s) begins with "bonus" Building Points as shown on the appropriate ability score tables above. Bonus BPs represent the character's capacity to learn skills that require abilities in which the character excels. When buying skills, players spend bonus BPs just like standard BPs, but they may only be spent on skills that use the ability score from which the bonus BPs were earned.

Let's say that Handsome Jack gains three bonus BPs from a 13 Wisdom score. He must spend those bonus BPs on skills that have Wisdom (and only Wisdom) as their relevant ability.

You must use all BP bonuses during character creation. Unused BP bonuses are lost forever.

Acquiring Skills with Bonus Building Points [Advanced Rule]

For a more advanced game, apply the BP bonuses in a prorated fashion. For example, a skill that uses Intelligence alone receives the full BP bonus for high Intelligence. A skill that uses both Intelligence and Dexterity as the relevant ability scores receives only half the bonus; the bonus applies on a basis of one BP per two BPs spent. A skill that uses three ability scores, one of which is Intelligence, receives the bonus only on a basis of one BP per three BPs spent.

For example, Josiah "Slick" McGruder has a 16 Intelligence score and thus a 15-point BP bonus. This gives him 15 extra BPs to spend on skills that use Intelligence as a relevant ability score. Slick uses one of these bonus points to purchase Brewing (normal cost 1 BP), leaving him with 14 bonus BPs.

He decides to also purchase Cooking (normal cost 1 BP), but this costs him 2 bonus BPs because Cooking is based on Intelligence and Wisdom. With 12 BPs left, he decides to buy Glean Information (normal cost 2 BPs). However, this skill costs him 6 bonus BPs because Glean Information has three relevant ability scores (Intelligence, Wisdom and Charisma).

After making this purchase, he has 6 bonus BPs left over to use in a similar fashion. Don't forget, unused BP bonuses are lost forever!

Skill Learning Modifier

Another way that Intelligence, Wisdom and/or Charisma scores affect skill acquisition or improvement is through the Skill Learning Modifier. A positive modifier represents a character's natural ability to have a gift for learning skills more easily, while a negative modifier represents the difficulty in learning things that require abilities in which the character is weak.

In the case of positive modifiers, a character may purchase any skill that uses one of those relevant abilities at a lower cost (by an amount equal to the Skill Learning Modifier itself). A minimum of 1 actual BP must be spent each time a character acquires or improves a skill.

For example, Fast Johnny has a 16 Intelligence score, thus giving him an Intelligence Skill Learning Modifier of 5. If he wants to buy Engineering Design (normal cost 7 BP), it only costs him 2 BP (7-5=2). If he wants to buy Engineering Design a second time, it only costs him 9 more BP (14-5=9). Buying Engineering Design a third time only costs 16 more BP (21-5=16), and so on. However, if Fast Johnny wants to buy Animal Lore (normal cost 1 BP), he must buy it several times until the 5 BP modifier is "expended", and 1 actual BP has been spent. Fast Johnny must buy Animal Lore once for 1 BP, again

for 2 BPs, and a third time for 3 BPs, totaling 6 BPs. He can now fully expend his 5 BP modifier, reducing the total BP cost to its minimum of 1.

A negative BP modifier is also applied to skills that use the relevant ability score, but makes it harder for a character to acquire a skill.

For example, let's say that Fast Johnny has a Charisma score of 6 (no wonder he needs to be fast), giving him a BP Hurdle of −4. Still, he wants to acquire the Bronc Busting skill (relevant abilities Strength, Wisdom and Charisma). The normal cost of this skill is only 2 BP, but thanks to Fast Johnny's poor Charisma, the Bronc Busting skill costs him 4 more, for a total of 6 BP.

SKILL MASTERY

Before your character can use a skill, you need to determine your skill mastery level — the indication of how good he is at a particular skill. Now, in order to determine a character's mastery of a particular skill, you need to follow a simple little procedure.

First, the character must expend the listed amount of BPs to acquire or improve this skill. This earns the character a roll of the relevant skill mastery die, as listed on the skills table. Roll one die of this type. Now subtract the result of this roll from 100, along with the relevant ability score (see Skill Basics on page 32). The total result is your skill mastery level.

For example, let's say that ol' Hank buys the non-universal skill Blacksmithing (with relevant abilties of Strength and Intelligence). He first spends 7 BPs (the cost of that skill), then rolls 1d8 (that skill's Mastery Die) for a result of "6". He subtracts this result along with his lowest relevant ability score (11, since Hank has an 11 Strength and a 12 Intelligence) from 100, for a total of 83 (100-6-11=83). Hank's mastery of Blacksmithing is now at 83%.

If Hank buys the Blacksmithing skill a second time, he would have to spend 14 BP (recall that the second tally is twice as expensive). He then rolls a d8 (getting another "6"). He subtracts this result along with his lowest relevant ability score (11) from his previous mastery score. Since his previous mastery was 83, he improves his mastery to 66% (83-6-11=66).

Buying Additional Tallies of Universal Skills

For universal skills, characters will already possess a mastery better than 100. This must be factored in prior to computing the additional benefits from purchasing the skill.

For example, Hank wants to buy a tally in the universal skill Animal Empathy. First, he needs to know its relevant ability score. Animal Empathy is based on Wisdom and Charisma and since Hank's Wisdom score is 16 and his Charisma is 10, his relevant ability score for this skill is 10 (the lowest). He thus has a mastery of 90% in this skill.

He then spends 2 BPs (the cost of that skill) and rolls 1d10 (that skill's Mastery Die) for a result of "4". He subtracts this result along with his relevant ability score (10) from 90 (his current mastery level for this skill) for a total of 76 (90-4-10=76). Hank's mastery of Animal Empathy is now 76%.

Skill Mastery Levels

Table 3.1-22: Skill Mastery Levels categorizes various levels of skill mastery in order to help players understand how good a character is at a particular skill.

TABLE 3.1-22: SKILL MASTERY LEVELS

Mastery Range (%)	Skill Level
100	Unskilled. Characters may only use universal skills at this level.
99-75	Novice
74-50	Average
49-25	Advanced
24-13	Expert
12-0	Master

A Novice has basic knowledge of the skill, only with no real training. He or she might have dabbled in it a few times. This range is typically where most skill mastery scores fall for skills with only one Tally.

The Average level character has typically had some schooling or training in the skill. He has a working knowledge and has a reasonable chance to perform routine tasks involving the skill though he is unable to effectively teach others what he knows.

A character with Advanced skill mastery has detailed knowledge and experience. Only the most complex aspects of the skill typically trouble him or her. Advanced characters can teach basic elements of the skill to others willing to learn (students must still spend the corresponding BPs) but only to a skill mastery score of 49%.

A character with Expert skill mastery has very detailed knowledge and experience. He can master even very complex aspects of the skill much of the time. Expert characters can teach advanced elements of the skill to others willing to learn (students must still spend the corresponding BPs) but only to a skill mastery score of 24%.

Master characters have gone beyond what their teachers or mentors were able to teach them and have learned on their own. They are considered among the utmost authorities on the skill subject matter. They are capable of expanding the field by developing new ideas and techniques. Master characters can teach

others (students must still spend the corresponding BPs) down to a skill mastery of 12%.

A character's skill mastery may not improve below 0%.

USING SKILLS

Skill checks are required whenever a character attempts to perform a skill. To make a skill check, the player simply rolls a d100 (or 2d10s as percentile dice, designating one die as the "tens" and another as the "ones"). If the result is greater than or equal to his skill mastery value for that skill, the skill check succeeds and the character has accomplished what he set out to do with a reasonable degree of proficiency. If the result is less than his or her skill mastery, then the skill check fails and the character is not able to accomplish the task.

The situation may require the addition or subtraction of any conditional modifiers, depending on the level of difficulty of the task being attempted. The task level of difficulty is a subjective determination based on a variety of factors. Examples of factors to consider when determining level of difficulty include weather conditions (rain, heat, cold), noise, use of improvised tools, restraints and being rushed or otherwise distracted. The five levels of difficulty are Trivial, Easy, Average, Difficult and Very Difficult. The skill check modifier for each is defined in *Table 3.1-23: Skill Check Modifiers*.

TABLE 3.1-23: SKILL CHECK MODIFIERS

Difficulty	Modifier to Roll
Trivial	+90%
Easy	+80%
Average	+40%
Difficult	0%
Very Difficult	-10%

Universal Skills

When a character attempts to use a universal skill for which he has no tallies, the calculation works slightly differently. To use a universal skill, the character rolls a d100 and adds his relevant ability for that skill. If the modified roll surpasses 100, he has succeeded in his skill check. The calculation on universal skills is done this way to avoid the need to record every universal skill on a character's record sheet.

COLLABORATIVE EFFORT

Two or more characters may combine their skills and areas of expertise in order to accomplish a job or perform a task that they couldn't do, or wouldn't be as good at individually. If characters have the same skill, and conditions allow for it, one character may attempt a skill check to assist the other character in the task. A successful check indicates that the primary character (usually the character with the greatest mastery of that skill) completing the task gains +10% to his skill check. Only one character may effectively assist in such a fashion.

If two characters have complementary but not identical skills, they may also attempt to assist one another at the discretion of the GameMaster. An example of complementary skills might include a character with the Tracking skill helping another character with the Hunting skill. The definition of which skills are complementary to one another is left to the discretion of the GameMaster.

Another way to use complementary skills is when characters try to complete a task for which they might not be qualified on their own.

For example, suppose a group of settlers is being stalked by hostile natives. The settlers realize they need to build a hasty fort to help defend themselves against the heathens, and quickly discuss what skills they have as a group. One person has the Military Engineering skill, another has the Engineering Design skill and a third has the Administration skill. In addition, twelve of the settlers have the Carpentry skill. As a group, they seem to have the necessary skills to build a wooden palisade.

The skill mastery numbers are added together and averaged to determine the effective mastery of the group at completing the task. Then a member of the group rolls the skill check using the group's skill mastery as the target number to exceed.

PARTIAL SKILL FAILURE [ADVANCED RULE]

While a successful skill check means that the character succeeded in his skill attempt, and a failed check means failure, characters that "barely fail" at their check still have some measure of possible success. A GameMaster may allow that, if a skill failed by less than 10%, the character can still salvage the failed check in some manner.

Explanations of partial skill failures should be reasonable and balanced, but always with a deleterious impact for the character. Partial skill failures are not a "cheat" for that character. Instead, they represent the truth that some good can come out of failure.

For example, let's say that Fast Johnny is brewing up some hooch. If he fails his Brewing skill check by less than 10%, the brew is simply of poor quality, though a skilled liar may still be able to sell it at a reduced rate. A Brewing skill check failed by 10% or more, however, indicates that the product is nasty and obviously unsellable.

In another example, Running Water (an Indian) attempts to use the Primitive Weapon Making skill. He fails his check by less than 10%, indicating that the weapon is slightly off balance (-1 to Accuracy checks with that weapon). A check failed by 10% or more means that the weapon is so poorly made as to be unusable.

★ TALENTS ★

Talents, like skills, improve your character's abilities in one manner or another. However, unlike skills that must be learned, talents are natural gifts that each cowpoke is born with. For example, a character with the Blind-shooting talent is capable of better marksmanship in conditions of poor or no light, than a character without this talent.

Each talent costs a certain number of BPs. The talent and its cost can be found on *Table 3.1-24: Talents*, with full details located in *Chapter 6.4| Talent Descriptions*.

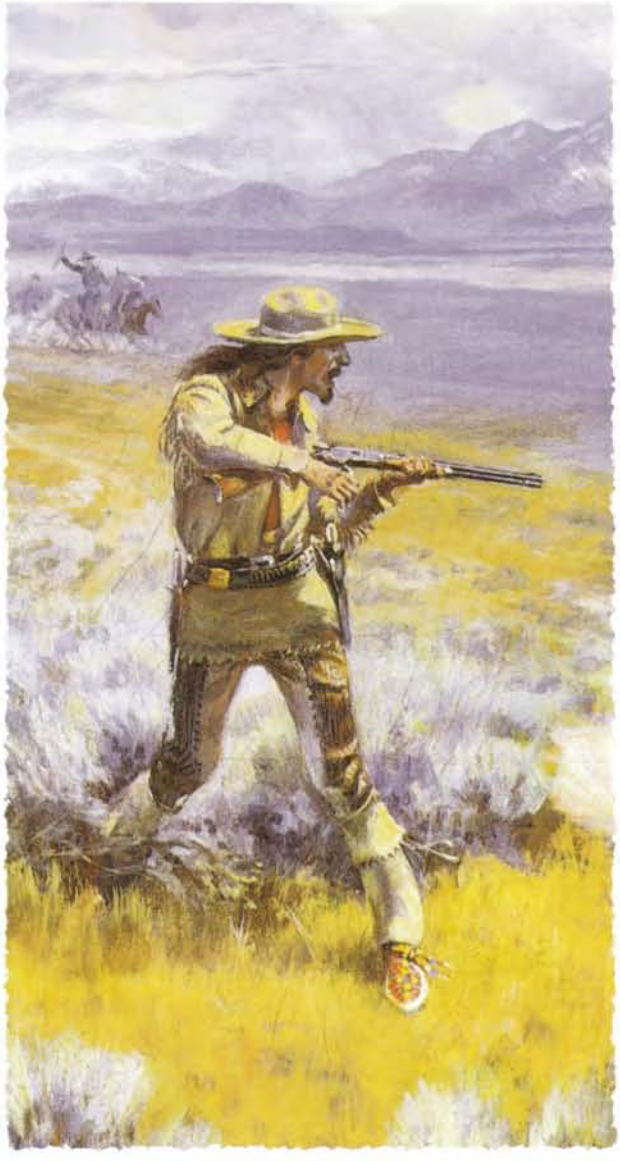


TABLE 3.1-24: TALENTS

Talent	BP cost
Advanced Sighting	70
Astute Observation	50
Blind-shooting	45
Courage	10
Crack Shot	50
Damage Bonus	75
Dead Eye	50
Deadly Shot	50
Dodge	25
Endurance	15
Fan Firing	35
Fast Healer	10
Forgettable Face	25
Greased Lightning	20
Great Ambidexterity	25
Grit	50
Guardian Angel	30
Hearty	50
Hip Shooter	25
Hit Point Bonus	20
Hold Your Liquor	10
Improved Arc of Fire	15
Inheritance	10+
Jack Rabbit Speed	20
Kentucky Windage	45
Mounted Marksmanship	40
Perceive Tendency	20
Quick Aim	40
Quick Thinking	10
Rapid Reload	20
Reputation Bonus	35
Resist Disease/Infection	20
Shot on the Run	50
Sprinter	30
Tough as Nails	25
Veteran Gunfighter	20
Weapon Bonus	50

3.2 | Advanced Scrapes



So far we've discussed the very basics of gunfighting rules. To add more realism to your game, consider introducing some of the advanced concepts described in this section. Some concepts are very simple, such as additional modifiers, while others are more complex — such as mounted movement.

The Advanced Rules are presented in a modular format so that any advanced rule that takes your fancy can be added to your game. With few exceptions, the Advanced Rules are independent of one another, but a couple build on one another and make more sense when used together. While the Advanced Rules build upon the basic game, they introduce enough new concepts and complexity to be considered an entirely new role playing system. No matter how experienced in western or other RPGs you feel your group is, we can't stress enough that ***you should NOT try to include the Advanced Rules in your first game session***. The result will inevitably be a game bogged down in minutia while you pore over the rules again and again. The good news is that the basic game plays just fine and so you needn't learn all the Advanced Rules in one sitting; it's best to learn and add them gradually. Add one or two new rules when you and your fellow players feel the need to expand the game or make shootouts more realistic. In no time, they'll become second nature and you'll be ready for still more Advanced Rules.

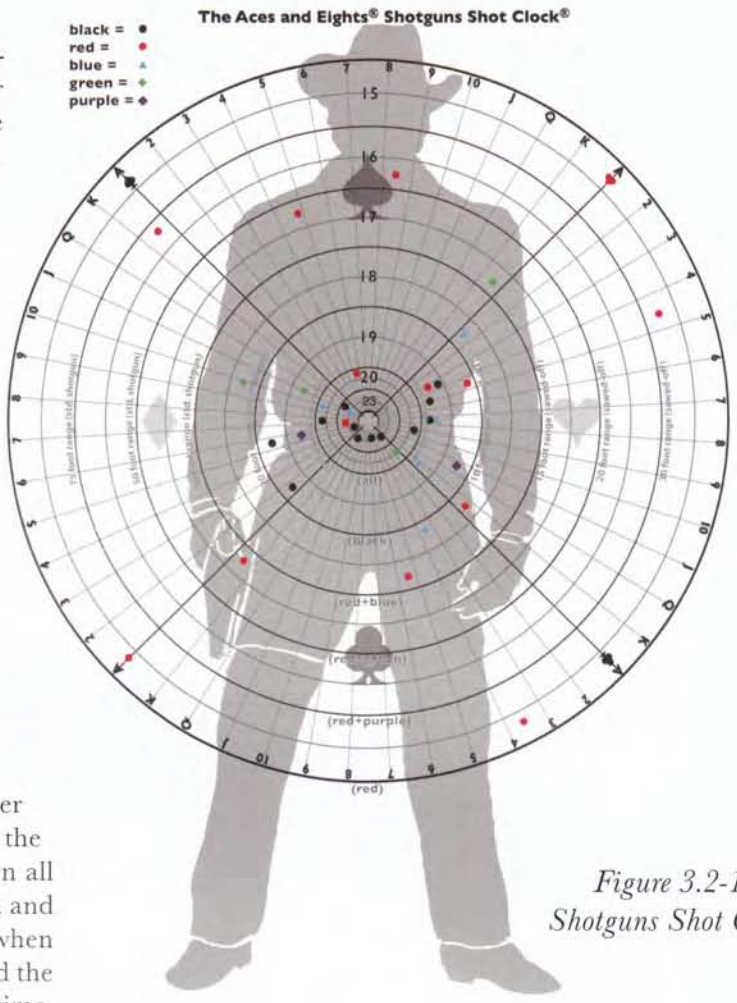


Figure 3.2-1: Shotguns Shot Clock

ACTION ORDER

Unlike the random method employed in Basic Scrapes, each player in order of lowest Wisdom to highest Wisdom declares an action when a gunfight is about to erupt. In cases where gunfights erupt due to declared actions ("Forget negotiations, I draw on him now!"), those blurting out their actions voluntarily forfeit this potential advantage.

SHOTGUN SHOOTING PROCEDURE

Shotgun shooting is only a bit more complex than rifle and pistol shooting. The added complexity comes from tracking twelve (or twenty-four if firing both barrels) separate projectiles. To further complicate matters, each shot pellet heads in slightly different trajectories and thus moves farther from center with increasing target distance. However, the early steps of shotgun shooting procedure are identical to the first four steps of the general shooting procedure (declare target, place Shot Clock on target location, add Accuracy modifiers, take the shot (roll d20)). Starting with the fifth step (determine exact shot location), things begin to change:

1. Declare general target

2. Place the center of the Shot Clock over the intended target location on the Target Silhouette

3. Add all Accuracy modifiers

4. Take the shot

5. Draw a card to determine the center of the shotgun blast

If your total To-hit roll was 24 or less, you'll need to draw a card from a standard poker deck to determine the center of your shotgun blast. As with standard shooting procedures, the closer you were to 25, the closer to center the blast center was; the poker card merely determines which direction the center of the blast shot was located (♠ = high, ♣ = low, ♦ = left, ♥ = right).

6. Place the center of the Shotguns Shot Clock on the center of the shotgun blast

The dispersal pattern originates from this point.

7. Rotate the Shotguns Shot Clock

Draw a card and rotate the Shotgun Shot Clock so that the edge of the Shot Clock that has the card drawn is pointing directly up. Make certain to keep the center of the dispersal pattern on the center spot as determined in Step #5.

8. Determine dispersal diameter based on range and track shots

Find the range from the target on the Shotgun Shot Clock (each band has a maximum range listed). Follow the color codes associated with the range to track individual pellets.

9. Roll damage (if necessary)

If any shot hits anywhere on the target, roll damage (see *Chapter 3.3 | Wounds and Healing* as well as *Chapter 3.5 | Firearms* for information on determining damage and resultant incapacitation).

PRIMITIVE RANGED WEAPONS

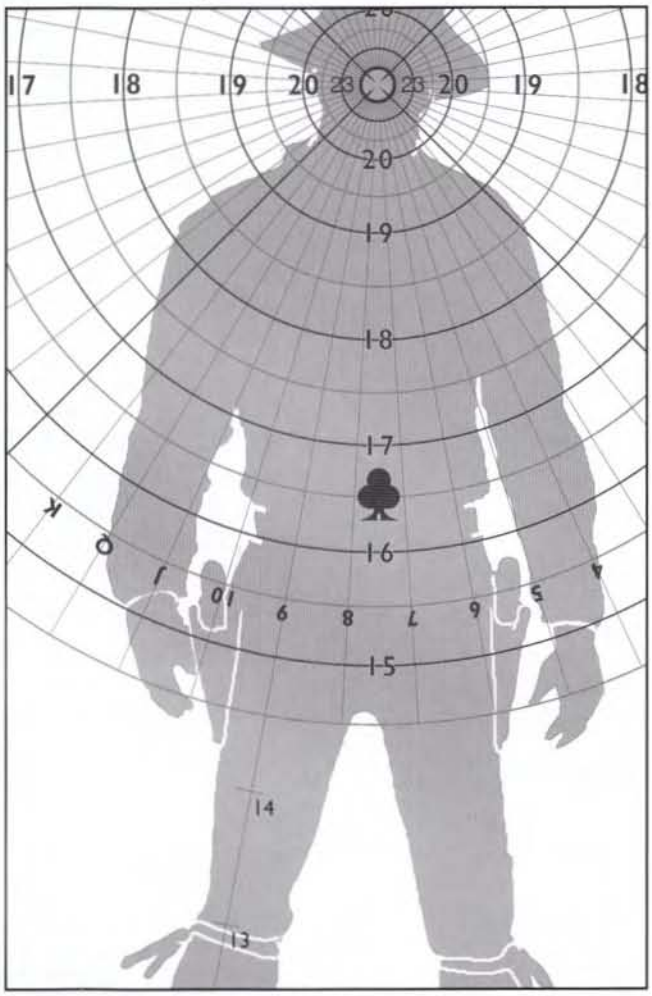
Use of primitive ranged weapons work a little differently than firearms. While anyone can use a primitive ranged weapon, accurate use of the bow, spear, thrown axe and knife takes a lot of practice and skill. So before a man can shoot a target with an arrow, he'll need to succeed in a skill check for that particular weapon (see the Primitive Ranged Weapon Use skill) unless he's reached Expert mastery. If successful, he can use the shot clock to roll To-hit as normal.

Table No. 3.2.1

PRIMITIVE WEAPON ACCURACY MODIFIERS

Range	Knife, Axe or Spear	Bow
To 5 feet	+8	+8
To 10 feet	+4	+4
To 15 feet	0	+4
To 20 feet	VR	+3
To 30 feet	VR	+2
To 50 feet	VR6	+1
To 90 feet	M	0
To 150 feet	M	VR
To 240 feet	M	VR
To 300 feet	M	VR
To 350 feet	M	VR
To 400 feet	M	VR
400+ feet	M	VR6
Off Hand	VR	VR
Throwing Two Weapons	VR	n/a

Figure 3.2-2: Shot Clock Extrapolation



SHOT CLOCK EXTRAPOLATION

In the basic game, all To-hit rolls of 14 and lower automatically miss the target. Unfortunately, when targeting certain body locations such as the head or upper chest, this rule essentially eliminates the possibility of injuring the target's foot (or vice versa in the case of an aimed shot at the knee or ankle). Use this advanced rule to bring those possibilities back into play.

The Shot Clock Extrapolation rule works this way: whenever a shot has a result that would move it off of the Shot Clock, extrapolate the Shot Clock's radian lines by one inch for every number below 15 on the modified To-hit roll. For example, if a shooter targeting the knee rolls a modified 12, measure 3 inches out from the Shot Clock. The direction measured is, of course, determined by the random card drawing per usual.

REPUTATION EFFECTS ON SCRAPES

Characters of low esteem tend to get rattled and lose their cool when the going gets tough. On the other hand, those deserving of respect are great individuals that rise to the occasion, however difficult. In the *Aces*

TABLE 3.2-2: REPUTATION EFFECTS ON SCRAPES

Disreputable	Graze	Leave fight immediately
Low	25% or more HPs lost	Immediately seek cover and flee if shot at again
Average	50% or more HPs lost	Immediately seek cover and flee if injured again
Great	Any	Character has full choice to stay or run
Legendary	Any	Character may never run from a fight

& Eights game, we measure this by Reputation. If you've read the Reputation section of this book, you know that Reputation has a great many effects on the game, one of which is fighting. In gunfights, Reputation affects how a character reacts when faced with her own mortality. If a character has a high Reputation, he'll stand tall in the face of mortal danger. But those of lower Reputation will flee if winged or wounded. *Table 3.2-2: Reputation Effects on Scrapes* shows just how long a character will stick around if wounded in a shootout.

For example, let's say that Caleb Brown has an Average Reputation. In the previous example, we've already seen him get shot up for 5 points to the torso, 2 points to the legs, 4 points to the shoulder, and another arrow hit for 2 points – a total of 13 points. Now, we already know he only has 25 hit points, so he's lost just a little bit more than 50%. Caleb has to immediately seek cover and flee if he gets shot again. If he hadn't gotten hit by that last arrow, he could still stay right where he's at and fight for a spell. Note that he doesn't need to flee the fight after he seeks cover; he can continue to shoot from behind cover. But if he suffers so much as a graze, he'll need to skeedaddle and head for long-term safety.

FAME EFFECTS ON SCRAPES

Even the sturdiest character can get flustered if faced with a famous opponent. Depending on the Fame and Reputation of a character, his opponent can cause nervousness and panic before a gun is even drawn. Of course, if the opponents have no idea who they're up against, Fame has no effect.

Now, if the infamous killer, Mexican Bob, ambushes a cowboy in a canyon and the cowpoke only sees gunsmoke from behind a rock, he's not affected by Mexican Bob's Fame. However, if Mexican Bob had called him out in a saloon, our cowpoke might be shakin' in his boots.

A character of Average Reputation suffers a +1 Speed penalty and -1 Accuracy penalty for every 25 points of Fame he is below his opponent. A character of Low or Disreputable Reputation suffers a +2 Speed penalty and -2 Accuracy penalty for every 25 points of Fame he is below his opponent. A character with a Great or Legendary Reputation, or equal or greater Fame than his opponent, is never affected by his opponent's Fame in a gunfight.

FACING

Clearly, it's a mite easier to shoot straight ahead than behind you. It's also a lot harder to see an opponent whose stalking at your backside than strolling up to your front side. In order to take these matters into account, we'll need to know which way a given character is facing at a given moment in time. The Facing rules require miniatures for clean adjudication; without figurines or markers of some sort it becomes much more difficult. If you don't use miniatures with your game, the GM and/or other players must decide which way a character is facing based on the player's stated actions or positioning. Application of the Facing rules is the same if miniatures are used or not.

A moving character's front facing is almost always the direction in which that character is heading (only exceptions being when a character is sidestepping or

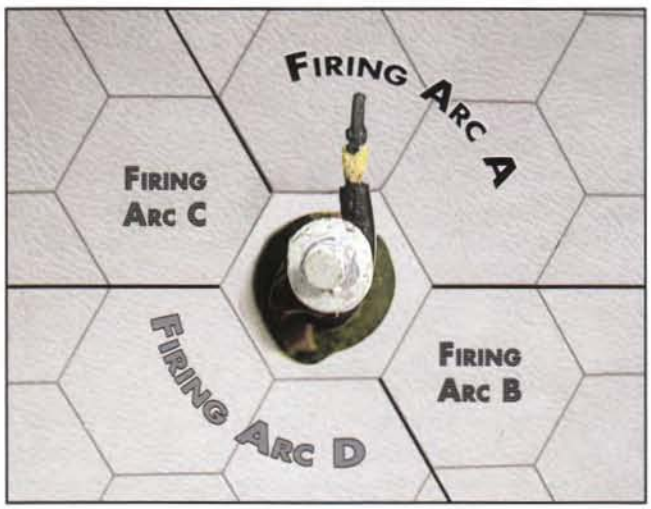


Figure 3.2-3a: Arcs of Fire for a right-handed pistol shooter (also applicable for a left-handed rifleman)



Figure 3.2-3b: Arcs of Fire for a right-handed rifleman (also applicable for a left-handed pistol shooter)

backing up). A stationary character's front facing is ALWAYS the direction his chest is facing. A character suffers both Speed and Accuracy penalties the further that character fires from his front facing. *Figure 3.2-3a* and *Figure 3.2-3b: Arcs of Fire* defines the specific arcs of fire. *Table 3.2-3: Firing Arc Modifiers* lists associated firing penalties.

TABLE 3.2-3: FIRING ARC MODIFIERS

Location	Speed	Accuracy
Firing in Arc B	1	-1
Firing in Arc C	2	-2
Firing in Arc D	5	-5

Arc A is always in front of the character, so there's no particular Speed or Accuracy penalty for firing there. Likewise, Arc D is always behind the character. However, the location of Arc B and Arc C vary depending on the shooter's weapon hand. For a right-handed shooter with a pistol, Arc B is on his right and Arc C on the left. For an hombre with a pistol in his left hand, Arc B is on the left and Arc C on the right. Hold your gun hand out in front, and then swing it to the side. Now swing it to the other side. You'll find it easier to aim on the same side as the gun hand.

Of course, if you're holding a long gun, Arcs B and C are gonna swap. For a right-handed shooter with a long gun, Arc B is on his left. For a left-hander with a long gun, Arc B is on the right. That's because you're stretching the off-hand out to hold the barrel. If you want to try it, bring up your arms like you're holding a shotgun in your off-hand and pulling the trigger with your main hand. Swing your arms to one side, then to the other (with your legs and lower body firmly planted where they are, of course). As you can see, it's easier to move to the side with the outstretched hand.

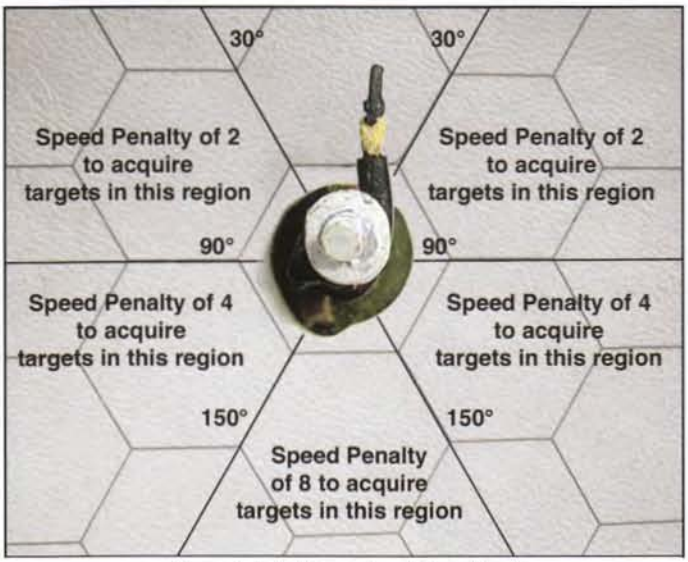


Figure 3.2-4: Target Acquisition Penalties

For example, Francis Dodger and Wilbur Marshall are firing shots at each other in the center of Main Street. Wilbur's shots are getting pretty close, so Francis decides to run down a side street, glancing over his shoulder and firing back at Wilbur the whole time. Since he's shooting behind himself (in Arc D), Francis suffers a +5 Speed penalty and a −5 Accuracy penalty.

Facing and Target Acquisition

Facing also affects the Speed in which a character can change targets. Depending on a character's facing relative to the new target, he suffers a penalty to his Speed as listed in *Table 3.2-4: Target Acquisition Penalties.*

TABLE 3.2-4: TARGET ACQUISITION PENALTIES

Acquisition	Speed Penalty
Acquire new target < 30° from center	1
Acquire new target < 90° from center	2
Acquire new target < 150° from center	4
Acquire new target > 150° from center	8

Further, any time the shooter looks away completely into a different Arc or the target goes out of view and reappears in a different location (such as ducking behind a water trough and crawling to the other end before popping back up), the shooter will need to re-acquire his target.

For example, let's say that Francis Dodger stops running, and turns to face Wilbur. Now he's firing in Arc A again (no additional Speed or Accuracy penalties). Suddenly, Francis decides to change targets and shoot at Charles Grant instead. If Wilbur and Charles are standing right next to each other, that's all well and good – since Charles is less than 30° from Francis' last target (Wilbur), there's no Speed penalty for acquiring a new target. But what if Charles is more than 30° away, on the opposite side of the street? In that this instance, Francis has to turn his gaze, or even head and body, and look for and acquire his new target. In that case, he suffers a +2 Speed penalty.

In another example, Francis and Wilbur are on horseback, with Francis in the lead and Wilbur in pursuit. Francis turns around and aims his pistol at Wilbur – a +8 penalty to Speed for acquiring a new target more than 150° from center (in this case about 180°). Francis also gets an additional +5 penalty to Speed (+13 total) and a −5 penalty to Accuracy for firing in Arc D. However, on his second shot, Francis only suffers the +5 Speed penalty and −5 Accuracy penalty, since he's already acquired Wilbur as a target.

Of course, if Francis turns around for a while, then he has to acquire Wilbur as a target again. On the other hand, if he stays looking at Wilbur, he doesn't have to acquire him as a new target, and his Speed and Accuracy penalties remain the same.

LINE OF SIGHT

A character can only fire on another character if he has a straight line of sight to the target – if a player can pull an unobstructed piece of string or shoot a laser pointer between the miniatures then the shooter has line of sight and may fire normally. Note that if line of sight is obstructed completely or by cover but is otherwise straight (i.e., not firing around a corner), the shooter may still take the shot and hope to shoot through the cover (see "Cover & Visibility") and/or cause the target to duck down or otherwise remain in cover (see "Flinching").

COVER AND VISIBILITY

It's only natural that a right-minded person wants to take cover while returning fire rather than stand in the open. There are no modifiers for cover in the *Aces & Eights* game. The Shot Clock system handles this situation very well without the need for separate modifiers. If a cowpoke is standing behind a boulder, trough or in a window, simply use a piece of paper to obscure the portion of the Target Silhouette that is behind cover and use the Shot Clock overlay normally. (If you have a download or accessory with scale cutouts of various standard items – barrels, troughs, windows, doorways, etc. – simply place those over the Target Silhouette and you're ready to roll.) If the shot hits cover, roll damage as normal and consult *Table 3.2-5: Hardness Values.*

TABLE 3.2-5: HARDNESS VALUES

Material	One hp Reduced Per (inches)
Timber/wood, hard (oak, etc.)	1/2"
Timber/wood, soft (pine, etc.)	1 1/2"
Iron (e.g., skillet)	1/8"
Water (e.g., in a trough)	4"
Baled Hay	6"
Sand	2"
Loam/dirt	2"
Clay (e.g., pottery)	1/4"
Leather (e.g., saddle)	1/2"
Flesh (horse, human, etc.)	1 1/2"
Bone (man or animal)	1/2"
Tin (cans, sign, etc.)	1/2"

Deduct one hit point from the damage for each inch or fraction of an inch of cover material as listed. If the damage number drops to 0, the bullet is lodged in the cover. If the remaining damage of the bullet is greater than 0, the bullet passes through the cover and if the shot would have hit the Target Silhouette, injures the target in the appropriate location.



For example, let's say that our old buddy Clay Powell is standing at the edge of a porch, behind a wooden barrel. Some ornery bandito hiding in the bushes takes a potshot at Clay with a rifle, but misses his chest and shoots at his legs instead, hitting the barrel for 6 damage. The empty barrel is made of hardwood and is a half-inch thick (remember, the bullet must travel through both sides). Instead of dealing its normal 6 points of damage, the bullet deals only 4 (6-1-1) points of damage (assuming it wouldn't have gone between or around Clay's legs).

Under certain other conditions, a target might be obscured due to visibility conditions but not otherwise under hard cover. In these cases, the target is simply harder to see and thus harder to hit. Therefore, the target receives no physical protection from its concealment, but the shooter suffers a visibility modifier to his To-hit roll as set forth in *Table 3.2-6: Visibility Modifiers*.

TABLE 3.2-6: VISIBILITY MODIFIERS

Visibility	Modifier
Shooting blind, complete darkness	-8
Poor visibility	-1 to -7
Weak moonlight, dense foliage, overcast full moon	-7
Full moonlight	-6
Thick foliage, thick curtains	-5
Dim lighting, dusk, silhouettes, heavy shadows, very thick fog	-4
Early dawn, torchlight, fog, thick smoke	-3
Dawn, bright lights outdoors at night, thick haze, smoke	-2
Light smoke, haze, thin foliage	-1

Using the same example as above, let's say that Clay was standing on that porch in the dark, taking a gander at the stars and musing on his life's work. The bandito gets a −6 penalty to Accuracy, because the moon is full, the sky isn't cloudy, and Clay isn't hidden by any shadows. If Clay's backlit by a window or open door, on the other hand, he's no harder to spot than if he were in the middle of Main Street at high noon.

FLINCHING

Flinching can occur whenever a character is shot or a missed shot comes close enough for the target to feel or hear the miss.

These instances include the following:

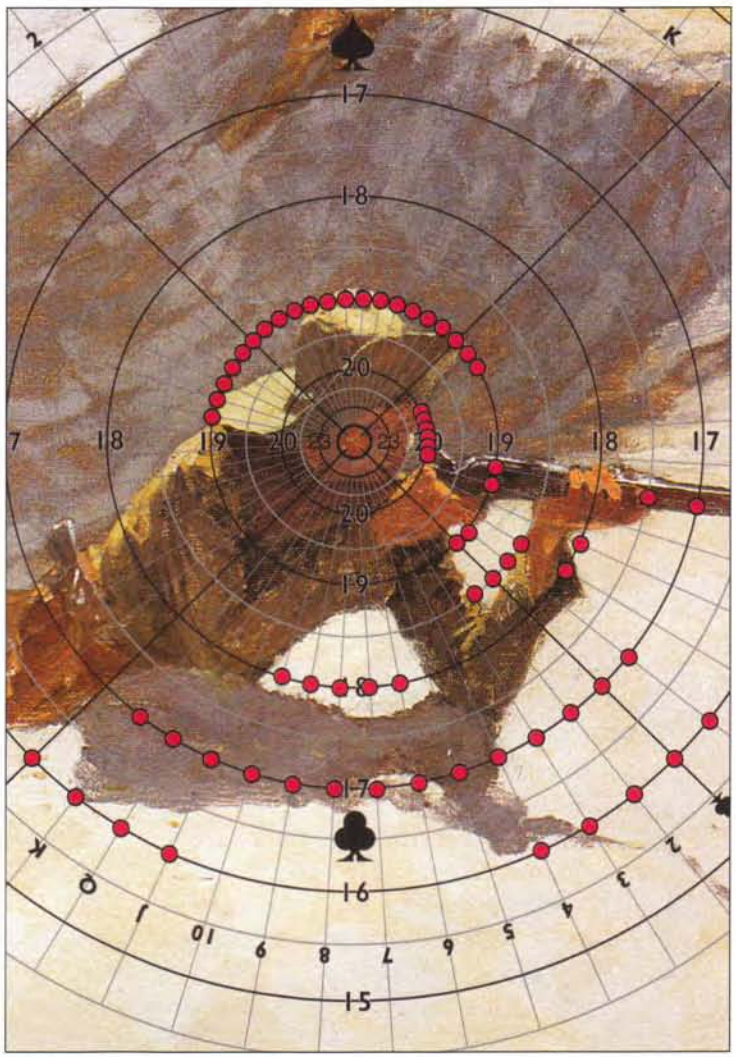
☞ Shots hitting a spur, reins, hat, clothing, saddle, gun or other accoutrement.

☞ Any miss within one pie slice of a hit or graze to the head as shown on the shot clock (see *Figure 3.2-5*).

☞ Any miss that hits cover or other hard terrain within two pie slices of a hit or graze anywhere on the body as shown on the shot clock (see *Figure 3.2-5*).

A shot that close to a man might give him pause to consider his own mortality. The target's required to

Figure 3.2-5: Missed shots that might cause Flinching



check his willpower by making a Wisdom check modified by deducting one for every gunfight the character's been in (see the "Experience" section for more information on what is and isn't a gunfight). A failed result indicates that the target has flinched and ducked under cover (if available) or otherwise turned his head and suffers a Speed penalty to his next non-Movement (see "Movement") action. Likewise, any time a character is shot, he must check his willpower by making a Wisdom check modified by deducting one for every gunfight the character's been in and further modified by adding the wound severity/hit points suffered as a result of the wound.

The flinching penalty is equal to the number that the roll failed by. If the target has cover, the minimum flinch time for failure is 5 Counts as he drops behind the cover. Further, the ducking character loses line of sight, any acquired targets and any consecutive shot bonus.

For example, let's say that Theodore "Thee" Wiley and Fernando Vasquez had a bit of a dispute that turned into a bit

of a gunfight in the saloon. Fernando takes a shot at Thee, and Fernando's player rolls To-hit. He misses, but the bullet passes within two pie slices of what would have been a hit on the Shot Clock, striking the wall just behind Thee. That sound ain't exactly comforting, so Thee has to make a Wisdom check to avoid flinching. His Wisdom's only an 11, and he's only been in one gunfight. His player rolls a 13, minus one for the gunfight, for a total of 12. He needed an 11 (Thee's Wisdom score) or lower, so that means he failed. Thee flinches. He failed his roll by 1 (12–11=1), so he's got a +1 Speed penalty to his next non-Movement action. Alternatively, if Thee had any cover to drop behind, he would've had to use it, hiding behind it for 5 Counts (instead of suffering the Speed penalty).

EXPERIENCES

It's a well-known fact that slugs of hot lead heading in a body's direction tend to make folks uneasy, especially so when the man firing the shootin' iron is in a killing mood. Oft times the difference betwixt living and dying is the ability of a man to stand firm under such dire situations. While most never get fully comfortable with being shot at, the edge dulls a bit the more a man gets exposed to such a hazard. Specifically, the more times a character has fired on an opponent that either fired first, fired back or was drawing or otherwise fixin' to fire back, the better that character becomes at keeping his cool under fire. *Table 3.2-7: Experience Modifiers* shows the Speed and Accuracy disadvantages of inexperience and advantages of experience. Note well that to qualify for a gunfight, the character must have been shot at or be in real danger of receiving return fire heading in his direction (such as in a showdown, quick draw, etc.). Sniping from a second story window at a target doesn't count as a gunfight unless that target spots the yellow-bellied shooter and returns fire.

TABLE 3.2-7: EXPERIENCE MODIFIERS

Gunfights Survived	Speed	Accuracy
0 (green)	-4	-2
1	-2	0
2-3	-1	1
4-6	0	2
7-10	+1	3
11+	+2	4

TACTICAL MOVEMENT

Despite the excitement of an in-your-face showdown, at some point most characters want to do more than stand in one spot in a tactical situation. Treat movement during a shootout or other time-sensitive situations like discharging a weapon; the character declares where he wants to move and how fast, then moves. Of course, each move has a certain amount of Counts associated with it, as listed in *Table 3.2-8: Movement Action Rates.*

TABLE 3.2-8: MOVEMENT ACTION RATES

Action	Counts
Drop prone	3 Count*
Crawl/stroll	5 feet/20 Count
Walk	5 feet/10 Count
Jog	5 ft/5 Count
Run	5 feet/3 Count
Sprint**	10 feet/5 Count
Halt run/sprint	10 feet over a 10 Count
Change Facing (1 face)	1 Count
Change Facing (2 faces)	2 Count
Change Facing (3 faces)	3 Count
Sit/kneel from prone	3 Count
Kneel/sit from standing	2 Count
Stand from sitting (ground)	5 Count
Stand from kneeling/sitting (chair)	3 Count
Pick up dropped weapon	5 Count
Check weapon: load	10 Count
Check weapon: working order	20 Count

**0 Count when combined with another move on this chart.*
***5 seconds max per hour*
Dodging lowers Speed by one increment (e.g., Run becomes Jog).

Obviously, a character can't sprint from a standstill, nor stop on a dime from a full sprint. From a standing position, a character can begin to walk or jog immediately, but not run or sprint. A walking or jogging character can move to a run or sprint. A character can halt a walk or jog at any time and may halt a run or sprint over 10 feet and a 10 Count (1 second).

Note that if a character does not have sufficient room in which to halt his run or sprint (e.g. a wall is in his way), he will still come to a stop – albeit it gracelessly. Running into a solid object requires a Dex check. If this is successful, the character only suffers a 10 count penalty. If unsuccessful, he suffers d6-4 points of damage, incurs a 20 count penalty and must roll on *Table 3.2-14: Non-Weapon Injury Location.* (Roll 3d20+24 to determine injury location and d6 for Non Weapon Injury Type.)

Sprinting into a solid object is usually more injurious. In this case, the character does not receive a Dex check to mitigate the impact. He suffers d6-2 points of damage, a 20+d20 count penalty and must roll on *Table 3.2-14: Non-Weapon Injury Location.* (Roll 3d20+24 to determine injury location and d10 for Non-Weapon Injury Type.)

A standing, crawling or walking character can change facing at any time. A jogging character can change one or two facings per move, a running character may only change one facing per move and a sprinting character may not change facing.

For example, Miguel Martinez Garcia decides he's gonna run down the street and pick up a gun some fool left setting in the dust. His player rolls a d10 for Initiative, getting a 4, and Miguel's base Speed is a +3, so he can start walking or jogging when the Count Up reaches 7. On 7 Count, he starts jogging (moving 5 feet per 5 Count). When the Count Up reaches 12 (7+5), he's moved 5 feet. Now he can keep jogging or start running (moving 5 feet per 3 Count). Miguel decides to run. On 15 Count (12+3), he's moved another 5 feet (10 feet total).

Miguel can keep running or start sprinting (10 feet per 5 Count). He sees the pistol lying only about 15 feet away and knows he'll have to slow down in a bit, so he keeps running, moving another 5 feet when the Count Up reaches 18. He starts slowing his run (to halt at 10 feet over a 10 Count), stopping on 28 Count almost right on top of the pistol. He kneels down to pick it up, which takes 2 Counts, picks up the gun for 5 Counts and then stands up again, which takes 3 more Counts. On 38, he's standing with the pistol in his hand. It took him 3.8 seconds (38 Count) to run to the pistol and pick it up.

Tactical Mounted Movement

Just as soon as a character manages to buy (or steal) a horse, you'll be needing rules for horse movement. Handle mounted movement in much the same way as movement on foot – declare action and, after a certain amount of time, your character and mount have moved. *Table 3.2-9: Mounted Movement Action Rates* shows the rates of mounted movement and other actions.

TABLE 3.2-9: MOUNTED MOVEMENT ACTION RATES

Action	Speed Modifier
Walking	.5 feet/10 Count
Trotting	.5 ft/5 Count
Loping	.5 feet/2 Count
Galloping	.5 feet/1 Count
Turn standing horse	.3 Count per facing
Turn moving horse 1 facing or less	.0 Count
Turn moving horse 2 facings or less	.3 Count
Turn moving horse 3 facings or less	.6 Count
Mount horse	.20
Jump from horse's back	.10 Count

Horses accelerate slower than humans and must move through every gait when accelerating; a horse must first move at a walk, then trot, then lope then full gallop. A walking or trotting horse can stop immediately. A loping horse may stop after 10 Counts and 5 feet of movement. A galloping horse can stop only after 20 feet of movement over 40 Counts (10 feet over 10 Counts followed by 10 feet over 30 Counts).

A standing horse can change facing at any time (at a rate of 3 Counts per face). A walking horse may change up to 3 facings per 5 feet moved. Horses moving faster than a walk may be turned no faster than once per second; the turn takes place at the end of any full second with no prior turn. The degree of turn varies by how fast the horse is moving.

TABLE 3.2-10: MOUNTED TURNS

Horse Gait	Safely Turn Up To:	With Ride Check Can Turn Up To:
Walk	Any	N/A
Trot	60 degrees / 1 facing	90 degrees / 1 1/2 facings
Lope	45 degrees / 3/4 facing	60 degrees / full facing
Gallop	30 degrees / 1/2 facing	45 degrees / 3/4 facing

A trotting horse can turn safely up to 60 degrees (one facing) or 90 degrees (one and one-half facings) with a successful Riding check (failure indicates the horse only turns one facing and requires another Riding check, failure of the second indicates the rider has been thrown from the saddle).

A loping horse can turn 45 degrees (3/4 of a facing) or less without penalty, 60 degrees (a full facing) with a successful Riding check (failure indicates the horse only turns 3/4 of a facing and requires another Riding check, failure of the second indicates the rider has been thrown from the saddle).

A galloping horse can turn 30 degrees (one half facing) without penalty or 45 degrees (3/4 facing) with a successful Ride skill check (failure indicates the horse turns one half facing and requires another Riding check, failure of the second indicates the rider has been thrown from the saddle).

A skilled rider can make a special slide-stop maneuver to stop and/or turn a galloping horse faster than normal. With a difficult Riding check, a mount going at a full out gallop can stop by gathering its legs under it, sliding with its hind legs (hooves still down) while its forelegs remain moving. The result is a near-complete stop over 3 seconds covering a mere fifteen feet with the horse turned 90 degrees from original position. Furthermore, at the horse or rider's option, the horse can lope right out of the stop without moving through the other gaits (the decision to move to a lope must be made immediately and the move continues as normal, i.e., 2 Counts after the slide-stop is complete the horse moves 5 feet in the new direction). Failing the Riding check indicates that the rider has been thrown.

Now, what if Miguel Martinez Garcia wants to mount a horse and get the hell outta town? We saw in the previous example that he was standing in the street with a pistol when the Count Up reached 38. Well, let's say he's only 5 feet away from a horse tied to a nearby hitching post. He jogs (moving 5 feet per 5 Count) to the horse, reaching it on 43 Count (38+5=43). It takes him 20 Count to unhitch and mount the horse, so he's mounted when the Count Up reaches 63. He turns

the standing horse 2 facings (3 Count each, for a total of 6), so it's turned the way he wants to go when the Count Up reaches 69 (63+6=69).

He nudges the horse into a walk (5 feet per 10 Count), so it's moved 5 feet when the Count Up reaches 79. He speeds up to a trot (5 ft per 5 Count), so the horse has traveled another 5 feet (10 feet total) when the Count Up reaches 84. Miguel urges the horse into a lope (5 feet per 2 Count), so it moves another 5 feet on 86 (for a total of 15 feet).

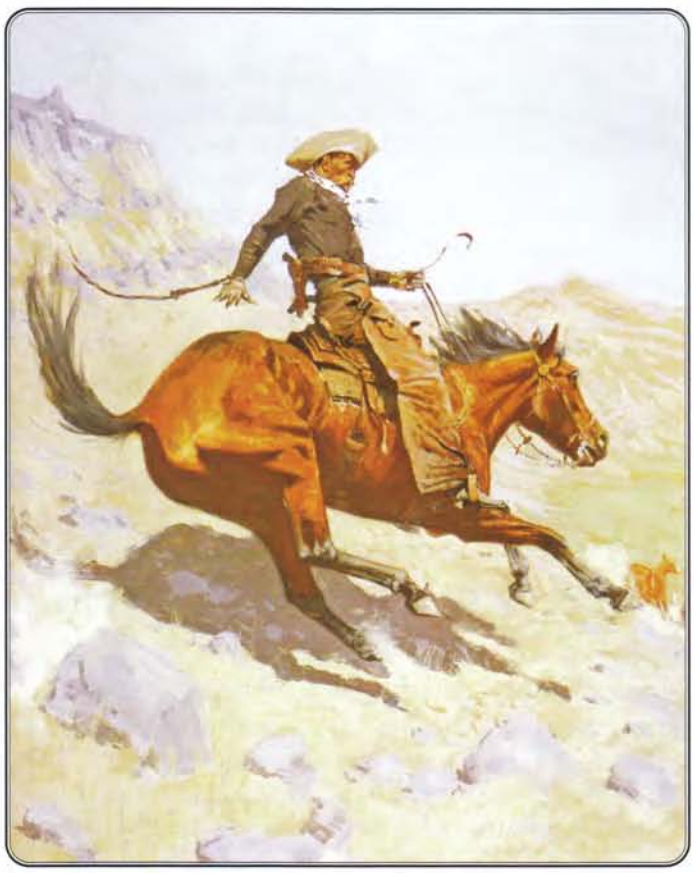
Thrown from the Saddle

Being thrown from a horse can result in serious injury. How serious depends on the speed of the horse.

In all cases, a 30 Count penalty is applied and any hand-held items are dropped. Further specificity depends on the horse's gait.

Walking: The character suffers 1d6-4 points of damage from the fall but receives a Dex check to mitigate the impact. Failing this means must roll on *Table 3.2-14: Non-Weapon Injury Location.* (Roll a d6 for Non-Weapon Injury Type.)

Trotting: The character suffers 1d6-3 points of damage from the fall but receives a Dex check (made at a -4 penalty) to mitigate the impact. Failing this means must roll on *Table 3.2-14: Non-Weapon Injury Location.* (Roll a d8 for Non-Weapon Injury Type.)



Loping: The character suffers 1d6-2 points of damage from the fall. He must also roll on *Table 3.2-14: Non-Weapon Injury Location.* (Roll a d10 for Non-Weapon Injury Type.)

Galloping: The character suffers 1d6 points of damage from the fall. He must also roll on *Table 3.2-14: Non-Weapon Injury Location.* (Roll d8+2 for Non-Weapon Injury Type.)

Note: For any Hyperextension injury to the back, roll a d20. A "1" indicates permanent paralysis. If such injury is suffered to the neck, roll a d10 with a "1" indicating permanent paralysis.

Moving Targets

Clearly, moving targets are more difficult to shoot. This truism is reflected in *Table 3.2-11: Target Movement.* There is no Accuracy modifier for moving targets travelling in a direction less than 30 degrees (half a facing) directly away from or directly at the shooter. However, dodging modifies the shooter's Accuracy regardless of the direction of the moving target. Furthermore, the Accuracy penalty for a dodging target compounds with any other Accuracy modifier for movement.

TABLE 3.2-11: TARGET MOVEMENT

Action	Accuracy
crawling/ strolling	-1
walking	-2
jogging	-3
running	-4
dodging*	-2
mounted**	
walking	-2
trotting	-4
loping	-6
galloping	-8

**Dodging adds with other movement types*
***Can hit horse – check silhouette for misses*

For example, a dodging target (-2 To-hit) moving at a run (-4 To-hit) will have a combined penalty of −6 to the shooter. If, in the foregoing example, the dodging runner was running directly away from the shooter, the total penalty would only be −2 for the dodge. The −4 for running doesn't count because the runner is moving at less than 30 degrees (a half facing) relative to the shooter.

Let's say that Miguel Martinez Garcia (from the previous example) is still riding that loping horse down the street towards Marshal Cody and the Count is at 86. Marshal Cody already has his gun drawn, so he aims it (4 Count) at Miguel, but decides to Fire Deliberately (+4 Speed, +2 Accuracy), so his

shot goes off on 94 (86+4+4=94). In the meantime, Miguel's horse has started galloping (5 feet per 1 Count), and on 94 he's already moved 40 feet. He's passing the marshal, so Cody gets a –8 Accuracy penalty to hit Miguel. He makes his To-hit roll and adds his modifiers (including the +2 Accuracy for Firing Deliberately), but he misses. Now, if Miguel decides to shoot at Cody, Miguel's penalties will be a little different, since he's the one moving.

Combining Movement and Shooting

Once you've mastered the rules for shooting and movement, you'll naturally want to combine the two. This adds a whole new level of complexity to your *Aces & Eights* game, so please be certain that you've mastered the shooting and movement rules before using them both at the same time. But don't be put off too much; after practicing these rules a couple of times most players easily master these as well. Of course, combining movement and shooting gives rise to a set of new modifiers listed in *Table 3.2-12: Movement Modifiers to Shooting.*

TABLE 3.2-12: MOVEMENT MODIFIERS TO SHOOTING

Status	Speed Penalty*	Accuracy Penalty
crawling	Must stop	Must stop
strolling	0	0
walking	1	-1
jogging	2	-3 pistol/ -6 rifle
running	4	-4 pistol/ -8 rifle
dodging**	2	-4 pistol/ -8 rifle
Mounted		
standing	2	0
walking	2	-1
trotting	4	-5 pistol/ -10 rifle
loping	3	-3 pistol/ -6 rifle
galloping	3	-3 pistol/ -6 rifle

**Movement Speed penalties never modify movement actions, only gunfight related actions.*
***Dodging reduces actual movement Speed by one degree.*

Since moving and shooting are completely separate actions, all players need to keep track of their moving and shooting actions separately. This is handled during the Count Up in exactly the same way as each moving and shooting were handled before: declare your action and it occurs at the time it takes to complete.

For example, Miguel Martinez Garcia (from the previous example) wants to ride his horse down the street while firing as fast as he can from his six-shooter at Marshal Cody, who's standing in the street. Let's assume this gunfight is already in progress, the Count Up is at 94, and Cody has just fired a shot on Count 94 – missing Miguel. Miguel already has his weapon drawn.

He spends 4 Count to aim, plus another 3 because of his galloping horse (from Table 3.2-12), and so can fire on Count 101 (94+7=101). In the meantime, his horse galloped another 35 feet (5 feet per 1 Count), so Miguel's range modifier may have gotten a little worse (as has Cody's). When the Count Up reaches 101, he fires a shot at a -3 Accuracy penalty for galloping – and misses. Normally he could fire his six-shooter once every 5 Count, but because of the 3 Count Speed penalty for galloping, he can't fire again until 109 (101+5+3=109). He moves another 5 feet on 102, again on 103, 104, 105, 106, 107, and 108. On 109, he fires again and moves another 5 feet, and so on.

The best way to keep track of these two types of actions is separately. Most players find it easiest to keep a running tally of when their next move occurs and when their next firing action occurs. Whenever a modifier crops up that affects one or the other, simply add the modifier to the next action's Count number.

MISHAPS & FAILURES

Any time a character rolls an unmodified "1" on his To-hit roll, his shot automatically misses (if it's even fired at all) and he probably suffers some form of mishap or failure. To determine the problem, roll a d% (1-100) and consult *Table 3.2-13: Mishaps and Failures* located on the following page.

Mechanical Failure

Below are the descriptions of the possible mechanical failures for firearms. If the table indicates a result that does not affect that type of weapon (for example, broken cylinder rod for a gun without a cylinder), do not reroll; the shooter got lucky and there's no adverse effect for that mishap.

Buttstock/Grip: The buttstock (rifle or shotgun) or grip (pistol) is badly broken. A long gun with a broken buttstock can no longer be shoulder fired or aimed (in other words, all shots are hipshots). A pistol with a badly broken grip cannot be fired.

Cylinder Rod: The cylinder will not remain in place and falls out when the cylinder rod is broken. Obviously, the gun cannot be fired. No effect on guns without cylinders.

Ejector/Extractor: A broken ejector (in the case of a rifle or most pistols) or extractor (in the case of a shotgun) won't eject spent cartridge cases. A rifle with a broken ejector cannot be fired since a casing remains lodged in the gun. The affected shotgun barrel cannot be reloaded. A pistol (or revolving rifle) can no longer be fired once out of shots.

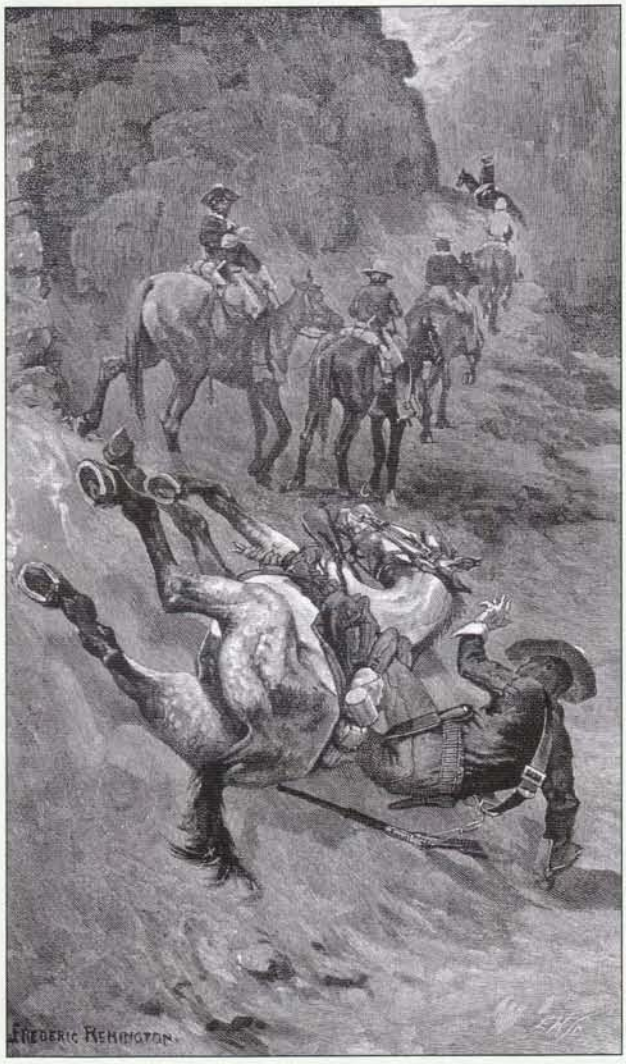
Hammer: When the hammer breaks, the firing pin or primer cannot be struck, rendering the gun useless

TABLE 3.2-13: MISHAPS & FAILURES

Roll (d100)	Mishap/Failure
01-02	Consult Subtable 3.2-13A: Mechanical Failures
Ammo Failure	
03-10	Dud
11-12	Underload, minor
13-14	Underload, major
15	Blown primer or overload (50% chance of either)
16-19	Case separation
20-21	Incorrect sizing, major
22-23	Incorrect sizing, minor
24	Chainfire
25	Flaming debris
Gear Failure	
26	Boot/footgear breaks
27-29	Saddlebag breaks
30-32	Belt/holster breaks
33	Holster loosens
34-35	Shirt tears
36-37	Vest rips
38-40	Button pops
41-42	Hat torn
43-44	Pants tear
45-47	Sack/bag/parcel breaks
Accidental Shots	
48-50	Hit bystander
51-53	Shot nearby livestock/horse
54-56	Damage building
57-59	Damage tree/cactus
60-63	Fire during draw (d10: 1 graze own foot; 2 shoot own foot; 3-10 shoot ground)
64-65	Accidental discharge
Hindrance	
66-69	Sweat in eyes
70-73	Smoke in eyes
74-77	Sun/glare in eyes
78-80	Smoke obstructs view
Clumsiness	
81-84	Stumble
85-87	Slip
88-91	Off balance
92-94	Distracted
95-97	Drop weapon
98-100	Non-weapon injury

SUBTABLE 3.2-13A: MECHANICAL FAILURES

Roll (d100)	Mishap/Failure
01-09	Buttstock/grip
10-18	Cylinder rod
19-27	Ejector/extractor
28-36	Hammer
37-45	Internal part
46-54	Lever
55-61	Loading gate
62-71	Magazine spring
72-80	Mainspring
81-90	Sight
91-100	Trigger



for shooting. Only affects one barrel of a shotgun (most recently fired).

Internal Part: An internal part breaks preventing the gun from revolving or cycling. No effect for shotguns.

Lever: When a rifle's lever breaks the action won't cycle and the rifle can no longer be fired. No effect on pistols and shotguns (or rifles without a lever).

Loading Gate: The side of the cylinder remains uncovered when the loading gate breaks. When the cylinder is uncovered, the cartridges fall out and/or jam the cylinder. Only affects revolving guns with loading gates.

Magazine Spring: No effect unless the weapon is a rifle with a magazine. When the magazine spring breaks, the cartridges won't load from the magazine and shooter will have to hand load each bullet.

Mainspring: When the mainspring breaks, the hammer won't drop and the gun cannot be fired. Only affects one barrel of a shotgun (most recently fired).

Sight: Rifle (or target pistol) has a broken sight (no effect for a shotgun or other pistol). Rifle cannot be aimed or aimed carefully.

Toplever: Shotgun's toplever breaks (no effect for rifles or pistols). Since the action can't open, the gun cannot be reloaded.

Trigger: The trigger mechanism breaks inside the gun, which can no longer stay cocked. The shooter must now manually drop the hammer or fanfire the gun (-2 to Accuracy). Only affects one barrel of a shotgun (most recently fired).

Ammo Failure

Below are the descriptions of the possible ammunition failures for firearms. If the table indicates a result that does not affect that type of weapon (for example, incorrect sizing for a pistol or shotgun), do not reroll; the shooter got lucky and there's no adverse effect for that mishap.

Blown Primer: The primer blows off causing gas and/or debris to shoot back into the shooter's face. For pistols: The shooter suffers 1d4-1 damage to the face. If the face result is 0, roll 1d4-1 to the head. If this results in 0, roll 1d4-1 to the neck. If the neck result is also 0, the shooter escaped a painful mishap. For rifles and shotguns: use the same process but replace the d4 with a d6.

Case Separation: The case separates and only the head of the cartridge is extracted. The rifle cannot be fired until the case is removed (with a special tool). No effect for shotguns or on additional chambers.

Chainfire: A chainfire can only occur with a cap and ball revolver or Remington revolving rifle. 1d6-1 additional shots fire. The shooter suffers 1d6-1 damage to the hand.

Dud: The cartridge or shell didn't ignite. Apart from the dead round being in need of ejection, no other adverse effects.

Flaming Debris: Flaming debris shoots from the barrel, setting fire to any curtains or other flammables in the area.

Incorrect Sizing, Minor: The cartridge was of the wrong size and the shot was never fired. The gun is now jammed and must be recycled to clear the poorly sized cartridge. No effect for shotguns, pistols or rifles with cylinders.

Incorrect Sizing, Major: The cartridge was of the wrong size and the shot was never fired. The gun is now jammed and must be disassembled to clear the poorly sized cartridge. No effect for shotguns, pistols or rifles with cylinders.

Overload: The bullet or shell was packed with too much powder causing it to explode in the barrel or cylinder (for cylinder-based weapons). The gun is destroyed and the shooter suffers 1d4-1 damage to the hand. If this results in 0, roll 1d4-1 to the face. If the face result is also 0, roll 1d4-1 to the head. If this results in 0, roll 1d4-1 to the neck. If the neck result is also 0, the shooter escaped an agonizing accident.

Underload, Minor: A muffled report lets the shooter know his shot failed to hit the mark because it dropped harmlessly into the dirt due to an underload.

Underload, Major: A major underload has virtually no report and moreover the bullet travels virtually nowhere; it is now lodged in the barrel rendering the gun useless until repaired. Any shooter failing an Int check with a −10 bonus to the roll will go ahead and fire the next shot. If this happens, the gun blasts open (destroying it) and the shooter suffers 1d4-1 damage to the hand. If this results in 0, roll 1d4-1 to the face. If the face result is also 0, roll 1d4-1 to the head. If this results in 0, roll 1d4-1 to the neck. If the neck result is also 0, consider the dolt lucky. Of course, you have to be dumber'n cowcrap to shoot a gun again after a major underload. For shotguns, treat this result as a Minor Underload result.

Gear Failure

Belt/Holster Breaks: Buckle breaks dropping belt or tears at seam (75/25 percent chance of each).

Boot/Footgear Breaks: Sole or heel partially separates or tears from top or cracks (50/50 percent chance of either).

Button Pops: Shooter pops a button on shirt, pants, vest or coat (50/50 percent chance of either).

Hat Torn: Shooter tears his hat. If not worn, no effect.

Holster Loosens: Holster loosens causing a +2d6 Speed penalty to any draw attempts. If not worn, no effect.

Pants Tear: Shooter tears his pants. If not worn, no effect.

Sack/Bag/Parcel Breaks: A sack, bag or parcel rips open at the seam, spilling 1-10 percent of its contents per second. If more than one bag, roll randomly. If not worn, no effect.

Saddle Bag Breaks: A saddlebag rips open at the seam, spilling 1-10 percent of its contents per second. If more than one saddle bag, roll randomly. If not worn, no effect.

Shirt Tears: Shooter tears a seam or pocket on shirt (50/50 percent chance of either).

Vest Rips: Shooter tears a seam or pocket on vest (50/50 percent chance of either).

Accidental Shots

Accidental Discharge: Shooter accidentally discharges into the air or ground.

Damage Building: Shooter accidentally shoots out a window, door hinge, sign, or other building part in field of fire. Randomly determine location, if necessary. If none available, no effect.

Damage Tree/Cactus: Shooter accidentally shoots a tree, cactus or other plant in field of fire. If none available, no effect.

Fire During Draw: Shooter fires during draw (roll a d10, 1 = graze own foot, 2 = shoot own foot, 3-10 = shot ground). Disregard if 2nd or later shot and/or the gun was drawn previous to shot.

Hit Bystander: Shooter accidentally shoots a bystander in field of fire. Randomly determine injury location. If none available, no effect.

Shot Nearby Livestock/Horse: Shooter accidentally shoots a mount or livestock in field of fire. Randomly determine injury location. If none available, no effect.

Hindrance

Smoke in Eyes: Shooter has smoke in his eyes and suffers a -4 Accuracy penalty for any shots fired during the next 15 Counts.

Smoke Obstructs View: Smoke obstructs the shooter's view of the firing arc he's shooting in. Any additional shots fired that direction in the next 10 Counts are at a -3 Accuracy penalty.

Sun/Glare in Eyes: The sun, lamplight or a reflection temporarily blinds the shooter. He suffers a -10 Accuracy penalty for any shots fired during the next 5 Counts.

Sweat in Eyes: Shooter has sweat in his eyes and suffers a -6 Accuracy penalty for any shots fired during the next 10 Counts.

Clumsiness

Distracted: Something in the vicinity distracts shooter: a bird flying past, someone he knows, a prostitute calling, whatever is appropriate at the time. Shooter suffers a 5 Count delay.

Drop Weapon: Shooter drops weapon and must retrieve it. Roll a d12 for direction (as a clock with 12 o'clock the front facing of the shooter) and a d4 for distance in feet (penetration rules apply).

Off Balance: Shooter falls off balance and suffers a -2 to Accuracy for 10 Counts. If moving at a run or sprint, must make a Dexterity check or fall prone.

Slip: Shooter slips on mud, blood, water, whiskey or whatever else might be nearby. If moving faster than a stroll, he suffers a Speed penalty of 10. Additionally, if moving at a jog, run or sprint, the character must make a Dexterity check or fall prone. -4 to Accuracy for 10 Counts.

Stumble: Shooter stumbles. If moving faster than a walk, he suffers a Speed penalty of +5. If moving at a run or sprint, the character must make a Dexterity check or fall prone. -2 to Accuracy for 5 Counts.

NON-WEAPON INJURIES

A non-weapon injury occurs when a character suffers a hyperextension, pulled muscle, sprain or twist. First, to determine injury location, roll d% on *Table 3.2-14: Non-Weapon Injury Location*.

The following general effects apply to non-weapon injury results.

Hyperextension: A body part bends or extends beyond its normal limit to cause bone and/or ligament damage.

TABLE 3.2-14: NON-WEAPON INJURY LOCATION

Roll (d100)	Location
01-06	foot – right
07-12	foot – left
13-19	ankle – right
20-26	ankle – left
27-32	knee – right
33-38	knee – left
39-44	hip – right
45-50	hip – left
51-56	wrist – right
57-62	wrist – left
63-68	elbow – right
69-74	elbow – left
75-80	shoulder – right
81-86	shoulder – left
87-93	neck
94-100	back

After determining location, roll a d10 to learn what type of injury results.

Roll (d10)	Non-Weapon Injury Type
01-03	Twist
04-06	Pulled Muscle
07-09	Sprain
10	Hyperextension

Hyperextension in the back, hips or lower extremities: The character suffers a +5 penalty to Speed for all movement related actions (but not mounted movement) for 2d6 weeks.

Hyperextension in the arm, shoulder, neck or back: The character suffers a +3 Speed penalty to shooting-related activities (i.e., not movement) and a -1d4 Accuracy penalty for 2d6 weeks. Naturally, if it is an arm or shoulder injury, he immediately drops any items carried by that limb.

Pulled Muscle: When a character pulls a muscle, one or more joint tissues stretch or tear.

Pulled muscle in the back, hips or lower extremeties: The character suffers a +2 penalty to Speed for all movement related actions (but not mounted movement) for 2d6 days.

Pulled muscle in the arm, shoulder, neck or back: the character suffers +2 Speed penalty for shooting-related activities (i.e., not movement) and a penalty of -1d3 to Accuracy for 2d6 days. Naturally, if it is an arm or shoulder injury, he immediately drops any items carried by that limb.

Sprain: A sprain is similar to a pulled muscle, but with more stretching and tearing – and much more painful.

Sprain in the back, hips or lower extremities: The character suffers a +4 penalty to Speed for all movement related actions (but not mounted movement) for 1d6 days.

Sprain in the arm, shoulder, neck or back: The character suffers +2 Speed penalty for shooting-related activities (i.e., not movement) and a penalty of -1d4 to Accuracy for 1d6-1 days. Naturally, if it is an arm or shoulder injury, he also drops any items carried by that limb.

Twist: When a character suffers a twist, he slightly stretches a (non-joint) muscle.

Twist in the back, hips or lower extremities: The character suffers a +1 penalty to Speed for all movement related actions (but not mounted movement) for 1d3 days.

Twist in the arm, shoulder, neck or back: The character suffers +1 Speed penalty for shooting-related activities (i.e., not movement) and a penalty of -1 to Accuracy for 1d3 days. Naturally, if it's an arm or shoulder injury, he immediately drops any items carried by that limb.

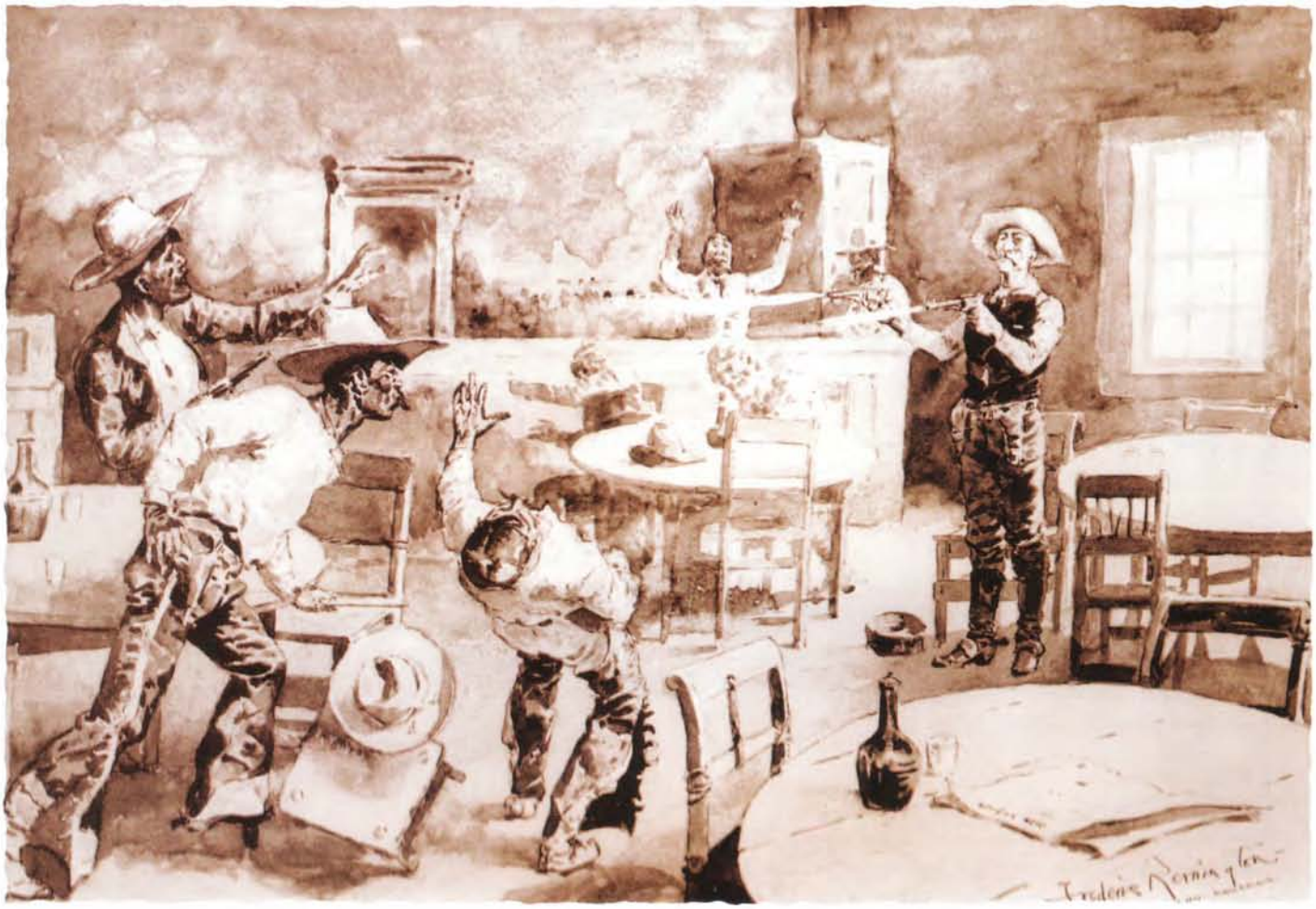
CLOSE QUARTER COMBAT

Whether a brawl gone bad, a knife fight, a savage attack or some other situation, at some point you will be faced with the situation of mortal combat in close quarters. Fighting in this manner is resolved in a similar fashion to gunfights. Events still occur over time, but typically, attacks are much quicker (see *Table 3.2-15: Basic Close Quarter Actions*).

TABLE 3.2-15: BASIC CLOSE QUARTER ACTIONS

Weapon-based	Counts
Attack with Readied Thrusting Weapon	2
Attack with Readied Swinging Weapon	4

Weapons	Ready Speed	Recover Speed
Axe, hand	1	3
Axe, woodcutting	5	12
Bayonet	1	2
Bottle	2	4
Bowie Knife	1	2
Buttstock, pommel	0	2
Club (table leg, chair, etc.)	2	4
Initial Grab	0	2
Knife	0	1
Long gun, swung	5	10
Pistol whip	1	3
Punch/strike (fist, shoulder, knee)	0	2
Spear	1	2



To make an attack in close quarter combat, follow the Shooting Procedure outlined previously, with one modification: the Target Silhouette for the defender must be chosen based on the type of weapon and/or attack made. Thrusting weapons (knife, bayonet, spear, buttstock) use the standard Target Silhouette based on the facing of the opponent (typically directly toward you). If you have additional Target Silhouettes (available separately), then use a Target Silhouette turned 90 degrees (to the side most likely) for hacking weapons (axes, bowie knives, clubs, swung long guns, etc.). A top view is also possible if the attacker specifically states a downswing.

Ready: Ready indicates the time it takes to move a weapon from a relaxed held position to a ready-to-attack position. For example, holding a club in your hand is not a Ready position, but holding it drawn back to your shoulder, ready to swing on some poor dude, is the Ready position (for a club).

Attack with Readied Thrusting Weapon: It takes a mere 2 Counts to poke some feller with a readied thrusting weapon. Thrusting weapons include all weapons that you primarily poke people with. These include fists, most knives, bayonets, spears, grabbing people, jabbed buttstocks, etc.

Attack with Readied Swinging Weapon: It takes 4 Counts to whack your rival with a readied swinging weapon. Swinging weapons include all weapons that you primarily hack, swing or slash at folks. These include clubs, bottles, bowie knives, swung long guns, axes, pistol whipping, etc.

Recover: Recover indicates the time it takes to move a weapon, whether just swung or jabbed/thrusted, back to a ready held position. For example, the time it takes to re-heft a woodcutting axe after taking a chop with it is the recovery time (in this case 12 Count).

Close Quarter Accuracy Modifiers

All standard Accuracy modifiers apply, including those for wounds and range (Accuracy is +8 for under 5 feet). Beyond Accuracy modifiers, two additional modifiers apply to the attacker's To-hit roll: the attack-

er adds his Dexterity Accuracy Modifier and deducts the defender's Dexterity Accuracy Modifier.

Let's say that Clay Powell is in a saloon, under attack from Antonio Juan Julio Miguel Martinez, an angry vaquero with a whiskey bottle. It takes Antonio 2 Counts to ready this weapon and 4 Counts to swing it (as he would a hacking weapon), so it takes 6 Count for Antonio's blow to strike. Both combatants are within 5 feet, so Antonio receives a +8 bonus to Accuracy, adding a +1 bonus due to his 12 Dexterity score and a -2 penalty due to Clay's 14 Dexterity score. Antonio's total To-hit modifier is -1 (1-2=-1) plus 8 for Accuracy gives him a +7 total. After his attack, it takes Antonio 4 Counts to bring this weapon up again for another attack.

In another example, Antonio takes care of Clay and moves on to the bartender. Both combatants are within 5 feet, so Antonio receives the +8 bonus to Accuracy for range and adds a +1 bonus due to his 12 Dexterity score. However, the bartender has an 8 Dexterity (-1 modifier). In this case, Antonio's total To-hit modifier is +2 (1-(-1)=2) plus 8 for Accuracy gives him a +10 modifier total.

Close Quarter Wounding

Close Quarter Wound damage occurs much like with ranged weapons. Each weapon has a range of possible damage just as with guns, but unlike firearms the attacker adds his Strength bonus (or penalty, but remember that damage cannot be reduced to less than zero). Thus, the stronger the attacker, the more devastating the club hit, the more deep the knife thrust, and so on.

Now, let's say that Antonio Juan Julio Miguel Martinez pulls out a Bowie knife and stabs the bartender in the chest. Ol' Antonio has a +1 Strength Bonus (12 Strength), so he deals 1d4+1 points of damage, instead of the standard 1d4.

Wrestling

Sometimes one or both opponents may want to grapple and wrestle rather than shoot, stab or beat. Perhaps one opponent is desirous of subduing the other, or he might be unarmed and is looking to grab his opponent's weapon. In these instances, the attacker makes a wrestling or grabbing attack. These are resolved the same way as Close Quarter Combat with all grabbing attacks counting as thrusting weapons. A result that hits anywhere on the opponent's Target Silhouette indicates a successful grab in that location. Any Accuracy penalties for wounds apply to all to-hit and contested rolls during wrestling.

For example, Billy Bob Owens gets in a saloon fight with Chester Hawkins. Chester's player declares that Chester draws his pistol. Rather than try to outdraw Chester, Billy Bob's player decides that he's going to grab for Chester's gun hand. Billy Bob's modified Speed and declared action let him act when the Count Up reaches 3, and on this Count, Billy Bob grabs for Chester's wrist.



Billy Bob's player makes his To-hit roll as normal, using the Shot Clock and Target Silhouette. His modified roll and his card draw are both good, so he successfully grabs Chester's wrist. Now, these two rascals are wrestling with each other.

After grabbing an opponent, the attacker can attempt to toss him down (except arm results), fight for a weapon on the body part grabbed, hold him or injure him. Each of these requires the attacker to beat the defender with a contested attack roll using either Strength or Dexterity as the basis (attacker's choice).

To make a contested roll, each player rolls a d20 and adds her character's relevant ability (either Strength or Dexterity); the higher roll wins, tied rolls (modified) go to the defender or otherwise result in a draw, but not a reroll. The defender may break away from the hold on his attack by making a successful contested roll of the defender's choice. Additionally, the grabbed defender needn't make a successful grab attempt before making a wrestling attempt – he's already locked-in thanks to his opponent's grab. The players take turns making contested rolls, each roll taking 20 Count in time.

Chester's action comes up next, and he decides to try to slip away from Billy Bob using his Dexterity rather than muscle his way out with his Strength. Chester rolls a d20 for a result of 8, and adds his 14 Dexterity ability score instead of his 11 Strength, for a total of 22. Billy Bob only has a 12 Dexterity score, but he rolls a 15, for a total of 27. Chester isn't going anywhere.

If a character tries to grab another armed character and misses, that armed character can go ahead and shoot but might be delayed if he had to move his gun or body to dodge the grab. If the attacker rolled a 15 or higher on his grab attempt, that attack forced the armed defender to move about and that armed character suffers a +5 Speed penalty to his next attack.

Fight for Weapon: If the attacker attempts to wrest control of a weapon from the defender, he needs to succeed in one Strength attack to loosen his opponent's grip, then a second Dexterity-based Fight for Weapon attack to grab control of the loosened weapon. If the first Strength-based Fight for Weapon attack succeeds and the Dexterity Fight for Weapon attack fails, the defender must make a standard Wisdom check or drop the weapon to the ground. Only two consecutive Dexterity-based Fight for Weapon attacks will allow either wrestler to gain control of a gun dropped on the ground.

TABLE 3.2-16: PISTOL DISCHARGE DURING WRESTLING

Roll (d6)	Result
1	Opponent may attempt a shot with Shot Clock but with no Accuracy modifier for range
2	Cannot discharge
3-4	Shot discharges ineffectively
5-6	Shooter may attempt a shot with Shot Clock but with no Accuracy modifier for range

Any player in control of a pistol (but not a long gun) may attempt to discharge it at his opponent once per 20 Count while wrestling. If he wants to take this chance, he'll need to roll a d6 and consult *Table 3.2-16: Pistol Discharge During Wrestling.*

Billy Bob's determined to get that gun away from Chester, so on his next action, he tries to fight for the weapon. Billy Bob's Strength score is 16, and he rolls a d20 for a result of 11, for a total of 27. Chester, on the other hand, rolls a 14, but his Strength score is only 11, so his total is 25. Billy Bob wins again, loosening Chester's grip. When his next action comes up (after another 40 Count – 20 for Chester's action and another 20 until Billy Bob's next action), Billy Bob can try to get the pistol out of Chester's hand.

In the meantime, however, Chester decides to fire the pistol at Billy Bob while they're struggling for control. He rolls a 3 on a 1d6, meaning the pistol fires but misses Billy Bob (and Chester himself, for that matter). Chester can fire or wrestle again in another 40 Count, but Billy Bob's turn comes before that.

Billy Bob still wants that pistol, so now he makes another d20 roll (with a result of 6) and adds his Dexterity (in this case, 12) for a total of 18. Chester has a 14 Dexterity, and he rolls a 19 for a result of 33. Chester wins, so he keeps control of the gun.

Billy Bob still wants that gun, but what Billy Bob doesn't know is that was Chester's last shot; the gun is empty. Chester decides he's going to try and toss this big oaf down.

Toss Opponent Down: To throw an opponent down, the attacker needs to succeed at either a contested Strength or Dexterity attack. Success with either throws down his opponent. Success with a Strength-based attack inflicts damage up to a maximum of the attacker's damage adjustment (the attacker may choose to inflict less or zero damage on the defender). A tie indicates both opponents fall, but neither suffer damage.

The sly Chester knows he's not as strong as Billy Bob, so he decides to use a Dexterity-based attack to toss his opponent. Chester makes a d20 roll (with a result of 10) and adds his 14 Dexterity for a total of 24. Billy Bob rolls a 14, adding his 12 Dexterity for a result of 26. Chester's tossing attempt failed, and both combatants remain upright.

Injure Opponent: To injure an opponent, the attacker needs to make a contested Strength attack. Success injures his opponent in the body part held for up to a maximum of the attacker's damage adjustment

(the attacker may choose to inflict less or zero damage on the defender).

Now, Billy Bob's kinda upset that Chester tried to toss him, and he's gonna twist Chester's arm where he's holding it. Billy Bob rolls a d20 and gets a 13, adding his 14 Strength for a total of 27. Chester rolls a 7, and adds his 11 Strength for a result of 17. Billy Bob deals 2 points of damage, since his 14/23 Strength score has a Damage Adjustment of +2. It hurts, but Chester ain't giving up yet.

Hold Opponent: To hold down a cowpoke, the attacker needs to make a contested Strength attack against an already-grabbed opponent. Success indicates he's got a firm hold on him. There's nothing stopping more than one or even up to six guys from trying to hold one man down. They each make a separate Hold Opponent attack on their turn. Attacks are made at +4 for every additional body grabbing or holding the victim (including the attacker). Once held, a feller can only try to break away and nuthin' more.

Since Chester's still fighting, Billy Bob's gonna try and hold him still. Billy Bob rolls a d20 and gets a 16, adding his 12 Strength for a total of 28. Chester rolls a 5, adding his 11 Strength for a total of 16. Billy Bob wins and manages to hold Chester down.

Break Away: To break away from one or more foes, the held character needs to make a contested Strength attack. Success loosens the hold of the other guy. If there are several dudes holding one guy he'll have to beat each of them in a Strength attack.

If Billy Bob's holding Chester, then Chester can't attack, but he can attempt to break away. Of course, he really needs a good roll. Fortunately, Chester rolls a d20 for a result of 18, adding his 11 Strength to get 29. Billy Bob, on the other hand, only rolls a 9, adding his 12 Strength for a total of 21. Chester breaks away.

★ MORE ADVANCED RULES ★

ADVANCED WEAPON-BASED MODIFIERS

Obviously, you can draw different weapons at different speeds, even within the same category – such as revolvers. Fast draw pieces with shorter barrels and a quick draw rig draw far quicker than a long barreled model with a cross-draw holster. The statistics in the advanced weapons tables (see *Chapter 3.5 | Firearms*) reflect these differences. Additionally, certain modifiers are based not on the weapon and model type, but the actual gun itself. Variations in manufacturing, care, sighting and feel cause shooters to be more accurate with their own weapons than those borrowed – perhaps from a fallen foe. *Table 3.2-17: Personal Weapon Modifiers* reflects this handicap in game terms.

TABLE 3.2-17: PERSONAL WEAPON MODIFIERS

Action	Speed	Accuracy
Unfamiliar with weapon	-2	-2
Using your weapon	0	0
Using same weapon model as your weapon	-1	-1
Using your signature weapon	-1	+1

Unfamiliar With Weapon: Being unfamiliar with the way a weapon discharges carries penalties to both Speed and Accuracy. Any weapon fired by a character 100 times eliminates this penalty.

Using Your Weapon: After firing a weapon 100 times, the character no longer receives penalties for being unfamiliar with it. The character need not actually own the weapon; it can be borrowed, for example. The 100 shots need not be fired in anger; simply taking a box of 100 shells and practicing outside of town will do the trick.

Using Same Weapon Make and Model as Your Weapon: While firing a new weapon always causes a penalty, the differences are slimmer in the case where a character uses the same make and model of a weapon that he already fired 100 times. For example, a character that owns a Colt Peacemaker can pull a different Peacemaker from a dead man's holster and use that almost as effectively as his own Colt.

Using Your Signature Weapon: Each character can make one weapon that he's fired at least 500 times his signature weapon. He must choose a particular make, model, caliber, etc. Gunmen often become known for carrying that particular gun, and there's good reason for that: a character gains a 1 point bonus to both Speed and Accuracy when using that weapon. A character can never change his signature weapon; once a character chooses a particular gun for this esteemed role, that particular weapon is his signature weapon forever.

ADVANCED ACTION-BASED MODIFIERS

Certain shooter actions can improve or reduce firing Accuracy as set forth in *Table 3.2-18: Action-Based Modifiers*.

Steady Hand: This maneuver involves bringing a second hand up to hold steady a pistol held in the other hand. A slight loss in Speed is balanced by an increase in Accuracy. A character can only perform a Steady Hand action if the second hand is free/empty. This action only applies to pistols.

Fire Deliberately: Those gunslingers capable of taking their time in the face of enemy fire, in order to make their Accuracy more certain, are known as delib-

TABLE 3.2-18: ACTION BASED MODIFIERS

Action	Speed	Accuracy
Steady Hand (pistol only)	2	+2
Fire Deliberately, pistol	4	+2
Taking Careful Aim, pistol	10	+3
Fire Deliberately, rifle	8	+4
Taking Careful Aim, rifle	20	+6
Laying Prone	4	+2
Unaware of Opponent	10	0
Resting Weapon on solid object	-	+2 (+1)
Resting Weapon on horse (live)	-	+1 (-4)
2nd shot at same target	-	+1
3rd+ shot at same target	-	+2
Second shot in <2sec	-	-1
Third shot in <2sec	-	-3
Fourth shot in <2 sec	-	-6
Fifth shot in <2 sec	-	-10
Sixth shot in <2 sec	-	-15

erate shooters. Firing Deliberately rewards with increased Accuracy those with the guts to stand in there and ignore their opponents' gunshots. Injuring the shooter disrupts the Fire Deliberately action; if wounded, he must begin the 4 Count action anew to gain the Fire Deliberately modifiers. A flinching character also loses any deliberate fire bonus (or must start a new Fire Deliberately action).

Taking Careful Aim: Taking careful aim involves sighting a target for 1-2 seconds while maintaining relaxed or controlled breathing in order to make the shot count. You cannot combine this action with Firing Deliberately. A man Firing Deliberately can choose not to shoot and continue aiming to gain the Taking Careful Aim bonus, but only one bonus is thereby obtained (the greater one – Taking Careful Aim). Injuring the shooter disrupts the Taking Careful Aim action; he will have to begin the 1-2 second (10-20 Count) action anew if wounded. Likewise, a character forced to flinch also loses any careful aim bonus and must start Taking Careful Aim anew.

Laying Prone: Laying flat allows the shooter to brace himself against a surface be it street, hillock or rooftop. Such a gunman fires a bit slowly, but increases his chances of a successful shot. Additionally, the shooter presents a much smaller target to his enemies.

Unaware of Opponent: If one hombre knows the other is there and catches him unawares, it puts such an hombre at an advantage. Or, said another way, the one caught by surprise is at a disadvantage. Any time an opponent knows a character is there but the target is unaware of the opponent, the target character suffers a one second (10 Count) penalty.



Resting Weapon on Solid Object: A shooter resting his gun on a water trough, railing, windowsill, dead horse or other solid object affords himself an Accuracy advantage. In most instances, such a solid object also has the helpful side effect of affording cover. Resting the weapon against the **side** of a solid object affords only half the Accuracy advantage.

Resting Weapon on Horse: A shooter resting his gun on a live horse or other creature such as mule, sheep, dog, partner's shoulder or wounded and prostrate individual affords him a small Accuracy advantage. In most instances, such gun rest also has the helpful side effect of affording cover, at least until the first shot hits. Note that resting across the rib cage of a living creature provides no bonus, but rather a −4 penalty, so take care to use the hind quarters, shoulder, etc.

2nd Shot at Same Target: A second shot at the same non-moving or steadily-moving target lets a shooter better home in on his target because he can see how far off he was and adjust (or keep doing the same thing in the case of a hit). If the target is dodging, moving irregularly or if line of sight is broken (including the shooter flinching or ducking) this bonus does not apply.

3rd+ Shot at Same Target: Each successive shot at the same non-moving or steadily moving target lets a shooter better hone in on his target, but with a maximum advantage at three shots. As with the second shot, if the target is dodging, moving irregularly or if line of sight is broken (including the shooter flinching or ducking) this bonus does not apply.

Second, etc., Shot in less than Two Seconds: Firing more rapidly than one shot every 2 seconds causes inaccuracies due to factors such as fast cocking and recoil. Failing to take the time to steady a weapon only increases the problem.

ADVANCED PENETRATION DICE

With Advanced Penetration Dice you follow the same rules for Penetration Dice (given at the end of *Chapter 2.2 [Scrapes]*) but for all rolls, i.e., not merely damage rolls. Except during character creation, whenever you roll maximum on a die (e.g., 6 on a d6, 4 on a d4, etc.), you immediately re-roll that die and add the new die roll total minus one to the previous result.

Furthermore, in the Advanced Penetration Dice rules, all dice also penetrate downward, that is, whenever you roll minimum on a die (e.g., 1 on a d6, 1 on a d4, etc.), you immediately re-roll that die and deduct the new die roll total minus one from the previous result. This allows for damage results of one or 0 (minimum; no negative results) in Close Quarter Combat situations where the attacker has a Strength damage bonus. Thus, even characters with 18 Strength can sometimes injure a foe with a light scratch. One exception: damage from ranged weapons never penetrates down.

For example, Theodore Wiley, a strong fella with a +3 to damage on account of his Strength, whacks a cowpoke in the head with his rifle for 2d6 points of damage. He rolls a 1 and a 4 on the damage dice. This is normally 5 points of damage plus another three (3) for his Strength adjustment for a total of 8. But since he rolled a 1, he rolls and subtracts a d6-1 (and gets a 5 on the die, or a 4 for the d6-1 result), for a total damage of 4 (8-4). That still smarts but could'a been a lot worse.

Finally, some dice that penetrate use different penetration dice. The larger dice, d20 and d% (or d100), penetrate with a d6 and d20 respectively. Examples of use of larger dice include rolling To-hit, Ability Checks and Skill Checks.

PRIMITIVE RANGED ATTACKS

Ranged attacks with primitive projectiles such as knives, axes and the like, are handled in the same fashion as firearms. A character may shoot arrows (or hurl other weapons) over an obstacle to hit a target that is either behind cover or obscured. *Table 3.2-19: Indirect Fire* describes the To-hit penalty for this type of attack.

TABLE 3.2-19: INDIRECT FIRE

Cover	Accuracy Modifier
Shooting blind, complete cover	-8
Partial Cover	-1 to -7
Head showing only	-7
Upper chest and neck visible	-6
Solar plexus and above visible	-5
Covered from the waist	-4
Cover from mid-thigh	-3
Knees and below	-2
Feet and ankles covered	-1

Note that cover on the Target Silhouette should be placed from the perspective of the incoming projectile (typically at 45 degrees from above). This means that the target, unless he has cover from above, loses some cover from the front. Adjust your cover representation by lowering it on the Target Silhouette by 50% to reflect this fact.

La Reata

Use of *la reata*, or the lariat, works a little differently than most other ranged primitive weapons. Like other primitive ranged weapons, a man has to have skill,

especially to rope a cow or person. So before a cowboy tries to lasso a calf or an opponent, he'll need to possess the Rope Use skill at Average mastery (or Advanced if on horseback) and then succeed in a skill check. If successful, he can use the Shot Clock to roll his To-hit. But on a 25 or higher, he's not only successfully hit his mark, he's caught the body part in question.

A roped man is considered grabbed and suffers all penalties associated with being grabbed. Two ropers working together or a single mounted roper can control a roped man, but on foot a contested Strength check is required to control a roped hombre.

Note: Unlike other ranged primitive weapons, the lariat is limited to a maximum range of 30 feet.

ARTILLERY & EXPLOSIVES

Larger artillery may come into play, especially if a military force is involved in the action, although civilians might also capture or find these weapons. The typical weapons of this type to turn up in the Shattered Frontier are Gatling guns and small cannons. Shots fired from a piece of artillery may be aimed neither Carefully nor Deliberately; further, all rounds are considered Hipshot with respect to Accuracy modifiers. Explosives, in the form of dynamite and nitroglycerin, are much more common in the typical town.

Gatling Guns

The Gatling gun is a ten-barrel rifle that can fire up to 400 rounds per minute under ideal conditions. Turning a crank revolves the barrels and fires off the shots. Unfortunately, the guns now



become easily fouled in action – count all Mishap results of Clumsiness and Ammo Failure as jams that must be cleared by the gun crew (taking 100 Count to clear). Under careful use, the Gatling gun fires one shot per 3 Counts, but can be fired as fast as one shot per 2 Counts. In the latter usage case, all Mishap results count as jams.

The Gatling gun operator can change his field of fire anywhere within his front three arcs of fire without Speed penalty, but the penalty to Accuracy for changing arcs is doubled.

Cannons

Most cannons used in the Shattered Frontier hurl 12-pound shells, but can also be used for mortars and grapeshot. An experienced artillery crew can fire a cannon once per 30 seconds (300 Count). Cannons are typically used for larger scale military operations and rarely come into play.

Explosives

Explosives are far more common in the Shattered Frontier than artillery. Because they are used for mining and other demolition purposes, nitroglycerin and dynamite may be found in any mining community. Of course, it's inevitable that creative hombres will try to find a way to blow their enemies to smithereens using dynamite and possibly nitroglycerin.

Dynamite, having the distinct advantage of stability, is clearly the better choice for throwing at a rival. Four is the maximum number of sticks of dynamite that can be thrown any considerable distance. Characters that insist on throwing nitroglycerin run the risk of detonation merely by the act of tossing the explosive (20% chance). In either case, the following tables give the full results and effects of explosives thrown and detonated near living creatures. For set explosives that happen to detonate at a time when folks are nearby, skip on down to *Table 2.3-21: Explosives Damage and Effects*.

Determining Location of Hurled Explosives

If a hurled explosive (such as dynamite) does not result in a direct hit, you need to know just where that rascal landed. The distance you're off when you toss a stick or more of dynamite depends on your To-hit roll (Accuracy) and the distance you are from the target. If your throw is off by a little bit, and you're throwing a short distance, there won't be much of an effect. On the other hand, if you're throwing a long way, being off by just a tad will cause your toss to go far wide. If you're off by a lot, whether it's short or long distance, you might be in trouble. *Table 2.3-23: Hurled Explosives Distance Modifiers* and *Table 2.3-24: Explosives Distance From Target* are used together to let you know just how far off a throw might be. Draw a card and use the Shot Clock (laid flat on the table) to determine in which direction your toss missed the target.

For example, let's say that Chester wants revenge on Billy Bob, and for some reason decides that dynamite is the way to go. Late one night, he spots Billy Bob about 20 feet away, stagger-

TABLE 3.2-20: DYNAMITE MAXIMUM RANGES

# of Sticks	Maximum Range
1	100
2	90
3	80
4	70

TABLE 3.2-21: EXPLOSIVES DAMAGE & EFFECTS

Distance (feet)	Cards	Damage Die	Special
to 3	10	d8	Deafen, Stun, Out Cold
3 to 5	7	d6	Deafen, Stun, Out Cold
to 10	5	d4	Deafen, Stun, Out Cold
to 15	4	d3	Deafen
to 20	3	d3	Deafen
to 25	2	d3	
to 30	1	d3	

TABLE 3.2-22: SPEED OF HURLED DYNAMITE

# of Sticks	Movement Speed
1	5 feet/Count
2	5 feet/Count
3	5 feet/2 Counts
4	5 feet/2 Counts

TABLE 3.2-23: HURLED EXPLOSIVE DISTANCE MODIFIERS

Range (feet)	Distance Modifier (feet)
10	½
15	1
20	d3
30	d4
40	d6
50	d8
60	d10
80	d12
100	d12

TABLE 2.3-24: EXPLOSIVE DISTANCE FROM TARGET

To-hit Roll	Increments Off Target
25+	0 (Direct hit)
20-24	1
19	2
18	3
17	4
16	5
15	6
to 15	7

ing home after a good night of carousing. Chester lights the fuse and throws the stick!

Chester makes his To-hit roll (for explosives, just a d20 plus any Accuracy bonus with no range modifiers), getting a result of 12. According to Table 2.3-23: Explosives Distance From Target, that means the stick is 7 increments off the target, Billy Bob (who's too darn drunk to even notice).

Chester's distance modifier for 20 feet is a d3 (see Table 2.3-22: Hurled Explosives Distance Modifiers again), so Chester's throw is off by 7d3 feet – in this case, he rolls a 15 for a total of 15 feet. Chester's player now places the Shot Clock on the table in front of himself, visualizing Chester as being off the chart, below the ♣ quadrant. He now draws a card – 5♥, which means that Chester's throw is off to the right of the target by 15 feet.

Maximum Distance

Now, a man can throw a stick of dynamite only so far. That distance is 100 feet. Of course, the more sticks of dynamite you throw, the less distance you can get behind it. Check *Table 3.2-20: Dynamite Maximum Ranges* to see the full ranges for multiple sticks of dynamite. Remember, if you throw more than one stick of dynamite, you best tie them together. Finally, it's important to note that any particular toss can go somewhat beyond the maximum range as a result of an overthrow, and the results from *Table 3.2-23: Hurled Explosives Distance Modifiers* and *Table 3.2-24: Explosives Distance From Target.*

Explosives Damage

Once you know the location of the blast relative to a person (be they friend, foe or the one that lit/tossed the explosive), you can determine the damage and any special effects via *Table 3.2-21: Explosives Damage and Effects*. The procedure works as follows – first, draw the number of cards indicated by *Table 3.2-21: Explosives Damage and Effects*. Second, for each card that is 10 or higher (i.e., a 10, J, Q, K or A), roll a damage die as indicated under the appropriate range (same row as the number of cards drawn). Finally, determine any special effects as indicated by *Table 3.2-21: Explosives Damage and Effects.*

Distance: The distance in feet between the explosive and the victim at the time of detonation.

Cards: Number of cards drawn per stick of dynamite (or vial of nitroglycerin) used to determine wound potential at that distance.

Damage Die: Die rolled for each wound (as determined by the cards drawn).

Special: If a special injury (Deafen and/or Stun) is listed then there is a chance that additional special effects beyond damage affect the victim as described below.

Deafen: Victim loses all hearing. After one complete second, a successful Constitution check indicates that hearing has returned. Every succeeding second the victim may continue to attempt a Con check until successful.

Stun: If any of the damage cards drawn were a Joker or two were face cards (including Aces), the victim is stunned for 2d6 Counts. A stunned character is dazed, disoriented and otherwise unable to respond to his surroundings. After the 2d6 Counts have ticked off, a successful Wisdom check indicates that the character is no longer stunned. A failed Wisdom check indicates that the victim remains stunned for another 2d6 Counts, at which point he may attempt another Wisdom check and so on.

Out Cold: If any of the damage cards drawn were a Joker, or were an Ace plus a face card, or three were face cards, the blast knocks the victim unconscious for 2d6 seconds. After the 2d6 seconds have ticked off, a successful Constitution check indicates that the character is now stunned (see above). A failed Constitution check indicates that the victim remains out cold for another 2d6 seconds, at which point he may attempt another Constitution check and so on.

Well, as we saw in that last example, ol' Chester's throw was 15 feet off to the right of Billy Bob. To figure out if that was close enough to do any damage, Chester's player consults Table 3.2-21: Explosives Damage and Effects and sees that he needs to draw four cards. These end up being a 2, 4, 7 and an Ace. Since only one of these cards (the Ace) equals 10 or more, he only needs to roll one damage die. Checking that same table, we see it's a d3. He rolls, and gets a result of 2, so Billy Bob only takes 2 points of damage (from the explosion or the fallout of debris).

However, checking that table again, we see there's also a result of "Deafen." Billy Bob loses all hearing for one complete second (10 Counts). Billy Bob needs to roll a successful Constitution check each 10 Count. When he succeeds, his hearing returns.

Timing Issues

Dynamite can be set with a wick of varying length. A successful Demolitions skill check will let a character determine within d3-1 seconds of accuracy how long a wick will burn (50% chance of being off in either direction). If the character has no competency in this area or fails his skill check, roll a d8-1 to determine how many seconds off in either direction. If the situ-

ation requires extreme accuracy, follow with a d10-1 to see how many Counts until the wick burns down (to give tenths of seconds). To determine where and when a stick of dynamite explodes, you'll have to calculate the duration of the wick, then add the time it takes for tossed explosives to get to their target. Thrown dynamite travels at the rates set forth in *Table 3.2-22: Speed of Hurled Dynamite.*

Now, how did Chester figure just how long that dynamite fuse would burn? First he made a successful Demolitions skill check, so he knew within d3-1 seconds (in this case, 1 second or 10 Count) how long it would take for the fuse to burn down. On the other hand, if he had failed that skill check, he might have been off by a d8-1 seconds.

We also know how long it took that there dynamite to reach Billy Bob. Since Chester only threw one stick, it traveled 5 feet per Count (tenth of a second), for a total of 20 feet in less than a second. If Billy Bob had noticed Chester or the dynamite before it went off, he might have tried to move away before the explosion, or maybe even tried to shoot the stick outta the air.

Shooting Dynamite

A bullet through a stick of dynamite is another good way to set it off. For those attempting this type of shot on purpose, it takes a keen eye and a steady hand – you'll need a 25 on your modified To-hit roll to hit a stick of dynamite with a +1 bonus To-hit for every 3 additional sticks. If the dynamite is in mid- flight such as it being tossed in your direction, that 25 To-hit roll is further modified as if it were a target that's running **and** dodging (so if it's thrown directly at you, the running modifier won't apply, but the dodging will).

Back to our example with Chester and Billy Bob, let's say that Billy Bob had tried to shoot the dynamite out of the air before it reached him. He'd need to get a 27 on his To-hit roll (because of the –2 dodging modifier) to hit that 25. None too likely, especially since Billy Bob's three sheets to the wind, but it's possible.

★ Detailed Example of a Gunfight ★

Gabe Smith and the vaquero across the table stared down at the two hands of cards – and the two Aces of spades! Looking up, Gabe saw the expression on the vaquero's face, and he knew – there was no talking his way out of this one.

The following example of play assumes only two players (for simplicity's sake, though there are usually more). Their characters are Gabe Smith and the vaquero (Rodrigo Baca Guitierrez), respectively. As we enter the action, the players have just finished a hand of poker, and Gabe has been caught cheating. Each character's basic statistics are as follows:

☞ **Gabe Smith:** hp 21; Spd 4, Acc 2; Str 12/24, Int 12/48, Wis 10/64, Dex 13/65, Con 11/71, Cha 11/14; Lks 9/19; Rep 11 (Low), Fame 0; Weapons Colt Bisley .45 caliber 5 1/2" barrel revolver (draw 5, aim 4, d6+1 body, 2d6 head, 6 shots); Colt 1868 shotgun (draw 10, aim 4, d4 body, 2d4 head, 2 shots) on horse; Gunfights 1 (+2 Speed, +0 Accuracy already factored in)

☞ **Rodrigo Baca Guitierrez:** hp 25; Spd 1, Acc 6; Str 11/73, Int 16/41, Wis 12/19, Dex 14/39, Con 11/12, Cha 10/67, Lks 11/69; Rep 13 (Low), Fame 0; Weapons Colt SAA .45 caliber 4 3/4" barrel revolver (draw 5, aim 4, d6+1 body, 2d6 head, 6 shots); Winchester 1863 .38 caliber rifle (draw 10, aim 4, d6+1 body, 2d6 head, 15 shots) on horse; Gunfights 5 (+0 Speed, +2 Accuracy already factored in)

Since a gunfight is about to erupt, the players must declare actions in order of lowest Wisdom (Gabe 10) to highest Wisdom (Rodrigo 12). Gabe's player declares Gabe will stand and draw, then Rodrigo's player declares that Rodrigo will also stand and draw. By simply declaring "drawing", each can decide later if he'll hipshoot, aim, fire deliberately, etc.

Now, both Gabe and Rodrigo's players need to roll a d10 for Initiative and add their base Speed. Gabe rolls a 6, adding +4 Speed for a total of 10, and Rodrigo rolls 5, adding +1 Speed, for a total of 6. At this point, the Count Up begins.

1, 2, 3, 4, 5...

On 6, Rodrigo can act. Rodrigo stands up from his seat at the table (3 Count) and draws his pistol (5 Count), so the pistol will be drawn on 14 (6 + 3 standing + 5 drawing = 14). Bringing it to bear (aiming) takes another 4 Count, but Rodrigo also wants to Fire Deliberately (another 4 Count, but a +2 to Accuracy), so his shot will go off when the Count Up reaches 22 (14 + 4 aiming + 4 Fire Deliberately = 22).

7, 8, 9...

On 10, Gabe stands and draws (keeping secret that he plans to hipshoot at Rodrigo's chest). Standing up from the table takes Gabe 3 Counts, and drawing his pistol takes 5 Counts, so the pistol will be drawn on 18 (10 + 3 standing + 5 drawing = 18). Aiming it normally takes another 4 Count, but Gabe decided to hipshoot instead (0 Counts, but a –4 to Accuracy). Gabe's pistol will discharge when the Count Up reaches 18 (18 + 0 hipshooting = 18).

11, 12, 13, 14, 15, 16, 17...

On 18, Gabe chooses to hipshoot, aiming at Rodrigo's chest. Gabe's player places the Shot Clock

on the Target Silhouette, centering the bullseye on the chest (since that's where he declared he was aiming). Gabe rolls a d20 "To-hit" for a result of 19, adding his base +2 Accuracy, -4 for hip shooting and a +8 for a range within 5 feet (they are 3 feet apart), getting a total of 25. The shot hits directly where Gabe aimed at Rodrigo's chest, dealing d6+1 points of damage. He rolls a "1" on the die resulting, in this case, in 2 points of damage (1+1=2). The damage is slight.

Checking the wound severity table for the chest reveals that such a light wound has no severe effect on Rodrigo, and since the wound damage total equaled less than half the number of total gunfights Rodrigo has been in (5), he receives no delay penalty to his actions. However, since this wound dealt damage – a loss of less than 25% of his hit points – Rodrigo suffers a +1 Speed and –1 Accuracy penalty to shooting actions until the wound is healed (this penalty does not apply to movement). Because these penalties take place immediately, it delays Rodrigo's current shot from firing when the Count Up reaches 22; it will now fire on 23.

On 19, Gabe declares he's going to walk backwards from the table (and Rodrigo), and fire again. His pistol is already drawn, but he will bring it to bear (4 Count) while starting to walk towards the open door. His pistol should then be brought to bear on 23 (19 + 4 aiming = 23). It takes 10 Count (one second) to walk back 5 feet, so Gabe will have moved 2 1/2 feet on 24, and the rest of the way on 29. However, walking adds a +1 Speed modifier to aiming his weapon, so he can't fire his pistol until 24 (23 + 1 walking penalty = 24).

20, 21, 22...

On 23, Rodrigo has his revolver aimed and cocked, and he fires. Rodrigo's player places the Shot Clock overlay on the Target Silhouette, choosing to place the bullseye on Gabe's face. He rolls his To-hit, and gets a result of 1 on the die. Uh-oh – that's not good. Because he rolled that 1, Rodrigo's shot automatically misses and he potentially suffers some form of mishap. He rolls percentile dice (a d100 or 2d10) on *Table 3.2-13: Mishaps and Failures*, and gets a 53, which lists "Shot nearby livestock/horse." Since both characters are inside a saloon, it seems that the shot must have gone out the window and struck a horse hitched up outside. Still, the embarrassed Rodrigo decides to keep firing. He has to spend the next 5 Counts cocking his pistol for a second shot, and his wound adds a +1 penalty, so he can't fire again until 29 (23 + 5 cocking and firing + 1 wound penalty = 29).

Note: At this point, a GM might secretly decide that it's a possibility that either Gabe or Rodrigo's horse was the one that got shot. He may determine this based on where the players stated they tied up their horses, or with a random die roll. In any case, it's not something that Gabe or Rodrigo will be aware of until they go outside, or have it otherwise made known to them.

On 24, Gabe fires at Rodrigo. He places the Shot Clock over the Target Silhouette, deciding to center the bullseye on Rodrigo's chest. He rolls an 8, and with his +4 range modifier (between 5-10 feet from Rodrigo), +2 Accuracy, +1 Accuracy for 2nd shot at same target, –1 Accuracy from walking, and additional –1 Accuracy from firing 2nd shot in less than 2 seconds, he gets a total of 13 – a miss. His pistol still pointed at Rodrigo, Gabe decides that he'll continue to back towards the door, rather than stop and do something else. He can fire again on 30 (24 + 5 cocking and firing + 1 walking penalty = 30). (While his weapon is brought to bear on Rodrigo, he doesn't need to add the 4 Count for aiming.)

25, 26, 27, 28....

On 29, Rodrigo's next shot fires. Rodrigo's player puts the Shot Clock over the Target Silhouette, deciding to place the bullseye on Gabe's face. He only rolls a 9, but with his +4 range modifier, +6 Accuracy, +1 Accuracy for 2nd shot at same target, –1 Accuracy from the wound and –1 Accuracy for 2nd shot in less than 2 seconds, gets a total of 18. (Since Gabe is facing him, and moving directly backwards, Rodrigo does not receive an Accuracy penalty for shooting a moving target.)

Rodrigo draws another card, getting a 2♣! Looks like he's hit Gabe's left shoulder – too bad it's not his firing arm. Rodrigo's player now rolls the damage to the shoulder (d6+1), getting a 3 for a total result of 4 (3+1=4)!

Gabe immediately loses 4 hit points, and his player checks the Wound Severity table to see the effect of this hit. In the "Shoulder" table, by the number 4, he sees that Gabe must make a Strength check or fall down and drop all the items he's holding (in this case, his pistol). Since Gabe's Strength score is 12, he must roll a 12 or lower on a d20. Fortunately, he rolls a 9, so Gabe is still up.

Because this wound caused hit point damage (a total loss of less than 25% of his hp), Gabe suffers +1 Speed and –1 Accuracy penalties to shooting actions (not movement) until the wound is healed. Since his movement is unaffected, Gabe will still finish his current movement on this count. However, he cannot fire again until 31, not 30 (24 + 5 cocking and firing + 1

walking penalty = 30, but 30 + 1 Speed penalty from wound = 31).

Meanwhile, Rodrigo readies himself to fire again on 35 (29 + 5 cocking and firing + 1 wound penalty = 35).

On 29, Gabe completed his movement – putting him 10 feet from Rodrigo – with the door directly to his right. This is fortunate for Gabe, as he's just realized that he only had two bullets left in his pistol when the poker game began. It's empty! Gabe's player now holds Gabe's actions and lets a few Counts slip by (the dummy) while deciding whether to flee or dive into close quarter combat. Finally, he decides that it's time to get out of here, so he takes 1 Count (33) to change Gabe's facing towards the door.

On 34, Gabe starts jogging out the open saloon door towards his horse (since he cannot start at a run), moving 5 feet every 5 Count. He will have moved 5 feet when the Count Up reaches 39 (34+5=39).

On 35, Rodrigo's player places the Shot Clock over the Target Silhouette. However, because Gabe is facing sideways, in relation to his enemy, Rodrigo's player now uses the appropriate profile Target Silhouette. He decides to place the Shot Clock on Gabe's chest. He rolls a 13 on a d20, and with his +4 range modifier, +6 Accuracy, +2 Accuracy for 3rd+ shot at same target, –3 Accuracy from shooting a moving target and –3 Accuracy (3rd shot in less than 2 seconds) gets a result of 19. He now draws a card – the Ace ♠! Normally that would be a great shot, but with Gabe turned sideways, Rodrigo didn't have a very wide target. It's a miss.

Rodrigo now decides to chase after Gabe. He starts at a jog, and will be in line with the doorway (10 feet away) by the time the Count Up reaches 45 (35 + 5 jogging + 5 jogging = 45).

36, 37, 38...

On 39, Gabe has jogged 5 feet, and reached his horse (tied up just outside the saloon door), while Rodrigo is still inside. Gabe briefly considers mounting his horse and just riding away, but he knows that doing so will take some time, and likely get himself shot in the back. Instead, Gabe decides to drop his empty pistol and take 10 Count to draw his shotgun from its holster on the horse's back. He will have it drawn when the Count reaches 50 (39 + 10 drawing + 1 wound penalty = 50).

40, 41, 42, 43, 44...

On 45, Rodrigo is in line with the saloon doorway. It's about 2 more feet to the door itself, so Rodrigo decides to change facing towards the doorway (1 Count) and keep jogging those 2 feet (since jogging moves at 1 foot per Count) until the Count reaches 48 (45 + 1 facing + 2 partial jogging = 48).

46, 47...

On 48, Rodrigo decides to stop, and finds himself standing in the open doorway (not the smartest move he could have made). Looking out, he sees Gabe drawing his shotgun. Rodrigo decides to use the saloon wall for cover, so he takes one step to the side (figuring 4 Count to walk sideways 2 feet), where he will only be visible to Gabe if he shows himself. Rodrigo will then be completely concealed when the Count Up reaches 52 (48 + 4 walking = 52).

49...

On 50, Gabe has drawn his shotgun. He now decides to aim it towards the open door, in case Rodrigo comes outside. This takes another 4 Count to bring it to bear on the center of the open doorway, so Gabe's shotgun will be brought to bear on 55 (50 + 4 aiming + 1 wound penalty = 55).

51...

On 52, Rodrigo's player declares that his character will peek around the wall, bring his gun to bear and fire on Gabe (4 Count), then duck back in for cover. His revolver is still drawn, so his shot will fire when the Count Up reaches 57 (52 + 4 aiming + 1 wound penalty = 56). As he does so, he naturally sees Gabe aiming his shotgun at the doorway, but decides to remain where he is, hoping that his luck will hold out (and that none of Gabe's shotgun pellets will strike his exposed face and gun hand).

Also on 52, Gabe sees Rodrigo, and decides to bring his shotgun to bear on Rodrigo's exposed chest. However, this re-aiming means that Gabe's shot will go off on 57 (52 + 4 aiming + 1 wound penalty = 57).

53, 54, 55, 56...

On 57, both shots fire simultaneously. Note that since Gabe and Rodrigo formerly lost sight of each other and had to re-acquire their targets in new locations, they treat each other as new targets, meaning that Gabe and Rodrigo no longer receive Accuracy bonuses for 2nd or 3rd+ shots at the same target.

Rodrigo's player puts the Shot Clock over the Target Silhouette, deciding to center the bullseye on Gabe's face. He rolls a d20, and gets a 20! Using the Advanced Penetration Rules, we know that Rodrigo's player must now roll a d6, and add the new die roll total minus one to the previous result. He rolls a 4, so his final "To-hit" result is 23 (20+4-1=23). Adding in his base +6 Accuracy, +8 Accuracy for range (within 5 feet) and –1 Accuracy from the wound, Rodrigo's total is 36 (23+6+8-1=36)! That's a hit dead center where

he aimed! Rodrigo's player now rolls the damage dice (2d6 for head/face shots), getting a 2 and 3 for a total result of 5 (2+3=5)!

Gabe immediately loses 5 hit points, and his player checks the Wound Severity table to see the effect of this hit. In the "Face" table, by the number 5, he sees that Gabe's Dexterity temporarily drops by −3 points (from 13/65 to 10/65). Because Dexterity is a key component of both Speed and Accuracy, he recalculates his base Speed and Accuracy, which are now Speed 5 and Accuracy 1 until this wound is healed.

Gabe must also make a Constitution check, fall prone and drop all held items (in this case, his shotgun). Since Gabe's Constitution score is 11, he must roll an 11 or lower on a d20. Unfortunately, he rolls a 16, so Gabe falls down and drops his shotgun. Of course, since both Gabe and Rodrigo fired simultaneously, Gabe's shot was already hurtling through the air towards Rodrigo, so these penalties and problems don't affect that shot.

Gabe's player chose to fire one shotgun barrel at the visible area of Rodrigo's chest. However, since Rodrigo was partially protected by the wall, Gabe first puts down a piece of paper over the Target Silhoutte, covering up the equivalent amount of Rodrigo's body that the players agree was behind the wall. He now puts the Shot Clock over the Target Silhouette, centering the bullseye on Rodrigo's chest. This time, he rolls an 11. He receives his base +2 Accuracy bonus, along with a +8 bonus for range and a −1 wound penalty, for a grand total of 20. Gabe now draws a card to determine the center of the shotgun blast. He gets the 5♠, and now places the center of the special Shotgun Shot Clock on top of the hit location (the crosshair where the 20 line intersects the 5♠ line). Of course, since every shotgun blast is different, he now draws another card – in this case, the 2♦.

He then rotates the Shotgun Shot Clock so that the 2♦ line is pointing directly up, keeping the center of the dispersal pattern on the center spot determined on the standard Shot Clock. To make the Shotgun Shot Clock easier to read, he removes the standard Shot Clock and determines the dispersal diameter based on range.

Since Gabe was less than 5 feet from Rodrigo when he fired, he checks the range on the Shotgun Shot Clock and sees that for ranges within 10 feet, he counts all twelve pellets on the Shot Clock that are within that range. Gabe's player counts one on the neck and ten on the chest, plus another pellet that misssed Rodrigo and bit into the saloon wall.

Gabe's player then rolls d4 damage for each of the eleven pellets that struck. For the neck, he rolls a 3. For the ten in the chest, he rolls 1, 1, 1, 2, 2, 2, 3, 3, 4 and 4 for a total result of 23 points. However, since he rolled the maximum on two dice (4 on a d4), he follows the penetration rule. He must now re-roll those dice and add the new die roll total minus one to the previous result.

On these penetration re-rolls, however, he gets results of 4 and 4 again, for 3 (4-1=3) and 3 (4-1=3) more points – a grand total of 29 (23+6=29). However, even though those rolls only dealt 3 points of damage, the actual rolls were 4s, so penetration applies and he has to roll them again.

This time he rolls a 2 – and another 4! That's 1 more point of damage for the first d4 (2-1=1), and 3 more (4-1=3) for 33 total (29+1+3=33). He follows the penetration rule and rolls the d4 again, getting a 1 – no additional damage (1-1=0; a wound always does at least 1 point of damage, but penetration is merely additional damage, so a zero is an acceptable result). That's a total of 34 points of damage (33+1=34) just to the chest!

It's already clear to both players that the shotgun blast will kill Rodrigo, but Gabe's player is determined to know every last point of damage dealt, so he decides to check if that last pellet (the one that struck the wall) hit Rodrigo. The GM decides that the walls of this cheap saloon are made of soft wooden planks only ½" thick. According to *Table 2.3-4: Hardness Values*, this type of wood reduces 1 hp per ½" of thickness. Gabe now rolls a d4 to determine the damage deal by this pellet, and gets a 3. The wood absorbs 1 point of damage, so Rodrigo suffers 2 more points (3-1=2) to his chest from the pellet that passed through the wall.

Since Rodrigo suffers a total of 36 points of damage from a close range shotgun blast (more hit points than he possesses), he dies as the pellets rip into his body. His lifeless corpse falls into the open doorway, striking the ground with a sickening thud.

Fortunately for Gabe, he's down but not out. Once he staggers to his feet, he might be able to ride out of town before the local lawman (or members of Rodrigo's gang) arrive. And Gabe's day had started out so well...

3.3 | Wounds & Healing

"Listen up, partner. There's nothing scarier to a cowpoke than getting shot up in a gunfight. It can hurt as bad as having a branding iron stuck to your backside, but pain has a way of fading over time. The dangerous part is that those holes in your belly tend to fester. It's a darned lucky man that can live the rest of his natural days with a big ol' chunk of lead where it ought not to be.

Now, I hope my cautionary tale ain't put you off any. Getting shot is bad, no doubt 'bout that. But letting a man herd you like some longhorn steer just 'cause you're too plumb yellow at the thought of him putting a bullet in your cowardly guts is a lot worse. If you think like this, you ought to have stayed back in Connecticut and been happy to work dawn to dusk in some factory instead of breathing the free open air with the rest of us.

Anyways, only the most mule brained among us is going to let a bad wound fester. That old sawbones may be a drunk and all, but I'd sooner raise with a pair of deuces than trust my doctoring skills over his. Heck, he might have learned his trade in the War. I heard tell that plenty of them soldiers that got shot up lived to see their kin again. 'Course, I ain't met one personally.

See, them little nicks and scratches you might get ain't nothing to soil your britches over. Darned near everyone gets a cut now and again, and you don't see all of them keeling over. It's the serious wounds you have to pay attention to. Now, if you'll just sit here a minute, I'll tell you a little more. Heck, it might just keep you from ending up in a pine box..."

GRAZES AND LIGHT WOUNDS

Sometimes wounds as indicated in the Shot Clock are less severe because they've only winged or grazed the victim. Any time that a body part fills less than half of a Shot Clock "pie slice" (see *Figure 3.3-1: Shot Clock Pie Slices*), the wound is a graze for one point of damage only (i.e., no damage roll is necessary).

Further, any time that a body part fills more than half but less than all of a Shot Clock pie slice, halve the damage rolled for the wound (i.e., roll damage as normal then halve and round down).

WOUND EFFECTS

All wounds include penalties to Speed and Accuracy for each action taken as shown in *Table 3.3-1: Wound Modifiers*. Note that certain modifiers compound. Percentages are the percentage of the wound's damage total from the character's original hit point total.

Besides mere hit points of damage and the aforementioned penalties, each wound may also impart specific debilitative effects on the victim. These range from dropping items carried or falling prone to broken bones, severe bleeding, impairments to movement or outright death. The severity of these specific effects is determined by the damage associated with the wound; each wound is assigned a severity level equal to the hit points in damage delivered. Thus, a 5 hp wound is also a severity 5 wound. To determine the additional effects of a wound, simply cross reference the wound's severity level with the wound location and damage type on the following tables.

Note that any special effects of the wound (such as profuse bleeding) are unknown to the character unless the

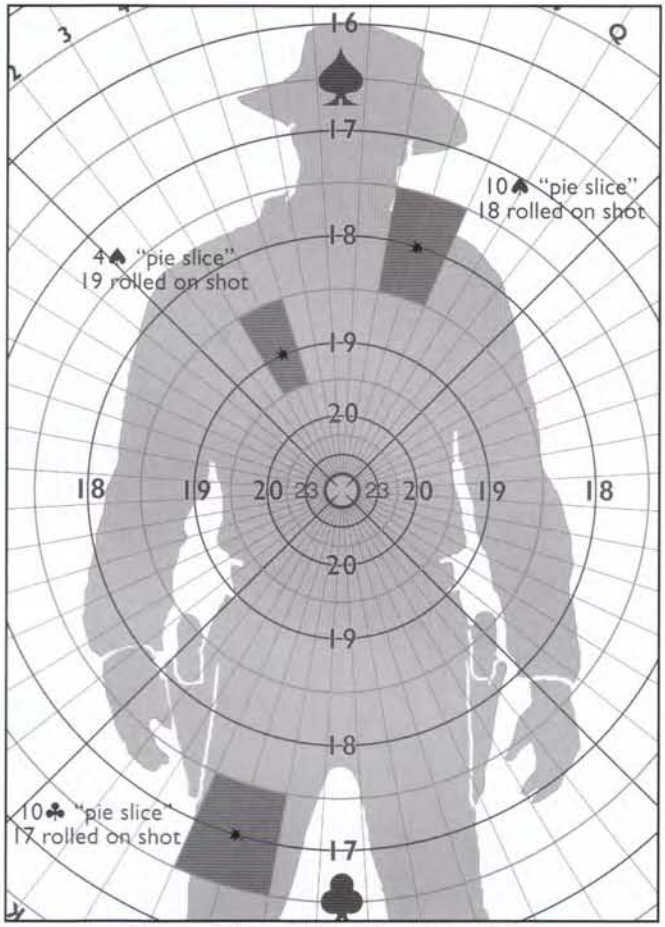


Figure 3.3-1: Shot Clock Pie Slices

TABLE 3.3-1: WOUND MODIFIERS TO SHOOTING

Type or Severity of Wound	Speed Penalty*	Accuracy Penalty
Wounded < 25% of hp	1	-1
Wounded = 25-50% of hp	3	-2
Wounded = 51-75% of hp	5	-4
Wounded > 75% of hp	10	-6
Each graze in firing arm/hand*	0 (1)**	-1
Each wound in firing arm*	0 (3)**	-3
Each wound in leg, foot or hip*	5 (0)**	0
Arrow wound*	2	-2
Each head wound*	1	-2

** Penalties compound with other wounds*
*** Use parenthetical numbers for shooting modifiers*



victim takes one second per severity level of the wound to examine it (thus, 60 Counts for a 6 hp wound). The adverse effects should remain a mystery until after examination of the wound. Even then, without the aid of a doctor, internal bleeding and organ effects should always remain a mystery. A character may assume he has internal bleeding or a chunk missing from a kidney due to the hole in his gut, but there's no way to peek inside and confirm it for sure.

For example, Caleb Brown has 25 hit points, but suffers a 5-point wound to the torso. Since a 5-point wound is 20% of 25, the wound causes a 1 point penalty to Speed and a −1 to Accuracy. If he later suffers another 2 points of grazes to the legs and a 4 point hit to the shoulder (for a total of 11 damage), he'd be down 44% of his hps (11 off of 25) and thus his Speed would be modified (in total) by 3 and his Accuracy by −2.

If poor Caleb later suffers an arrow wound for another 2 points of damage, he'll have lost 52% of his hps and thus suffer a Speed/Accuracy penalty of 5/-4. HOWEVER, since that last hit was from an arrow in the thigh (a painful affair) he suffers an additional 2/-2 (or a total of 7/-6).

So assume now that Caleb tries to draw his Colt and shoot back at the Indian that shot the arrow. Since his penalties were 7/-6, drawing his pistol will take 12 Count instead of the standard 5 (5+7=12). Aiming takes another 11 Count (4 standard +7 for the wound) and the second and each additional shot requires another 12 Count as well (5 +7, again). So it takes Caleb 23 Count to aim and shoot his first shot and another 12 to shoot the second shot. In the 35 Count it takes him to fire a mere 2 shots off, a healthy Caleb could have emptied his whole 6 shooter! Additionally, each shot is at −6 to-hit.

HEALING TIME

It's been said that time heals all wounds, and there's certainly truth to that, particularly in the Shattered Frontier. Assuming your wounds don't get infected (more on this below), they'll heal up in due course. Of course, the rate of healing depends on how badly your character is hit.

Any wound your character takes will heal in a number of days equal to the damage the wound caused. You then get one hit point back and the wound drops to the next lowest severity. A 4 hp wound will take 4 days of rest to become a 3 hp wound. After 3 more days of rest, another hp is regained and the injury become a 2 hp wound.

For example, let's say that Texas Pete gets shot up by a bunch o' banditos. He takes three wounds in that scrape. First, he takes a 3 hp wound to the arm. Second, a 5 hp wound to the thigh and, lastly, a 1 hp wound in the hand.

Now, Pete manages to make it back to a town with just enough Mexican silver to hole up in a friendly little establishment – with plenty of pretty ladies to wait on him. Pete needs to recuperate for six days on account of the hit to his arm (3 hp; so a factorial of 3+2+1, or 6), fifteen days for the hit to the thigh (5 hp; so 5+4+3+2+1 = 15), and one day (1 hp; so just one day) for the hand. Of course, since all the wounds heal simultaneously, Pete should be completely healed in fifteen days.

You don't use penetration rules for healing.

Healing and Hit Points

As you've seen, the nasty part about wounds is that the more severe they are, the longer they take to heal. Any hooplehead can understand that. What isn't so apparent is the rate at which they heal. Wounds take a number of days equal to their severity to mend and to become, in effect, a wound of one less severity. A severity 5 wound, after five days of recuperating, would become a severity 4 wound, and any penalties associated with the original injury then change to those associated with a severity 4 wound. While this may entail an extended period of downtime for characters suffering grievous injuries, you can take comfort in the fact that your wounds heal simultaneously.

For example, let's return to the aftermath of Pete's encounter with the banditos. The next day after gettin' shot, his hand was completely cured, it being a lowly 1 hp scratch. Two days later (three days total), his arm gets a bit better, dropping from a 3 hp wound to a 2 hp wound. Two days later (five days total), his 2 hp wound drops to a 1 hp wound, and the next day it drops by 1 hp to 0 hp (healed).

Same goes for the thigh. Five days after the initial injury, his 5 hp wound drops to 4 hp, and the movement penalty he suffered went away – letting him catch the ladies he's been chasing. Four days later (nine total), the 4 hp wound becomes a 3 hp wound, and his Dexterity penalty disappears.

At this point, Pete figures he'd best head out as his silver is runnin' short, so he heads out on the trail. Three more days (twelve total) and his thigh wound drops to 2 hp. Two days later (fourteen total), his thigh injury becomes a 1 hp wound and the following day, it's completely cured. Now, fifteen days later, Pete's in prime condition and ready to head down to Chihuahua in search of revenge.

These rules for healing assume optimal conditions. Particularly severe wounds, lack of proper nursing, infections and ancillary wound effects all serve to complicate matters making recovery a more tenuous affair.

Bleeding Damage and Healing Time

Certain wounds may have an additional effect of severe bleeding, internal bleeding or internal hemorrhaging. All of these have the potential to cause additional hit points of damage.

In so far as healing time is concerned (assuming, of course, that the character has not bled out), the additional bleeding damage is counted as a separate and distinct wound from the injury that caused the bleeding to occur.

For example, Joshua Smith suffers a 4 hp wound in the abdomen and fails his ½ CON check. He incurs an additional 4 hp of bleeding damage from the wound (over the course of 3 hours) before it ceases bleeding. In the same gunfight, he also sustained a 3 hp wound to the neck with accompanying severe bleeding that caused 5 hp before it was staunched with a pressure bandage.

To compute healing time, Joshua has a total of four wounds: a 4 hp wound to the abdomen, a 4 hp bleeding wound to the abdomen, a 3 hp wound to the neck and a 5 hp bleeding wound to the neck.

Constitution Bonus and Penalties

Very robust and healthy individuals (as indicated by a high Constitution score) will recover from injuries more quickly while sickly ones will languish. The healing adjustment applies to each step of the hit point recovery process but cannot lower the time below one day.

TABLE 3.3-2: CONSTITUTIONAL ADJUSTMENTS TO HEALING

CON score	Healing Adjustment
17 - 18	-2
14 - 16	-1
5 - 7	+1
3 - 4	+2

For example, a character sustains a 4 hp wound. Ordinarily, this would take 4 days to recover the first hp, then 3 days for the second, 2 days for the third and another day for the last point, for a total of 10 days. If he had a 17 Constitution, the time to recovery each point is reduced by 2 (with a minimum of 1 day). He therefore takes 2 days to regain his first hp (4-2=2), 1 day for the second (3-2=1), and 1 day for each of the remaining 2 points (since no step can be reduced in time below 1 day) for a total of 5 days to recuperate.

Conversely, if he had a 4 Constitution, 2 days would be added to each step. He would have to rest for 6 days (4+2) to recover the first hp, 5 for the second (3+2), 4 for the third (2+2) and another 3 to regain his last point (1+2). His total recovery time for an identical wound is 18 days.

Nursing

Proper nursing is essential to ensure that any injuries heal in the quickest time possible. Foregoing nursing will cause wounds to heal more slowly. In game terms, add one day to the total for each hit point recovered. For example, an unnursed 3 hp wound takes 4 days to recover the first point, 3 days to recover the second and an additional two days before the injury is completely healed.

INFECTIONS

Infections are a frequent side effect of bullet wounds and particularly common to injuries caused by edged weapons such as knives, axes and arrows. Many more soldiers died of infected wounds than of the original injury,

TABLE 3.3-3: WOUND SEVERITY THRESHOLD

Location	Severity Threshold
Foot	5
Ankle	5
Lower leg	5
Knee	5
Thigh	5
Hip/Buttock	4
Groin	3
Abdomen	4
Back	4
Chest	5
Arm	5
Forearm	5
Hand	5
Shoulder	4
Neck	5
Face	5
Head	6

during the War of Southern Independence, so properly treating an injury can mean life or death.

For any serious wound sustained, a character must make a Constitution check known only to the GM (or other players if playing without a GM) to ascertain if the wound has the potential to become infected. The base number to roll under is the character's Constitution. 2d10 is used for this check and the amount by which the wound exceeds the severity threshold (see *Table 3.3-3: Wound Severity Threshold*) is added to the 2d10 score.

Let's say a character was shot in the thigh (Severity Threshold 5) and suffers 6 hit points of damage. Since the damage exceeds the Wound Severity Threshold by 1 (6-5=1), he must roll 2d10 and add 1 to the roll. If the result is less than or equal to his Constitution ability score, the wound has not become infected.

Properly cleaning and dressing wounds in a timely manner (generally within an hour) can mitigate the chance of infection. For every 10% over the minimum necessary to successfully make this skill check (Easy for Nursing and Trivial for Medicine), the wounded character may subtract −1 from the 2d10 roll above.

If it is determined that a wound is infected, the affected character must make a Constitution check two days later to stave off the resultant disease. This check is made against 2d8 and a penalty of +3 is added to the 2d8 roll for abdominal wounds.

A successful check results in the character having to endure a mildly debilitating illness for 1d3 weeks during which time he suffers a temporary penalty of −2 to his Strength, Dexterity and Constitution abilities. Failure, however, indicates that the wound has become grossly infected. If the injury is to an extremity such as an arm or leg, it will be necessary to amputate the limb. If the infection is endemic to the torso or head, the character will die of sepsis within 2d12 days.

SPECIFIC INJURIES

Bear in mind that *all* wounds affect a character's combat ability. These penalties are in addition to specific debilitations that may be listed in the wound severity tables located at the end of this chapter.

Following are detailed specific injuries that may result from combat, their effects and remedies the affected character may pursue.

Broken Bones: A broken bone requires a much longer recovery time, typically a number of days equal to 60+2d8 minus twice the character's Constitution score. Until the bone is healed, all penalties of the wound continue to apply.

For example, if Johnny Wainwright (Con 10) sustains a 7 hp wound that breaks his arm, he cannot use that limb until it is healed. If he had broken his ankle, he would be unable to walk without the aid of crutches until the wound healed.

Recovery of hit points is also handled a little differently. Ordinarily, the 7 hp wound mentioned above would take 28 days to fully heal (7+6+5+4+3+2+1). However, since a broken bone is involved, the recovery time is increased to 60+2d8-10-10 days.

Let's assume we determine that the broken bone (and hence the wound) will take 50 days to heal. We know that an 'ordinary' wound of this severity takes 28 days to heal (see above). The difference between the time required to heal the broken bone (50 days) and the ordinary time required to heal a wound of this severity (28 days) is 22 days. This time is added to the time required to recover the first hit point meaning that it will take 29 (22+7) days for the character to recover his first hit point of damage from the wound. Additional hit points are then recovered as normal (i.e. an additional 6 days are required to heal the second hit point and so forth).

To guarantee proper healing, broken bones must be set by someone with the Medicine skill, typically a doctor. Failure to do this risks a 50% chance that the bone will heal improperly. In such a case, a mishealed bone in the foot, leg or ankle will permanently limit the character's maximum movement to a walk. Poorly set arm or hand bones permanently increase that character's speed by 5 and reduce his accuracy by 2. Untended broken ribs will result in a permanent +1 Speed and −1 Accuracy penalty.

Internal Bleeding: The wound has caused damage to an internal organ, artery or vein such that it is bleeding into the victim's body cavity. Such wounds are not immediately apparent. If someone with the Medicine or Nursing skill does not diagnose that the injured character has internal bleeding, all hit point loses the character suffers should be kept secret.

The injured person suffers d6-3 hp* of damage per hour. A natural "1" on the damage roll means the internal bleeding has stopped on its own.

A character with at least Advanced mastery in the Medicine skill may attempt surgery to halt internal bleeding. This can be a risky endeavor. It is both a Difficult skill check for the surgeon and injurious to the patient. This type of surgery causes 1d4-1 hp of damage (penetration applies). Additionally, since only the most skilled medical practitioners are aware of the latest advances in antiseptic theory, there is great risk of infection. A patient must make a Constitution check against half his score to avoid having his wound fester.

Internal Hemorrhaging: This is similar to internal bleeding but far more severe and inevitably fatal. The victim sustains d4+1 hp* per hour until he dies. As is the case with internal bleeding, the victim should not be informed of his hit point loss unless it is diagnosed.

Surgery may be attempted to halt internal hemorrhaging but it is a Very Difficult skill check for the surgeon. Except for the increased difficulty of the skill check, the surgery is handled as described under internal bleeding.

Mangled: The extremity in question has suffered damage beyond the ability of a medical practitioner to repair. This may take the form of severed ligaments or tendons, nerve damage or catastrophic tissue loss. Regardless of the specifics, the body part will scab over in the normal healing time for a wound of its severity (the severity of the wound expressed as a factorial in days) but never again will it be functional. Mangled body parts affect those downstream (e.g. a mangled shoulder renders the entire arm useless). Characters with a mangled arm use a shotgun or rifle with a -3 accuracy penalty.

Movement Type Not Possible: The damage to the afflicted body part makes the movement type noted (or any faster movement) impossible until the wound is healed.

Severe Bleeding: The wound has opened up a major vein or artery resulting in profuse blood loss. Untreated severe bleeding continues to cause damage at the rate of d6-2 hp* per minute. However, a natural "1" on the damage roll indicates that the wound has clotted sufficiently on its own to halt further hp loss.

A character with either the Nursing or Medicine skills can staunch the bleeding with a pressure bandage. This requires a minimum of 300 counts. Pressure must be maintained thereafter for at least 20 minutes or the wound will continue to bleed.

Unconsciousness: Victim is incapacitated for 10+2d20 minutes.

** these dice do not penetrate*

Lodged Bullets

Many of the more severe wounds list 'bullet lodged' as an ancillary wound effect. This encompasses only those bullets too deeply impacted for a lay person to easily remove.

While not absolutely mandatory to treat, lodged bullets represent a severe infection threat. A day after sustaining such a wound, the character must make a Constitution check versus half his score. If unsuccessful, the wound has begun to fester.

A festering bullet wound will cause 1d4-2 hp per day. Every third day, the character may attempt another Constitution check to determine if the wound has healed on its own. However, each subsequent check is made at a cumulative +1 modifier. For example, a character with a 12 Constitution receives a gunshot that lodges a bullet in his leg. He must roll a 6 (half his Con score) or lower for the wound not to fester. If it does, he can attempt another Con check in three days time so see if the wound has healed. However, he must add 1 to the d20 roll meaning that the wound is only 25% likely to have healed on its own.

A medical practitioner can attempt to remove the bullet by making a Medicine skill check (although a certain mastery level is required, depending on the bullet's location; see the Medicine skill description). Upon successful surgery, the patient must attempt a Constitution check to determine if the wound becomes (or remains) infected. 2d10 are used for this check and a penalty of +1 is applied for every three days the bullet was in the patient before being removed.

If a wound becomes (or continues to be) infected after surgery to remove a bullet, use the infection rules above to determine the result.

SEVERE WOUNDS

While minor wounds will heal properly leaving no permanent disability, the same is not always true for more serious injuries. Many of the most severe injuries list permanent consequences that will remain with the character even after the wound has healed (see the various wound severity tables).

Detailed Example of Complicated Wounds

After healing from his last wound, Texas Pete joins up with a new gang. This time he makes sure to include someone who knows a bit about medicine (a Tejano named Jorge). Since he has no skills with which to pursue a law-abiding career, he attempts a bank robbery – this time in Muskeegie. Unfortunately, there are a lot more people in the town and the attempted bank job results in a wild gun battle. Pete is shot in the right arm with a rifle bullet for 7 hit points that also broke his arm. He was also shot in the abdomen for 5 hp. This wound has the potential for internal bleeding and also lodged a bullet in his gut.

Neither of these wounds represented an immediate chance of dying so Pete's player waited until combat was resolved to deal with the additional problems his wounds might entail.

Their foray into town resulted in the gang having to high tail it to a pre-arranged meeting point. An hour after sustaining his gunshot wounds, Pete finally has time for Jorge to assess the damage.

Jorge knows a little about medicine (skill level 85), sufficient to set a broken limb, dress wounds and probably determine if Pete has sustained more serious injuries.

His first task is to clean and bandage up Pete's wounds. This is a trivial task for him and as such he gets a +90% modifier to his skill check. He rolls a 76 for Pete's arm wound and a 25 for his gut wound and successfully bandages each. He exceed his minimum score by 86% for the arm wound and 25% for the gut wound giving Pete a +8 and +2 bonus respectively when determining if they become infected.

The GM then rolls to determine if the wounds become infected. Pete's CON score is 12, and his arm wound exceeds the wound severity threshold by 2. Ordinarily, the wound would become infected on an 11-20. However, because it was cleaned so well (Jorge exceed his minimum score by 86%), only on a roll of 19-20 on 2d10 does an infection set in. The GM rolls a 6.

The gut wound is a little trickier. This wound exceeds the threshold by one resulting in a –1 penalty to the check. Jorge didn't clean this one quite as well giving only a +2 modifier. Factoring in these modifiers, the wound will become infected on a 13-20 on 2d10. The GM rolls a 13 meaning that two days later Pete will have to make a Constitution check against 2d8 to see if he survives the infection.

Jorge next has to set Pete's broken arm. Even at his Novice mastery of the Medicine skill, this is a task he can attempt to perform. It's an easy check so it is unlikely Jorge will fail. He rolls a 44 and successfully sets Pete's arm.

While treating Pete, Jorge noted that he had a serious gut wound and might have internal bleeding. While he isn't skilled enough to treat internal bleeding, diagnosing it will at least make Pete aware of it. (Pete has already sustained 1 hp of damage from the wound during the last hour – a fact currently being kept from him.) This too is an Easy check. Jorge rolls a 22 and by successfully diagnosing the internal bleeding lets Pete know the extent of his wounds. From now on, Pete's player is kept informed of the hp he is losing due to internal bleeding.

Jorge has now done all he can for Pete. Removing the two lodged bullets and treating his internal bleeding are beyond his skill level to even attempt.

Fortunately for Pete, the gang knows of a pretty good doctor (Medicine skill mastery 45%) about two days ride away. If Pete can survive another couple of days, he might live to tell the tale of his exploits in the Shattered Frontier.

Pete originally had 23 hp. However, he has suffered 12 hp from the gunshot wounds and 1 hp more from his internal bleeding. Over the next three hours, he suffers 1 hp, then 3 hp and finally 1 hp more when he finally rolls a "1" indicating that the internal bleeding has

stopped on its own. He has now sustained 18 hp of damage and is feeling it. If he had to fire his pistol, his Speed penalty would be +13 and his Accuracy −9. (Pete is wounded for >75% of his hp total which per Table 3.3-1: Wound Modifiers to Shooting causes a Speed penalty of +10 and an Accuracy penalty of -6. To this must be added the penalties specific to any wounds [if applicable]. The 5 hp wound to his abdomen, although it resulted in internal bleeding, does not impart any additional Speed or Accuracy penalty. The 7 hp wound to his right [firing] arm has no additional penalty listed on page 79 but per Table 3.3-1: Wound Modifiers to Shooting, "each wound in firing arm/hand" imparts a +3 [shooting] Speed modifier and a -3 Accuracy penalty.)

Halfway to the doc (a day later), Jorge checks on the condition of the two bullets Pete has lodged in him. Pete has to roll under or equal to half his Constitution score to avoid having the bullets fester in his wounds. He rolls a 6 for his arm wound with the result that it scabs over without becoming infected. Should he so choose, he could leave that bullet where it is without anything worse occurring than a nasty scar. Unfortunately he then rolls a 13 for his gut wound meaning that it's become infected. Pete suffers 1d4-2 hp (1 hp) during the second day's journey to the doc.

When they reach the doc, he immediately has Pete lifted onto his table. Because he's performing an Advanced medical procedure, it's essential to anesthetize Pete so that he can have the best chance for success during the operation. This is an Average check and rolling an 87 easily accomplishes this.

Removing a bullet from the gut is a Difficult procedure. Although he's pretty skilled, success is by no means guaranteed. The doc needs to roll a 45 or higher to get the bullet out. Fortunately for Pete, he rolls a 48 and gets the slug out.

Because the bullet is now removed, Pete gets a chance to see if this clears up the infection. He attempts a Constitution check and fails, rolling an 11.

Pete has now run the gauntlet of medical help. He holes up in a hotel room and hires the doc's nurse to take care of him as he sweats out the infection. Fortunately she's up to the task of nursing a severely injured patient (Nursing skill mastery 72%). Two days later, Pete must attempt a critical Constitution check to see if he survives the infection currently raging in his gut wound. Ordinarily he would have to roll a 12 or lower on 2d8. However, since it's a gut wound, a −3 penalty is applied. He rolls a 9 and is relieved that his fever breaks.

Having survived his wounds, all he has to do now is bide his time while his injuries heal. To compute healing time, Pete effectively has three wounds: a 7 hp gunshot wound to the arm (complicated by the broken bone with the result that instead of taking 28 days to heal [7+6+5+4+3+2+1=28], it takes 60 + 2d8 -2x Pete's CON score. He rolls "16" on 2d8 meaning it will takes 60+16-24=52 days to heal), a 5 hp gunshot wound to the abdomen and a 6 hp bleeding wound to the abdomen.

His arm will take 52 days to heal. His gut wounds, however, begin to heal immediately. Since he'll still be feeling the residual effects of his infection for another week (1d3), he decides to remain in his bed. He rolls a "1" meaning that after a week he'll shakes off any remaining penalties from the infection.

After 5 days, he gains back 1 hp from his gut wound. The next day (day 6), he gains a hp back from the internal bleeding damage and the following day (day 7) eliminates the -2 penalty he suffered to his Strength, Dexterity and Constitution abilities as a result of the infection.

In eight more days (day 15) his gunshot gut wound will be completely healed but it will be another six days (day 21) before he's fully recovered from the blood loss. However, it's still ten days (day 31) before he gets back the first of his hit points lost from the injury to his arm.



- LOWER LEG -

Wound Severity	Foot	Ankle	Knee
≤2	• no additional effect	• no additional effect	• no additional effect
3	• Sprinting not possible	• Sprinting not possible	• Sprinting not possible
4	• Sprinting or Running not possible	• Sprinting or Running not possible	• Sprinting or Running not possible
5	• Sprinting, Running or Jogging not possible	• Sprinting, Running or Jogging not possible	• Sprinting, Running or Jogging not possible
6	• Sprinting, Running, Jogging or Walking not possible • Broken Bone	• Sprinting, Running, Jogging or Walking not possible • Broken Bone	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Character may never Sprint again
7	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint again	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint or Run again
8	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint again	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint or Run again	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint or Run again
9	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint or Run again	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint or Run again	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint, Run or Walk again
10	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint, Run or Jog again	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint, Run or Jog again	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint, Run or Walk again
11	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint, Run or Jog again • Amputation Required • CON check or unconscious	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may only walk with crutches once healed • CON check or unconscious	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may only walk with crutches once healed • CON check or unconscious
12+	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may never Sprint, Run or Jog again • Foot Severed • 1/2 CON check or unconscious	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may only walk with crutches once healed • Leg Severed at Ankle • Unconscious	• Sprinting, Running, Jogging or Walking not possible • Broken Bone • Severe Bleeding • Character may only walk with crutches once healed • Leg Severed at Knee • Unconscious

- THIGH -

Wound Severity	Gunshot Wound	Slashing Wound	Piercing Wound	Bludgeoning Wound
≤2	• no additional effect	• no additional effect	• no additional effect	• no additional effect
3	• no additional effect	• no additional effect	• no additional effect	• no additional effect
4	• Sprinting not possible • STR check or fall prone & drop all held items	• no additional effect	• no additional effect	• Sprinting not possible • STR check or fall prone & drop all held items
5	• 1/2 STR check or fall prone & drop all held items • Sprinting or Running not possible	• STR check or fall prone & drop all held items • Sprinting not possible	• STR check or fall prone & drop all held items • Sprinting not possible	• STR check or fall prone & drop all held items • Sprinting not possible
6	• Sprinting, Running or Jogging not possible • Fall prone & drop all held items	• STR check or fall prone & drop all held items • Sprinting or Running not possible	• 1/2 STR check or fall prone & drop all held items • Sprinting or Running not possible	• 1/2 STR check or fall prone & drop all held items • Sprinting or Running not possible
7	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items	• 1/2 STR check or fall prone & drop all held items • Sprinting, Running or Jogging not possible	• Fall prone & drop all held items • Sprinting, Running or Jogging not possible	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible
8	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone
9	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone • Severe bleeding	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone
10	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone • Severe bleeding • Character may never Sprint again	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone • Severe bleeding	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone • Severe bleeding	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone • Severe bleeding
11	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone • Severe bleeding • Character may never Sprint or Run again	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone • Severe bleeding • Character may never Sprint again	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone • Severe bleeding • Character may never Sprint again	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone • Severe bleeding • Character may never Sprint again
12+	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone • Severe bleeding • Character may never Sprint, Run or Walk again	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Severe bleeding • Leg severed	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone • Severe bleeding • Character may never Sprint or Run again	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Broken Bone • Severe bleeding • Character may never Sprint or Run again

- HIP/BUTTOCK -

Wound Severity	Gunshot Wound	Slashing Wound	Piercing Wound	Bludgeoning Wound
≤2	• no additional effect	• no additional effect	• no additional effect	• no additional effect
3	• no additional effect	• no additional effect	• no additional effect	• no additional effect
4	• Sprinting not possible • STR check or fall prone & drop all held items	• Sprinting not possible • STR check or fall prone & drop all held items	• Sprinting not possible • STR check or fall prone & drop all held items	• no additional effect
5	• 1/2 STR check or fall prone & drop all held items • Sprinting or Running not possible	• 1/2 STR check or fall prone & drop all held items • Sprinting or Running not possible	• 1/2 STR check or fall prone & drop all held items • Sprinting or Running not possible	• STR check or fall prone & drop all held items • Sprinting not possible
6	• Sprinting, Running or Walking not possible • Fall prone & drop all held items	• Sprinting, Running or Walking not possible • Fall prone & drop all held items	• Sprinting, Running or Walking not possible • Fall prone & drop all held items	• Sprinting, Running or Walking not possible • Fall prone & drop all held items
7	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -1	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -1	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -1	• Sprinting, Running, Jogging or Walking not possible • 1/2 STR check or fall prone & drop all held items • Effective STR -1
8	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -2 • Broken Bone • Bullet lodged	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -2	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -2 • Broken Bone	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -1 • Broken Bone
9	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -3 • Broken Bone • Bullet lodged • Severe bleeding	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -3 • Broken Bone • Bullet lodged • Severe bleeding	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -3 • Broken Bone • Severe bleeding	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -2 • Broken Bone
10	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -4 • STR permanently -1 • Broken Bone • Bullet lodged • Severe bleeding • Character may never Sprint again	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -4 • STR permanently -1 • Broken Bone • Severe bleeding • Character may never Sprint again	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -4 • STR permanently -1 • Broken Bone • Severe bleeding • Character may never Sprint again	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -3 • STR permanently -1 • Broken Bone • CON check or internal bleeding • Character may never Sprint again
11	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -4 • STR permanently -1 • Broken Bone • Severe bleeding • Character may never Sprint or Run again • CON check or unconscious	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -4 • STR permanently -1 • Broken Bone • Severe bleeding • Character may never Sprint or Run again • CON check or unconscious	• Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -4 • STR permanently -1 • Broken Bone • Severe bleeding • Character may never Sprint or Run again • CON check or unconscious	• CON check or unconscious • Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -4 • STR permanently -1 • Broken Bone • 1/2 CON check or internal bleeding • Character may never Sprint or Run again
12+	• Unconscious • Effective STR -5 • STR permanently -2 • Mangled • Severe bleeding • Character may only walk with crutches once healed	• Unconscious • Effective STR -5 • STR permanently -2 • Amputation required • Severe bleeding • Character may only walk with crutches once healed • CON check or unconscious	• Unconscious • Effective STR -5 • STR permanently -2 • Mangled • Severe bleeding • Character may only walk with crutches once healed • CON check or unconscious	• 1/2 CON check or unconscious • Sprinting, Running, Jogging or Walking not possible • Fall prone & drop all held items • Effective STR -4 • STR permanently -1 • broken bone • internal bleeding • Character may only walk with crutches once healed

- GROIN -

Wound Severity	Gunshot Wound	Slashing Wound	Piercing Wound	Bludgeoning Wound
≤2	• no additional effect	• no additional effect	• no additional effect	• no additional effect
3	• CON check or fall prone & drop all held items	• no additional effect	• no additional effect	• CON check or fall prone & drop all held items
4	• 1/2 CON check or fall prone & drop all held items • Sprinting not possible	• CON check or fall prone & drop all held items • Sprinting not possible	• CON check or fall prone & drop all held items • Sprinting not possible	• 1/2 CON check or fall prone & drop all held items • Sprinting not possible
5	• 1/2 CON check or fall prone & drop all held items • Sprinting or Running not possible • Effective STR -1	• 1/2 CON check or fall prone & drop all held items • Sprinting or Running not possible • Effective STR -1	• 1/2 CON check or fall prone & drop all held items • Sprinting or Running not possible • Effective STR -1	• 1/2 CON check or fall prone & drop all held items • Sprinting or Running not possible • Effective STR -1
6	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • CON check or internal bleeding • Effective STR -1 • bullet lodged	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Effective STR -1	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Effective STR -1	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • CON check or internal bleeding • Effective STR -2
7	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • 1/2 CON check or internal bleeding • Effective STR -2 • Bullet lodged	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Effective STR -2	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Effective STR -2	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • 1/2 CON check or internal bleeding • Effective STR -2/50
8	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Internal bleeding • Effective STR -3 • Bullet lodged	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Severe bleeding • Effective STR -3	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Severe bleeding • Effective STR -3	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Internal bleeding • Effective STR -3
9	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Internal bleeding • Effective STR -4 • Bullet lodged • CON check or unconscious	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Severe bleeding • Effective STR -4 • CON check or unconscious	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Severe bleeding • Effective STR -4 • CON check or unconscious	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Internal bleeding • Effective STR -4 • CON check or unconscious
10	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Internal bleeding • Effective STR -5 • STR permanently -1 • Bullet lodged • 1/2 CON check or unconscious	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Severe bleeding • Effective STR -5 • STR permanently -1 • 1/2 CON check or unconscious	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Severe bleeding • Effective STR -5 • STR permanently -1 • 1/2 CON check or unconscious	• Fall prone & drop all held items • Sprinting, Running, Jogging or Walking not possible • Internal bleeding • Effective STR -5 • STR permanently -1 • 1/2 CON check or unconscious • Broken bone
11	• Unconscious • Internal bleeding • Effective STR -6 • STR permanently -2 • Bullet lodged • Character may never Sprint again	• Unconscious • Severe bleeding • Effective STR -5/50 • STR permanently -2 • Character may never Sprint or Run again	• Unconscious • Severe bleeding • Effective STR -6 • STR permanently -2 • Character may never Sprint again • CON check or internal bleeding	• Unconscious • Internal bleeding • effective STR -6 • STR permanently -2 • Character may never Sprint again • Broken bone
12+	• Unconscious • Internal bleeding • Effective STR -7 • STR permanently -3 • Character is neutered • Character may never Sprint or Run again	• Unconscious • Severe bleeding • Effective STR -6 • STR permanently -3 • Character is neutered • Character may never Sprint, Run or Walk again	• Unconscious • Severe bleeding • Effective STR -6 • STR permanently -3 • Character is neutered • Character may never Sprint or Run again • 1/2 CON check or internal bleeding	• Unconscious • Internal bleeding • Effective STR -7 • STR permanently -3 • Character is neutered • Character may never Sprint or Run again • Broken bone

- ABDOMEN -

Wound Severity	Gunshot Wound	Slashing Wound	Piercing Wound	Bludgeoning Wound
≤2	• no additional effect	• no additional effect	• no additional effect	• no additional effect
3	• no additional effect	• no additional effect	• no additional effect	• no additional effect
4	• 1/2 STR check or fall prone & drop all held items • CON check or internal bleeding	• 1/2 STR check or fall prone & drop all held items	• 1/2 STR check or fall prone • CON check or internal bleeding	• 1/2 STR check or fall prone & drop all held items
5	• Fall prone & drop all held items • 1/2 CON check or internal bleeding • Bullet lodged	• Fall prone & drop all held items	• Fall prone & drop all held items • 1/2 CON check or internal bleeding	• Fall prone & drop all held items
6	• Fall prone & drop all held items • Internal bleeding • Bullet lodged	• Fall prone & drop all held items	• Fall prone • 1/2 CON check or internal bleeding	• Fall prone & drop all held items
7	• Fall prone & drop all held items • Internal bleeding • Bullet lodged	• Fall prone & drop all held items • Severe bleeding	• Fall prone • Internal Bleeding	• Fall prone & drop all held items • CON check or internal bleeding
8	• Fall prone & drop all held items • Internal bleeding • Bullet lodged • CON check or unconscious	• Fall prone & drop all held items • Severe Bleeding • CON check or unconscious	• Fall prone & drop all held items • Internal bleeding • CON check or unconscious	• Fall prone & drop all held items • CON check or unconscious • 1/2 CON check or internal bleeding
9	• Fall prone & drop all held items • Internal bleeding • Bullet lodged • 1/2 CON check or unconscious	• Fall prone & drop all held items • Severe Bleeding • CON check or unconscious	• Fall prone & drop all held items • Internal bleeding • 1/2 CON check or unconscious	• Fall prone & drop all held items • Internal bleeding • 1/2 CON check or unconscious
10	• Fall prone & drop all held items • CON check or internal hemorrhaging (else internal bleeding) • Bullet lodged • 1/2 CON check or unconscious	• Fall prone & drop all held items • 1/2 CON check or unconscious • Severe Bleeding	• Fall prone & drop all held items • CON check or internal hemorrhaging (else internal bleeding) • 1/2 CON check or unconscious	• Fall prone & drop all held items • CON check or internal hemorrhaging (else internal bleeding) • 1/2 CON check or unconscious
11	• Fall prone & drop all held items • CON check or internal hemorrhaging (else internal bleeding) • Bullet lodged • 1/2 CON check or unconscious • CON permanently lowered by 1	• Unconscious • Severe Bleeding • CON permanently lowered by 1	• Fall prone & drop all held items • CON check or internal hemorrhaging (else internal bleeding) • 1/2 CON check or unconscious • CON permanently lowered by 1	• Fall prone & drop all held items • CON check or internal hemorrhaging (else internal bleeding) • 1/2 CON check or unconscious • CON permanently lowered by 1
12+	• Fall prone & drop all held items • CON check or internal hemorrhaging (else internal bleeding) • Bullet lodged • 1/2 CON check or unconscious • CON permanently lowered by 2	• Dead (disemboweled)	• Fall prone & drop all held items • 1/2 CON check or internal hemorrhaging (else internal bleeding) • 1/2 CON check or unconscious • CON permanently lowered by 2	• Fall prone & drop all held items • CON check or internal hemorrhaging (else internal bleeding) • 1/2 CON check or unconscious • CON permanently lowered by 2

- ARM -

Wound Severity	Arm (Upper)	Forearm	Hand
≤2	• no additional effect	• no additional effect	• no additional effect
3	• STR check or fall prone & drop all held items	• STR check or fall prone & drop all held items	• STR check or fall prone & drop all held items
4	• 1/2 STR check or fall prone & drop all held items	• 1/2 STR check or fall prone & drop all held items	• STR check or fall prone & drop all held items
5	• Fall prone & drop all held items	• Fall prone & drop all held items	• 1/2 STR check or fall prone & drop all held items
6	• Fall prone & drop all held items	• Fall prone & drop all held items	• 1/2 STR check or fall prone & drop all held items
7	• Fall prone & drop all held items • Broken Bone	• Fall prone & drop all held items • Broken Bone	• Fall prone & drop all held items • Broken Bone
8	• Fall prone & drop all held items • Broken Bone • Bullet lodged	• Fall prone & drop all held items • Broken Bone	• Fall prone & drop all held items • Broken Bone
9	• Fall prone & drop all held items • Broken Bone • Bullet lodged	• Fall prone & drop all held items • Broken Bone	• Fall prone & drop all held items • Broken Bone
10	• Fall prone & drop all held items • Broken Bone • Bullet lodged • Severe bleeding • CON check or Unconscious	• Fall prone & drop all held items • Broken Bone • Severe bleeding	• Fall prone & drop all held items • Broken Bone
11	• Fall prone & drop all held items • Broken Bone • Bullet lodged • Severe bleeding • Arm mangled • 1/2 CON check or Unconscious	• Fall prone & drop all held items • Broken Bone • Bullet lodged • Severe bleeding • Arm mangled • CON check or Unconscious	• Fall prone & drop all held items • Broken Bone • Severe bleeding • Hand mangled
12+	• Fall prone & drop all held items • Broken Bone • Bullet lodged • Severe bleeding • Arm must be amputated • Unconscious	• Fall prone & drop all held items • Broken Bone • Bullet lodged • Severe bleeding • Arm must be amputated • 1/2 CON check or Unconscious	• Fall prone & drop all held items • Broken Bone • Bullet lodged • Severe bleeding • Hand must be amputated • CON check or Unconscious

- CHEST -

Wound Severity	Gunshot Wound	Slashing Wound	Piercing Wound	Bludgeoning Wound
≤2	• no additional effect	• no additional effect	• no additional effect	• no additional effect
3	• no additional effect	• no additional effect	• no additional effect	• no additional effect
4	• Effective STR -2	• Effective STR -2 • STR check or fall prone & drop all held items	• Effective STR -2 • STR check or fall prone & drop all held items	• Effective STR -2 • STR check or fall prone & drop all held items
5	• Effective STR -2 • Broken bone • CON check or fall prone & drop all held items	• Effective STR -2 • Broken bone • CON check or fall prone & drop all held items	• Effective STR -2 • Broken bone • CON check or fall prone & drop all held items	• Effective STR -2/50 • Broken bone • CON check or fall prone & drop all held items
6	• Effective STR -3 • Broken bone • 1/2 CON check or fall prone & drop all held items	• Effective STR -3 • 1/2 CON check or fall prone & drop all held items	• Effective STR -3 • Broken bone • 1/2 CON check or fall prone & drop all held items	• Effective STR -3 • Broken bone • 1/2 CON check or fall prone & drop all held items
7	• Effective STR -4 • Broken bone • Bullet lodged • Fall prone & drop all held items • CON check or internal bleeding	• Effective STR -4 • Fall prone & drop all held items • CON check or internal bleeding	• Effective STR -4 • Broken bone • Fall prone & drop all held items	• Effective STR -4 • Broken bone • Fall prone & drop all held items • CON check or internal bleeding
8	• Effective STR -5 • Broken bone • Bullet lodged • Fall prone & drop all held items • 1/2 CON check or internal bleeding • CON check or unconscious	• Effective STR -5 • broken bone • Fall prone & drop all held items • CON check or unconscious	• Effective STR -5 • Broken bone • Fall prone & drop all held items • CON check or internal bleeding • CON check or unconscious	• Effective STR -5 • Broken bone • Fall prone & drop all held items • 1/2 CON check or internal bleeding • CON check or unconscious
9	• Effective STR -6 • Broken bone • Bullet lodged • Fall prone & drop all held items • Internal bleeding • 1/2 CON check or unconscious	• Effective STR -6 • Broken bone • Fall prone & drop all held items • 1/2 CON check or Severe bleeding • 1/2 CON check or unconscious	• Effective STR -6 • Broken bone • Fall prone & drop all held items • 1/2 CON check or Internal bleeding • 1/2 CON check or unconscious • Severe bleeding	• Effective STR -6 • Broken bone • Fall prone & drop all held items • Internal bleeding • 1/2 CON check or unconscious
10	• Effective STR -7 • STR permanently -1 • Broken bone • Bullet lodged • Internal bleeding • Unconscious	• Effective STR -7 • STR permanently -1 • Broken bone • Severe bleeding • Unconscious	• Effective STR -7 • STR permanently -1 • Broken bone • Internal bleeding • Unconscious • Severe bleeding	• Effective STR -7 • STR permanently -1 • Broken bone • Internal bleeding • Unconscious
11	• Effective STR -8 • STR permanently -2 • Broken bone • Bullet lodged • Internal bleeding • Severe bleeding • Unconscious	• Effective STR -8 • STR permanently -2 • Broken bone • Severe bleeding • CON check or internal bleeding • Unconscious	• Effective STR -8 • STR permanently -2 • Broken bone • Internal bleeding • Severe bleeding • Unconscious	• Effective STR -8 • STR permanently -2 • Broken bone • Internal bleeding • Severe bleeding • Unconscious
12+	• Dead (shot through heart)	• Effective STR -9 • STR permanently -3 • Broken bone • Severe bleeding • 1/2 CON check or internal bleeding • Unconscious	• Dead (aorta ruptured)	• Effective STR -9 • STR permanently -3 • Broken bone • Internal bleeding • Unconscious

- BACK -

Wound Severity	Gunshot Wound	Slashing Wound	Piercing Wound	Bludgeoning Wound
≤2	• no additional effect	• no additional effect	• no additional effect	• no additional effect
3	• STR check or fall prone & drop all held items	• no additional effect	• no additional effect	• no additional effect
4	• STR check or fall prone & drop all held items	• STR check or fall prone & drop all held items	• STR check or fall prone & drop all held items	• STR check or fall prone & drop all held items
5	• 1/2 STR check or fall prone & drop all held items • STR temporarily -1 • Broken Bone	• 1/2 STR check or fall prone & drop all held items • STR temporarily -1 • Broken Bone	• 1/2 STR check or fall prone & drop all held items • STR temporarily -1 • Broken Bone	• 1/2 STR check or fall prone & drop all held items • STR temporarily -1 • Broken Bone
6	• Fall prone & drop all held items • STR temporarily -1 • Broken Bone	• Fall prone & drop all held items • STR temporarily -1 • Broken Bone	• Fall prone & drop all held items • STR temporarily -1 • Broken Bone	• Fall prone & drop all held items • STR temporarily -1 • Broken Bone
7	• Fall prone & drop all held items • STR temporarily -2 • CON check or internal bleeding • Bullet lodged	• Fall prone & drop all held items • STR temporarily -2 • Multiple Broken Bones • Severe Bleeding	• Fall prone & drop all held items • STR temporarily -2 • Multiple Broken Bones • Severe Bleeding	• Fall prone & drop all held items • STR temporarily -1 • Broken Bone
8	• Fall prone & drop all held items • STR temporarily -2 • CON check or internal bleeding • Bullet lodged	• Fall prone & drop all held items • STR temporarily -2 • Multiple Broken Bones • Severe Bleeding	• Fall prone & drop all held items • STR temporarily -2 • Multiple Broken Bones • Severe Bleeding	• Fall prone & drop all held items • STR temporarily -1 • Broken Bones • CON check or internal bleeding
9	• Fall prone & drop all held items • STR temporarily -3 • Internal bleeding • Bullet lodged • CON check or unconscious	• Fall prone & drop all held items • STR temporarily -3 • Multiple Broken Bones • Severe Bleeding • CON check or unconscious	• Fall prone & drop all held items • STR temporarily -3 • Multiple Broken Bones • Severe Bleeding • CON check or unconscious	• Fall prone & drop all held items • STR temporarily -2 • Constitution check or internal bleeding • CON check or unconscious
10	• Fall prone & drop all held items • STR temporarily -3 • STR permanently -1 • Internal bleeding • Bullet lodged • 1/2 CON check or unconscious	• Fall prone & drop all held items • STR temporarily -3 • Multiple Broken Bones • Severe Bleeding • 1/2 CON check or unconscious	• Fall prone & drop all held items • STR temporarily -3 • Multiple Broken Bones • Severe Bleeding • 1/2 CON check or unconscious	• Fall prone & drop all held items • STR temporarily -2 • Multiple Broken Bones • 1/2 CON check or Internal Bleeding • 1/2 CON check or unconscious
11	• Fall prone & drop all held items • STR temporarily -4 • STR permanently -2 • Internal bleeding • Bullet lodged • 1/2 CON check or unconscious	• Unconscious • Severe Bleeding • CON permanently lowered by 1	• Fall prone & drop all held items • CON check or internal hemorrhaging (else internal bleeding) • 1/2 CON check or unconscious • CON permanently lowered by 1	• Fall prone & drop all held items • CON check or internal hemorrhaging (else internal bleeding) • 1/2 CON check or unconscious • CON permanently lowered by 1
12+	• Fall prone & drop all held items • STR temporarily -4 • STR permanently -2 • Internal Hemorraging • Bullet lodged • Unconscious	• Dead (spinal cord severed)	• Dead (spinal cord severed)	• Unconscious • Internal hemorrhaging

- SHOULDER -

Wound Severity	Gunshot Wound	Slashing Wound	Piercing Wound	Bludgeoning Wound
≤2	• no additional effect	• no additional effect	• no additional effect	• no additional effect
3	• no additional effect	• no additional effect	• no additional effect	• CON check or fall prone & drop all held items
4	• STR check or fall prone & drop all held items	• STR check or fall prone & drop all held items	• STR check or fall prone & drop all held items	• STR check or fall prone & drop all held items
5	• 1/2 STR check or fall prone & drop all held items • STR & DEX temporarily -1	• 1/2 STR check or fall prone & drop all held items • STR & DEX temporarily -1	• 1/2 STR check or fall prone & drop all held items • STR & DEX temporarily -1	• 1/2 STR check or fall prone & drop all held items • STR & DEX temporarily -1
6	• Fall prone & drop all held items • STR & DEX temporarily -2/-1	• Fall prone & drop all held items • STR & DEX temporarily -2/-1	• Fall prone & drop all held items • STR & DEX temporarily -2/-1	• Fall prone & drop all held items • STR & DEX temporarily -2/-1
7	• Fall prone & drop all held items • STR & DEX temporarily -2	• Fall prone & drop all held items • STR & DEX temporarily -2	• Fall prone & drop all held items • STR & DEX temporarily -2	• Fall prone & drop all held items • STR & DEX temporarily -2 • Broken bone
8	• Fall prone & drop all held items • STR & DEX temporarily -3/-2 • Broken bone	• Fall prone & drop all held items • STR & DEX temporarily -3/-2	• Fall prone & drop all held items • STR & DEX temporarily -3/-2 • Broken bone	• Fall prone & drop all held items • STR & DEX temporarily -3/-2 • Broken bone
9	• Fall prone & drop all held items • STR & DEX temporarily -3/-2 • Bullet lodged • Broken bone	• Fall prone & drop all held items • STR & DEX temporarily -3/-2 • Broken bone	• Fall prone & drop all held items • STR & DEX temporarily -3/-2 • Broken bone	• Fall prone & drop all held items • STR & DEX temporarily -3/-2 • Broken bone
10	• Fall prone & drop all held items • STR & DEX temporarily -3/-2 • Bullet lodged • Broken bone • STR permanently -1 • CON check or unconscious	• Fall prone & drop all held items • STR & DEX temporarily -3/-2 • Broken bone • STR permanently -1	• Fall prone & drop all held items • STR & DEX temporarily -3/-2 • Broken bone • STR permanently -1	• Fall prone & drop all held items • STR & DEX temporarily -3/-2 • Broken bone • STR permanently -1
11	• Fall prone & drop all held items • STR & DEX temporarily -4/-3 • Bullet lodged • Broken bone • STR permanently -2 • DEX permanently -1 • 1/2 CON check or unconscious	• Fall prone & drop all held items • STR & DEX temporarily -4/-3 • Broken bone • STR permanently -2 • DEX permanently -1 • CON check or unconscious	• Fall prone & drop all held items • STR & DEX temporarily -4/-3 • Broken bone • STR permanently -2 • DEX permanently -1 • CON check or unconscious	• Fall prone & drop all held items • STR & DEX temporarily -4/-3 • Broken bone • STR permanently -2 • DEX permanently -1
12+	• Unconscious • STR & DEX temporarily -5/-3 • Bullet lodged • Broken bone • Severe bleeding • STR permanently -3 • DEX permanently -2 • Mangled	• Unconscious • STR & DEX temporarily -5/-3 • Broken bone • Severe bleeding • STR permanently -3 • DEX permanently -2 • Arm requires amputation	• Unconscious • STR & DEX temporarily -5/-3 • Broken bone • Severe bleeding • STR permanently -3 • DEX permanently -2	• Unconscious • STR & DEX temporarily -5/-3 • Broken bone • Severe bleeding • STR permanently -3 • DEX permanently -2 • Mangled • CON check or internal bleeding

- NECK -

Wound Severity	Gunshot Wound	Slashing Wound	Piercing Wound	Bludgeoning Wound
≤2	• no additional effect	• no additional effect	• no additional effect	• no additional effect
3	• no additional effect	• no additional effect	• no additional effect	• no additional effect
4	• Severe bleeding	• Severe bleeding • STR check or fall prone & drop all held items	• Severe bleeding	• no additional effect
5	• Severe bleeding • 1/2 STR check or fall prone & drop all held items	• Severe bleeding • 1/2 STR check or fall prone & drop all held items	• Severe bleeding • 1/2 STR check or fall prone & drop all held items	• 1/2 STR check or fall prone & drop all held items • CON temporarily -2
6	• Severe bleeding • CON check or Unconscious	• Severe bleeding • CON check or Unconscious	• Severe bleeding • CON check or Unconscious	• Severe bleeding • CON check or Unconscious • CON temporarily -2
7	• Severe bleeding • CON check or Unconscious	• Severe bleeding • CON check or Unconscious	• Severe bleeding • CON check or Unconscious	• Severe bleeding • CON check or Unconscious • CON temporarily -3
8	• Severe bleeding • 1/2 CON check or Unconscious	• Severe bleeding • 1/2 CON check or Unconscious	• Severe bleeding • 1/2 CON check or Unconscious	• Severe bleeding • 1/2 CON check or Unconscious • CON temporarily -4
9	• Severe bleeding • Unconscious	• Severe bleeding • Unconscious	• Severe bleeding • Unconscious	• Severe bleeding • Unconscious
10	• Severe bleeding • Unconscious	• Severe bleeding • Unconscious	• Severe bleeding • Unconscious	• Severe bleeding • Unconscious
11	• Quadriplegic • Unconscious	• Quadriplegic • Unconscious	• Dumb flaw • Unconscious	• Quadriplegic • Unconscious
12+	• Dead	• Dead	• Dead	• Dead

- HEAD -

Wound Severity	Gunshot Wound	Slashing Wound	Piercing Wound	Bludgeoning Wound
≤2	• no additional effect	• no additional effect	• no additional effect	• no additional effect
3	• DEX temporarily -2	• no additional effect	• no additional effect	• DEX temporarily -1
4	• DEX temporarily -3	• DEX temporarily -1	• DEX temporarily -1	• DEX temporarily -2 • CON check or fall prone & drop all held items
5	• DEX temporarily -4 • CON check or fall prone & drop all held items	• DEX temporarily -2	• DEX temporarily -2	• DEX temporarily -3 • 1/2 CON check or fall prone & drop all held items
6	• DEX temporarily -5 • CON check or Unconscious	• DEX temporarily -3 • CON check or Unconscious	• DEX temporarily -3 • CON check or Unconscious	• DEX temporarily -4 • CON check or Unconscious
7	• DEX temporarily -6 • 1/2 CON check or Unconscious • DEX permanently -1	• DEX temporarily -4 • 1/2 CON check or Unconscious • DEX permanently -1	• DEX temporarily -4 • 1/2 CON check or Unconscious • DEX permanently -1	• DEX temporarily -5 • 1/2 CON check or Unconscious
8	• DEX temporarily -7 • 1/2 CON check or Unconscious • DEX permanently -2 • Severe bleeding	• DEX temporarily -5 • 1/2 CON check or Unconscious • DEX permanently -2 • Severe bleeding	• DEX temporarily -5 • 1/2 CON check or Unconscious • DEX permanently -2 • Severe bleeding	• DEX temporarily -6 • 1/2 CON check or Unconscious • DEX permanently -1 • Severe bleeding
9	• DEX temporarily -7 • Unconscious • DEX permanently -3 • Severe bleeding • Bullet lodged • Gain Epileptic flaw (no BP)	• DEX temporarily -6 • Unconscious • DEX permanently -1 • Severe bleeding	• DEX temporarily -6 • Unconscious • DEX permanently -1 • Severe bleeding	• DEX temporarily -7 • Unconscious • DEX permanently -2 • Severe bleeding • Gain Migranes flaw (no BP)
10	• Dead	• DEX temporarily -6 • Unconscious • DEX permanently -1 • Severe bleeding	• DEX temporarily -7 • Unconscious • DEX permanently -1/50 • Severe bleeding	• DEX temporarily -8 • Unconscious • DEX permanently -2/50 • Severe bleeding • Gain Migranes flaw (no BP)
11	• Dead	• DEX temporarily -6/50 • Unconscious • DEX permanently -1/50 • Severe bleeding	• DEX temporarily -7 • Unconscious • DEX permanently -2 • Severe bleeding • Internal hemmorhaging	• DEX temporarily -8 • Unconscious • DEX permanently -2/50 • Severe bleeding • CON check or internal hemmorhaging else internal bleeding • Gain Epileptic flaw (no BP)
12+	• Dead	• Dead	• Dead	• Dead

- FACE -

Wound Severity	Gunshot Wound	Slashing Wound	Piercing Wound	Bludgeoning Wound
≤2	• no additional effect	• no additional effect	• no additional effect	• no additional effect
3	• DEX temporarily -1	• no additional effect	• no additional effect	• DEX temporarily -1
4	• DEX temporarily -2	• DEX temporarily -1	• DEX temporarily -1	• DEX temporarily -2 • CON check or fall prone & drop all held items
5	• DEX temporarily -3 • CON check or fall prone & drop all held items	• DEX temporarily -2	• DEX temporarily -2	• DEX temporarily -3 • 1/2 CON check or fall prone & drop all held items
6	• DEX temporarily -4 • CON check or Unconscious	• DEX temporarily -3 • CON check or Unconscious	• DEX temporarily -3 • CON check or Unconscious	• DEX temporarily -4 • CON check or Unconscious • d6 broken teeth
7	• DEX temporarily -5 • 1/2 CON check or Unconscious	• DEX temporarily -4 • 1/2 CON check or Unconscious • DEX permanently -1 • Gain Facial Scar flaw (no BP)	• DEX temporarily -4 • 1/2 CON check or Unconscious • DEX permanently -1	• DEX temporarily -5 • 1/2 CON check or Unconscious • d6 broken teeth
8	• DEX temporarily -6 • 1/2 CON check or Unconscious • DEX permanently -1 • Severe bleeding	• DEX temporarily -5 • 1/2 CON check or Unconscious • DEX permanently -2 • Severe bleeding • Gain Facial Scar flaw (no BP)	• DEX temporarily -5 • 1/2 CON check or Unconscious • DEX permanently -2 • Severe bleeding	• DEX temporarily -6 • 1/2 CON check or Unconscious • DEX permanently -1 • Severe bleeding • d8 broken teeth
9	• DEX temporarily -7 • Unconscious • DEX & LOOKS permanently -2 • Severe bleeding • Gain Epileptic flaw (no BP)	• DEX temporarily -6 • Unconscious • DEX permanently -1 • Severe bleeding • Gain Facial Scar flaw (no BP)	• DEX temporarily -6 • Unconscious • DEX permanently -1 • Severe bleeding • Gain Facial Scar flaw (no BP)	• DEX temporarily -7 • Unconscious • DEX permanently -2 • Severe bleeding • Gain Migranes flaw (no BP) • d10 broken teeth
10	• DEX temporarily -7 • Unconscious • DEX & LOOKS permanently -3 • Severe bleeding • Bullet lodged • Dex check or missing eye flaw • CON check or internal bleeding • Gain Facial Scar flaw (no BP)	• DEX temporarily -6 • Unconscious • DEX permanently -1 • Severe bleeding • DEX check or missing ear flaw • Gain Facial Scar flaw (no BP)	• DEX temporarily -7 • Unconscious • DEX permanently -1/50 • Severe bleeding • Dex check or missing eye flaw • Gain Facial Scar flaw (no BP)	• DEX temporarily -8 • Unconscious • DEX permanently -2/50 • Severe bleeding • Gain Migranes flaw (no BP) • d12 broken teeth
11	• Dead	• DEX temporarily -6/50 • Unconscious • DEX permanently -1/50 • Severe bleeding • 1/2 DEX check or missing ear flaw • Gain Facial Scar flaw (no BP)	• DEX temporarily -7 • Unconscious • DEX permanently -2 • Severe bleeding • Internal hemmorhaging • 1/2 Dex check or missing eye flaw • Gain Facial Scar flaw (no BP)	• DEX temporarily -8 • Unconscious • DEX permanently -2/50 • Severe bleeding • CON check or internal hemmorhaging else internal bleeding • Gain Epileptic flaw (no BP) • d12 broken teeth
12+	• Dead	• Dead	• Dead	• Dead

★ DISEASES ★

There is no true cure for diseases in the Shattered Frontier, although there's a lot of home remedies and patent medicines, and each man or woman is going to live or die depending on how hale and hearty they are. The common diseases of the Shattered Frontier are listed below, along with details on how you catch them, and how you can get rid of them.

CATCHING DISEASES

Every time a character eats undercooked food, drinks from a pond (or other slow-moving/stagnant water source), spends a day in a settlement with crowded living conditions and inadequate sewage facilities or where disease is rampant, comes into contact with another character that's carrying a disease, he has a chance of contracting an ailment. (Contact is defined by the disease. For example, it might be skin-to-skin contact or getting breathed/sneezed on, depending on the disease.)

To learn whether a character catches a disease, the player must first determine which disease the character may have caught. Choose the disease appropriate to the town or the carrier in your campaign, or roll on *Table 3.3-4: Common Diseases* when a random disease is needed.

TABLE 3.3-4: COMMON DISEASES

Roll (d100)	Disease	Virulence Factor
01-70	No result	-
71-80	Pneumonia	28
81-83	Croup	25
84-86	Influenza	25
87-88	Bronchitis	25
89-90	Malaria	26
91-92	Consumption	27
93-94	Measles	26
95-96	Scarlet Fever	28
97	Smallpox	28
98	Diphtheria	29
99	Brain Fever	30
100	Cholera	31

Next, the player should roll a d100, noting any of the modifiers from *Table 3.3-5: Conditional Modifiers* that apply in this situation, and add them all to the roll. If the total result equals 71 or higher, the character caught that disease. Of course, if he's really healthy, he may be able to fight it off.

TABLE 3.3-5: CONDITIONAL MODIFIERS

Settlement	Modifier
Isolated (farmhouse)	+1
Rural (town)	+4
City	+6
Crowded encampment	+8
Sanitation	
Above average	-1
Average	+1
Filthy	+10
Age	
Child (<4 years old)	+30
Young (<14 years old)	+15
Old (>60 years old)	+10
Other Adjustments	
Character under <25% hp when exposed	+10
Character already has a disease	+10
Character has Buffalo Mange flaw	+4
Character has Consumptive flaw	+10
Character has Resist Disease/Infection talent	-5

To learn whether the character fights off the disease, roll a d20 and add the character's Constitution ability score to the result. If the total result equals or exceeds the disease's Virulence Factor, the character's immune system fights off the ailment. Otherwise, the incubation period begins, and Stage One of the disease begins after a certain amount of time (see the various disease descriptions below).

Hit points temporarily lost to disease return at the same factorial rate as injuries.

COMMON DISEASES

Brain Fever

You might get brain fever ("typhoid fever" to you sawbones) from contaminated food or water, or from some hombre that's already got it. So boil your water and cook your food, if you're smart. Stage One begins 8+1d6 days after exposure.

Stage One: Fever, weakness, stomach pains, headache, not feeling hungry, contagious (carrier) and flat, rose-colored spots on the skin. Cannot perform strenuous labor/activity (such as running, sprinting, heavy lifting). Duration: 4+1d3 days.

Stage Two: Same as Stage One, plus skin eruptions, bone aches and inflamed bowels. Also has difficulty making skill checks – a 20% penalty to all skill checks. Duration: 4+1d3 days. After duration, roll 1d20 + Con against the disease's Virulence Factor. If successful, character returns to normal in 1+1d4 days. On a failed roll, proceed to Stage Three.

Stage Three: Roll a d100. On a roll of 01-20, character dies. On a roll of 21-100, character returns to normal in 2+1d4 days. If the latter, roll another d100. On a result of 01-05, character is permanently contagious.

Bronchitis

You might get bronchitis from breathing in too much dust, smoke, or just from some nasty germs. The character enters Stage One 1+1d3 days after exposure.

Stage One: Sore throat, chills, slight fever, back and muscle pain, fatigue, runny nose. Cannot perform strenuous labor/activity (such as running, sprinting, heavy lifting). Duration: 1d3 days.

Stage Two: Same symptoms as Stage One, plus cough. Character needs to sleep two hours later than normal, and has difficulty making skill checks – a 10% penalty to all skill checks. Duration: 1d3 days.

Stage Three: Cough (other symptoms disappear). Character's hit points drop by 25%. Duration: 1d4 weeks. After this duration, roll 1d20 + Con against the disease's Virulence Factor. On a success, character's body fights off the bronchits. On a failure, proceed to Stage Four.

Stage Four: Cough. Duration: 1d3 months. After 1d3 months, the bronchitis seemingly disappears, leaving only an infrequent cough for the next 4+2d4 months. After this time, the Stage One symptoms return for a duration of 1d3 months. They subside, then return after another 4+2d4 months.

Furthermore, the GM or another player should secretly roll 4d4, and subtract this amount from the character's maximum age – already defined in the Priors and Particulars section.

Cholera

This disease is picked up primarily through contaminated water or food, and not likely to spread through contact with a diseased person. Still, it's possible. Some 1d4 days after exposure, the character enters Stage One.

Stage One: The character can't perform strenuous activity, and suffers vomiting, severe cramps in the gut and legs, diarrhea, and general weakness. He has great difficulty concentrating – a 30% penalty to all skill checks. Duration: 12+1d12 hours.

Stage Two: Same symptoms as Stage One, plus the following. Character is bedridden. Very weak and frequently thirsty, with chills, difficulty breathing and loss of voice. Character's hit points drop by 50%. Duration: 12+1d12 hours.

After the duration, roll 1d20 + Con against the disease's Virulence Factor. A failed roll means death in 1d4 hours. A success proceeds to Stage Three.

Stage Three: Same symptoms as Stage One, but less severe, plus fever. Character still bedridden. After 6+1d12 hours, the fever breaks. Penalty to skills reduces at the rate of 10% per day.

Consumption

While you can get consumption (what a sawbones might call "tuberculosis") from drinking infected (unpasteurized) milk, it can also be passed to other folks through coughing and sneezing – so be careful who you partner with.

Stage One: No symptoms. Duration: 2d4 weeks. After duration, roll 1d20 + Con against the disease's Virulence Factor. If successful, the disease becomes latent and the character suffers no symptoms. However, if the character suffers another disease later, there is a 20% possibility that the latent consumption becomes active.

If the roll was unsuccessful, or latent consumption becomes active, proceed to Stage Two.

Stage Two: Weight loss, fever, fatigue, night sweats, not feeling hungry, contagious (carrier). Character cannot sprint. Loss of 25% hit points. Duration: 3d4 weeks. After duration, roll 1d20 + Con against the disease's Virulence Factor. If successful, procced to Stage Three. If unsuccessful, the character dies.

Stage Three: Same as Stage Two, plus a cough and difficulty breathing. Loss of hit points increases to 50%. Character cannot perform strenuous activity (including running/sprinting). Duration: 1d4 weeks. After duration, roll 1d20 + Con against the disease's Virulence Factor. If successful, the consumption becomes latent. If unsuccessful, proceed to Stage Four.

Stage Four: Constant tiredness, wheezing, weight loss, bloody cough, shortness of breath. The consumption has become chronic. Have the GM or another player secretly roll 1d100. On a roll of 01-50, the character dies of consumption after the next 3d6 months have passed. On a roll of 51-80, the character dies in 1d4+1 years. On a roll of 81-100, the character dies of consumption in 6+2d6 years.

Each time the character finishes a strenuous activity (such as running or sprinting), he must make a Constitution check. If he fails, he must rest (and do nothing else) for 10 seconds (100 counts) per each second of strenuous activity. If he refuses to rest, he suffers severe chest pain and shortness of breath, losing 1

hit point per 2 seconds (20 counts) he continues to strain himself. The character's total hp is permanently reduced by 10%.

Croup

Trouble breathing and a constant "barking" cough might mean you've caught the croup. The character enters Stage One some 1d12 hours after exposure.

Stage One: Difficulty breathing, infrequent coughing, contagious (carrier). Duration: 1d12+12 hours.

Stage Two: Same symptoms as Stage One. Character needs to sleep two hours later than normal. Duration: 1d3 days. After duration, roll 1d20 + Con against the disease's Virulence Factor. On a failed roll, proceed to Stage Three. On a success, character returns to normal in another 1d12+12 hours.

Stage Three: Same symptoms as Stage One and Two. The character loses 25% of his hit points. Duration: 3+1d4 weeks.

Diphtheria

Normally, a fever and sore throat isn't too bad. If it's diphtheria, though, you better start praying. The character enters Stage One some 1+1d3 days after exposure.

Stage One: Character can't perform strenuous activity (including running/sprinting), and has severe sore throat, light fever, contagious (carrier). Duration: 24+2d12 hours.

Stage Two: Same symptoms as Stage One, plus loss of 50% hit points. Duration: 2+1d4 days. After duration, roll 1d20 + Con against the disease's Virulence Factor. On a failed roll, proceed to Stage Three. On a success, character returns to normal in 12+2d12 hours. Remain contagious for another 1d4 weeks.

Stage Three: Character has difficulty breathing, rapid heartbeat, pale cold skin, anxious appearance. Hit points drop to 25% of normal. Duration: 1d3 days. After duration, make a Constitution check versus half Con. On a failure, proceed to Stage Four. If successful, hit points now return at the rate of 1/day, and the character can perform strenuous activity in 12+2d12 hours. Remain contagious for another 1d4 weeks.

Stage Four: Roll 1d10. On a result of 1, character dies. On a 2 through 9, the character shakes off the disease. The character's total hp is permanently reduced by 10%. There is a 10% chance the character also loses 1 point of Strength and 1 point of Constitution (roll for each). The character can perform strenuous activity after 1d4 weeks. Remain contagious for another 1d4 weeks.

Influenza

Also known just as the "flu," this is another one of those diseases that sneaks up on you. The character becomes infectious within 1d4 hours after exposure, and enters Stage One some 1+1d3 days after exposure.

Stage One: Infrequent cough, headache, general weakness, contagious (carrier). Duration: 1d3 days. After duration, roll 1d20 + Con against the disease's Virulence Factor. On a failed roll, proceed to Stage Two. On a success, character returns to normal in another 1d12 hours.

Stage Two: Character suffers a temporary −1 to Strength, can't perform strenuous activity (including running/sprinting), and has frequent cough, fever, sore throat, headache, extreme fatigue, contagious (carrier). Duration: 1d3 days. After duration, roll 1d20 + Con against the disease's Virulence Factor. On a failed roll, proceed to Stage Three. On a success, character returns to normal in another 1d12 hours.

Stage Three: Same symptoms as Stage Two, plus loss of 10% hit points. Duration: 2d12 hours. After duration, make a Constitution check versus half Con. On a failure, proceed to Stage One of Pneumonia, below. If successful, character returns to normal in 12+1d12 hours.

Malaria

You get malaria from infected mosquitoes, though the folks of the Shattered Frontier aren't aware of that yet. You'll have a fever (called the "ague"), and may feel like you're getting a flu. Stage One begins 10+1d20 days after getting bit.

Stage One: Chills and headache. Duration: 3d20 minutes.

Stage Two: Temporary loss of 1 point of Strength and 1 point of Constitution. Character cannot perform strenuous activity (including running, sprinting), and has fever, nausea, vomiting, headache, and intense thirst. Duration: 2+1d4 hours.

Stage Three: Fever with profuse sweating, fatigue (no strenuous activity). Duration: 1+1d3 hours.

Stage Four: Roll 1d20 + Con against the disease's Virulence Factor. On a success, continue to repeat the above stages every 1d3 days, for the next 1d4 weeks. Afterwards, character returns to normal in 24 hours.

On a failure, the malaria becomes chronic. There is a 20% chance the character permanently loses 1 point

of Strength and 1 point of Constitution (roll for each). The character can perform strenuous activity after 1d4 weeks. Remain contagious for another 1d4 weeks. Character must roll 1d100 every day for the rest of his life. On a result of 1, character has a relapse and suffers Stages One through Three.

Measles

You can spot this springtime disease from small, red, irregularly-shaped spots with blue-white centers inside the mouth. Of course, since most folks don't look inside your mouth too often, you might have to wait a while to see the large flat red to brown blotches that start popping up all over the skin. Stage One begins 6+1d6 days after exposure.

Stage One: Runny nose, cough, slight fever that rises slowly over duration, contagious (carrier). Duration: 4+1d3 days.

Stage Two: Fever, red blotchy rash, contagious (carrier). Character has difficulty concentrating – a 10% penalty to all skill checks. Duration: 4+1d3 days. After duration, roll 1d20 + Con against the disease's Virulence Factor. On a success, character returns to normal in 1d12+12 hours. On a failure, proceed to Stage Three.

Stage Three: The character suffers complications – roll a d100. On a result of 1, character suffers inflammation of the brain and dies. On a result of 02-14, proceed to Stage One of pneumonia, below. In either case, character becomes immune to future exposures of measles.

Pneumonia

Once you catch pneumonia, you'll have some sort of cough, at least. It really depends on what kind you caught yerself.

Roll a d20.

☞ On a 01-06, it's bacterial.

☞ On a 07-16, it's viral.

☞ On 17-20, it's "walking pneumonia."

Of course, to the folks of the Shattered Frontiers, there's no difference – it's all just pneumonia. Stage One begins 1+1d3 days after exposure.



Stage One (Bacterial): Chills, shakes, high fever, sweating, chest pain, cough with yellow/green mucus. No strenuous activity (including running/sprinting). Duration: 7+1d6 days. After duration, roll 1d20 + Con against the disease's Virulence Factor. On a success, character returns to normal in 3+1d4 days. On a failure, proceed to Stage Two.

Stage One (Viral): Dry cough, muscle pain, fatigue, fever, headache. Character has difficulty concentrating – a 15% penalty to all skill checks. No strenuous activity (including running/sprinting). Duration: 7+1d6 days. After duration, roll 1d20 + Con against the disease's Virulence Factor. On a success, character returns to normal in 3+1d4 days. On a failure, proceed to Stage Two.

Stage One (Walking): Light cough, fever, mild fatigue, headache. Character cannot sprint, and suffers a 5% penalty to all skill checks. Duration: Number of days equal to 12+3d6, minus Constitution score (minimum 3 days). After duration, character returns to normal in 3+1d4 days.

Stage Two: Same symptoms as Stage One, plus difficulty breathing, nausea, vomiting, mental confusion. Duration: 3+1d4 days. After duration, roll 1d20 + Con against the disease's Virulence Factor. On a success, character returns to normal in another 3+1d4 days. On a failure, proceed to Stage Three.

Stage Three: Same symptoms as Stage Two, plus loss of 25% hit points. Duration: 3+1d4 days. After duration, make a Constitution check versus half Con. On a failure, proceed to Stage Four, below. If successful, symptoms fade in 3+1d4 days.

Stage Four: Same symptoms as Stage Three, for the next 1d4 weeks, followed by death.

Scarlet Fever

Those darn bacteria – there's nothing to be done about them. Don't touch somebody with scarlet fever, or eat from the same plate, because you're sure to get it. Stage One begins 1+1d3 days after exposure.

Stage One: Sore throat, flushed face, fever, chills, contagious (carrier). Duration: 12+3d12 hours.

Stage Two: Same as Stage One, plus a rash of little red bumps. Loss of 25% hit points. Duration: 12+1d12 hours. After duration, roll 1d20 + Con against the disease's Virulence Factor. On a success, character returns to normal and rash disappears in another 3+1d4 days. On a failure, proceed to Stage Three.

Stage Three: Same symptoms as Stage Two, plus higher fever, nausea, and vomiting. Hit point loss drops to 50%. Duration: 3+1d4 days. After duration, roll 1d20 + Con against the disease's Virulence Factor. On a success, symptoms and rash disappear in 2+1d3 days. On a failure, character suffers complications and dies.

Smallpox

This is a terrible sickness, and even if you survive it, you're going to be left with a right ugly face. Stage One begins 7+1d10 days after exposure.

Stage One: Fever, fatigue, head and body aches, contagious (carrier), and small red spots develop on mouth and tongue. Loss of 25% hit points. Character cannot perform strenuous activity (including jogging/running/sprinting). Duration: 12+1d12 hours.

Stage Two: Same as Stage One, but mouth rash vanishes and rash spreads to all parts of the body. Hit point loss increases to 50%. Duration: 12+1d12 hours.

Stage Three: Fatigue, head and body aches, contagious (carrier), with large pus-filled rash all over body. Hit point loss increases to 80%. Duration: 1d3 days. After duration, roll 1d20 + Con against the disease's Virulence Factor. On a success, proceed to Stage Four.

On a failure, roll a d100. On a roll of 01-30, blood forms under the skin, organs begin to bleed and character dies. On a roll of 31-65, character becomes blind (as the Plumb Blind flaw). On a roll of 66-100, the disease weakens the character, and he suffers a permanent –1 penalty to his Strength and Constitution ability.

Stage Four: Same as Stage Three, but bumps start to crust and scab. Duration: 4+1d3 days.

Stage Five: Same as Stage Three, but bumps start to fall off, leaving pitted scars. Duration: 4+1d3 days. After duration, roll 1d20 + Con against the disease's Virulence Factor. On a success, character suffers a permanent –1 to his Charisma and –1 Looks ability scores. On a failure, the penalty is –2 to Charisma and –1 to Looks. In either case, the character's total hp is permanently reduced by 10%.

★ POISONS ★

There aren't too many hombres who use poison to get rid of their enemies – after all, a bullet is a heck of a lot cheaper and quicker. Of course, you still need to watch out for snakes...

Whenever a character gets poisoned (what we call "pizened"), he needs to roll a d20 and add his Constitution score. If this poison Tolerance roll is

TABLE 3.3-6: POISONS AND VENOMS

Type	Delivery	Factor	Damage*	Cost
Arsenic	Ingested	26	2d20	$0.08
Gila monster	Bite	22	2+2d4	-
Moonseed	Ingested	20	2d4	-
Poison oak	Contact	15	1d4	-
Scorpion, bark	Sting	25	2+2d4	-
Scorpion, other	Sting		1+1d4	-
Snake, copperhead	Bite	23	2+1d4	-
Snake, coral	Bite	22	1+1d4	-
Snake, cottonmouth	Bite	24	2+2d4	-
Snake, rattlesnake	Arrow, Bite	25	3+2d4	-
Spider, black widow	Bite	25	1+1d4	-
Spider, brown recluse	Bite	25	1d4	-

*plus any listed effects

greater than the Poison Factor, the character suffers only half damage (minimum 1). Each poison and its damage is listed on *Table 3.3-6: Poisons and Venoms*, with details below.

Hit points lost to poison or venom return at the same factorial rate as normal injuries.

Arsenic

You can get this white, tasteless, odorless powder down at the apothecary shop. Works great for killing rats, but I reckon you could use it for people, too. Of course, I hear that smaller than usual doses don't really affect folks.

Lesser doses cause weakness, secretly reducing the character's hit points by 5% (regained normally).

Gila Monster

This big lizard lives mostly in northwest Mexico, northwest Arizona, south Nevada, eastern California and southwest Deseret. They are usually black and pink, or black and coral colored, and might be as big as 20 inches long. Its kin, the Mexican beaded lizard, can grow up to 3 feet long. It's hard to get bitten unless you pick one up, so I wouldn't recommend it.

For symptoms, see the rattlesnake entry below.

Moonseed

Also called Texas sarsaparilla, this vine can grow up to 12 feet tall, with broad maple-like leaves. In July, small yellow or greenish-white flowers bloom, and small bunches of black, grape-like fruits appear in September. These fruits cause trouble, since unknowing kids sometimes pick and eat them.

Poison Oak

This vine or shrub has leaves like an oak tree, but it isn't nearly as pleasant to touch. Its oil rubs off on the body, causing rashes and blisters wherever it touches. Of course, if you wash it off quick you have nothing to worry about (no roll needed if character washes within 2 hours of exposure).

Scorpion, Bark

These little straw-colored varmints (about 2-3 inches long) like to live in trees and moist, dark places. Aside from the damage they do, you'll have twitching facial muscles, cramps and nausea for 1d3 hours.

Scorpion, Other

Most scorpions have colors anywhere from straw to brown to black, and length from less than 1 to 5 inches long. Fortunately, they're a little less poisonous.

Snake, Copperhead

A western copperhead averages about 3 feet long. Symptoms (see rattlesnake) begin within 5d20 minutes of the bite, and last for 1d4 hours.

Snake, Coral

The western coral snake lives in central Mexico and the western Republic of Texas. Its coloration is red, yellow, and black, in alternating stripes. Just remember – "red before yellow and you're a dead fellow." Unlike most other snakes, this snake delivers its venom by grooves in the teeth, rather than injecting it. There is a 50% chance that you'll take no damage if you pull the snake off quick (within 2 seconds).

Five minutes after the venom enters, the character suffers drowsiness, weakness, blurred vision (-4 to Accuracy) and slurred speech for the next 1d6 hours. If you roll a 1 on your Tolerance roll, roll a d100. The character has a 20% chance (01-20) to die from a heart attack.

Snake, Cottonmouth

If you find them in or about the water, you're probably looking at what we call a "cottonmouth." They can get up to 6 feet long, and have a dark brown body with a lighter yellowish body. Symptoms (see rattlesnake) appear within 5d20 minutes of the bite, and last for 1d4 hours.

Snake, Rattlesnake

This snake's rattle is the best way to figure out if you're getting too close.

If bit, roll a d100.

☞ On a result of 01-25, the character only suffers damage from the bite.

☞ On a result of 26-60, the character also experiences pain, slight bleeding and swelling.

☞ On a result of 61-85, the character also suffers nausea, vomiting, fatigue, severe pain, and the whole limb swells up.

☞ On a result of 86-100, the character suffers severe pain and swelling, he has difficulty breathing, and must make a Constitution check versus half his Con score. On a failed check, the character lapses into shock and dies. Symptoms begin within 5d20 minutes of the bite, and last for 1d4 hours.

Spider, Black Widow

This shiny black spider has a reddish hourglass mark on its stomach. You tend to find them in old closets, attics, woodpiles, animal burrows, barns, and outhouses. The character feels pain around the bite within 3d10 minutes. Difficulty breathing, muscle twitching, eyelid swelling, headache, nausea, and pain in the abdomen, back and legs appears within 1d2 hours.

Spider, Brown Recluse

Brown recluse spiders like dark corners – be careful where you stick your hand! The character feels aching around the bite after 4+1d4 hours, and there is a 10% chance that the character also suffers from nausea and high fever, for the next 4+1d3 days. Afterwards, it becomes a black patch of dead tissue that rots and falls off after 1d4 weeks. This deep wound takes 2+1d4 months to heal. There is a 10% chance (100% if bitten on the face) that this causes the character to permanently lose a point of Looks.



3.4 | Brawling

These rules cover situations where brawling itself is the center of the action. These situations might include a challenge to fisticuffs, a heated fistfight between two arguing characters (especially if onlookers are there and honor is at stake), wrestling matches, bare-knuckled boxing matches or the classic barroom brawl. In these instances where the fight itself is the main encounter or epicenter of the action, these brawling rules provide enhanced play and flexibility as well as a more protracted scenario. If you enjoy a good barroom brawl complete with makeshift weaponry (e.g., chairs broken over the back or a whiskey bottle to the head), these rules will do nicely.

★ SETUP ★

Each character begins with a set number of poker chips that represent that character's ability to deal and withstand damage and hit others. These chips come in precisely three varieties. Each player begins with a stack of chips defined by their ability scores as follows:

Red Chips (Damage) represent brute strength and your ability to inflict damage. You receive twice your Strength score in chips. Red chips determine the damage bonus of successful hits. Each red chip bet gives +1 point of damage.

Blue Chips (Agility) represent your ability to connect with an opponent. You receive a total number of blue chips equal to the total of your Intelligence and Dexterity. Blue chips determine who swings first. Each blue chip bet gives a +1 "To-hit."

White Chips (Endurance) represent your staying power in a fist fight. You get a number equal to the sum of your Wisdom and Constitution scores. White chips reduce any damage suffered from opponents by 2 points per white chip bet.

• *For a shorter brawl, halve all starting chips.*

★ BETTING ★

Each round of brawling is structured somewhat like a poker game. Each combatant decides how many, if any, of his chips he wishes to utilize in any given round by tossing them into the pot. However, every player must toss in at least one white "Endurance" chip. Anyone controlling any non-player characters involved will have to toss in one white chip per character as well. These "antes" are then swept (and counted to make sure everyone that wants to take an action has paid a chip) and removed from the fight.

After anteing, each player utilizes his chosen number of red, blue and white chips by "betting" and tossing them into the center of the table (or into the "pot"). Each color is handled in turn and each round of "betting" goes from the lowest to the highest Wisdom, thus the character with the lowest Wisdom "bets" first.

The maximum chips that may be bet by any character in any given round of brawling is as follows:

Red (Damage): ½ Strength score

Blue (Agility): ½ Dexterity score

White (Endurance): ½ Constitution score

• *Note: All scores are rounded **down**. Thus, a character with an 11 Dexterity can bet a maximum of 5 Agility chips.*

EXAMPLES OF INITIAL CHIPS DEALT

A character named Bill Garrett has the following stats:

Strength 12/59
Intelligence 15/93
Wisdom 6/92
Dexterity 9/77
Constitution 14/73
Looks 9/60
Charisma 7/21

Bill is therefore dealt out the following quantities of poker chips prior to the brawl:

24 Red (Damage): 2 x Strength (12)

24 Blue (Agility): Intelligence (15) plus Dexterity (9)

20 White (Endurance): Wisdom (6) plus Constitution (14)

Another character named Jake Carson has the following stats

Strength 11/66
Intelligence 12/63
Wisdom 10/86
Dexterity 13/47
Constitution 12/32
Looks 7/03
Charisma 11/53

Jake receives the following chip totals prior to brawling:

22 Red (Damage): 2 x Strength (11)

25 Blue (Agility): Intelligence (12) + Dexterity (13)

22 White (Endurance): Wisdom (10) + Constitution (12)

★ BRAWLING ★

Players take their turns in order of the number of Agility (blue) chips bet. Highest goes first (*ties are broken by Dexterity scores to the 100th place, then Intelligence scores to the 100th place, then a d20 roll).*

To hit another character, the player picks any adjacent target, rolls a d20 and adds a +1 bonus for each Agility (blue) chip bet (back at the start of the round). The defender rolls a d20 and adds his Accuracy/Hit Probability modifier granted by his Dexterity score. If the attacker's roll exceeds the defender's roll, the attack succeeds (i.e., ties go to the defender).

Example of Betting and the First Punch

Bill Garrett and Jake Carson are havin' themselves a brawl. Both players toss in one white chip for ante, reducing their total by one. Now it's time to prepare. Jake decides he's going to bet the maximum red (five) and blue (six) chips he's allowed, plus one white chip. Bill's gonna be more conservative and bets only three reds and two blues, plus three white chips.

Since Jake bet the most blue (Agility) chips, he gets to roll his attack first. He rolls a d20, getting a result of 13, and adds +1 for each blue chip bet, for a total of 19. To defend, Bill rolls a d20 and adds his Accuracy/Hit Probability (+0) from Dexterity for a total of 14. Since Jake's roll beat Bill's defense, the attack succeeds.

The injured player must remove the damage total in chips from his three chip stacks in any combination he chooses (e.g., 3 points of damage can be three red chips, or two red and one blue, or three white, one of each, etc). Damage dealt by a successful punch is one point plus the number of Damage chips (red) bet by the attacking player. However, if the defender bet any white chips, the damage is reduced by **two** points for each **one** Endurance chip (white) bet by the defending player (note this **can** reduce damage to zero from a would-be damaging blow). If the defending character is damaged, the defending player must remove a number of his own chips (not already in the pot) equal to the damage suffered from his stacks. He places them aside (they are lost from the fight). No hit points are lost, just chips.

A natural "1" on the attacker's roll indicates a very poor miss: the attacker suffers the effects listed on the Mishaps chart **and** the defender may make a free, immediate counter-attack that does not count as his attack for that turn but is otherwise the same as his standard attack for that turn in all respects (i.e., use the chip totals bet that round). A natural "1" on the defender's roll gives the attacker an immediate free attack (identical to his first attack). A natural roll of "20" for the attacker does double Damage chips **and** the extra Damage chips ignore any Endurance chips played by the defender (but the first ones bet are not ignored). A natural roll of "20" by the defender doubles the value of the Endurance (white) chips played.

Results of the First Punch and a Counter

With his successful attack, Jake deals one point of damage plus one point for each red chip he bet (five), for a total of 6 points. However, Bill bet three white chips, which remove 2 points of damage for each white chip bet. That's three chips x 2 points, for a total of 6. Bill successfully blocked all of Jake's damage. Now it's Bill's turn to attack.

Bill rolls a d20, getting a result of 8, and adds +1 for each blue chip bet (two), for a total of 10. To defend, Jake rolls a d20 and adds his Dexterity defense modifier (+1) for a total of 14. Since Bill's roll failed to beat Jake's defense, the attack fails.

After any round of fighting, a character with zero Damage (red) chips is too weak to injure anyone beyond one point, any character with zero Agility (blue) chips is too fatigued to throw a really accurate punch and thus can't get a bonus to-hit, and any character with zero Endurance (white) chips is winded and must spend one round resting (see below) or spend one each of Damage and Agility chips to gain an Endurance chip for ante.

If at any time, a character's chips are down to zero in all three categories, he's knocked and/or passed out. Damage beyond the final chip is removed from the character's hit point total. This hit point damage is **actual** damage – thus, a character without chips can be beaten to death if his opponent's are not stopped and of a mind to do so.

Duration of unconsciousness is equal to 1d10 seconds. If the blow that knocked the character unconscious dealt more damage than the defending character had chips (i.e., he would have a negative number of chips), that character is knocked unconscious for an additional 10 seconds per chip he was shy. Every 10 seconds, the unconscious character may attempt a Constitution check to regain consciousness. The character may not act the first 10 seconds in which he regains consciousness.

THE RAKE

The highest **natural attack** roll (i.e., **not** modified by chips) each round wins that round's pot, less the rake (see below). These chips are then added to that character's chips and he can use them in future brawling rounds.

A percentage of each type of chip from each pot is removed as follows: one of each type chip for every 1-10 chips bet or fraction thereof, for every four brawlers that rolled dice or otherwise contributed to the pot. For example, if the pot consisted of 16 Damage, 21 Agility and 9 Endurance chips and there were 2-4 brawlers, two Damage chips, three Agility chips and one Endurance chip would be removed. If there were 5-8 brawlers **double** the chips would be removed, and for 9-12 brawlers the players would remove **triple**, and so on. The simplest way to keep track of this is to stack the chips in color groups of 10 and remove one chip from every stack (including fractional stacks) for every four brawlers. Thus, remove one per 10 for 1-4 brawlers, 2 per 10 for 5-8 brawlers, etc. In the event of a tie, the chips remain in the pot and the winner of the following round wins both pots!

Example of a Rake

Jake and Bill have both finished their attacks, so it's time for the rake. The pot consists of all the chips they anted and bet, totaling: eight red chips, eight blue chips and six white chips. Since there are only two brawlers and less than 10 chips of each color, only one of each color is put aside (raked). The remainder of the pot (seven red, seven blue and five white) all goes to Jake, since he had the highest attack roll.

TIME

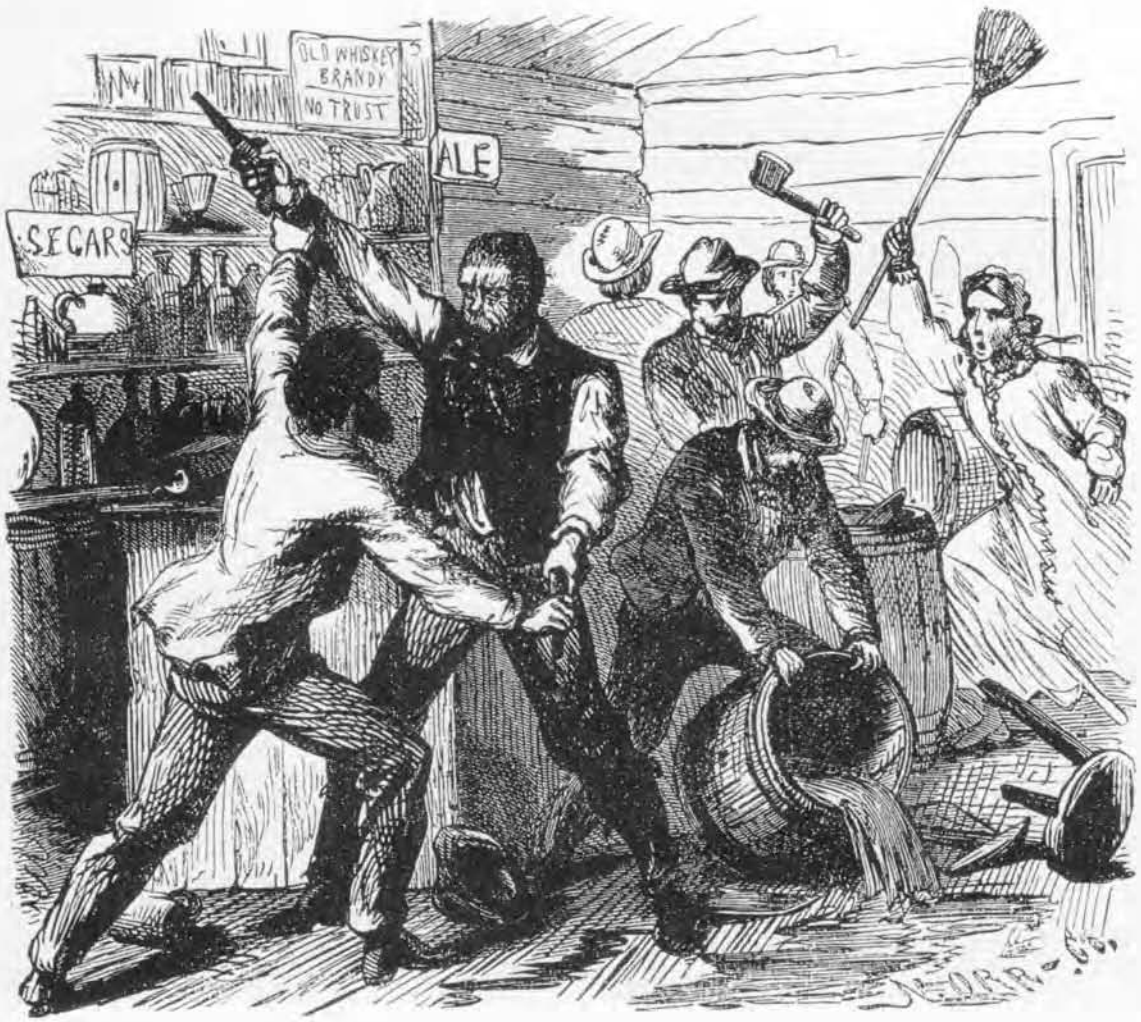
Each round of brawling equals 10 seconds of duration. Each round of rest (inaction) earns back three chips of the resting character's choice.

Example of a Time Out

Let's suppose that, after a few rounds of brawling, Bill runs out of white chips. On his next round, he'll take no action (either attack or defense). At the beginning of the next round, he receives three white chips. He'll have to use one of these white chips for ante, unless he spends another round resting.

STUNNING

Any round in which a character suffers damage equal to half his remaining Endurance chips, he is partially stunned for the next round. Partially stunned



characters may bet a maximum of ½ their normal maximum (or ¼ the relevant original ability score). If in one blow a character suffers damage equal to or greater than his remaining endurance chips, he's stunned for one action and cannot take his next action (this round of inaction does **not** count as "Rest"), falls prone and is then partially stunned for the following round. Note that a character's next action could be in the same round or in the next round depending on whether he already attacked that round.

Any character that is stunned (but not partially stunned) twice within two rounds is knocked unconscious for 1 round.

Example of Stunning

For example, let's suppose that Bill only has four white (Endurance) chips left. If he suffers two points of damage, he's partially stunned. On his next round, he can only bet three red, two blue and three white chips, instead of his normal maximum of six red, four blue and seven white.

On the other hand, let's say that Bill has four white chips left, but suffers 4 points or more of damage. He can't attack or defend during his next action, but gains no white chips for resting. The following round, he is only partially stunned, as described above.

MOVING AND SPECIAL ACTIONS

Most of the time, a brawl is just two drunk hombres cuffing each other about the head and face. However, if you want to spend some extra chips on your turn, you can declare that you're making a special action. Making a special action is the only time you get to spend more chips than you're normally allowed, since their effects are different. You are essentially trading these extra chips in exchange for being able to perform the special move. These chips are taken out of the game – they do not go into the "pot" with the others. You can only perform one special action per attack, and the special action is only successful if your attack hits.

Moving, etc.: Moving is really a catch-all for a special action that doesn't directly affect another character. These include



such things as moving, jumping behind the bar, picking up a chair, swinging from the chandelier, or grabbing a pull off that whiskey bottle that other feller seems to have forgot about and left unattended-like on the bar. These actions all cost one blue chip.

Using a Weapon: Actions that do directly affect another character cost one of each type of chip. This includes using a weapon or a makeshift weapon such as a chair, bottle, gun butt, pocket pistol or bowie knife. Damage delivered by hitting a character with a weapon, chair, bottle, and so on, is rolled per the weapon and modified by both Strength modifiers (like a normal hit) and Damage chips. The damage total without Damage chips (i.e., the weapon damage plus Strength bonus) is removed from the defender's hit point total, and the total damage is removed from the character's chips (modified by any Endurance chips bet, of course). Keep in mind, you'll likely have to first perform a Moving action to grab a weapon (unless you had a weapon ready when the brawl started).

Weapon Damage

☞ Use standard weapon damage

☞ Chairs do 1d4 for standard chairs, or 1d6 for heavy chairs

☞ Bottles do 1d3 if empty, 1d4 if half or more full

Example of Using a Weapon

Let's say that Jake declares he wants to attack Bill with an empty bottle. Jake bets two red and three blue chips, plus one white chip. He also spends one additional blue chip for Moving to pick up the bottle. Bill bets two reds and two blues, plus two white chips.

Since Jake bet the most blue (Agility) chips, he gets to roll his attack first. He rolls a d20, getting a result of 10, and adds +1 for each blue chip bet, for a total of 12. To defend, Bill rolls a d20 and adds his Accuracy/Hit Probability (+0) from Dexterity for a total of 9. Since Jake's roll beat Bill's defense, the attack succeeds.

With his successful attack, Jake deals 1 point of damage, plus 2 points of damage for the two red chips he bet, plus 1d3 (in this case, +2) for the bottle, and +0 from his Strength bonus, for a total of 5 points. Since Bill bet two white chips, he removes 2 points of damage for each white chip bet. That's two chips x 2 points, for a total of 4. Bill successfully blocked all but 1 point of Jake's damage, so he only loses one chip of his choice. However, since Jake used a weapon, Bill also loses 2 hit points (2 points from the bottle, and 0 from Jake's Strength).

Counter Action: To perform this action, a player simply sets aside two chips of each color (two blue, two white and two red) when another adjacent character tries to perform a Special Action, such as pulling out a shooting iron. At that point, the character Using a Weapon, or Moving, or whatever (in our case drawing the pocket pistol with a Moving Action), may add as many blue (Agility) chips to his Special Action as desired. Then, the character playing the Counter Action may bet as many blue chips as he desires. If the Counter Action has more blue Chips than the Special Action, the Special Action player may choose to add more blue chips. This bidding process continues until one player is too cowardly to up the stakes any further.

Finally, the players each roll a d20 and add a +1 per blue chip that that character played. If the Special Action player's total exceeds the Counter Action Player's total, the Special Action may proceed (in this case, he may fire his pocket pistol at point blank, rolling To-hit and following the gunfighting rules normally). If the Counter Action player's total equals or exceeds the Special Action player's total, the Special Action fails (the players are struggling over the firearm). Mishaps (1s) and natural twenties (20s) are handled as described above in the standard brawling rules.

Example of a Counter Action

Now, if Bill had wanted to stop Jake from hittin' him with a bottle, he could have set aside two red, two blue, and two white chips for a Counter Action. Seeing that, Jake bets three blue chips against Bill's two blue chips in the Counter Action. (These particular blue chips don't add to his attack roll – they're just to help him pull off the special action – and do not go into the pot, but they do disappear from his stack of chips.) If Bill doesn't bet any more blue chips for the Counter Action, Jake can proceed with his Special Action. The bidding goes back and forth, with Bill adding another two blue chips (four total), then Jake adding another two (five total). Bill decides not to add any more blue chips (he folds).

Jake rolls a d20 and adds +5 (five Special Action blue chips), for a total of 17. Bill also rolls a d20 and adds +4 (four Counter Action blue chips), for a total of 16. Jake's Special Action can proceed.

Body Blow: A body blow is when you throw a left or right punch to the other guy's ribs, to his gut, to his sternum or the center of his body (what some folks call the solar plexus). You have to spend an extra two red chips, but if you hit, aside from the results of your normal damage, your opponent also loses one white chip from his stack of unused chips.

Break Away: Need to break away from that hombre that's got a grab or a hold on you? Breaking away

from a grab costs two red and two blue chips, but breakin' away from a hold costs either four red chips or four blue chips.

Cross: The powerful straight punch from the back fist packs a mighty pop. It costs ya a blue and a white but adds two red chips to the attack.

Grab: If you want to grab that hombre, such as with the left hand to keep him from avoidin' yer punches from the right, then this move is for you. It costs two red chips, but your opponent can't play more than one white chip at a time (not includin' ante, of course) until he breaks free.

Head Butt: Slammin' yer head into the other guy's face is what's known as a head butt. A head butt costs one of each chip, but reduces the other guy's next attack (in the same round, or the next one, depending on whether or not he already attacked this round) by two blue chips and one white chip.

Example of a Head Butt

If Texas Pete wants to head butt Don Francisco, he removes one red, one blue and one white chip from his pile. If his attack hits, Don's next attack is reduced by two blue chips and one white chip. If Texas Pete's attack misses, he still loses the chips, but Don suffers no penalties.

Haymaker: This wild hook from the back fist carries a big wallop. It'll cost you two blue and two white but adds three red chips to the attack.

Hold: Want to grab that varmint and hold him while somebody else hits him? It costs two red chips and two blue chips and you can do it. Once held, that rascal can't play any white chips (except for ante, of course) or do much other than try to break your hold.

Hook: Pivoting around and hitting the other guy on the side of his face with four flush knuckles is what we call a hook. It costs one white chip, but adds one extra red chip to your attack.

Jab: This quick, straight punch can be pretty useful when you need to keep a big feller at bay or just want to punch faster than the other guy. It costs two red chips but adds two blue chips to your attack.

Kick: No, this ain't no fancy judo stuff. This is kickin' a man when he's down on the ground. If you or one of your partners have pushed him down, and your next attack comes before he can get back up, you can kick him good. It costs three blue and three white chips but also adds an extra four red chips to your attack.

Kidney Punch: This is a punch to the lower back, aimin' for the other guy's kidneys. It costs three blue chips and one white chip, but your opponent cannot reduce damage from this attack with white chips.

Low Blow: A low blow is a hit to the "equipment" between the other guy's legs. This doesn't really apply to the ladies, of course. A low blow costs two blue chips, but if it hits, the opponent can't bet more than one blue chip on his next action. Using a Low Blow also reduces that character's Reputation by one.

Push: A push, or shove, lets you put this rascal down on the ground where he belongs. It costs two red and one white chip, but the other guy ends up down on the ground, and he has to spend one of each color next round to get back on his feet. (He can't stand back up and attack in the same round.)

Rabbit Punch: A rabbit punch is a chopping blow to the back of the neck. It costs four blue chips, but if successful increases your attack by three red chips.

Spur: If you ever find yourself standing above some poor feller you really don't like, you can cut him with your spur. It costs three blue chips, but does an extra two points of weapon damage.

Example of Spurring an Opponent

Let's say that Jake has Bill down on the ground, and wants to kick him with his spur. Jake bets two red and two blue chips, and no white chips. He also spends three additional blue chips for trying to deal damage with his spur. Bill bets one red and one blue chip, plus three white chips.

If Jake's attack is successful, he deals 1 point of damage, plus 2 points of damage for the two red chips he bet, plus 2 more points for the spur, and +0 from his Strength bonus, for a total of 4 points. Since Bill bet two white chips, which remove 2 points of damage for each white chip bet. That's two chips x 2 points, for a total of 4. Bill successfully blocked all of Jake's damage, so he loses no chips. However, since Jake struck him with his spur, Bill also loses 2 hit points (2 points from the spur, and 0 from Jake's Strength modifier).

Trip: Need to trip your opponent up? All you have to do is stick out your foot at the right time. It costs two blue chips, but the other guy can't bet any more than one blue and one white on his next action (he can bet as many reds as normal).

Uppercut: Curling your arm and elbow down by your side, and bringing the fist up hard and fast up into the other guy's chin is what's known as an uppercut. It costs one of each chip, but your attack stuns your opponent if your damage equals ¼ of his remaining Endurance (white) chips. (Normally, stunning requires the damage to exceed ½ your opponent's remaining white chips).

3.5 | Firearms

Contained in this chapter are 43 separate firearms for use with the "advanced" *Aces & Eights* game. Each derringer, revolver, shotgun, carbine, rifle or musket is listed with full game statistics as well as a common retail price. Note that this price is only a guide; actual prices may vary wildly according to the laws of supply and demand.

Accuracy adjustments are applied for any distance up to the listed increment. For example, a target 10' 1" to 15' distant affords the wielder of a American Arms Derringer a -2 'To-hit' penalty.

There is no absolute maximum range for any projectile – even those shot from a humble derringer. While statistically improbable, there is still an extremely miniscule chance of hitting a target a thousand yards downrange with a derringer bullet. If a character wishes to roll "To-hit' in such an instance, he should be allowed to do so. As such, the stated penalty at the weapon's maximum range applies to any shot at a target from that distance to the limit of the character's vision.

- DERRINGERS -



$8.25

AMERICAN ARMS DERRINGER

Number of Shots **2**
Damage ..... **d3+1**
Draw Speed Modifier ..... **0 count**
Reload Speed *(per cartridge)* **20**

If you're looking for a reliable backup pistol, this .41 caliber, double-barreled, pocket model isn't a bad choice. It comes with blued barrels, square-shaped walnut grips and a brass frame with a silver-plated finish. With a barrel length of only 2 3/8", you can hide this gun just about anywhere.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40+'**
Accuracy adjustment	+8	0	-2	-5	-10	-20	-50



Ammo prices
$2.25/box 100 cartridges

COLT NEW LINE

Number of Shots **5**
Damage ..... **d3+1**
Draw Speed Modifier ..... **0 count**
Reload Speed *(per cartridge)* **20**



$14.00

Here's a good little .41 caliber pocket gun, if you reckon you'll need a backup squirreled away for emergencies. This 5-shot revolver usually comes with varnished rosewood grips. You can get it blued with a casehardened frame, or a nickel-plated finish instead. Barrels come in 2 1/4" or 4" length, whichever you'd prefer.



Ammo prices
$2.25/box 100 cartridges

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40+'**
Accuracy adjustment	+8	0	-2	-5	-10	-20	-50

KNUCKLEDUSTER

Number of Shots 7
Damage d3
Draw Speed Modifier .....0 count
Reload Speed *(per cartridge)* 20



$9.70

At only .22 caliber the hardest punch this little piece might have is when used with a right jab, which happens to be what it was designed for.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40+'**
Accuracy adjustment	+8	0	-2	-5	-10	-20	-50



Ammo prices
$1.50/box 100 cartridges

MARLIN STONEWALL DERRINGER

Number of Shots 1
Damage .....d3+1
Draw Speed Modifier .....0 count
Reload Speed *(per cartridge)* 20



$7.50

This single shot, .41 caliber, cartridge derringer fits real easy in the palm of your hand. The 2 ½" barrel swings sideways to load, and comes with a brass frame, rosewood grips and blued finish on the barrel.



Ammo prices
$2.25/box 100 cartridges

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40+'**
Accuracy adjustment	+8	0	-2	-5	-10	-20	-50

REMINGTON DERRINGER

Number of Shots 2
Damage .....d3+1
Draw Speed Modifier .....0 count
Reload Speed *(per cartridge)* 20



$11.85

This two-shot, .41 caliber model isn't much to look at, but it's a good backup pistol for emergencies. It comes with a blued or nickel finish and grips of hard rubber, rosewood or walnut. Barrel length is only 3".

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40+'**
Accuracy adjustment	+8	0	-2	-5	-10	-20	-50



Ammo prices
$2.25/box 100 cartridges

REMINGTON PEPPERBOX

Number of Shots **4**
Damage **d4**
Draw Speed Modifier .....**0 count**
Reload Speed *(per cartridge)* **20**



$15.90

This little four-barrel, .32 caliber derringer is a favorite of gamblers. It comes with hard rubber grips and a blued finish, unless you prefer a combination nickel and blue finish. Barrel length is 3 3/8".

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40+'**
Accuracy adjustment	+8	0	-2	-5	-10	-20	-50



Ammo prices
$1.75/box 100 cartridges

- REVOLVERS -

COLT DRAGOON

Number of Shots **6**
Damage .....**d4+1**
Draw Speed Modifier .....**+1 count**
Reload Speed *(cylinder)* **100**



$24.65



Ammo prices
$2.00 for 100 lead balls, percussion caps & black powder

If you're looking for an intimidating firearm, this .44 caliber, 6-shot cap and ball revolver might be just what you need. It's bigger than most, weighing in at just over 4 lbs, 14 inches long (7 1/2" barrel length), and sure to scare the britches off most folks. It comes with a casehardened frame and hammer, blued finish, and walnut grips.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**
Accuracy adjustment	+8	+4	+2	0	-2	-4	-6
	50'	**70'**	**90'**	**120'**	**150'**	**200'**	**250+'**
	-8	-12	-16	-24	-32	-40	-50



$16.95

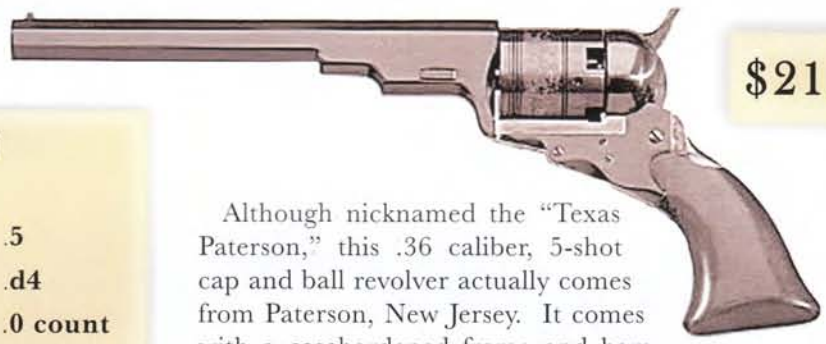
COLT NAVY

Number of Shots **6**
Damage **d4**
Draw Speed Modifier ..... **+1 count**
Reload Speed *(cylinder)* **100**

Ammo prices
$1.75 for 100 lead balls, percussion caps & black powder

This .36 caliber, 6-shot, single-action percussion revolver is a favorite out here on the frontier. It comes with a casehardened frame, lever and hammer, blued finish on the rest, and walnut grips. Grip straps appear silver. Barrel length is 7 ½".

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**
Accuracy adjustment	+8	+4	+2	0	-2	-4	-6
	50'	**70'**	**90'**	**120'**	**150'**	**200'**	**250+'**
	-8	-12	-16	-24	-32	-40	-50



$21.00

COLT PATERSON

Number of Shots **5**
Damage **d4**
Draw Speed Mod. (4" barrel) ..... **0 count**
Draw Speed Mod. (7 ½" barrel) ..... **+1 count**
Draw Speed Mod. (9" barrel) ..... **+3 count**
Draw Speed Mod. (12" barrel) ..... **+5 count**
Reload Speed *(cylinder)* **100**

Although nicknamed the "Texas Paterson," this .36 caliber, 5-shot cap and ball revolver actually comes from Paterson, New Jersey. It comes with a casehardened frame and hammer, blued finish on the rest, and walnut grips. Barrel length is usually 7 ½" or 9", but can be as short as 4" to as long as 12".

Ammo prices
$1.75 for 100 lead balls, percussion caps & black powder

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**
Accuracy adjustment	+8	+4	0	-1	-3	-6	-8
(4" or 7 1/2" barrel)	**50'**	**70'**	**90'**	**120'**	**150'**	**200+'**	
	-12	-16	-24	-32	-40	-50	

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**
Accuracy adjustment	+8	+4	0	0	-2	-5	-8
(9" barrel)	**50'**	**70'**	**90'**	**120'**	**150'**	**200+'**	
	-12	-16	-24	-32	-40	-50	

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**
Accuracy adjustment	+8	+4	0	0	-1	-4	-8
(12" barrel)	**50'**	**70'**	**90'**	**120'**	**150'**	**200+'**	
	-12	-16	-24	-32	-40	-50	

GRISWOLD & GUNNISON

Number of Shots **6**
Damage **d4**
Draw Speed Modifier ..... **+1 count**
Reload Speed *(cylinder)* **100**



$14.90

This 6-shot, .36 caliber revolver from Griswoldville, GA looks pretty similar to the Colt Navy. It boasts a 7 ½" partially octagonal, partially round barrel, with a brass frame and trigger guard, blued finish and one-piece walnut grips.

Ammo prices

$1.25 for 100 lead balls, percussion caps & black powder

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**
Accuracy adjustment	+8	+4	+2	0	-2	-4	-6
	50'	**70'**	**90'**	**120'**	**150'**	**200'**	**250+'**
	-8	-12	-16	-24	-32	-40	-50



$75.00

This unusual 9-shot, .42 caliber revolver has a second, shorter smoothbore 18 gauge barrel below the first. This second barrel is designed for firing buckshot. The hammer is fitted with a pivoting striker that allows the shooter to easily discharge either the lead balls or shot barrel.

LEMAT TWO-BARREL

Number of Shots (Pistol) **9**
Number of Shots (Shotgun) **1**
Damage (Pistol) ..... **d3+1**
Damage (Shotgun) ..... **d3 *per pellet***
Draw Speed Modifier ..... **+1 count**
Reload Speed *(cylinder)* **100**
Reload Speed *(shotgun)* **150**

Ammo prices

$2.95 for 100 lead balls, percussion caps & black powder

$1.50 for powder, shot & primers sufficient for 100 shotgun firings



Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**
*Accuracy adjustment**	+8	+4	+2	0	-2	-4	-6
	50'	**70'**	**90'**	**120'**	**150'**	**200'**	**250+'**
	-8	-12	-16	-24	-32	-40	-50

** applies to both cap & ball and shotgun shells - treat shotgun as sawed-off*



REMINGTON NEW ARMY

Number of Shots **6**
Damage ..... **d4+1**
Draw Speed Modifier ..... **+2 count**
Reload Speed *(cylinder)* **100**

$19.40

This 6-shot, .44 caliber cap and ball revolver has a blued finish, sturdy steel frame and brass triggerguard, and most folks prefer the two-piece walnut grips. The octagonal barrel is 8" long.



Ammo prices

$2.00 for 100 lead balls, percussion caps & black powder

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**
Accuracy adjustment	+8	+4	+2	0	-2	-4	-6
	50'	**70'**	**90'**	**120'**	**150'**	**200'**	**250+'**
	-8	-12	-16	-24	-32	-40	-50

COLT 1877 LIGHTNING

Number of Shots **6**
Damage (.38 caliber) ..... **d3+1**
Damage (.41 caliber) ..... **d4+1**
Draw Speed Modifier ..... **0 count**
Reload Speed *(per cartridge)* **10**



$25.50 (.38)
$27.00 (.41)

This 6-shot, .38 caliber is Colt's first double-action sixgun, and most come with hard rubber grips embossed with a bucking colt inside an oval, and a blued nickel finish. Otherwise, you can get nickel plating and/or checkered one-piece rosewood grips. Barrel length can be 2 ½" or 3 ½" without the ejector, or 4 ½" to 6" with the ejector.

The .41 caliber version goes by the nickname of the "Thunderer." It is available with similiar options and features of its smaller cousin.



Ammo prices

$2.00/box 100 (.38) cartridges
$2.25/box 100 (.41) cartridges

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**
Accuracy adjustment	+8	+4	+2	0	-2	-4	-6
	50'	**70'**	**90'**	**120'**	**150'**	**200'**	**250+'**
	-8	-12	-16	-24	-32	-40	-50

COLT BISLEY

Number of Shots **6**
Damage (.44 caliber) ..... **d5+1**
Damage (.45 caliber) ..... **d6+1**
Draw Speed Mod. (4 ¾" or 5 ½" barrel) ..... **0 count**
Draw Speed Mod. (7 ½" barrel) ..... **+1 count**
Reload Speed *(per cartridge)* **10**



$23.00 (.44)
$24.75 (.45)

This single-action 6-shot revolver fires .44 caliber cartridges, and tends to have hard rubber grips embossed with a bucking colt inside an oval, casehardened frame and barrels with a blued nickel finish. It also has a larger than usual trigger guard, and a slightly wider hammer. Barrel lengths can be 4 ¾", 5 ½", or 7 ½". Other than firing larger shells, the .45 caliber version isn't too different.



Ammo prices

$2.65/box 100 (.44) cartridges
$2.85/box 100 (.45) cartridges

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**
Accuracy adjustment	+8	+4	+2	0	-1	-2	-3	-4
	70'	**90'**	**120'**	**150'**	**200'**	**250'**	**300'**	**350+'**
	-6	-8	-12	-16	-24	-32	-40	-50



$28.00

COLT FLATTOP TARGET

Number of Shots **6**
Damage ..... **d6+1**
Draw Speed Modifier ..... **+1 count**
Reload Speed *(per cartridge)* **10**

This pretty piece gets its name from the flat frame top. It fires six .45 caliber cartridges, has an adjustable rear sight, and a slightly higher front sight. Most folks have a Flattop with black rubber grips, a casehardened frame, and that nice blued finish on the barrels, although you can also get checkered walnut grips if you're of a mind to. Barrel length is 7 ½".



Ammo prices

$2.85/box 100 (.45) cartridges

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4 (+2)	+3 (0)	+3 (-1)	+2 (-2)	+1 (-3)	0 (-4)	-1 (-6)
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400+'**	
	-2 (-8)	-4 (-12)	-6 (-16)	-12 (-24)	-15 (-32)	-20 (-40)	-25 (-50)	-50 (-50)	

parenthetical numbers apply when hipshooting or otherwise unable to employ the sights



$17.00 (.44)
$18.75 (.45)

The Colt Single Action Army revolver, also nicknamed the Peacemaker, or Frontier Six-Shooter, is an awful popular gun. It's a 6-shot pistol with an ejector rod on the right side of the barrel and available in either .44 or .45 caliber. It tends to have a standard blued finish on a 5 ½" barrel, casehardened frame and hammer, and hard rubber grips. You can also find them finished in nickel, with walnut, ivory or pearl grips (these last two are rare), and 4 ¾" or 7 ½" barrel lengths, although lengths can be as little as 2 ½" or as long as 16".

COLT SAA

Number of Shots	**6**
Damage (.44 caliber)	**d5+1**
Damage (.45 caliber)	**d6+1**
Draw Speed Mod. (4 ¾" barrel or less)	**0 count**
Draw Speed Mod. (7 ½" barrel)	**+1 count**
Draw Speed Mod. (9" barrel)	**+3 count**
Draw Speed Mod. (12+" barrel)	**+5 count**
Reload Speed *(per cartridge)*	**10**



Ammo prices

$2.65/box 100 (.44) cartridges
$2.85/box 100 (.45) cartridges

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**
Accuracy adjustment	+8	+4	+2	0	-1	-2	-3	-4
(2½" - 7½" barrel)	**70'**	**90'**	**120'**	**150'**	**200'**	**250'**	**300'**	**350+'**
	-6	-8	-12	-16	-24	-32	-40	-50

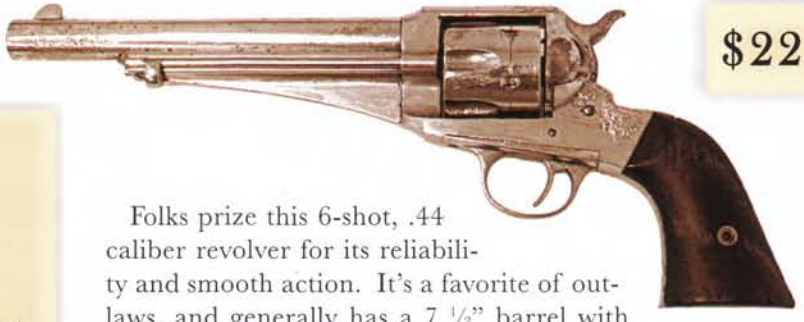
Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**
Accuracy adjustment	+8	+4	+2	+1	0	-1	-3	-4
(9" barrel)	**70'**	**90'**	**120'**	**150'**	**200'**	**250'**	**300'**	**350+'**
	-6	-8	-12	-16	-24	-32	-40	-50

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**
Accuracy adjustment	+8	+4	+2	+2	+1	0	-3	-4
(12" barrel)	**70'**	**90'**	**120'**	**150'**	**200'**	**250'**	**300'**	**350+'**
	-6	-8	-12	-16	-24	-32	-40	-50



Ammo prices

$2.65/box 100 (.44) cartridges



$22.00

REMINGTON 1875

Number of Shots	**6**
Damage	**d5+1**
Draw Speed Mod. (5 ½" barrel)	**0 count**
Draw Speed Mod. (7 ½" barrel)	**+1 count**
Reload Speed *(per cartridge)*	**10**

Folks prize this 6-shot, .44 caliber revolver for its reliability and smooth action. It's a favorite of outlaws, and generally has a 7 ½" barrel with walnut grips, a casehardened hammer and loading gate with blued finish, or an overall nickel finish. There's also a version with a 5 ½" barrel, but you don't seem them too often.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**
Accuracy adjustment	+8	+4	+2	0	-1	-2	-3	-4
	70'	**90'**	**120'**	**150'**	**200'**	**250'**	**300'**	**350+'**
	-6	-8	-12	-16	-24	-32	-40	-50

S&W 44DA

Number of Shots **6**
Damage ..... **d5+1**
Draw Speed Mod. (all barrels) .... **0 count**
Reload Speed *(per cartridge)* **8**



$18.00



Ammo prices
$2.65/box 100 (.44) cartridges

This double-action sixgun fires .44 caliber cartridges, has walnut or hard rubber checkered grips, and a blued or nickel finish. Barrel lengths come in 4", 5", 6" and 6 ½".

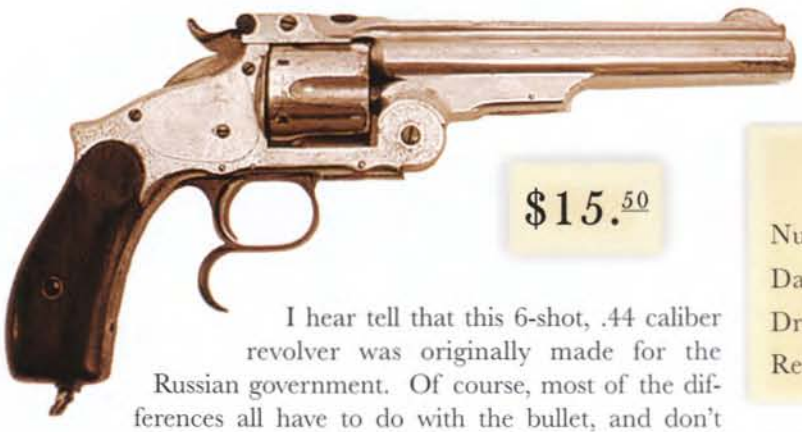
Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**
Accuracy adjustment	+8	+4	+2	0	-2	-4	-6
	50'	**70'**	**90'**	**120'**	**150'**	**200'**	**250+'**
	-8	-12	-16	-24	-32	-40	-50



Ammo prices
$2.65/box 100 (.44) cartridges

S&W RUSSIAN

Number of Shots **6**
Damage ..... **d5+1**
Draw Speed Modifier ..... **0 count**
Reload Speed *(per cartridge)* **8**



$15.50

I hear tell that this 6-shot, .44 caliber revolver was originally made for the Russian government. Of course, most of the differences all have to do with the bullet, and don't make a difference to folks like you and me. All you need to know is that it's a good fight-stopper. It generally comes with checkered hard rubber grips and a blued finish, but you can get it with walnut or nickel if you've a mind to. Barrel length is 5".

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**
Accuracy adjustment	+8	+4	+2	0	-1	-2	-3	-4
	70'	**90'**	**120'**	**150'**	**200'**	**250'**	**300'**	**350+'**
	-6	-8	-12	-16	-24	-32	-40	-50



Ammo prices
$2.85/box 100 (.45) cartridges

$24.25

S&W SCHOFIELD

Number of Shots **6**
Damage ..... **d6+1**
Draw Speed Modifier ..... **+1 count**
Reload Speed *(per cartridge)* **8**

This here 6-shot, .45 caliber revolver was named after Major George W. Schofield of the U.S. 10th Cavalry. It's what we call a "top-break" revolver, because when you release the barrel latch, you can pull down the barrel and eject your spent cartridges. It tends to come with a blued finish and walnut grips. Barrel length is 7".

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**
Accuracy adjustment	+8	+4	+2	0	-2	-4	-6
	50'	**70'**	**90'**	**120'**	**150'**	**200'**	**250+'**
	-8	-12	-16	-24	-32	-40	-50



$11.00

S&W DA SECOND MODEL

Number of Shots **5**
Damage ..... **d3+1**
Draw Speed Mod. (all barrels) .... **0 count**
Reload Speed *(per cartridge)* **8**

Ammo prices
$2.00/box 100 (.38) cartridges

This double-action, 5-shot revolver fires .38 caliber cartridges. It comes with a blued or nicked finish, and checkered hard rubber grips. Barrel length is 3 ¼" or 4".

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**
Accuracy adjustment	+8	+4	+2	0	-2	-4	-6
	50'	**70'**	**90'**	**120'**	**150'**	**200'**	**250+'**
	-8	-12	-16	-24	-32	-40	-50

- SHOTGUNS -

BAKER DRILLING

Number of Shots (Rifle) **1**
Number of Shots (Shotgun) **2**
Damage *(rifle)* . . . . . **d8+1**
Damage *(shotgun)* . . . . . **d4 *per pellet***
Draw Speed Modifier . . . . . **+8 count**
Reload Speed *(rifle)* **35**
Reload Speed *(shotgun)* . . . . . **25** *first shell*/**30** *both*



$150.00

This three barrel long gun has two 12-gauge shotgun barrels, and a .44 caliber rifle barrel with its own trigger. By pushing the front trigger forward, you can unlock and open the breech, then fire the rifle by pulling the rear trigger. The hammer for the rifle barrel sits under the receiver and within the trigger guard. It's made of Damascus steel, and has a checkered walnut stock.



Ammo prices

$2.65/box 100 (.44-40) cartridges
$1.50 for 100 shotgun shells



Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**	**90'**	**120'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0	-1	-2
	150'	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**	**500'**	**600'**	**700+'**	
	-3	-4	-6	-8	-10	-12	-15	-20	-25	-50	

COLT 1868

Number of Shots **2**
Damage . . . . . **d4 *per pellet***
Draw Speed Modifier . . . . . **+6 count**
Reload Speed . . . . . **25** *first shell*/**30** *both*



$71.50

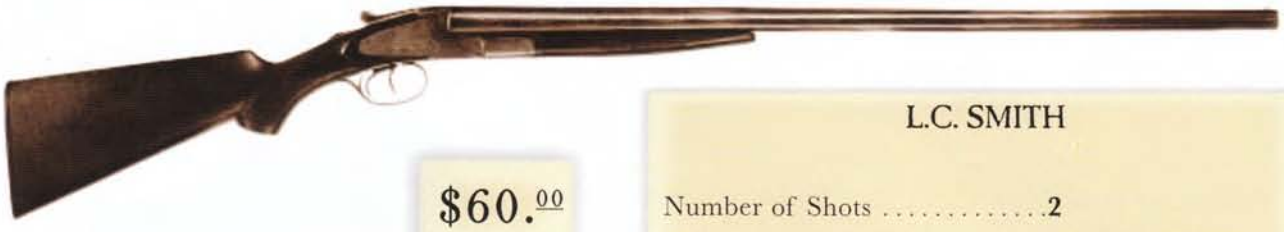


Ammo prices

$1.50 for 100 shotgun shells

This double-barreled, 12-gauge shotgun has two triggers, a casehardened breech, locks and fore end mounts, blued or brown finish, and checkered walnut stocks. Barrel length is 28", 30" or 32."

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	0	-1
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400+'**	
	-2	-4	-6	-12	-15	-20	-25	-50	



L.C. SMITH

$60.00

Number of Shots	**2**
Damage	***d4 per pellet***
Draw Speed Modifier	**+5 count**
Reload Speed	**25** *first shell* **/ 30** *both*

Ammo prices

$1.50 for 100 shotgun shells

Hunters often carry this double-barreled, 12-gauge shotgun. It comes with walnut stock, blued finish and 28" barrels.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	0	-1
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400+'**	
	-2	-4	-6	-12	-15	-20	-25	-50	



PARKER

$115.00

Number of Shots	**2**
Damage	***d4 per pellet***
Draw Speed Modifier	**+5 count**
Reload Speed	**25** *first shell* **/ 30** *both*

This hammerless 12-gauge double barrel shotgun, nicknamed the "Old Reliable," has barrels that come all the way from Britain. It generally has laminated or Damascus steel barrels of 24" to 32", and walnut stock with straight grip.

Ammo prices

$1.50 for 100 shotgun shells

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	0	-1
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400+'**	
	-2	-4	-6	-12	-15	-20	-25	-50	



REMINGTON

Number of Shots **2**
Damage ..... **d4 *per pellet***
Draw Speed Modifier ..... **+6 count**
Reload Speed *(cylinder)* ..... **25** *first shell*/**30** *both*

$57.25

This double-barreled, 12-gauge shotgun is a favorite among hardened drovers. It comes with a blued finish, casehardened locks and actions, walnut grip and stock, and a hard rubber buttplate.


Ammo prices

$1.50 for 100 shotgun shells

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	0	-1
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400+'**	
	-2	-4	-6	-12	-15	-20	-25	-50	



$95.00


Ammo prices

$1.50 for 100 shotgun shells

This double barrel, 12-gauge shotgun is as reliable as they come. Has checkered walnut stocks and available in 30" or 32" barrel lengths.

WINCHESTER

Number of Shots **2**
Damage ..... **d4 *per pellet***
Draw Speed Modifier ..... **+7 count**
Reload Speed ..... **25** *first shell*/**30** *both*

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	0	-1
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400+'**	
	-2	-4	-6	-12	-15	-20	-25	-50	

- RIFLES, CARBINES & MUSKETS -

$110.00





Ammo prices

$4.00/box 100 (.45-100) cartridges

This single-shot, .45 caliber rifle has an adjustable rear sight, walnut checked stocks, pistol grip, and a 34" barrel. The perfect choice for the discriminating buyer.

BALLARD-CREEDMORE

Number of Shots **1**
Damage **2d8**
Draw Speed Modifier ..... **+7 count**
Reload Speed **25**

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**
	0	-1	-2	-3	-4	-5	-6	-7	-8
	500'	**600'**	**700'**	**800'**	**900'**	**1000'**	**1250'**	**1500'**	
	-9	-10	-12	-14	-16	-18	-20	-25	



Ammo prices

$2.25/box 100 (.44-28) cartridges

$48.50

HENRY RIFLE

Number of Shots **15**
Damage ..... **d6+1**
Draw Speed Modifier ..... **+4 count**
Reload Speed *(per round)* ..... **35** *first*/**10** *thereafter*

This .44 caliber rifle has a 15-shot spring loaded magazine slung under a 24" barrel. It weighs 9 1/4 lbs, and it doesn't have a wooden stock at the front to protect your hand from a hot barrel. Still, it does some serious damage at longer than usual range. It comes with a walnut buttstock, blued finish and plain brass frames.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**	**90'**	**120'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0	-1	-2
	150'	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**	**500'**	**600'**	**700+'**	
	-3	-4	-6	-8	-10	-12	-15	-20	-25	-50	



Ammo prices

$2.00 for 100 lead balls, percussion caps & black powder

REMINGTON REVOLVING RIFLE

Number of Shots **6**
Damage .....**d6+1**
Draw Speed Modifier .....**+1 count**
Reload Speed *(cylinder)* **100**

$31.25

This 6-shot, .44 caliber cap and ball rifle has a case-hardened hammer and frame, blued finish, and walnut buttstock. Barrel length is 24", 26" and 28". It resembles an extended six-shooter. From a maker you can trust.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	0	-1
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400+'**	
	-2	-4	-6	-12	-15	-20	-25	-50	



Ammo prices

$3.19/box 100 (.45-70) cartridges

$42.00

This reliable .45 caliber, single-shot rifle has a nearly 36" long barrel. It comes with a blued finish and walnut stocks. This rifle was used by champion shootist Chance Harding at the Chicago Shoot Off last year.

REMINGTON ROLLING BLOCK

Number of Shots **1**
Damage **2d6**
Draw Speed Modifier .....**+7 count**
Reload Speed **25**

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**
	0	-1	-2	-3	-4	-5	-7	-9	-10
	500'	**600'**	**700'**	**800'**	**900+'**				
	-12	-15	-20	-25	-50				



$2.50

RICHMOND ARMORY MUSKET

Number of Shots **1**
Damage .....**d8+1**
Draw Speed Modifier .....**+12 count**
Reload Speed **200**

The CSA produced more of these sturdy long guns during the War than any other. This single-shot, .58 caliber rifle features a one-piece forged barrel, military sights, a steel trigger guard and barrel band, a brass butt plate and nose cap, and a one-piece walnut stock. Barrel length is 40". These weapons are cheaply available due to their obsolescence.

Ammo prices

$5.00 for 100 Minie balls, percussion caps & paper cartridges



Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	0	-1
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400+'**	
	-2	-4	-6	-12	-15	-20	-25	-50	



SHARPS CARBINE CONVERSION

Number of Shots **1**
Damage .....**d10+1**
Draw Speed Modifier .....**0 count**
Reload Speed **25**

$32.10



Ammo prices

$3.40/box 100 (.50-70) cartridges

Like the Springfield Trapdoor Rifle, this is a percussion rifle converted to cartridge use. This single-shot, .50 caliber rifle has a shortened, 22" barrel, along with walnut stocks, casehardened frame and blued finish.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**	**90'**	**120'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0	-1	-2
	150'	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**	**500'**	**600'**	**700+'**	
	-3	-4	-6	-8	-10	-12	-15	-20	-25	-50	



SHARPS LONG RANGE

Number of Shots **1**
Damage **2d8**
Draw Speed Modifier .....**+8 count**
Reload Speed **25**

$115.00

Ammo prices

$4.00/box 100 (.45-100) cartridges

This single-shot, .45 caliber rifle has a casehardened frame, buttplate, lever and trigger plate, straight grip and stock of checkered walnut, and barrel, bands and level latch of blued finish. Barrel length is 34"

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**
	0	-1	-2	-3	-4	-5	-6	-7	-8
	500'	**600'**	**700'**	**800'**	**900'**	**1000'**	**1250'**	**1500'**	
	-9	-10	-12	-14	-16	-18	-20	-25	



Ammo prices

$2.80/box 100 (56/50) rimfire cartridges

$21.50

SPENCER CARBINE

Number of Shots **7**
Damage .....**d8+1**
Draw Speed Modifier .....**+3 count**
Reload Speed *(per round)* .....**35** *first*/**10** *thereafter*

This 7-shot, .52 caliber weapon was the primary repeating rifle of the Union during the War. It has a blued finish, walnut stocks, and casehardened buttplate, receiver and barrel bands. Barrel length is 30".

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**	**90'**	**120'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0	-1	-2
	150'	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**	**500'**	**600'**	**700+'**	
	-3	-4	-6	-8	-10	-12	-15	-20	-25	-50	



Ammo prices

$3.40/box 100 (.50-70) cartridges

$38.00

Also called the "Big 50," this single shot, .50 caliber rifle comes with walnut stocks, blued finish, and casehardened frame, lock, lever, lever catch, trigger plate and breechblock. Barrel length is 35½".

SPRINGFIELD ROLLING BLOCK

Number of Shots **1**
Damage **2d6**
Draw Speed Modifier .....**+9 count**
Reload Speed **25**

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**	**90'**	**120'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0	-1	-2
	150'	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**	**500'**	**600'**	**700+'**	
	-3	-4	-6	-8	-10	-12	-15	-20	-25	-50	

Ammo prices

$3.10/box 100 (.45-70) cartridges



$22.00

SPRINGFIELD TRAPDOOR RIFLE

Number of Shots **1**
Damage .....**d10+1**
Draw Speed Modifier .....**+7 count**
Reload Speed **25**

After the War, both combatants were left with huge quantities of obsolete muzzle loading rifled muskets and insufficient funds to replace them. Springfield's solution was to retrofit a breachloading mechanism to make this inexpensive single-shot .45 caliber rifle. It has a casehardened breech and tang, blued finish and 32 5/8" barrel with adjustable rear sight.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**	**90'**	**120'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0	0	-1
	150'	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**	**500'**	**600'**	**700'**	**800+'**
	-2	-3	-4	-6	-8	-10	-12	-15	-20	-25	-50



WINCHESTER 1863 CARBINE

	.32 caliber	.38 caliber	.44 caliber
Number of Shots	**12**	**12**	**12**
Damage	**d6+1**	**d6+1**	**d8+1**
Draw Speed Modifier	**0 count**	**+1 count**	**+2 count**
Reload Speed *(per round)*	**10**	**10**	**10**

$25.95 (.32)
$32.50 (.38)
$42.50 (.44)

This 12-shot, lever action carbine has a round 20" barrel, casehardened buttplate, hammer and lever, blued finish and walnut stocks.

It is available in three distinct calibers.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**	**90'**	**120'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0	-1	-2
	150'	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**	**500'**	**600'**	**700+'**	
	-3	-4	-6	-8	-10	-12	-15	-20	-25	-50	



Ammo prices
(carbine & rifle use identical cartridges)

$1.75/box 100 (.32-20) cartridges
$2.09/box 100 (.38-40) cartridges
$2.65/box 100 (.44-40) cartridges



$39.95 (.32)
$43.50 (.38)
$45.50 (.44)

This 15-shot lever action rifle has a round or octagonal 24" barrel, sporting front and rear sights, blued finish, casehardened buttplate, hammer and lever, and straight grain uncheckered walnut stocks.

This rifle can be chambered for either .32, .38 or .44 caliber bullets.

WINCHESTER 1863 RIFLE

	.32 caliber	.38 caliber	.44 caliber
Number of Shots	**15**	**15**	**15**
Damage	**d6+1**	**d6+1**	**d8+1**
Draw Speed Modifier	**+2 count**	**+3 count**	**+4 count**
Reload Speed *(per round)*	**10**	**10**	**10**

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**	**90'**	**120'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0	0	-1
	150'	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**	**500'**	**600'**	**700'**	**800+'**
	-2	-3	-4	-6	-8	-10	-12	-15	-20	-25	-50



$40.50 (.32)
$47.50 (.38)
$54.50 (.44)

WINCHESTER 1863 MUSKET

	.32 caliber	.38 caliber	.44 caliber
Number of Shots	**17**	**17**	**17**
Damage	**d6+1**	**d6+1**	**d8+1**
Draw Speed Modifier	**+4 count**	**+5 count**	**+6 count**
Reload Speed *(per round)*	**10**	**10**	**10**



Ammo prices

$1.75/box 100 (.32-20) cartridges
$2.00/box 100 (.38-40) cartridges
$2.65/box 100 (.44-40) cartridges

This musket has a round 30" barrel, casehardened buttplate, hammer and lever, blued finish and walnut stocks. It too is available in calibers of .32, .38 or .44.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**
	0	-1	-2	-3	-4	-5	-7	-9	-10
	500'	**600'**	**700'**	**800'**	**900+'**				
	-12	-15	-20	-25	-50				



$27.95 (.40)
$39.95 (.45)
$44.95 (.50)



Ammo prices

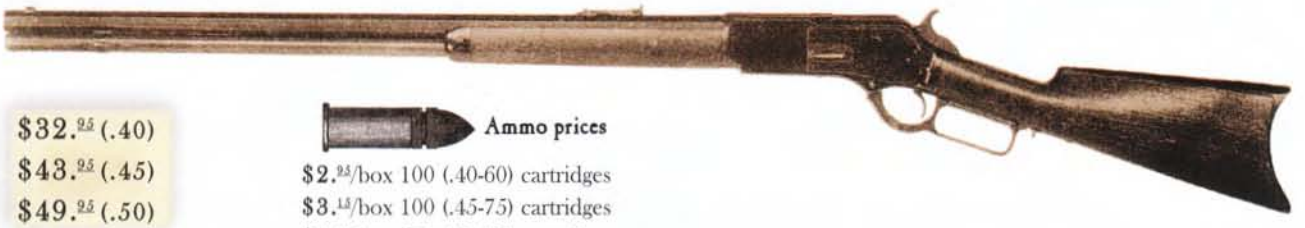
$2.95/box 100 (.40-60) cartridges
$3.15/box 100 (.45-75) cartridges
$4.95/box 100 (.50-95) cartridges

WINCHESTER 1866 CARBINE

	.40 caliber	.45 caliber	.50 caliber
Number of Shots	**9**	**9**	**9**
Damage	**d10+1**	**2d6**	**2d8**
Draw Speed Modifier	**+1 count**	**+2 count**	**+3 count**
Reload Speed *(per round)*	**10**	**10**	**10**

This highly desireable carbine's a bit more powerful than the 1863 version. It's a 9-shot, and chambered for .40, .45 or .50 caliber shells. Barrel length is usually 22". It's designed so you can quickly add a bayonet to the front, if you need to.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**	**90'**	**120'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0	-1	-2
	150'	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**	**500'**	**600'**	**700+'**	
	-3	-4	-6	-8	-10	-12	-15	-20	-25	-50	



$32.95 (.40)
$43.95 (.45)
$49.95 (.50)

Ammo prices

$2.95/box 100 (.40-60) cartridges
$3.15/box 100 (.45-75) cartridges
$4.95/box 100 (.50-95) cartridges

WINCHESTER 1866 RIFLE

	.40 caliber	.45 caliber	.50 caliber
Number of Shots	**12**	**12**	**12**
Damage	**d10+1**	**2d6**	**2d8**
Draw Speed Modifier	**+3 count**	**+4 count**	**+5 count**
Reload Speed *(per round)*	**10**	**10**	**10**

This rifle's a bit more powerful than the 1863 version. It's a 12-shot, and available in .40, .45 and .50 caliber varieties. You can get it as a sporting rifle with a 26" or 28" round or octagon barrel. It usually comes with a casehardened buttplate, frame, hammer and lever, blued finish and walnut stocks.

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**	**90'**	**120'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0	0	-1
	150'	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**	**500'**	**600'**	**700'**	**800+'**
	-2	-3	-4	-6	-8	-10	-12	-15	-20	-25	-50



Ammo prices

$2.95/box 100 (.40-60) cartridges
$3.15/box 100 (.45-75) cartridges
$4.95/box 100 (.50-95) cartridges

WINCHESTER 1866 MUSKET

$58.00 (.40)
$61.50 (.45)
$65.00 (.50)

This rugged 13-shot, musket comes with a 32" round barrel, and fires either .40, .45 or .50 caliber shells depending on the model. Like the carbine, you can easily add a bayonet to the front.

	.40 caliber	.45 caliber	.50 caliber
Number of Shots	**13**	**13**	**13**
Damage	**d10+1**	**2d6**	**2d8**
Draw Speed Modifier	**+5 count**	**+6 count**	**+7 count**
Reload Speed *(per round)*	**10**	**10**	**10**

Range	**5'**	**10'**	**15'**	**20'**	**25'**	**30'**	**40'**	**50'**	**70'**
Accuracy adjustment	+8	+4	+4	+3	+3	+2	+1	+1	0
	90'	**120'**	**150'**	**200'**	**250'**	**300'**	**350'**	**400'**	**450'**
	0	-1	-2	-3	-4	-5	-7	-9	-10
	500'	**600'**	**700'**	**800'**	**900+'**				
	-12	-15	-20	-25	-50				



Remington Pepperbox



Colt New Line



Colt Navy



S&W Schofield



LeMat Two-Barrel



Marlin Stonewall Derringer



Remington Derringer



American Arms Derringer



Knuckleduster



Colt Dragoon



Remington New Army



S&W DA "Second Model"



Colt 1877 Lightning



Griswold & Gunnison



Colt Bisley



Colt Paterson "9 inch"



Colt SAA



S&W Russian



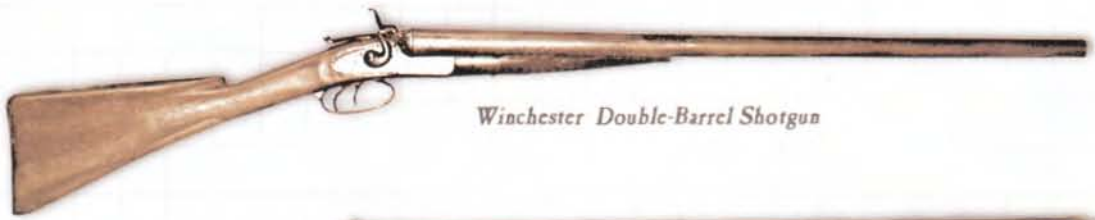
Colt Flattop Target



Remington 1875



S&W 44 DA



Winchester Double-Barrel Shotgun



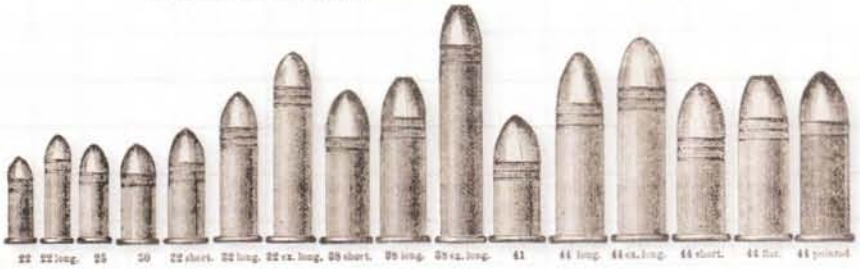
Parker "Old Reliable" Double-Barrel Shotgun



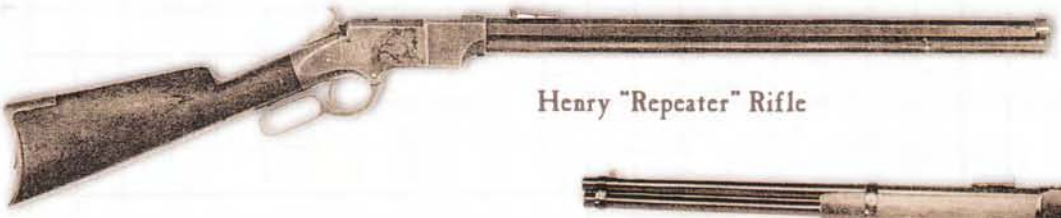
Remington Double-Barrel Shotgun



Ballard-Creedmore



Right Bottom and Bottom Facing Page: Comparative sizes for various ammunition. (Not to scale to firearms above.)



Henry "Repeater" Rifle



Winchester Carbine 1863



Winchester Rifle 1863



Winchester 1863 Musket



Remington Revolving Rifle



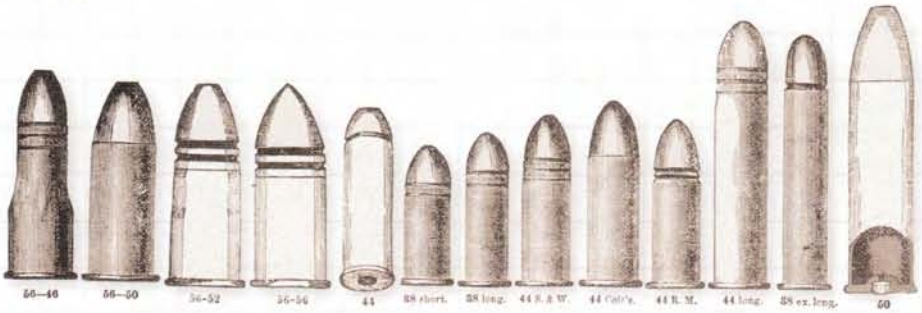
Richmond Armory Musket



Springfield Rolling Block



Sharps Carbine Conversion



ACES & EIGHTS
SHATTERED FRONTIER

Firearms Size Comparison

3.6 | Horses

In the Shattered Frontier, a character's horse is one of his most important tools. A horse is much more than just a mode of transportation – a horse can pull wagons, shield its rider from enemies, help round up stray cattle, carry a rider across a river, and be a companion in the solitary open spaces. The horse is also an asset that can be sold or traded. A man's Reputation may even rise or fall depending on the horseflesh he rides. After all, would you have greater respect for a man riding a well-groomed, muscular stallion or a dirty old gray mare?

This section provides information on different breeds of horses, their colors and markings, temperament and behavior, and other important details about horseflesh. Note that a horse's height is defined in "hands." A hand is a linear measurement equaling 4 inches, the fractions being expressed in inches. The height of the horse is measured in a perpendicular line from the highest part of the withers (the highest part of a horse's back; the area at the base of the neck between the shoulder blades) to the ground.

On the trail each cowboy had seven horses – two for mornings, two for the afternoons, his best two for night-work, and one to carry him to and from chapel or the saloon on Sundays. Like the Indian's, his mobility was based on the remuda system, spare horses being herded along by the outfit's horse-wrangler.

Horses are bred for speed and agility, strength and calmness.

★ BREEDS ★

Horses come in many shapes, sizes and colors, as well as various temperaments and qualities. These characteristics vary considerably from horse to horse but can be predicted somewhat within the various breeds (for specific rules, see the Equine Attributes section, below). Each character should choose the breed to buy, own or raise based on his profession or other interest. Some breeds are versatile, while others are better suited for specific tasks like draft work or racing.

LIGHT HORSE BREEDS

Arabian: Arabians are known for their endurance, sure-footedness on rough terrain and the ability to exist on a sparse diet. Most Arabians have fine features, distinctive dished (concave) faces, and silky manes and coats. They usually stand between 14 and 15.2 hands high, and weigh between 900 to 1,000 pounds. The Arabian breed originates from the Middle East, hence the name.

Morgan: A very active and versatile breed, Morgans have boundless stamina and a kindly nature. Morgans are frequently used as working trail and cow horses. They stand between 14.2 and 15.2 hands high, and weigh between 900 to 1,000 pounds. Known for their strength, they possess strong shoulders, short and sturdy legs, hard feet and an attractive head set on a muscular, crested neck. The Morgan Horse is the first documented American breed, beginning in 1789 Vermont with a stallion that received the name of his deceased owner -- Justin Morgan.

Quarter Horse: Adopted by ranchers and cowboys to use with range cattle, the Quarter Horse has an inherent instinct ("cow sense") for herding and cutting cattle. Most Quarter Horses are compact and attractive, with massive, powerful quarters, strong shoulders, and a short, muscular back. The average height is about 15.2 hands, while the average weight is around 950 to 1,100 pounds. The Quarter Horse's kind disposition, intelligence and great agility make it an exceptionally good mount for working cattle, or as a popular all-purpose pleasure horse. Some Quarter Horses are raced extensively across North America, most of these being bred for speed. Quarter Horses are so named because they are particularly dominant in the first quarter mile.

Thoroughbred: Admired for speed and endurance, the Thoroughbred is one of the most versatile horse breeds. They are popular as cow horses, hunters and jumpers, as well as racing horses. They stand between 15.1 and 16.2 hands high, and typically weigh between 900 to 1,200 pounds. Thoroughbreds have long smooth muscles, long forearms, long sloping shoulders and a long distance from the hip to the hock. It also has short cannon bones (the large bone that runs half way up the horse's leg to its hock). These fine animals were brought from Europe when popular horse racing distances increased beyond a quarter mile.

MUSTANGS

Mustangs are feral horses living in areas with scrub-type vegetation. They travel in wild herds and are favorite mounts of the local Indian tribes. A small, inelegant, lightweight horse, the Mustang stands between 14 and 15 hands tall, usually weighs around 700 to 800 pounds, and possesses an intractable temperament. It is an extremely hardy horse, and its years of foraging for food made it an economical feeder.

The Mustang also has the essential quality of "cow-sense"; it always seems to know what a cow will do next. Once broken, Mustangs are usually quiet, good-tempered mounts. Early settlers to the West mated their imported horses with Mustangs to provide the foundation stock for the Mustangs that now exist in the Shattered Frontier.

DRAFT HORSES

In times past, Europeans used Draft Horses for war and as beasts of burden. Thus, they gained a low center of gravity, large bones, and a generally compact and strong body. With muscle comes weight, and most Draft Horses weigh between 1,500 to 2,000 pounds. In today's Shattered Frontier, farmers favor Draft Horses for their plow-pulling power.

Percheron: The Percheron has better balance, and is more refined, than many Draft Horse breeds. The ideal specimen is a medium-sized, heavy-boned horse that carries its head high. Stallions stand 16 to 17 hands tall, and weigh some 1,800 to 2,000 pounds. Mares are smaller – only 15 to 16 hands tall and weighing 1,500 to 1,600 pounds. Percherons are predominately black or gray, and are frequently crossbred with Thoroughbreds to produce hunters and jumpers.

Shire: Shire Draft Horses are sometimes criticized for having straight shoulders and pasterns (the foot area just above the hoof), feathers, and a sluggish temperament. Shires weigh about 2,000 pounds and stand 16.2 to 17 hands high.

HEAVY HARNESS OR COACH HORSES

There are several types of heavy harness horses, including: American Carriage, Cleveland Bay, French Coach, German Coach, Hackney, Russian Orloff and Yorkshire. As one might suspect, these horses are primarily used to pull coaches. However, the Cleveland Bay can be used as a general utility horse and (back East) the Hackney is used for park driving.

★ MARKINGS & COLORATION ★

As you probably know, not all bandits ride into town on black horses, and not all lawmen ride white ones. In fact, color is probably the last thing you should consider when buying a horse. However, a horse's colors and color patterns will serve you as a basis for identification, because together they are one of the horse's most conspicuous traits.

After all, if your character is told to be on the lookout for a particular horse, he ought to know the difference between a roan with a star and a sorrel with a snip!

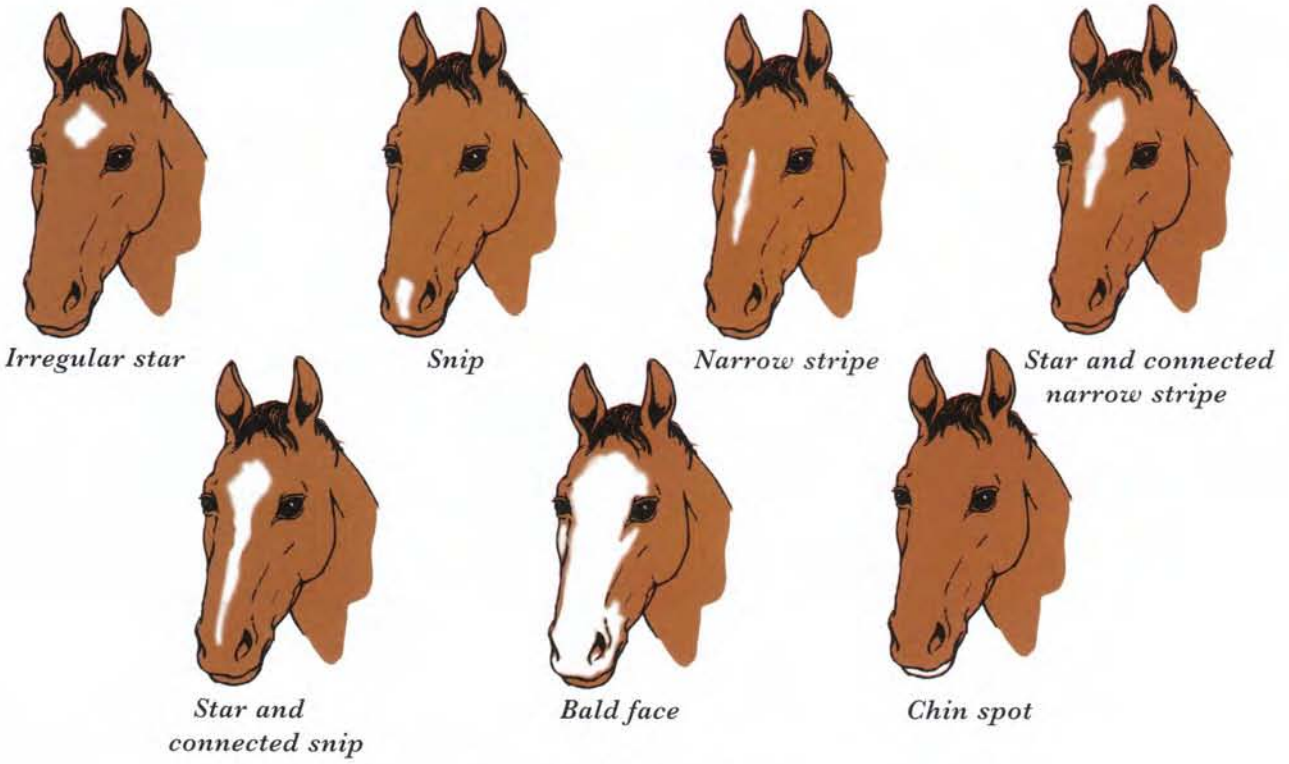
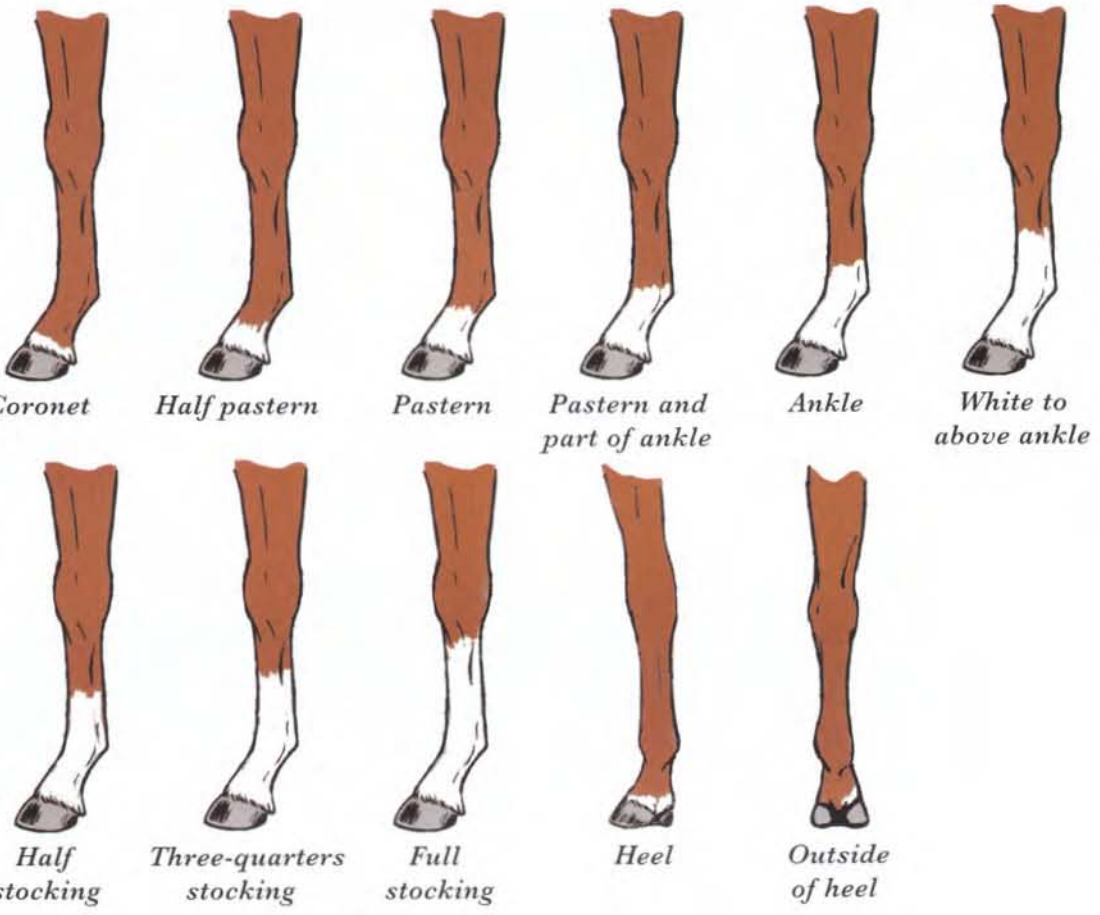


Figure 3.6-1: Head Markings

Figure 3.6-2: Leg Markings



MARKINGS

The head markings of a horse usually consist of the presence of white hairs in specific areas, as noted in *Figure 3.6-1: Head Markings*. The common leg marks are shown in *Figure 3.6-2: Leg Markings*.

COLOR

A horse's coat can be of several basic colors, with multiple variations of patterns.

Appaloosa: These horses have a variety of spotting patterns, always with mottling of the skin, striped hooves and an unpigmented sclera (the white of the eye). There are many coat color patterns, but two spotting patterns. The "leopard" color pattern is a white coat with dark spots scattered over the horse's body. The "blanket" pattern is a white blanket, usually containing dark spots, crossing over the horse's croup (rump), loin and/or back.

Black: A black horse is of a uniformly black color on the body, mane and tail. The horse's skin color is also black. If the black coat color of a horse fades when exposed to the sun for several days, the color pattern is known as a "blackish bay." A "jet black" horse's coat does not fade due to the sun.

Bay: The bay color pattern is characterized by a black mane and tail, black hair below knees and hocks, black muzzle, black tips on the ears and a reddish body. The skin color varies from a light to dark reddish color. A horse with the dark reddish color is called a "blood bay."

Chestnut or sorrel: This horse has brown skin and red hairs. The lighter-colored horses are called "sorrel," whereas the darker ones are "chestnut." A very dark chestnut horse is called a "liver chestnut."

Gray: White hairs, mingled with hairs of the base color, characterize the coat color of gray horses. As the horse gets older, more white hairs appear in the coat. Colored hairs are continuously being replaced with white hairs, so that older gray horses are almost completely white.

An "iron" or "steel-gray" horse is a black horse (with the gray gene) that has a higher proportion of black hairs than white hairs. Red grays are modifications of

the bay pattern, and chestnut grays are modifications of the sorrel and chestnut colors.

Grulla: These horses have a black mane and tail, black hair below knees and hocks, black muzzle, black tips on the ears, and sooty black hairs on the rest of the body.

Dun: This color is a modification of the dark bay color and may be described as a dingy yellow. The mane and tail may not be as black in some dun horses.

Buckskin: This color is a modification of the light bay color, which has a light yellow body color with the black mane, tail and legs.

Paint or pinto: The distinguishing character of these patterns is the white spotting that occurs. The tobiano pattern is white spotting that crosses over the top of the horse's back and extends downward. In the overo pattern, the white extends from the belly and legs toward the back. Horses with black-pigmented skin and coat color are called "piebald," and brown-pigmented horses are "skewbalds." There are four distinct types: piebald tobianos, piebald overos, skewbald tobianos and skewbald overos.

Palomino: A palomino horse is characterized by its yellow body color, along with a lighter yellow mane and tail (these may be almost white or flaxen).

Roan: Like grays, this coat color is characterized by white hairs mingled with hairs of the base color. However, these white hairs are present at birth and do not increase in number as the horse ages. In fact, unless one knows the pedigree or history of a gray or roan horse, one cannot tell them apart. A "blue roan" is a mixture of white and black hairs. A "red roan" is the roan pattern superimposed upon the basic bay pattern. "Strawberry roans" are sorrel or chestnut horses with white hairs mixed in.

White: White horses are born white and remain white throughout their lives. They have pure white hair, pink skin, and blue eyes. Two other subsets of the white coat color patterns are the "cremello" and the "prelino." Cremello horses have an off-white or cream-colored body and blue eyes, while prelino horses have an off-white or pearl-white color. In both cases, the mane and tail is a light rust color.

★ OTHER QUALITIES ★

AGE AND SEX

Young horses are referred to according to their age. A young horse is a "foal" until it is weaned (at about one year old). The male horse is called a "colt" until it is three years old, when it is called a stallion. A young female horse is a "filly" until it is three years old, at which time it becomes a "mare." A "gelding" is a neutered stallion.

Generally, the best age to buy a horse is when it is between four and 12 years old. Before four years of age, the horse is not fully mature, and not ready for hard work and long hours of riding.

Most folks make the mistake of buying a horse too young. An inexperienced horseperson can spoil a young horse, making it difficult for the horse to ever reach its performance potential. Beyond 12 years, the usefulness of the horse is limited. The average horse lives about 24 years, but it has little value after 16 years. There are, of course, exceptions to these ages.

The order of appearance of the teeth and the way they are worn down constitute the most important and accurate cues for estimating the horse's age, yet other characteristics play an important role in determining the horse's age.

In estimating the age of a young horse, size is a principal factor. In older horses, the sides of the face are more depressed, the poll (the area behind the ears) is more prominent and sags downward, the joints are more angular, and white hairs appear around the temples, eyes, nostrils and elsewhere.



BEHAVIOR AND TEMPERAMENT

When it comes to horses, there are six general temperament types: quiet, interested, nervous, extremely nervous, stubborn and treacherous. Each of these is detailed more fully below.

Quiet: A quiet horse is sluggish and has no interest in its surroundings. Such horses are usually safe for the inexperienced horseperson. Because of their temperament, quiet horses seldom advance to a highly trained state. They are good for teaching beginners how to ride.

Interested: This is the most desirable temperament for a horse. These horses are interested in their surroundings, and pay attention to what happens around them. If this horse hears an unexpected noise, or sees an unexpected sudden movement, it responds by pricking its ears but does not shy or try to escape. These horses are usually easy to train and are willing performers. They have sufficient spirit to give animation and style to their performances.

Nervous: Nervous horses are easily excitable and shy away from strange objects, movement and noise. They are safe horses for knowledgeable riders, but not recommended for novices. Nervous horses will respond to training, and are usually capable of reaching a highly trained state, but become excitable, flighty, and snort when exposed to new surroundings or unfamiliar objects. As these horses get older and gain experience, their nervous dispositions improve.



Extremely Nervous: The extremely nervous horse is safe only for very experienced horsemen who understand horse behavior. These horses shy at the least provocation, flee without concern for their own safety (and without regard for their handler), and have been known to run into fences, equipment and buildings.

Stubborn: Horses with stubborn temperaments are difficult to train. They are slow to learn, and require tact and patience from the trainer.

Treacherous: Occasionally, a character might encounter a treacherous horse. These horses have a bad temper and are very resentful. They often strike, bite or kick (sometimes without apparent cause and when least expected).

VICES

Most horses, but certainly not all, have one or more bad habits. These poor behaviors, or "vices," come in three categories: aggressive, flight, and stall.

☞ **Aggressive vices** include charging, striking, kicking, biting and bucking, and are usually directed against a handler, but can also be directed against other horses.

☞ **Flight responses** include rearing, balking, shying, halter pulling, and running away, and are potentially dangerous for the rider or handler.

☞ **Stall vices** include wood chewing, cribbing, weaving, stall walking, bolting food, pawing and tail rubbing, and usually arise out of boredom from lack of exercise.

Other causes of vices are poor management, mishandling or bad treatment on some previous occasion. Once a horse has a vice, it is difficult to eliminate. Many vices can make it unpleasant to work with a particular horse, and all vices detract from a horse's value and usefulness. Your GM will usually determine when these behaviors occur, and their effects.

With work, a trainer can eliminate a vice from a horse. See the Animal Training skill for more details.

Attacking: This horse deliberately charges or savages a person or horse.

Biting: A horse with this vice bites handlers, bystanders or other horses. This vice often occurs because of incompetent handling.

Bolting: Bolting takes place when a horse gulps down its grain without chewing. This vice is undesir-

able because the whole grain passes through the digestive tract without being digested, leading to digestive disturbances such as colic.

Bucking: Bucking is a serious vice. A rider can be bucked off, possibly trampled and injured.

Cribbing: When cribbing, a horse sets its upper incisor teeth against an object, arches its neck, pulls backward and swallows large quantities of air. This vice leads to colic and other digestive disturbances (caused by excessive air in the digestive tract).

Difficult to Catch: Horses that are difficult to catch are a big nuisance. It is quite time-consuming, not to mention frustrating, to own a horse with this vice.

TABLE 3.6-1: HORSE VICES

Roll (d100)	Vice
Aggressive	
01-02	Attacking
03-04	Biting
05-06	Bucking
07-08	Fighting
09-10	Kicking
11-12	Striking
Flight	
13-15	Difficult to Catch
16-18	Halter Pulling
19-21	Rearing
22-24	Resists Saddling
Stall	
25-27	Bolting
28-30	Cribbing
31-33	Pawing
34-36	Resists Grooming
37-39	Shying
40-42	Tail Rubbing
43-45	Weaving
46-50	Wood Chewing
Special	
51-95	Horse has no vice
96-100	Roll two more times on this table

Fighting: Fighting is aggressive behavior by dominant horses. This vice typically occurs before the dominance hierarchy is established, and ends once established.

Halter Pulling: Halter pulling can injure the horse's neck muscles (and can injure the handler as well).

Kicking: This vice is usually the result of incompetent handling. Needless to say, a horse that habitually kicks at other horses or people is dangerous.

Pawing: Irrelevant in a pasture or corral, pawing the stall floor is more of a nuisance than a serious vice. However, it wastes energy and digs holes into the floor that must be filled periodically.

Rearing: Rearing is one of the most dangerous vices a horse can have. When a horse rears up, the flailing forelegs can cause serious injuries to the handler, especially to the head.

Resists Grooming: Some horses simply do not like to be groomed. The horse might kick, bite, shy, shake, and generally make the handler's life miserable. However, if a rider gives in and fails to groom this horse, he's looking for serious trouble. Leaving clumps of mud, burrs or other debris on the mount can cause saddle sores. It can also make the horse ornery, and cause other vices (particularly Bucking and Resists Saddling). Not picking, cleaning and trimming the horse's hooves could cause it to go lame -- rendering it useless until healed.

Resists Saddling: A horse with this vice does not like to be saddled. Such a horse may inhale and hold the air while it is being cinched. After the horse is led around or ridden for a few minutes, the saddle becomes loose, putting the rider at risk.

Shying: A horse easily spooked by unfamiliar objects is dangerous to ride, even for experienced riders.

Striking: Striking with the forefeet makes the handler vulnerable to injury while leading, grooming or saddling the horse.

Tail Rubbing: This vice usually starts when a horse's tail areas is irritated by internal parasites, or a skin affliction. Once the vice is acquired, the horse may continue to rub its tail even after the original condition has been corrected.

Weaving: Weaving is the rhythmical shifting of the weight of the forehand from one forefoot to the other. This nervous habit takes a tremendous amount of energy. It results from too much food and insufficient regular exercise.

Wood Chewing: Wood chewing is one of the most common vices, and quite dangerous because the horse can swallow splinters of wood.

GAITS

A horse has five natural gaits: walk, trot, lope, gallop and back. Each gait is defined separately below.

Walk: There are several forms of the walk, but all show an even four-beat gait. The sequence of hoof beats is 1) left hind, 2) left fore, 3) right hind and 4) right fore.

Trot: The trot is a two-beat gait in which the paired diagonal feet strike and leave the ground simultane-

ously. Interestingly, there is a period of suspension between beats, where all four feet are off the ground.

Lope or canter: This is a three-beat gait, in which the first and third beats occur when two legs strike the ground independently, and the second beat is made by two limbs striking the ground simultaneously. The legs that strike the ground independently are called the lead limbs, each bearing the entire weight of the horse for a short period. Therefore, the lead limbs are more subject to fatigue than the other two legs. In the left lead, the sequence of beats is 1) right hindleg, 2) left hindleg and right foreleg, and 3) left foreleg. A period of suspension follows the beat of the left foreleg.

Gallop or run: This is a four-beat gait similar to the lope, except that the paired diagonals do not land simultaneously. Instead, the hindleg hits just before the foreleg. The lead limbs bear the full weight of the horse. In the left lead, the sequence of beats is 1) right hindleg, 2) left hindleg, 3) right foreleg, and 4) left foreleg. A period of suspension follows the four beats.

Back: A horse backs by trotting in reverse, using a two-beat gait in which the diagonal pairs of legs work together. Back speed is the same as a walk.

✯ CLOTHING & EQUIPMENT ✯

This section describes some of the most important pieces of cowboy gear. See the basic price list in *Chapter 5.5 | Goods & Services* for more information.

Bit: This small bar, normally made of metal, attaches to the bridle. It is placed in the horse's mouth so as to regulate the position of its head, and to help control its pace and direction.

Bridle: The bridle is the part of a horse's saddlery or harness that fits around the head.

Clothing: A cowboy usually wears a wide-brimmed hat with a flat crown. This shelters him from the sun and rain, protects his head and face when he forces his way head down through thorn-scrub, and serves as a pillow at night. A large silk or cotton square, knotted loosely round the neck, serves as sweat-rag, bandage, water-filter, dust-mask and mosquito net. A flannel shirt with close-fitting cuffs is warm, yet less sweaty and constrictive than a jacket. In winter, a sheepskin coat might also be necessary. The cowboy's trousers are loose, tucked into high-heeled boots. These boots can be dug into the ground to help hold a roped steer, and don't slip through the wide wooden stirrups.

Leather chaps give a good grip on the saddle, are used as a groundsheet at night, and protect legs against the friction of long distance riding (as well as thorns, kicks, snake-bites and rain). The spurs have huge rowels, more humane than prick-spurs, making a distinctive clink that a horse recognizes. The lariat is used for roping cattle, tying between trees to make a temporary corral, stringing up horse-thieves, and any number of other purposes. Most cowboys wear a gun to dispatch a horse or cow with a broken leg, and to scare off coyotes, cougars and rustlers.

Hackamore: A hackamore is, essentially, a bit-less bridle. They are made of a braided rawhide noseband with two leather strips, one on each side of the horse's head, to act as cheek plates. The cheek plates are very close to the horse's eyes. They run down from the top of the head, where they are attached to a light leather headstall and a braided rope running around the horse's neck. The cheek plates are attached high on the noseband at the two extremes of the nose button, the extra braiding on the top of the noseband. The ends of the noseband come together under the horse's chin. The reins are tied to this point.

Halter: A halter is a hemp rope headpiece with lead rope attached. It is used for leading a horse without a bridle, or for tying up a horse in the stable.

Pad: The pad is a saddle blanket placed in between the saddle and the horse.

Reins: This pair of long narrow straps attaches to the bit or bridle. The rider uses the reins to guide and control the horse.

Saddle: The cowboy's saddle is designed to be comfortable on a long day's ride, to prevent inexperienced riders from causing galls (open sores) on the horse's back, and to make it easier to sit on a difficult horse. A saddle is a cowboy's trademark, and he takes particular pride in having the best and most elaborate saddle he can afford. Cowboys with fancy saddles and poor horses are sometimes derided for "putting a $40 saddle on a $10 horse."

Due to its size and weight, the stock saddle has two cinches, fore and aft, which hold it firmly in place. These are made of horsehair or lamp-wick so as not to cause galls on the belly. The outstanding virtue of the stock saddle is that it, and its rider's weight, are distributed over a large area. Thus, despite its weight, it is comfortable on the horse for long rides.

Shoes: It is important for horses to be shod, primarily to increase traction and protect the hoof wall from excessive wear and damage. Once a horse is shod, it is equally important to maintain the horse's hooves by regularly cleaning and trimming them, and replacing shoes as needed. If a horse remains unshod, or is shod but not taken care of properly, the horse will likely become lame, or worse (greater risk of injury).

★HORSE RANCHING ★

The first step in planning a horse ranch is determining the size and makeup of the horse population to be kept. It is extremely important to plan for expansion and future changes in the herd. Determine the amount of space needed for open and fenced areas.

SITE SELECTION

The first thing that should be considered is water supply. An adequate all-year water supply must be available at the site. Wind breaks may be important. Consider the natural protection from the elements provided by wooded areas, knolls, hills and ravines. A minimum of two acres per mature horse is necessary.

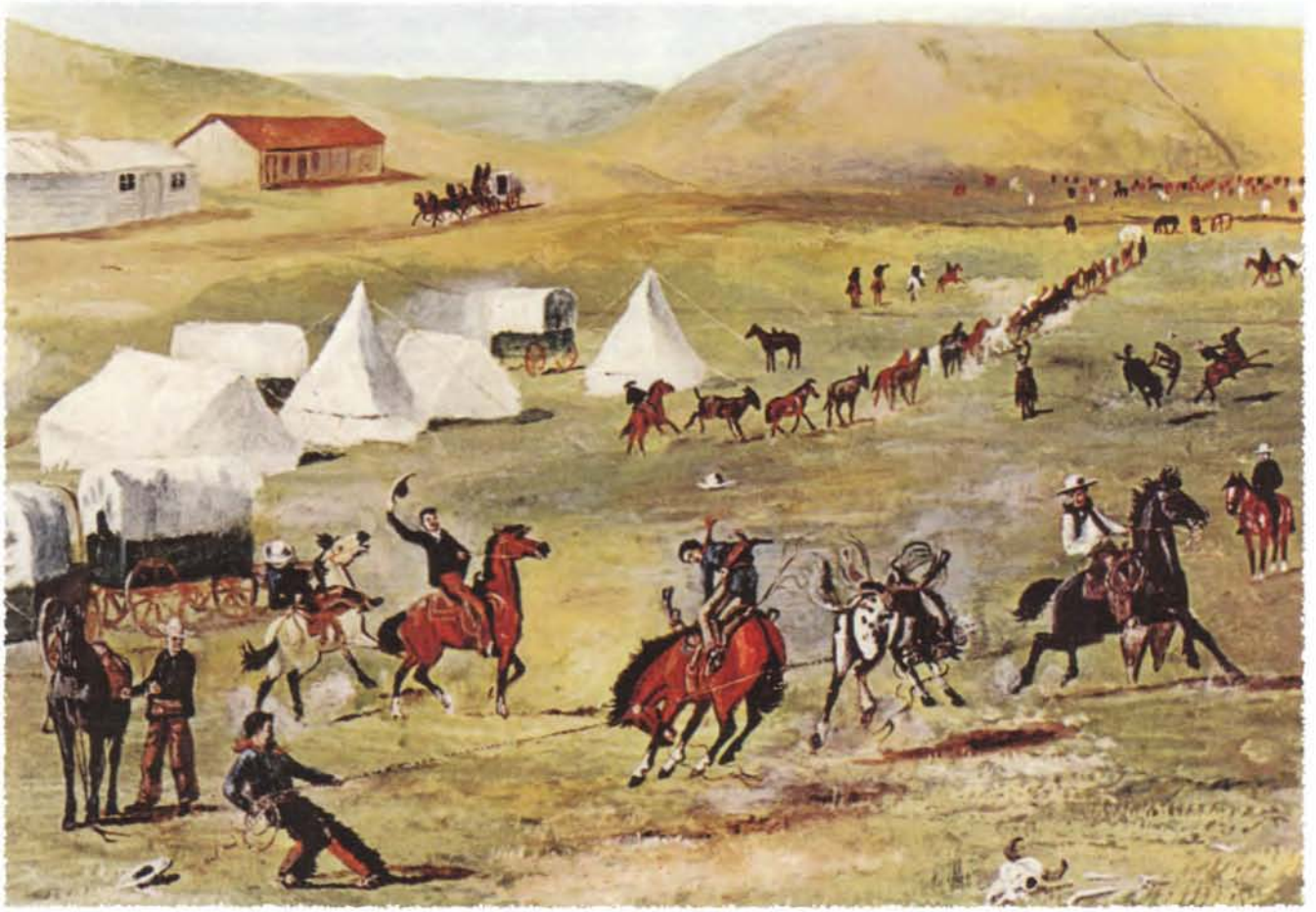
CATCHING A WILD HORSE

Professional hunters use a variety of techniques to catch the powerful and alert wild horses, which like to stay in their own territory. The hunters camp near the herd and, if possible, between the horses and their water supply. The white man learned from the Indians to encircle the quarry on their own mounts, causing the wild animals to make increasingly shorter turns until they can be driven into a box canyon, or surrounded by men. and roped.

Another method of capture is called "creasing." Unfortunately, this method is rarely successful. The act of creasing consists of shooting the wild horse with a rifle so precisely that the bullet grazes only the cords in the top of the animal's neck (just in front of the withers) about an inch or so deep, close to the spinal column. This wound temporarily paralyzes a nerve center connected to the spinal cord and the brain, and knocks the horse down. He is thus stunned long enough for the hunter to tie him down before he recovers. Success with this method calls for incredibly expert marksmanship and an abundance of good luck. For every horse captured this way, fifty are killed.

A much more successful method than creasing is "snaring." A cowboy makes a noose with his lariat and places it near a lure, such as a salt lick, then draws it up when the horse steps on it. A noose may also be dropped from a tree, where the hunter sits hidden.

The most common method of capture, however, is the chase. The chase is usually long, for a wild horse moves with great swiftness and agility. The chase is kept up day and night, leaving the wild little ones little time to eat or sleep. The hunters do allow them to reach water at reasonable intervals, because taking on water slows them down. When rounding up horses in rough country, two men are a lot better than one, for a long, hard relay run is usually required to exhaust the heart of a mustang and get him cornered.



BREAKING A HORSE

A young horse can be "forefooted" (roped around both forefeet) as he runs round the corral. This brings him down with such violence that the stuffing, and sometimes the front teeth, are knocked out of him. While on the ground, he is saddled (rolled from side to side to tighten the cinch) and then mounted. If the cowboy can stay on until the horse stops bucking, it's been "broken."

Alternatively, the horse might be saddled and mounted when tied to a post, or held by a strong man, with a rope round the lower jaw. Once mounted, the horse usually starts bucking. Each time he bucks, he's hit on the nose with a quirt (a short, stout stick with a braided leather lash). Soon he'll stop bucking, at which point he's deemed broken.

In yet another method, the horse is roped by the front feet and thrown to the ground. A hackamore is put on the horse's head, and then a 20-foot-long rope is tied around the neck and run through the base of the hackamore under the horse's chin. The other end is tied to a tree or a stout post. The horse, not liking the restraint, is then allowed to fight it out. A horse might struggle for a day or two before giving up, all of the while watched by a cowhand. By then his neck and legs are sore, and nothing will induce him to pull back on the rope.

The cowboy may also tie a hind foot to the shoulder, known as "side lining" a horse. When a horse accepts without protest, he is broken and ready for the saddle.

Finally, a rancher can tame a wild horse and get the animal accustomed to the corral by trimming his hooves so close that it is painfully difficult to walk, much less to run or buck.

No matter what form of breaking you choose, a successful Bronc Busting skill check is required. See *Chapter 6.3 | Skill Descriptions.*

★ EQUINE ATTRIBUTES ★

To determine your mount's statistics, roll 3d6 for each horse statistic: Short Speed, Medium Speed, Long Speed, Agility, Endurance, Horse Sense, Temperament, Mettle, Soundness and Strength. Roll 4d8+20 for the horse's hit points. You should also roll once on *Table 3.6-1: Horse Vices.*

Several sample horses are provided for you. They are listed following the NPC statistics in *Chapter 4.1 | The Aces & Eights Campaign.*

TABLE 3.6-2: HORSE STATISTICS

Attribute	Description
Short Speed	¼ mile
Medium Speed	1 mile
Long Speed	5 mile
Agility	Ability to turn on a dime, jumping, surefootedness over rocky terrain
Endurance	Speed over long distances, can survive on little food and water, perform in adverse weather, etc.
Horse Sense	Ranges from "runs into walls" to "smart as a dog"
Temperament	Ranges from "ornery" to "loveable"
Trainability	Ranges from "barely trainable" to "easily trained"
Mettle	Ranges from "easily spooked" to "steadfast" (even if whipped)
Soundness	Ranges from "sickly/weak" to "never gets sick/hurt"
Strength	Ability to pull or carry heavy loads

TABLE 3.6-3: BREED MODIFIERS

Attribute	Quarter Horse	Arabian	Thoroughbred	Morgan	Mustang	Percheron & Shire	Heavy Harness & Coach
Short Speed	+4	+2	+2	+1	+2	-4	-2
Medium Speed	+1	+3	+4	+1	+2	-4	-3
Long Speed	+1	+4	+1	+1	+3	-4	-2
Agility	+4	+3	-1	+2	+3	-4	-4
Endurance	+3	+4	-2	+3	+4	+1	+1
Horse Sense	+4	+3	+1	+3	+4	+2	+2
Temperament	+4	+2	0	+3	-4	+4	+4
Trainability	+4	+3	0	+3	-4	+3	+3
Mettle	+3	+2	-2	+2	-4	+4	+4
Soundness	+2	+3	0	+3	+3	+3	+3
Strength	+1	-1	-1	+3	-2	+4	+2

3.7 | Advanced Chase Rules

These advanced chase rules are used for instances where a mounted chase or race is the primary focus or a major event in an evening's play. For basic chases, refer to the standard rules.

A chase is broken into several different phases: Tactical, Short, Medium, Long and Extreme. The distance between the pursued and the pursuer, as well as the overall distance of the chase, determines which phase you start with, as noted on *Table 3.7-1: Determining Chase Phases*.

TABLE 3.7-1: DETERMINING CHASE PHASES

Starting Distance Between Pursuer/Pursued	Phase	Speed Chips (# & color)
Under 300 feet	Tactical	none
Under 1/4 mile	Short	2x Short Speed (red)
Under 1 mile	Medium	2x Medium Speed (red)
Under 5 miles	Long	2x Long Speed (red)
Over 5 miles	Extreme	2x Endurance (white)

For example, if the bank robbers and the posse are less than 300 feet from each other, you begin the chase in the Tactical Phase. The Tactical Phase is typically resolved using the standard combat rules and thus, with a few exceptions, will not be covered under these chase rules. A chase can move to the Short Chase Phase and out of the Tactical Phase at any time if both the pursuer and the pursued agree.

However, if the chase begins after the bank robbers already have a good lead of between 300 feet and a quarter mile, then you begin the chase in the Short Chase Phase. Likewise, if the posse and bandits are between a quarter mile and one mile away, the chase begins in the Medium Chase Phase, and so on.

TERRAIN

In a chase, it is important to know what type of terrain your mounts are traveling on, because certain hazards and obstacles can appear. Terrain types include plains, desert, hills, badlands, forest, swamp and mountains. Obviously, the harsher the terrain is, the greater the opportunity for the riders to face obstacles and difficulties. (See the Dangers section below for more information.)

Note that if the chase continues far enough (in distance), the terrain may change (for example, from hills to mountains). The actual campaign map or local area map of the region should determine how the terrain changes.

SETUP

To play out the chase, you need one shuffled deck of standard playing cards (include the two jokers) and a set of markers or chips with at least three different colors. Each horse (mount) involved in a chase receives a certain number of chips to start the chase. The number of chips depends on the horse's attributes, so some horses will be better or worse than other horses at certain aspects of the chase. Each horse receives a number of red chips as shown on *Table 3.7-1*, above, blue chips equal to double its Agility, and white chips equal to double its Endurance. See *Chapter 3.6 | Horses* for information on mounts and their stats.

After all players have their chips, the chase begins with the pursued characters drawing six playing cards and placing them in a straight line on the table, face up and end to end (or side to side) as shown in *Figure 3.7-1*. This represents the path of the chase. Note that using a straight path does not necessarily mean that the actual chase always takes place in a straight line – it is simply an easy way to visualize the chase without wasting too much table space.

Once the cards are down, the pursued characters then place their markers/miniatures on the 6th card while the pursuers place their miniatures/markers before the first card (on card "zero") as shown in *Figure 3.7-1*. **Exception:** if the chase begins in tactical mode (at less than 300 feet, by agreement of the players), place only one card per 50 feet distance between the pursuers and the pursued, rounded up.

For example, let's say that two players, Tex (playing the sheriff) and Hank (playing a bandit), lay down a row of six cards for a chase (in order, these are a black 10, black 8, red Q, red 8, red 6 and red A). Hank is the pursued, so he starts on the red A. Hank starts before the red 10 – it will be the first card he lands on.

Tex (sheriff) *Hank (bandit)*



Figure 3.7-1: Initial chase setup

BEGINNING PLAY

Once setup is complete, it's time to begin the chase! The chase takes place over a series of turns where the players will "move" along the cards (cards representing the path or road that the pursued characters have taken). Each mounted character will have the opportunity to move their mount once per turn. Each mounted rider can move at the standard rate of 3 cards per turn. The 3 card move is the "base" speed, and may be reduced by hazards, obstacles, or player choice. Likewise, the 3-card move may be increased by one additional card for every 2 red chips (See *Table 3.7-1*, above) used.

To add an element of suspense and unpredictability to the chase, the characters simultaneously declare speed. This is done by secretly palming a number of chips: 2 reds for every card above 3, no chips for precisely three and one white chip for every card slower than 3. Red chips palmed in this way are considered bid or spent, while white chips are merely shown and returned to the horse's allotted white stack.

For example, a player may choose to move less than 3 cards by showing one white chip (but not discarding the chip!) during the declare for each card he plans to reduce his speed. As such, 3 white chips indicate the rider has stopped, 2 white chips indicate the base speed is reduced by 2 (to 1 card) for that turn, and 1 white chip indicates a speed reduced by 1 (to 2 cards base speed) for that turn. For each white chip shown and speed reduced that turn, the player receives another chip of any color. See the Dangers section below for more information on reducing speed due to hazards and obstacles.

A player can spend or bid no more than half his mount's relevant ability score (in this case, Short, Medium or Long Speed). All chips bid are immediately discarded (but return at a rate of 3 per hour of game time).

Note that you can use any two chips in place of one chip of another color. If a horse runs out of chips, it collapses and must make a Soundness check (roll a d20 and get a number equal to or less than its Soundness); if the mount fails the Soundness check, it dies.

For example, let's suppose our two players, Tex and Hank, are involved in a chase through the hills, starting from a distance of 300 feet (i.e., starting in the Short Phase). Both players decide to go as fast as possible, but Tex's horse has a Short Speed of 10, while Hank's horse has a Short Speed of 16. This means that Tex can only bid up to 5 red chips, but Hank can bid as many as 8. So, Tex decides to bid 4 red chips (mounts only move +1 card for every 2 red chips, so he knows the 5th chip would be wasted). Hank the bandit, naturally, decides to bid 8 chips.

Now that both players know how many red chips they want to bid, each puts that number of red chips in his closed hand, and holds it up or out over the table to indicate he is ready to go. When all players have their hands out, they reveal their chips and the chase begins!

The front-runner (pursued) draws and places a number of additional cards based on his speed face-up on the table, then moves his mount along the cards (as if the cards were spaces on a playing board). After the leader has moved, the next lead horse moves a number of cards equal to his speed - he does not draw cards unless his speed would move him past the leader. Even then, he only draws as many cards as necessary to move his remaining speed (i.e., enough to finish out his full move). Movement continues until all riders have moved their pieces.

Let's go back to our example with Tex and Hank (Figure 3.7-2). Since Hank was the front-runner (pursued), he moves first. His bandit's mount moves 7 cards (3 cards + 1 card for every 2 red chips he bid) ahead. Hank draws 7 cards and adds them to the path, ready to move his horse ahead. Tex, however, can move ahead only 5 cards, so he still has a ways to go.

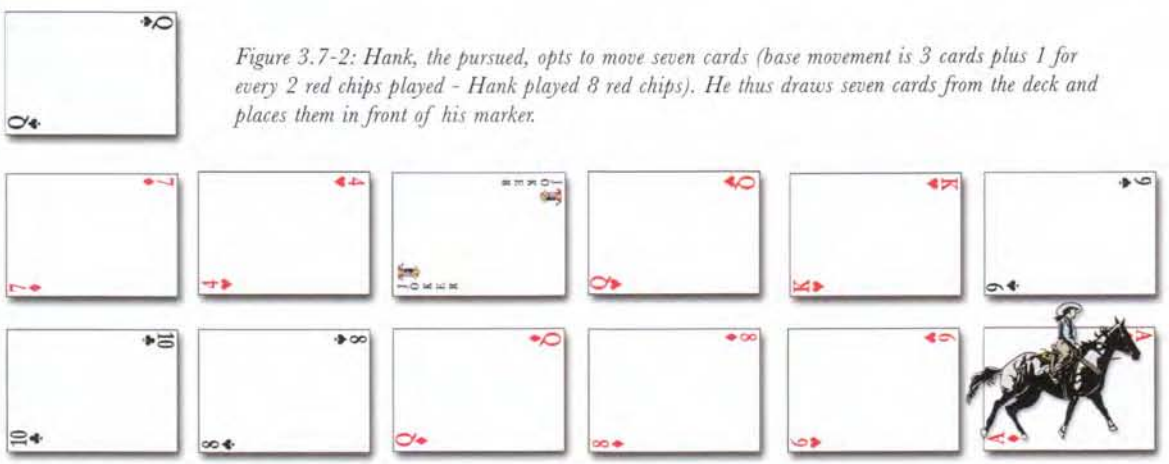


Figure 3.7-2: Hank, the pursued, opts to move seven cards (base movement is 3 cards plus 1 for every 2 red chips played - Hank played 8 red chips). He thus draws seven cards from the deck and places them in front of his marker.

TABLE 3.7-2: CARD DISTANCE REPRESENTATIONS

Phase	Distance
Tactical	1 inch = 5 feet
Short	1 card = 50 feet
Medium	1 card = 100 feet
Long	1 card = 500 feet
Extreme	1 card = 1/4 mile

TABLE 3.7-3: HAZARD AND OBSTACLE RANGES

Terrain	Standard Ranges	With Road
Plains	Joker & 2	Joker
Desert	Joker, 2, 3 & 4	Joker & 2
Hills	Joker, 2, 3, 4 & 5	Joker, 2 & 3
Badlands	Joker, 2, 3, 4, 5 & 6	Joker, 2, 3 & 4
Forest	Joker, 2, 3, 4, 5, 6, 7, 8, 9 & 10	Joker, 2, 3, 4, 5, 6, 7 & 8
Mountains, Swamp	Any	Joker, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q

DANGERS

In a chase, the cards do not exist simply to define the path. They also indicate what hazards or obstacles, if any, have presented themselves. Hazards can slow a mount's speed, while obstacles may slow a mount's speed, cause damage, or even force the rider to stop and track! Riding checks, speed and other factors determine whether one of these dangers actually affects the rider.

Table 3.7-3: Hazard and Obstacle Ranges defines when a card is an obstacle or hazard. In the plains, for example, only Jokers and 2 cards may be a danger. In the hills, the danger is greater (Jokers, 2, 3, 4, and 5 cards) and in the mountains, any card may be a danger!

If the chase follows a road through this terrain, the value of hazards and obstacles is reduced by two. (The Jokers are always a danger.)

Multiple dangers encountered in the same turn each require an additional Riding check (i.e., one check for one danger, two checks for the second danger, three checks for the third danger, etc). For example, three dangers in one move results in six total checks. Players must make extra Riding checks regardless of success or failure for earlier checks, and loss of base speed is cumulative. You only make Horse Sense checks (see below) once per hazard, even if there were previous hazards that turn.

Hazards

Red playing cards (hearts or diamonds) as well as Jokers indicate a hazard (see *Table 3.7-4: Hazards*). However, mounts moving with a speed less than the card value[1], or in terrain where the hazard does not exist (see *Table 3.7-3: Hazard and Obstacle Ranges*, above), bypass the hazard without incident. Characters moving at a speed

TABLE 3.7-4: HAZARDS

Card	Hazard
Joker	Hole
Red 2	Root
Red 3	Thick brush
Red 4	Gully
Red 5	Log
Red 6	Branch
Red 7	Tree
Red 8	Sharp Slope
Red 9	Boulder
Red 10	Hillock
Red J	Small building/dirt wall
Red Q	Large building/rock wall

equal to or greater than the card must make an immediate [difficult] Riding check. Failure results in the forfeiture of one blue chip and a -1 to base speed for the next turn (move only 2 cards +1 card for every 2 red chips). A successful Riding check indicates that you avoided the hazard at no penalty.

However, if the character succeeded in his Riding check but his mount's Horse Sense (divided by 2) is less than the hazard card's number[2], the character must make an additional Riding check. Failure results in loss of one blue chip and a -1 to his next turn's base speed. Note that terrain does not affect the Horse Sense check.

Familiar Trail

If the route ridden is a familiar trail to a character, that character has an advantage. He knows where the gullies, low-hanging branches and such are and can react appropriately. Thus, familiarity reduces the effect of hazards. Specifically, if a character is very familiar with a trail (has ridden it daily in the past or many times recently), his speed is considered **two** lower for determining which hazards affect him and his mount. If a character is familiar with a trail (e.g., has scouted it out as an escape route and ridden it a few times in preparation for fleeing pursuers), his speed is considered **one** lower for determining which hazards affect him and his mount.

Tex is still chasing Hank through the hills, so let's see how they're doing. In the last example, Hank was moving ahead 7 cards, while Tex was moving ahead 5 cards. There is no road here, so we know that Tex and Hank will encounter an obstacle or hazard if they reach a card numbered with a Joker, 2, 3, 4 or 5. Hank is moving 7, so all these hazards apply to him. Tex is moving 5, so each of these hazards also applies to him. If either character was familiar with this trail, they could ignore those red 5 hazards (being very familiar would ignore both red 4 and red 5 hazards). Unfortunately for them, they are not.

Hank starts with no trouble, moving over a black 9, red K and red Q, but the fourth card he crosses is a red Joker – a hazard. He

[1] *Joker type hazards may never be bypassed without incident*

[2] *treat face cards as having a value of 10*

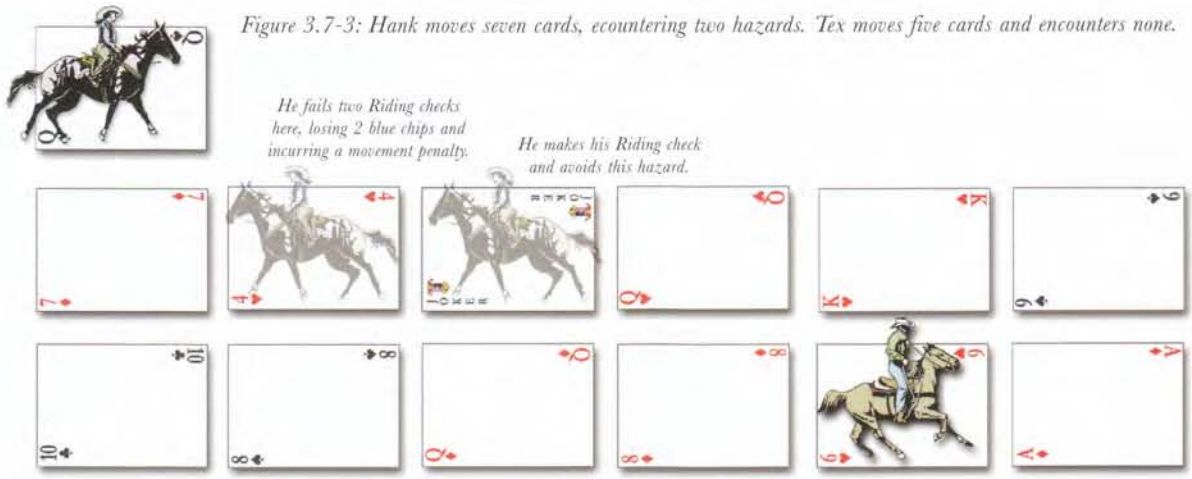


Figure 3.7-3: Hank moves seven cards, ecountering two hazards. Tex moves five cards and encounters none.

sees his horse is about to step in a hole! Fortunately, Hank makes a successful Riding check and manages to avoid it. Luckily, no horse has a Horse Sense low enough to be under a Joker so no Horse Sense Check is required. Unfortunately, Hank's fifth card is a red 4 – an approaching gully. Time for another Riding check!

This time, Hank fails his Riding check, so he is unable to stop his horse from slowing down in the gully. He loses one blue chip from his pile and, next turn, can only move 2 cards (+1 card for every 2 red chips, of course) instead of 3 cards. Worse, since this is his second hazard in the same turn, he must make a second Riding check. Hank grinds his teeth as he fails the second one as well. He has lost another blue chip and can only move 1 card (+1 card for every 2 red chips) next turn. But Hank's not finished yet – he still has two more cards to cover. Fortunately, these are a red 7 and a black Q. Hank stops on the black Q and breathes a sigh of relief.

Now it's Tex's turn. He moves ahead 5 cards, over a black 10, black 8, red Q, red 8, and ending on a red 6. No hazards for lucky Tex! On his next turn, the first card he lands on will be the red A – the very card Hank started on. Fortunately, there are no obstacles between him and Hank, and he can easily follow his trail.

Obstacles

Black cards (clubs and spades) represent obstacles. Typical obstacles are such things as boulders, or turns and bends in the trail. These obstruct the viewing of the pursuers and may present a danger to riders with ornery mounts (low Temperaments), who take the opportunity to maneuver their rider into the obstacle. If a mount's Temperament (divided by 2) is less than the obstacle card's number, the character must attempt a Riding check. On a failed Riding check versus obstacles, the player suffers the forfeiture of one blue chip, a temporary -1 to his base speed (move only 2 cards +1 card for every 2 red chips on next move) and 1 point of damage.

If at the ***end*** of any turn there are two or more obstacles between pursuing and pursued characters, the pursuers must stop at the next obstacle and attempt to track the pursued*. They cannot proceed until a successful Tracking roll picks up the trail.

TRACKING

Until line of sight is re-established (i.e., zero obstacles between the pursuers and the pursued), the pursuers must attempt to track the pursued at **every** obstacle encountered. Tracking checks made by more than 35% allow the trackers to avoid having to slow down while lesser degrees of success result in a penalty to subsequent movement (see *Table 3.7-5: Tracking Slowdowns*). Three failed attempts in a row by each tracking character indicate that the pursued have given the pursuers the slip (the trail is lost). Inclement weather such as light rain reduces this to two failed attempts, while heavy rain reduces it to one failed attempt.

TABLE 3.7-5: TRACKING SLOWDOWNS

Degree of Success	Penalty
> 35%	none
26% to 35%	-1 to next turn's base speed
16% to 25%	-2 to next turn's base speed
0% to 15%	-3 to next turn's base speed
failure	cannot proceed

On his next turn, Hank can only move 1 card (+1 card for every 2 red chips). Still, he decides to move as fast as possible in hopes of losing the sheriff. He bids 8 red chips to move ahead 5 cards. Five new cards are now drawn and laid face up on the table to form the next part of the trail.

Crossing easily over a red 9, Hank lands on his second card – a black 3. His mount's Temperament divided by 2 equals 5, which is greater than the obstacle card's number, so his horse avoids the obstacle without incident. He crosses a red K, and then hits his fourth card – a black 5. This time, his mount's Temperament divided by 2 is equal to the obstacle card's number, so he must make a Riding check (plus another Riding check, since this is his second

** see the Tracking skill description to gauge the difficulty of the check based upon the situation.*

danger this turn). He succeeds at one, but fails the other, taking 1 point of damage as his ornery horse slams Hank's leg into a passing boulder, and losing another blue chip and suffering a −1 to his base speed. Next turn, he can move only 1 card (+1 card for every 2 red chips) instead of 3.

Now, he moves on to his fifth and last card – a red 3 hazard. This is his third danger this round, so he must make three more Riding checks. He succeeds at one, and fails the other two, so he loses two more blue chips and suffers a −2 to his base speed. After all is said and done, Hank moves 0 cards (+1 card for every 2 red chips) instead of 3, on his next turn.

Tex bid his maximum of 4 red chips, but he was not slowed by any hazards last turn, and can move 5 cards (3 cards +1 card for every 2 red chips). However, he looks out into the distance and sees that he has lost sight of Hank (due to the two obstacles between them). Still, maybe he'll get lucky.

PHASE DURATION AND GAINING NEW CHIPS

Any time during a Tactical Chase Phase that characters are more than 300 feet apart, move to the Short Chase Phase. After 20 cards total are drawn, move to the Medium Chase Phase. The Medium Chase Phase lasts for 34 cards (i.e., until the deck has been used entirely). After the first deck has entirely played-out, move to the Long Chase Phase and play out another entire deck. Following that, move to the Extreme Chase Phase until the pursuers give up, or lose the trail.

Once play moves from the Short Chase Phase to the Medium Chase Phase, players receive additional red chips equal to 2x Medium Speed of their mount. Similarly, once play moves from the Medium Chase Phase to the Long Chase Phase, players receive additional red chips equal to 2x Long Speed of their mount. Any time a rider moves less than 3 cards, his horse regains one chip of any color (but never more than the maximum allowed). This includes stopping to track.

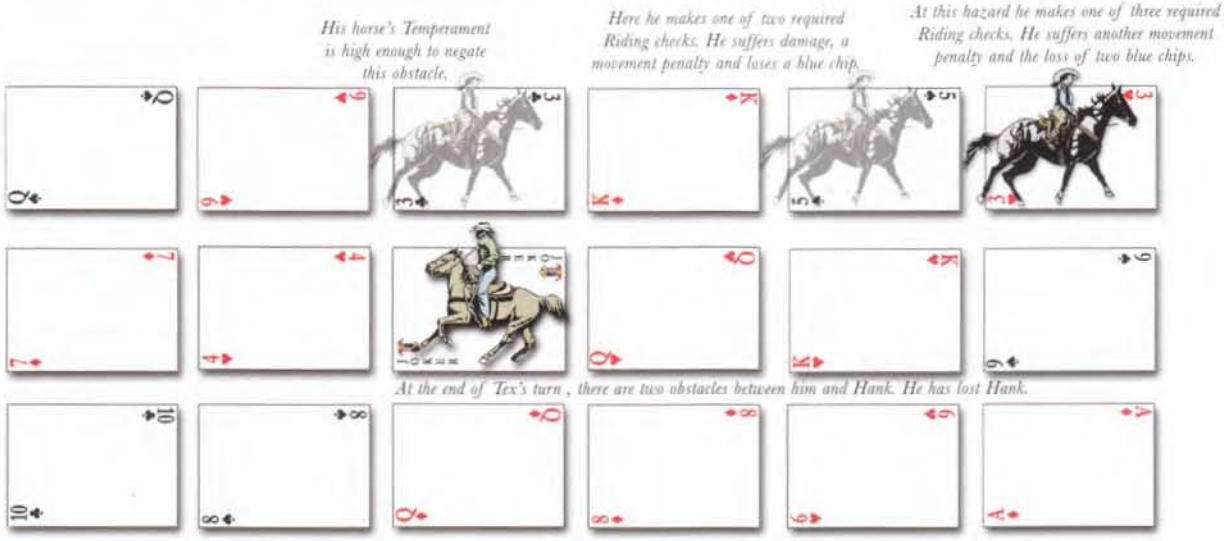
In Tex and Hank's game, for example, 18 cards have been played (the initial 6, plus the 7 from Hank's first movement and the 5 from his second). When Hank reaches card 20, he will enter the Medium Chase Phase. Hank's horse only has a Medium Speed of 6, so he receives 12 additional red chips. Likewise, if Tex reached card 20, he would receive additional red chips based on his horse's Medium Speed. However, Tex's horse has a Medium Speed of 14, so he would receive another 28 red chips.

ENDING THE CHASE

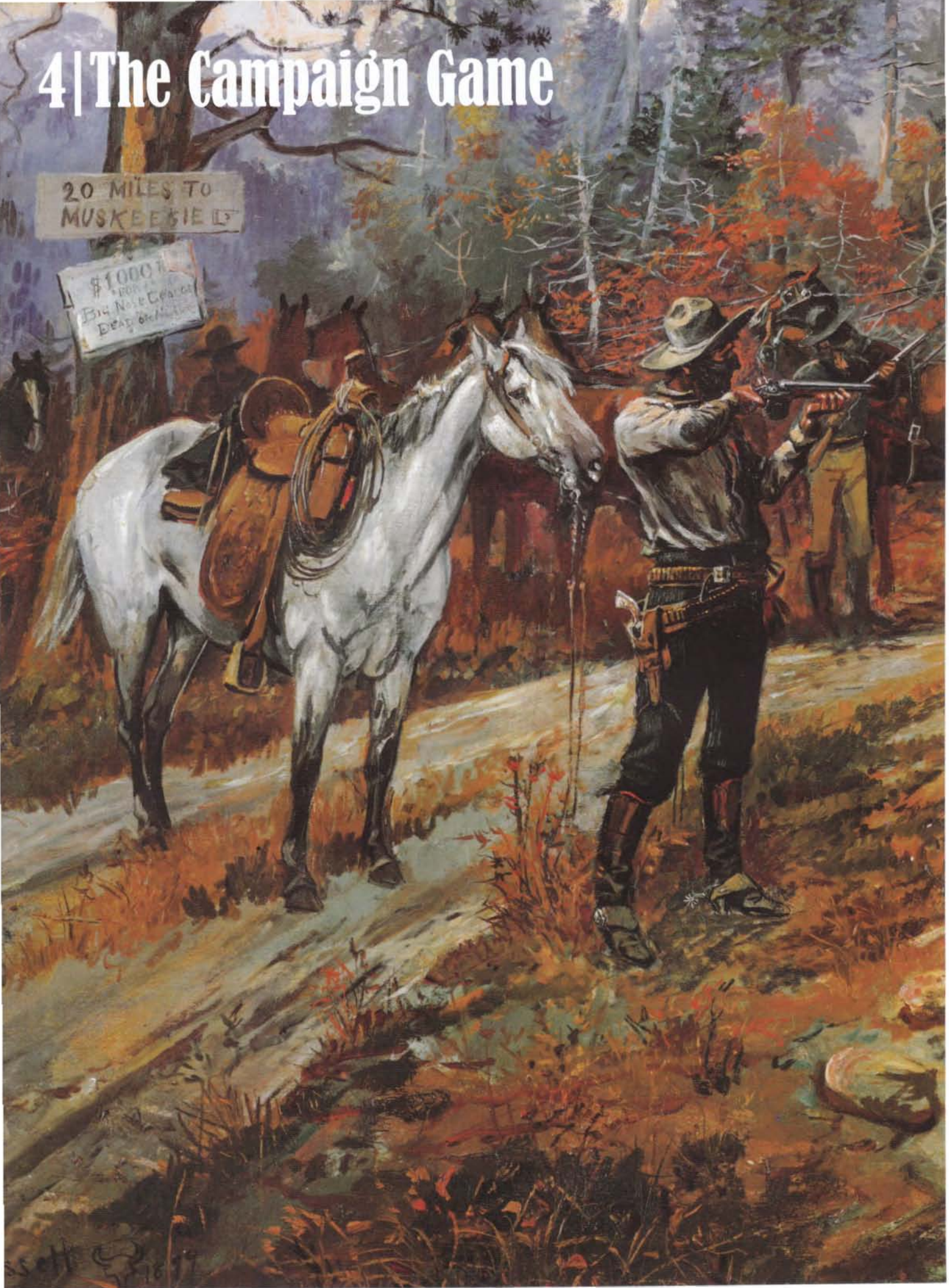
A chase ends when either a pursuer moves to within 300 feet of the pursued (in which case, move to normal combat and resolve), the pursuer gives up the chase or falls hopelessly behind. Note that after two intervening obstacles, the pursuers must attempt to track, possibly letting the pursued characters move further and further ahead. At some point they will find the pursued (perhaps camping), lose the trail (by three failed Tracking checks in a row) or the pursued will make it to a populated area or other safe haven, making tracking impossible.

Let's go back to Hank and Tex for a moment. Last we knew, Tex was a good distance behind Hank with two obstacles between them. Tex will have to stop and track at both of these, and deal with all the hazards in his way. He knows his Tracking skill is terrible, and his horse isn't very smart, so he throws up his hands in disgust and gives up the chase. Next time he has to chase a bandit, he'll know to bring more men with him. A posse usually has at least a couple of fast horses, and some men with better Tracking skills as well. Also, it couldn't hurt Tex to get a better horse…

Figure 3.7-4: Hank moves five cards ecountering two obstacles and a hazard. He succeeds in losing Tex by virtue of there being two obstacles between them at the end of the turn.

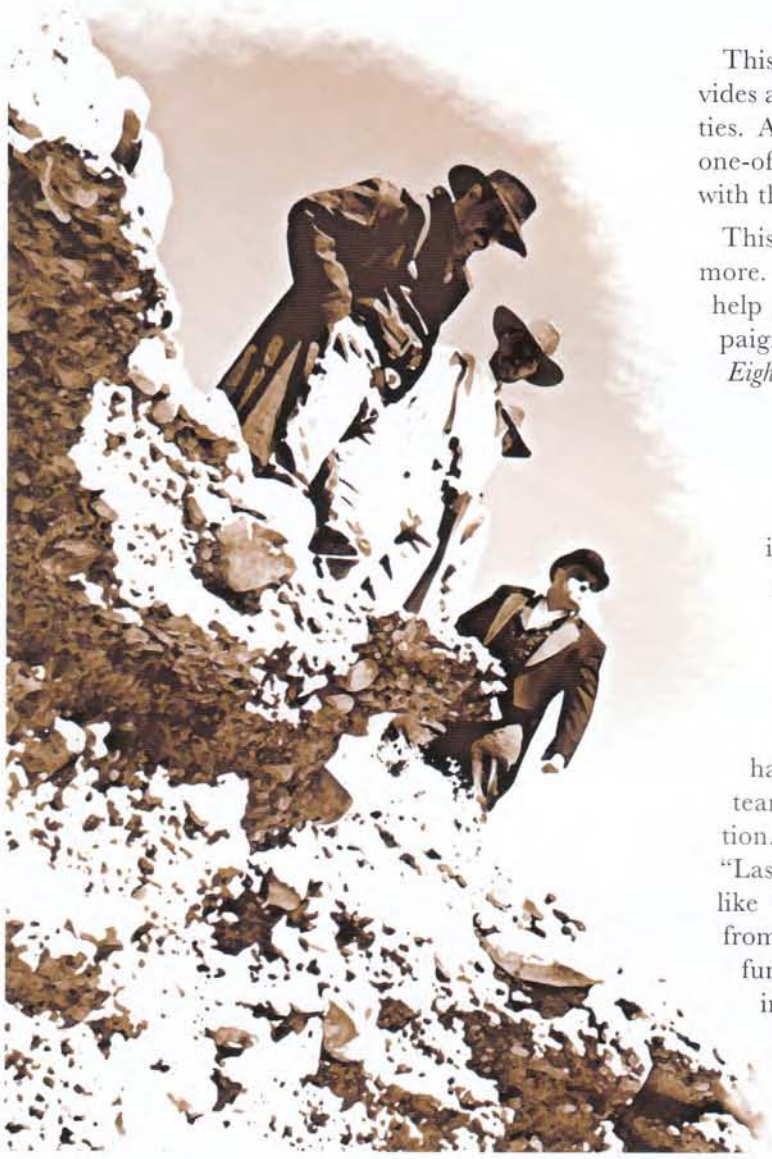


4|The Campaign Game




USM

4.1 | The Aces & Eights Campaign



Okay. So you and your friends have rolled up your fancy new characters. You're full of hope and have a burning desire in your gut to set the world on fire and show it what you're made of. You've got sand, kid. That's admirable — but before you hit the trail and start slapping leather there's a few things you should know.

Unlike their fantasy role-playing counterparts, western role-playing games have traditionally been limited to one-off adventures, with players getting together, rolling up some characters and quickly finding an excuse to fire their guns and shoot things up. Robbing a bank, taking on the evil cattle baron and his men, or ambushing the payroll stage can be great fun, but usually lead to the death of several (if not all) characters. When the session is finished so is the adventure.

This is unfortunate. As a setting, the Old West provides an abundance of untapped adventure opportunities. And although *Aces & Eights* lends itself well to one-off adventuring, it has primarily been designed with the on-going campaign in mind.

This section will help guide you in these pursuits and more. The information provided here is intended to help players and GameMasters alike get their campaigns underway while waiting for additional *Aces & Eights* supporting material to come.

Types of Sessions

For those of you new to the world of role-playing games (RPGs) the following is a quick overview of concepts common to most RPGs.

Aces & Eights can be played in one of three ways — the skirmish, the one-off adventure or the on-going campaign.

Skirmish: A skirmish is simply an excuse to have a big gunfight. Players get together, split into teams, and decide on an objective or victory condition. The victory condition may be as simple as "Last man standing wins" or something more noble like "Fight off the outlaws and prevent the bank from being robbed." Not only are skirmishes a lot of fun, but they are a great teaching aid in introducing new players to the combat rules and whetting their taste for some good western role-playing. Not only will it teach them the advantages of such things as taking cover and laying down suppressing fire, but it'll also show the players just how deadly a gun is.

Note: The *Aces & Eights* primer, *Showdown*, was released with the skirmish player in mind. It presented just the bare-bone combat rules and a handful of scenarios for players to run large sprawling gun battles.

One-Off Adventure: The one-off adventure is just that. A group of players get together, roll up characters and set about completing an adventure with some sort of specific goal in mind.

It may be driving a herd of longhorns hundreds of miles to a rail head, robbing a stage, or eliminating a band of notorious cutthroats that have taken over a small town.

The action begins and ends in a single evening's playing session. It's another great way to introduce new players to the game who may be hesitant to try it

otherwise. Like an action-adventure movie, one-offs tend to focus on intense action and lots of gunplay, with players knowing their characters may not come out alive. Oft times a one-off adventure is simply an excuse to lead the players into a climactic skirmish.

When first playing *Aces & Eights*, players may find they are content with just rolling up characters and running skirmishes and one-offs. As mentioned above, *Aces & Eights* lends itself well to such activity — and let's face it, there's nothing quite so impulsive as a new player with a gun he's just aching to use.

"Hey guys, is that a bank? Let's rob it."

Eventually, it'll sink in that gunplay is lethal, and that robbing banks and raising hell every session results in little more than high mortality rates and rolling up lots of characters.

If your group enjoys this sort of mayhem and finds it appealing, more power to you. Have at it and have fun.

The On-Going Campaign

When you grow tired of racking up a body count and start longing for something more substantial, you'll be happy to know that *Aces & Eights* has been designed from the ground up with the on-going campaign in mind. This book (and later supplements) will allow you to do much more than stumble down the path of an outlaw, or simply finding yourself getting gut shot week after week.

A campaign is a series of sessions (or adventures) where events and action from the previous session carry on to the next. Rob a bank one week and your characters must deal with the consequences (or avoid them) the following week. If a character dies, a new one is introduced to join up with the other surviving characters and the campaign continues.

In the campaign, players concentrate on establishing their characters in the world they live in and making them more powerful and successful. Players can pursue just about any profession their hearts desire, or any avenue of opportunity that presents itself. Maybe your character would like to own a saloon, or run for mayor. How 'bout both? Or maybe rumors of a gold strike in Indian territory suddenly have you thinking of trying your luck at prospecting.

Perhaps the land-grabbing antics of the much hated cattle baron is more your style. How about founding a new town and naming it after yourself?

Then again, perhaps your character has simpler ambitions. Just to own a piece a land he can call his own, stake his destiny and raise a family while making an honest living.

There's no one way to play *Aces & Eights*. Players are free to choose their own goals and pursue them with nothing stopping them but the iron of their own determination and their god-given abilities. Running a full campaign takes more work for everyone involved but it's also more rewarding.

LET COMMON SENSE PREVAIL

Be aware that no set of rules can fully cover (or even anticipate) every situation that will come up in a campaign. Especially in a game with such a broad range of adventuring opportunities as the Old West.

We couldn't cram everything into one book so there will be times when a situation comes up that isn't covered by a specific rule.

For example: How much water does a steam locomotive need to take on to travel 30 miles?

Can a buggy withstand the weight of the 100 bars of gold the players are attempting to load it down with?

How much lumber does it take to build a saloon? For that matter, how much does it cost to build one?

Trail Dust Knickerson announces he's going to jump from a train onto the back of a galloping horse while firing two six-shooters and then grab the reins in his teeth.

These situations and more can come up in a typical session. So what to do while you're waiting for the next supplement or official call...? First off — don't panic. If you find yourself in a situation where the rules are silent let common sense be your guide.

Go with what 'feels' right and let the action continue to flow. If you don't feel comfortable doing that, pause the game and discuss how it should be handled and take a vote.

After the game you can look for a more substantial answer. Visiting the official *Aces & Eights* internet forums at http://www.kenzerco.com is a good place to start.

The Challenge of Running a Western Campaign

The stories and traditions of the Old West are as ingrained in most American psyches as baseball and barbecue. In that case, you'd think it would be a snap to sit down and start running a western RPG. After all, most of us were bombarded with western TV shows and movies growing up. In fact, when trying to explain how a role-playing game works to a non-gamer, the example of " it's like playing 'cowboys and Indians' only with rules" is one of the best you can turn to.

Surprisingly, many experienced role-players look a little lost after rolling up their first characters for a western RPG. Most likely they've been weaned for years on fantasy role-play, where racking up a body count and looting the corpses was the surest way to get ahead and move up in levels, achieving almost god-like powers and becoming more or less untouchable as their careers progress.

They're used to running characters that have been pigeon-holed into pre-defined character classes or templates. The thief character picks pockets. The mage casts spells. The fighter fights. A character's chosen class more or less dictates how the character behaves and how he earns his keep for life. It's understandable that many players find it a little unsettling, at first, that most of that is gone in *Aces & Eights*.

In addition, some players quickly learn that they really don't know nearly as much about day to day life in the Old West as they thought they did. Other than acting out the plots of their favorite western movies and television shows, they find they really don't know what to do or where to turn once their character is dropped into the game.

Again, this section will help nudge you in the right direction and arm you with some ideas. In addition, it will provide a wealth of useful information for both the player and GM to get started.

The Shattered Frontier

While you're free to run your campaign in any setting (historical or otherwise), the official setting for *Aces & Eights* is the Shattered Frontier. This is where most of your campaign will unfold. It's also the default setting for any future *Aces & Eights* supplements and adventures.

The Shattered Frontier is based on the American Old West, but with an alternative history spin. Simply put, events took a different turn at key moments in history, resulting in a very different political landscape.

Why an alternative history as opposed to a historical setting? The benefits of an alternative history setting are manyfold.

For one, it frees the players/GM from history and allows them to fill in the blanks and write their own. No worry of a player pointing out, "Hey! No fair. Smokeless gunpowder wasn't invented until 1886!"

It also prevents players from acting on knowledge their characters wouldn't have. "Gee, I think I'll look for gold over here near Cripple Creek. I've got a funny feeling about that spot."

Most importantly, it adds a bit of mystery to the setting. It gives that feeling of embarking into the unknown that would otherwise not be possible.

For those players and GMs who prefer a real history setting – no problem. The rules themselves apply to both approaches and the library (or the internet for that matter) is filled with material covering every aspect of the American Old West in minutia.

A Brief Overview of the Shattered Frontier

The "Shattered Frontier" was a term coined by a St. Louis newspaper publisher, Shawn Griffith Nelson, when describing the lands west of the Mississippi River.

A few months ago, Mr. Nelson made a journey from St. Louis to the frontier boomtown of Muskeegie and chronicled his experiences by telegraph.



Shawn Griffith Nelson
Newspaper Publisher

In his weekly published updates, he harped on and on about the 'God-given' opportunities presenting themselves out West that were, in his opinion, being "squandered" by the Union.

"Vast expanses of land and valuable resources claimed by everyone yet controlled by no one lie in this shattered frontier," he wrote in one piece. *"Neglecting this territory is akin to letting fields of fertile soil lay fallow while the starving farmer picks through the trash for his supper. It's shameful."*

The 'Shattered Frontier' as he dubbed it, is a region with overlapping claims and contested borders — land

coveted by Imperial Mexico, the Republic of Texas, Deseret and the United States, but occupied by "heathens, squatter towns, Indians and bandits".

Known by the Mexicans as "El Diablo's Caldera" (or simply "the Cauldron") this area of political unrest is the stage for your beginning *Aces & Eights* campaign. It is here, around the squatter towns of Lazarus and Muskeegie, that your adventure is centered. Once an area deemed suitable only for outlaws in hiding and for trappers running the occasional trap line, the San Juan Mountains now have the continent's undivided attention. Gold was discovered here in recent months and the rush is on.



★ RUNNING THE CAMPAIGN ★

Lucky you — if you're reading this section you probably drew the short straw and will be taking on the role of GameMaster (GM). If not, you can skip ahead to the Player Tutorial section or keep reading, so you'll be ready to help out your GM when called upon.

As the GM it'll be your job to weave the story and guide the players along on their adventures. If you've ever played a role-playing game before, you already have a pretty good idea of what the job of GM entails.

The GameMaster is the man with the script. He arrives at the table with an adventure and armed with intimate knowledge of the campaign setting and rules of the game. It'll be your job to present the adventure to the players and then respond accordingly based on the player's actions.

Not only that, but you'll also be winding the clockwork that keeps the gears whirring as the world the players stomp around in stays in motion — rumors of distant wars, the sounds of men and hammers as new rails stretch westward, rich eastern bankers leaning over their maps determined to hammer the west and bend it to their will — all taking place while your players attempt to find their place in it all and gain a foothold.

Your first job as GM, however, will be coming up with a few starting adventures and introducing your players to the Shattered Frontier. Before exploring some ideas for adventures let's take a few moments and cover some basic RPG concepts.

TIME AND THE CAMPAIGN

"Time is money, boys!!! And right now we're bleeding nickels like a sieve. You best commence to haulin' ass."

- Freight master to his wagon drivers

Since keeping track of time and record keeping is important in role-playing games, it bears mentioning here. There are two types of "time" discussed in this book: Game Time and Real Time.

Game time is the imaginary time that passes for the characters "in" the game. Real time is the passage of time in the real world, the time that physically passes for the players and GM as they play the game. For the benefit of those readers who may not have played a role-playing game before, let's take a closer look at both concepts.

Game Time

Time passes within the game world as players move about, taking on the role of their characters.

For example, if Fetch Anderson walks into a bar, orders a drink and slams it back while making eyes with the whore sitting in the corner — a few minutes of game time just ticked by. And later, when Fetch plops down on a bale of hay in front of the livery stable to clean his gun — another twenty minutes or so pass.

Minutes fade into hours. Hours fade into days. Days become weeks. Weeks become months...well, you get the idea.

Just be aware that game time and real time don't always pass at the same rate. For example, that twenty minutes spent cleaning a rifle only took a few seconds of 'real' time. About as fast as muttering the phrase "I'm cleaning my gun."

That's because game time is often sped up in the interest of keeping the game lively and interesting. Take the above example. Nobody wants to sit around the table for twenty minutes while Bob explains in detail how he's breaking his gun down and cleaning each part. Nor do they want to hear him describe how his character shaved and picked out the clothes he's


Wilsons Creek
▲ 4342
Mount Agatha
BATESBURG
Drummonds Wash
Delores River
West Delores River
Animas River
▲ 4033
Hesperus
Mountain
Split Hoof Creek
Rio Del Cortez
CORTEZ
Gold Camp Trail
▲ 2731
Conquistador
Peak
MUSKEEGIE
Rastro Del Lobo
Navajo Trail
Old Spanish Trail
Animas River
La Plata Wash
Mancos River
LAZARUS
ROCA DE GALLEON
RANCHO BUCARELI
SAN JUAN RIVER
SAN JUAN
▲ 2188
Roca De
Galleon
Chuska Wash
The Old Elfrida Trail
Chaco Wash
Hunter Wash
BLACK HORSE
Rastro del Barracho
Gallagos Wash
GALLAGOS CANYON
N


TOWN
RIO GRANDE RIVER
SOUTH FORK
N JUAN MOUNTAINS
4292
om Peak
Los Pinos River
3309
Wolf Creek Pass
▲ 4054
Summit Peak
Rio Alamosa
MORMON SPRINGS
(LA ESPERANZA)
n Springs Trail
Piedra River
Conejos La
Rio Blanco
Navajo River
SAN JUAN RIVER
TRINITY
LA JARA
OAD
CANYON
PRITCHETT'S ROCK
ACES & EIGHTS
SHATTERED FRONTIER
THE CAULDRON
1 hex = 5 miles

CO-OP GAMEMASTERING

Considering the scope of the typical *Aces & Eights* campaign, one thing you may want to eventually consider is the concept of Co-Op GameMastering, with different players taking on the role of GM at different points and sharing the load. When a player takes the hat from the acting GM, his player character takes on NPC status until he, in turn, gives up the role of GM.

It's not for everybody. It requires experienced players who are able to referee events without giving the other players (and their own characters) special treatment. But, it can (and has) worked.

In such a campaign, the players work in partnership, with one player being the primary GM and the others providing their own input along the way. Various aspects of the campaign, such as countries, towns and even Indian tribes are treated like NPCs, each with their own agendas and motivations.

For example, one player may want to run the town of Cortez, making decisions on how that town will react when Muskeegie lays claim to the newly-discovered gold fields that lie between the two towns. Another player may be responsible for GMing Red Sleeves and his Apache warriors — deciding if they honor their agreement of not harassing Lazarus' supply lines. Perhaps another player is GMing the railroad company and deciding in which direction new tracks are laid as they creep west.

As your campaign evolves, you'll have an opportunity to add many layers of activity. Co-Op GMing is a way of handling the workload.

going to wear in the morning. Such trivial details can be glossed over.

The same goes for characters pulling an eight hour shift tending bar at the local saloon. Unless something eventful happens or the player wants to do something specific that needs to be resolved, you can jump ahead.

On the other hand, game time sometimes slows down where the seconds (and even tenths of a second) creep by. Take that running gun battle which took an hour of 'real' time to unfold for instance. Most likely all that mayhem only represented a fraction of a minute in 'game' time.

Real Time

Real time is just that – the passage of time in the **real** world. While your game session may have lasted only a few hours in 'real time' it is quite possible that your character experienced the passage of weeks or months of 'game time' during a single night's session. It's not really all that complicated, but some neophytes confuse the two types of time.

Recording Game Time

The passage of game time is very important in a campaign and should be diligently tracked and recorded. Choosing a player to be the designated Time Keeper is always a good idea. Keeping track of time tends to reinforce the consequences of wasting it. Time waits for no one and marches on regardless of how it's spent.

For example, Frank's character, Kansas Joe, spends six weeks panning for gold in the wrong section of the Animas River based on some bad information. Nice for him if the rest of the world stood still while he was wasting his time, but he doesn't have it like that. When he eventually crawls back into town empty handed and with a gnawing belly, he discovers a half dozen new buildings have risen up in what were previously empty lots. Even worse, the girl he was pining for has moved on to a new beau and the owner of the hotel won't let him in his room or at his property until he forks over six weeks' back rent.

Keeping track of game time is important for a variety of reasons. That bullet the drunkard of a town doctor was kind enough to pry out of your shoulder, for instance. It'll be weeks, maybe months, before you'll have full use of your arm again. Maybe even longer if the quack botched the job. This is time that must pass within the game.

Recording time during combat (referred to as the "Action Count"; also "Count Up" or simply "Count") is especially important since it determines when players can perform shooting and moving actions. Action Count is covered in detail in the Scrapes sections.

The Impact of Time on the Campaign

Of course, the passage of time has an impact on the campaign and the characters themselves. For characters there will be expenses. Even if they aren't actively role-playing every hour, day or week, they must still pay for expenses such as room and board, ammunition, care and stabling of horses, etc.

For campaign realism, the world around the players should march on. Buildings will rise up, seasons change, rail lines extend, and much more. The world doesn't lie dormant waiting for the players to interact with it.

INTRODUCING THE PLAYERS TO THE SANDBOX

Okay, so it's the first session of your first campaign. The players have assembled and are raring to use those shiny new six-shooters they've purchased. Understandably, your players are going to be a bit disoriented if this is their first session. They know nothing about the world around them and are unsure what to do first. In short, they're going to be lost.

Likewise, you may be feeling a bit lost too. Don't sweat it. You'll find your feet in time. The key will be keeping the action (and the players) moving. If they're standing around looking bewildered, throw an encounter or two at them and force them to react.

To kick off your first session, you may want to consider having the characters arrive in a group as newcomers to the area.



There are several tried-and-true ways of starting a new group of players that will make things go smoother.

1. Parched Strangers: The players start off in a bar where it is assumed they are strangers to one another. Perhaps one player is a local boy down on his luck and looking for opportunity to show its face. Another player is simply passing through town and has stopped to quench that 'powerful thirst' that's been nagging and to shake off the trail dust. Another player still is hitting the faro tables and 'chasing the tiger' — hoping to fatten his coin pouch before pressing on.

This is a good way for the players to introduce their characters to one another. Perhaps a loud-mouth Non-Player Character (NPC) bully picks a fight with one of the players and one or more of the PCs jump in and come to his aid. After all, nothing bonds a group of characters like a good barroom brawl.

2. Noon Stage: The players have just completed a long overland trip by stage and arrived at their final destination. The session begins as they disembark from the stage and gather up their luggage and belongings.

The nice thing about this approach is that it assumes the PCs have gotten to know each other on their journey. Perhaps they've already decided to join up and seek their fortunes together.

3. Birds of a Feather: The campaign begins with the players in jail. They've all been picked up for minor offenses — public intoxication, brawling, loitering, or whatever. As the session begins, they are being released as the players are roughly roused from their sleep by a very intimidating sheriff and his deputy.

After a stern lecture from the sheriff, any belongings that may have been confiscated are returned. The GM may even want to have certain characters pay a fine. The sheriff informs the PCs they must be gainfully employed within 48 hours or leave town — no vagrants.

This approach is good for lighting a fire under the players' butts and giving them some motivation to find work while avoiding run-ins with the law.

4. End of the Trail: The players all hired on as cowboys to drive a small herd to town to satisfy its appetite for fresh meat. The characters have bonded on the long journey and are looking forward to celebrating a job well done with drinks at the local saloon. This will also give them a chance to raise some hell while they wait for the trail boss to settle up (to bring them their wages).

The GM may opt to pay each player $30.00 (giving the players some nice starting cash and an opportunity to buy equipment). Alternatively, he may opt to have the trail boss slip out of town on the sly and stiff the players on their pay (providing an adventure opportunity as the players head out to find him and settle the score).

5. End of the Line: The players signed on to work for the railroad, busting their backs laying rails on a new spur stretching into the West. Work was suddenly halted (lack of financing, weather, etc) and the characters were given their walking papers. After hoofing it to the nearest town they find they are coin-shy and in need of work.

6. Every Gun has a Story: The above, of course, are simply suggestions to explain how the players have come to find themselves in each others' company. Another approach is to simply let the players decide why they've thrown in together.

In the Character Creation chapter, each player had an opportunity to pick a reason why he came west (or to roll for one randomly). If two players are running from the law, perhaps they were partners back East and are fleeing together. Perhaps two or more characters are siblings, or even father and son. Allowing players to share their backgrounds before the campaign begins is a good way for them to suggest how and why they happen to be travelling together.

Regardless of which approach you use starting out, you'll find that after the players have a few adventures under their belts they'll begin to get a better feel for the lay of the land and be more familiar with the setting. As characters die and new ones are brought in to replace them, players should be able to hit the ground running.

ADVENTURE HOOKS

Coming up with new adventures for your players is the next order of business. Note that adventures don't have to be fully fleshed-out works brimming with details. Coming up with a basic plotline, details on the NPC(s) involved (as well as for others likely to be encountered), and some idea of what success or failure in the adventure means, is often enough to get you started. The important thing is that you keep the players challenged and engaged.

The following are some adventure hooks in our popular Bait and Tackle™ format to help give you some ideas.

Golden Opportunity

SETTING: Town/Wilderness (Beginning Characters)

BAIT: Soon after hitting town the characters are spending time in a local watering hole (saloon) when they are approached by a stranger with a proposition.

He produces a claim for a dig site barely a day's ride from the town. A site, he claims, that has shown color and looks promising. The problem is that he has just recieved news from back East that his wife is dying. He needs to return on the next stage. Since the rights to any claim that's not worked at least once a month are forfeited, he's in a bit of a tight spot.

His proposal? He asks the group to work his claim until he returns. Then they will split any gold recovered, they will shake hands and he'll take over the digging.

The group may find the proposal to be a no lose situation. All they are really risking is time. The stranger explains they'll need to heavily provision themselves. He suggests mules, a wagon, food enough for several weeks, and firearms. So there will be an investment of money as well.

TACKLE: The stranger is running a scam. The claim is bogus. The stranger and his partners are flat broke and attempting to push through the Shattered Frontier to California. The plan is to wait at the 'claim' and ambush the group when they arrive and steal their provisions.

By drawing the players out of town and into the wilderness the stranger and his cronies hope to hedge their bet.

Big Trouble Comes in Big Packages

SETTING: Town/Trail (Beginning Characters)

BAIT: A local businessman approaches the players about a job. He wants them to deliver a steamer trunk to a nearby town. He's providing a wagon and two horses for the job (to be returned after the job). He explains the trunk holds an expensive china set and is to be delivered to a specific person who will pay them. The job pays $50 if the dinnerware arrives unbroken.

TACKLE: It may seem like easy money but, unfortunately for the group, wagging tongues have complicated the situation. A false rumor has spread that the businessman is actually smuggling a shipment of gold out of town (he owes money to a lot of people).

BAIT AND TACKLE™

Bait: to lure, tempt, or entice.

Tackle: to knock an opponent to the ground.

***Bait and Tackle*™** presents a series of brief adventure hooks that a GM can take and flesh out on the fly. They can be useful if the GM finds he's short on ideas when preparing an adventure, or finds his group has outpaced the night's adventure and he suddenly finds himself having to improvise. Each hook is presented in a simple three-part format.

Setting: This is simply a tag identifying the setting or type of adventure hook, i.e. wilderness, city, subterranean, etc.

Bait: Exactly that — the situation or carrot used to lure or 'bait' the players and prod them in the right direction.

Tackle: This is the hammer or twist that makes the situation dangerous, exciting, or challenging. Without the tackle what's the point?

You can find more Bait and Tackle adventure hooks on our *Aces & Eights* website and forums at http://www.kenzerco.com.

Even before the group has rolled out, word of the 'shipment' has spread all over the area. Clueless, the players soon find they have a target on their backs.

Where There's Smoke There's Fire

SETTING: Town (Beginning to Moderate Characters)

BAIT: A new saloon has opened in town. Unfortunately for the owner the competition isn't too happy about it. Twice someone has attempted to burn him out, and his girls have been lured or scared away. Then, a few nights ago, his barkeep was severely beaten with an axe handle. Customers are now avoiding his establishment like the plague. His future looks bleak.

After the characters wander in (unaware of what's been happening), the friendly owner begins sliding drinks down the bar — on the house. Once they are good and liquored up, he makes them an offer. He needs muscle. He'll provide room, board and a percentage of his profits for the next 30 days if they'll stick around long enough for him to get things under control. The competition is just hoping he'll run without a fight, he believes. If he takes a stand they'll soon back down.

TACKLE: If the players accept the job, they'll find they'll have their hands full for the next 30 days. Hired thugs sent to cause trouble begin frequenting the bar, and when the players make their way out on the town they find trouble follows them. If they make it through the 30 day period — and the owner hasn't been burned out — he may extend his offer. If successful, the group may even be able to leverage their talents for part ownership in the bar, making a nice base of operations for future adventures.

The Trouble with Harry

SETTING: Wilderness/Trail (Beginning Characters)

BAIT: While traveling along a remote trail, the characters stumble upon a half-decomposed body. Lying nearby is a satchel filled with banknotes ($250.00 in Texican dollars), a fine pair of boots and a fancy hat with a silver hat band.

If the characters examine the body, they notice a broken stirrup from a saddle wrapped around one ankle, and that the corpse has a broken leg.

The players should be able to quickly deduce that the poor unfortunate was thrown from his horse, got his ankle stuck in the stirrup and was dragged to his death.

TACKLE: The downside of this encounter all depends on what the characters do next. Do they bury the body by the trailside and claim the valuables? Do they take the body with them to the nearest town for identification and turn over the valuables to the authorities?

The victim was a very well-known gambler named Harry Fontaine. When traveling, he liked to don his traveling clothes and put his fancy duds in a satchel. If the players turn in the valuables and body, they will be rewarded for their trouble by Harry's widow ($100.00).



If they choose to keep the valuables and don't report finding the body, it could go badly for them. Anyone who knew Harry will recognize his distinctive hat/boots if they see someone else wearing them. This will obviously raise questions, especially since Harry is long overdue. The players may have some explaining to do and will be suspected of foul play.

Posse Forming Up

SETTING: Town

BAIT: The players arrive in a small town that seems largely deserted. Most of the businesses are closed down and the only townsfolk wandering the street are women, old men and children.

After noticing the saloon is still open, the characters decide to get drinks. After bellying up to the bar, they learn from the bartender (an old man) that most everyone who could carry a gun joined up with the posse the sheriff formed up that morning.

He explains that Three Whiskers Jake and his notorious gang tried to rob the bank that morning and the posse was determined to track him down.

TACKLE: The GM should emphasize the fact that the town is mostly deserted — hopefully the characters will take the bait and try to rob the bank themselves. If they don't take the bait, no worries, for Three

Whiskers Jake has outwitted the posse. The bandit has backtracked to town and plans on another attempt.

This means that the players may have to step up and be heroes and defend the bank. If, however, they choose to rob the bank themselves, it could be a race to see who hits it first.

Raise the Colors

SETTING: Town

BAIT: The players are in a crowded bar soaking up the suds and looking for work when they draw the attention of some local men. One of the men offers to pay a $5 gold coin to whoever will climb the flag pole across the street and raise the flag he hands them. He even gives the coin to the bartender and instructs him to pay the man who gets the job done.

TACKLE: If they fall for it, the players are about to become the victim of a local practical joke. The saloon (whose customers are mostly Confederates) has been embroiled in a long-term feud with the Saloon across the street (whose customers are mostly Union sympathizers).

For the past several months they've been raising the Confederate flag on the flag pole and tearing down the Union colors. At first, it was all fun and giggles, but the Yankees in town eventually grew tired of the game. They have become quite hostile and are insisting the prank cease.

Wanted Man

SETTING: Wilderness

BAIT: The characters are traveling in a remote area and stop to water their horses at what first appears to be an abandoned miner's shack. While tending to their business, a rough-looking character rides up with a pair of rabbits slung across his saddle.

The stranger seems annoyed to see the characters. Still, he invites them to stay and share a meal with him. Even if the players decline the offer and move on, they are struck by the stranger's sense of presence.

If they accept the meal, they learn the stranger (he introduces himself as Jack) is extremely charismatic, loves to talk and seems a bit lonely. He explains he's from back East and trying his luck looking for gold. He makes a point of the fact he's found no color and is about to throw it in and give up.

TACKLE: When the players arrive at the next town they ride by a sheriff who is tacking up a wanted poster. To their astonishment, the likeness on the poster bears an uncanny resemblance to Jack. The poster is for a notorious outlaw known as "Three Rivers Jake McCoy." and a $500.00 reward is being offered for his capture — dead or alive.

As much as Jack looks like the man on the wanted poster, the truth is he's an innocent man. Of course, chances are the players won't be convinced and will want to go for what looks like easy money.



If the players decide to return to the shack and attempt to capture Jack, they will certainly not be very warmly received. Despite Jack's earlier assertion, he has been finding gold in the claim that the previous owners thought had been 'played out'. It's not much ($300.00 in gold), but to him it's a fortune and he's convinced it's just the beginning.

When the players ride up, Jack is convinced they have returned to rob him and boards himself up in his shack. He has a rifle, is a fair shot and will fire on the group in an attempt to drive them away.

Should the group capture (or kill) Jack and haul him in to collect the reward, the mistaken identity will be revealed and there may be some unexpected consequences.

Family Lost

SETTING: Wilderness (Semi-experienced Characters)

BAIT: A local general store owner came West to seek his fortune until, finally, he is able to send back to Kentucky for his family to join him. However, they are now a week and a half overdue. The poor man is frantic and is offering a reward to anyone who will help him find them. He has posted signs all over town offering a reward of $200.00 (or $500.00 credit at his store) to anyone who finds his family and brings them back safely. The last he heard from them, his family had telegraphed that they were a mere five days away.

TACKLE: Months ago, the store owner's father, mother, and young wife (who is expecting their first child) started travelling in a wagon loaded down with all of their worldly possessions. Just after sending the telegraph, they were approached by a couple of drivers heading in the same direction. The pair suggested the family travel in their company for protection,

explaining the road ahead was filled with bandits. When the weather took a turn for the worst, the group got lost and turned off the main trail, becoming mired in the mud. To make matters worse, Indians stole their horses during the night.

The players need to use their Tracking skill and negotiate with Indians to retrieve the family without gunplay. The rogue tribe demands a ransom for safe passage out.

Mystery on the Ranch

SETTING: Ranch (Beginning Characters)

BAIT: A local cattle baron seems to be losing several head of cattle every night. Other strange incidents are happening around the ranch as well, such as saddle straps being cut and causing injuries, horses coming up ill, etc. Since he suspects one or more of his hired help are involved, he wants to bring in outsiders to investigate.

He has sent his trusted foreman into town to hire some new men with no bonds of friendship with his crew. They'll be given orders to keep their eyes and ears open, and will be paid a handsome bonus if they turn up anything. The cattle baron doesn't trust any of his own men right now, with the exception of his foreman.

TACKLE: As it turns out, the ranch owner's youngest son is secretly working with a rival ranch owner to sabotage his dad's ranch, resentful of how much attention and responsibility his father gives his oldest brother. Over the past year he hired ranch hands who answer to him and help him cause havoc around the ranch.

The ranch owner will not want to hear that his son has been sandbagging him. If the son discovers the new "hands" are snooping around and are close to revealing the truth to his father, he may take drastic measures to prevent this.

Trouble from the Past

SETTING: Indian settlement (Beginning Characters)

BAIT: A merchant wants to hire several workers to accompany him on a trading expedition to an Indian settlement, a three days' ride. He needs good men to perform various tasks, from guarding the merchandise to loading and unloading wagons, translating etc. The pay is a generous $15.00 for a week's work.

TACKLE: The merchant has made a career of trading (and cheating) people. Unfortunately, in this situation his reputation proceeds him when it comes to the Indians. A few years ago he traded with a group of Indians several hundred miles away and swindled them.



He doesn't realize the settlement he intends to trade with now is comprised of many of those same Indians. As soon as he arrives he will be recognized, and those he has hired will be considered guilty by association.

Land Grab

SETTING: Town

BAIT: Lazarus is booming and the townsfolk are just giddy about their town's future, so much so in fact that they've been celebrating. A wealthy banker and land speculator, Terrence Brice, arrived too late to cash in on the bonanza, so he's looking to found a new town of his own.

He has come up with a surefire way to make money. He has advertised in several small-town newspapers back East that he will be hosting a land-grab contest in a 'new' town that he promises will be "booming" in no time. The winner of this contest, he states, will receive five free lots of land in "Briceburg," and the winner will get to pick the lots he wants. All are invited to participate. The entry fee for this contest, he advertises, is a mere $1.

Terrance is hoping to rake in thousands.

TACKLE: In order to win the contest, a person must compete and win several events. The GM can decide the nature of the contest. A horse race (using the chase rules), a shooting contest, or a bare knuckles brawl could all be popular with the townsfolk — and the players.

The person who wins this contest will indeed win the deed for free land, but whether or not it ends up having any real value depends if Briceburg gets off the ground.

Fast Tracks to Trouble

SETTING: Train

BAIT: The players are riding a train and enjoying the magnificent scenery streaming by outside the windows of the passenger car.

TACKLE: They picked a bad day for a train ride. Bandits are waiting in ambush where the train has to slow down to make a bend in the rails. They board the train just behind the engine/tender and begin making their way to the rear of the train (going from car to car) robbing passengers.

Their ultimate goal is to get to the mail car toward the end of the train and seize the payroll shipment they've been tipped off about. Hopefully, the players will step up and be the heroes of the hour and take on the outlaws.

This is a nice adventure hook when the GM wants a simple linear adventure with cinematic feel (i.e. lots of gunplay and action). Combatants will have plenty of cover as they fight from car to car as well as other options (such as going up on the roof).

CAMPAIGN EVENTS

In addition to the adventures you'll be running session to session, you'll also need to think about the overall campaign and backstory that drives all the action.

The following are a few campaign elements that can propel events in your campaign and suggest (or even create) new adventure opportunities for your players to take on. You can use one or several.

Thundering Rails

The railroad is coming and nothing can stand in its way. Yet, with progress comes turmoil, as those in the way get shoved aside. Depending on terrain and the level of determination some rail crews are able to lay a mile of track per day.

With this campaign event, the GM decides what communities the railroad links, and advances the railline as game time passes by. A mile a day is a bit ambitous, so figure 2d3 miles a week and adjust for difficulty of terrain, such as mountains and river crossings.

With the railroad comes throngs of people: adventure seekers, opportunists, laborers and more. All of these can have a huge impact on the area.

Rumors of War

This is usually a given for the Shattered Frontier, but with this element one or more political or ethnic groups are in a state of upheaval. Perhaps the Indians are upset over a treaty violation, or maybe Imperial Mexico is upset that so many Union settlers are filtering into the Cauldron. Such political unrest should always be churning in the backdrop of your campaign, but with this campaign element, it's suddenly up close and personal and not just rumors of events far removed.

Gold claims could be in jeopardy. Not to mention the very existence of squatter towns. But it can also create opportunities for those savvy enough to recognize them. Instability tends to heighten tension in the campaign — just the thing to keep your players on their toes.

Political Upheaval

Since players tend to gravitate toward towns and use them as their base of operations, the political arena is a great way to get them involved in the welfare of the community itself.

As the players busy themselves with adventuring, all about them is the buzz of an upcoming election. Up for grabs is the office of mayor, sheriff and other postions of prestige and power. Strong personalities are involved (perhaps even one or more of the players) and the campaigning is getting heated. The potential for voting fraud and other dirty politics makes this campaign event ripe for adventure opportunities.



MUSKEEGIE HERALD

APACHE UPRISING!

RED SLEEVES BURNS OUT SETTLEMENTS!!
CUTS OFF SUPPLY ROUTES TO SILVER TOWN!!

CHIRICAHUA WAR CHIEF FOLLOWS THROUGH WITH THREATS !

RENEWED HOSTILITIES HINTED AT FOR MONTHS

THE PEACE SHATTERED

THE ANIMAS LINE VIOLATED BY SETTLERS

"WEEKS OF TALKS AND NEGOTIATION WASTED" COUNCILMAN SAYS.

TOWN MILITIA BEING FORMED

ANIMAS VIGILANCE LEAGUE MOUNTING UP TO ESCORT SHIPMENTS

NEW GOLD STRIKES CAME WITH A TERRIBLE PRICE!

Gold Strike

This is already a major campaign element in the Shattered Frontier, but having a new source of gold or silver pop up is good way to mix things up (and to change the face of your map).

As soon as word hits that gold has been found, people flock to the area. Boomtowns rise up overnight. New trails are cut. Supplies begin pouring in. Of course, none of this guarantees how long the color will hold out. Gold busts were a common occurrence.

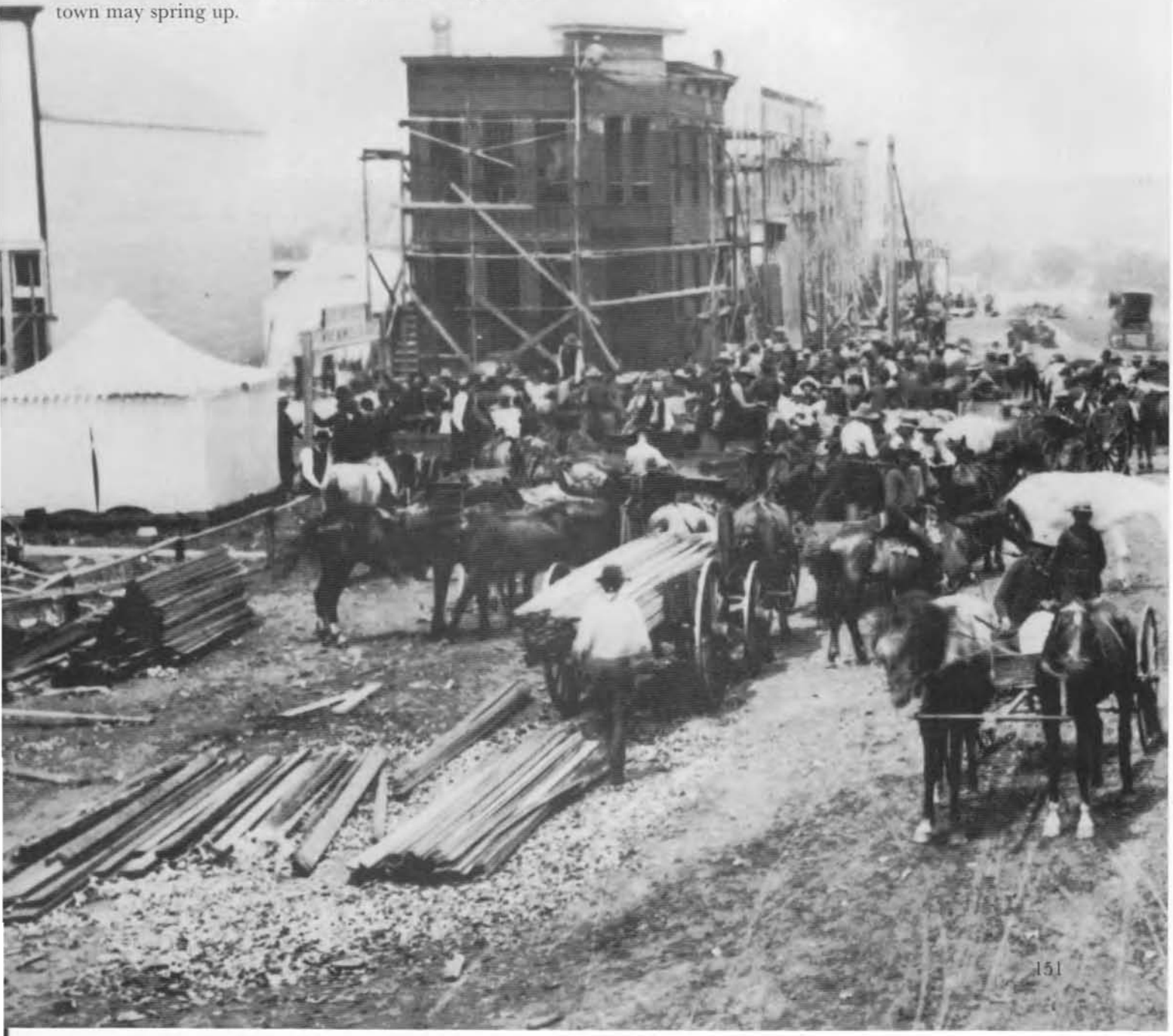
The Town Builders

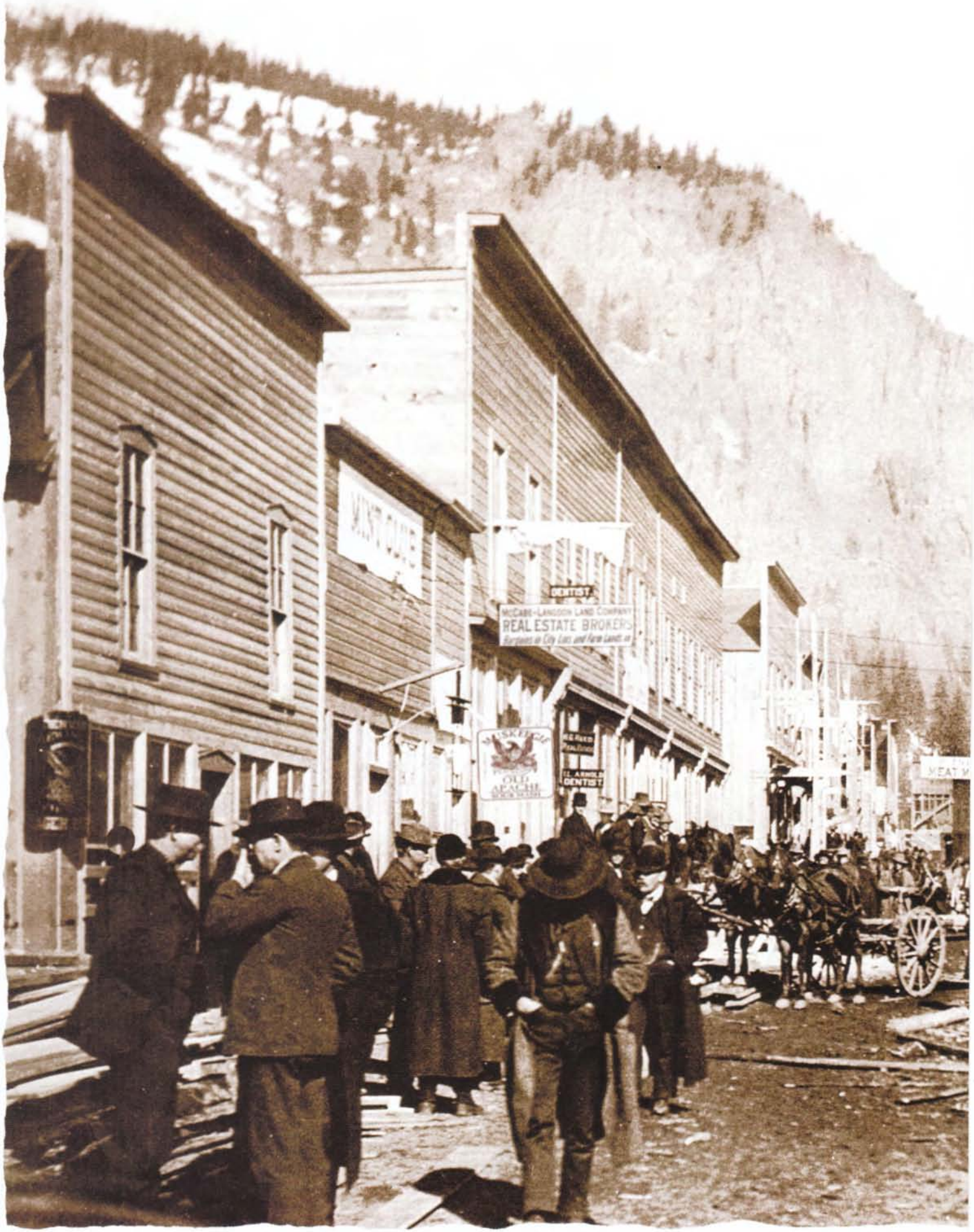
One of the most fascinating campaign opportunities is the creation of new towns and communities where none existed before. This can be even more exciting when players get in on the action.

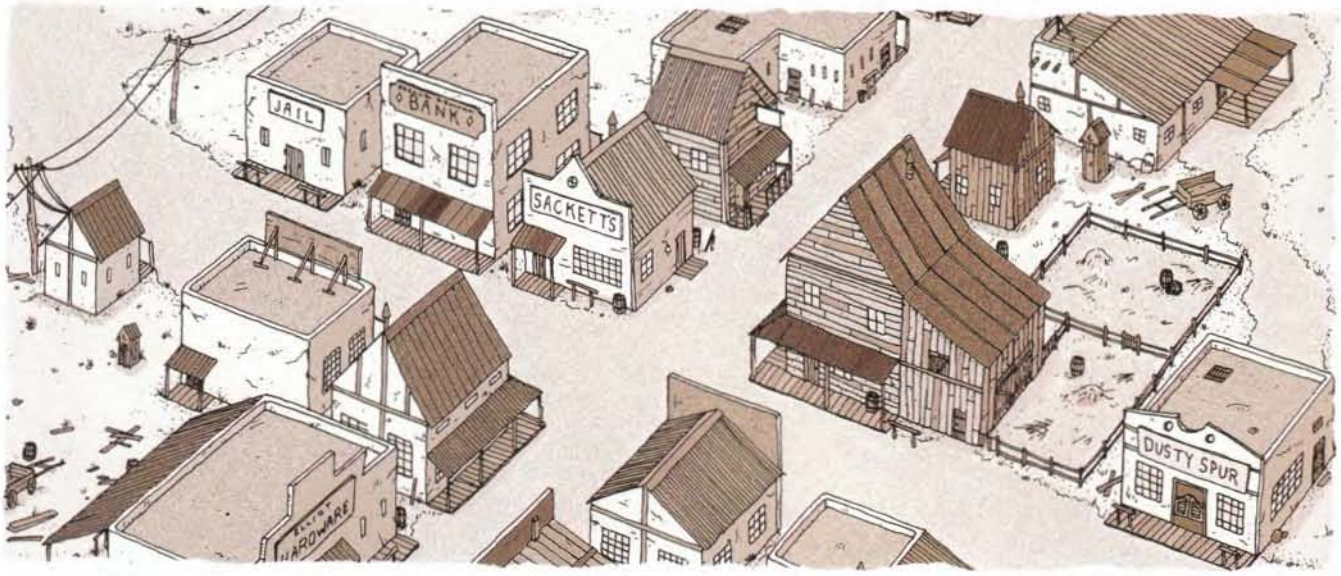
Be it to exploit a local resource (gold, lumber, cattle, etc), to fill a niche (such as taking advantage of the flow of people and material along a trade rout) or simply to gain a foothold in an open territory for sponsers or investors back east, there are many reasons why a new town may spring up.

A new town can shift the center of power in a region and have a far reaching impact both politically and economically. The Old West was all about expansion, and there's no reason your players should be left out of the action.

The following pages provide more information about towns in the *Aces & Eights* campaign, and even provide two sample towns for your use!




REAL ESTATE BROKERS
DENTIST



★ TOWNS & THE CAMPAIGN ★

As small enclaves of civilization cast in the sea of an untamed wilderness, towns are all important in the Shattered Frontier. The only real source of protection from the dangers that abound at every turn, towns attempt to bring order to the chaos of the wilderness. Outside a town, players are largely on their own.

Weak or strong, good or bad, even the most self-reliant individuals in the Shattered Frontier need to stop into town every now and then. They may need to reprovision, sell goods, or just to blow off a little steam. Regardless of the direction your campaign ends up taking, you'll find a great deal of the players' time is spent in town.

Two starter towns are provided in this book: the small backwater town of **Black Horse** and the boom-town on the rise, **Lazarus**. Either town should be suitable as a starting off point for your campaign.

The advantage of using Black Horse is the fact that we have no plans to officially flesh out or develop the town. The GameMaster is free to take it and make it his own without fear of the designers later releasing material that steps on his toes. No details beyond those presented here will be published.

As something of a two-horse town, Black Horse is politically insignificant and should remain so if you decide to develop it. Another advantage of picking a small town to base your players is that there will be fewer NPCs to manage and fewer campaign issues to juggle from events going on in the outside world.

Lazarus is planned to be the first fully fleshed-out town/campaign setting for *Aces & Eights*. Just the basic town map and list of businesses and townsfolk are presented in this book — enough for those who may want to start their campaigns in a larger town. Just be aware that the Lazarus supplement will be detailing the town in greater depth.

BLACK HORSE

As already mentioned, Black Horse is something of a blank slate for a GM to make his own and run with. All that's provided here is a brief history of the settlement to give the GM a feel for the town, a town directory, and a map.

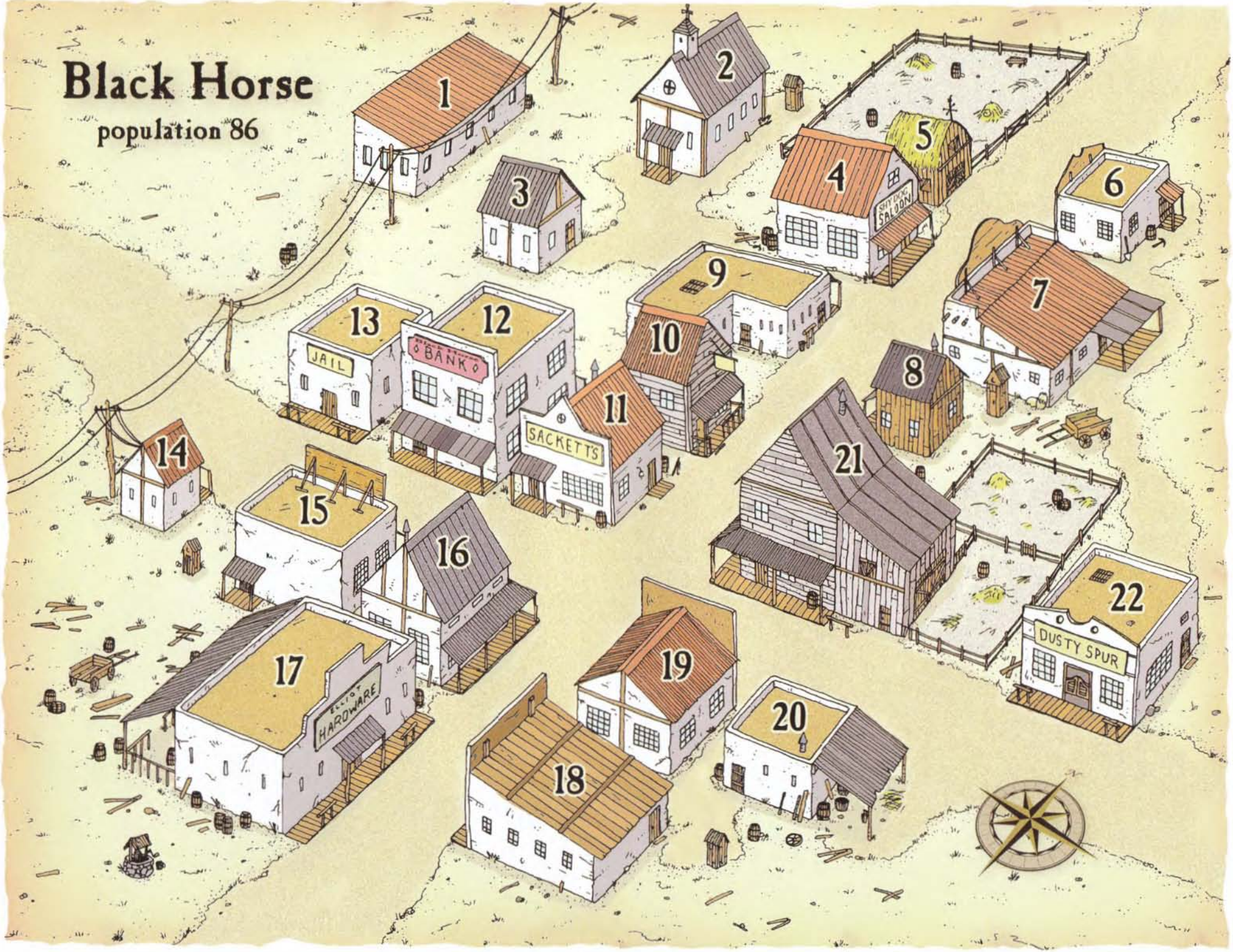
The History of Black Horse

Black Horse, like so many dwindling towns in the Shattered Frontier, has an uncertain future. It is a dusty collection of buildings that almost became a real town — if only history had been kinder to it.

In 1851 a prospector by the name of Jake Peters was passing through the area (avoiding a group of bounty hunters on his trail, so the story goes) when his horse, tired of being gouged by spurs, threw him then galloped out of sight.

For the next several hours Jake sat in the sparse shade of a large rock, wrapping three broken ribs and cursing the animal that had betrayed him. When a pair of vultures perched nearby, anticpating an easy meal, Jake picked up a rock and was about to toss it at one of the scavengers when he froze. There in his clenched fist was the glint of gold.

When Jake eventually made it out of the desert, news of his discovery soon had folks flocking to the dry gulch (dubbed Black Horse in honor of the animal that had thrown him) to stake their claim. Unfortunately, just as the town was booming and rising up from the earth, the gold boom went bust. As it turned out, Jake's gold was from the tailings of a Spanish mine abandoned several hundred years before.


Black Horse
population 86
1
2
3
4
SHOOTING SALOON
5
6
7
8
9
10
11
SACKETT'S
12
BANK
13
JAIL
14
15
16
17
ELLIOT HARDWARE
18
19
20
21
22
DUSTY SPUR

BLACK HORSE TOWN DIRECTORY

1. Lewis & Poole Company Store House
2. Covenant Presbyterian Church
3. Jake Peter's Residence
4. Shy Dog Saloon
5. Barn
6. Lewis & Poole Mining Company
7. The Turquoise Star
8. Assay Office
9. Bisbee Restaurant
10. Curran's Booter & Leather Works
11. Sackett's Dry Goods
12. Black Horse Bank
13. Sheriff's Office/Jail
14. Telegraph Office
15. Barrister: Doctor of Medicine
16. Desert Rose Hotel/Bathouse
17. Elliot's Hardware
18. Miss Mable's Baked Goods & Eatery
19. Grummun's General Store
20. El Terruño Smithy
21. Negro Bayo Livery
22. Dusty Spur Cantina

The site hadn't been completely played out, but the ore was of poor quality and took more sweat and blood moving hell and earth to get at than most were willing to endure. Claims were quickly sold off or simply abandoned. Buildings stood half-built as the hammers fell silent.

Black Horse isn't a ghost town, however. A handful of fortune seekers (including Jake himself) stayed on to work the mines. They remained convinced there was still a fortune under the ground, perhaps in that next spade full of rocky soil.

Later, when gold was discovered a few days' north up the trail in Muskeegie and Lazaurus, the town was given a new lease on life as a stopping-off point for cattle herders driving much needed beef to the gold camps. Today, Black Horse is a quiet town (except when the cattle herders descend upon the community). It's occasionally used as a hideaway for those on the run, or a brief stop for those between destinations.

Items of Interest Concerning Black Horse

☞ The Lewis & Poole Mining Company (based out of Amarillo) recently sent agents to town to buy up as many claims on the cheap as they could and set up an office. Rumor has it there are plans for the railroad to eventually push through to Rancho Bucarelli (12 miles north) and that the Mining Company has hopes of bringing in big equipment to process the ore.

☞ Jake Peters still lives in Black Horse. Older, but none the richer, he spends most of his time telling his tale in exchange for free drinks at the Shy Dog Saloon. He likes to brag that he has a small fortune in gold 'squirreled away' but few take him seriously.

☞ Last spring, the Black Horse Bank invested money and had a Telegraph spur run to Black Horse from the main line in Rancho Bucarelli.

☞ Doc Barrister recently announced he is closing his office and moving to Muskeegie, meaning the town will no longer have a doctor.

☞ Jesse Grummun (proprietor of Grummun's General Store) is rumored to be a wanted man back in the CSA.

LAZARUS

Lazarus is located in a narrow fertile valley on the southern edge of the San Juan Mountains, formed by the rippling mountain waters of the Animas River. Those who live here are fortunate in that the valley floor and nearby mesa tops are well suited for farming and the grazing of livestock.

Hardwood forests surrounding the valley provide a good source of lumber for construction as well as fuel for fires. The forests are also populated by an abundance of game and fur-bearing animals. Most importantly, the streams and rocky canyons feeding into the valley are rich in mineral resources such as copper, silver and gold. There are also known deposits of coal which haven't been exploited yet.

History of Animas Valley

The first known inhabitants of the Animas Valley area were the mysterious Anasazi. Little is known of them today other than the tell-tale ancient remnants of their cliff-side fortified dwellings that litter the canyon walls. These ruins of broken stone-slab walls located in high, nearly inaccessible places are rumored by the local Indians to be haunted. In addition, the Anasazi also left behind strange conical towers on the mesa tops that resemble watch towers. What formidable enemy may have lead to their painstaking construction has been lost to time.

For hundreds of years, Anasazi farmers made good use of the land, planting crops on the tops of nearby mesas to supplement their diets of fish, berries and venison. Then, around 500 years ago, the Anasazi disappeared.

They were replaced by the Navajo and Utes, who would lay claim to the valley and the surrounding area for the next several hundred years. It was only very recently (the last fifty years) that they in turn were forced out by a new invader — more on them later.

Spanish explorers were the first Europeans to reach the area. They arrived in the Animas Vally in the mid -1700's. Searching for gold and silver, they were led by Ute scouts following the old Anaszai trails up the Animas River. This trail is known as "The Old Spanish Trail" and is still used by trappers and prospectors traveling through the San Juan Mountains today.

These Spanish explorers were the first to map the region, and they left their indelible mark on the area by naming the rivers, mountains and passes — many of which are still known by their Spanish names today. For example, Animas River was originally named the Rio de Las Animas Perdidas (Spanish for "River of Lost Souls").

The Spanish officially claimed the area (on paper anyway) for the next sixty years. In reality, the area was largely controlled by the Ute who held a powerful sway over the region and were unchallenged (for the most part). However, Spanish missionary work, along with careful diplomacy, managed to extend Spain's influence into the region.

Several Spanish settlements, as well as silver and gold mines, were established along the River of Lost Souls. These were eventually abandoned, however. Harsh winters and hostile Indians — who had tired of Spanish attempts to meddle in their way of life — eventually drove the Spanish out.

By 1838 the political landscape changed dramatically. The Republic of Texas and the burgeoning Mexican dictatorship began solidifying their power to the South and the Southeast. Bands of Apache displaced from those border regions began to move north and encroach into the Animas Valley region — challenging the Utes and Navajo.

After a decade of war, the great Chiricahuan chief, Mangas Coloradas (known to whites as "Red Sleeves") managed to get the upper hand.

With a plentiful supply of food and their control on the region uncontested, the Apache used the area as a staging ground to base attacks on their old enemies: Mexico and the Republic of Texas.

Each success brought more guns and prestige to Red Sleeves, as well as more warriors. Braves from the Mescalero and Jicarillo joined up with Chiricahua and, by 1849, they became a formidable presence in the Shattered Frontier.



In 1852, tired of the Apache raids across its western border, the Republic of Texas launched a punative sweep of the San Juan Basin in an attempt to eradicate the Apache menace. In a series of skirmishes, the greatly feared Apache army of Red Sleeves suffered repeated defeat and was again forced to withdraw to the west of the Rio Grande.

Now, caught between Deseret, Mexico and Texas, the Apache have been forced into hiding and must choose their battles wisely. However, the Apache threat is not gone — far from it.

From his mountain strongholds in the San Juan mountains, Red Sleeve's warriors continue to harass both the Texicans and Mexicans. Because of the constant threat of reprisals, Red Sleeves keeps his people on the move – roving over a large area that extends from the Colorado river in the west to the Rio Grande in the east. Largely an army of guerilla style hit-and-run raiders, the Apache provide for themselves by taking from their neighbors – a tactic that continues to this day.

Red Sleeves' sworn agenda is to recapture the traditional homeland of his people to the south, namely Apache Pass and Apache Springs. Alternatively, he hopes to force a settlement that returns the lands to Apache hands. In the meantime, he is bent on slowing the tide of settlers moving into the area. Barring that, he will exploit them for guns, money and trade items to support his cause.

Even with the Apache threat, however, settlers from Deseret, Mexico and the Republic of Texas continued to trickle into the area. Then, when gold was discovered along the Animas River in 1865, that trickle became a torrent, with all three powers as well as the U.S. and the Confederacy all clamoring to lay claim to the region.

A Tale of Three Towns

In 1853 the notorious trapper Luke Boureaux (also known as "Barbe Rouge") came down out of the mountains and settled in the Animas Valley. With the help of his Ute wife he built a trading post near the southern mouth of Animas Valley (about 12 miles north of current day Lazarus). The aging Boureaux had been crippled the previous winter (by a bear, according to legend) and his days of gathering pelts in the high country were over. It was his intention to barter for furs from other trappers at his trading post in exchange for supplies, and then sell them for a higher price at the Texas markets further east. Soon, the trading post was joined by a blacksmith, a ranch and several farms that sprung up along the river. Thus, quite by chance, was born the town of Boureaux.

Boureaux managed to negotiate an uneasy treaty with the Apache — tributes of weapons and food in exchange for the settlement remaining unmolested. By 1854 the town had grown to a population of 175, when the Apache raids began. Why the truce was shattered is unclear, but many believe Red Sleeves was unnerved at the rate the town was growing, and the fact that other settlements were springing up along the Animas River.

The settlers of Boureaux spent a great deal of time, money and labor erecting fortifications. They even convinced the Republic of Texas to send a small contingent of Rangers to town, as a signal to Red Sleeves that they had the country's backing. Yet, it was all to no avail. In the winter of 1855, Red Sleeves and his warriors returned to Animas Valley and massacred the town's inhabitants and burned Boureaux to the ground.

News of the atrocity struck fear in the other settlements which had risen up in the region. Many settlers pulled up stakes and returned to Deseret and the Republic of Texas. For the next decade the Apache held an iron grip over the region. The only settlements managing to keep their foothold were those stationed along the San Juan Road, which enjoyed the presence of heavily armed patrols, keeping the supply lines up and running. That would all change in the spring of 1865, when gold was discovered along the Animas, not far from the ruins of Boureaux.

In May of that year, Harm Henrrik Muskee, a Mormon exile from Deseret, made his way into the area with his three wives and four sons to try his hand at trapping along the Animas. After plucking a two and a half ounce nugget of gold out of the rippling waters, any thoughts of further trapping were quickly abandoned.

Two weeks later, Harm arrived in the town of Rancho Bucareli with a pouch of placer gold, which he promptly used to buy supplies (including picks, shovels and gold pans). The secret was out.

Harm Muskee had barely returned to his camp and started erecting a cabin when other fortune-seekers began to arrive. Within weeks, the valley was filled with the sounds of felled trees, rip saws and hammers as building after building began to go up.

The gold camp quickly became a town (named Muskeegie in honor of Harm) and immediately became the spigot that thousands of fortune seekers poured through and into the surrounding mountains in search of gold. In the surrounding hills and canyons, men began to attack the rock with pick and shovel searching for the gold's source (the elusive mother lode which has yet to be found 24 months

later). The placer gold in the river was soon exhausted, but several successful mines were soon producing good quality ore.

As for Harm himself? His luck soon ran out. The claim he staked didn't produce for more than a few months. Eventually, he hired on as a miner in the Luck of the Draw mine where he was later killed in a collapse. All but one of his wives returned to Deseret with his sons. Fidela Muskee (known as the Widow Muskee locally) now runs Fidela's Boarding House in the boomtown of Muskeegie.

As Muskeegie began to grow and prosper, the old ruins of Boureaux (42 miles to the south) became a natural stopping off point for freight wagons and drivers heading up the pass. Soon, a new town literally rose up from the ashes of Boureaux and was named, fittingly enough, Lazarus.

Little more than a collection of saloons and flop houses, Lazarus was never considered a destination, but just another dusty barter town among dozens of others scattered along the route between Amarillo and Muskeegie. That is, until the much sought after 'yellow stuff' was found in the surrounding hills six months ago.

Lazarus quickly transformed into a boom town overnight. Although the deposits don't seem to be as rich as those near Muskeegie, many are betting the surface has barely been scratched and that Lazarus has a bright future.

Today, Lazarus has a telegraph line connecting it to the outside world and is a station on the Kinnard-Lowery Stage route. Just a few weeks ago the first town council was elected, along with a sheriff. In a few months, the townsfolk will elect their first mayor (and with three candidates having tossed their hat in the ring it's sure to be a heated contest).

The current favorite to win is banker Jack Wesley McCabe, who recently engineered a peace deal with the Apache that helps guarantee the safety of Lazarus and its inhabitants. Whoever is elected mayor will have his hands full, for Lazarus is plagued by problems — some that threaten its very existence if mishandled.

Lazarus and the On-Going Campaign

As a boomtown still in the early months of its growth and development, Lazarus is an ideal place for players to eventually descend upon. There are shortages of businesses, as well as the skilled tradesmen needed for a town to grow. There are many niches waiting to be filled. Empty lots are also available (although they are going fast), so characters with a little sand and determination should be able to grab their piece of the dream here.

As with most boomtowns, Lazarus is as short on law and order as it is long on opportunities. As the town grows, so do its troubles, but the determination of decent folk to tame their community is strong.

Items of Interest Concerning Lazarus

• In hopes of curbing the violence and maintaining the peace, the newly-elected town council recently approved the funds to hire two additional full-time deputies.

• Details of Jack McCabe's deal with Red Sleeves have recently leaked out — angering many townsfolk. It turns out the Apache were bought off. In exchange for a bi-annual tribute of guns, grain, meat and other commodities, the old war chief agreed to let Lazarus live in peace. This is a tribute the townsfolk of Lazarus must burden and, with the Apache still harrassing supply wagons and trails between Rancho Bucareli and Muskeegie, many feel the the deal was a mistake.

• Lazarus is a den of corruption. Competing gangs wrestle for control of the town's trade for flesh, alcohol and gambling. Chief among them is the One Spurs gang — who saw to it that several of their members swept into the Town Council in the recent election.

• Some weeks after gold was discovered near Lazarus, Jack McCabe and his partner formed the new McCabe-Langdon Land Company, and bought up most of the available lots in town.



Lazarus Town Directory

LAZARUS SPECTATOR

Courtesy of the Lazarus Spectator **Titan P. Corrigan III • Publisher**

Block 1

Lot#	Usage	Owner*
L01	Vacant Lot	McCabe-Langdon Land Company
L02	Vacant Lot	McCabe-Langdon Land Company
L03	Vacant Lot	McCabe-Langdon Land Company
L04	Vacant Lot	McCabe-Langdon Land Company
L05	Vacant Lot	Lloyd "Pappy" Patterson
L06	Vacant Lot	McCabe-Langdon Land Company
L07	Vacant Lot	McCabe-Langdon Land Company
L08	Vacant Lot	McCabe-Langdon Land Company

Block 2

Lot#	Usage	Owner*
L01	Vacant Lot	McCabe-Langdon Land Company
L02	Vacant Lot	McCabe-Langdon Land Company
L03	Vacant Lot	McCabe-Langdon Land Company
L04	Vacant Lot	R. T. "Doc" Merrick
L05	Vacant Lot	Juan Navarro
L06	Vacant Lot	Juan Navarro
L07	Vacant Lot	McCabe-Langdon Land Company
L08	Vacant Lot	McCabe-Langdon Land Company

Block 3

Lot#	Usage	Owner*
L01	Vacant Lot	McCabe-Langdon Land Company
L02	Residence (Empty)	Victor MacKennal
L03	Vacant Lot	McCabe-Langdon Land Company
L04	Vacant Lot	McCabe-Langdon Land Company
L05	Vacant Lot	McCabe-Langdon Land Company
L06	Vacant Lot	McCabe-Langdon Land Company
L07	Vacant Lot	McCabe-Langdon Land Company

Block 4

Lot#	Usage	Owner*
L01	Residence (Empty)	
L02	Morgan Residence	Augustus "Gus" Morgan
L03	Patterson Residence	Lloyd "Pappy" Patterson
L04	***Patterson's Livery Stable***	Lloyd "Pappy" Patterson
L05	***Patterson's Corral***	Lloyd "Pappy" Patterson
L06	Vacant Lot	Jacob "Zee" Zedock
L07	***Harper's Hardware***	Jesse Harper
L08	***James R. Mullins, Attorney***	James R. Mullins
L09	Back Lot	James R. Mullins

Block 5

Lot#	Usage	Owner*
L01	***Carlos Faustino: Blacksmith***	Carlos "Foxy" Faustino
L02	Vacant Lot	Carlos "Foxy" Faustino
L03	McCabe Place	Jack Wesley McCabe
L04	Faustino Residence	Carlos "Foxy" Faustino
L05	Vacant Lot	Jacob "Zee" Zedock
L06	Zedock Residence	Jacob "Zee" Zedock
L07	***McCabe Bank of Lazarus***	Jack Wesley McCabe
L08	***Zedock's Barbershop***	Jacob "Zee" Zedock
L09	***Morgan's Guns***	Augustus "Gus" Morgan

Block 6

Lot#	Usage	Owner*
L01	Vacant Lot	McCabe-Langdon Land Company
L02	Vacant Lot	McCabe-Langdon Land Company
L03	Vacant Lot	McCabe-Langdon Land Company
L04	Vacant Lot	Carlos "Foxy" Faustino

Block 7

Lot#	Usage	Owner*
L01	Vacant Lot	McCabe-Langdon Land Company
L02	Vacant Lot	McCabe-Langdon Land Company
L03	Vacant Lot	McCabe-Langdon Land Company
L04	Vacant Lot	McCabe-Langdon Land Company
L05	Vacant Lot	McCabe-Langdon Land Company
L06	Vacant Lot	McCabe-Langdon Land Company
L07	Vacant Lot	McCabe-Langdon Land Company
L08	Vacant Lot	McCabe-Langdon Land Company
L09	Vacant Lot	Clayton "Clay" Sloane
L10	Vacant Lot	McCabe-Langdon Land Company

Block 8

Lot#	Usage	Owner*
L01	***Thaddeus T. Jackson: Undertaker***	T. T. Jackson
L02	Coyer Residence	James "Patch" Coyer
L03	***Sloane's Leather Goods***	Clayton "Clay" Sloane
L04	***Sherriff's Office***	Municipally Owned
L04a	***Jail***	Municipally Owned
L05	***Garret's Dry Goods***	Henry "Hank" Garret
L06	***Moynihan's Meat Market***	Cornelius "Red" Moynihan
L07	***Thunder Horse Saloon***	Charles "Charlie" Meeker
L08	Vacant Lot	McCabe-Langdon Land Company
L09	Toliver's Place	McCabe-Langdon Land Company
L10	Meeker Residence	Charles "Charlie" Meeker


43 Miles to Muskeegie
L01
L02
L03
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L08
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PIKE STREET
BONNIE B
Animas River
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BATES STREET
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L11
14
27Miles to Rancho Bucarelli


L01
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STREET
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6
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L06
L05
L04
L04
BOZEMAN STREET
STREET
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STREET
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L07
BOOT HILL
Lazarus
Plat Map
McCabe-Langdon
Land Company
·1867·
LEGEND
ONE STORY BUILDING
EMPTY LOT
TWO STORY BUILDING
THREE STORY BUILDING
RAIL FENCE
PLANK FENCE/WALL
0
10
25
40
50
Distance in Feet

Block 9

Lot#	Usage	Owner*
L01	***Barking Mad Gambling Hall***	Forest R. Langdon
L02	Vacant Lot	McCabe-Langdon Land Company
L03	Trimble Residence	Douglas "Doug" Trimble
L04	Vacant Lot	McCabe-Langdon Land Company
L05	Founder's Shack	Bartholemew T. Hancock
L06	***Palace Hotel***	Jacob "Zee" Zedock
L07	***R.T. Merrick, Doctor***	R. T. "Doc" Merrick
L07a	***Syrus Flayderman, Dentist***	R. T. "Doc" Merrick
L08	***Trimble's Bakery***	Douglas "Doug" Trimble
L09	***Juanita's Restaurant***	Juanita Sanchez

Block 10

Lot#	Usage	Owner*
L01	Vacant Lot	McCabe-Langdon Land Company
L02	Vacant Lot	McCabe-Langdon Land Company
L03	Langdon Residence	Forest R. Langdon
L04	Langdon Ranch House	Forest R. Langdon

Block 11

Lot#	Usage	Owner*
L01	Vacant Lot	McCabe-Langdon Land Company
L02	Vacant Lot	McCabe-Langdon Land Company
L03	Vacant Lot	Charles "Charlie" Meeker
L04	Vacant Lot	McCabe-Langdon Land Company
L05	Vacant Lot	Jacob "Zee" Zedock

Block 12

Lot#	Usage	Owner*
L01	***Kinnard-Lowrey Corral***	Kinnard-Lowrey Stage Line
L02	Rollins' Residence	Chester "Taps" Rollins
L03	***Lynched Ox Saloon, The***	Juan Navarro
L04	***Kinnard-Lowrey Lazarus Office***	K-L Stage Line
L05	***Kinnard-Lowrey Bunk House***	K-L Stage Line
L06	***Kinnard-Lowrey Stage Line Barn***	K-L Stage Line

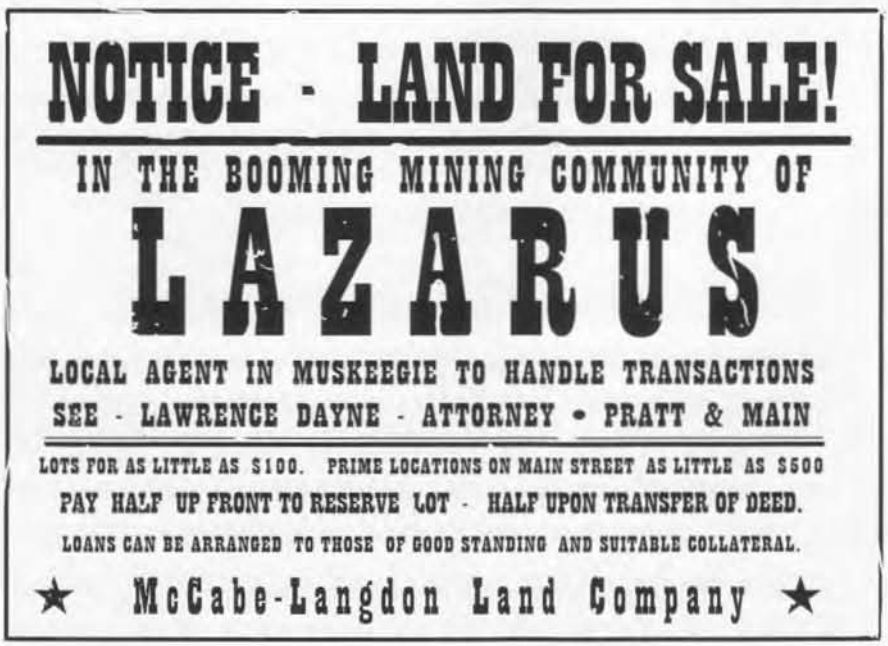
Block 13

Lot#	Usage	Owner*
L01	***Assay Office***	Republic of Texas
L02	***Covenant Presbyterian Church***	Presbyterian Church
L03	McAllister Place (Parish)	Presbyterian Church
L04	Vacant Lot	Clayton "Clay" Sloane
L05	Vacant Lot	McCabe-Langdon Land Company
L06	Langdon Barn/Corral	Forest R. Langdon
L07	***Boothill***	Municipal
L08	Vacant Lot	Thomas "Tommy" McCabe
L09	Vacant Lot	McCabe-Langdon Land Company
L10	Vacant Lot	McCabe-Langdon Land Company
L11	***McCabe-Langdon Land Company***	Forest R. Langdon/Jack Wesley McCabe
L12	***McNair Telegraph Office***	McNair Telegraph Line
L13	**Lazarus Spectator, The**	Titan P. Corrigan III

Block 14

Lot#	Usage	Owner*
L01	Vacant Lot	McCabe-Langdon Land Company
L02	Vacant Lot	McCabe-Langdon Land Company
L03	Vacant Lot	Thaddeus T. Jackson
L04	Vacant Lot	McCabe-Langdon Land Company
L05	Vacant Lot	McCabe-Langdon Land Company
L06	Vacant Lot	Jesse Harper
L07	Shinborn Residence	Joseph Shinborn
L08	Residence (Empty)	Charles "Charlie" Meeker
L09	Vacant Lot	Charles "Charlie" Meeker
L10	Vacant Lot	Charles "Charlie" Meeker
L11	Vacant Lot	Charles "Charlie" Meeker

· Note the indicated owner of the property isn't necessarily the resident.



Townfolk

The following is just a sampling of some of colorful characters who inhabit the town of Lazarus. It is by no means complete but should prove useful in running adventures in the town.

Non-Player Characters are listed as being "Notable" or "Mundane." Notable NPCs are just that — characters who have an influence in the town on some level or impact others. For example, Syrus "Yank" Flayderman is a dentist, but he also serves on the Town Council and is a mover and shaker behind the political scene. A mundane NPC is someone who lives in the town but has little power or influence on others.

A listing of sample NPC statistics (arranged by profession) is also provided for you.



Name	Age	Occupation/Trade	Sex	NPC Type
Joe Bob Briggs	28	Gunsmith	Male	Notable
Aggie Bristol	23	Whore	Female	Mundane
Nathan "Nate" Bueller	41	Outlaw	Male	Notable
Tom Big Cobb	27	Horse Thief	Male	Notable
Titan P. Corrigan III	33	Newspaper Publisher/Editor	Male	Notable

Name	Age	Occupation/Trade	Sex	NPC Type
James "Patch" Coyer	64	Sherriff	Male	Notable
Henry "Indiana" Dobbs	17	Outlaw	Male	Notable
Dowdy "Doubting" Fagin	31	Bartender	Male	Notable
Carlos "Foxy" Faustino	47	Blacksmith	Male	Notable
Loy "Bloody Mouth" Fergeson	26	Outlaw	Male	Notable

Name	Age	Occupation/Trade	Sex	NPC Type
Brom "Blade" Fergeson	30	Outlaw	Male	Notable
Syrus "Yank" Flayderman	63	Dentist	Male	Notable
Maria Fuente	19	Whore	Female	Notable
Alfredo Garcia	30	Bartender	Male	Notable
Henry "Hank" Garret	64	Merchant, Drygoods	Male	Mundane

Name	Age	Occupation/Trade	Sex	NPC Type
Priscilla "Babe" Garrison	31	Whore	Female	Mundane
Bartholemew T. Hancock	34	Pimp	Male	Notable
Donny "Dutch" Harker	27	Deputy, Tracker	Male	Notable
Jesse Harper	32	Merchant, Hardware	Male	Mundane
Beatrice Harper	39	Housewife, Merchant	Female	Mundane

Name	Age	Occupation/Trade	Sex	NPC Type
Thaddeus T. Jackson	35	Undertaker	Male	Mundane
Julia Jackson	32	Housewife, Undertaker's Asst	Female	Mundane
Mary Jackson	7	N/A (child)	Female	Mundane
Forest R. Langdon	55	Land Speculator	Male	Notable
Alejandro Lopez	58	Cook	Male	Mundane

Name	Age	Occupation/Trade	Sex	NPC Type
Amilio Lopez	24	Outlaw	Male	Notable
Morgan "Reverend" McAllister	56	Reverend	Male	Notable
Samantha McAllister	42	Housewife	Female	Mundane
Jack Wesley McCabe	39	Bank Owner	Male	Notable
Eleanor McCabe	28	Housewife	Female	Mundane

Name	Age	Occupation/Trade	Sex	NPC Type
Thomas "Tommy" McCabe	10	N/A (child)	Male	Mundane
Charles "Charlie" Meeker	41	Saloon Owner	Male	Notable
R. T. "Doc" Merrick	43	Doctor	Male	Notable
Augustus "Gus" Morgan	51	Gunsmith	Male	Notable
Matilda "Mattie" Morgan	46	Housewife	Female	Mundane

Name	Age	Occupation/Trade	Sex	NPC Type
Katherine "Kate" Morgan	11	N/A (child)	Female	Mundane
Daniel "Danny" Morgan	9	N/A (child)	Male	Mundane
Moxy	27	Ranch Hand	Male	Mundane
Cornelius "Red" Moynihan	28	Butcher	Male	Mundane
Megan "May" Moynihan	25	Housewife	Female	Mundane

Name	Age	Occupation/Trade	Sex	NPC Type
Frank Myers	40	Ranch Boss	Male	Mundane
Juan Navarro	37	Bartender/Owner	Male	Notable
Lloyd "Pappy" Patterson	56	Livery Stable Owner	Male	Notable
Maria Patterson	32	Housewife	Female	Mundane
Luke Patterson	17	Stable Boy	Male	Notable

Name	Age	Occupation/Trade	Sex	NPC Type
Nathanel "Nacagdocus Nat" Pavey	35	Telegraph Operaor	Male	Notable
Gurdy "Red" Pickens	29	Piano Player	Male	Notable
Emma "Emmie" Pierce	24	Whore	Female	Mundane
Benjamin "Ben" Pierce	44	Hotel Owner	Male	Mundane
Dorotha Pierce	39	Hotel Owner	Female	Mundane

Name	Age	Occupation/Trade	Sex	NPC Type
Chester "Taps" Rollins	41	Telegraph Operator/Manager	Male	Mundane
Brian Roony	28	Bartender/Bouncer	Male	Mundane
Mackey Ross	42	Thief	Male	Notable
Rachel Ross	24	Housewife	Female	Mundane
"Rio" Running River	22	Ranch Hand	Male	Mundane

Name	Age	Occupation/Trade	Sex	NPC Type
Juanita Sanchez	26	Cook/Waitress	Female	Notable
Joseph Shinborn	32	Stage Station Chief	Male	Mundane
Abatha Abbey Shinborn	26	Housewife	Female	Notable
Clayton "Clay" Sloane	29	Leather Worker	Male	Mundane
William "Roaring Bill" Swain	58	Circuit Judge	Male	Notable
Winifried "Justice" Toliver		Deputy/Merchant	Male	Notable
Danby "Big Dan" Trask	27	Faro Dealer	Male	Notable
Douglas "Doug" Trimble	29	Baker	Male	Mundane
Fernando Vasquez		Rancher	Male	Notable
Gus Wiley Windle	25	Horse Thief	Male	Notable
Jacob "Zee" Zedock	34	Barber	Male	Mundane

Passers Thru

Not all NPCs encountered will be residents of Lazarus. Hundreds of people pass through the town each day. The following is just a sampling of individuals who may be found in that number.

Name	Age	Occupation/Trade	Sex	NPC Type
Joseph Gaffco	32	Stage Driver	Male	Notable
Aelk Yellow Fawn	26	Whore	Female	Mundane
Jack "Wormy" Masters	29	Driver, Freight	Male	Mundane
William "Bloody Bill" Pavey	38	Gun For Hire	Male	Notable
Susan Miles	23	Entertainer/Actress	Male	Notable
Tommy "One Boot" Perry	31	Vagrant	Male	Mundane
Yancey Kindle	25	Outlaw	Male	Notable
Hank Witchem	38	Snake Oil Salesman	Male	Notable

★ SAMPLE NPCs ★

Some basic examples of common non-player characters (NPCs) are included below. Note that these sample characters are assumed to have been active for some time. They may have engaged in gunfights, practiced their skills, achieved personal goals, built a reputation for themselves, and so on. Thus, their skills and abilities will differ from a similar, newly created player character. Any money or weapons are what they have on their person when encountered, not necessarily their total wealth or worth. Feel free to modify these characters for your own campaign as you see fit.

Baker: hp 21; Speed 5, Accuracy -1; Str 11/40, Int 9/52, Wis 10/16, Dex 14/72, Con 9/31, Lks 9/86, Cha 10/51; Rep 36, Fame 0; Quirks lazy; Flaws none; Skills cooking 14%, reading comprehension/penmanship 88%, mathematics 87%, riding 51%, salesmanship 63%; Talents guardian angel; Gunfights 0; $2.30; Firearms none.

Sample Description: This baker's wares are mighty tasty, and he knows how to sell them, but he's not too smart about much else.

Bandito: hp 22; Speed 4, Accuracy 1; Str 12/14, Int 8/74, Wis 10/83, Dex 11/45, Con 11/87, Lks 10/09, Cha 9/63; Rep -1, Fame 3; Quirks hothead; Flaws none; Skills gambling 79%, intimidation 40%, reading comprehension/penmanship 89%, riding 51%, rope use 47%; Talents quick aim, tough as nails, veteran gunfighter; Gunfights 5; $13; Firearms two Colt SAA .45s.

Sample Description: This bandito is not someone you want to rile up. He'll put a bullet through your eye as soon as look at you.

Banker: hp 20; Speed 12, Accuracy 1; Str 11/69, Int 13/33, Wis 12/09, Dex 3/43, Con 8/47, Lks 9/43, Cha 9/58; Rep 46, Fame 1; Quirks nagging conscience; Flaws none; Skills accounting 48%, mathematics 29%, reading comprehension/penmanship 47%; Talents courage, fast healer; Gunfights 0; $12; Firearms none.

Sample Description: This banker has a good head for money, but he's clumsy, making him the butt of many jokes. Still, he has a good heart, and always apologizes for any mistakes.

Barber: hp 21; Speed 7, Accuracy -1; Str 10/73, Int 10/39, Wis 10/14, Dex 12/61, Con 9/26, Lks 10/76, Cha 11/52; Rep 49, Fame 0; Quirks none; Flaws glass jaw; Skills accounting 85%, current affairs 54%, gaming 28%, idle gossip 16%, joke telling 52%, mathematics 72%, nursing 87%, reading comprehension/penmanship 74%, riding 52%, slick talker 88%, weather sense 78%; Talents dodge, quick thinking, resist disease/infection; Gunfights 0; $3.75; Firearms none.

Sample Description: If you want to know what's going on in town, you might want to get yourself a haircut. Just make sure you don't tell him more than you ought to – he's got a way of wheedling secrets out of folk.

Bartender: hp 21; Speed 6, Accuracy 1; Str 10/73, Int 14/51, Wis 10/06, Dex 11/44, Con 10/19, Lks 10/11, Cha 13/61; Rep 30, Fame 1; Quirks nosy; Flaws none; Skills current affairs 54%, diplomacy 70%, gambling 48%, listening 77%, reading comprehension/penmanship 83%; Talents astute observation, veteran gunfighter; Gunfights 1; $6; Firearms none.

Sample Description: This nosy fellow keeps his eyes and ears open for all the latest news – and he pours a mighty fine drink.

Blacksmith: hp 22; Speed 8, Accuracy -1; Str 12/08, Int 9/29, Wis 7/03, Dex 12/70, Con 11/69, Lks 11/52, Cha 18/60; Rep 28, Fame 1; Quirks abstinent (alcohol), touchy; Flaws colorblind; Skills accounting 72%, animal empathy 60%, blacksmithing/metalworking 40%, intimidation 36%, mathematics 69%, reading comprehension/penmanship 86%, riding 55%, salesmanship 74%; Talents tough as nails; Gunfights 0; $3; Firearms none.

Sample Description: First off, this fellow doesn't drink liquor, which is unusual. Second, he has this brawny animal magnetism that seems to draw the womenfolk in from miles around. Thing is, he gets irritable very fast, and scares them off as often as not. Naturally, this makes him even worse to be around. Personally, I think he needs a drink to calm his nerves, but he isn't having any.

Bounty Hunter: hp 23; Speed 4, Accuracy 4; Str 12/13, Int 12/34, Wis 9/46, Dex 12/40, Con 11/60, Lks 10/76, Cha 10/51; Rep 27, Fame 4; Quirks ornery; Flaws none; Skills camouflage 47%, medicine 66%, reading comprehension/penmanship 82%, riding 3%, survival 74%, tracking 80%; Talents courage, fast healer, hip shooter; Gunfights 6; $1; Firearms two Colt Bisleys (.44), Winchester 1864 Carbine (.44).

Sample Description: This bounty hunter claims to have brought in dozens of bounties, but no lawman around here will vouch for it – leastways, not in public.

Buffalo Hunter: hp 27; Speed 7, Accuracy 1; Str 11/56, Int 16/18, Wis 11/42, Dex 12/05, Con 16/47, Lks 12/09, Cha 13/49; Rep 39, Fame 1; Quirks touchy; Flaws none; Skills camouflage 69%, hunting 1%, medi-

cine 63%, reading comprehension/penmanship 65%, riding 46%, skinning/tanning 73%, slaughter 46%; Talents crack shot; Gunfights 0; $5; Firearms Sharps Long Range.

Sample Description: This here's an irritable hombre, but he brings in more buffalo hides than any other hunter I know. 'Course, he spends most of it in the saloon and the whorehouse, so I guess he has to.

Bushwhacker: hp 21; Speed 3, Accuracy 1; Str 11/28, Int 9/56, Wis 10/24, Dex 14/89, Con 9/43, Lks 9/87, Cha 11/54; Rep -6, Fame 2; Quirks picker (nose); Flaws buffalo mange; Skills hiding 55%, intimidation 52%, reading comprehension/penmanship 88%, riding 52%, rope use 46%; Talents advanced sighting, veteran gunfighter; Gunfights 1; $7; Firearms S&W 44DA, Colt 1868 shotgun.

Sample Description: You never know where this nasty fellow will spring from. Keep your eyes skinned whenever you leave town.

Butcher: hp 21; Speed 7, Accuracy -1; Str 12/74, Int 10/28, Wis 11/39, Dex 12/86, Con 9/15, Lks 8/34, Cha 10/01; Rep 22, Fame 0; Quirks chiseler; Flaws none; Skills accounting 73%, cooking 16%, gambling 54%, mathematics 76%, reading comprehension/penmanship 77%, salesmanship 87%, skinning/tanning 48%, slaughter 25%; Talents courage, resist disease/infection; Gunfights 0; $1.25; Firearms none.

Sample Description: If you've got a carcass that needs handling, this hombre will take care of it as nice as you please – for a small fee, of course.

Carpenter: hp 24; Speed 7, Accuracy 0; Str 12/52, Int 13/79; Wis 10/39, Dex 12/56, Con 10/18, Lks 5/17, Cha 8/11; Rep 39, Fame 1; Quirks racist; Flaws none; Skills accounting 67%, carpentry 26%, engineering design 71%, mathematics 51%, observation 74%, reading comprehension/penmanship 69%, riding 74%; Talents hearty; Gunfights 0; $2; Firearms none.

Sample Description: You'd think a man would be more tolerant of folks, out here in the frontier where you need all the help you can get. Not this fellow, though. He hates everybody that doesn't have his skin color. I reckon he's a good carpenter, though.

Circuit Judge: See Judge.

Claim Jumper: hp 21; Speed 5, Accuracy 1; Str 9/43, Int 11/65, Wis 11/67, Dex 12/24, Con 9/25, Lks 8/33, Cha 10/07; Rep -3, Fame 1; Quirks none; Flaws facial scar; Skills deception 54%, fast talking 52%, hiding 50%, intimidation 53%, prospecting 50%, sneaking 46%; Talents guardian angel, veteran gunfighter; Gunfights 1; $7; Firearms Colt 1877 Lightning (.38).

Sample Description: Prospectors beware this owlhoot! Make sure you've got your claim filed all nice and legal, or you might just come back to camp and find this rascal in possession.

Cook: hp 25; Speed 7, Accuracy -3; Str 9/41, Int 10/13, Wis 15/84, Dex 8/58, Con 13/68, Lks 10/40, Cha 12/28; Rep 41, Fame 2; Quirks yellow belly; Flaws none; Skills cooking 1%, fishing 30%, driving, stagecoach/wagon 60%, listening 35%, medicine 85%, reading comprehension/penmanship 74%, religion 80%, riding 42%, skinning/tanning 39%, slaughter 7%; Talents dead eye, hearty; Gunfights 0; $2; Firearms none.

Sample Description: Whoa doggies! This cook rustles up some of the best vittles you ever tasted. She likes the chuck wagon more than the restaurant scene, though, so about the only ways to get some of her cooking is to join up with a ranching outfit.

Cowboy: hp 22; Speed 4, Accuracy 1; Str 14/23, Int 9/04, Wis 12/72, Dex 8/49, Con 10/26, Lks 11/27, Cha 10/66; Rep 29, Fame 1; Quirks none; Flaws nearsighted; Skills animal herding 29%, bronc busting 18%, medicine 72%, reading comprehension/penmanship 85%, riding 2%, rope use 78%; Talents courage, fast healer, quick thinking, rapid reload, veteran gunfighter; Gunfights 7; $1; Firearms two Colt Navys.

Sample Description: This hombre has the squint eyes, but he's a pretty good gunfighter and all-around cowboy. I hear he quit the ranch life and is looking for a gang to sign on with, but that might just be talk.

Dentist: hp 24; Speed 7, Accuracy -1; Str 9/45, Int 13/01, Wis 13/04, Dex 10/66, Con 12/47, Lks 10/84, Cha 12/56; Rep 44, Fame 1; Quirks bad liar; Flaws none; Skills current affairs 41%, dentistry 49%, joke telling 75%, mathematics 70%, nursing 83%, reading comprehension/penmanship 52%; Talents endurance, fast healer, Reputation bonus; Gunfights 0; $12; Firearms none.

Sample Description: If you've got an ache in your mouth, stop by and see this fine fellow. Be careful, though. You might find his jokes more painful than your tooth.

Deputy: hp 22; Speed 4, Accuracy 2; Str 10/59, Int 11/01, Wis 11/84, Dex 12/17, Con 10/40, Lks 10/72, Cha 11/11; Rep 53, Fame 1; Quirks touchy; Flaws none; Skills current affairs 75%, gambling 75%, graceful entrance/exit 75%, reading comprehension/penmanship 72%, recruiting 48%, riding 48%, searching

74%; Talents deadly shot, veteran gunfighter; Gunfights 2; $8; Firearms Colt Bisley (.45).

Sample Description: I never saw a deputy with more grace than this one. He's a good shot, too, but he's got a bit of a gambling problem. I hope it doesn't lead him into trouble.

Doctor: hp 21; Speed 8, Accuracy 1; Str 12/14, Int 16/23, Wis 9/55, Dex 12/42, Con 9/32, Lks 9/63, Cha 8/20; Rep 23, Fame 1; Quirks gullible, straight shooter; Flaws none; Skills accounting 78%, chemistry 41%, glean information 49%; mathematics 62%, medicine 28%, nursing 74%, observation 53%, reading comprehension/penmanship 39%, riding 72%, Talents none; Gunfights 0; $4; Firearms none.

Sample Description: This fellow is a right good sawbones, and he'll always tell you the truth and not beat around the bush doing it. Of course, if you're shot up real bad, you might not want to hear that you're not going to make it, but he doesn't seem to think of that. He's pretty easy to fool, too, and I think he does most of his work on credit – and never gets paid for it.

Driver: hp 22; Speed 3, Accuracy 1; Str 12/72, Int 9/67, Wis 10/40, Dex 14/51, Con 10/77, Lks 9/65, Cha 11/84; Rep 39, Fame 1; Quirks none; Flaws trick knee; Skills animal empathy 70%, animal lore 72%, bronc busting 77%, driving, stagecoach/wagon 10%, gambling 78%, intimidation 76%, mathematics 85%, observation 75%, reading comprehension/penmanship 76%, resist persuasion 52%, riding 79%, tracking 78%; Talents deadly shot; Gunfights 1; $4.50; Firearms Colt 1868 shotgun.

Sample Description: This fellow's trustworthy enough to manage your cart, stage or wagon, but only as long as he's driving it. Every time he steps off to put foot to ground, he's apt to tumble down in the dust. Maybe a mule kicked him in the head, or maybe he's just clumsy – I don't know for sure.

Entertainer: hp 22; Speed 7, Accuracy -2; Str 9/25, Int 10/54, Wis 10/84, Dex 11/62, Con 10/19, Cha 11/22, Lks 10/49; Rep 33, Fame 3; Quirks high-spirited, tinhorn; Flaws none; Skills artistic ability 8% (choose one performance type), current affairs 77%, gaming 76%, graceful entrance/exit 25%, joke telling 52%, mathematics 86%, primitive ranged weapon use (knife) 66%, reading comprehension/penmanship 74%, riding 176%, sleight of hand 50%; Talents blind-shooting, hold your liquor, quick thinking; Gunfights 0; $3.70; Firearms Griswold & Gunnison revolver.

Sample Description: This person's act is quite a sight – mighty entertaining. He doesn't quite fit in out here in the frontier, but I reckon that most folks of his sort don't. They don't really have many uses other than performing for us working folk. Still, he's a nice enough fellow – and a good drinker.

Farmer: hp 19; Speed 10, Accuracy -1; Str 13/83, Int 14/22, Wis 8/03, Dex 9/58, Con 8/29, Lks 11/08, Cha 7/33; Rep 22, Fame 0; Quirks lazy; Flaws none; Skills accounting 84%, agriculture 16%, animal empathy 87%, mathematics 82%, reading comprehension/penmanship 46%, riding 79%, slaughter 72%, skinning/tanning 55%, weather sense 88%; Talents fast healer; Gunfights 0; $0.50; Firearms none.

Sample Description: This farmer came down from Deseret a few years ago to set up a little farm outside of town. I reckon he's doing okay with it, but he hasn't been to town in a while. I hope nothing's happened to him. Of course, he's probably just too lazy to make the trip into town, unless he really has to.

Faro Dealer: hp 21; Speed 5, Accuracy 1; Str 10/11, Int 12/41, Wis 10/63, Dex 11/82, Con 9/44, Lks 9/23, Cha 10/79; Rep 31, Fame 0; Quirks lusty; Flaws none; Skills deception 77%, fast talking 76%, gambling 5%, mathematics 75%, reading comprehension/penmanship 70%, riding 48%; Talents veteran gunfighter; Gunfights 1; $11.50; Firearms none.

Sample Description: This fellow will talk your ear off if you let him. I've never known him to cheat at faro, but maybe that's just 'cause cheating at poker is a heck of a lot easier.

Fur Trader: hp 23; Speed 9, Accuracy -1; Str 9/42, Int 12/07, Wis 8/58, Dex 10/43, Con 11/13, Lks 9/39, Cha 11/63; Rep 24, Fame 2; Quirks greedy, ornery; Flaws none; Skills animal lore 4%, camouflage 52%, reading comprehension/penmanship 83%, riding 51%, rope use 76%, set traps 50%, slaughter 61%; Talents tough as nails; Gunfights 0; $4; Firearms Colt Navy, Winchester 1866 rifle (.40).

Sample Description: This hombre's a good trapper, from what I hear, but he's got a mean streak a mile wide. Plus, I don't reckon he's ever heard the word "cheap." All his furs sell for as much as he can get.

Gambler: hp 23; Speed 6, Accuracy 1; Str 9/43, Int 12/01, Wis 11/65, Dex 7/20, Con 11/59, Lks 7/86, Cha 8/58; Rep 9, Fame 3; Quirks bad liar, chiseler; Flaws none; Skills gambling 35%, reading comprehension/penmanship 82%; Talents guardian angel; Gunfights 6; $1; Firearms Knuckleduster.

Sample Description: This gambler gets himself run out of town every couple of months, but he keeps coming' back. I guess folks tolerate him because his lies

make everybody laugh, even when they catch him cheating.

Gun for Hire: hp 24; Speed 5, Accuracy 4; Str 11/53, Int 12/84, Wis 4/71, Dex 10/46, Con 13/65, Lks 9/12, Cha 12/52; Rep -2, Fame 4; Quirks crude, touchy; Flaws none; Skills animal mimicry 77%, intimidation 86%, military strategy/tactics 85%, reading comprehension/penmanship 86%, recruiting 16%, riding 42%; Talents fast healer, hip shooter, quick thinking, veteran gunfighter; Gunfights 9; $3; Firearms Colt Bisley (.45)

Sample Description: Here's a pretty irritable hombre, so watch your step around him. He's been known to belch a cloud of stink in a man's face, and then claim he's been insulted when the other man makes a face. He's trying to round up a gang of his own, but so far, he hasn't had any luck.

Gunsmith: hp 19; Speed 6, Accuracy 1; Str 11/13, Int 14/65, Wis 10/39, Dex 11/43, Con 8/13, Lks 11/25, Cha 9/61; Rep 44, Fame 3; Quirks clean freak; Flaws none; Skills accounting 83%, animal empathy 71%, gunsmithing 39%, mathematics 64%, medicine 83%, reading comprehension/penmanship 65%, riding 75%, salesmanship 72%; Talents hip shooter; Gunfights 1; $2; Firearms none.

Sample Description: You've never seen a shop as clean as this fellow's, nor a gun as clean. Every item in his shop looks like it's been spit polished to perfection. Of course, he tends to bump the prices up a little too, but sometimes you can haggle him down.

Horse Thief: hp 22; Speed 5, Accuracy 1; Str 10/84, Int 11/73, Wis 11/87, Dex 12/07, Con 10/85, Lks 9/74, Cha 10/19; Rep -6, Fame 1; Quirks selfish; Flaws none; Skills appraisal (animals) 70%, animal lore 85%, hiding 86%, listening 52%, mathematics 85%, reading comprehension/penmanship 85%, riding 22%, sneaking 50%; Talents guardian angel, veteran gunfighter; Gunfights 1; $1.25; Firearms Remington 1875.

Sample Description: Wish I could get my hands on this varmint. I just know he's responsible for filching two of my best horses, not to mention lots of other horses all over town, but no one can seem to lay a finger on him.

Hotel Owner: hp 23; Speed 8, Accuracy -1; Str 9/82, Int 12/28, Wis 10/01, Dex 10/34, Con 10/93, Lks 9/44, Cha 10/54; Rep 26, Fame 2; Quirks clean freak; Flaws none; Skills accounting 85%, administration 88%, carpentry 42%, cooking 22%, gaming 48%, idle gossip 48%, language (Spanish) 82%, mathematics 68%, nursing 85%, reading comprehension/penmanship 70%, reading lips 72%, social etiquette 77%; Talents hearty; Gunfights 0; $13.30; Firearms none.

Sample Description: This dandified fellow keeps a clean hotel, and expects you to do the same. I don't know how he keeps his calm when the cowboys – and their filthy boots – come calling.

Housewife: hp 20; Speed 8, Accuracy -2; Str 9/45, Int 11/75, Wis 11/51, Dex 10/30, Con 8/64, Lks 10/46, Cha 12/78; Rep 41, Fame 0; Quirks none; Flaws far-sighted; Skills calligraphy/signmaking 85%, cooking 3%, current affairs 72%, diplomacy 74%, gaming 76%, graceful entrance/exit 45%, idle gossip 40%, intimidation 71%, listening 50%, mathematics 85%, nursing 84%, observation 84%, reading comprehension/penmanship 59%, resist persuasion 72%, seamstress/tailor 77%, social etiquette 70%, swimming 82%, weaving 71%; Talents fast healer; Gunfights 0; $1.80; Firearms none.

Sample Description: Here's a female any fellow would be proud to court – if she wasn't already married, that is. Seems like she's got all the refinements and beauty a filly like her should have.

Indian: hp 22; Speed 6, Accuracy 1; Str 12/72, Int 11/73, Wis 9/25, Dex 12/62, Con 11/43, Lks 10/45, Cha 9/24; Rep 3, Fame 1; Quirks none; Flaws missing ear; Skills hiding 75%, hunting 59%, language (English) 85%, primitive ranged weapon use (spear) 80%, searching 76%, survival 58%, tracking 61%; Talents jack rabbit speed, quick thinking, veteran gunfighter; Gunfights 1; $0; Firearms Winchester 1863 musket (.38).

Sample Description: Better hope this savage doesn't come upon you in the dark. Your scalp will be decorating his belt come dawn.

Investor: hp 20; Speed 9, Accuracy -1; Str 9/69, Int 13/82, Wis 11/23, Dex 9/62, Con 8/23, Lks 10/04, Cha 12/72; Rep 13, Fame 2; Quirks Indian giver; Flaws none; Skills accounting 83%, appraisal (choose one) 70%, current affairs 50%, fast talking 72%, mathematics 69%, oration 73%, reading comprehension/penmanship 68%, resist persuasion 73%, riding 56%, slick talker 59%; Talents Reputation bonus; Gunfights 0; $34; Firearms none.

Sample Description: If you need some money to start up a business, stake a claim, or some other such dealings, you might want to talk to this fellow. Just make sure he gives you fair terms, and you might find yourself with a bit of a profit.

Journalist: hp 25; Speed 11, Accuracy -4; Str 9/15, Int 12/45, Wis 13/66, Dex 5/36, Con 10/24, Lks 10/08, Cha 9/47; Rep 37, Fame 2; Quirks conspiracy theorist, nosy; Flaws none; Skills fast talking 53%, journalism/composition 39%, reading comprehension/penmanship 35%, religion 78%, riding 44%, slick talker 61%; Talents fast healer, hit point bonus; Gunfights 0; $3; Firearms none.

Sample Description: Watch what you saw to this journalist or you're likely to see it in print in the near future. Of course, even if you stay away from him, he's bound to find out your business sooner or later. Just can't keep his nose out of anything. He's got all kinds of crazy stories, too, but nobody much listens to him.

Judge: hp 23; Speed 7, Accuracy -1; Str 9/68, Int 13/54, Wis 13/65, Dex 10/05, Con 12/34, Lks 10/34, Cha 11/52; Rep 40, Fame 21; Quirks fear of heights, hardcase; Flaws none; Skills law 51%, mathematics 83%, oration 74%, reading comprehension/penmanship 52%, riding 52%; Talents hearty; Gunfights 0; $9; Firearms none.

Sample Description: This fellow serves as judge for several towns hereabouts, so he only shows up every couple of months or so. Better not find yourself standing in his courtroom, though. He's not exactly what I'd call easygoing.

Land Speculator: See Investor.

Lawman: See Deputy or Sheriff.

Lawyer: hp 26; Speed 8, Accuracy -1; Str 10/83, Int 12/79, Wis 11/87, Dex 10/39, Con 10/73, Lks 10/07, Cha 12/14; Rep 35, Fame 2; Quirks chivalrous; Flaws none; Skills graceful entrance/exit 73%, law 40%, mathematics 81%, oration 44%, reading comprehension/penmanship 57%, riding 76%; Talents hit point bonus; Gunfights 0; $4.80; Firearms none.

Sample Description: This fellow's got a silver tongue if I've ever seen one. He seems to know all about the law, and the womenfolk around here all adore him. It's gotten him into trouble a few times, I can tell you!

Leather Worker: hp 21; Speed 10, Accuracy -4; Str 10/27, Int 9/78, Wis 7/32, Dex 8/64, Con 11/80, Lks 9/50, Cha 9/84; Rep 22, Fame 0; Quirks obnoxious; Flaws none; Skills animal lore 72%, hunting 68%, leatherworking 67%, mathematics 87%, reading comprehension/penmanship 87%, skinning/tanning 64%, slaughter 77%; Talents damage bonus; Gunfights 0; $0.75; Firearms none.

Sample Description: If you're looking for some decent gear, stop by and give this hombre's goods a look. There's nothing spectacular about them, but don't tell him that. He's got a mean right hook.

Livery Stable Owner: hp 23; Speed 8, Accuracy -2; Str 10/22, Int 11/62, Wis 10/91, Dex 10/64, Con 12/88, Lks 9/60, Cha 8/11; Rep 30, Fame 0; Quirks none; Flaws hard of hearing; Skills administration 80%, animal empathy 76%, animal lore 68%, appraisal (animals) 71%, bronc busting 81%, carpentry 46%, driving, stagecoach/wagon 42%, fire-building/extinguishing 34%, gambling 62%, mathematics 85%, reading comprehension/penmanship 73%, resist persuasion 76%, riding 30%, rope use 52%; Talents tough as nails; Gunfights 0; $6; Firearms none.

Sample Description: This fellow loves horses, and I haven't heard anything bad said about him. Of course, neither has he. Speak up when you're talking to him, or he might not hear a word you say.

Mayor: hp 24; Speed 10, Accuracy -5; Str 9/79, Int 9/61, Wis 12/06, Dex 6/14, Con 10/16, Lks 10/95, Cha 12/30; Rep 44, Fame 17; Quirks dude; Flaws none; Skills administration 47%, current affairs 46%, fast talking 7%, gambling 84%, mathematics 72%, oration 60%, reading comprehension/penmanship 73%, recruiting 72%, religion 84%, riding 77%, seduction (art of) 75%; Talents hold your liquor; Gunfights 0; $9; Firearms none.

Sample Description: Our mayor always dresses in fancy clothes, and I don't think too much of anything he says, but I reckon that's true of any politician. The man's a good drinker, though.

Merchant: hp 24; Speed 7, Accuracy -1; Str 10/41, Int 13/42, Wis 13/01, Dex 10/75, Con 12/17, Lks 9/44, Cha 10/86; Rep 30, Fame 0; Quirks none; Flaws low pain toleration; Skills accounting 80%, calligraphy/signmaking 85%, carpentry 69%, current affairs 71%, gaming 52%, mathematics 68%, reading comprehension/penmanship 68%, resist persuasion 69%, riding 76%, salesmanship 31%; Talents forgettable face; Gunfights 0; $7.75; Firearms none.

Sample Description: This fellow's your typical plain-faced storekeeper. He's got a variety of goods at decent prices, but he's a bit tender. Just step on his foot and you'll hear a howl like a coyote.

Mine Owner: hp 22; Speed 10, Accuracy -2; Str 8/55, Int 12/83, Wis 11/59, Dex 7/92, Con 11/10, Lks 6/32, Cha 5/21; Rep 49, Fame 7; Quirks none; Flaws buffalo mange; Skills accounting 85%, appraisal

(land) 35%, current affairs 49%, demolition 24%, mathematics 68%, prospecting 75%, reading comprehension/penmanship 53%, riding 76%; Talents none; Gunfights 0; $28; Firearms Remington Pepperbox.

Sample Description: This old fellow owns most of the land hereabouts. Some folks call him Scratch – partly because he seems like Old Scratch (the devil), always wanting more, and partly cause he's always scratching his head like he's got some powerful thoughts on his mind.

Newspaper Publisher/Editor: hp 23; Speed 10, Accuracy -3; Str 9/44, Int 10/50, Wis 9/38, Dex 9/02, Con 12/27, Lks 10/02, Cha 11/41; Rep 55, Fame 5; Quirks late sleeper; Flaws none; Skills accounting 86%, administration 79%, calligraphy/signmaking 86%, current affairs 58%, hiding 79%, history 77%, journalism/composition 48%, machine operating/repairing (printing equipment) 72%, mathematics 85%, reading comprehension/penmanship 47%, riding 78%, slick talker 88%; Talents courage; Gunfights 0; $4.50; Firearms none.

Sample Description: The man who runs our local paper is one of the bravest fellows I know. He'll print stories about anybody, and doesn't care one whit whether they might get offended. Best call on him after noon, though. I think he's always working late at night.

Outlaw: hp 24; Speed 4, Accuracy 2; Str 7/13, Int 10/48, Wis 11/93, Dex 11/22, Con 12/28, Lks 9/92, Cha 10/13; Rep -15, Fame 10; Quirks crude; Flaws none; Skills fast talking 40%, gambling 57%, reading comprehension/penmanship 89%, recruiting 29%, riding 32%; Talents forgettable face; Gunfights 6; $5; Firearms LeMat Two-Barrel, L.C. Smith shotgun.

Sample Description: This plain-faced outlaw has a tongue on him that'd make the devil himself blush, what with all the insults and foul language that spill out. Word has it that he's trying to raise some money by gambling so he can form his own gang, but I can't speak to the truth of that, one way or the other. I prefer to stay away from folks with prices on their head.

Piano Player: hp 21; Speed 6, Accuracy 1; Str 7/67, Int 11/39, Wis 9/92, Dex 10/75, Con 10/68, Lks 12/64, Cha 13/01; Rep 29, Fame 1; Quirks dude; Flaws none; Skills artistic ability (piano playing) 16%, deception 75%, gambling 79%, gaming 52%, joke telling 72%, listening 58%, mathematics 85%, mimic dialect 70%, reading comprehension/penmanship 86%, riding 66%; Talents guardian angel, veteran gunfighter; Gunfights 3; $3; Firearms American Arms derringer.

Sample Description: This red-haired hombre has a mighty fine set of fingers on him. I often go down to the saloon just to listen to him play.

Pimp: hp 22; Speed 9, Accuracy -2; Str 7/90, Int 11/45, Wis 9/67, Dex 10/84, Con 10/70, Lks 12/82, Cha 13/12; Rep 40, Fame 5; Quirks badman; Flaws none; Skills deception 50%, graceful entrance/exit 42%, intimidation 72%, interrogation 80%, listening 79%, mathematics 85%, reading comprehension/penmanship 86%, resist persuasion 56%, riding 78%, slick talker 86%; Talents damage bonus; Gunfights 0; $9; Firearms Colt Navy.

Sample Description: If you've got a hankering to pay for some female companionship, seek this fellow out. Just don't try to skip out on the bill – he'll find some way to make you pay.

Preacher: hp 21; Speed 10, Accuracy -2; Str 6/65, Int 12/48, Wis 9/40, Dex 9/22, Con 10/12, Lks 10/59, Cha 11/89; Rep 33, Fame 1; Quirks boiled shirt, claustrophobic; Flaws none; Skills diplomacy 74%, observation 64%, oration 7%, reading comprehension/penmanship 54%, religion 53%; Talents perceive tendency; Gunfights 0; $2; Firearms none.

Sample Description: This man of the cloth's got a bit of an attitude problem, seems to me. Always acting like he's better than the rest of us, even though he gets the jitters if you try and take him in a little room. Reckon it's a good thing he doesn't use one of those "confessional" boxes.

Prospector: hp 24; Speed 8, Accuracy -3; Str 9/86, Int 8/34, Wis 11/30, Dex 7/17, Con 10/54, Lks 9/26, Cha 11/88; Rep 39, Fame 0; Quirks messy; Flaws none; Skills prospecting 1%, reading comprehension/penmanship 86%, riding 75%; Talents fast healer; Gunfights 0; $1; Firearms none.

Sample Description: You can always tell this hombre's dig site from everyone else's. There's clothes and pans and tools and all manner of things scattered about like a whirlwind's just blown through. He says he's going to strike it rich someday, but who knows?

Ranch Boss: hp 21; Speed 5, Accuracy 1; Str 11/05, Int 12/37, Wis 11/60, Dex 15/66, Con 9/45, Lks 8/59, Cha 6/14; Rep 45, Fame 2; Quirks chunked; Flaws none; Skills accounting 84%, administration 70%, animal empathy 89%, animal herding (cattle) 68%, gambling 55%, mathematics 72%, reading comprehension/penmanship 85%, riding 74%, rope use 66%; Talents courage; Gunfights 0; $4; Firearms

Griswold & Gunnison revolver, Winchester 1866 carbine (.45).

Sample Description: This ranch boss doesn't let anything stand in his way. If he's got something to do, or somewhere to go, he will. I hear tell that his wife handles things most of the time, and if she didn't, his ranch would fold within a month.

Ranch Hand: hp 23; Speed 5, Accuracy 0; Str 11/17, Int 10/84, Wis 10/53, Dex 14/79, Con 12/64, Lks 9/48, Cha 10/75; Rep 37, Fame 1; Quirks ornery; Flaws none; Skills animal empathy 70%, animal herding (cattle) 41%, animal husbandry 25%, artistic ability (harmonica playing) 54%, carpentry 76%, gambling 77%, joke telling 78%, riding 28%, rope use 68%, tracking 78%; Talents hearty, hold your liquor; Gunfights 0; $3; Firearms Remington New Army, Winchester 1866 rifle (.45).

Sample Description: If you're looking for a helping hand out on the ranch, this fellow might be a decent choice. He's a bit ornery, but those late nights in the saloon don't affect him as badly as they do some folk.

Range Boss: hp 23; Speed 4, Accuracy 1; Str 11/25, Int 10/44, Wis 10/51, Dex 11/82, Con 12/51, Cha 11/68, Lks 8/49; Rep 28, Fame 1; Quirks none; Flaws impotent; Skills administration 77%, animal empathy 86%, animal herding (cattle) 54%, animal husbandry 74%, animal lore 85%, artistic ability (fiddle playing) 77%, gambling 78%, reading comprehension/penmanship 76%, riding 52%, rope use 51%, weather sense 78%; Talents Kentucky windage, veteran gunfighter; Gunfights 2; $3; Firearms Colt Navy, Sharps Carbine Conversion.

Sample Description: If you need someone to mind your cattle and cowboys, I'd recommend this hombre. Sometimes he gets a little moody 'cause he and his missus don't have youngsters, but otherwise he's a good egg.

Reverend: See Preacher.

Saddler: hp 24; Speed 11, Accuracy -3; Str 7/59, Int 11/01, Wis 9/54, Dex 7/57, Con 9/77, Lks 11/34, Cha 10/15; Rep 34, Fame 1; Quirks flannel mouth; Flaws none; Skills accounting 82%, leatherworking 18%, mathematics 67%, reading comprehension/penmanship 67%, riding 76%, salesmanship 55%, skinning/tanning 55%; Talents hit point bonus; Gunfights 0; $8; Firearms none.

Sample Description: According to this fellow, he makes the best saddles in whole dang frontier, and there's nothing you can say to convince him otherwise. I reckon he thinks the sun doesn't set on him, but if I have to listen to his boasting again, he might be soon be boasting about the biggest black eye he's ever had.

Saloon Owner: hp 23; Speed 8, Accuracy -1; Str 13/18, Int 10/50, Wis 9/03, Dex 9/33, Con 12/24, Lks 9/67, Cha 10/40; Rep 42, Fame 6; Quirks intrusive; Flaws none; Skills accounting 65%, current affairs 68%, glean information 40%, mathematics 53%, reading comprehension/penmanship 78%, riding 75%; Talents hold your liquor, reputation bonus; Gunfights 1; $25; Firearms Knuckleduster.

Sample Description: Here's another fellow that just can't mind his own business. Watch yourself when in his saloon – he's always got one ear turned your way. Still, he stocks some of the best whiskey for miles.

Scout: hp 27; Speed 7, Accuracy 0; Str 7/36, Int 13/73, Wis 10/30, Dex 8/62, Con 15/32, Lks 6/39, Cha 8/83; Rep 43, Fame 2; Quirks pack rat; Flaws none; Skills fire-building/extinguishing 36%, hiding 35%, hunting 50%, reading comprehension/penmanship 68%, riding 15%, rope use 80%, slaughter 66%, sneaking 78%, survival 82%, tracking 78%; Talents none; Gunfights 1; $4; Firearms Colt Bisley (.44), Winchester 1863 rifle (.44).

Sample Description: If you want to get somewhere safe and sound, you might want to call on this hombre. He claims to be the best frontier scout around, but I've never tested his abilities myself. His pockets are always bulging with little pieces of junk, and I think he might pay good money ever for the most worthless bit of fluff. Maybe that's why he's always broke.

Sheriff: hp 26; Speed 2, Accuracy 4; Str 10/14, Int 10/90, Wis 9/11, Dex 14/65, Con 10/09, Lks 10/16, Cha 12/53; Rep 51, Fame 5; Quirks obnoxious; Flaws none; Skills diplomacy 70%, observation 54%, reading comprehension/penmanship 77%, recruiting 51%, riding 46%, slick talker 87%; Talents fast healer, hit point bonus, hold your liquor, veteran gunfighter; Gunfights 6; $3; Firearms Colt 1877 Lightning (.41).

Sample Description: I reckon this is the best dang sheriff we've had in these parts for a long time. Oh, he can get under your skin something fierce, but he's real good at his job. He seems to know when to shoot first or when to ask questions instead.

Snake Oil Salesman: hp 22; Speed 7, Accuracy 1; Str 9/35, Int 17/69, Wis 10/47, Dex 12/82, Con 11/30, Lks 12/60, Cha 13/10; Rep 27, Fame 2; Quirks Indian giver; Flaws none; Skills accounting 59%, brewing 63%, dentistry 86%, fast talking 10%, joke telling

7%, mathematics 37%, mimic dialect 2%, oration 23%, reading comprehension/penmanship 18%, riding 71%, salesmanship 31%; Talents forgettable face, quick thinking; Gunfights 0; $3; Firearms Marlin Stonewall derringer.

Sample Description: This hombre claims to have schooling in about every subject you could think of, and says his elixir will cure any problem from cholera to consumption. I don't know about that, but it sure does taste good. Makes the whiskey in the saloon taste like horse trough water.

Soldier: hp 24; Speed 5, Accuracy 2; Str 14/56, Int 14/37, Wis 12/63, Dex 8/39, Con 11/44, Lks 11/56, Cha 10/79; Rep 1, Fame 1; Quirks early riser, hardcase; Flaws -; Skills gambling 77%, history 80%, interrogation 73%, mathematics 80%, military strategy/tactics 83%, observation 62%, reading comprehension/penmanship 82%, riding 60%, tracking 74%; Talents fast healer, guardian angel; $4; Firearms Henry rifle.

Sample Description: This young man seems like most of his fellows – bright and brave, with maybe a year's experience under his belt. I just hope he's got a guardian angel looking after him. A soldier's life ain't easy out here on the frontier.

Soldier, Officer: hp 22; Speed 6, Accuracy 1; Str 11/65, Int 14/83, Wis 11/89, Dex 10/27, Con 11/92, Lks 10/43, Cha 12/19; Rep 3, Fame 2; Quirks chivalrous; Flaws -; Skills administration 75%, cartography 67%, gaming 85%, mathematics 59%, military engineering 84%, military strategy/tactics 64%, reading comprehension/penmanship 68%, riding 70%; Talents guardian angel, veteran gunfighter; $7.25; Firearms Colt SAA (.44), Henry rifle.

Sample Description: I reckon this young fella's got a backbone to match any grizzled old war hero. Oh, he's as smart and well-spoken as you please, but there's something in his eye that makes me think I wouldn't want to cross him.

Spy: hp 22; Speed 2, Accuracy 3; Str 9/48, Int 16/19, Wis 15/85, Dex 13/53, Con 10/33, Lks 11/36, Cha 13/97; Rep 37, Fame 1; Quirks paranoid, superstitious; Flaws none; Skills current affairs 30%, deception 5%, diplomacy 25%, disguise 4%, escape artist 66%, fast talking 9%, glean information 26%, listening 36%, lock picking 67%, mathematics 59%, medicine 61%, observation 62%, reading lips 30%, reading comprehension/penmanship 24%, resist persuasion 33%, riding 38%, slick talker 69%, sneaking 70%, social etiquette 64%; Talents fast healer, forgettable face; Gunfights 1; $3; Firearms Colt New Line derringer, S&W Russian.

Sample Description: Here's an hombre I don't know too much about. He keeps to himself most of the time, and he's always looking over his shoulder like he expects to see somebody following him. He's real superstitious, too. Some owlhoot shot out the saloon mirror a couple days ago, and I heard him mutter something about seven years bad luck. He went kind of pale, too. Well, I reckon it's harmless enough.

Stable Boy: hp 24; Speed 7, Accuracy -2; Str 11/15, Int 10/01, Wis 10/32, Dex 11/77, Con 11/34, Cha 9/55, Lks 8/49; Rep 19, Fame 0; Quirks greedy; Flaws none; Skills animal empathy 44%, animal lore 40%, animal training 71%, climbing 34%, distraction 56%, hiding 54%, reading comprehension/penmanship 87%, riding 52%, swimming 69%; Talents endurance; Gunfights 0; $0.50; Firearms none.

Sample Description: This young man's got a way with horses that many a cowboy would envy, but he won't work for peanuts. He's always trying to find a way to lighten your purse.

Stage Driver: See Driver.

Stage Station Chief: hp 24; Speed 7, Accuracy -3; Str 9/44, Int 10/35, Wis 15/72, Dex 8/61, Con 13/52, Lks 10/38, Cha 11/13; Rep 52, Fame 1; Quirks boor; Flaws none; Skills accounting 86%, administration 54%, driving, stagecoach/wagon 61%, mathematics 72%, reading comprehension/penmanship 74%, riding 60%; Talents astute observation; Gunfights 0; $6.50; Firearms none.

Sample Description: I'll say it straight out – I can't stand this man. Oh, he's all right at what he does, but he's a pretty unpleasant fellow to be around.

Teamster: hp 21; Speed 8, Accuracy -2; Str 7/25, Int 9/67, Wis 7/49, Dex 8/68, Con 11/82, Lks 10/61, Cha 5/12; Rep 27, Fame 1; Quirks messy, ornery; Flaws none; Skills animal empathy 88%, driving, stagecoach/wagon 13%, medicine 85%, reading comprehension/penmanship 85%, riding 48%; Talents quick aim; Gunfights 1; $3; Firearms LC Smith shotgun.

Sample Description: If you hire this hombre, it's best to talk to him as little as possible. He doesn't say much except to argue. And for heaven's sake don't complain about his appearance, or how he leaves a trail of junk everywhere he goes. He'll bite your head off.

Telegraph Operator: hp 20; Speed 9, Accuracy -1; Str 11/04, Int 10/25, Wis 12/74, Dex 7/90, Con 8/52, Lks 7/67, Cha 5/30; Rep 38, Fame 1; Quirks dehorn;

Flaws none; Skills current affairs 68%, idle gossip 80%, reading comprehension/penmanship 64%, riding 55%, telegraph operating 20%, tracking 72%; Talents improved arc of fire; Gunfights 0; $2; Firearms none.

Sample Description: Best of luck sending a private message in this town. Unless you have something real urgent, you better send a letter, or you can be sure that he'll tell somebody sooner or later. That fellow likes talking about other folks more than anything – except drinking and quarreling.

Thief: hp 22; Speed 5, Accuracy 3; Str 9/10, Int 17/51, Wis 10/05, Dex 12/55, Con 11/17, Lks 10/62, Cha 12/20; Rep -1, Fame 3; Quirks superstitious; Flaws none; Skills current affairs 50%, deception 44%, hiding 19%, listening 77%, reading comprehension/penmanship 60%, riding 55%, sneaking 63%; Talents great ambidexterity, veteran gunfighter; Gunfights 1; $11.45; Firearms Remington derringer.

Sample Description: I've seen this fellow lurking around town, but I'm not sure why he's here. Maybe he's just passing through. I did see him turn tail when he saw a black cat in the street, though, so I guess if he's scared of cats he's not much of a danger to anyone.

Undertaker: hp 23; Speed 7, Accuracy -1; Str 8/40, Int 13/46, Wis 13/22, Dex 10/84, Con 11/39, Lks 10/57, Cha 12/63; Rep 50, Fame 1; Quirks medicine tongue; Flaws none; Skills accounting 63%, carpentry 17%, chemistry 68%, mathematics 61%, reading comprehension/penmanship 53%, religion 55%, riding 43%; Talents fast healer, hold your liquor, resist disease/infection; Gunfights 0; $4; Firearms none.

Sample Description: Our undertaker is full of stories about the folks he's buried over the years, and it doesn't take much to get him started blathering on about them. Still, it pays to be nice to him. After all, might not be too long before you're in need of his services, and you want to look nice in that pine box, right?

Vagrant: hp 27; Speed 7, Accuracy -2; Str 9/16, Int 10/41, Wis 10/65, Dex 11/75, Con 12/77, Cha 11/75, Lks 8/45; Rep 4, Fame 0; Quirks none; Flaws strange body odor; Skills animal husbandry 23%, hiding 30%, hunting 54%, prospecting 77%, reading comprehension/penmanship 87%, riding 52%; Talents endurance, guardian angel, hit point bonus; Gunfights 0; $0.05; Firearms none.

Sample Description: This odiferous fellow is not someone you want to stand next to – or even near. He stinks to high heaven. Worse, he doesn't work, and just wanders around town looking for an easy way to pick up some free food or money.

Waitress: See Cook or Housewife.

Whore: hp 24; Speed 5, Accuracy 2; Str 9/08, Int 15/59, Wis 10/79, Dex 14/53, Con 13/69, Lks 13/84, Cha 13/48; Rep 14, Fame 3; Quirks paranoid; Flaws none; Skills accounting 57%, current affairs 52%, glean information 20%, idle gossip 39%, mathematics 73%, pick pocket 69%, reading comprehension/penmanship 49%, riding 55%, seduction (art of) 0%, sleight of hand 38%, slick talker 51%; Talents resist disease/infection; Gunfights 0; $6; Firearms Knuckleduster.

Sample Description: This female owns the whorehouse, and knows just about everything going on in town, one way or another. If you're looking for a good time, or information about somebody, she can help you. For a price, of course.

Wrangler: hp 21; Speed 5, Accuracy -1; Str 11/06, Int 9/58, Wis 10/36, Dex 14/65, Con 9/45, Lks 9/76, Cha 11/73; Rep 33, Fame 1; Quirks none; Flaws colorblind; Skills animal herding 69%, bronc busting 54%, gambling 77%, reading comprehension/penmanship 88%, riding 2%; Talents endurance, quick aim; Gunfights 0; $1.75; Firearms Colt SAA.

Sample Description: I keep telling this fellow that he ought to wear a green neckerchief so he won't upset that bull again, but he keeps wearing his red one. I suppose he just doesn't like taking advice.

★ SAMPLE HORSES ★

Coach Horse: hp 38; Cleveland Bay; Short 8, Medium 7, Long -2; Agility 6; Endurance 11; Horse Sense 12; Temperament 14; Trainability 13; Mettle 14; Soundness 13; Strength 12; Vices cribbing.

Hunting Horse: hp 36; Thoroughbred; Short 12, Medium 14, Long 11; Agility 9; Endurance 8; Horse Sense 11; Temperament 10; Trainability 10; Mettle 8; Soundness 10; Strength 9; Vices kicking.

Nag: hp 29; Quarter Horse; Short 4, Medium 7, Long 7; Agility 9; Endurance 9; Horse Sense 4; Temperament 10; Trainability 9; Mettle 9; Soundness 8; Strength 7; Vices shying.

Plow Horse: hp 36; Percheron; Short 7, Medium 6, Long 5; Agility 6; Endurance 11; Horse Sense 12; Temperament 13; Trainability 12; Mettle 14; Soundness 13; Strength 14; Vices pawing.

Prize Stallion: hp 46; Morgan; Short 12, Medium 16, Long 16; Agility 17; Endurance 18; Horse Sense

19; Temperament 16; Trainability 18; Mettle 17; Soundness 17; Strength 18; Vices -.

Race Horse: hp 37; Arabian; Short 19, Medium 20, Long 15; Agility 14; Endurance 18; Horse Sense 13; Temperament 13; Trainability 14; Mettle 13; Soundness 15; Strength 10; Vices tail rubbing.

Range Horse: hp 39; Quarter Horse; Short 14, Medium 11, Long 9; Agility 13; Endurance 14; Horse Sense 14; Temperament 11; Trainability 13; Mettle 12; Soundness 12; Strength 11; Vices resists grooming.

Wild Horse: hp 42; Mustang; Short 12, Medium 12, Long 13; Agility 13; Endurance 14; Horse Sense 14; Temperament 6; Trainability 5; Mettle 6; Soundness 13; Strength 8; Vices difficult to catch, resists saddling.



★ PLAYING THE CAMPAIGN ★

As mentioned previously, one of the challenges of an Old West campaign is that players sometimes don't know what to do next. A good GM can certainly remedy the situation by nudging the players with a good adventure and interesting encounters, but what if the players are simply standing around waiting to be prodded into action? Where's the fun in that?

To get the most enjoyment out of the campaign, players need to take charge and be proactive. This brief tutorial will give you a few examples on how to do just that.

THE FIRST STEP

Okay, so you've rolled up your first character. Now what?

Let's assume the campaign is starting out in Lazarus and the GameMaster has decided you start off by having your character step off the noon stage with $5 in his pocket.

For whatever reason, adventure has called you westward and you've answered that call. Perhaps it was the siren song of gold and all the possibilities waiting someone who strikes pay dirt, or maybe you're running from trouble back East and you've heard it's easy to lose oneself in the San Juan Mountains.

You step off the mud-spattered stage that carried you nearly 600 bone-jarring miles from Amarillo to the streets of Lazarus and step into a strange wild world. Your back aches from the week-long ride you just endured. You're stiff and hungry as hell, but glad to be in one piece.

As the stage driver tosses your bags down at your feet, you take in your surroundings. Your senses are overwhelmed. The air is filled with a thousand noises. The bellowing of an over-worked mule team straining to pull a freight wagon buried up to its axles in mud. The pounding of dozens of hammers nearby driving nails into hand-hewn beams as new buildings are raised. The drunken shouts of a group of miners making their way out of the tavern they've just been expelled from, and in search of a new watering hole.

Then there are the smells: a mixture of sweat, ripe meat, animal urine, fresh baked bread and a few odors you can't identify. Everywhere you look, there's activity and motion — so much, in fact, that nobody gives you any notice. You're just another fortune-seeker from back east stepping into a town already choked with a thousand others who arrived before you.



SETTLING IN

Chances are you spent most of your money on your stage ticket and only have a few dollars left to your name. First order of business is finding a way to make some money. You might as well know from the very start - it's sink or swim time. Nobody is going to hold your hand here. You came here looking for opportunity. It's up to you to seek out those opportunities and make them work for you.

Although every campaign is different, some things are a given. You'll need to find a place to stay and something to eat. You'll also want to arm yourself. Of course, all of this takes money. You may have to make some tough choices, since it isn't likely you can afford everything you need at once. The gun may have to wait. You might have to settle for a bedroll in a hayloft until you can find work.

Meanwhile, you have to survive and make your way in the world. Here's some advice on how to do just that.

FRIENDS AND ALLIES

"Being alone is a not a way to live, son. It's just a quick way to die." — Advice from one cowhand to another

You'll find the row you have to till a bit easier if you have like-minded individuals to fall in with. Be they true friends with your best interests at heart, or fair-weather friends of convenience, having someone around who has your back can be a good thing.

Perhaps you made a few acquaintances on that long stage ride you just completed. Or... maybe you and your friends set out for the west together with the idea of partnering up. If that's the case, you've got a good head start.

One of the first rules of the Shattered Frontier is that everybody needs to belong to a group, be it a gang, a small circle of friends, a church, an outfit or



even a social club (or secret society). You need someone that has your back when the chips are down. So, if you find yourself alone and friendless, you should be putting some immediate thought into remedying the situation.

Two of the surest ways of making acquaintances with others is at the local saloon and on the job. Just be careful. Making new enemies is often easier than making new friends. Be mindful of the fact that here out west it's not considered proper for a stranger to ask a lot of questions.

Many come to the west because they're running away from trouble elsewhere, so people who smile too much and ask too many questions are often met with suspicion. When you do choose your friends, do so wisely. People tend to judge a person by the company he keeps. Your reputation can be helped along, or harmed, by those you hang with. Not to mention that some unsavory types change their friends like they change last week's socks.

Q: "What's your name, partner?"

A: "What the hell business is that of yours?!!"

MEALS AND LODGING

"The price of an item isn't worth the slip of paper it's written on. Barter, haggle and deal! Show me a poor man without a hat and I'll show you a man who can't work a deal."

— Old ranch boss

When it comes to meals and lodging, finances may dictate your being a creative thinker. A room in the hotel would be nice, but they can run a dollar a night. That's $30 a month — more than a month's wage for most people (although at many hotels that dollar includes a meal).

Another option is one of the boarding houses in town. A bed here will set you back 25 to 50 cents a night. Plus, you'll be sharing a room with five to twenty others, packed in together like sardines in a can. Flophouses are notorious for their foul smells and lice infestations — not to mention the risk of communicable diseases. They're also famous for petty thieves. You just might wake to find your boots gone.

Occasionally, livery stables will trade out space to people so they can roll out a bedroll in the hayloft in exchange for shoveling manure or pitching hay. In fact, bartering for a place to sleep (and if you're lucky a meal) is a common practice. So don't be shy about proposing terms. The important thing is to get a roof over your head and food on the table.

KEEPING DEATH AT ARMS' LENGTH

"You ain't bullet proof, son. And you ain't immortal. Them that keeps that in mind are the ones who end up as little old men." — Marshal Fraim to a deputy

No one enjoys investing hundreds of hours into a character only to have him blown away by the business end of a shotgun — all because you looked at someone 'funny' and they took exception to it.

On the other hand, it's hard to take much pride in a character who has no worries when it comes to death.

Without the threat of death looming over a player's head there are really no challenges to face. However, there are some things a player can do to hedge his bets and help ensure his character lives to fight another session.

As your character rises in stature and power, think about insulating that character from harm. Would James C. Fowler, the aggressive rail baron go out personally to 'muscle' a local landowner into giving up his landrights? Of course not. He'd send out hired guns to do his dirty work for him.

Hiring others to do your dirty work or simply to shield you from harm is key to your long-term survival in the campaign. Don't worry — hiring help doesn't mean you have to miss all the fun (or gunplay). Running cronies, hired help and other NPCs under your character's control as secondary player characters is a great way to extend the fun.

And should the worst happen and your PC bite the dust? You'll have a stable of interesting characters you've already fleshed out and played to step up as your new character.

FINDING WORK

It's time to get some money coming in, which usually means getting a job. Unless you were born with a silver spoon in your mouth, you'll find any money you may have squirreled away will rapidly fade — especially in a gold camp where outrageous prices are the norm.

If you've decided up front you're going to be the outlaw type and live off the sweat of the brow of others, then an honest day's work probably isn't in the cards for you. However, you may still want to read ahead.

Even an outlaw finds he must lay low and blend in from time to time.

When looking for work, the first thing you'll want to do is get a feel for the town. Walk around and explore. Tip your hat and make pleasant conversation, read the paper (if you **can** read, that is), listen for opportunities worth pursuing. Try to get a feel for what's going on. Who are the movers and shakers locally? Who thinks he runs the town and who **really** runs things? What are the main issues the town confronts? Even though a lot of adventures in *Aces & Eights* take place in the wilderness, most campaigns tend to be town-centric since that's where the real action is.

While looking for work and seeking opportunities to better yourself, it pays to always keep your eyes open and an ear to the wall. The more you know about your surroundings, the better equipped you'll be to pounce when an opportunity comes by.

The more people you meet the better. Make a mental note as to who seems to be trustworthy and who seems to be trouble. The nature of any work you decide to take largely depends on your character and his skills, as well as what his goals are.

To be sure, you may be ambitious and have lofty goals — you may be particular as to what sort of work you're willing to do, but if your pockets are empty and your stomach is knotted up from hunger, you may have to take what you can get until you find your footing. Offering to help the proprietor of the general store unload that wagon of newly-arrived goods in exchange for a meal and a cot in his backroom might be well received. Likewise, toting wood or coal for the blacksmith's forge, sweeping out the jailhouse, or haulin' the slop bucket from the café out to the hogs might put a roof over your head for another night, or provide a meal.

In lieu of money, a good strong back and a willingness to use it can often get you through a tough patch. Slopping the hogs and shoveling horse manure may not be glamorous, but it's a good way to keep your head above water while you look for something better. Especially since such unskilled jobs are plentiful. In the West, no one faults a man for being willing to do an honest day's work.

PUTTING YOUR SKILLS TO WORK FOR YOU

You may find skills in *Aces & Eights* are far more important to a character's livelihood than in some RPGs you've played in the past. Success or failure of any endeavor you decide to pursue can often hinge on the skills you have.

Are you handy with carpenters' tools? Then finding work building houses or businesses may be the obvious route for you starting out. Did you learn how to shoe a horse on your pappy's farm? Maybe the blacksmith could use some help. Maybe a job at the local saloon as a bouncer is more to your liking. Do you find town life a bit stifling? Then head out for the gold fields to try your hand at prospecting. Or, sign on with a cattle outfit and help drive a herd to the railheads in Sequoyah. Good with a gun? Perhaps the sheriff has need of a deputy. Maybe your character has aspira-



tions to be the sheriff himself someday. From cattle driving to running a business — the possibilities are nearly limitless.

It really falls to you to seek out (and even create) job opportunities. Working for others and learning a trade is fine, but your ultimate goal should be working for yourself.

You should view any job as simply another step on your climb up that ladder — a way to pay the bills while you look for an advantageous move to appear. You will be presented with an endless choice of opportunities during the campaign. Take the ones that appeal to you. You may even want to try your hand at several different professions during the course of your PC's lifetime. Freedom is the spirit of the West, and it is available to PCs in spades here.

What if you lack the skills needed to obtain the goals you are striving for? Learning and growing such skills is one obvious answer. Still, keep in mind you can always partner up (or even hire) others who have the skills you lack.

MAKING YOUR OWN OPPORTUNITIES

"If Lady Opportunity doesn't come knockin' on yer door then it's time to go find her and drag her ass screaming across your threshold." — General Welcome T. Pettiford, C.S.A.

The most important lesson you can take away from this section is to develop the habit of making your own opportunities. That's what this tutorial has been all about. Life isn't always about sitting around on your fat duff waiting for that golden ring to come around.

There are countless ways for you to make a name for yourself in the Shattered Frontier, and each involve their own unique challenges. Some examples include:

- Starting a business
- Prospecting for gold
- Herding cattle
- Entering politics
- Bounty hunting
- Trapping or hunting
- Using your skills to turn a dollar
- Upholding the law
- Running a farm or ranch
- Founding a town

And that's just the tip of the iceberg. Become familiar with the Personal Goals and Profession Paths. They'll provide you with a wealth of ideas to pursue.

STAYING ALIVE

All the plotting and planning in the world isn't worth a hill of beans if you get yourself killed in the process. Remember that bullets (as well as arrows and knives) do a lot of damage, very quickly and permanently. There are no tap backs in *Aces & Eights*. Death is forever.

Also, don't forget that even though the West has a reputation of lawlessness, that doesn't mean that anyone can do whatever he wants and not expect to pay the piper. Those who push their luck too far can find themselves behind bars, or dangling from the end of a rope. Don't make yourself a target. The Shattered Frontier is filled with men looking for an easy mark and wanting to do others harm.

Many players come to western RPGs with the mistaken belief there's little to do but rob banks, rustle cattle or engage in an endless string of gunfights. While going down the outlaw trail is certainly an option, (and one many players will no doubt take) it isn't the **only** option. Not by a long shot.

If your chosen career path is the outlaw trail, then go for it. Just keep in mind that such careers are often short and end violently.

STAYING OUT OF HARM'S WAY

Speaking of violence, you will find it hard to avoid. Even upstanding characters will find they are tempted to cross the line and break the law from time to time, when in need or an opportunity presents itself.

Besides, is it really illegal if the bank you are robbing happens to be in Mexico? Many historical figures from the Old West rode both sides of the fence during their careers.

Of course, no matter how careful you are, you can be sure trouble is going to come looking for you — eventually…



4.2 | Reputation & Fame

In the Shattered Frontier, a character's Reputation among other folks is no small part of how he measures his worth. On lonely nights by the fire, a man might find himself asking all sorts of questions. How much money do I have? What kind of horseflesh do I own? What kind of hombre do folks see me as? Do others place their trust in me?

This section describes how *Aces & Eights* characters can establish their Reputations, what their Reputation means to other folks, and how they can use it in the game. It also discusses what some may consider a basic human desire - the need to be well liked or well known.

★ REPUTATION ★

As mentioned in the character creation section, individuals of great Reputation are not necessarily upstanding citizens, and those with low Reputation are not necessarily low-down, dirty banditos. The cruel owner of the Bar K Ranch may very well possess a high Reputation score while an honest cowboy, through unfortunate circumstances, might possess a miserable Reputation.

With high Reputation comes respect, power, influence and position. Without it, characters can expect disrespect, shame and insults. Reputation is so essential to a man that it is reflected in his very countenance. People can sometimes tell what kind of Reputation a character has just by being in close proximity to him.

Reputation is something the character earns through his actions, much like Building Points (BPs). Moreover, Reputation can also be lost, depending on the actions of the character. In fact, Reputation is easier to lose than it is to gain, so characters must carefully consider the consequences of their actions. Breaking an oath, back shooting, cheating, cowardice and unavenged insults result in a loss of Reputation. Bravery, nerve, self-sacrifice, mastery of skills and honesty earn the character Reputation.

Player characters and ordinary citizens alike benefit from having a high Reputation score. These characters are perceived as trustworthy, honorable and reliable. Other folks are more likely to listen to and believe such a person. Conversely, a merchant or cowpoke with a low Reputation score might find it difficult to keep his job or to engage in profitable new business dealings.

A character's Reputation score should not be confused with other abilities used for social interaction such as Charisma or Looks. Charisma is a measure of a character's leadership ability and his ability to impose his will on others. Looks simply measure how attractive he is. A character with good looks has a well-proportioned body, good symmetry, nice teeth and bone structure and few, if any, skin blemishes. Charisma and Looks can affect a character's Starting Reputation. However, after character creation, the character's actions determine his Reputation.

INDIVIDUAL REPUTATION

A character's individual Reputation score is what most players concern themselves with, because they have direct control over it. Most players find it an ongoing challenge to maintain their character's Reputation. During a typical game session, the character earns or loses Reputation Points as he makes his way in the world.

A character's Reputation can rise or fall during a gaming session or between sessions. It is up to the participants to determine if they want to award (or penalize) a character's Reputation Points as events unfold in the game. This is easier for the players (or available GameMaster) to keep track of, and adds an immediate effect to game play, but may tend to slow down play for some groups as they stop to change their statistics in the middle of play.

Alternatively, keeping track of Reputation score adjustments and awarding them after the session does not slow down play with ability changes, but does require the players or GM to keep track of which characters should receive bonuses or penalties, and why. The choice is up to your individual style of play.

GROUP REPUTATION

Whenever two or more characters partner up and begin spending time together, they should calculate their group Reputation score (an average of the Reputation values of those characters comprising the group). Group Reputation includes the Reputation of any henchmen, sidekicks or cronies in the group. Group Reputation also applies to military units, outlaw gangs, secret organizations, etc.

After each gaming session the characters spend together, the players should recalculate their group Reputation score (always round down). Each player must then adjust his character's individual Reputation

one point closer to the group Reputation score. This means those characters with low Reputation will benefit by being part of the group and having their Reputation raised. Those with high Reputation will find their Reputation being slowly dragged down by the others. Remember that any henchmen, sidekicks or cronies who are part of the group also move one point toward the new average.

For example, let's say that Billy, Hank and Tex are the only members of their gang. After a night of role-playing, the Reputation scores of these characters are 10, 15 and 9. They determine their group Reputation score is 11 (10+15+9=34, and 34 divided by 3 = 11.3, rounded down to 11). Billy and Tex improve their scores from 10 to 11, and 9 to 10, respectively. However, Tex's Reputation drops to 14. That's what he gets for hanging around with fellas of lower Reputation.

FAMILY REPUTATION

The Reputation of relations affects the Reputation of a character, and vice versa. Family Reputation is only important to those characters that are reared from an established family or have kin that live nearby. Certain results on the charts in *Chapter 6.5|Detailed Character Backgrounds* affect Starting Reputation.

CATEGORIES OF REPUTATION

Depending on a character's Reputation score, they fall into a particular Reputation category. The categories are: Disreputable, Low, Average, Great and Legendary. A character can only exist in one category at a time, and the effects of these categories (whether penalties or bonuses) are not cumulative. For example, a character in the Disreputable category suffers a -1 penalty to all die rolls. If he moves into the Low Reputation category, this penalty disappears.

Likewise, a character with Great Reputation receives a +1 bonus to all die rolls and gains an additional 10% on any BPs earned. If he moves into the Legendary Reputation category, he loses all Great Reputation bonuses and gains the Legendary Reputation bonuses instead.

Disreputable (0-5): Disreputable characters are looked upon as the dregs of society. They suffer harassment and ridicule at the hands of most other people. Shopkeepers are more likely to take advantage of these characters, barroom bullies are more likely to pick fights, and innkeepers are more likely to turn them away. Characters in the Disreputable category suffer a -1 penalty to all die rolls.



If you hang out with badmen, killers and savages, don't be surprised if your Reputation score drops right along with theirs...

Low Reputation (6-20): Characters with low Reputation are often distrusted, mistreated or ignored. Since this is the category in which many characters begin, they haven't necessarily done anything to deserve any unjust treatment. They just might not have gotten a chance to prove themselves yet.

Average Reputation (21-70): Characters with an average Reputation are mostly ordinary citizens who make an honest living. They have carved out a foothold in the Shattered Frontier and are making a way for themselves one small step at a time.

Great Reputation (71-100): Characters with great Reputation have proven repeatedly that they have what it takes to defend their honor and act with integrity. Others know that someone with a great Reputation is not to be trifled with.

All characters in the Great Reputation category receive a +1 bonus to all die rolls and gain an additional 1 BP for every 10 BP earned. They also receive a "mulligan." This is one free re-roll per game session that can be used for any die roll (combat, damage, initiative, skill rolls, mastery dice, etc.).

Legendary Reputation (101+): When a character's Reputation score reaches this level he inspires stories, legends and gossip. Some make up stories that make the character seem larger than life, while others may think the character has gotten too big for his britches. This level of Reputation can be risky, because young tenderfoots sometimes seek these characters out to try their luck at taking them down a few notches. Legendary Reputation does not make a character famous, but those who meet this character are often strongly affected by the experience.

All characters in this category receive a +1 bonus to all die rolls and gain an additional 10% on any BPs earned. They also receive two "mulligans" per session. A mulligan is a free re-roll that can be used for any die roll (combat, damage, initiative, skills, whatever).

However, characters in this category draw the ire of any hostile character encountered. If a random determination is needed to determine whom adversaries target, count characters in this category twice.

REPUTATION SCORE AND REPUTATION POINTS

Beginning at character creation, a character is assigned his Reputation score and an identical number of Reputation Points. If a character's Reputation score moves up or down, the Reputation Points are adjusted by the same amount. A character may spend Reputation Points (without adjusting his Reputation score) in order to gain advantages in the game.

Reputation Points can be used to gain a re-roll to sway a critical outcome. At any time, a player may deduct 10 Reputation Points to re-roll one of his combat rolls, ability checks or skill checks by simply declaring that he desires to do so. He can also expend 10 Reputation Points to make others re-roll a roll that directly affects his person (such as a shot fired at him). The only limit to the number of times a player can do this is the number of his Reputation Points. For example, a player can deduct 30 Reputation Points to re-roll three times. He need not spend all the points at once. He can simply continue to expend 10 points to re-roll each time until he gets the desired result. A character's Reputation Points may never be reduced to less than zero in this manner. In any case, once a point is spent, it is gone for good!

For example, let's say that Jebediah Smith has a total of 23 Reputation Points. If Jebediah fails a combat roll (or ability check or skill check), he can spend 10 Reputation Points (reducing his total to 13) and re-roll. If he succeeds, great! If he fails, he can accept the failure or spend another 10 Reputation Points (dropping his total to 3). He can't try a third time since he needs 10 Reputation Points to do so, but only has 3 Reputation Points left.

Spending Reputation Points helps bring an element of cinematic drama into the game and allows characters to do truly larger than life feats. It can also help prevent the premature death of a character in which you've invested a lot of time, but doesn't necessarily guarantee safety (as the re-roll could strike true once again, for example).



A humiliating way to lose Reputation Points.

NOTORIETY

When a character loses Reputation such that his score becomes negative, it is no longer called Reputation, but rather, Notoriety. Notoriety has similar categories as Reputation but offers none of the same benefits. The categories are:

Notorious (-1 to –10)

Low Notoriety (-11 to –20)

Average Notoriety (-21 to –70)

Great Notoriety (-71 to –100)

Legendary Notoriety (-101 and lower)

Any character that allows his Reputation to fall to zero or less is in for some trouble. The character can still perform acts that increase his Reputation score, but he gains no corresponding Reputation Points until his Reputation becomes positive again.

In gunfights, Reputation affects how a character reacts when faced with his own mortality. If a character has a high Reputation, he'll stand tall in the face of mortal danger, while those of lower Reputation tend to flee. However, those with negative Reputation (Notoriety) should take the absolute value of their Notoriety score in order to determine the effect of Reputation on how wounds are handled in scrapes. For example, a character with a –10 Notoriety score should consider his Reputation score as 10 for purposes of his reaction to wounds. See *Chapter 3.2 | Advanced Scrapes* for more details.

GAINING AND LOSING REPUTATION

When awarding or docking Reputation, the other players and/or GameMaster consider both the individual actions of a character and the actions of his partners as a whole. Likewise, when a gang decides to take a specific action as the result of group consensus (or the leader simply decides what the group is going to do and no one objects), the gang is treated as a character and awarded or docked the points appropriately.

Typical Reputation awards are listed on *Tables 4.2-1* through *4.2-8*. The awards listed are by no means complete. It is impossible to cover every situation that might occur in a typical game session. The players and/or GameMaster must rely on their judgment, using this list as a guideline for situations that are not covered.

Never forget that Reputation is largely based on the perception of those who view the character. False rumors and misperceptions can taint such perceptions.

Suppose, for example, Fernando Cortez enters a hotel just moments after outlaws have robbed the place and murdered the proprietor. He rings the bell at the counter and when no one is summoned forth decides to leave and seek lodging elsewhere. It is his bad luck that a deputy on patrol sees him leaving the hotel. Later, when the body of the murdered victim is found, the deputy remembers seeing Fernando. Fernando is immediately arrested and charged with the crime, and his Reputation drops because he is perceived to be guilty - and likely convicted because of it!

OATHS

There may be times when your character and his associates may need to swear an oath. Oaths in the Shattered Frontier are taken very seriously. A man's word is his honor, and breaking an oath (the strongest word of honor a character can give) has dire consequences. When a character swears an oath, he is literally swearing by his Reputation. Oaths are usually made when a character promises to accomplish something of extreme importance to him or another character.

If he breaks the oath (intentionally or otherwise), and word gets out about it, the character loses respect and must immediately roll on *Table 4.2-1: Breaking An Oath* to determine the result. Always round down. Note that keeping or making good on an oath has no extra benefit (other than a possible increase in Reputation as set forth in the Awards section in *Chapter 4.3 | Awards*). A person is **expected** to keep his word, so no incentive is given.

Reputation and NPCs

Reputation is just as important to Non-Player Characters (NPCs) as it is for Player Characters. For example, no self-respecting gunslinger is going to take lip or back-sass from the guy standing next to him in the saloon, whether he's an NPC or not. If they feel their Reputation has taken a dent, you can be sure they're gonna come up for air and attempt to settle the score.

The Reputation category of an NPC can suggest a lot. It is a good indication of just how important Reputation is to such an individual, and can sometimes be used to determine how he reacts to the group. For example, a disreputable NPC has obviously been having a tough time of it. More than likely, he's in a foul mood and looking for a way to raise his Reputation. What better way than to pick a fight or attempt to steal Reputation from someone else? Of course, it's important to remember that Reputation is not indicative of personality, but it can suggest a character's intent and motivation when considered with other factors.

TABLE 4.2-1: BREAKING AN OATH

Roll (d20)	% of Reputation Score Lost
1	75%
2-5	65%
6-9	50%
10-13	40%
14-17	30%
18-19	20%
20	10%

TABLE 4.2-2: SAMPLE REPUTATION/FAME AWARDS - SCRAPES

Action	Reputation	Fame
Allow disarmed opponent to pick up his weapon	1	0
Allow enemy to draw first	2	1
Allow enemy to remove their dead/wounded from the field	1	0
Attack unarmed or obviously inferior opponent	-3	0
Backshooting	-5	1
Being in a gunfight	2	2
Being taken prisoner/surrendering	-2	0
Capture battle standard or flag during combat	5	1
Deliver death blow to a helpless opponent	-1	0
Dirty fighting (doesn't apply if the other guy fights dirty first)	-2	1
Entering into a lethal fight without cover	3	2
Exercising your 'bragging rights' at a saloon or hotel	1	2
Fighting a 'worthy adversary' or battle-hardened adversary	1	1
Flee a fight with an equal opponent	-3	1
Flee a fight with a superior opponent	-1	1
Flee a fight with a weaker opponent	-5	1
Flee a battle that's obviously going poorly	-1	1
Flee a battle that's still in question	-3	1
Refuse medical treatment for the good of a friend	2	0
Save the life of another at great risk to own self	5	3
Save a life	1	2
Survive a gunshot or primitive weapon wound	wound severity level	1
Take a prisoner(s)	1	1
Purposely take an arrow or bullet wound meant for someone else	5	3
Taunt an enemy into fighting	-1	0
Unjustly slaying a prisoner or unarmed opponent who has yielded	-5	1
Victorious against overwhelming odds	5	5
Back down from a challenge*	-2	2
Win a brawl	1	1

**Remember that perception often belays intent. A character that offers to buy a drink for someone who has just challenged him to a fight could be construed as "backing down from a fight."*

TABLE 4.2-3: SAMPLE REPUTATION/FAME AWARDS - SOCIAL/ENCOUNTERS

Action	Reputation	Fame
Allowing a personal slight/insult to go unchallenged	-1	0
Allowing an inferior (such as servants and hired hands) to disrespect you	-2	1
An outsider laughing/mocking you or a companion	-1	0
Being admonished by another for a wrongdoing.	-1	0
Being publicly insulted or disparaged by an inferior	-2	0
Being publicly insulted or disparaged by an superior	-1	0
Breaking your word	-3	0
Challenging a slight to one's Reputation	1	0
Escaping from imprisonment	2	2
Caught falsely claiming 'bragging rights' that belong to another	-3	3
Having a book written about you	1	5
Having a news article written about you	0	1
Keeping a difficult promise	1	1
Killing a host who has provided you food or shelter	-4	0
Letting someone take advantage of you*	-1	0
Marrying into higher social class	2	1
Neglecting to properly bury a compatriot	-1	0
Paying off an extortionist or shake-down	-3	0
Perpetrate humiliating prank on enemy	1	1
Picking up the funeral expenses of someone you killed	2	0
Public intoxication	-1	0
Publicly humiliating a character of a higher Reputation**	2	1
Rash or improper social behavior	-1	0
Requesting a favor/charity	-1	0
Snitching or ratting out a character to authorities/enemy	-2	0
Taking a bribe	-1	0
Lose a contest	-1	1
Refuse a fair contest/challenge	-2	1

**Such as losing a haggle or paying good money for shoddy product.*
***Includes authority figures like deputies, politicians, etc. Award Reputation Points only if the figure being disparaged is in a position to do something about it. For example, publicly ridiculing an Indian chief imprisoned behind bars does* **not** *warrant points.*

★ FAME ★

Fame is a measure of how far knowledge of a character and his exploits extends beyond his own immediate social circle. However, a character's Fame can be blown out of proportion if he is good at spreading word of his deeds or alleged deeds. Thus, you might not want to believe everything you hear.

Note that Fame is not an indication of how well respected or liked a character is, or whether or not he is a good or bad person. It simply indicates how well known the character is. Famous characters may find that opportunities seek them out, it's easier to get loans, easier to obtain an audience with others of high Fame, hangers-on and sidekicks are lured to them, they get offers and favors ("come to my saloon and get free drinks"), and so on. They might also find it easier to be elected, and harder to be convicted.

However, you may also find that people recognize the character wherever he goes (regardless if he wants them to or not), his reputation (good or bad) often precedes him, people spread gossip and rumors about him, and folks often seek the character out, wanting something from him. The GM and/or other players

may have their characters seek him out for these very reasons.

Each character's Fame starts at zero, though this may be modified by his Looks score. See *Chapter 3.1 | Character Creation* for more information.

Individual, Group and Family Fame

Group or family Fame can be calculated in much the same way as group or family Reputation. Likewise, it also causes the adjustment of the Fame of individual members of the group on a periodic basis. Follow the same process for adjusting individual Fame due to group Fame as you would for Reputation.

Categories of Fame

Little Known (0-10): Only a few people know you exist.

TABLE 4.2-4: SAMPLE REPUTATION/FAME AWARDS - CRIMES

	Crime Severity*							
	Misdemeanor		Felony		Hanging Offense		Treason	
Circumstances	Rep	Fame	Rep	Fame	Rep	Fame	Rep	Fame
Publicly accused of crime (innocent or not)	-1	1	-3	2	-5	3	-5	4
Charged with a crime	-1	1	-3	2	-5	3	-5	4
Convicted of a crime	0	1	-1	1	-2	3	-10	5

**Crimes typically considered misdemeanors in the Shattered Frontier include battery, bribery, civil disobedience or disorderly conduct, manslaughter, trespassing, vagrancy, vandalism and similar crimes. Crimes considered felonies in the Shattered Frontier include blackmail, embezzlement, extortion, forgery, fraud, grave robbing, kidnapping, perjury, rape, theft, banditry and robbery and similar crimes. Hanging offenses include arson, horse thieving, cattle rustling, murder and similar crimes.*

TABLE 4.2-5: SAMPLE REPUTATION/FAME AWARDS - PERSONAL ACHIEVEMENTS & FAILURES

Action	Reputation	Fame
Acquiring a new skill	1	0
Acquiring land (per transaction)	3	1
Claiming territory from an enemy	5	1
Collecting a reward	2	1
Completing a personal mission	5	0
Entering into debt	-1	0
Failing a personal quest	-5	0
Gaining mastery level in a skill	4	2
In possession of a famous or historical item (per item)	8	3
Losing a signature weapon	-4	0
Losing a weapon	-1	0
Making an item of extraordinary craftsmanship	1	2
Winning a contest	1	1
Winning an election	5	4

TABLE 4.2-6: SAMPLE REPUTATION/FAME AWARDS - PROFESSIONAL

Action	Reputation	Fame
Being taken advantage of	-1	0
Showing off battle scars	2	1
Creating a new useful invention	5	2
First to find valuable ore deposits	2	3
Getting caught cheating	-3	1
Hiring an employee	1	0
Losing significantly at gambling	-1	0
Nursing a character to health	1	0
Performing a successful surgery	1	0
Publishing/writing for a paper (per month)	0	1
Staking a mining claim	2	1
Starting a business	2	1
Winning significantly at gambling	1	1
Writing/publishing a book	2	1

TABLE 4.2-7: SAMPLE REPUTATION/FAME AWARDS - NPC & PLAYER RELATED

Action	Reputation	Fame
Accepting a significant gift	-1	0
Asking an important favor	-1	0
Giving a significant gift	1	0
Granting an important favor	1	0
Player attempting to act on knowledge his character doesn't have.	-5	0

TABLE 4.2-8: SAMPLE REPUTATION/FAME AWARDS - FAMILY & GROUP RELATED

Action	Reputation	Fame
Avenging murder of family member	5	1
Banished by family	-5	-1
Defeating a hereditary enemy	10	0
Forming an alliance with another family	2	0
Fulfill family debt	4	0
Losing a birthright or an inherited item	-6	0
Member of family dies with great Reputation	1	0
Murder of a family member	-8	1
Recovering or avenging a stolen or destroyed family heirloom	5	0
Refusing one's family leader	-5	0
Banished/ousted by gang/company	-5	0
Death of a fellow with Great Reputation	-1	0

Group Reputation awards/penalties are given for those actions the group performs as a group or through group consensus. Points are added to (and removed from) the group Reputation, not from individual Reputation. At the end of the session, each group member's Reputation moved one point closer to the group Reputation factor (before** individual Reputation is recalculated per the Reputation rules).*

Local (11-20): Seems like everyone in town knows who you are and your deeds.

Minor Celebrity (21-70): Even the wranglers in the next territory know about you. When a character's Fame reaches 50 for the first time, his name begins appearing in popular songs and stories as a minor or local hero (or villain) of mention. In addition, there is a 10% chance per week that a notorious foe starts boasting of his ability to whip the character (in a gunfight, an election, or any other profession-related activity). For example, an outlaw may challenge the marshal to a shootout, while a carpenter boasts that he creates better woodwork than the character. On the other hand, a carpenter who was once a gunfighter may find himself challenged by either. If such boasts reach the character's ears, and he refuses to seek out and defeat the foe, he suffers a loss of 20% of his Reputation Points.

For every 50 points of Fame a character has, others suffer a −1 penalty to Accuracy and a +1 penalty to Speed when facing him.

Major Celebrity (71-100): You're extremely well known. For example, the person working on the docks in New York City has heard of you, and how you shot four Indians with a rusty revolver while blindfolded.

Famous (101-200): You and your deeds are occasionally heard of even in lands across the ocean.

Epic (201+): When a character's Fame reaches 201 he is considered a great hero, suitable material for epic songs, lengthy folktales and the like. Those who might like the character are more disposed to treat him with respect, while those who are more famous now start to treat him as a peer. All penalties when facing this character are doubled.

GAINING AND LOSING FAME

Fame is affected by a character's actions in much the same way as Reputation. However, you can become famous for things you haven't even done. In other words, one's fame may not reflect reality. This could be by accident – people mistakenly attribute deeds to you – or it could be by design (you go around bragging about things you've never done or taking credit for someone else's deeds).

However, just because a character does something to boost his fame does not mean he can sit back and coast on that event forever. Eventually people may put a character in the back of their mind and perhaps even forget the most daring deeds! In game terms, this is represented by the fact that Fame decreases at a rate of 1 point per month. Fortunately, this loss of Fame can go no lower than 20% of the highest Fame the character ever obtained. Naturally, the character can continue to perform activities that increase his Fame.

For example, let's say that Tex has a Fame score as high as 173, but he loses interest in dramatic deeds and went into seclusion. Over the next few years, his Fame decreases by 1 per month as folks gradually stop talking about him, until it stops at 34 (20% of 173, rounded down). Tex isn't quite forgotten, but he's not nearly as big a name as he once was.

Sample Reputation/Fame awards

Tables 4.2-2 through *4.2-8* provide some guidance on circumstances warranting such an award.

A note on awards or penalties for crime: The Reputation of the accused and the accuser affects these modifiers. For every Reputation category the characters are away from average Reputation, add or subtract one Reputation Point from those listed on *Table 4.2-4: Sample Reputation/Fame Awards - Crimes*, depending on whether they are above or below average, respectively. However, if the accuser or the accused is of legendary Reputation (and the other is not), double the modifier after adding or subtracting the original modifiers.



Your Fame even survives your death - for a while.

4.3 | Awards

There are many types of awards in life, be they monetary, fame, position or success. So too are there a variety of awards in the *Aces & Eights* game. Characters may receive awards in five categories: monetary (from success in business, investments, gambling, bounties, robbery, etc.), Reputation Points (for following the Code of the West), Building Points (from learning while using skills and succeeding at a profession or experiencing life), experience (from surviving gunfights), and Fame Points (from news of a character's activities spreading far and wide).

✶ How Awards Work ✶

Each type of award affects a different aspect of your character. Reputation Points provide your character with luck and a sixth sense to help in survival and advancement. Monetary awards directly correlate to power and freedom. Those with monetary resources can work for themselves and actually hire others to do their bidding, an important ability in a land where violence and death come swift to men of action. Building Points increase Skills and Talents. Experience increases your character's odds of survival in a confrontation. Finally, Fame can affect many aspects of the game, including those mentioned before. This section describes these various methods of receiving awards and their significance to the character.

AWARDING REPUTATION POINTS

Reputation Points are awarded for following the Code of the West. The various amounts and types of Reputation awards are discussed in *Chapter 4.2 | Reputation and Fame*. Reputation Points may be gained at any time in a game session, as long as a proper triggering event has occurred. Characters of honor and upstanding quality should look for any opportunity to obtain Reputation Points. They are the easiest of all awards to gain, and the easiest to lose.

Reputation Points are extremely important to the character because they can allow him to avoid fate and sway events ever so slightly in his favor. The difference between a gunshot to the forehead and a hole in your new Stetson can be measured in inches or even fractions of inches. Reputation Points can help you with that on rare occasion. In short, do what you can to build up a solid Reputation score and many Reputation Points. Out in the Shattered Frontier, you'll need them.

AWARDING FAME POINTS

Fame Points are awarded for activities that are not only significant in the eyes of others, but are also widely reported. Such reports may be transmitted by any means, but transmitted they must be. The method can be as simple as an eyewitness telling the tale to friends and relations who then spread the news. The news can spread by newspaper or wire or even by dime novel. Each of these manners of publicity for a significant achievement will help increase your Fame, though different situations increase Fame at different rates.

For example, if your character single-handedly saves an infant from a stampede, his mother might tell the news of your sainthood to everyone that will listen. On the other hand, your fame rises that much the better if her brother happens to be the local newspaper journalist.

The various amounts and types of Fame awards are discussed in *Chapter 4.2 | Reputation and Fame*. Fame can be earned at any time in a game session, as long as a proper triggering event has occurred.

MONETARY AWARDS

Characters receive monetary awards (cash and other valuables like gold, deeds to land, claims, goods, etc.) at any time in a game session that they earn it. Certain monetary gains occur at a set time. Examples include salary from paid positions, income from businesses whose books are adjusted monthly and so forth. Other types of income happen when they happen. For example, if your gambler wins a pot of money, he adds that to his total cash immediately.

EXPERIENCE AWARDS

While characters receive all sorts of awards from experiencing all sorts of events in the Shattered Frontier, experience awards is really a term that refers to one specific kind of event: surviving a gunfight. Each time your character survives a gunfight (as described in *Chapter 3.2 | Advanced Scrapes*), record that fact because all characters improve their nerve after surviving a gunfight. This improvement is reflected in increased accuracy and speed modifiers (or decreased penalties). Of course, the more shootouts your character survives, the less dividends experience pays, with the first few being the best learning experience and later it getting to be old hat. The details of this improvement are described in *Chapter 3.2 | Advanced Scrapes*.

Beyond a meager and decreasing improvement in handling yourself in a scrape, your character will not earn much for scrapping and brawling. The only other rewards in those activities will be in the fight itself and learning how to handle yourself and your weapon. Besides, learning how not to get your ass kicked is a reward in itself. As you'll soon learn, gunfights are incredibly lethal not to mention unpredictable. The more diligent you are in avoiding gun play and bar fights the better your chances of living to see the rise of the sun in the morn. Make no mistake — there will be times aplenty when you'll have to shoot. But as a general rule you shouldn't make a habit of looking for one. Especially since there isn't much to be had as an incentive.

BUILDING POINT AWARDS

Building Points (BPs) are awarded during the campaign as a character applies himself by taking on challenges, pursuing personal goals and life experience. The amount of BPs garnered and the speed in which they are earned is entirely up to the player. Slackers who are simply content to eke by aren't likely to grow and develop. Neither are those who tend to follow rather than lead. In life, those who get off their duffs and get out and carve a niche for themselves in the world are going to fare better.

You can earn Building Points in three ways:

- **Profession Paths**
- **Personal Goals**
- **Remarkable Events**

Profession Paths

A Profession Path is simply a stated commitment by a player that indicates how his character is going to make his way in the world. At the onset of each game session, every player at the table should announce (or record for the viewing of others) his character's profession. It is quite all right, though perhaps not very productive, to change professions at the start of each game session. What's more, your character is free to pursue any profession his heart desires. Keep in mind his skills (or lack thereof) will probably have a lot to do with his success in any given profession.



When you begin your Profession Path, you'll probably have to start small.

A Profession Path may be a specific professional occupation like a doctor or a lawyer, but beyond the very few "professions" exist a whole world of vocations, jobs and behaviorally defined lifestyles (like outlaw). Your character's Profession Path can also be an unpaid position, such as a seat on the town council (politician), or perhaps a scientist (naturalist). It's really up to you what your character's Profession Path entails and how you pursue it.

Once you've chosen a profession you must stick with that path for the duration of the current session. At the end of the session the GM and/or players will consult with the Profession Table for your profession and will award BPs based on your successes during that session. Any Objective achieved on your Path will afford you one or more BPs. Note well that the Objective must be obtained during that session. So if ol' Hank Sharper just became a Lawman, but had previously caught and hung a horse thief, he doesn't gain BPs for that. He'll have to catch another one while he's declared Lawman as his Profession to gain the BPs.

For example, Johnny Cooper has just jumped off the stage in Muskeegie, fresh from the east. With only a few dollars in his pocket his immediate concern is finding a job and getting a roof over his head. Johnny entered the game with some carpenter and blacksmith skills so he decides to try to find a job that utilizes those skills.

For this session he announces to the table that his Profession Path is Blacksmith. Being a blacksmith may not be Johnny's long term goal; it's simply a way to establish himself and get his footing until he can move on to other things. He asks around and finds a blacksmith shop that needs extra help shoeing horses. The job pays $1 a day with a free room over the shed. Johnny is now actively working his chosen profession and can work his way through the Blacksmith Profession Path (explained below). The following session, Johnny can choose Blacksmith again or he can move to another line of work.

Profession Paths are all about your character pushing and improving himself. If you choose to be a cowboy and end up working for an established rancher you may garner a few BPs the first few sessions. Should you be content to round up cattle for someone else, scraping up enough just to pay for a couple of nights a month of raising perdition, you'll stop successfully attaining objectives and earning BPs for that Path. That is, until you apply yourself, taking on more responsibility, obtaining your own herd or partnering rather than working a job. A Profession Path is just that – a path. You must stay in motion, otherwise you may find your character in a rut and not growing.

Multiple Occupations and the Profession Path

It's entirely possible, even probable, that characters making some headway in the Shattered Frontier will take on more than one profession. For example, the local hardware dealer may be elected sheriff or mayor. After that, he might open a saloon while still maintaining the hardware store, a position on the town council and the sheriff's job. This is a very good situation for the character to be in – he can gain Fame, Reputation and monetary awards hand-over-fist and likely shape the future of the town. However, he still can have only one chosen Profession Path at a time (although he can still change that at the start of any game session). Therefore, he only earns BPs for completing Objectives listed on his current Profession Path. In other words, characters can't double-dip with respect to BPs earned from professions.

Each Profession Path lists Objectives that you will monitor (and the other players and/or GM will verify) to determine if you are awarded Building Points. The Profession Paths and their Objectives are listed in *Chapter 4.4 | Profession Paths*.

Sample Profession Path: Gambler

Improve to 49% in relevant skill. Improve to 49% or better in Gambling skill. Award: 1 BP.

Obtain faro board/box, birdcage or craps table & dice, cards and poker chips or roulette wheel. Purchase or otherwise obtain a gambling toolkit for your preferred game. Award: 2 BP.

Run a high-stakes faro/poker/dice/roulette game. Run a game where the minimum bet is $5. Award: 3 BP.

Run a permanent faro/poker/dice/roulette game. Game must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must run the game as a serious matter for 40 or more hours per week for a solid month. Award: 4 BP.

Manage others running high stakes faro/poker/dice/roulette games. At least one other employee/apprentice runs a high stakes game from which you take the house's winnings. Award: 5 BP.

Own gambling establishment. Set up a permanent building for operation of the gambling business. Award: 10 BP.

Open two more gambling establishments. In the same town or in another, purchase additional lots and build additional gambling establishments (for a total of three). Character must actively manage each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue business management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 20 BP.

Following a Profession Path

The Profession Path must be followed roughly in order; no more than one Objective may be skipped without completion. Skipped Objectives may be completed later and another Objective then later skipped.

For example, Stanley "Junior" Freesoul has chosen Gambler as his Profession Path. After improving his Gambler skill to 49% (lower is better with Skills), he obtains a faro board and gains 2 BPs. The next session, July Wilkes, owner of the Bucking Tiger Saloon agrees to let Junior work as a permanent faro dealer in the Tiger (for 50% of the take, of course).

Junior, although he skipped running a high stakes faro game, gets the 4 BPs he's earned for a permanent game and may even start working on finding some employees to manage in order to gain his 5 BP Objective. If he somehow got enough money to buy his own gambling hall, he wouldn't get the 10 BPs for that Objective as he'd have now skipped two Objectives – running the high stakes game and managing others. Junior'd be best off (from a BP-earning perspective) if he went back and ran that high stakes game.

Re-Entering a Profession Path

As we mentioned above, your character can change Profession Path anytime your heart desires it.

Now, let's suppose that just after earning his BPs for running a permanent faro game, ol' Stanley "Junior" F. (in the previous example) decides to quit the life of a gambler in order to become a politician for a spell. This is perfectly all right.

Now let's assume further that Junior tires of being a politician shortly after losing his first election in an embarrassing landslide due in no small part to a scandal involving a house of ill repute. So now Junior wants to go back to gambling and re-enters the Gambling Profession Path. This is quite fine and a-okay. He can pick right up where he left off as a gambler (but can't repeat previously completed objectives for additional BPs).

Personal Goals

Personal Goals represent your character's objectives that are unrelated to his profession. Each is a component of where he hopes to get in life and what he wants to accomplish. They aren't ends in themselves. Once achieved, the character simply chooses another one to pursue. A character's Personal Goal may be incredibly ambitious ("marry the president's daughter") or a little more modest ("get hitched").

The rules for choosing a valid Personal Goal are:

☞ It must be a specific goal that can be measured or achieved

☞ It can't be related directly to a Profession Path

☞ It can't be repeated to earn BPs

Buying your first horse might be a good goal early in the game, and it might even help you catch on at the next cattle drive for your chosen profession of cowboy, but it is not considered to be directly related to your profession. On the other hand, capturing an outlaw is not a Personal Goal if your profession is lawman – it's part of your profession and not a Personal Goal.

TABLE 4.3-1: SAMPLE PERSONAL GOALS

Goal	BPs
Start a family (adopt/have a firstborn)	1
Buy a weapon	1
Capture a bandito/robber	1
Survive gunfight	1
Rob a store	1
Get a job	1
Get married	2
Buy a horse	2
Capture a minor outlaw	2
Rob a bank	2
Sponsor a festival	2
Pay off all debts	2
Keep a job (for one month)	2
Rustle cattle herd	2
Buy land	2
Buy a house	3
Capture a major outlaw	3
Become a lawman	3
Become a local official	3
Buy a stagecoach	3
Successful long-distance delivery (ala Pony Express)	3
Rob a train	3
Successful cattle drive	4
Successfully operate business (for one month)	4
Successfully operate farm (for one month)	4
Buy a business	4
Successfully operate ranch (for one month)	5
Successfully operate a mine (for one month)	5
Buy a ranch	5
Buy a mine	5
Build a house	6
Become a state official	6
Open a business	8
Start a farm	8
Open public institution (school, museum)	8
Buy a locomotive	9
Start a ranch	10
Become a national official	10
Open a mine	10

To get you started with your first Personal Goal, take a look at *Table 4.3-1: Sample Personal Goals*. Obviously, this list is not exhaustive, as the possibilities are nearly endless. If a particular goal does not appear on the list, bring it to the next game session. A majority vote and/or GM consent will allow it.

Your character receives Building Points at the end of the session when he accomplishes his chosen goal. Every player should declare his character's Personal Goal be it building a house, finding a spouse, opening a business, and so on before each game session. We do this partly to refresh everyone's memory and partly to prompt other characters into helping – or hindering – your efforts. A Personal Goal must be fully completed in order to receive BPs for it.

For example, suppose James White has a Personal Goal of buying a house. He finds one available but the previous owner only half-finished it. If James buys and finishes the house, he won't receive the BPs for buying a house until he (or someone he hires) finishes it. Now let's suppose that in the above scenario, James' Personal Goal was to build a house. For this Personal Goal he'd receive no BPs at all since he only ***finished*** *building a house and did not actually build the whole house himself.*

Remarkable Events

Sometimes, perhaps often, certain unplanned events outside of your character's goal and profession force your character to reckon with them. They are challenges the character must confront or avoid, but weren't sought out. For example, suppose a character's goal is to purchase a house near a town and further his profession as a rancher. While he's heading for the next town to evaluate some livestock, he meets a group of settlers who have been ambushed by a band of savages. One of the pioneers' children has been kidnapped. You accept their plea for help and head off to retrieve the child. After a long journey that involves tracking the band, negotiating her release, and an act of betrayal, you manage to return the child to her family.

The event had nothing to do with your character's current Profession Path or Personal Goal, but you learned something from the experience that built character. In this case, you're awarded one BP and likely greater rewards in the areas of Reputation and Fame.

Remarkable Events can occur at any time and in any frequency, but in all cases the reward is a maximum of one BP. Further, no more than one BP can be earned per month in this manner; the lion's share of your character's BPs will be earned through attaining Personal Goals and success in her Profession Path.



Chapter 4.4 | Profession Paths

As stated in *Chapter 4.3 | Awards*, a Profession Path is a commitment by a player that indicates how his character is going to make his way in the world. Once a profession has been chosen, the player must stick with that path for the duration of the current session. At the end of the session, the GameMaster and/or players will consult with the Profession Table for that profession and award Building Points based on the character's successes during that session. Any Objective achieved on the Path provides one or more BPs.

Each Profession Path lists Objectives that you will monitor (and the other players and/or GM will verify) to determine if you are awarded BPs. The Profession Path must be followed roughly in order; no more than one Objective may be passed over without completion. Skipped Objectives may be completed at a later time and another Objective then later skipped.

APOTHECARY

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in the Apothecary skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Apothecary skill roll by 100%). Award: 10 BP.

ARTIST

Display publicly. Create a work and display it for sale in public. Award: 1 BP.

Get hired/commissioned. Get hired or commissioned to complete a work not-yet-started. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in the Artistic Ability skill. Award: 3 BP.

Hold a viewing/display. Hold a viewing/art show in town to display your works. Items should be up for sale. Award: 1 BP.



Hold a viewing/display in another town. Hold a viewing/art show in another town to display your works. Items should be up for sale. Award: 3 BP.

Create an extraordinary work recognized by East Coast. Create an extraordinary item in the profession (exceed Artistic Skill roll by 100%). An item with a modified skill roll in excess of 125% is recognized by the East Coast as a worthy contribution to the arts. Award: 5 BP.

Create an extraordinary work recognized by Europe. Create an extraordinary item in the profession (exceed Artistic Ability skill roll by 100%). An item with a modified skill roll in excess of 149% is recognized in Europe as a worthy contribution to the arts. Award: 10 BP.

ASSASSIN

Assassinate unknown person nearby. Assassinate a Little Known or Local personage (Fame 20 or less), without being seen or caught, in exchange for money or other compensation. Award: 1 BP.

Assassinate a Minor Celebrity nearby. Assassinate a Minor Celebrity (Fame 21-70), without being seen or caught, in exchange for money or other compensation. Award: 2 BP.

Assassinate unknown person in next town. Assassinate a Little Known or Local personage (Fame 20 or less) in a nearby town, without being seen or caught, in exchange for money or other compensation. Award: 3 BP.

Assassinate a Major Celebrity in next town. Assassinate a Major Celebrity (Fame 71-100) in a nearby town, without being seen or caught, in exchange for money or other compensation. Award: 4 BP.

Assassinate unknown person out of territory. Assassinate a Little Known or Local personage (Fame 20 or less) in another territory, without being seen or caught, in exchange for money or other compensation. Award: 5 BP.

Assassinate Famous person out of territory. Assassinate a Famous personage (Fame 101-199) in another territory, without being seen or caught, in exchange for money or other compensation. Award: 6 BP.

Assassinate multiple people in next town. Assassinate at least two persons (Fame of 1+), without being seen or caught, in exchange for money or other compensation. Award: 7 BP.

Assassinate multiple Famous people out of territory. Assassinate at least two Famous personages (Fame 101-199) in another territory, without being seen or caught, in exchange for money or other compensation. Award: 8 BP.

AUTHOR

Write first book. Write a book of 20,000 to 40,000 words. Award: 2 BP.

Get article published. Have an article published in a newspaper or magazine. Award: 1 BP.

Improve to 35% in relevant skill. Improve to 35% or better in the Reading Comprehension/Penmanship skill. Award: 3 BP.

Write a full-length book. Write a book of at least 90,000 words. Award: 3 BP.

Sell a book to a publisher. Convince publisher to buy and publish one of your books. Award: 5 BP.

BAKER

Set up for business. Setting up in a known area for sale and/or creation of baked goods. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Cooking. Award: 3 BP.

Operate business for one month. Business must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary signature baked good. Create an extraordinary item in the profession (exceed Cooking skill roll by 100%). This becomes the character's signature food. Award: 10 BP.

BANKER

Get a partner/backer or funding. Convince another person to act as your partner, or provide you with funding to set up shop. Award: 1 BP.

Set up shop. Set up in a known area for transactions. This can be a rented location, though it must be secure so that customers have no fear of losing their money. Award: 2 BP.

Make first transaction. At least one person opens an account at your bank. This person should not be an employee or relative of an employee. Award: 2 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Operate business for one month. Bank must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must keep bank hours and pursue operations as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 3 BP.

Hire employees. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Build bank. Set up a permanent bank building. Award: 5 BP.

Operate bank for one month. Permanent bank must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must keep bank hours and pursue operations as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 3 BP.

Hire employees. Take on one or more new employees to act as tellers and clerks. Award: 2 BP.

Repel/foil a robbery attempt. An attempted robbery on your bank fails, due to your foresight (such as a vault with an impassable lock, hiring a particularly brave teller or guard), or your personal intervention (using your wits or weapons). Award: 5 BP.

Build another bank in each of two or more other towns. In two or more other towns, purchase additional lots and build additional banks (for a total minimum of three). Character must actively manage

each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue business management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 15 BP.

BARBER

Set up for business. Setting up in a known area for provision of services. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Operate business for one month. Business must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month. Award: 3 BP.

Build permanent storefront. Set up a permanent storefront/building for operation of the business. Award: 5 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

BASKETMAKER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

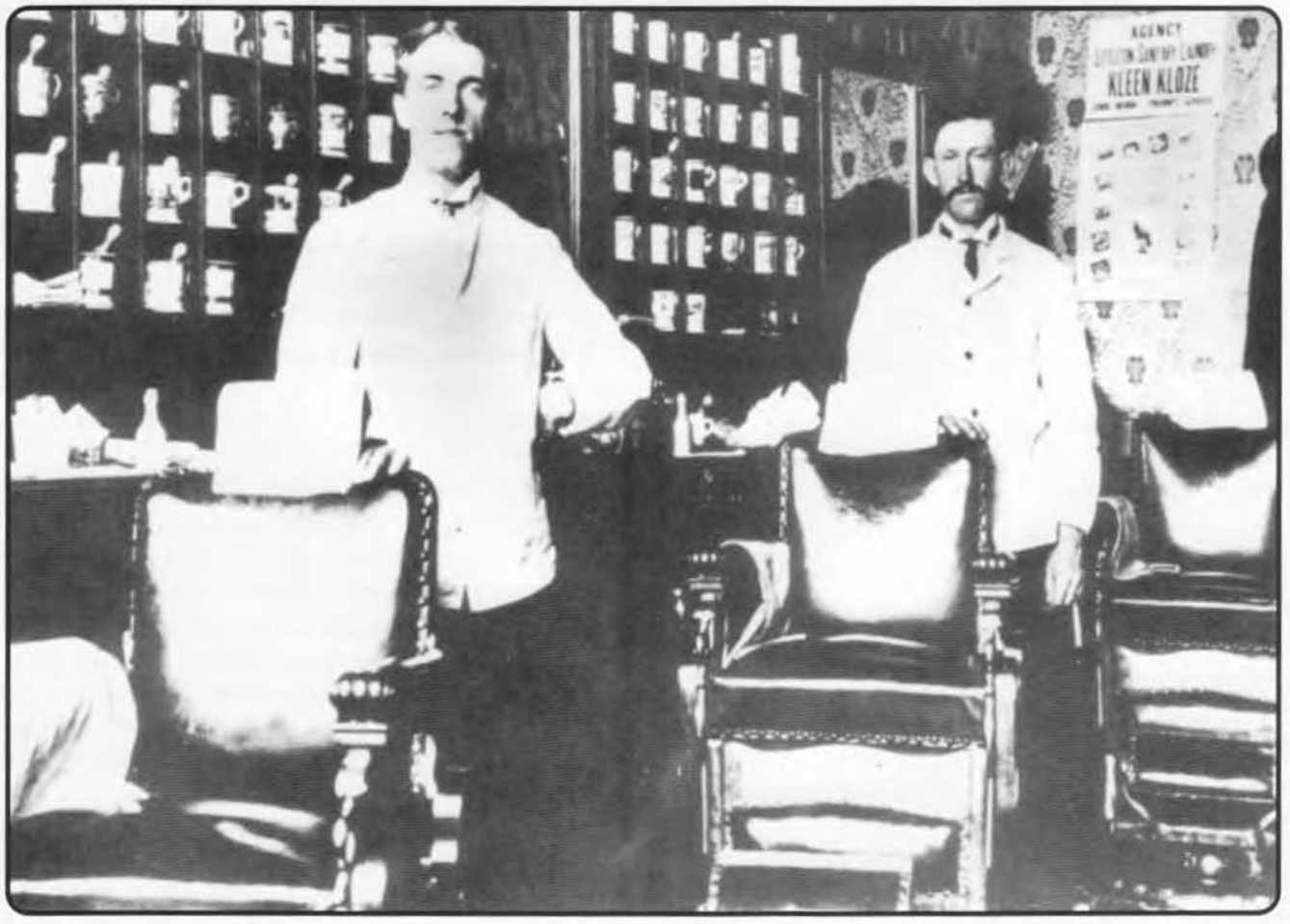
Improve to 49% in relevant skill. Improve to 49% or better in Carpentry skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed skill roll by 100%). Award: 10 BP.

BLACKSMITH

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can



be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Blacksmithing skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Blacksmithing skill roll by 100%). Award: 10 BP.

BOARDING HOUSE OPERATOR

Buy a lot. Purchase a lot in town suitable for building. Award: 1 BP.

Build permanent structure. Build or purchase a house with at least two bedrooms. Award: 5 BP.

Set up for business. Open boarding house to paying tenants. Award: 1 BP.

Hire employees. Take on a new employee, such as a domestic servant. Award: 2 BP.

Operate for one month. Boarding house must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month. Award: 3 BP.

Person of Great or Legendary Reputation stays. A character of Great or Legendary Reputation (or Great or Legendary Notoriety) lives at your boarding house for no less than one week. Award: 3 BP.

Famous person stays. A Famous person (Fame 101-199) lives at your boarding house for no less than one week. Award: 5 BP.

BOOK PUBLISHER

Open for business. Open business in a known area. For starters, this can be a rented building. Award: 1 BP.

Acquire equipment. Purchase printing equipment and learn how to use it. Award: 1 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Build a shop. Build a permanent structure for operation of the business. Award: 2 BP.

Publish first book. Publish your first book of at least 20,000 words. Award: 3 BP.

Discover a new author. Buy a book from an unpublished author and publish it. Award: 2 BP.

Publish a best seller back East. Publish a popular book in the profession (author exceeds Reading Comprehension/Penmanship skill roll by 100%). A modified skill roll in excess of 125% is recognized by the East Coast as a best seller. Award: 5 BP.

BOOTMAKER/SHOEMAKER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in the Cobbling skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Cobbling skill roll by 100%). Award: 10 BP.

BOUNTY HUNTER

Capture a criminal. Capture a person accused of a crime. Award: 1 BP.

Bring in a local criminal. Capture a person accused of a crime and take him to an official lawman for your reward. Award: 2 BP.

Bring in a Notorious outlaw (Reputation -1 or worse), dead or alive. Capture or kill a Notorious outlaw (Reputation -1 or worse) and take him to an official lawman for your reward. Award: 3 BP.

Bring in a Notorious outlaw (Reputation -1 or worse), alive. Capture a Notorious outlaw (Reputation -1 or worse) and take him to an official lawman for your reward. Award: 4 BP.

Bring in a Notorious outlaw (Reputation -1 or worse) out of the territory/state, dead or alive. Capture or kill a Notorious outlaw (Reputation -1 or worse) who dwells outside of the territory or state where you reside, and take him to an official lawman for your reward. Award: 6 BP.

Bring in a Notorious outlaw (Reputation -1 or worse) out of the territory/state, alive. Capture

a Notorious outlaw (Reputation -1 or worse) who dwells outside of the territory or state where you reside, and take him to an official lawman for your reward. Award: 8 BP.

Bring in a whole gang (4+ members), dead or alive. Capture or kill a gang of criminals consisting of at least four members, and take them or their bodies to an official lawman for your reward. Award: 10 BP.

Bring in a whole gang (6+ members), alive. Capture a gang of criminals consisting of at least six members, and take them to an official lawman for your reward. Award: 15 BP.

BREWER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 3 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Brewing skill. Award: 2 BP.

Create an extraordinary signature brew. Create an extraordinary item in the profession (exceed Brewing skill roll by 100%). This becomes the character's signature beer or other liquor. Award: 10 BP.

BRICKMAKER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Stonemasonry skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Skill roll by 100%). Award: 10 BP.

BUFFALO HUNTER

Equip yourself. Purchase a rifle and bullets, plus any other equipment you desire (horse for travel, food, cart, etc). Award: 1 BP.

Find a herd. Locate a buffalo herd without assistance from anyone else. Award: 2 BP.

Shoot buffalo. Shoot and kill at least one buffalo. Award: 2 BP.

Hunt for one month. Character must hunt diligently for one month. Character may pursue other interests and Personal Goals in off-hours, but must hunt as a serious matter for 40 or more hours per week for a solid month. Award: 3 BP.

Transport hides. Bring 200+ buffalo hides to a known area. Award: 2 BP.

Sell hides. Sell all of the buffalo hides. Award: 5 BP.

Hire employees. Take on an apprentice or helper. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

BUSINESS OWNER (CAFE, HARDWARE STORE, GENERAL STORE, ETC)

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Operate business for one month. Business must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month. Award: 3 BP.

Build permanent storefront. Set up a permanent storefront/building for operation of the business. Award: 5 BP.

Hire an apprentice/employee. Take on a new employee, manager or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

BUTCHER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.



Operate business for one month. Business must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month. Award: 3 BP.

Build permanent storefront. Set up a permanent storefront/building for operation of the business. Award: 5 BP.

Hire an apprentice/employee. Take on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

CARPENTER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in the Carpentry skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Carpentry skill roll by 100%). Award: 10 BP.

COOK

Improve to 49% in relevant skill. Improve to 49% or better in the Cooking skill. Award: 3 BP.

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent position/chuck wagon. Get a job at a restaurant, boarding house, ranch, etc. Award: 3 BP.

Create an extraordinary signature dish. Create an extraordinary item in the profession (roll exceeds Cooking skill by 100%). This becomes the character's signature dish. Award: 10 BP.

COOPER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Carpentry skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Carpentry skill roll by 100%). Award: 10 BP.

COWBOY

Get a job at a ranch/herd. Get hired to work on a ranch. Award: 1 BP.

Work a round-up. Award: 2 BP.

Buy a horse. Purchase your own horse. Award: 2 BP.

Break a horse. Break a horse to the saddle. This need not be your own horse. Award: 3 BP.

Work a long cattle drive. Work on a cattle drive from beginning to end (leaving the ranch, to market or railhead in another state or territory). Award: 5 BP.

Pointer on a drive. Work as the lead driver on a cattle drive. Award: 10 BP.

Buy/acquire own herd. Acquire a herd of your own (at least 15 cows). Award: 5 BP.

Drive own herd to railhead/market. Drive your own herd to the railhead or market, and sell them for a profit. Award: 20 BP.

DENTIST

Set up for business. Setting up in a known area for sale of services. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Treat first patient. Treat your first patient with a successful Dentistry skill check. Award: 2 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Dentistry skill. Award: 3 BP.

Build permanent structure. Set up a permanent office for operation of your practice. Award: 5 BP.

DETECTIVE

Open for business. Setting up in a known area for business. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.



Get hired. Your character is hired to do a job in exchange for monetary payment. Award: 2 BP.

Recover property/money/item. You recover your client's property, money or other item as you were hired to do. Award: 3 BP.

Track down a local criminal. You seek out and find a local criminal, and place him in the hands of the law. Award: 4 BP.

Solve a mystery. Find the truth behind an event or situation that is difficult to understand or explain. Award: 5 BP.

Track down a Notorious outlaw. You seek out and find a Notorious outlaw (Reputation −1 or worse), and place him in the hands of the law. Award: 5 BP.

Recover property/money/item from another state/territory. You recover your client's property, money or other item from another state or territory. Award: 8 BP.

Track down a Notorious outlaw in another state/territory. You seek out and find a Notorious outlaw (Reputation −1 or worse) in another state or territory, and place him in the hands of the law. Award: 10 BP.

DIPLOMAT

Get appointed at local level. Local government hires you on a long-term basis to mediate solutions between the local government and outside parties. Award: 1 BP.

Resolve local dispute/issue. You resolve a disagreement to the satisfaction of all those involved. Award: 2 BP.

Get appointed at state/territory level. State or territorial government hires you on a long-term basis to mediate solutions between them and outside parties. Award: 5 BP.

Resolve state/territory dispute/issue. You resolve a disagreement to the satisfaction of all those involved. Award: 4 BP.

Get appointed at national level. National government hires you on a long-term basis to mediate solutions between them and outside parties. Award: 10 BP.

Resolve national dispute/issue. You resolve a disagreement to the satisfaction of all those involved. Award: 15 BP.

Get appointed at international level. Multiple international governments hire you on a long-term basis to mediate solutions between them and other governments. Award: 10 BP.

Resolve international dispute/issue. You resolve a disagreement to the satisfaction of all those involved. Award: 20 BP.

DOCTOR

Set up for business. Setting up in a known area for sale of services. For starters, this can be (and typically is) a rented location - even a ramshackle tent on a mere lot. Award: 1 BP.

Treat first patient. Treat your first patient with a successful Medicine skill check. Award: 3 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in the Medicine skill. Award: 3 BP.

Build permanent structure. Set up a permanent office for operation of your practice. Award: 3 BP.

Perform amputation. Amputate a patient's limb (the patient must survive the operation). This amputation must require a (Difficult) Medicine skill check. Award: 5 BP.

Successfully perform a life or death surgery. Award: 15 BP.

ENGINEER

Set up for business. Setting up in a known area for sale of services. For starters, this can be (and typically is) a rented location - even a ramshackle tent on a mere lot. Award: 1 BP.

Design first product/structure. Design a product, building or other structure for a paying client. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in the Engineering Design skill. Award: 3 BP.

Get a position with a railroad or civil body. Award: 2 BP.

Patent or create an extraordinary item. Create an extraordinary item in the profession (exceed Engineering skill roll by 100%). Award: 10 BP.

ENTERTAINER

Perform publicly. Create an act and perform it in public. Award: 1 BP.

Get a job. Get hired or commissioned to perform on a regular basis in an established venue. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in the Artistic Ability skill. Award: 3 BP.

Headline. Perform at a local engagement where you are the main attraction. Award: 4 BP.

Headline in another town. Perform at an engagement in a nearby town, where you are the main attraction. Award: 5 BP.

Form a small troupe. Hire at least two employees or apprentices. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Headline in another nation. Perform with your troupe at an engagement in another nation, where you are the main attraction. Award: 5 BP.

EXPRESSMAN

Acquire transportation. Purchase a horse, horse and cart, or horses and coach. Award: 1 BP.

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Operate business for one month. Business must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month. Award: 2 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 1 BP.

Hire employee(s). Take on an employee or apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 1 BP.

Build permanent office. Set up a permanent office where customers can come to send and receive mail. Award: 2 BP.

Build branch offices in two other towns. In two or more other towns, purchase additional lots and build additional business offices (for a minimum total of three). Character must actively manage each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue business management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 6 BP.

FARMER

Buy/claim land. Purchase or claim a parcel of land suitable for farming. Award: 1 BP.

Plant crop. Plant and harvest a crop. Award: 1 BP.

Hire employees/workers. Take on an employee or apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Plant second type of crop. Plant and harvest a second kind of crop. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in the Agriculture skill. Award: 3 BP.

Sell surplus. Sell any surplus crops and make a profit. Award: 3 BP.

FARRIER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 75% in relevant skill. Improve to 75% or better in Blacksmithing skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

FREIGHT MASTER/TEAMSTER

Acquire equipment. Purchase a horse, or horse and cart, or horses and stage. Award: 1 BP.

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters, this can be (and typically is) a rented location - even a ramshackle tent on a mere lot. Award: 2 BP.

Operate for 1 month. Business must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 3 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Hire employee(s). Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Build permanent office. Set up a permanent storefront/building for operation of the business. Award: 5 BP.

Build branch offices in two other towns. In the same town or in another, purchase additional lots and build additional business offices (for a total of three). Character must actively manage each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue business management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 10 BP.

GAMBLER

Improve to 49% in relevant skill. Improve to 49% or better in Gambling skill. Award: 1 BP.

Obtain faro board/box, birdcage or craps table & dice, cards and poker chips or roulette wheel. Purchase or otherwise obtain a gambling toolkit for your preferred game. Award: 2 BP.

Run a high-stakes faro/poker/dice/roulette game. Run a game where the minimum bet is $5. Award: 3 BP.

Run a permanent faro/poker/dice/roulette game. Game must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must run the game as a serious matter for 40 or more hours per week for a solid month. Award: 4 BP.

Manage others running high stakes faro/poker/dice/roulette games. At least one other employee/apprentice runs a high stakes game from which you take the house's winnings. Award: 5 BP.

Own gambling establishment. Set up a permanent building for operation of the gambling business. Award: 10 BP.

Open two more gambling establishments. In the same town or in another, purchase additional lots and build additional gambling establishments (for a total of three). Character must actively manage each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue business management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 20 BP.

GRIFTER

Execute a scam. Intentionally take someone's money in exchange for false promises or bad goods. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Fast Talking skill. Award: 3 BP.

Hire an accomplice. Take on a new accomplice as an employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Execute a different unrelated scam. Use a new way to intentionally take someone's money in exchange for false promises or bad goods. Award: 2 BP.

Bilk a grifter. Intentionally take another grifter's money in exchange for false promises or bad goods. Award: 5 BP.

Make the big score. Intentionally take someone's money in exchange for false promises or bad goods (must be enough money to allow you to live well for several years). Award: 20 BP.



GUN FOR HIRE

Acquire a signature weapon. Your character acquires a signature weapon (see *Chapter 3.2 | Advanced Scrapes* for details on signature weapons). Award: 1 BP.

Get involved in at least two gunfights. Your character participates in and survives at least two gunfights. Award: 5 BP.

Buy speed rig. Purchase a quick draw holster. Award: 2 BP.

Win a fair gunfight. Your character wins a fair one-on-one gunfight with another person. Award: 5 BP.

Get hired for one job. Someone hires your character to perform a temporary service. Award: 2 BP.

Win a gunfight while on the (for hire) job. Your character wins a gunfight in connection with his performance of the job he was hired to do. Award: 5 BP.

Land a permanent position. Your character is permanently hired on a job where his abilities with a gun will often be called upon. Award: 5 BP.

Win a gunfight while on the (permanent) job. Your character wins a gunfight that occurs because of his duties in his permanent job. Award: 5 BP.

GUNSMITH

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Gunsmithing skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

HANGMAN

Perform a hanging. Act as official hangman after conclusion of a criminal case. Award: 1 BP.

Get a contract with town. Town hires you to perform hangings and pays for your services. Award: 3 BP.

Hang a criminal of Great or Legendary Notoriety. In position as hangman, officially execute a criminal with Great (Rep −71 to −100) or Legendary Notoriety (Rep −101 or worse). Award: 3 BP.

Get a contract with multiple towns. In the same town or in another, serve as hangman (for a total of at least three towns). Character must be available for each town, for a month or longer. Award: 3 BP.

Hang a Major Celebrity or Famous criminal. In your position as hangman, officially execute a criminal of Major Celebrity (Fame 71 to 100) or Famous (Fame 101-200) stature. Award: 4 BP.

Hang a criminal of Epic Fame. In your position as hangman, officially execute a criminal of Epic stature (Fame 201+). Award: 5 BP.

HOTEL OPERATOR

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Build permanent structure. Award: 8 BP.

Set up for business. Open for business. Award: 3 BP.

Hire employees. Taking on at least two new employees, such as domestic servants. Award: 2 BP.

Operate for one month. Hotel must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 3 BP.

Person of Great or Legendary Reputation stays. A character of Great or Legendary Reputation (or Great or Legendary Notoriety) resides at your hotel for no less than one week. Award: 3 BP.

Famous person stays. A Famous person (Fame 101-199) resides at your hotel for no less than one week. Award: 5 BP.

INTERPRETER

Improve to 75% in a second language. Improve a second Language skill to 75% or better. Award: 1 BP.

Get a job at local level. A town hires you to act as interpreter between the town government and an outside party. Award: 1 BP.

Improve to 49% in a third language. Improve a third Language skill to 49% or better. Award: 1 BP.

Get a job at state/territory level. A state or territory hires you to act as interpreter between their government and an outside party. Award: 2 BP.

Improve a Culture skill to 49%. Improve a specific Culture skill (not your own nationality or tribe) to 49% or better. Award: 3 BP.

Translate an important local or regional dispute/treaty/negotiation document. Translate a document of a local or regional dispute, treaty, or negotiation. Award: 3 BP.

Get a job working an important state or national dispute/treaty/negotiation. A state or nation hires you to work with opposing parties to translate and form a final printed version of a dispute, treaty, or negotiation. Award: 5 BP.

Translate an important document for posterity. Translate a new document that is of such historic and legal importance it will be displayed in prominent locations throughout the territory, state or nation, kept in government records and even mentioned in schools/schoolbooks. Award: 10 BP.

JEWELER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Jeweler skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Jeweler skill roll by 100%). Award: 10 BP.

JOURNALIST

Get first story printed. Get first story printed in a local or regional paper. This cannot be a paper owned by the character. Award: 1 BP.

First five columns printed. After the first five columns/articles that see print in a paper or other journal, the character receives 5 BP. However, this cannot be a paper owned by the character. Award: 5 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Journalism skill. Award: 3 BP.

Get regular column. Character has a regular column in each issue of the newspaper. Award: 1 BP.

Get a major scoop. The character writes, and the newspaper prints, a story that reveals a startling fact or series of facts that cause emotional or violent repercussions among its readers. Award: 3 BP.

Have a story picked up in multiple papers. One of the character's printed columns/articles gets noticed by other newspapers and reprinted or commented upon.v Award: 3 BP.

Get regular editorial. Character has a regular editorial in each issue of the newspaper. Award: 5 BP.

JUDGE

Win election. Win a local election/appointment. Award: 5 BP.

Convict a criminal. Convict a criminal (does not have to be death or imprisonment – could be community service or other punishment). Award: 5 BP.

Rule in a civil dispute. Make a ruling in a dispute between two persons or parties. Award: 3 BP.

Oversee a hanging of an outlaw of Great or Legendary Notoriety. Sentence a character of Great (-71to -100) or Legendary Notoriety (-101 or worse) to death by hanging. Award: 5 BP.

Get re-elected. Maintain your status as judge by getting re-elected/re-appointed. Award: 10 BP.

Rule in a major case involving a character of Great or Legendary Reputation. Make a ruling in a case where a character of Great (71-100) or Legendary Reputation (101+) is involved. Award: 10 BP.

Get appointed in recognized state/country. A government appoints your character as a state/territorial, or federal judge. Award: 10 BP.

LAND BROKER

Get a partner/backer or funding. Convince another person to act as your partner, or provide you with funding to set up shop. Award: 1 BP.

Negotiate rights (or buy land) in local area. Purchase land from owner or provide owner/resident/claimant of land with money or other inducement to turn over the land to you. Award: 5 BP.

Set up shop. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Sell first lot of land. Sell an area of land in or outside of town. Award: 2 BP.

Operate brokerage for one month. Brokerage must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 3 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.



Build storefront. Set up a permanent building for your business. Award: 5 BP.

Build another brokerage in each of two or more other towns. In two or more other towns, purchase additional lots and build additional business offices (for a minimum total of three). Character must actively manage each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue business management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 10 BP.

LAUNDRER

Set up for business. Setting up in a known area for sale of services. For starters, this can be (and typically is) a rented location - even a ramshackle tent on a mere lot. Award: 1 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Operate laundry for one month. Business must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 3 BP.

Build permanent storefront. Set up a permanent laundry building. Award: 5 BP.

Hire an apprentice/employee/manager. Take on a new manager, employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

LAWMAN

Get deputized. A sheriff or other similar lawman appoints your character as his permanent deputy. Award: 1 BP.

Arrest a criminal. Capture a criminal and place him in jail. Award: 2 BP.

Win election/appointment. You are appointed or elected to a position greater than Deputy. Award: 3 BP.

Each caught criminal convicted. For each criminal captured and convicted, the character earns this amount of BPs. Award: 1 BP.

Form a posse. You successfully recruit a posse to track down one or more criminals. Award: 1 BP.

Track down known criminal. You successfully track down a known criminal and put him in jail. Award: 3 BP.

Disperse vigilantes. You manage to convince a group of vigilantes to leave justice in the hands of the law, rather than take action themselves. Award: 5 BP.

Foil an armed robbery. You successfully stop an armed robbery, return the goods to the victim and put any surviving criminals in jail. Award: 3 BP.

Hold criminal for hanging. You successfully hold a captured criminal in jail until he is tried and hanged. Award: 2 BP.

Foil a jailbreak. You successfully stop a captured criminal from escaping jail and capture at least one of his accomplices, if any. Award: 5 BP.

LAWYER

Hang your shingle. Set up in a known area and put up a sign advertising your services. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Win first case. Win your first case. Award: 5 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Law or Oration. Award: 3 BP.

Defend/prosecute a Notorius criminal. You are asked, and agree, to represent or prosecute a Notorius criminal (any level of Notoriety). Award: 3 BP.

Represent a person of Great or Legendary Notoriety, or a Famous person in a civil case. You are asked, and agree, to represent a person of Great (Rep -71 to −100) or Legendary (Rep -101 or worse) Notoriety, or a Famous (Fame 101+) person in a civil case. Award: 3 BP.

Improve to 49% in relevant skills. Improve to 49% or better in both Law and Oration. Award: 3 BP.

Win case outside of town. You win a case in another town, territory, or so on. Award: 5 BP.

Win famous case. Win a case where your client is a person of Epic (Fame 201+) stature. Award: 10 BP.

LIVERYMAN

Set up for business. Setting up in a known area for sale of services. For starters, this can be (and typically is) a rented location - even a ramshackle tent on a mere lot. Award: 1 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Operate stables for one month. Stables must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 3 BP.

Build permanent stable/barn. Set up a permanent stable or barn. Award: 5 BP.

Hire an apprentice/employee/manager. Take on a new manager, employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

MASON

Improve to 49% in relevant skill. Improve to 49% or better in Stonemasonry skill. Award: 1 BP.

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 2 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Skill roll by 100%). Award: 10 BP.

MILLER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Operate mill for one month. Business must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 3 BP.

Build permanent mill. Set up a permanent mill. Award: 5 BP.

Hire an apprentice/employee/manager. Take on a new manager, employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

MILLINER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Millinery skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Skill roll by 100%). Award: 10 BP.

MINE OWNER

Buy/stake a claim. Purchase or lay claim to an area of land you wish to mine. Award: 1 BP.

Start a mining corporation. Set up in a known area for operation of business. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 2 BP.

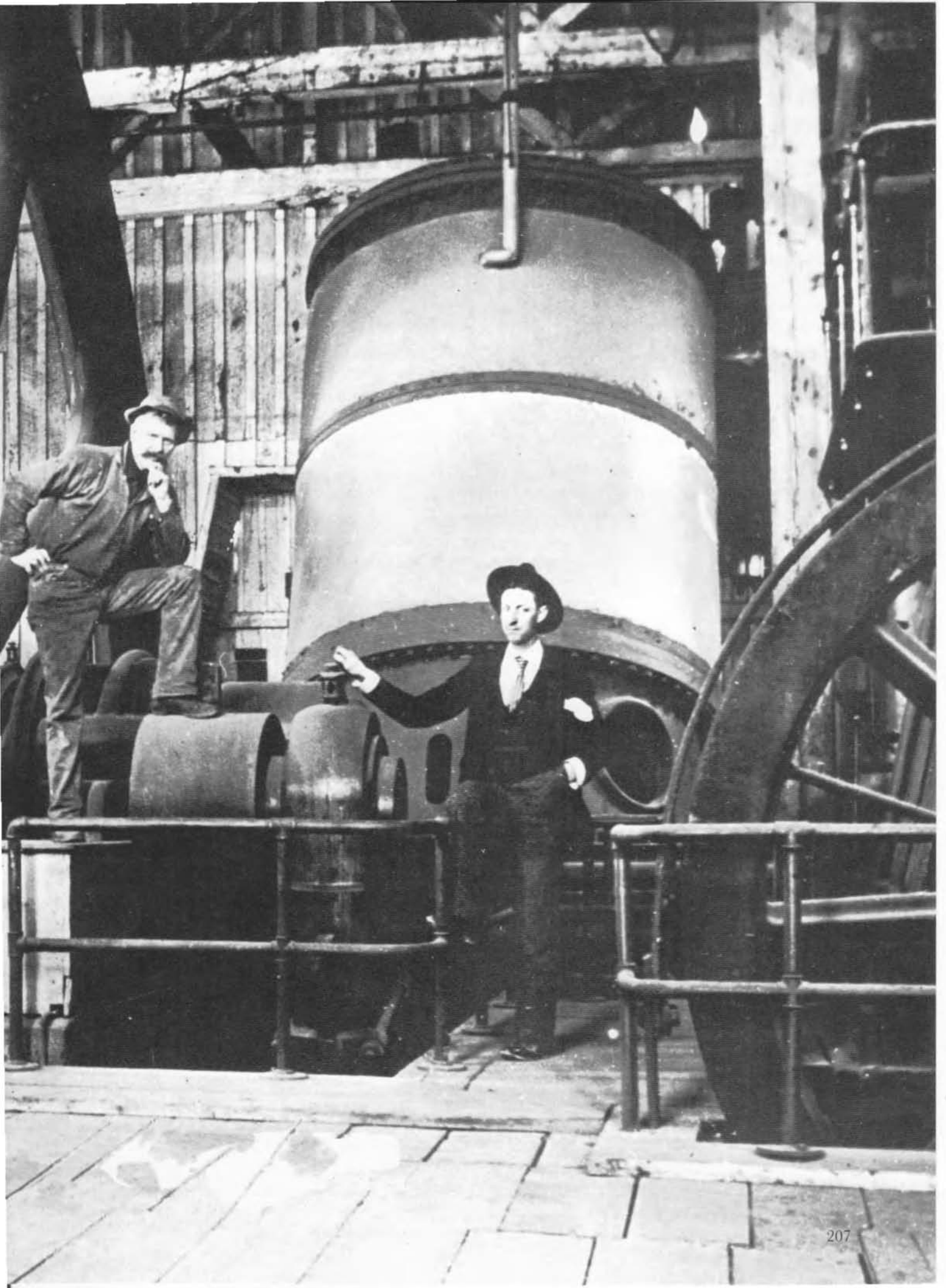
Purchase equipment. Purchase all equipment (shovels, picks, buckets, and so on) needed for miners. Award: 3 BP.

Hire crew. Hire on multiple persons as miners, in paying positions. Award: 2 BP.

Hit a vein. Strike a vein of ore. See *Chapter 5.3 | All That Glitters...* for more information on mining. Award: 5 BP.

Mechanize operation. Award: 10 BP.

Hit the motherlode. Find a vein that yields a profit of at least $2,000 dollars. Award: 20 BP.



MOUNTAIN MAN

Equip yourself. Purchase a gun, knife and other tools you will need to survive in the wilderness. Award: 1 BP.

Pick/claim location. Claim an area of land for yourself in the wilderness (as such, it is unlikely this land needs to be purchased). Award: 2 BP.

Build cabin. Set up permanent cabin. Award: 3 BP.

Set traps and catch prey. Successfully set a trap (successful Set Traps skill check) and catch prey. Award: 5 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Set Traps skill. Award: 3 BP.

Attend rendezvous. Meet other trappers and mountain men at a prearranged location to sell, trade, and relax (drink, tell stories, gamble, etc.). Award: 5 BP.

Sell hides. Sell at least 50 animal hides. Award: 5 BP.

Defend hunting grounds. Successfully defend personal hunting ground from another person or group of people. Award: 5 BP.

Hire employees. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

NATURALIST

Equip yourself. Purchase writing implements, as well as a gun, knife and other tools you will need to survive in the wilderness. Award: 1 BP.

Travel into wild. Travel at least 20 miles into the wilderness (solo or with an expedition). Award: 2 BP.

Write journal. Complete a journal of at least 40,000 words, detailing some aspect of nature or your journey. Award: 3 BP.

Publish article. Sell an article to a newpaper, magazine or journal, which is then published. Award: 3 BP.

Write book. Write a book of 90,000+ words. Award: 4 BP.

Publish book. Convince a publisher to buy and publish your book. Award: 5 BP.

NEWSPAPER PUBLISHER

Acquire equipment. Purchase a printing press. Award: 1 BP.

Publish first paper. Print, publish and sell your paper. Award: 2 BP.

Open for business. Set up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 3 BP.

Each paper printed. For each newspaper printed, a character earns this number of BPs. Award: 1 BP.

Get paying advertisers. Convince businesses to purchase advertising space in your newspaper, and receive their payment. Award: 1 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 1 BP.

Build a shop. Set up a permanent building for your business. Award: 2 BP.

Distribute to two other towns. Distribute your newspaper in other towns (for a total of three). Character must actively distribute in each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue business management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 5 BP.

OUTLAW

Commit a minor crime. Commit a crime for which the punishment is a fine or temporary imprisonment. Award: 1 BP.

Escape arrest. Evade capture for your crime. Award: 2 BP.

Evade a posse. Escape from a group of lawmen or other deputized persons chasing you for suspicion (or certainty) of a committed crime. Award: 5 BP.

Get price on your head. The law offers a reward for your capture (alive). Award: 5 BP.

Assemble a gang. Taking on at least two persons as partners to commit crimes. Award: 2 BP.

Commit a major crime. Commit a crime for which the punishment is death. Award: 2 BP.

Get price on your body. The law offers a reward for your death or capture (dead or alive). Award: 5 BP.

PHOTOGRAPHER

Purchase equipment. Purchase a camera, plates and means of developing pictures. Award: 1 BP.

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 2 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 3 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Photography skill. Award: 3 BP.

Have picture published locally. One or more of your pictures is published in a local newspaper. Award: 5 BP.

Have an extraordinary picture published statewide/nationally/territory-wide. Take an extraordinary photograph (exceed Photography skill roll by 100%). A photograph with a modified Photography skill roll in excess of 149% is published in a paper distributed throughout the state/territory/nation. Award: 10 BP.

POLITICIAN

Join/form political party. Become a member of, or form, an organization that seeks to hold political power. Award: 1 BP.

Run for election. Make citizens aware of your desire to hold a position of political office. Award: 2 BP.

Win local election. Award: 5 BP.

Draft a bill/law/ordinance. Present an idea or bill to the political legislation with desire that it become a law or ordinance. Award: 5 BP.

Get re-elected. Citizens re-elect you to serve another term in your previous position of political office. Award: 10 BP.

Win regional election. Award: 20 BP.

Push through a bill/law/ordinance. Convince the political legislature to make your idea or bill into a law or ordinance. Award: 10 BP.

Win state/territory election. Award: 50 BP.

Win national election. Award: 100 BP.

PREACHER

Give first public sermon. You preach for at least 30 minutes to at least a half-dozen people. Award: 1 BP.

Set up for ministry (must give sermon each week). Each week, preach in the same area. For starters, this can be outdoors or a rented location - even a ramshackle tent on a mere lot. For each sermon given, the character earns this amount of BPs. Award: 1 BP.

Build a congregation of 25 or more. At least 25 people appear each week to listen to your sermons. Award: 3 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Have church built. Set up a permanent church building. Award: 3 BP.

Have church built in another town. In the same town or in another, purchase additional lots and build additional churches (for a total of two). Character must actively manage each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue church management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 10 BP.

PRINTER/BINDER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Bookbinding skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Bookbinding skill roll by 100%). Award: 10 BP.

PROSPECTOR

Buy equipment. Purchase pick, pan, shovel and any other equipment needed for mining. Award: 1 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Prospecting skill. Award: 3 BP.

Find color. Award: 5 BP.

Pan for one month. Character must pan diligently for one month. Character may pursue other interests and Personal Goals in off-hours, but must pan as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 5 BP.

File a claim. Report to the local government or land office that you wish to be listed as the sole miner for a certain area of land. Award: 10 BP.

Upgrade equipment. Use your profits to buy new and/or better equipment. Award: 3 BP.

Make a strike. You find a deposit of ore with a worth greater than what you have spent mining this claim. Award: 20 BP.

RANCHER (HORSE, COWS, SHEEP, PIG, ETC)

Buy/acquire a herd. Purchase or otherwise acquire a herd of your own (at least 15 animals of the same type). Award: 1 BP.

Hire cowboys. Take on at least one new cowboy in a paying position. Award: 2 BP.

Have a round up. Award: 6 BP.

Buy/claim ranchland. Purchase or claim an area of land for your ranch. Award: 3 BP.

Drive herd to ranch. Purchase or find a herd and drive them from the market/railhead to your ranch. Award: 7 BP.

Hire ranch hands. Take on at least one new ranch hand in a paying position. Award: 2 BP.

Build/develop ranch. Set up a permanent ranch building, cookhouse and at least one bunkhouse. Award: 8 BP.

Buy/acquire award-winning stud. You have a male animal that has won awards at local shows and is in demand by other ranchers for breeding purposes. Award: 20 BP.

SADDLER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Leatherworking skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Skill roll by 100%). Award: 10 BP.

SALOON OWNER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Hire employees. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Operate for one month. Business must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 3 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Build permanent structure. Set up a permanent saloon. Award: 6 BP.

Hire/acquire entertainment. Hire entertainment for your saloon as a paying/commission position. Award: 5 BP.

Hire/acquire 2nd form of entertainment. Hire a second, different form of entertainment for your saloon as a paying/commission position. Award: 5 BP.

Own multiple saloons. In the same town or in another, purchase additional lots and build additional saloons (for a total of three). Character must actively manage each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue business management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 20 BP.



SAWYER/LUMBERJACK

Find land/lot. Locate an area of land where you can cut trees. Award: 1 BP.

Buy lumber rights. Purchase the right to cut and remove trees from a certain area, or purchase that area. Award: 3 BP.

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 2 BP.

Operate business for one month. Business must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 3 BP.

Build permanent sawmill. Set up a permanent sawmill. Award: 5 BP.

Hire an apprentice/employee/manager. Take on a new manager, employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

SCHOOL TEACHER

Give first public lecture. You give a public lecture on an academic subject to a crowd of at least a half-dozen people. Award: 1 BP.

Obtain students. Parents come to you and ask you to teach their children. Award: 1 BP.

Obtain a lot. Obtain a lot in town suitable for building. You may purchase this, or it may be a loan/gift from a person or government. Award: 2 BP.

Build a school. Set up a permanent school building. Award: 3 BP.

Equip the school. Provide the school with desks, books and chalkboards. Award: 1 BP.

Build and equip a school in another town. In the same town or in another, purchase an additional lot and build additional school (for a total of two). Character must actively manage each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue school management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 4 BP.

SCOUT/GUIDE

Equip yourself. You purchase a gun, knife and other tools you will need to survive in the wilderness. Award: 1 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Tracking skill. Award: 3 BP.

Explore local area. Spend at least 7 days (not necessarily consecutive) exploring a local area unknown to you. Award: 3 BP.

Get hired to lead others through local areas. Guide other persons through a local area you explored, in exchange for money or other compensation. Award: 3 BP.

Explore regional area unknown to you. Spend at least 7 days (not necessarily consecutive) exploring a regional area unknown to you. Award: 3 BP.

Get hired to lead others through regional area. Guide other persons through a regional area you explored, in exchange for money or other compensation. Award: 3 BP.

Explore far-flung area unknown to you. Spend at least 7 days (not necessarily consecutive) exploring a distant area unknown to you. Award: 5 BP.

Lead others through more than one territory and back. Guide persons through two or more territories and return them to their starting point, in exchange for money or other compensation. Award: 10 BP.

SEAMSTRESS/TAILOR

Improve to 49% in relevant skill. Improve to 49% or better in Seamstress/Tailor skill. Award: 1 BP.

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 2 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Seamstress/Tailor skill roll by 100%). Award: 10 BP.

SIGNMAKER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Calligraphy/Signmaking skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed your Calligraphy/Signmaking skill roll by 100%). Award: 10 BP.

SILVERSMITH

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Blacksmithing/Metalworking skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Blacksmithing/Metalworking skill roll by 100%). Award: 10 BP.

SNAKE OIL SALESMAN

Create a formula/concoction. You create a concoction of liquids purportedly designed to have a healthful effect on the human or animal body. Award: 2 BP.

Each new public pitch given. You proclaim the benefits of your concoction in a public area to at least a half-dozen people. You receive this amount of BPs the first time you pitch a new product. Award: 1 BP.

Sell to at least 25 customers. You have sold your product to at least 25 people. Award: 5 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Salesmanship skill. Award: 3 BP.

Get a wagon/cart. Buy or otherwise obtain a wagon or cart for you and your goods. Each side of the cart/wagon displays a sign promoting your concoction(s). Award: 2 BP.

Hire an apprentice/shill. Taking on a new employee/shill or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Cheat 50 customers at once. You sell your product to at least 50 persons in a single large crowd. Award: 5 BP.

SOLDIER

Join/volunteer. You voluntarily accept or seek out a position in a state, national or territorial army. Award: 1 BP.

Report to duty/post. You report to duty for the first time. Award: 2 BP.

Engage enemy. Under command of your superiors, you fight the enemy. Award: 3 BP.

Heroic action witnessed by others. You perform a heroic action that is witnessed and talked about by others. Award: 5 BP.

Repel/invade enemy. Your enemy retreats, leaving your army to hold their position or take a new position away from the enemy. Award: 10 BP.

SPY

Get job at local level. Local individual or government hires you to spy on a person or group. Award: 1 BP.

Report/smuggle on local dispute/issue. You report to the local boss about what you saw or heard, or hand over an item you stole or smuggled from the person or group you spied upon. Award: 2 BP.

Get job at state/territory level. State/territorial government or government individual hires you to spy on a person or group. Award: 3 BP.

Report/smuggle on state/territory dispute or other problem. You report to those who hired you about what you saw or heard, or hand over an item you stole or smuggled from the person or group you spied upon. Award: 5 BP.

Get a job at national level. National government or government individual hires you to spy on a person or group. Award: 10 BP.

Report/smuggle on national dispute/issue. You report to those who hired you about what you saw or heard, or hand over an item you stole or smuggled from the person or group you spied upon. Award: 12 BP.

Report/smuggle on international dispute or other problem. You report to those who hired you about what you saw or heard in a foreign country or from a foreign individual/group, or hand over an item you stole or smuggled from the person or group you spied upon. Award: 15 BP.

SURVEYOR/CARTOGRAPHER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 5 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Cartography skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

TANNER/LEATHERWORKER

Improve to 49% in relevant skill. Improve to 49% or better in Skinning/Tanning skill. Award: 1 BP.

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 2 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Skinning/Tanning skill roll by 100%). Award: 10 BP.

TELEGRAPH OPERATOR

Acquire equipment. You purchase, rent or otherwise acquire telegraph equipment. Award: 2 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Set up line to another town. You set up a telegraph line to another town. Award: 2 BP.

Build permanent office. Set up permanent telegraph office for operation of the business. Award: 5 BP.

Build branch offices in two other towns. In the same town or in another, purchase additional lots and build additional business offices (for a total of three). Character must actively manage each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue business management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 10 BP.

TINSMITH

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Blacksmithing/Metalworking skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Blacksmithing/Metalworking skill roll by 100%). Award: 10 BP.

TOBACCONIST

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Operate business for one month. Business must be diligently operated for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business operations as a serious matter for 40 or more hours per week for a solid month. Award: 3 BP.

Build permanent storefront. Set up a permanent shop for operation of the business. Award: 5 BP.

Hire an apprentice/employee/manager. Take on a new employee, manager or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

TRAILBLAZER

Equip yourself. Purchase a gun, knife and other tools needed to survive in the wilderness. Award: 1 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Tracking skill. Award: 3 BP.

Explore local area. Spend at least 7 days (not necessarily consecutive) exploring a local area unknown to you. Award: 5 BP.

Get hired to lead expedition to uncharted/unexplored regional area. Lead multiple persons through a regional area no one is known to have explored, in exchange for money or other compensation. Award: 5 BP.

Lead expedition to find/blaze a new trail beyond territory. Lead multiple persons into unknown territory, in exchange for money or other compensation. Award: 10 BP.

Lead others through new trail and back. Lead multiple persons over a new trail you blazed into previously unknown territory and return them to their starting point, in exchange for money or other compensation. Award: 20 BP.

TRADER (LIVESTOCK, FUR, DRY GOODS, ETC.)

Find first customer. You make your first sell, trade or purchase with another person. Award: 1 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Salesmanship skill. Award: 3 BP.

Find steady supply. You find an affordable, constant supply of at least one item you wish to routinely trade in. Award: 2 BP.

Develop five or more on customer/client list. You make an agreement with five or more persons to routinely supply a certain good in exchange for an agreed upon amount of cash or trade. Award: 2 BP.

TRANSPORTER (STAGECOACH OPERATOR)

Acquire equipment. Purchase a stagecoach and horses to pull it. Award: 2 BP.

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 2 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Hire employee(s). Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Build permanent office. Set up a permanent building for operation of the business. Award: 5 BP.

Build branch offices in two other towns. In the same town or in another, purchase additional lots and build additional business offices (for a total of three).



Character must actively manage each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue business management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 10 BP.

UNDERTAKER

Perform a burial. You perform a public burial as undertaker. Award: 1 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Open a parlor. Set up a permanent burial parlor for operation of the business. Award: 3 BP.

Operate parlor for one month. Business must be diligently worked for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business opportunities as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 2 BP.

Hold a wake. You watch over a short or overnight gathering of the deceased's friends and relatives in the funeral parlor or in a relative's home. Award: 1 BP.

Make an extraordinary coffin. Create an extraordinary coffin (exceed Carpentry skill roll by 100%). Award: 3 BP.

Make an extraordinary marker/stone. Create an extraordinary marker or gravestone (exceed Stonemasonry skill roll by 100%). Award: 3 BP.

WAINWRIGHT

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Carpentry skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Carpentry skill roll by 100%). Award: 10 BP.

WEAVER

Set up for business. Setting up in a known area for sale and/or creation of wares. For starters this can be (and typically is) a rented location, even a ramshackle tent on a mere lot. Award: 1 BP.

Get a permanent business. Setting up a permanent storefront/building for operation of the business. Award: 2 BP.

Improve to 49% in relevant skill. Improve to 49% or better in Weaving skill. Award: 3 BP.

Hire an apprentice/employee. Taking on a new employee or an apprentice. It need not be a paying position (especially in the case of an apprentice). Award: 2 BP.

Create an extraordinary item. Create an extraordinary item in the profession (exceed Weaving skill roll by 100%). Award: 10 BP.

WHORE

Turn a trick. Get paid for sex act. Award: 1 BP.

Become a Pro. Signal your professional availability by whatever means will convey such intent to your potential client base. Award: 2 BP.

Active in profession for one month. Business must be diligently worked for one month. Character may pursue other interests and Personal Goals in off-hours, but must pursue business opportunities as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 3 BP.

Buy a lot. Purchase a lot in town suitable for building. Award: 2 BP.

Build a brothel house/hotel. See to construction of an appropriately sized whorehouse. Award: 5 BP.

Hire other entertainment. Hire additional employees to work for the house. Award: 5 BP.

Build, stock and manage two more brothels. In the same town or in another, purchase additional lots and build additional brothels (for a total of three). Character must actively manage each for a month or longer. Character may pursue other interests and Personal Goals in off-hours, but must pursue business management as a serious matter for 40 or more hours per week for a solid month without interruption. Award: 10 BP.

5|The On-Going Game





5.1 | Cattle Ranching

"You see a Longhorn — I see a twenty dollar gold piece on legs. You see 500 pounds of hell-spawned fury wrapped in leather sportin' rib-breakin' hooves and gut-gougin' horns — I see a Longhorn."

— Morgan P. Hargrave, Cattle Rancher

Historians will undoubtedly debate forever whether it was the longhorn that made the Republic of Texas, or if it was the Texicans that made the longhorn. Either perspective has merit, for the emergence of the unique longhorn variety of Bos Taurus and the ascendancy of Texas are inexorably intertwined. Perhaps no enterprise other than gold and silver mining is more lucrative in the untamed west than that of the cattle business. The demand for beef in the industrialized east, as well as in the booming new mining towns, is practically insatiable — creating a seller's market for those in the business of raising cattle. And whereas those searching for gold and silver must laboriously move stream and mountain to uncover this wealth, beeves can be found on the hoof in copious numbers. The expansive open prairies of west Texas, Arapahoe, Colorado and Wyoming are teeming with herds of milling longhorns in seemingly inexhaustible supply.

Ironically, Texicans once considered the very longhorns now in such demand to be pests. Regional demand had been saturated for decades, and getting the cattle to distant markets where they might fetch a reasonable price was long deemed impractical — if not downright impossible. New methodologies would, however, dramatically alter the landscape and invigorate the cattle raising business.

Shortly before the War Between the States, several Texican ranchers took note of the fact that the herds of wild cattle roaming the outback of the Republic were far heartier than their own stock of farm breeds transplanted from the Atlantic seaboard. They discovered that these rugged longhorns could be successfully driven hundreds or even thousands of miles to market on foot. Driven slowly and allowed to graze along the way, the animals arrived at the far end of the trail fat enough to fetch a decent price. Cattle worth only two to four dollars locally could bring anywhere from 20 to 40 dollars a head at a rail terminal. Perhaps the new economics of beef is best illustrated by the fact that one rancher drove 1,000 head from west Texas to St. Louis and (in his own words) "retired in spades".

Most of the early Texican drives headed northeast to the Kansas Territory. Such drives were long and hazardous. They ran a veritable gauntlet of obstacles including swollen rivers, arid ranges with little forage or water and hostile Indians. Even at some white settlements, farmers refused to allow passage of the herds - partially for fear of crops being destroyed, but more so from fear of diseases like 'Texas fever' infecting their own herds. A drive beginning with several thousand head of cattle could very well end up arriving at market with only a few hundred head remaining. Despite these risks, the profitability of even a moderately successful venture ensured the continuance and enlargement of cattle drives.

The War Between the States witnessed an infrastructural maturation of the cattle industry. Not only did the Union vastly increase its demand for the product, but central planning on the part of the war department put through significant changes in logistics that could never have been accomplished by the small and fiercely competitive pre-war players. Generous subsidies built new rail lines and allowed favored companies to greatly expand their packing and distribution capabilities. These firms continued to expand their reach after the war, as northern diets were now accustomed to cheap western beef.

Despite the fact that ranching had been big business in Texas for years, the real cattle boom only came of age after the war. When new railheads reached Sequoyah and Fort Worth, it didn't take long before they were ready to receive herds and ship them to the enormous plants in Chicago. Now hundreds of thousand of longhorns are driven up the long and arduous trails to the railheads each summer.

Still a formidable drive from ranches of west Texas, the new railheads at cattle towns such as New Echota and Fort Worth cut the northern drives to U.S. markets by nearly half. Not only do cattle arrive at market faster, but in better condition and with fewer losses.

The lure of reportedly easy money from raising and driving cattle is irresistible to many folks arriving on the frontier. Fresh markets are created with each new gold town that springs into existence. In addition, although most of the wild herds have long since been claimed, there are still rogue herds to be found and rounded up in remote valleys and canyons.

THE TEXAS LONGHORN

Historians bicker over the finer details of the origin of these rugged creatures, but they do agree on the basics. Like the horse, cattle were first introduced to



the new world by the early explorers from the old world. Columbus brought spotted range cattle from the Iberian Peninsula and nearly every subsequent Spanish expedition to the northern frontier of Mexico (Tejas) brought additional cattle that helped seed the herds that would one day flourish in the Americas.

Some of those cattle escaped into the wilds, so the story goes, where (in spite of the odds) they survived to form great wild herds. By the latter 1500s, ranching boomed in Spanish Tejas with some ranches having as many as 150,000 head. Many of these animals escaped and went wild or feral. Adding to the spread of wild cattle was the fact that many Spanish ranchers developed the habit of cutting out sick or sore-footed cattle to give to the Indians as tribute when their herds crossed into their territories, and these cattle eventually seeded additional herds. During the Pueblo Revolts of the late 1600s, virtually all of the Spanish colonists were driven from their settlements or killed. They abandoned their large herds, contributing further to the spread of feral cattle.

When Franciscan missionaries later returned to the area, they founded missions and began operating ranches worked by Indian converts. By the late 1700s, large private ranches again occupied the land on both sides of the San Antonio River. Although the cattle were frequently rounded up, branded and counted for the benefit of Spanish tax assessors, the herds were otherwise allowed to run free, breed and graze alongside the wild herds.

In 1822, the Mexican government allowed American colonists to move to Tejas under the leadership of Stephen F. Austin. These new settlers were mostly from farms and plantations of the Old South, and brought with them their best horses and cattle — livestock of English ancestry. As the colony took root, existing herds of wild Spanish cattle mixed with the livestock from the east.



Since there was no controlled breeding, the only factor that shaped these herds was natural survival in the tough unforgiving environment of Texas brush land. The result was the Texas Longhorn, a breed that clearly established itself in large scattered herds by the mid 1800s. Characterized by their long horns (that can span 4 to 5 feet wide from tip to tip), these beasts seem to have been engineered to be tough enough for the long cattle drives that would follow decades hence.

★ THE CATTLE BUSINESS ★

There are several ways for players to get involved in the cattle business. The most obvious is for a character to start at ground level as a ranch hand or cowboy and work his way up. Alternatively, a player with the appropriate skills (and a bit of seed capital) could stake out some land and begin a small ranch of his own. Very wealthy characters can simply invest their capital and buy, or collaborate with, an existing operation. Many wealthy Europeans, drawn to the business by its vaunted profitability, favored this latter route.

STARTING A RANCH

Covering every facet of establishing and running a ranch is beyond the scope of this book, but a broad overview of the process can arm players with enough information to work out the basics.

Starting a ranch from scratch is ambitious, but not impossible. Players wanting to go this route must locate suitable land and secure it from potential competitors. They also need to build a herd. These tasks require a great deal of capital and/or ingenuity.

If a player expresses a desire to start a ranch, it is best handled though role-play, requiring the player to solve the hurdles and work out the details.

In game terms, here are a few of the basic tenets governing cattle ranching:

☞ Beeves require 10 acres of land (15 if the land is dry and scrubby) per animal over the course of a year, to graze upon. The scrubland typical of the Cauldron (see *Chapter 4.1 | The Aces & Eights Campaign*) supports about 40 animals per square mile.

☞ Each head of cattle requires up to 30 gallons of water a day to remain healthy. A large and permanent water source must be situated no further than 10 miles from any grazing land. The upshot of this is that suit-

able grazing land generally flanks rivers and streams. Much of the parched land 'out in the wilderness' is unsuitable for ranching.

☞ Newborn calves take four years to mature into animals suitable for slaughter.

This means a modest herd of 400 cattle requires 4,000 to 6,000 acres (10 square miles) of grazing land located suitably close to a stream or natural spring. Of course, prime grazing land is snatched up quickly and early on. In fact, most of the green rangeland in Texas and the western territories is already under the control of a relatively small number of cattle barons and prosperous independent ranchers. Consequently, the wilds of the Shattered Frontier are the only real option for those wanting to establish a new ranch. This can be a risky venture, considering that four nations and a handful of Indian tribes claimthe same land.

With possession being nine-tenths of the law (and a show of force being the other tenth), many fortune-seekers are willing to take the gamble. Ranchers require room for their herds and are notorious for their penchant to exert control over broad areas — by any means necessary. Typically, a rancher makes his legal claim on a water source (such as a river, lake or stream) and then extends the boundaries by extralegal measures to at least 10 miles on either side (about the distance a herd can comfortably travel without water). One has to consider future growth as well. As such, a ranch can extend 10 to 30 miles from end to end — claimed territory on which no other rancher can move, graze or water his cattle without being challenged and coming under the threat of arms.

Once an area opens up to settlement, good rangeland is seized quickly. From then on, it's a fight for each character to keep what he's staked claim to. Shortages of grass and water can turn amiable neighbors into the bitter enemies. All it takes is one drought.

Despite the competitive nature between ranchers, there is often a large degree of cooperation (though this typically exists only between large established claimants who've banded together to secure their ranges from interloping newcomers). Cattlemen associations rise up. Coordinated annual round-ups are organized. Mutual protection and enforcement of 'cattleman justice' are two of the ways ranchers work together for the common good of their business.

STOCKING A RANCH

Once a player has staked out his ranch, the hard part begins. In order to make his ranch a going concern, he needs cattle and the ranch hands to work them.

Cattle can be obtained in one of two ways. The easiest method is to purchase a starting herd from another rancher. While this can be prohibitively expensive for a player just starting out, it is the best option for a wealthy character eager to get his ranch up and running. These transactions are handled like any other purchase, with suggested prices listed in *Chapter 5.5 | Goods & Services*. Caution is warranted, however. Many highly successful ranchers are known to be skilled negotiators and won't hesitate to take advantage of a greenhorn. For large purchases involving hundreds of head, it may be financially advantageous to contract a distant rancher and purchase a portion of his herd (which will be driven to the character's ranch) rather than purchasing local stock.

An alternative is to round up wild unclaimed cattle (mavericks) from the wilderness and drive them to the ranch. Of course, players searching for wild cattle must devote time traveling to and exploring remote unsettled areas on the regional map. This undertaking is not a one-man job. In general, it requires three or more trained men (each having the minimum cowboy skill set as described below) with several horses apiece a week to search a 100-square-mile area.

Success or failure is determined by whichever of the three cowboys has the best mastery of Searching. After one week, that cowboy makes a Searching skill check for the group. This is generally an Average check (+40%), though it may be reduced to Easy (+80%) if he also has the Animal Lore skill at Average mastery (74-50) or better. The character discovers one maverick for every percentage point by which he successfully exceeded his skill check. Merely finding wild cattle does not, however, imply that they are now docile. These mavericks must then be successfully herded (a Difficult check for wild cattle) in order to bring them into the fold.

For example, let's say that Theodore "Thee" Wiley is determined to explore a 100-square-mile unsettled area in search of mavericks. As noted above, he must first send out at least three hired men (each with Novice or better mastery of Animal Herding (cattle), Riding and Rope Use) with several horses apiece. Thee decides to go on the search, along with two other hired men.

Thee's player now attempts a Searching skill check at Average difficulty (+40%). Thee has a 76% mastery value in the Searching skill, so he must roll a 36 or higher to meet or exceed his 76% mastery. He rolls a 79, for a total of 119 (79+40=119, well above his mastery value), so he succeeds.

To determine how many mavericks Thee and his men found, his player simply subtracts Thee's mastery value (76%) from the total roll (119) for a result of 43 (119-76=43). Thee and his

men located 43 mavericks. Now he just has to bring them into his own herd.

Thee's player now makes an Animal Herding (cattle) skill check. However, this is a Difficult check (+0%) with no bonus to his roll. Thee only has a 78% mastery value in the Animal Herding (cattle) skill, so he must roll a 78 or higher. He rolls a 68 – a failure.

Since each repeated Animal Herding attempt per day (on the same herd) suffers a cumulative +15% penalty to the skill check, Thee can try again, but he has to roll a 93 or higher. Looks like Thee needs to improve his Animal Herding skill before he tries to master the mavericks again.

Though wild cattle are plentiful, there is not an infinite supply of longhorns grazing freely. To simulate this, note the following caveats. Any particular area can only be searched once per year. Additionally, the players are hardly likely to be the only characters seeking to gather wild cattle. For every ranch within 50 miles of the area searched, add one difficulty level to the Searching check — to reflect that nearby ranchers have conducted cow hunts of their own in this region. If the adjusted check is pushed beyond Very Difficult, there is no chance of finding mavericks in the area that year.

GROWING THE RANCH

A ranch is more than a few hundred head of cattle and some grazing land. A ranch owner needs help tending to them, and to eventually drive them to market. He must provide for the needs of his men including shelter, food, basic equipment and horses. This represents a huge outlay of cash — all banked against growing the herd and eventually getting it to market to sell the animals for a substantial profit.

A smooth talking rancher just starting out and short on capital can often make do the first season by living on the cheap out of tents and the backs of wagons. And if he's real smooth (recall the note on successful ranchers being good salesmen), he can convince the hired help to work for shares of the herd, or even partial pay, until the herd is driven to market and sold.

Some cowboys may agree to such terms on a handshake. Others will demand a promissory note against wages owed. Some banks and financiers might be willing to loan money against shares in a herd, but rates can run from 2% to 5% a month. A character's Reputation and role-playing has a lot to do with how successful he is in the above pursuits.

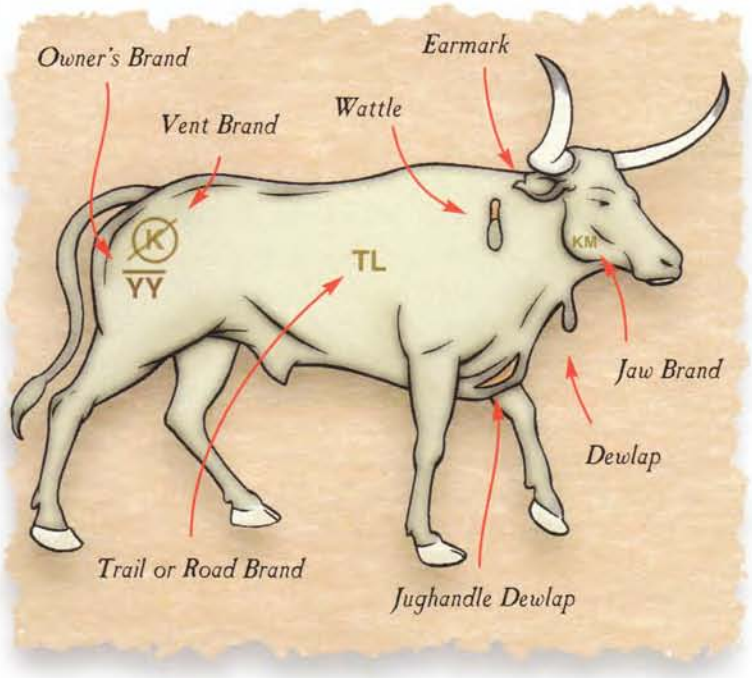
BRANDING

Branding is a means of establishing ownership. The practice is not new to the Shattered Frontier, however. Even the ancient Egyptians branded their cattle. American cowboys learned the task from Mexican vaqueros and in time developed their own unique calligraphy.

Brands can be subdivided into three major categories: 1) Letters, numbers and their variants, 2) Geometric symbols and 3) Pictorial symbols. With thousands of brands in service, a complex etymology developed, with each containing a phrase or pun unique to the owner.

Conventions have developed to discourage the practice of venting ('rebranding') cattle. Cattlemen are quick to discourage the adoption of variants on their brands for fear of cattle rustling. For example, a rancher that adopts "YY" as his brand when his neighbor uses "Y" is looking for trouble!

Methods of Cattle Branding



THE HIRED HELP

A good rule-of-thumb is that every 250 head of cattle in the herd requires one ranch hand to manage them. The average wage for a cowhand is $1 a day (usually paid as $30 at the end of each month).

The most experienced hand fills the position of range boss — the man in charge of the day-to-day work when the ranch owner isn't around. Range bosses command a wage of $100 a month. A rancher just starting out may opt to fill the role of range boss himself, but he must devote his full attention to the job and will probably have little time left over for anything else.

Every ranch needs a cook to provide meals for the hands. A competent cook draws $40 or more a month. A poor cook usually doesn't last long enough to draw his pay. Nothing annoys a cowboy more than a cook that can't properly stew a pot of beans.

When hiring ranch hands, a player must take care to select men with a good range of skills. Picking men of good character and work ethic is equally important, but those lacking such qualities are usually weeded out while on the job. Good men are hard to find — and hard men are even rarer. The success of any ranch is largely dependent on the men that work it. So hiring shouldn't be taken lightly.

So, what makes a cowboy? While there are many aspects of an individual's personality that determine his suitability for this line of work, it is important to define the skills required to successfully perform the work. At a minimum, each of the ranch hand positions has the following prerequisites:

Ranch Boss:
- Accounting – 99% or better
- Administration – 74% or better
- Animal Herding (cattle) – 99% or better
- Riding – 99% or better
- Rope Use – 99% or better

Range Boss:
- Administration – 99% or better.
- Animal Herding (cattle) – 74% or better
- Riding – 74% or better
- Rope Use – 74% or better

Cowboy:
- Animal Herding (cattle) – 99% or better
- Riding – 99% or better
- Rope Use – 99% or better

Range Cook:
- Cooking – 99% or better
- Droving – 99% or better

Wrangler:
- Riding – 99% or better

While it is possible to for a character to bluff his way into a job by overstating his abilities, it will become readily apparent to his peers and supervisor that he lacks the necessary skills for the position. At that point, he can either slink away in shame or take a less skilled position and diligently attempt to learn.

TABLE 5.1-1: RANCH HAND REQUIREMENTS

Position	# Needed	Wages	Duties
Cowboy	1 per 250 head	$30/month	Anything that needs doin'
Range Boss	1	$100/month	Manages field work and cowboys
Range Cook	1	$40 +/month	Cooks meals
Wrangler*	1 to 2	$25/month	Cares for the horses
Blacksmith**	optional	$125/month	Shoes horses, repairs equipment
Ranch Boss***	optional	$60/month	Manages ranch house, buildings, staff and day-to-day operations. Keeps inventory of equipment. Serves as paymaster.

**Note: The lowly wrangler often doubles as go-fer for the range boss and clean-up boy for the cook.*

***Although many cowhands are to replace a thrown shoe on a horse as required, most large ranches employee a resident blacksmith for the job. In addition to keeping the horses well shod, the blacksmith keeps equipment in a good stare of repair, repairs wagons/wheels, makes branding irons, etc.*

****Larger ranches with numerous buildings, hundreds of pieces of equipment and household staff often require a hired hand who stays close to home, serving as the owner's right hand man.*

As a final note, it's standard practice for the rancher to cover medical expenses for those he employs, as well as burial costs (should fate take a turn for the worst).

WORKING THE RANCH

There are two annual events common to all ranches — the spring round-up and the fall drive.

The Round-Up

While on the ranch, cattle are not penned in, but allowed to range freely. One might think that this would allow them to wander off, but few do. Recall that a typical ranch's grazing area is centered on a permanent water source. It is the cow's need for water that ties a herd to the ranch, without the added expense of fencing or supervision.

In the spring, after the cows have given birth, it is necessary to round up the herd to take inventory. Doing so allows the rancher to gauge the deprivation of the winter (how many head were lost to exposure and predators), and assess his current financial position. Some stray animals from neighboring ranches may also have wandered into his territory and mingled with his herd. In addition to performing an inventory, newly born calves are branded and males are castrated.

The Drive

While it is not absolutely necessary for every rancher to conduct the long drive to the railroad stockyards, it is the surest way to obtain the best possible price for one's beeves. A smaller ranch might opt to act as a 'feeder' (fattening up animals for sale to others who will bring it to market) or to specialize in breeding and calf production.

Driving Cattle to Market

Quality grasses and availability of water are essential for driving cattle. It is these two elements that dictate the feasibility of a trail. In fact, scarcities of these (especially water) have limited the available trails to only a mere handful.

Planning for a drive entails more than choosing a route. This is a major operation and requires careful assembly of men and supplies. A herd moves about 10 miles a day – the upshot being that a drive to either Fort Worth or Sequoyah takes two months or more.

As social animals, cattle tend to cling together and stay in a group. This makes the task of herding them easier, but a number of skilled cowboys are still required for the task. A good rule-of-thumb is that every 250 head needs one cowboy (with a minimum of three cowboys total, even for smaller herds). One also needs the services of a cook, a stocked chuckwagon, a wrangler, and several horses for each cowboy.

Life on the trail is arduous work. Cowboys work 16 hours a day in order to move the prescribed 10-12 miles, and then take shifts on guard duty through the night. A perennial fear is that something might startle the herd and cause them to stampede away. Not only does it cost time to round up stragglers, but a 'spooky herd' often arrives at the railhead haggard and skinny — and of far less interest to a prospective buyer.

There are also the intrinsic dangers of the trail, poor weather being the most common. Hailstorms on the wide-open plains can cause painful bruising to both man and beast, and lightning has killed more than a few cowboys. Even distant events can impact the drive — such as when flash flooding (fed by storms hundred of miles upstream) occurs at river crossings.

Far more dangerous, however, are fellow men. The very lawlessness that permits squatter ranchers to control vast swathes of land by force of arms also empowers all sorts of bandits, as well as unsubjugated Indian tribes. While some Indians may be bought off with a steer or two, warlike tribes or bandits may force a confrontation - usually ending in gunplay. It is for this reason that cattlemen prefer the longer southeastern trail, despite its length being half again as long as the northeast trail.

ECONOMICS OF RANCHING

At first blush, ranching seems a guaranteed profit maker. In theory, 100 cows could become a vast herd of 2,892 head in 10 year's time (provided, of course, that most of the cows give birth each year and that their offspring follow suit within two years).

The problem with this analytic computation is that it ignores many distressing realities that occur on a ranch. Calves may be stillborn, any number of accidents might kill or maim, harsh winters can kill or weaken the herd (compounding losses by reducing the number of young), predators and pests may attack, and disease may thin the herd.

With a successful Animal Husbandry check (Average difficulty), a well-managed herd with adequate grazing land can expect growth at an annual compounded rate of 20 percent. If the ranch has sufficient grazing land for the ever-increasing herd, an initial 100 cows will grow to nearly 250 in five years and over 600 in ten.

Barring some catastrophe, an average typical cattle drive can expect to lose 11% to 30% (1d20+10) of its numbers due to accidents, stampedes, drowning, ill-weather and attacks by (or as gifts to) Indians.

5.2 | Running a Cattle Drive

This section provides an in-depth game mechanism for conducting a cattle drive. Read through the entire chapter before heading out on the trail, unless you just want to end up broke – or worse...

WHY DO IT?

The area of the Shattered Frontier around the San Juan Mountains provides many excellent grazing lands characterized by abundant vegetative growth, most notably in the spring and early summer. As such, it provides an excellent locale for raising beef cattle – so much so that local supply far exceeds the demands of the relatively sparsely populated area. A mature steer may only command a price of $4 or $5 when sold within the region. With prices so low, it's difficult to make a profit raising cattle for the local market.

However, there is an almost insatiable demand for beef in the great industrial cities of the Great Lakes and eastern seaboard. Beeves can fetch ten times the regional price – if only they can be delivered to the hungry populace. Railroads mitigate this difficulty in that they provide a cheap form of transportation. However, the catch is that the rails only run to the cities of New Echota in Sequoya, and to Fort Worth in the Republic of Texas. To fetch the magical $40 to $50 a head for one's cattle, it's necessary to get your beeves to these distant railheads.

To do so means embarking on a cattle drive. Though long and arduous, the rewards for a successful cattle drive are enormous. Many perils lie on the path, ones that threaten both your valuable beeves as well as your own person, and success is not measured by mere completion of the trail. Cattle arriving at the railheads as scrawny, mangy beasts are unlikely to receive top dollar – in fact, they might sell for as little as $2 a head. This outcome could be financially ruinous, since a cattle drive is a huge investment with an expectation of a big payoff at the end.

The challenge is to drive your cattle to the railheads in the shortest time possible while maintaining the size and quality of the herd.

BEFORE YOU HEAD OUT

Conducting a cattle drive is a months-long operation that demands careful preparation. It requires an adequately provisioned and skilled crew to have any hope of being successful. It is not a task that one can embark upon on a whim.

What then constitutes "adequate preparation"? To begin with, there are the men. Regardless of the size of the herd, a cattle train requires a minimum of three men to work it – a trail boss (which most likely will be the PC) and a couple of cowboys. Large herds require correspondingly more men. An optimal number is one cowboy per 250 head of cattle (but never any fewer than three). A herd may be run with as few as one per 400 head but this makes things more difficult (and in game terms will cause all Animal Herding skill checks to be made at one level of difficulty greater).

What of the men? What constitutes a cowboy? To be considered an effective cowboy, the person in question must posses the following skills at least at the Novice level: Animal Herding (cattle), Riding and Rope Use. Lack of any of these skills means that the person is free to ride along but cannot meaningfully contribute to the success of the drive.

Other preparations also need to be made. The journey is long and will tire both men and beasts. The beasts most likely to feel the strain are the cowboys' horses. In fact, you must have at least six horses per cowboy!

Regardless of how good your horse is, you can't depend on a single steed to do the job. Horses simply cannot be ridden and worked hard all day and still be expected to perform. It's common for a cowboy to alternate horses at every meal, allowing the others to rest and graze so they're ready when needed.

You also need to bring along enough food. Cowboys on the trail are busy 16 hours a day with their various duties. It is inconceivable that they can sustain themselves by hunting and foraging for food. Therefore, you must bring along adequate provisions.

While it is possible to purchase preserved food, this is not only expensive but also hurts morale. No one likes to

☞ *Meal Planning*

As anyone who's ever gone grocery shopping knows, it's far cheaper to prepare meals from scratch than purchase prepared meals. However, it's not so easy to look at a chart of bulk provisions and decide what constitutes three meals a day.

For planning purposes, you may assume the following list of food is sufficient to feed a cowboy on the trail for one day:

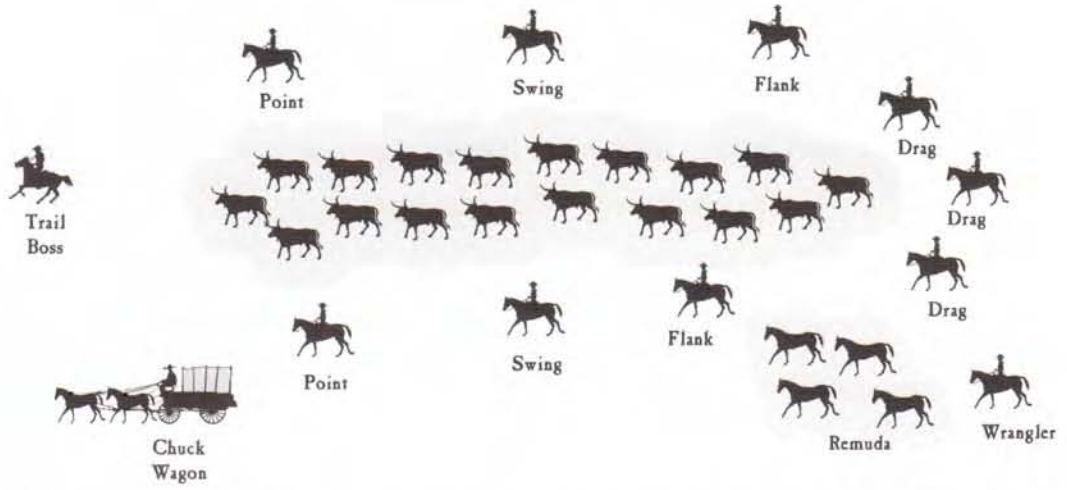
1 pound beans

½ pound corn meal

¼ pound bacon

1/12 pound coffee

A slaughtered cow may be substituted for the bacon, but this is generally not done. The available meat that can be eaten before it goes bad is not worth the loss of the profit it would have made at the end of the trail.



eat cold food out of tin cans for months at a time. Characters forced to operate under these conditions suffer a cumulative −5% penalty per month to all their skill checks. This is a demonstrable effect of their constant grousing about the food and the surliness it inculcates. (This penalty does not apply to characters with a 35% or greater share in the drive, since their desire to get the beeves to the railhead overcomes this lesser inconvenience.)

The upshot is, for any serious cattle drive, you're going to have to purchase a chuckwagon, two oxen or mules to pull it, plenty of food and the services of a cook. So, before you make the first mile of your trek, you're already in the hole for quite a bit of money – dozens of good horses, provisions and sundries. Fortunately, the hired hands only expect their pay at trail's end.

THE TRAIL

At this time, no one else has dared to blaze the long trail from the Shattered Frontier. The paths to the railheads can be dangerous, and your ranching peers have been content to make their meager profits locally. However, it won't be long before one of them takes the plunge, so it's time for you to be bold and be the first.

The route ahead is depicted on the two-page spread map that can be found at the end of this section. You'll notice that there are four terrain types: **lush**, **adequate**, **sparse** and **bare**. These represent the amount of forage available to your herd.

Major rivers are also listed on the map. These are a boon and a potential hazard. Although they are a guaranteed source of water, they are also an obstacle that may need to be crossed.

Hitting the Trail

For simplicity's sake, you may wish to think of the cattle drive as a "mini-game" (albeit a game that may have dire consequences for your *Aces & Eights* character). On each "turn" (1 day in game time), you have to manage the events that occur to your characters and herd that day (see the Daily Grind, following), keeping track of certain events on the Herd Worksheet.

Do the same for each day until you reach your destination. Now you can roleplay selling your beeves, or simply note the appropriate dollar amount on your character sheet and move on. Your GM may decide which is best

Remember, you need to know the basics that we've already mentioned – the number of cattle in your herd, what characters are guiding the herd (and their statistics), and how much food exists to feed those characters. Naturally, you also need to know where you're starting from (such as the town of Black Horse), and where you want to finish (Fort Worth or New Echota). Consult the map at the end of this section.

You do not need to manage your cattle drive in the starting hex (the first town you left) or ending hex (the hex containing the destination town/railhead).

The Daily Grind

For a simple way to manage your cattle drive, follow these steps.

1) Determine today's movement rate (or graze)

2) Make Animal Herding check for movement/graze

- if failed, possible stampede
- if successful movement, enter adjacent hex

3) Send scout ahead to other hexes (if applicable)

4) Record how today's movement or grazing affected Quality of Beef

5) Roll 1d10 to check for severe weather

6) Make Animal Herding check for river crossing (if applicable)

- success: roll d3 for number of cattle lost

- if failed, roll d12 for number of cattle lost

- on 10-12, cattle stampede

7) Roll once on *Table 5.2-8: Random Encounters By Terrain* **or** act upon the encounter foretold by scout for this hex

8) Roll on *Table 5.2-5: Chance of Finding Water*

- automatic success in river hex

- automatic success on day of rainstorm

- add 40% bonus on the day after rainstorm

9) Record dehydration effects (if applicable)

10) Make Riding check for scout (if applicable)

- if success, scout returns with report (roll encounter for each hex the scout visited)

- if failed, scout returns with no information (do not roll encounters, cannot use scout the next day)

DRIVING THE HERD

The meat and potatoes of the drive is naturally moving the herd on a daily basis towards the destination. You have three movement options available: **normal**, **double-time** and **grazing**.

Normal Movement

This type of movement is the preferred choice. It allows the herd to move along at their natural gait with time to do some grazing and watering at day's end. This pace permits movement of ten to twelve miles in a day (one hex on the map).

TABLE 5.2-1: NORMAL MOVEMENT

Terrain	Herding Difficulty	Quality of Beef
Lush	Trivial	+1
Adequate	Easy	no change
Sparse	Average	-1
Bare	Average	-3

Double-Time Movement

There are times when it is beneficial to spur your cattle and crew on to the limits of their endurance. Chief amongst these is when you have to cover a long stretch of bone dry country. Though it's grueling work and wearing on the herd, when faced with the alternative of massive losses due to dehydration sometimes it's worth the risk.

Double time movement covers two hexes per day. This pace can be sustained for a maximum of three days, with ever increasing levels of difficulty for your Animal Herding checks as seen on *Table 5.2-2: Double-Time Movement*.

TABLE 5.2-2: DOUBLE-TIME MOVEMENT

Terrain	Day 1 checks	Day 2 checks	Day 3 checks
Lush	Average	Difficult	Very Difficult
Adequate	Average	Difficult	Very Difficult
Sparse	Difficult	Very Difficult	Very Difficult
Bare	Difficult	Very Difficult	Very Difficult
Quality of Beef			
All terrains	-4	-6	-8

Grazing

Grazing allows cattle to recuperate from the rigors of the trail and to build back some of their mass and stamina. Opting to spend a day grazing affords the benefits listed on *Table 5.2-3: Grazing*.

If adequate water is available (see below), grazing reduces the effects of dehydration by two steps (days without water) for every day spent grazing.

TABLE 5.2-3: GRAZING

Terrain	Quality of Beef
Lush	+4
Adequate	+2
Sparse	no change
Bare	-2

QUALITY OF BEEF

Quality of Beef provides a quantitative measure of the health and robustness of your cattle. Beeves that are scrawny and emaciated from a rough drive yield unpalatable meat and fetch a low price. Beef quality and the corresponding market prices are listed on *Table 5.2-4: Market Price of Beef*.

TABLE 5.2-4: MARKET PRICE OF BEEF

Quality	Price (per head)
Exceptional	$50
Excellent	$40
Good	$30
Fair	$20
Malnourished	$10
Poor	$5
Deplorable	$2

Determining Initial Quality of Beef

To determine the initial quality of your beeves' meat, you need to know what character managed them before the cattle drive began. This was mostly likely the PC, or

some NPC hired to care for the cattle. If the character succeeded at his last Animal Husbandry skill check when caring for these beeves, they begin the cattle drive at Exceptional quality. If he failed his last Animal Husbandry check, the quality of beef drops by one category for every 10% the check failed by (initial quality cannot drop below Fair).

For example, let's say that old Theodore "Thee" Wiley was caring for these beeves, and he has an Animal Husbandry 67% skill mastery. If Thee failed his last Animal Husbandry skill check by 10% or less (perhaps a result of 63%), the cattle begin the drive as Excellent quality beef. On the other hand, if Thee failed that Animal Husbandry check by 11% to 20% (say, a result of 49%), the cattle begin the drive as Good quality beef. Alternatively, if Thee failed his last Animal Husbandry skill check by 21% to 30% (maybe a result of 38%), the cattle begin the drive as Fair quality beef.

Managing Quality of Beef

Take a look at the Herd Worksheet, and you'll see each Quality of Beef header (Exception, Excellent, and so on), each with a subset of 10 'check boxes'. Any penalties stemming from a day's movement is applied against these boxes.

Each time a table or other result tells you that the quality of beef decreases, put a pencil mark in the uppermost box. If your quality of beef continues to decrease, mark the next box down, and so on until you have filled the entire column, then move on to the next column. The column your most recent pencil mark is in determines the current quality of beef.

If your quality of beef increases, simply work backwards, erasing the pencil marks in reverse order.

WATER

Adequate drinking water is essential to the health of any herd. Beeves on the hoof can drink up to 30 gallons of water a day and therefore a herd must have access to regular sources of clean water. Just as with humans, cattle can go for many days without food but the effects of dehydration manifest in mere days.

Finding water is one of the most important tasks you have in running cattle. Unfortunately, in the arid Shattered Frontier, this can be difficult. Hexes with rivers are guaranteed to contain sufficient water but the remaining terrain types vary in their likelihood to do so.

TABLE 5.2-5: CHANCE OF FINDING WATER

Terrain	% (roll d100)
Lush	01-90
Adequate	01-60
Sparse	01-30
Bare	01-05

Remember that, regardless of terrain type, there will be water available on the day it rains. Be sure to add 40% to your roll on *Table 5.2-5: Chance of Finding Water* the day after the thunderstorm, and revert to the standard chart thereafter.

Effects of Dehydration

Cattle denied their drinking water become increasingly restless and haggard. They are far more likely to stampede and prolonged thirst will shortly become fatal. Use *Table 5.2-6: Dehydration* to determine the results of extended dehydration. The Herd Worksheet provides a handy row of boxes so that you can keep track of dehydration; simply check off a box for each day without water.

TABLE 5.2-6: DEHYDRATION

Day	Quality	Other Effects
1	-3	Herding check difficulty increases by 1 level
2	-4	Herding check difficulty increases by 2 levels
3	-8	All herding checks are Very Difficult, d10% of herd dies
4	-10	All herding checks are Very Difficult, d20% of herd dies
5	-12	Herd automatically stampedes to water*, d20% of herd dies

* Cattle can smell water from a distance. If water exists in any bordering hex, they stampede to it. If not, they stampede back to the last known source of water. If this is days away, subsequent days see a d20% mortality and -15 Quality of Beef per day until the survivors reach a watering hole.

Recovery from Dehydration

Upon reaching a watering spot, the continuing negative effects of dehydration end. That day (and each one following spent grazing at the watering hole) reduces dehydration effects by one day, in addition to any other benefits that the hex's vegetation provides. Note that Quality of Beef is not restored merely by finding water – this must be regained by grazing.

SEVERE WEATHER

The area of the Shattered Frontier is subject to about 40 thunderstorms per year, often accompanied by hail. Cattle are notoriously difficult to control under such conditions and frequently stampede.

Once each day, roll a d100 on *Table 5.2-7: Severe Weather*. Now attempt an Animal Handling check with a difficulty as noted on that table. On a failed check, the herd automatically stampedes.

TABLE 5.2-7: SEVERE WEATHER

Roll (d100)	Weather	Herding Difficulty
01-02	Dust storm	Very Difficult
03-05	Thunderstorm	Difficult
06-10	Thunderstorm with hail	Very Difficult
11-100	No result	Not applicable

Note: For all its negative consequences, thunderstorms do have one upside. Regardless of terrain type, there will be water available on the day it rains. Add 40% to your roll on *Table 5.2-5: Chance of Finding Water* the day after the thunderstorm, and revert to the standard chart thereafter.

RIVER CROSSING

A river crossing is a real hazard and seldom does everything go well. Cattle can become stuck so deep in the muddy banks that only a team of horses can pull them out. Spring rains may make the river deep, cold and swift. Water moccasins may lurk on the banks.

To cross the river, the trail boss must attempt an Animal Herding skill check (Average). This check should be Difficult or Very Difficult in case of severe weather; more on that later. Success means that only minor difficulties were encountered. Roll a d3 (a d6; designating the 1-2 as 1, the 3-4 as 2, and the 5-6 as 3). This number represents a percentage of the herd that was lost to drowning, accident, maiming, etc.

If this skill check fails, the river crossing was a potential disaster. Roll a d12 to determine the percentage of the herd that was lost due to quicksand, current, an attack of water moccasins or some other disaster. If the result is 10 or above, the herd also stampedes (see the Stampede section). In the case of a stampede, all cowboys must attempt an Swimming skill check (Easy). Those who fail, drown.

STAMPEDES

Cattle can be jumpy animals and their reaction to getting spooked is to stampede. It is difficult to control this behavior out on the open plains because stampedes have been known to occur from such innocuous provocations as a jumping deer, a horse's whinny or the flash from a cowhand lighting a cigarette.

If you failed an Animal Herding check and need to determine if the herd stampedes, roll another check. This second check applies to a new task, and so is made



with the same bonuses or penalties applicable to the initial check (do not apply the standard 15% penalty for repeating a failed check). Failing this second Animal Herding check means the herd stampedes.

The cowboys must now attempt to rein in the stampeding cattle. (Seldom is every last head accounted for.) The number of head reined in on any given day is dictated by Animal Herding skill mastery. The trail boss rolls d100+50 and subtracts his Animal Herding skill mastery. The result is the percentage of the remaining missing animals recovered on that day. These checks can be made once per day until the PC decides that he's just wasting time looking for the remaining animals.

For example, a herd of 500 head stampedes. Trail boss Jake Little has Animal Herding skill mastery at 46%. He rolls a d100 and gets 77. This plus 50 minus his Animal Herding skill mastery yields 81% (77+50-46=81). Therefore, 405 cattle (500x0.81=405) were recovered on the initial day's search. Some 95 cattle are still missing.

Deciding to remain in the area, the next day he rolls a d100 and gets 61. This plus 50 minus his Animal Herding skill mastery yields 65% (61+50-46=65). Therefore, 61 head (95x0.65=61) were found on the second day's search. This leaves 34 head missing.

A third day of searching is conducted during which the trail boss rolls a d100 for a result of 39. This plus 50 minus his Animal Herding skill mastery yields 43% (39+50-46=43). That means only 14 head of the remaining 34 animals were found (34x0.43=14). The trail boss decides to write off the remaining 20 head and continue the drive.

CASUALTIES

Remember, it takes three people to handle all those beeves, and each must have the Animal Herding skill. So, if an encounter with outlaws, a disasterous river crossing or some other event reduces your number of herders below three, you're in trouble.

If you need some more hands, the smart thing to do is to head your herd towards the nearest town and hire some replacements. Until you can replace your cowhands, however, you lose d20 head per day, per every 500 cows in your herd. (This penalty also applies for herds of less than 500 cows.)

For example, let's say that Jake Little lost all his cowhands in a river stampede. Jake has a 450-head herd, so he loses d20 cattle per day. If he had a herd of anywhere from 501 to 1,000 head, he'd lose 2d20 cattle per day. If Jake's herd was 1,001 to 1,500 head, he'd lose 3d20 cattle a day, and so on.

As you can see, it's better to hire some extra cowhands than set out on a drive with too few. It's also a good idea to make sure that your cook and scout (if any) have the Animal Herding skill, so they can take the place of any fallen compadres. Of course, a cook or scout cannot perform their normal function as well as mind the beeves. This means that you'll be without a cook or a scout (or both), so be sure to have tinned food on hand and keep your eyes skinned on the trail ahead.

If you need game statistics for any NPC compadres, we've provided Cook, Cowboy and Scout NPC characters. Just flip to the Townsfolk section in *Chapter 4.1: The Aces & Eights Campaign.*

SCOUTING AHEAD

Having read this far, you may have noticed that it's a good idea to scout ahead of the herd before deciding which hex you will choose to travel into. This necessitates an additional person over the minimum three-person requirement for managing the herd.

To be an effective scout, the person must ride a full 10 miles ahead **and** 10 miles back to his companions, in order to relay the information he gathered. This requires a Riding check (Trivial).

To scout 2 adjacent hexes, he must ride 10 miles to the first hex, another 10 miles to the second and yet another 10 miles back to the herd. This requires a Riding check of Average difficulty.

Scouting 2 hexes where the second hex is adjacent to the first hex (but not to the herd's hex) requires a Very Difficult check. The scout must ride 10 miles to the first hex, 10 miles to the second, 10 miles back to the first hex, and then 10 miles back to the herd (40 miles total).

To scout 3 adjacent hexes (another 40-mile trip), he must ride 10 miles to the first hex, 10 miles to the second, 10 miles to the third, and another 10 miles back to the herd. This requires a Very Difficult check.

A scout cannot cover 4 adjacent hexes, or 3 non-adjacent hexes, in enough time to get back to the herd.

In most cases, a failed Riding check means that the scout did not get back to the herd in time before it moved into a new hex, or he observed nothing, and therefore cannot impart any information he's gained. Also on a failed check, the scout must rest and cannot be sent out the next day.

If you need game statistics for an NPC scout, we've provided a Scout NPC character in the Townsfolk section of *Chapter 4.1: The Aces & Eights Campaign.*

Note: Riding through an area does not automatically mean the scout learned everything about it. If he's looking for water, he must make an Observation (Easy) check. However, if he's looking for possible encounters and/or trouble, he must roll once on *Table 5.2-6: Random Encounters by Terrain* for each new hex entered (do not roll for the herd's current hex).

ENCOUNTERS

You and your beeves are not the only inhabitants of the vast stretch of country between Lazarus and New Echota or Fort Worth. If you roll an encounter on the random encounter tables for your current hex's terrain type, consult the following information.

Alkali: If water was found in this hex, it is polluted and unusable. (Ignore this result in river hexes.)

Difficult Terrain: The ground in this particular hex is rough or muddy as the case may be. It takes an additional day to pass through.

Disease: A cattle disease ravages your herd. It lowers your herd's Quality of Beef by d20 points.

Friend: You encounter a lonely Indian or fur trader. In exchange for some conversation and minor trade goods (approximately $10 worth), he can inform you of certain things within the surrounding 2 hexes. Roll a random encounter, and roll on *Table 5.2-5: Chance of Finding Water*, for each surrounding (or appropriate) hex. Your new friend relays this information to the character.

If you need quick game statistics for this encounter, you should consider using the Fur Trader or Indian NPC characters, from the Townsfolk section of *Chapter 4.1: The Aces & Eights Campaign.*

Farmers: Homesteaders are actively farming this hex. They allow scouts to pass through, but once they become aware of the herd, they insist that it leave the area the way it came (exit the hex in the same direction you entered). However, with a successful Salesmanship check (Easy), they agree to trade for beef. In exchange for d3 head (roll a d6; 1 or 2 = 1 cow, 3 or 4 = 2 cows, 5 or 6 = 3 cows), they supply your men with a week of fresh food and allow the herd to pass through the hex at normal movement.

For quick game statistics for this encounter, take a look at the Farmer NPC character, from the Townsfolk section of *Chapter 4.1: The Aces & Eights Campaign.*

Grazed Out: This hex has been recently grazed by other animals, perhaps buffalo, wild cattle or another herd. The terrain is effectively one degree poorer (lush becomes average, etc.) so far as feeding your herd is concerned. This does not affect the water supply.

Indians: A small band of Indians approaches your cattle train and begs for some beef. Some d4+1 head will satisfy them, but you can reduce this to d3 (roll a d6; 1 or 2 = 1 cow, 3 or 4 = 2 cows, 5 or 6 = 3 cows) with a successful Salesmanship check (Average). There is a 25% chance (01-25 on a d100) that 3d6 armed Indians are located nearby. These Indians seek revenge on anyone that mistreats the 'beggars'.

If you need quick game statistics for this encounter, consider using the Indian NPC character, from the Townsfolk section of *Chapter 4.1: The Aces & Eights Campaign.*

Outlaws: A gang of d6+1 mounted outlaws is eyeing your herd. They ride up firing guns in an attempt to spook your herd. Immediately make an Animal Herding check or your beeves stampede. If the outlaws stampede your herd, they attempt to round up stray animals for themselves (see Stampede section). The outlaws' intent is not to get into a pitched battle.

A scout must succeed at an Observation skill check (Difficult) to spot the outlaws hiding in this hex. Otherwise, he cannot report the encounter.

If you need quick game statistics for this encounter, flip to *Chapter 4.1: The Aces & Eights Campaign* and use the Bandito, Bushwhacker, and/or Outlaw NPCs in the Townsfolk section.

Soldiers: You encounter a troop of soldiers from this region. They ignore scouts, but if they encounter the herd, their officer commandeers 5d4 head for a price of $2d6 each. Failure to agree to these terms will provoke a dangerous encounter (the soldiers back their demand with force of arms). On the plus side, ignore any Outlaw encounters within a 2 hex radius.

If you need quick game statistics for this encounter, we've provided both Soldier and Soldier (Officer) NPCs in the Townsfolk section of *Chapter 4.1: The Aces & Eights Campaign.*

TABLE 5.2-8: RANDOM ENCOUNTERS BY TERRAIN (D1000)

Encounter	Lush	Adequate	Sparse	Bare
Alkali	-	01-10	-	01-06
Difficult Terrain	-	11-20	01-30	07-26
Disease	01-20	21-35	31-40	27-46
Friend	-	-	41-70	47-70
Farmers	21-120	36-70	-	-
Grazed Out	121-170	71-95	71-90	-
Indians	171-190	96-115	91-100	-
Outlaws	191-220	116-130	101-150	71-78
Soldiers	221-235	131-145	151-160	79-83
Strays	236-260	146-160	161-170	-
Water	-	161-185	171-190	84-98
Wolves	261-290	186-205	191-200	-
No encounter	291-1000	206-1000	201-1000	99-1000

Strays: You encounter 2d20 stray of wild cattle. You may attempt to round them into your herd (per the rules given in the Stampede section).

Water: You come across a natural spring and may water your herd here.

Wolves: A pack of wolves is stalking your herd. Make an Animal Herding check or your beeves get spooked and stampede. The wolves kill 1-2 beeves per day (roll a d4; 1 or 2 = 1 cow, 3 or 4 = 2 cows) while you remain in this hex (i.e. if you remain here to round up your herd).

Special Encounters

Stagecoach Line: As you might expect, drivers aren't real friendly to herdsman who tear up their lines. If you choose to take your herd into a hex containing the stagecoach line, there is a 10% chance per day that the herders encounter a coach or wagon with two (angry) drivers. This chance is cumulative (10% for one day spent on the line, 20% for two days, etc.) until you enter a hex not on the line.

Unless the PCs make peace with the drivers (by agreeing to leave the line, and doing so), the drivers will attempt to stir up trouble for the PCs with the law and other drivers. (Keep this in mind for future roleplaying adventures!)

If you need quick game statistics for this encounter, you can easily use the Driver NPC character, from the Townsfolk section of *Chapter 4.1 | The Aces & Eights Campaign.*

Town: If you enter a hex containing a town or other settlement marked on the map, you may roleplay any appropriate town events, such as visiting the general store to restock your supplies.

Trail Boss Animal Herding skill mastery: _____

Herd Dehydration Days: 1 ❑ 2 ❑ 3 ❑ 4 ❑ 5 ❑ 6 ❑

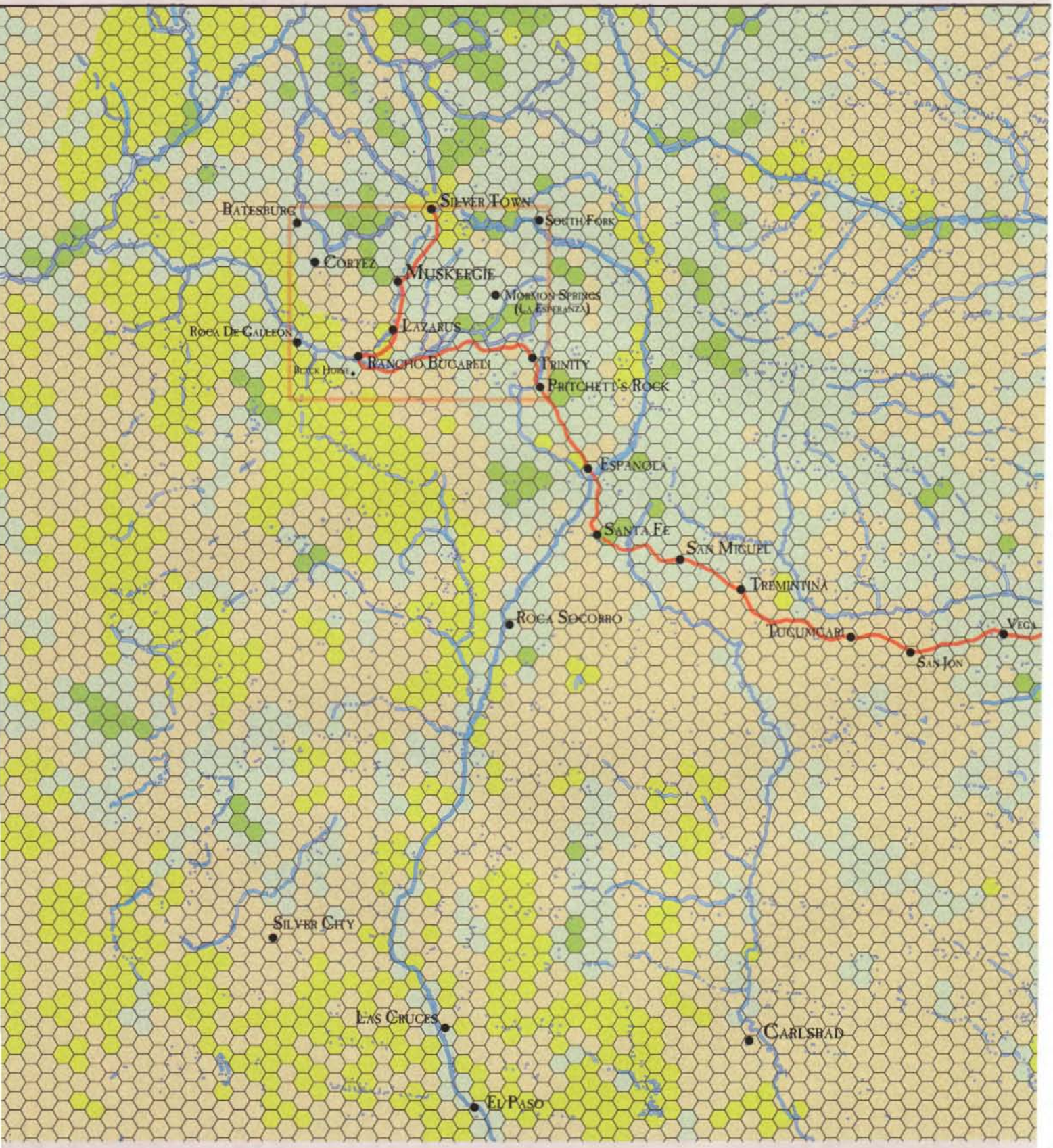
QUALITY OF BEEF (QOB)

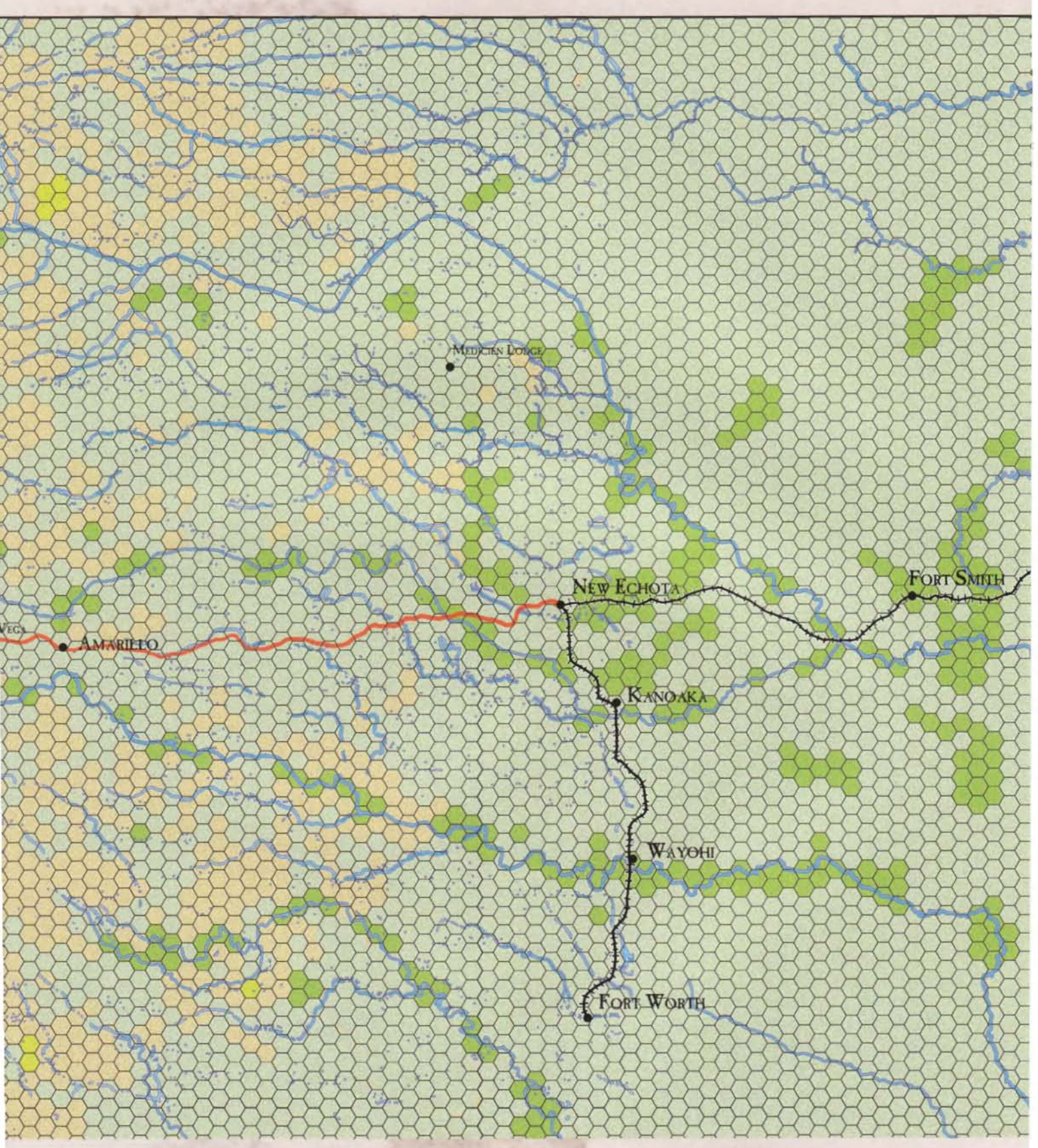
Exceptional	Excellent	Good	Fair	Malnourished	Poor	Deplorable

Initial Herd Size: _____

Event	Revised Herd Size




Silver Town
Bates Burg
South Fork
Cortez
Muskeegie
Morrison Springs
(La Esperanza)
Roca De Galleon
Lazarus
Black House
Rancho Bugabee
Trinity
Pritchett's Rock
Espanola
Santa Fe
San Miguel
Tremintina
Roca Socorro
Tucumcari
Vega
San Jon
Silver City
Las Cruces
Carlsbad
El Paso
LEGEND
Bare
Adequate
Sparse
Lush
1 hex = 11 miles



Aces & Eights
Shattered Frontier

Cattle Drive Map

5.3 | All that Glitters...

Gold is a harsh mistress, lad. A man kin chase 'er half way across the Rockies and court 'er for a thousand moons and she'll leave him penniless and wasted of soul. Then deny ever knowin' 'im if anyone should ask about claimin' the body.

— unknown prospector

In the Shattered Frontier, one can hardly turn around without hearing the latest embellished story of a glorious new strike of gold and silver. The lure of precious metals and the promise of untold riches can inflict 'gold fever' on otherwise sensible men as they proceed to abandon home and family and race off to grab their share. Fortune seekers from as far away as Europe have come scrambling to the great expanses of the west to claim their piece of the action.

The rumormongers would have you believe that gold is just waiting to be scooped up by the pan or shovel and that nuggets so big they can trip a horse lie in nearby mountain streams.

Unfortunately, when it comes to bestowing her blessings on those with a greed-laden heart, Lady Luck has a discerning eye and a mischievous heart. The sad truth is that for every prospector who has climbed back down out of the hills loaded with gold, a thousand others with dust in their beards and aches in their backs have returned empty handed — sullen individuals who look as though they've had their very souls ripped from their chest. Hollow men with nothing to show for the many months, or even years, they spent pawing and scratching at earth and stream looking for color.

Still, these men are more fortunate than others. Many who set out in search of gold found only death for their troubles - a fate some are glad to embrace if the alternative is returning home in disgrace.

Sheriff Patch of Lazarus once commented, "If ever I met the man who steps off that Wednesday stage who doesn't immediately buy a damn shovel, and a damn pan — I'll shake the bastard's hand and buy 'em a drink. 'Cos he'll be the first sunuvabitch I've ever met who's had the God-given good sense not get caught up in such foolishness. Gold, or the want of it, has dealt out more misery on this sorry earth than any good man can imagine." This opinion is, however, courtesy of a man who spent four years stooping in the cold waters of the Animas swirling a gold pan with nothing to show for it.

Despite such tales of gloom and disappointment, there truly are fortunes to be made in the frontier. The hills and canyons of the San Juan range are laden with gold and silver deposits still waiting to be uncovered. Anyone with a little luck can dip a pan and come up with a few flakes of gold but prospecting requires a certain level of skill in order to make the enterprise worthwhile.

Every seasoned prospector has his own tricks of the trade, procedures that he guards closely. Acquiring the skills and know-how of prospecting isn't something you can learn from a book or by simply buying some gritty old timer a drink at the local watering hole and getting him to talk. It's something that's learned in the doing through time, sweat and patience.

It won't take long for players stepping off that stage to notice a few who struck it rich reveling in the fortune they've taken out of the hills and streams. Despite admonitions to the contrary, some doubtlessly will get bit by the fever and want to try their hands whether they're prepared for it or not...

This chapter will give you a broad overview on various mining techniques as well as a basic system that allows players to pursue prospecting. Note that large scale (i.e. commercial) mining is outside the scope of this work.

GOLD

You don't have to be a schooled geologist to find and identify gold. Even an illiterate prospector has a basic understanding of how gold is found and where to look for it. Knowledge dating back to antiquity has been passed down by those who have dedicated their lives to finding their fortunes in the ground.

At the dawn of time, so their understanding goes, molten gold-bearing ore deep within the forge of the earth was squeezed to the surface by powers of biblical proportions. It was a time of creation when forces capable of building mountains thrust the earth upwards until it touched the sky. This gold-bearing material later cooled and formed worthless looking quartz or 'gangue'. Secreted within was the precious yellow metal that men would one day be so willing to die for. This gold took several forms; thick threads (veins) that wound through the rock like golden tendrils, clumpy masses (nuggets), or a suspension of small dust-like particles (flakes).

High on mountaintops, portions of these quartz formations would occasionally jut through the surface

exposing their vein-streaked surfaces. Such outcroppings are known as 'blowups'. As the ages passed and the mountains began to erode, the quartz would become further exposed. Erosion gradually caused the quartz to break apart and crumble away freeing its bounty of precious yellow metal in the process. Large pieces of quartz would snap off and tumble down slopes where it would come to rest among beds of broken rock and gravel. This is called a 'float'. Smaller nuggets and flakes freed from their rocky matrices would wash short distances down slopes. Even smaller particles of gold dust (flood gold) would end up in streams and rivers to be carried miles away from their sources.

This simple understanding of where gold came from is the basis of everything that drives the prospector. Once the first traces of gold are found, every attempt is made to meticulously track them back to their source - the elusive Mother Lode. This is the ultimate dream of every prospector. Chasing the 'color' to its source is a difficult challenge. Streams bearing gold may have changed course a dozen times over the years or may no longer exist having dried up thousands of years ago.

In his search that may consume months, years or even decades, the prospector becomes a detective. He follows clues and inevitable false leads as he explores every meandering stream and box canyon with no certainty of success.

Types of Gold

Gold is encountered in two basic forms; placer and quartz.

Simply stated, **placer** is gold that has been freed from its stone matrix. This is the 'easy' stuff. It appears in the form of dust, flakes or nuggets and is typically found in streambeds or buried beneath dirt and clay in the banks or surrounding hillsides and slopes. Wizened prospectors know what 'sign' to look for in their quest for the elusive yellow metal. Quartz, black sand and gravel beds are often present when placer is found.

The word is Spanish and is pronounced *plath-air* in the mother tongue, but *plass-er* by Anglophones.

Quartz gold (more commonly referred to as gold ore) is gold that is still encapsulated in stone. Even a skilled eye can have difficulty determining whether or not a sample is a piece of gold ore. It all depends on its relative gold content.

In both forms gold may be found either in a pure state or combined with other minerals as a gold alloy. Gold alloy must be liberated from those other minerals mechanically or chemically. High grade ore may have visible streaks or flakes of gold in it but more commonly the gold is visually undetectable and must be taken to an assayer to determine its quality. Ore containing very little gold may be uneconomical to process, costing more in labor and capital to extract than the value of the metal.



Gold ore must be mined and mechanically crushed using stampers. These are large machines that lift and drop huge iron stamps on the ore to crush it into dust. Afterwards, a mercury amalgamation process is used to extract the gold from the pulverized stone. This type of mining requires an enormous amount of brute labor, expensive machinery and capital. Only large mining companies have the financial resources to mount this type of operation. Quartz mining is therefore outside the scope of the game.

SILVER

Silver isn't the first thing a prospector thinks of when searching for riches and for good reason. An ounce of silver is worth a mere sixteenth that of an ounce of gold. Additionally, silver is much harder to identify and often harder to extract. Unlike gold that can stubbornly resist mixing with other elements, silver does so readily. It appears in countless colorations depending on the minerals it's bonded with. For example, quartz bearing silver and lead is tarry black while other types of silver ore may be blue, yellow, white, red or even green. Silver is also a common by-product of gold ore processing.

Ore suspected of containing silver has to be taken to an assayer and tested to determine if it has any silver content, and if so, how much. Testing in the field is impractical.

Like gold quartz mining, silver extraction can require enormous resources and labor, often making it impractical for individuals or even small companies to exploit. However, silver ore often yields more value per ton than gold ore making it a viable endeavor for those with the resources to exploit a rich find. That being said, mining silver ore is outside the scope of this work.

★ PROSPECTING TECHNIQUES ★

In the well-known gold strikes of Georgia and later California, initial prospectors used primitive techniques and tools to good effect. However, once the supply of large nuggets had been exhausted, miners quickly turned from simple panning to methods such as the cradle, the rocker, the long tom and river damming. These technologies have been employed since the Middle Ages and it was the Spanish who first introduced them to the New World.

Panning

Resources Required: Pan, shovel, Prospecting skill

Labor Requirements: 1 person

Processing Capacity: 1 ton/day

Panning is the simplest method of looking for gold and the method that requires the least investment. It also lends itself well to solitary work.



Four men operate a rocker box

A prospector can set himself up in business with only some basic provisions, a pan, shovel and some unclaimed ground along the bank of a stream or river. (Though mules can come in handy hauling equipment and provisions into hard-to-reach places such as narrow canyons.) The only things holding him back are his own abilities and whether or not there's any color (gold) to be found at the location he's working.

Experienced prospectors with a basic understanding of gold's origin (see above) have a good idea where to begin their search. They usually start in the streams looking for the telltale black sand that usually accompanies placer gold.

After scouting out a site that looks to have potential, the prospector kneels on the bank or wades into the stream, places some sand in a pan and 'works' the pan by filling it with water and rocking it with a swirling motion. He picks out the larger stones and gravel as the water runs over the lip of the pan allowing the lighter sediments to run off. What's left is the heavier black sand (called the drag) and, if he's lucky, some gold dust, flakes or nuggets.

It may sound like easy money but panning is notoriously hard work requiring long hours stooped over in cold water and exposed to the elements while intently studying the pan for any sign of color in the drag. Results of panning can range from disappointing (no gold) to annoying (just enough scratch to cover your expenses – or not even that) to exuberance when a big nugget turns up.

The Cradle (Rocker Box)

Resources Required: Lumber, Carpentry skill (novice) (cradle can be purchased instead of built), Prospecting skill

Labor Requirements: 2-4 men

Processing Capacity: 8 tons/day

This is a technique that is used once panning a site known to have gold stops yielding color. It allows a significantly larger volume of dirt to be washed.

A hollowed out log or halved barrel is used for initial screening. A handle is affixed on each side of the box allowing it to be 'rocked' to help agitate the dirt and to keep it flowing. The bottom of this 'box' is a sieve through which water and dirt are washed. The sieve sorts out larger rocks and debris that are tossed aside while the dirt falls through onto the 'hoppers'.

The box beneath the cradle is segmented with horizontal wooden bars that slow the water and trap any gold along the raised leading edges while allowing mud to exit at the end of the box with the incoming water.

This type of setup requires four people to work optimally, two to excavate and then shovel the dirt into the machine, one responsible for the water supply, and another to rock the handles. Unlike panning, this technique for placer retrieval is a group effort necessitating several like-minded partners.

Two or more cradles can be operated on a single site and so this type of activity often leads to the formation of small mining groups or informal companies comprised of three to ten men with equal shares in any realized gold. Such safety in numbers is an added attraction to this approach since working a claim can be a risky pursuit.

Dry Digging (aka Coyoting)

Resources Required: Timber for shoring, Carpentry skill (materials can be purchased instead of built), Engineering Design skill (advanced), Prospecting skill

Labor Requirements: 2+ men.

Coyoting involves sinking a deep vertical shaft into ground known to contain placer gold, and then digging outward like spokes on a wheel. This is a method of accessing old stream sediments or placer gravel without having to dig away tons of overlaying dirt and rock.

Typically, one man works underground, while a partner lifts the excavated material to the surface by means of a winch. When a sufficient quantity of dirt is extracted, the team pauses to wash it using a cradle or long tom.

If there is water available near the dig site, it may be brought to the cradle or long tom by digging ditches or constructing aqueducts. If this isn't possible, excavated material may need to be hauled to a water source by means of a cart or wagon.

Unless properly designed (a Very Difficult skill check by a character of at least Advanced mastery in Engineering Design), this type of mining can be very hazardous.

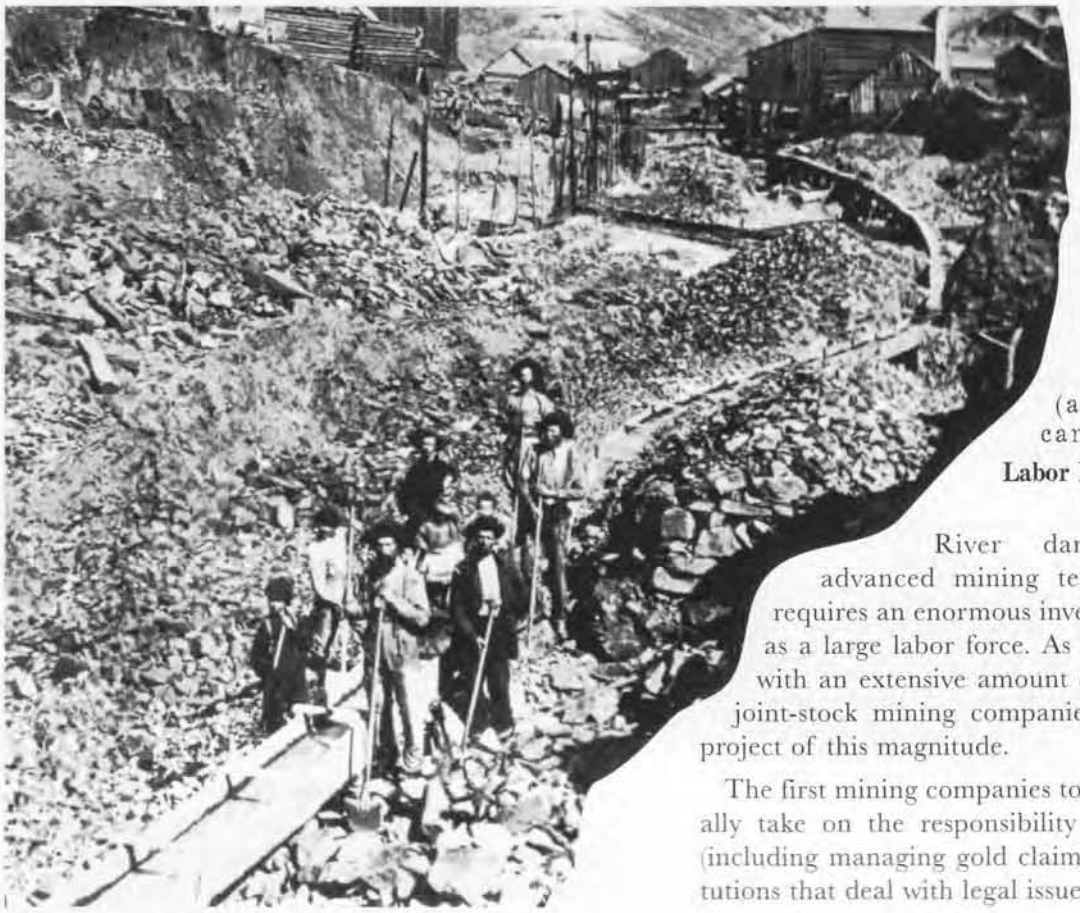
The Long Tom

Resources Required: Lumber, Carpentry skill (average) (long tom can be purchased instead of built), Prospecting skill

Labor Requirements: 6 to 15 men

Processing Capacity: 20 tons/day

Similar in concept to the cradle, the long tom is larger and hence capable of processing even more material. It is trough shaped, but significantly longer (anywhere from 10 to 20 feet) and wider (about 2 feet). Though still constructed of wood, a sheet-metal bot-



A Sluice requires a significant capital investment

tom has been added with a sieve and a 'ripple box' on the far end to catch the washings for further sifting.

The long tom is usually placed on a slope (such as a river bank) as it requires greater hydrodynamic pressure to operate effectively. One man shovels dirt into the upper end, while another controls the water flow. Others line up on both sides of the box removing any large rocks and debris and checking the wooden slats for color.

Once the ripple box is filled with black sand (the rest of the dirt having been washed away), the long tom crew stop the water flow, grab gold pans and sift through the black sand in the box for gold.

It takes at least six to eight men to properly work a long tom and fully exploit its capacities. Enlarging the long tom and employing more men can increase the yield.

Note: the following techniques may be beyond the scope of many games. However, a basic description is provided here for the reader's edification.

River Damming

Resources Required: Lumber, Carpentry skill (advanced) (dam materials/workers can also be purchased), Prospecting skill, Engineering Design skill (average) (engineers can be hired instead)

Labor Requirements: 100+ men

River damming, the most advanced mining technique of the day, requires an enormous investment in time as well as a large labor force. As such, only individuals with an extensive amount of capital to invest or joint-stock mining companies would undertake a project of this magnitude.

The first mining companies to set up in an area usually take on the responsibility of establishing rules (including managing gold claims) and executive institutions that deal with legal issues.

A river is dammed up with U-shaped earthen or stone dam (also-called wing dam). Sometimes the river is diverted into a side valley or even into a neighboring stream.

The goal is to dry out a section of the riverbed enabling prospectors to get at the river bottom and process the dirt using dozens of long tom gangs.

Such an operating has to be properly planned, waiting until the river is at its lowest point (usually late June). Building the dam can take as long as four months leaving long tom gangs only a few weeks to do their jobs before seasonal rains wash away the dam.

Sluice

Resources Required: Lumber, Carpentry skill (advanced) (sluice can be purchased instead of built), Engineering Design skill (novice), Prospecting skill

Labor Requirements: 50+ men.

A sluice is, in essence, a greatly enlarged version of the long tom. It requires an enormous flow of water usually achieved by setting up pipes several hundreds of feet long on a steep slope. This requires partially damming a river or diverting its flow. The complexity of the operation usually limits its employment to those with significant resources such as a small company.

MYTHS AND MINING COMPANIES

A great romantic myth surrounds gold and silver prospecting. It is the idea that a solitary prospector wandering off into the hills armed only with some grit, determination and a few simple tools can return rich beyond his wildest dreams.

Self-reliance and a go-it-alone attitude is what most fortune seekers envisage when they think of prospecting. For many, the lure of prospecting isn't merely about the gold. It's infused with the dream of becoming a self-made man who answers to no one and escaping a lifetime of being worked into the ground with little to show for it.

Unfortunately this naïve expectation often collides head on with reality. The cycle of every gold rush follows a predictable pattern. The first flood of prospectors, working alone or in small groups, arrives at a new find and quickly scrapes up the 'easy' gold on the surface. This gold is soon depleted. While there may be large quantities of the precious metal remaining on the site, the balance lies deeper and is much more difficult to get at. This requires coordinated effort, specialized skills and all too often significant inputs of capital.

A natural consequence is the formation of partnerships and small companies.

Initially, such mining companies are little more than co-ops comprised of miners who own stock in the company and share the production costs and profits proportionally in an effort to overcome the technological problems and lack of capital for investment in the necessary machinery.

Inevitably the despised large mining companies squeeze these independent prospectors out as they move in with even more capital, heavy machinery and a myriad of new rules and restrictions. This end result is a shift from independent prospectors to waged labor with the lion's share of the profits going to a fat few who have never dipped a pan or gotten their hands dirty.

Disgusted at the situation, many prospectors simply move on to chase rumors of the latest new find. Others stubbornly choose to hold on, refusing to give up their freedom. Eventually, the earnings from their claims become so marginal that they are forced to sell and join the ranks of wage laborers. Barring that, they move on to another area to start over or simply accept defeat and return home.

MINING DISTRICTS

Since many gold strikes are located outside the jurisdiction (or at least out of reach) of any formal authority, the initial rush into a gold field is nothing short of chaos. Disputes over claims and the perpetual threat of being bullied off a piece of ground quickly lead miners and prospectors to organize.

A typical ad-hoc government is the gold district. A council is appointed consisting of the most respected or vocal members of the district. Their first order of business is laying down some rules. Everything from the size of a claim to the punishment for claim jumping needs to be laid down. Enforcement of these rules is taken very seriously and punishments are usually meted out quickly.

Grubstaking

Despite or perhaps because of the fact that anyone with a little knowledge and some basic tools can set out in search of gold, many fortune seekers arrive at a newly discovered gold field only to learn that they don't have the money to equip or adequately provision themselves.

Since it can take weeks or even months before realizing any earnings from their work, a prospector can easily find himself in debt or broke very quickly. Life in a gold camp, where a shovel can cost as much as twelve dollars, isn't cheap. A fortune seeker who winds up in such a predicament can try to find a grubstake.

A common arrangement in gold camps, grubstaking occurs when one party puts up the money to cover provisions and equipment and the other party does the actual work. If any gold is found, they split it. Terms for such arrangements vary but the split is usually 50/50. Grubstaking may be agreed upon by a handshake or formal contract. Either way, trust is paramount and securing such a deal may hinge on one's reputation.

★ Prospecting For Gold ★

OK, now that you know a little about the gold business, you might want to grab a pan and a shovel and head up the Animas to snatch your own handful. Hold up a minute so you can learn the mechanics for doing this.

There's a map printed in this book that depicts the areas of the shattered frontier that contain gold. You'll notice that for each gold field, the mother lode is indicated along with regions radiating outwards from it that contain progressively lesser amounts of gold.

Now, as a bright player, your natural thought is that you'll just hike out to the mother lode, stake a claim, and live fat and happy the rest of your life. Well it isn't that easy. You see, this map is only a sample illustration of a gold field. Your GM may not choose to use this map. In fact, there are several variations of this map on our website, any of which could be used in play. However, for instructional purposes, we'll use the map in this book.

The first step is to purchase the necessary tools and provisions you'll need while prospecting. This may involve a substantial outlay of hard cash as you'll require quite a bit of food and possibly a pack animal to haul this load. Once provisioned, you'll then have to journey to the area you wish to prospect on. Using what you've gleaned from earlier in this chapter, that probably will be one of the streams running down from the San Juan Mountains.

Let's say you've successfully reached the spot you've chosen to prospect. Now, you have no idea what if any gold is there. You need to attempt a Prospecting skill check that consumes a whole day. The difficulty of this check is based upon the density or amount of placer gold present at the site. Obviously, if big gold nuggets are just lying on the ground, it isn't too taxing to guess that you're in the middle of a huge gold field. However, since you don't know if there's gold in the area you searched, the GM consults his map and makes this check in secret.

TABLE 5.3-1: PROSPECTING DIFFICULTY

Zones Type	Difficulty
A. Mother Lode:	trivial
B. Extremely Rich	easy
C. Rich	easy
D. Moderately Rich	average
E. Good Color	average
F. Fair Color	difficult
G. Poor Color	difficult
H. Miserable	very difficult

If you succeed at this skill check, your character determined that the site has the potential to yield gold. From then on, you may attempt to utilize one the prospecting techniques to actually secure some of the placer gold. Success is not automatic, your PC's skill as a prospector will in large measure determine his success. To determine the efficacy and productivity of your efforts, you will have to utilize the Shot Clock. This is similiar in practice to targeting a weapon in combat, however, you make use of a 'Prospecting Scatter Chart' as your aiming point instead of a human target. This special silhouette appears at the end of the chapter. Place the Shot Clock over this chart and roll a d20 just as you would if firing a gun. Bonuses or penalties to this roll are listed on Table 5.3-2: Prospecting Bonuses.

TABLE 5.3-2: PROSPECTING BONUSES

Condition	Bonus or Penalty
Unskilled Prospector	-4
Novice Prospecting skill mastery	+1
Average Prospecting skill mastery	+2
Advanced Prospecting skill mastery	+4
Expert Prospecting skill mastery	+6
Master Prospecting skill mastery	+8
Each previous day's success*	+1
Each previous day's failure**	-2

** subject to a maximum cumulative +4 bonus*
*** subject to a maximum cumulative -8 penalty*

Scoring a 'hit' on a red box means that you're able to extract the full potential of the site, orange means 50% and yellow 25%. Hitting a green box means that no gold was found and that you had a random encounter. These encounters are listed later in the chapter. Landing anywhere else means you toiled away for naught.

GETTING THE GOLD

The amount of Placer gold you can recover from a particular site depends on two factors: the concentration of gold (this varies by zone and is listed in the **Yield per Ton** column on Table 5.3-3) and the amount of dirt you can process (listed in tons/day under the particular mining technique).

Panning, at 1 ton/day, is the least efficient means of sifting dirt. It does however have the advantage of being cheap, portable, and easily performed by a lone prospector and so is often used for initial exploration.

For example, a prospector who successfully pans in a miserable zone (where the gold density is 1d4 $/ton) hits a red area. The GM rolls a '4' and informs the player that he was able to recover $4 of gold flake for that day's labor. If he had instead hit an orange area, the day's take would be $2. Similarly, hitting a yellow area would reduce the day's yield to a mere dollar.

However, if the area was moderately rich, the GM would instead roll 2d20 and add 40 to the result (let's assume he rolled 28 – adding 40 makes the potential take $68). Results of red, orange and yellow would therefore yield $68, $34 or $17.

TABLE 5.3-3: GOLD FIELD DETAILS

Zones	Yield per ton	Total Placer Gold per quarter square mile
A. Mother Lode:	.604 to 1000 (4d100+500)$/ton	.1000 x d1000 $
B. Extremely Rich	.328 to 480 (8d20+320) $/ton	.400 x d1000 $
C. Rich	.88 to 160 (8d10 + 80) $/ton	.720 x d100 $
D. Moderately Rich	.42 to 80 (2d20+40) $/ton	.270 x d100 $
E. Good Color	.21 to 40 (1d20+20) $/ton	.45xd100 $
F. Fair Color	.11 to 20 (1d10+10) $/ton	.9xd100 $
G. Poor Color	.5 -10 (1d6+4) $/ton	.2d100 $
H. Miserable	.1-4 (1d4) $/ton	.1d20 $

PANNING A SITE OUT

A site will not continue to yield gold forever. Each square quarter mile (160 acres) of a gold site contains a limited amount of gold. This is listed in the **Total Placer Gold per quarter square mile** column. Once a character has begun to extract gold from a particular quarter square mile, the GM should consult the table and roll to determine the total amount of gold present. Only this amount can be recovered. Further prospecting will never be successful.

Returning to the example above in the miserable zone, the GM rolls a d20 (getting an 11) and thus sets the capacity of that particular quarter square mile. Let's assume the character continues to have success panning the area. The first day he pulls out $4 of flake, the next $2, the following $3 and $1 on another day. He's now close to panning the area out. There's only $1 left of gold to be found so if he's again successful, the most he can find is another dollar. After that, any further attempts – even if he continues to hit red in his prospecting attempts – will yield nothing.

COMPETITION AND CLAIM STAKING

It would be a perfect world if you could go out and find a loaded goldfield and just take your time leisurely panning out whatever gold you desired. However, the minute you show up in town with your bag of gold nuggets you're going to set off a mad frenzy. Everyone and their brother is going to stampede out to the hills looking for your site. Others more sly will certainly tail you as you try to return.

Face it, one way or another someone else is going to learn where you got your gold. The best you can do is to ensure that you still have a seat at the table. You can accomplish this by staking a claim.



Claims can be made at the nearest town with jurisdiction over the region in which the claim lies. If no such town exists, you'd best keep a pistol holstered until you can come to terms with the prospectors attracted to your site and form a mining district council.

Though numerous methods were established for delineating claims, for our purposes there is enough room for 20 productive claims to be located within each quarter square mile square area. Typical rules are that an individual may hold title to only one working claim at a time. In order for the claim holder to keep his title the claim must be worked at least 3 times a week ('working a claim' is defined as putting in at least five hours work on a given day). Any claim not worked for two weeks is automatically forfeited and is given over to a new owner by way of lottery.

PROSPECTING EVENTS

As mentioned previously, landing in a green zone dictates that a random encounter occurs. These vary in severity from innocuous herbivores (that might provide a free meal to a properly skilled outdoorsman) through various annoyances to potentially dangerous encounters with individuals seeking the character's new found wealth.

It is incumbent upon the GM to have a few Non-Player Characters (NPCs) prepared in advance to facilitate play. The NPC list in *Chapter 4.1 | The Aces & Eights campaign* is an excellent source.

d100 roll	Encounter
	Animal Encounter
01	A large bear ambles into camp.
02-03	A lone sheep wanders into your camp.
04-06	A lone, scraggly, unbranded cow wanders into camp.
07	A skunk waddles boldly into the midst of your camp.
08	You find a common scorpion in your boot – after it stings you. See *Chapter 3.3| Wounds & Healing* for details.
09	You see a mangy, half-starved dog lurking on the edge of your camp.
10	You see a cougar stalking your camp.
11	You see a rattlesnake sunning itself on a nearby rock. It takes ld4 hours to carefully chase him away.
12	You shifted the wrong woodpile – a black widow spider bites you. See *Chapter 3.3| Wounds & Healing* for details.
13-16	You spot a deer on the edge of your camp.
17	You stick your hand in the wrong dark corner of your tent/cabin - a brown recluse spider bites you. See *Chapter 3.3| Wounds & Healing* for details.
	Weather
18-19	A flash flood reaches your camp. No prospecting on site possible for ld4+2 days.
20-23	A heavy downpour of rain (or snow, in winter) occurs. No prospecting on site for ld4-1 (minimum 1) days.
24	You spot smoke from a large forest fire moving in your direction.
25	Your tent catches on fire. No work possible today.
26	Your tent/roof blows away. No work possible today.
27-29	River Flooded. No prospecting possible for ld4 days.
	Disease
30	Must have been some bad food or water, because you might now have Brain Fever (typhoid). See *Chapter 3.3| Wounds & Healing* to determine if you ward off the illness.
31	You may have cought brochitis. See *Chapter 3.3| Wounds & Healing* to determine if you fight off the illness.
32	Must have been some bad food or water – you possibly catch cholera. See *Chapter 3.3| Wounds & Healing* to determine if you ward off the affliction.
33-34	You start coughing – you might have caught the croup. See *Chapter 3.3| Wounds & Healing* to deter mine if you ward off the illness.
35	A slight fever and sore throat might develop into diptheria. See *Chapter 3.3| Wounds & Healing* to determine if you fight off the affliction.
36-38	Exposed to Influenza. See *Chapter 3.3| Wounds & Healing* to determine if you ward off the illness.
39-41	Mosquitos are bad this season – you might catch malaria. See *Chapter 3.3| Wounds & Healing* to deter mine if you fight off the illness. (In winter: ignore this result and re-roll on this table.)
42	Little red bumps appear on your skin – you've caught measles. See *Chapter 3.3| Wounds & Healing* to deter mine if you ward off the illness.
43-44	Your slight cough could develop into pneumonia. See *Chapter 3.3| Wounds & Healing* to determine if you ward off the illness.
45	You brushed against the wrong foliage – it was poison oak. See *Chapter 3.3| Wounds & Healing* for details.
	People
46	Fur Trader: hails you and asks the way to nearest town.
47-48	Prospector: shows up stating ownership of your claim.
49-50	Indian: one approaches your camp.

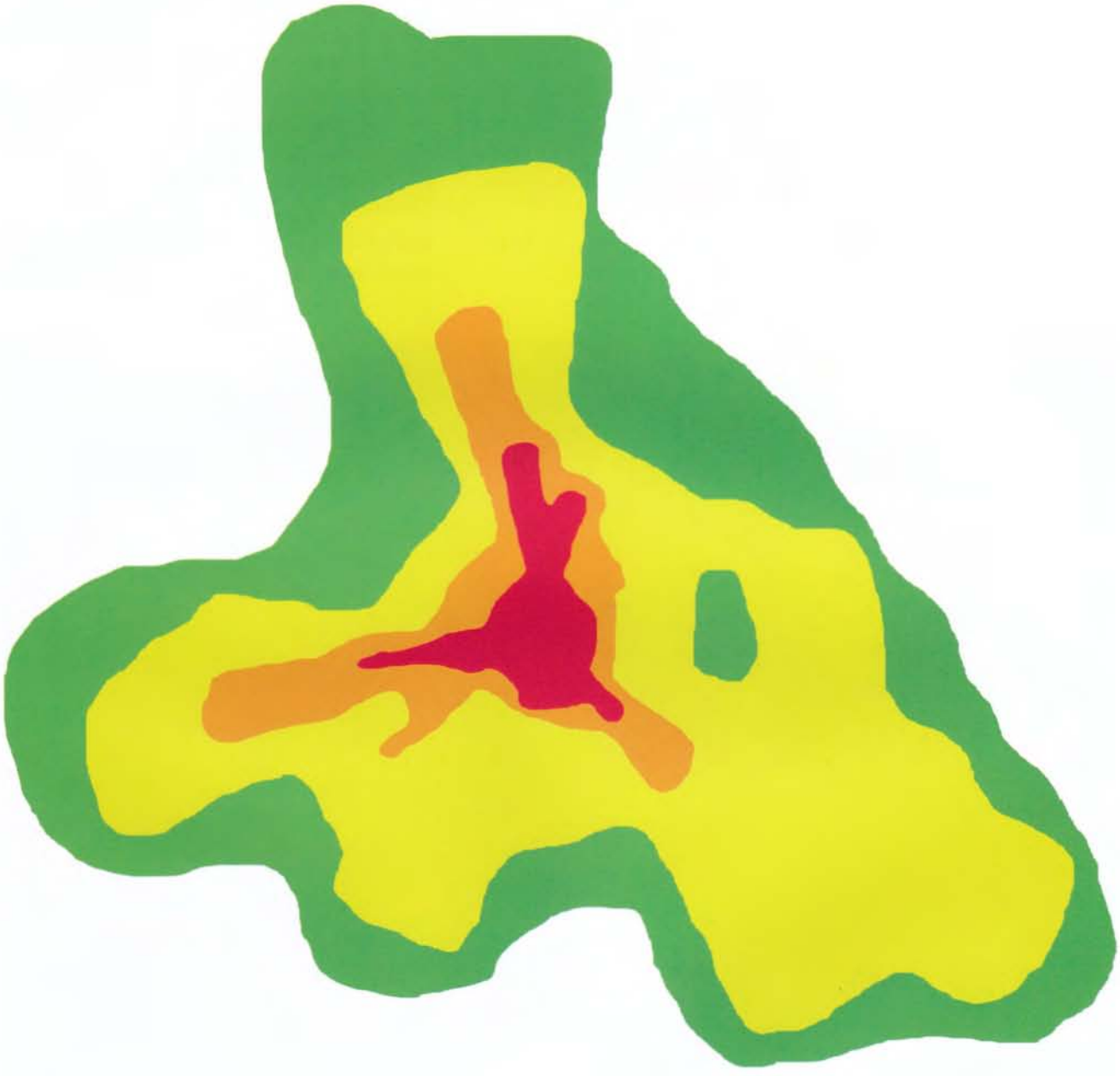
51-54	Prospector: starts working a claim above yours.
55-59	Banditos: Three enter your camp and demand your gold.
60-61	Mystery: you hear a distant gunshot echoing from somewhere out of sight.
62-63	Investor: approaches player about partnering up.
64-67	Vagrant: offers to help work claim in exchange for food or shares in the spoils.
68-69	Claim Jumper: Character arrives to find 1d4 Claim Jumpers working the site.
70-72	Bushwhacker: 1d4 Bushwhackers lie in hiding waiting to ambush Character and relieve him of his gold when he's unsuspecting. They attack on his trip back to town.
73-74	Make me an offer: NPC makes offer on claim/work site.
75-76	Indians: steal your mule/horse.

Annoyances

77-81	Bugs get into your food – lose half of it.
82-85	Rodents get into your food – no more than one meal's worth remains.
86-88	You awaken to find all your mining equipment smashed or missing.
89-93	Largest piece of equipment breaks. No prospecting on site possible with it until repaired (Average difficulty check for the skill check related to repairing this piece of equipment - probably Carpentry).
94-97	Your most frequently used piece of equipment breaks. No prospecting on site possible with it until repaired (Average difficulty check for the skill check related to repairing this piece of equipment - probably Carpentry).
98-00	Injury: Make Dex Check. Failure indicates character injured himself (see *Table 3-10c: Non-weapon Injury*).



Prospecting Scatter Chart



Red	Full Yield
Orange	50% Yield
Yellow	25% Yield
Green	Encounter


Pledra River
Los Pinos River
San Juan River
La Jara Canyon
to Rancho Bucareli
San Juan Road
to Trinity
Muskeegie Gold District
5 miles

5.4 | Gambling

Whether in a shady saloon or a gussied-up gambling hall, a single hand can turn the lowest of men into a winner, or the best of men into a poor wretch without a cent to his name. In the Shattered Frontier, card games are king, but dice games and even the roulette wheel also have a place at the table. This section details the most popular games and their rules.

✶ Dice Games ✶

CRAPS

A very popular dice game in the Shattered Frontier is "craps." If the shooter rolls a 7 or 11 on the first roll, he wins. He may throw and bet again, or pass the dice to another player. However, if he rolls a 2, 3 or 12 on the first roll, he loses.

If the shooter's first throw is 4, 5, 6, 8, 9 or 10, he continues to throw until he again rolls the same number and wins, or throws 7 ("craps out") and loses both his bet and the dice.

Playin' Craps

Craps can be as simple or as complex as you wish. The common rules for craps (listed above) are elementary enough for novices to quickly play the game. Saloons will typically add a host of options allowing for a wide variety of betting opportunities for both the shooter and observers. A bit of research on your part will discover a myriad of features that you can add to a gambling hall's craps table should you so choose.

CHUCK-A-LUCK

This dice game (also known as "birdcage" or "sweat," among other names), is played by throwing ("chucking") three six-sided dice. Punters ("players") place their wagers on a layout labeled "one" through "six." When all bets are down, the dealer chucks three (and always three) dice onto the table, usually on a felt throwing area. Only the dealer is allowed to touch the dice. If one or more dice falls to the floor, all dice must be rerolled. Players win even money (1:1), double (2:1) or triple (3:1) depending on the results.

For example, Billy Zane wagered $2 on a result of 3. If one of the die results is a 3, he wins $2 (and keeps his original two dollar bet, of course). If two dice come up 3s he wins $4, or if all three dice come up 3s, Billy wins $6. If none of the dice are 3s, the initial wager is lost.

After all losing bets are collected and all winnings paid out, new players can join the game. Once all bets are down, the dealer chucks the dice again and the process repeats itself.

Playin' Chuck-A-Luck

To play chuck-a-luck, make a simple board or layout labeled with the numbers one through six on which players may place their bets. You should have ready access to the three six-sided dice the dealer requires.

HIGH DICE

This simple dice game is often called "beat the dealer," or the "bartender's game," since it keeps drinkers occupied while they sit at the bar. Players simply bet 1:1 odds that they can beat the dealer.

Play begins with the dealer rolling two six-sided dice. On a roll of 2, each player immediately wins even money, while on a roll of 12, the dealer takes all wagers.

On any other result (rolls of 3 through 11), the dealer places a marker on a numbered layout or simply uses chalk to indicate his score. The player on the dealer's far left then rolls the dice versus the dealer's score. If the result is higher than the dealer's score, the player wins even money (1:1). Each remaining player (in order of the dealer's left to right), also rolls in an attempt to beat the dealer's score, until all players have rolled. The dealer wins all ties. If one or both dice falls to the floor, all dice must be rerolled.

UNDER AND OVER

This three- to six-player dice game (also known as "Lucky Number Seven" or "Hi/Lo") is popular in the saloons of the Shattered Frontier, and generally uses a rotating "birdcage" wheel to roll two dice.

Players simply place their wagers for a result of "under seven" (2 through 6) or "over seven" (8 through 12). On a win, they get even money (1:1), while the dealer takes all losses. Alternatively, punters may wager on a roll of 7, for which winners receive 4:1 odds. Variant house or dealer rules may include wagers on other combinations, such as 15:1 odds on double 6s. Only the dealer is allowed to touch the dice or spin the wheel.

Playin' Under and Over

This is another simple game to simulate. Make a simple board or layout with the numbers two through twelve, plus spaces for wagers on house rules. Instead of a gambling wheel, simply use a cup to shake and roll the dice.

★ Card games ★

FARO

This card game is easy to learn and simple to play. It is the most commonly played card game – even more than poker. After all, in an honest faro (sometimes spelled "pharo") game, the odds of winning are nearly 1:1 – not bad at all. Bets are also paid off 1:1 (for example, a player who makes a dollar bet wins a dollar – in addition to retaining his original dollar bet, of course).

In faro, one or more players play against the dealer (also known as the "bank"). The dealer shuffles a standard deck of cards and places it face down (or face up in a spring-loaded dealer's box) on the table. Also on the table is a faro board, which displays each card rank (usually ♠s, glued or painted on the board). Layout is in two rows, with the cards running in a counter-clockwise manner, so the upper row displays the 6 through the Ace (left to right), and the lower row the 8 up to the King (also left to right). Off to the left, between the two rows, is the 7. The Ace is always the lowest card in faro.

Players then place wagers (chips) directly on the faro board. A chip placed directly on a card means that the player is "backing" only that card rank. Players may also bet on multiple card ranks by placing a chip between a pair of cards (directly between them or on the diagonal, on the inside or outside). This is called "splitting," but does not mean a split wager. For example, if a player splits the 10-Jack (putting his chips directly between the 10 and the Jack), he wins his full wager on a 10 or a Jack. Players who place their chips between the 6, 7 and 8 are "betting the pot." On the other hand, placing chips between four adjacent cards is known as a "square" bet.

Once all bets are down, the dealer discards the top card of his deck (known as the "soda card"). The **next** card displayed is the losing card, which the dealer places on his right, next to his deck or box. The dealer (or house) wins any bets placed on the losing card.

The next card drawn is the winning card. For example, if the winning card is a 7, all players who bet on the 7 (either by backing, splitting or betting the pot) win. Players who bet on other cards may leave their bets on the same card for the next draw, remove them from the board or move the bet to another card. New players can also join the game in between turns. Once all bets are down, the dealer draws another winning card, and the process repeats itself.

Players may also "copper" their first wager, by placing a penny or token on top of their chips. This



A game of faro in action

reverses the bet. The player now wins on the losing (first) card and loses on the winning (second) card. Another option for the first wager is a "high card" bet – betting that the winning (second) card will be higher than the losing (first) card. This bet may also be coppered (reversed).

To keep track of which cards have been played, players make mental or written notes, or watch the "coffin." The "coffin" (also known as the "case," "counter," or other terms) is usually an abacus-like box where markers indicate how many cards of each rank have been played. For example, if the Ace has three markers on it, it means that only one Ace is left in the bank. If a 7 has four markers on it, it means no 7s are left in the bank, and so on. A flat board similar to the faro board may also represent the coffin with chips placed on each card played.

If a player accidentally leaves a wager on a "dead card" (a card that has already been played four times) and forgets to remove it, the dealer or any other player may claim it at the start of the next hand by calling "dead card!"

When the dealer reaches his last three cards, he may continue to run straight hands as normal. Players who bet on the last card (known as the "hock card") are "in hock" as the dealer takes any wager left on the board after the hock card.

Alternatively, the dealer may stop at this point and tell the players the ranks of the last three cards. Players may then "bet the turn," i.e. betting on the order those last three cards will be dealt. For example, let's say the last three cards are a 4, 7, and Queen. There are always only six possibilities. In this case, they are: 4-7-Q, 7-Q-4, Q-4-7, 7-4-Q, 4-Q-7, or Q-7-4. The dealer pays 4:1 odds to the player who correctly "bets the turn." If two of these three cards are the same rank (such as a 4♣ and a 4♦), the dealer pays only 2:1 odds. This is called a "cat hop." If all three cards are the same rank (such as a 4♣, a 4♦, and a 4♠), the dealer reshuffles his entire deck for a new deal. This is called a "case."

Another alternative is for the dealer to continue to run straight hands with his last three cards, not revealing their ranks but still allowing players to "bet the turn" if they think they know the remaining card ranks. Even if a player misses the first of these last three ranks, the dealer may still allow them to play the remaining two cards as straight faro hands.

Playin' Faro

Faro is an easy game to set up and quick to play. Two decks are suggested, the second deck used to simulate the faro board and the coffin. One person acts as the "bank," while all others are players. Dealers keep their bank on their right side, behind the six. Players converting items (pistols, gold, etc) for chips, or getting credit from the dealer, are said to be "behind the six."

For novice bankers or crowded tables, the dealer may employ another person to act as "lookout" or "coffin driver" to prevent cheating and to assist the bank by collecting and paying off bets and handling the coffin. The lookout traditionally sits on the dealer's right side.

Useful words to sling around the table are: "bucking the tiger" (playing faro), "piker" (a player who spreads lots of tiny bets across the board), "snowball" (a player "snowballs" by spreading many large bets across the board), "tiger alley" or "tiger town" (a gambling parlor where faro is played), and "whipsaw" (a player who wins two cards on the same hand).

POKER

Standard five-card draw poker (also known as "bluff") is another popular card game in the Shattered Frontier. Played with three to seven players, each player is dealt five cards. The players, starting from the left of the dealer, then bet or fold out. The remaining players each have the opportunity to replace zero to four of their cards with new ones from the deck (typically the fourth card may only be drawn if the player shows an Ace). After another round of betting, the cards are revealed with the highest poker hand winning the pot.

Unlike faro, poker is much more prone to cheaters, and the Shattered Frontier is rife with professional gamblers who have the skill to do so.

Poker Hands

For those who may not already know the ranking of poker hands, see the brief summary below (listed from highest to lowest). You can find more information at your local library or with an internet search engine.

☞ **Royal Flush:** A hand containing an Ace, King, Queen, Jack and 10, all of the same suit.

☞ **Straight Flush:** Five cards of the same suit in sequence.

☞ **Four of a Kind:** Four cards of the same rank (such as four Kings). The fifth card can be anything.

☞ **Full House:** Three cards of the same rank (such as three 5s) and two cards of another rank (such as two Aces).

☞ **Flush:** Five cards of the same suit.

☞ **Straight:** Five cards of mixed suits in sequence (such as a 3♠, 4♥, 5♦, 6♥ and 7♣).

☞ **Three of a Kind:** Three cards of the same rank (such as three 7s) and two other cards of any suit or rank.

☞ **Two Pair:** Two cards of equal rank (such as two Jacks), and one other card of any suit or rank.

☞ **Pair:** Two cards of equal rank (such as two 6s) and three other cards whose ranks do not match the pair or each other (such as a 3, 8 and Queen).

☞ **High Card:** When no hand fits any of the above combinations, the one with the better high card wins (a Jack beats a 10, for example). If high cards are equal, compare the next highest card.

Playin' Poker

Aces & Eights uses a blend of both player and character knowledge to offer an abridged, yet exciting and realistic, poker experience that incorporates a cheating mechanism. Each simulated hand represents several actual hands of poker. Play is standard five-card draw. However, a player may only fold out on a successful Gambling skill check (Average difficulty).

A character may elect to cheat by attempting a (Difficult) Gambling skill check . Failure accords no penalties but success allows the cheater to receive 5 additional cards drawn from a second deck hereafter called the "cheating deck". (It is important that this second deck be easily differentiated from the honest deck, preferably with a different design on the card backs.) Any and all players may attempt to cheat. These attempts should be declared in the order that the players received their cards.

The successful cheater may now build his hand with a combination of the cards he was fairly dealt as well as the cards he received from the cheating deck. He may draw cards from the honest deck after any initial raises as per normal poker rules. Note that his final hand, comprising cards from both decks, can only be formed into legitimate poker hands. This means that five of a kind is not a legitimate hand even if it is possible to build one.

Obviously these extra cards afford the player a tremendous advantage. However, this comes with risks. If the player stays in to the end and reveals his hand, all other players should observe his cards to see if any of the cards he may have played from the cheating deck duplicate cards in use from the honest deck. If a



duplicate card is noted, his fellow players may now attempt to catch him red-handed. They do this by consulting *Table 5.4-1: Chance to Notice Cheating*.

Players may roll on this table once per duplicate card they are aware of. All players are eligible to roll for any duplicate cards that are revealed when the pot is claimed (which may be none if every other player folds!) Individual players may also roll on this chart if the winning hand contains a card that they held in their hand even if they subsequently folded.

Anyone catching another player cheating may take action as he sees fit. Being caught cheating per *Table 5.4-1* is unambiguous proof of the deed and fulfills any evidentiary requirement of a court.

Once the winning hand is determined and any potential cheating is resolved, any cards from the cheating deck are set aside. A player still holding cards from the cheating deck which he opted not to play may either keep these cards or discard them along with any cheating cards that were used. The cheating deck should not be reshuffled until it appears to be unable to support the next hand's anticipated cheating or less than half the deck remains.

During the next hand, a player may once again attempt to cheat and draw cards from the cheating deck. He is, however, limited to having no more than five of these cards in his hand at any given time.

A Detailed Example of Cheating

Four players are playing a friendly game of poker – Al, Bart, Charlie and Deke. The agreed upon ante for the game is two dollars and each player tosses his silver dollars into the pot. Deke is acting as the dealer this hand and deals five cards to each player beginning with Al who is sitting to his left. Upon receiving their cards, both Bart and Charlie announce they will cheat. Bart has a Gambling skill mastery of 62% and rolls a 22 in his attempt to cheat. Since this is a difficult check, the roll is made with no bonus and he fails. Charlie has a Gambling skill mastery of 48% and succeeds, rolling 72 on his check. Deke deals him the top five cards off of the cheating deck.

Charlie was fairly dealt the following cards: 2♥, 3♣, 6♠, J♦, Q♥. In addition, he received the following cards by cheating: 2♥, 2♣, 4♣, 5♦, J♣. From what was a mediocre hand, Charlie now has some promising options. He can build a straight by using two cards, the 4♣ and 5♦, from his cheating draw.

Now it's time for some betting. Al has a lousy hand [2♣, 4♥, 5♥, K♥, A♦] and checks. Bart has a pair [3♦, 4♣, 4♦, Q♣, A♠] and so raises two dollars. Charlie, with a straight, sees the two dollars and raises five. Deke has two pair [3♥, 5♦, 5♣, J♣, J♠], a pretty good hand, and so stays in by tossing seven dollars into the pot. It's now back to Al. This is too rich for Al so he decides to fold. However, to do so he must make a successful Gambling check. His Gambling skill is 53%, but since it's an Average check he gets to add +30 to his roll. He needs to roll 23 or higher to fold and gets a 31. Al's out of the game losing only his ante. Finally we reach Bart. He has to throw in five bucks if he wants to stay in. He decides not to but must roll a 32 or higher to fold (*Bart's Gambling skill is 62% and he gets a bonus of +30 to the roll, since it's an Average check*). He rolls 28 and thus cannot fold and must throw five dollars into the pot.

Next comes the draw phase. Bart elects to discard everything but his pair and draws three new cards [5♠, 9♣, 10♦]. He keeps his discards in a stack in front of him should he need to check for cheating at the end of the hand. Charlie decides to discard his J♦ and Q♥ in hopes of getting a flush. He draws a 2♠ and 7♣. He now have several options with varying degrees of risk. By using 2 cards from his cheating hand, he can build a straight. By using three cards [2♣, 4♣, J♣], he can build a flush. Finally, he can use the two twos [2♥, 2♣] to make four of a kind. The last option is the riskiest since playing this hand will guarantee that every other player gets to check for cheating because he'll be revealing a duplicate card in his own hand! (*Again, let me state that the extra card mechanism is merely a simulation for all kinds of cheating – rubbernecking, marking cards, spurious dealing, et cetera – in addition to the 'ace up the sleeve' trick. Playing two identical cards is perfectly legitimate though, of course, not legal.*)

Deke is the last player to receive cards. He discards his 3♥ and draws a J♥. He now has a full house – a very good hand.

Since Al is out, Bart has the first opportunity to raise. He declines and passes to Charlie. Charlie has a suspicion that Deke has a good hand and instead of scaring him off by raising wildly, opts to only raise four dollars. Deke, on his turn, sees the four dollars and, confident in his great hand, raises ten. Bart has had enough of this game and tries once again to fold. He rolls a 67 and is able to do so. It's now back to Charlie. He sees Deke's ten dollars and tosses two $20 gold coins as a raise in hopes of scaring off Deke and coincidentally not having to reveal his cards. Deke's not about to be bluffed so he calls by tossing in forty dollars of his own. He then reveals his full house [5♦, 5♣, J♣, J♠, J♥].

TABLE 5.4-1: CHANCE TO NOTICE CHEATING

	Gambling Skill Mastery									
INT + WIS	≥90	≥80	≥70	≥60	≥50	≥40	≥30	≥20	≥10	≥0
6-7	0	0	0	0	0	0	0	0	3	28
8-10	0	0	0	0	0	0	0	3	23	48
11-13	0	0	0	0	0	0	2	18	38	63
14-16	0	0	0	0	0	0	11	27	47	72
17-19	0	0	0	0	0	7	19	35	55	80
20-22	0	0	0	2	7	15	27	43	63	88
23-25	0	2	3	5	10	18	30	46	66	91
26-28	2	5	6	8	13	21	33	49	69	94
29-32	6	9	10	12	17	25	37	53	73	96
33-35	10	13	14	16	21	29	41	57	77	98
36-38	14	17	18	20	25	33	45	61	81	99

Note: Players who don't possess the Gambling skill have no chance of noticing cheating!

Charlie now realizes that his only hope of winning is to take the riskiest possible move and show four twos. It's a $137 pot, so Charlie takes the chance and reveals the following hand: 3♣, 2♥, **2♥**, **2♣**, 2♠. (*Cards with numbers in bold are from the cheating deck.*)

Since there are two identical cards face up on the table, everyone is entitled to check for cheating. Al's Int+Wis is 24 so he has a 10% chance to notice the cheat. He rolls a 31 and fails. Bart's Int+Wis is only 19 giving him no chance to detect the cheating since his Gambling skill mastery is only 62%. Deke, however, has a Gambling mastery of 18%, and his Int+Wis is 27, giving him a 69% chance to notice Charlie's cheating. He rolls a 71 and Charlie relaxes thinking he is home free. Al, however, reveals the 2♣ from his discard pile which entitles him (only) to an additional check. He rolls a 07 and thus catches Charlie in the act. Since success on *Table 5.4-1* is unambiguous proof, Al, Bart & Deke immediately draw their pistols on Charlie and commence firing.

As an aside, let's assume that Deke didn't get a full house (in this scenario he got a 10♥ instead of the J♥ resulting in a hand of 5♦,5♣, J♣, J♠,10♥). Having only to beat two pair, Charlie chooses the least risky option – a straight built with only the 4♣ and 5♦ from his cheating draw [2♥, 3♣, **4♣**, **5♦**, 6♠]. This option turns out to be nearly as risky as playing the four twos. Deke's hand contains a 5♦ as does Charlie's. Everyone is allowed a chance to check for cheating and Bart now gets an additional check since he had a 4♣ in his hand when he folded (*to no effect since he has no chance of detecting cheating*).

★ Miscellaneous Games ★

ROULETTE

Roulette, or "small wheel," is yet another popular game in the Shattered Frontier. Players (one to six) place their bets and then the croupier spins the wheel, rolling a small ivory ball in the opposite direction along the wheel's inner edge. As the wheel slows down, the ball bounces into one of the slots on the wheel, numbered from one to thirty-six, plus a zero and a double zero. (Red slots alternate with black.) Players may continue to place bets until the wheel slows down and the ball rests in place. The slot that the ball finally drops into is the winning slot.

Wagers include bets for single numbers (1:1 odds), two adjoining numbers (17:1), three numbers across (11:1), four corner numbers (8:1), six across numbers (5:1), a twelve number section (2:1), or a twelve number column (2:1). Bets on one through eighteen, nineteen through thirty-six, red, black, odd or even are 1:1 odds.

Playin' Roulette

Simulating a game of single number roulette is actually quite simple. Have each player make his wager, then roll 4d10, subtracting four from the total. A result of 0 or −1 means the "ball" dropped into the zero slot, while a result of −2 or −3 simulates the double zero.

Bets on 1 through 18, or 19 through 36, can also be accomplished with the same method. If a player wants to bet simply "red" or "black," roll 1d4, with odd results being red and even results being black. Betting on odds or evens also uses 1d4. For the more complex odds, you may wish to consult an actual roulette wheel to see where numbers are located on the wheel.

THREE CARD MONTE

Three card monte (also known as "Find the Lady" to the British, or "Bonneteau" to the French) is not really a game, but a scam or swindle. The appearance of the game is simple. It is played between the dealer (or tosser), who manipulates the cards and takes the bets, and the player (or punter), a more or less gullible member of the public who places a bet on the game in the unrealistic hope of winning some money.

The dealer has three cards, one of which is a Queen. These cards are shown to the punter and then simultaneously thrown face down on a table. The punter wagers on which card is the Queen, while the dealer employs various tricks, often with the help of accomplices, to ensure that the punter loses.

Three card monte operators include:

☞ **The Tosser (dealer):** the sleight of hand man who mixes the cards and takes the bets.

☞ **The Shills:** accomplices who pose as punters making bets, to give real punters the impression that the game can be beaten.



☞ **The Lookout:** watches for the law and signals their approach so that the game can be "folded up" quickly.

☞ **The Muscle Man:** takes care of anyone who decides to complain.

☞ **The Roper:** seeks out likely punters and encourages them to join the game.

If you do happen to bet on the right card, the tosser employs various tactics, such as accepting instead a wrong bet from a shill, and refusing your bet on the grounds that only one bet can be taken at a time. Other tactics include swapping the cards while your attention is distracted, or simply arranging for the table to be knocked over and declaring the deal void.

Playin' Three Card Monte

Unless someone at the gaming table acts as tosser, the simplest way to simulate a three card monte game is with opposed Gambling skill checks. The player must make a (Very Difficult) Gambling skill check to find the Queen. If he succeeds, the tosser may attempt to beat that result with a standard Gambling skill check of his own. If the tosser succeeds, the player loses.

If the player succeeds, the tosser may attempt a standard Sleight of Hand skill check – if the tosser succeeds, he manages to swap the cards so the punter loses. If the tosser fails his Sleight of Hand check, he or an accomplice may attempt a standard Distraction skill check. If that succeeds, the tosser changes the cards while the punter is distracted, and the player loses. If that also fails, the tosser either gives up and lets the player win, or calls in the muscle man to tail the punter and take the winnings back by force.

5.5 | Goods & Services

These costs incorporate a standard markup on the part of the merchant to cover his shipping, salary and other overhead costs. When it comes to pricing goods and services, you can typically use the prices listed below.

However, a few situations exist that require a modification of the listed prices. The first of these occurs when the point of purchase is not located in close proximity to a rail stop. Such goods need to be transported to the location by cart or wagon, and this additional freight cost should be reflected in the price. A good rule of thumb to employ is to add 10% to the listed price for every 25 miles the store or trader is located from a train stop or rail head.

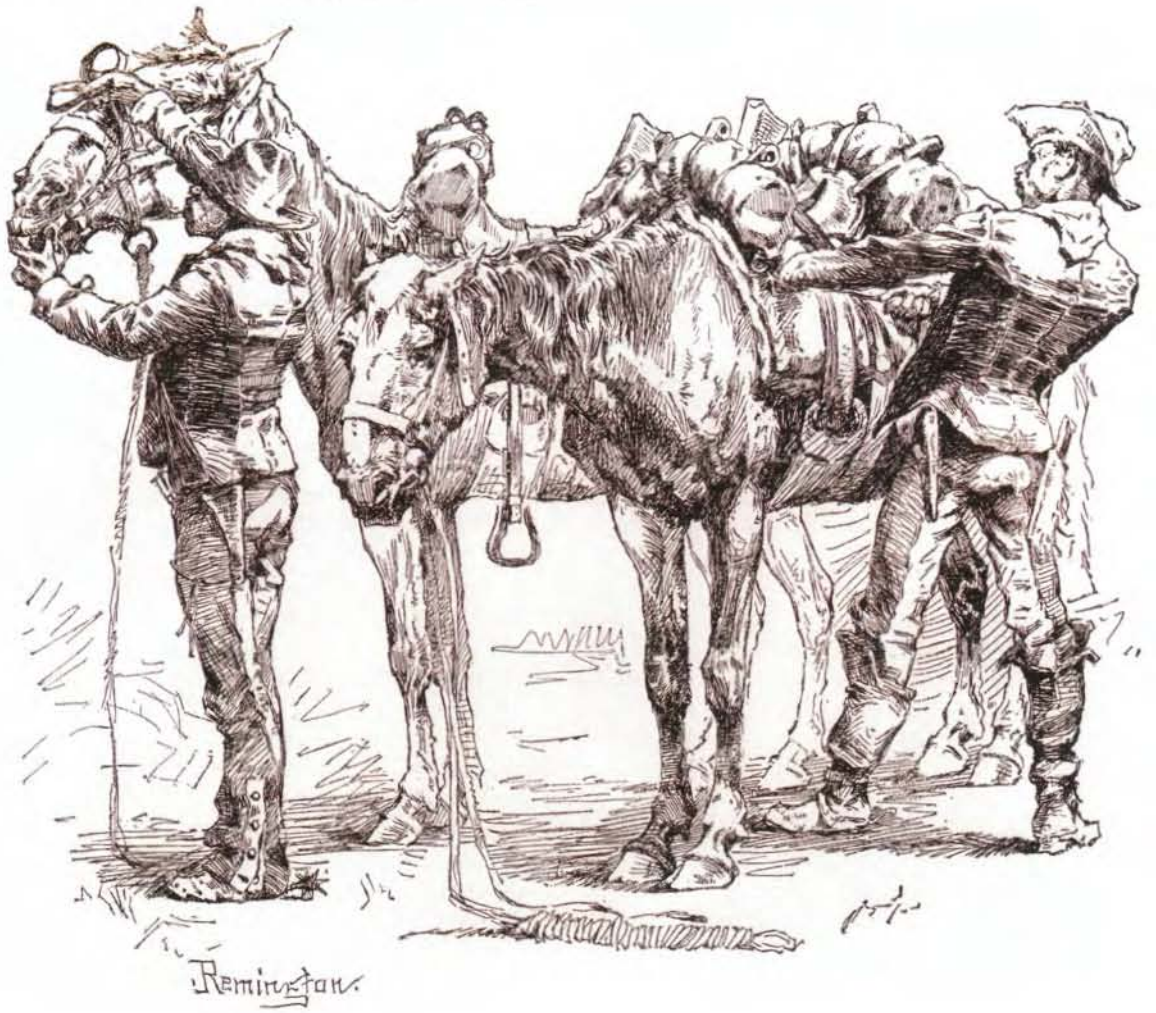
A second extenuating circumstance occurs when sales take place in the region of a gold (or silver) camp. The abundance of hard currency in such locales guarantees an inflationary effect, particularly when it comes to mining tools and similar hardware.

To simulate the inflation, roll 5d4 (using the penetration rule), add 10, and then multiply the result by 10. This generates a percentage you must add to the base price of any item. If the camp is in a remote location, you may need to calculate an additional freight surcharge (as described above) before applying the inflationary effect.

For example, Jack Murphy has had some success prospecting for gold and returns to the fictional boom town of Silver Gulch to buy a couple of items (a shovel and a mining pan). The total for these items is three dollars. However, Silver Gulch is 250 miles from the nearest rail line and so any goods must be transported via wagon. This adds 100% to the base price (250 miles/25 = 10 x 10%).

Additionally, since Silver Gulch is a boomtown, the abundance of hard currency has an inflationary effect on prices. The GM rolls 5d4 and gets 15 (including penetration). This means that prices in Silver Gulch will be 250% ((15 + 10) x 10) of the base price after the transportation surcharge is calculated.

The shopkeeper will therefore charge Jack $15 for the pan and shovel (base price $3 + 100% transportation charge = $6 x 2.5 inflationary effect = $15).



Apparel	Base Price
Bathing suit	$4.00
Belt, ladies'	20¢
Belt, leather	10¢
Blouse	$2.50
Boots, fancy	$20.00
Boots, riding leather	$15.00
Button, lapel	$1.20
Cane, hickory	25¢
Cap, hunting	48¢
Chaps, leather	$5.00
Chaps, wool	$7.00
Coat, wool	$2.25
Collar, linen	13¢
Comb, mens' or ladies'	10¢
Corset, ladies'	75¢
Cotton, weaving (per lb.)	16¢
Cuffs, linen (pair)	18¢
Duster (leather)	$8.90
Duster (oilskin slicker)	$3.50
Dress, fancy	$7.00
Dress, plain	$3.00
Fabric, denim (per yd.)	10¢
Fabric, flannel (per yd.)	12¢
Fabric, half wool (per yd.)	13¢
Fabric, ribbon (per yd.)	35¢
Fabric, silk (per yd.)	50¢
Fabric, Spanish lace (per yd.)	7¢
Fabric, velvet (per yd.)	75¢
Fabric, wool (per yd.)	29¢
Gloves, buckskin	78¢
Gloves, ladies'	$1.25
Gloves, tanned buckskin	$1.00
Grass suit (hunting camouflage)	$1.75
Handkerchief, fancy brocade silk	22¢
Handkerchief, plain linen	5¢
Hat, cavalry	$1.37
Hat, conductor's	$1.45
Hat, cowboy or sombrero (low crown)	$3.00
Hat, derby	$1.50
Hat, fedora	$2.25
Hat, ladies' fancy	$3.25
Hat, sombrero (high crown)	$5.25
Hat, straw	25¢
Overalls	95¢
Pants, men's	$1.00
Scarf, common (any color)	25¢
Scarf, silk (any color)	50¢
Shirt, fancy	$1.25
Shirt, plain	75¢
Shoes, fancy	$3.50
Shoes, ladies' dress	$3.00
Shoes, mens' dress	$2.45
Shoes, plain	$1.75
Shoes, work (miners', loggers', etc.)	$1.98
Skirt, ladies'	$2.50
Socks, wool	18¢
Stockings, ladies' silk	$1.30
Suit	$6.75
Suit, fancy	$10.00
Suit, plain	$5.00
Suspenders, fancy silk	47¢
Suspenders, plain	25¢
Thimble	1¢
Tie, bow	10¢
Tie, neck	7¢
Traveling bag (16 in., alligator skin)	65¢
Trousers, fancy	$4.00
Trousers, work	$2.00
Umbrella	$1.35
Underskirt, ladies'	$1.65
Underwear	45¢
Vest, hunting	$3.40
Vest, men's fancy silk	$5.00
Vest, men's leather	$1.25
Wallet, leather	92¢
Wig, ladies'	$15.00
Wig, mens' (toupee)	$12.00
Wrap	$15.00



Domestic Items	Base Price
Barometer	$3.50
Basket	32¢
Bed room suit, simple wooden *(Includes bed, washstand and dresser)*	$10.50
Bed, cast iron	$4.85
Bed, simple wooden	$2.10
Blanket, bed (per pair)	$1.50
Book case, wooden standing *(4'11" h, 32" w; four adjustable shelves)*	$4.35
Bread box	65¢
Brush, hair	38¢
Brush, shaving	$1.50
Can opener	10¢
Candles (box of 12)	8¢
Carriage, baby	$6.35
Chair, cloth easy	$12.75
Chair, wooden	60¢
Chair, wooden rocking	$1.68
Clock, fancy wooden cabinet	$6.15
Clock, plain wooden	$1.45
Cradle, rocking	$25.00
Cup	10¢
Cutlery *(set of 6 knives/forks/spoons)*	45¢
Cutlery, silver-plated *(set of 6 knives/forks/spoons)*	$2.65
Desk, standing wooden office *(5' long, 2'11" deep, three drawers)*	$11.50
Dinner set, 100-piece china	$7.95

Dresser, simple wooden (three drawers) $6.75
Flag, national (5 ft. long) $1.25
Flask (1 pt.) ..... 5¢
Glassware, plain tumblers (per dozen) ..... 30¢
Glassware, plain water jug (½ gal.) ..... 25¢
Glassware, plain wine glass (per dozen) ..... 38¢
Hammock, Mexican woven sisal (6 ft. bed, 12 ft. 6 in. total) 80¢
Lamp, fancy oil $4.30
Lamp, plain oil $1.75
Lamp, reflecting (with head attachment) $6.50
Matches (Lucifer), box of 150 ..... 5¢
Mattress, bed springs $2.25
Mattress, filled $4.35
Mirror, large wooden framed plate (14 in. x 24 in.) $1.62
Mirror, small wooden framed plate (7 in. x 9 in.) ..... 30¢
Mug, shaving $2.90
Needle, sewing (per dozen) ..... 10¢
Pail, square dinner ..... 30¢
Pan, frying (11 in.) ..... 15¢
Picture, framed ..... 69¢
Pillow, feather $1.20
Pitcher, water (½ gal.) ..... 48¢
Pot, coffee (8½ qt.) ..... 80¢
Sewing machine $13.25
Silverware, silver-plated (per set) $2.00
(each set contains six forks, knives, or spoons)
Slate ..... 80¢
Soap (one bar) ..... 10¢
Spittoon ..... 24¢
Stove $10.38
Table, dining $3.30
Table, small parlor $1.35
Table, wooden dining $2.64
Tea set $10.80
Thermometer, house ..... 44¢
Thread (per spool) ..... 50¢
Toothbrush ..... 28¢
Tub, bath (4 ft. long, tin) $3.73
Tub, bath (6 ft. long, tin) $5.00
Tub, wash (22 in. x 17.5 in. x 10.75 in.) ..... 70¢

Field Gear	Base Price
Bag, traveling (16 in. leather)	$3.10
Canteen	$1.00
Compass, plain pocket	$1.10
Compass, surveyors'	$21.00
Field glasses	$8.50
Flint and steel	$1.00
Lantern	$2.25
Mess kit	$2.00
Note book (3 in. x 4.5 in., with pencil)	20¢
Railroad Lantern	50¢
Sleeping bag	$13.00
Suitcase (24 in.)	$1.10
Tent, miner's	$6.70
Tent, wall	$13.50
Tent, wedge (7 ft. x 7 ft. x 7 ft.)	$4.25
Trunk (36 in.)	$2.08

Hunting & Fishing:	Base Price
Fish hooks (box of 100)	5¢
Fishing flies (per dozen)	$1.00
Fishing line (25 ft., cotton)	5¢
Fishing reel (80 yd.)	$1.15
Fishing rod, bamboo	$1.05
Net	$1.50
Stock marker	$1.25
(Tattoo ear marker for horses, cattle, swine, sheep, dogs, etc.)	
Tackle box	$2.85
Trap, bear (spring, jaws, chain)	$6.00
Trap, beaver (spring, jaws, chain)	70¢
Trap, fox/mink (spring, jaws, chain)	45¢
Trap, grizzly bear, moose, cougar (spring, jaws, chain)	$11.75
Trap, otter (spring, jaws, chain)	60¢
Trap, wolf (spring, jaws, chain)	$1.85
Whistle, bird call	40¢
Whistle, dog	25¢


WE SELL
LADIES' AND MENS' WATCHES
AT PRICES THAT LEAVE NO ROOM FOR COMPLAINT.

Jewelry	Base Price
Bracelet, gold-filled	$2.45
Brooch pin	$1.85
Cuff links (pair)	60¢
Earrings, fancy (14-kt solid gold w/semi-precious stones, pair)	$3.75
Earrings, plain (14-kt gold-filled, pair)	35¢
Earrings (pair)	$1.10
Neck chain, gold	$7.80
Opera glasses	$3.75
Perfume, lilac blossom (4 oz. bottle)	89¢
Ring, emblem/Masonic (14-kt solid gold)	$12.00
Ring, fancy set large/multiple diamonds	$18.40
Ring, fancy set large/multiple semi-precious stones	$5.40
Ring, fancy set small diamond	$4.25
Ring, fancy set small semi-precious stone	$1.50
Ring, plain (14-kt gold-filled)	$1.70
Ring, plain (14-kt solid gold)	$4.80
Ring, plain set large/multiple diamonds	$14.75
Ring, plain set large/multiple semi-precious stones	$3.25
Ring, plain set small diamond	$3.25
Ring, plain set small semi-precious stone	$1.35
Stick pin, diamond	$5.25
Stick pin, imitation diamond/emblem	53¢
Vest chain, gold filled	$4.00
Vest chain, gold plated	$1.25
Watch charm, fancy (14-kt gold-filled)	$1.35
Watch charm, plain (14-kt gold-filled)	25¢
Watch fob	$3.00
Watch, fancy pocket	$18.85
Watch, plain pocket	$1.75

Leisure Items & Activities	Base Price
Accordion	$4.65
Banjo	$3.70
Banjo case	$2.00
Baseball	$1.25
Baseball bat	40¢
Baseball mitt	$1.80
Book, banjo instruction	75¢
Book, guitar instruction	$1.85
Book, music folio (96 songs)	40¢
Book, piano instruction	$2.10
Book, popular fiction	70¢
Book, religious	$3.00
Bugle	$3.25
Cards, fortune telling	50¢
Cards, marked playing (1 deck)	$2.00
Cards, playing (1 deck)	15¢
Castanets	50¢
Checkers (board and pieces)	$2.50
Chess (board and pieces)	$5.00
Cigars, Havana (box of 50)	60¢
Concertina	$3.85
Dice	25¢
Drum, snare	$6.25
Encyclopedia Britannica (full set)	$19.95
Fiddle	$3.25
Guitar	$5.20
Guitar case	$2.00
Harmonica	55¢
Mouth organ (Jews' harp)	10¢
Newspaper	1¢
Novel, pulp	10¢
Organ, upright parlor	$41.50
Piano, upright	$125.00
Pipe	25¢
Pocket book	25¢
Poker chips (1000)	$3.00
Stereoscope	45¢
Stereoscope picture	7¢
Stool, organ or piano	$3.25
Ticket, circus (admit one)	50¢
Ticket, dance hall (one dance)	50¢
Ticket, stage play (admit one)	$1.00
World Atlas	$4.50

Livestock and other Animals	Base Price
Bull	$20.00
Burro	$10.00
Chick	50¢
Cow, at railhead	$30 or more
Cow, calf	$3.00
Cow, yearling	$8.00
Dog	$2.50
Dog collar	20¢
Dog, herding	$4.00
Hen	$1.00
Lamb	$2.00
Mule	$20.00
Ox	$25.00
Pig	$3.50
Piglet	$1.50
Rooster	$1.50
Sheep	$4.00

Medical, Apothecary & Scientific	Base Price
Medical Services	
Advice given, verbal (office visit)	$1.00 to $10.00
Advice given, written	$5.00 to $20.00
Broken bone (set)	$2.00
Broken bone (splinted)	$3.00
Buckshot (removed)	$2.00
Bullet (removed)	$1.00
Bullet hole (patched)	$2.00
Burns (treated)	$2.00
Concussion (treated)	50¢
Disease (treated)	$2.00
House call (per mi., $3 minimum charge)	$1
Leeching/bleeding	25¢
Limb (amputated)	$5.00
Midwife (per delivery)	$3.50
Powder burns (treated)	$1.00
Tooth (pulled)	80¢
Wound (stitched)	50¢

WE ARE JUST AS ANXIOUS to fill your order right, as you are. If you have any cause for complaint, you will do us a favor by notifying us promptly, and giving all necessary information. We are anxious to please you.

Medical Equipment	
Alcohol, chemical (8 oz. bottle)	25¢
Bag, medical (16 in., leather)	$4.75
Chloroform (4 oz. bottle)	20¢
Crutches (pair)	70¢
Ether (1 lb. bottle)	85¢
Laudanum (4 oz. bottle)	29¢
Paregoric (4 oz. bottle)	18¢
Razor, barber's	$1.15
Razor, straight	$1.00
Scales, hand	50¢
Scales, prescription	$2.25
Scalpel	$1.25
Scissors	42¢
Seal	10¢
Spectacles, rubber framed	90¢
Spectacles, solid gold framed	$3.25
Spectacles, steel framed	90¢
Thermometer, medical (w/case)	$1.75
Tooth extractor	35¢
Toothache wax (1 oz. bottle)	10¢


BEST
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Scientific Equipment

Magnifying glass $1.50
Measuring scales, personal $8.00
Microscope, gem $2.25
Microscope, household $6.00
Microscope, professional $39.00
Microscope, students' $15.00
Telescope, astronomical or landscape (with tripod) $59.00
Telescope, spy glass $1.85

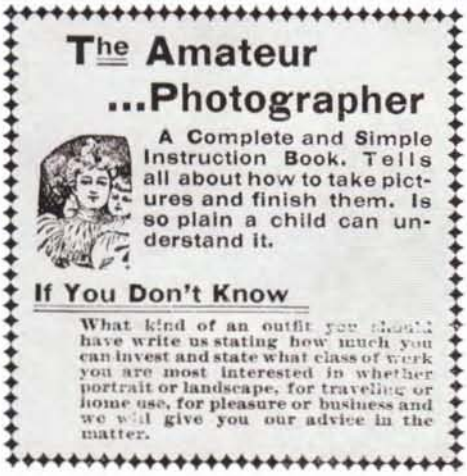
Mining Equipment

Blasting caps (per dozen) $2.00
Bucket (12 qt.) ..... 72¢
Dynamite (per stick) $4.50
Fuses (per dozen) $1.30
Nitroglycerine, liquid (per oz.) $2.00/
Pail, water (wooden) holds 3 ¾ gallons ..... 18¢
Pan, mining $2.50
Pick mattocks ..... 45¢
Shovel (round point, solid steel) ..... 50¢

Photographic Equipment:

Amateur Photographer instruction book ..... 20¢
Box, negative storing ..... 90¢
Camera (with lens, shutter and plate holder) $13.60
Camera lens, replacement $19.00
Camera plate fixing bath $3.15
Camera plate holder $2.55
Camera tripod $2.95
Collodium (1 oz. bottle) ..... 45¢
Developer, learner's outfit $2.35

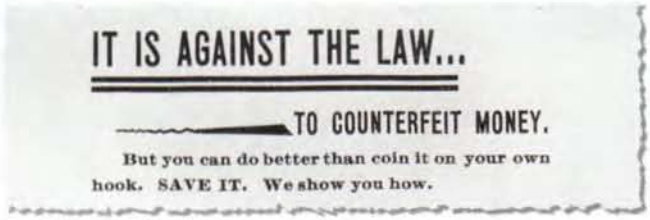
(Incl. Red lamp, three trays, beaker, frame, collodium, silver nitrate, 12 3¼"x4¼" printing papers, Amateur Photographer instructions)



Lantern, red dark room ..... 90¢
Paper, photograph printing (per 9 in. x 11 in. sheet) ..... 55¢
($5.00 dozen)
Paste, photo mounting (1 lb.) ..... 45¢
Silver nitrate bath solution (1 qt. bottle) $3.25

Printing Equipment

Ink, black (2 oz. bottle) ..... 10¢
Inkstand, single bottle ..... 35¢
Pen holder ..... 85¢
Pen nib (per dozen) ..... 8¢
Pen, steel fountain (per dozen) ..... 8¢
Pencil (per dozen) ..... 30¢
Printing press, professional $500.00
(Comes with 29 sets of type and misc equipment)
Printing press, small $31.00
(Prints only 5½" x 8"; 125 lbs.; self-inking, comes with one set of type)



Provisions and Food

Apples (3 lb. tin) ..... 9¢
Bacon (per lb.) ..... 10¢
Baking powder (4 oz. tin) ..... 12¢
Beans (3 lb. tin) ..... 12¢
Beef (per lb.) ..... 7¢
Beef jerky (per lb) ..... 20¢
Beef, dried (per lb.) ..... 20¢
Beer (20 gal. keg) $3.50
Blackberries (2 lb. tin) ..... 11¢
Cheese, Plymouth cheddar (per lb.) ..... 11¢
Chocolate creams, fancy (per lb.) ..... 14¢
Cocoa (per 5 lbs.) $1.80
Coffee (per lb.) ..... 30¢
Corn dodgers (per dozen) ..... 20¢
Corn (3 lb. tin) ..... 7¢
Corned Beef (1 lb. tin) ..... 12¢
Flour (per lb.) ..... 10¢
Ham, boneless (per lb.) ..... 10¢
Ham (½ lb. tin) ..... 12¢
Hard tack (per lb.) ..... 50¢
Honey, Navajo (per gal.) ..... 45¢
Mackerel (1 lb. tin) ..... 14¢
Meal, cheap ..... 25¢
Meal, fancy $2.00
Meal, stage station $1.50
(Bacon, beans, bread and coffee are sold at home stations on a stage line every 50 miles.)
Milk, condensed (1 lb. tin) ..... 15¢
Mustard, prepared (1 qt. jug) ..... 13¢
Mustard powder (½ lb. tin) ..... 45¢
Peas (3 lb. tin) ..... 11¢
Peaches (3 lb tin) ..... 18¢
Pears (3 lb. tin) ..... 12¢
Pepper, black (per lb.) $20.00
Pepper, white (per lb.) $25.00
Pickles (per pt.) ..... 25¢
Preserves, berry (1 lb. tin) ..... 12¢

Root beer, bottle of ..... 10¢
Salmon (1 lb. tin) ..... 12¢
Salt, table (3 lb. carton) ..... 8¢
Soup, various (3 lb. tin) ..... 30¢
Strawberries (2 lb. tin) ..... 9¢
Tobacco, chewing (per bag) ..... 10¢
Tobacco, smoking ..... 15¢
Tomatoes (3 lb. tin) ..... 08¢
Tonic water (per qt.) $1.00
Trail rations (per day) $1.50
Whiskey, bottle of common $2.00
Whiskey, bottle of good $4.00

Salaries

Bartender (per month) $50.00
Coroner (per inquest) $5.00
Cowboy/Foreman (per month) $45.00
Cowboy/Ranch Hand (per month) $30.00
Deputies (per month) $50.00
(plus $2 per arrest/conviction)
Guard, prison (per day) $3.00
Hired gunfighter (per day) $5.00
(these workers also get expenses)
Lawmen (per month, plus $2 per arrest/conviction) $75.00
Lawyer (per month) ..... $100.00 to $1000.00
Saloon girl/waitress (per month) $18.00
(these workers also get tips and room and board)
Scout (per month) $75.00
Teacher (per month) $35.00
Teamster (per month) $40.00
Undertaker (per burial) $20.00

OUR BUSINESS CAN ONLY BE SUCCESSFUL BY SERVING YOU IN SUCH A WAY THAT YOU WILL RECOMMEND US, AND CONTINUE BUYING OF US. NECESSITY COMPELS US TO OBSERVE YOUR INTERESTS, ALL OF WHICH **IS FOR YOUR BENEFIT.**

Services

Bath ..... 75¢
Bath, fresh water $1.00
Beer, mug of (at establishment) ..... 50¢
Boarding House, average (per day, with meals) $1.00
Bordello, average (per night) $25.00
Corral space (per day, for one horse) $1.00
Cot, folding $1.50
Court costs ..... $2.00 to $5.00
Funeral service $2.00
Grave sign, fancy or ornate stone $40.00
Grave sign, stone $10.00
Grave sign, wooden $3.00
Hotel, average (per night) ..... 75¢
Hotel, cheap (per night) ..... 25¢
Hotel, elegant (per night) $2.00
Justice of the Peace, Fines ..... $2.00 to 20.00
Mailing a letter (up to 10 mi.) ..... 6¢
Mailing a letter (10+ mi. to 60 mi.) ..... 8¢
Mailing a letter (60+ mi. and up) ..... 10¢
(add an additional .02 cents per 50 miles above 65)
Medical ..... various
(see our Medical, Apothecary and Scientific section above)
Shave and a haircut ..... 25¢
Ticket, stage (St. Louis to San Francisco) $200.00
(journey takes 3 weeks)
Wedding $5.00
Whiskey, shot of common (at establishment) ..... 10¢
Whiskey, shot of good (at establishment) ..... 20¢

Telegraph Equipment:

Telegraph battery ..... 60¢
Telegraph key, standard $2.00
Telegraph relay, standard $4.85
Telegraph sounder, standard $2.80
Telegraph wire (per mi.) $24.80
Telegraph, learner's outfit $3.00
(Incl. sounder/key, batter, wire, chemicals, instructions)

Tools and other Hardware

Anvil $3.65
Awl ..... 6¢
Axe ..... 60¢
Bellows $3.90
Bellows, blacksmithing $3.30
Brush, large paint (5 in.) ..... 84¢
Brush, small paint (2.5 in.) ..... 32¢
Brush, tiny paint ..... 4¢
Chain, log (per ft.) ..... 12¢
Chisel ..... 23¢
Fence, barbed wire (100 lb. bundle) $1.50
File ..... 6¢
Glass cutter ..... 5¢
Grindstone (with frame and crank) $2.25
Hacksaw ..... 75¢
Hammer, heavy ..... 60¢
Hammer, light ..... 40¢
Hammer, sledge $1.05
Handle, Pick, etc. ..... 9¢
Hatchet ..... 45¢
Hoe $2.45
Knife, farrier's ..... 28¢
Knife, pocket (two blades) ..... 25¢
Leather polish (8 oz. bottle or tin) ..... 10¢
Leather tool set ..... 18¢
Measuring tape, common (50 ft.) ..... 25¢
Measuring tape, surveyors' linen (100 ft.) $4.00
Nails, framing (per pound) ..... 3¢
Padlock, wrought iron ..... 25¢
Paint (2 oz. can) ..... 25¢
Paint (1 oz. tube) ..... 12¢
Plane, wood $1.45
Pliers ..... 15¢
Plow $9.75
Rope (1 yd.) ..... 25¢

Safe, steel combination $32.50
(inside: 19.75 in. high, 14.25 in. wide, 14.5 in. deep; outside 34.75 in. high, 22.75 in. wide, 23.25 in. deep)
Saw, buck ..... 40¢
Saw, hand (22 in.) $1.10
Saw, two-man (6 ft.) $1.00
Screwdriver ..... 18¢
Sealing Wax (4 oz. stick) ..... 12¢
Snips, tinner's $1.20
Tongs ..... 26¢
Trowel ..... 40¢
Wheelbarrow $3.50
Wire netting (per bale; 330 ft. long, 22 in. wide) $5.95

Transportation

Horses
Arabian $250
Morgan $120
Quarter Horse $80
Thoroughbred ..... varies
Mustang $60
Percheron $100
Shire $100
Heavy Harness or Coach $120
(Prices are for a typical horse of that breed. Outstanding individuals will command a higher price as determined by the seller.)

Tack and Harness
Blanket, horse $2.25
Bridle bits ..... 65¢
Bridle, leather (6 ft. long) $1.65
Comb, horse (10 oz.) ..... 15¢
Horseshoe nail ..... 16¢/lb
Horseshoe, unfitted (full set of 4) ..... 30¢
Leather skin (1 lb., one sided) ..... 32¢
Muzzle, horse ..... 80¢
Saddle bags, fancy $6.78
Saddle bags, plain $2.90
Saddle bags, used $1.50
Saddle blanket ..... 90¢
Saddle, common (w/stirrups) $26.38
Saddle, fancy (w/stirrups) $48.76
Saddle, Mexican (w/stirrups) $16.75
Saddle, used (w/stirrups) $9.70
Spurs, fancy (pair) $9.50
Spurs, plain (pair) $2.40
Stirrups, leather covered steel $1.45
Stirrups, wooden ..... 20¢
Whip, rawhide (6 ft. 6 in. long) ..... 75¢

Other Transport
Bicycle $24.95
Boat, canvas folding $35.00
Boat, hunting skiff $22.00
Buckboard $35.00
Buggy, covered $40.00
Buggy, open $30.00
Harness, buggy $14.00
Cart (box is 4 ft. long, 2 ft. 6 in. wide, 6 in. high) $6.00
Wagon cover, canvas $4.50
Wagon, farm $38.45
(Box is 3 ft. 6 in. wide, farm wagon is 5 ft. wide from wheel to wheel)
Wagon, freight $50.00

WE ARE THE
LARGEST DEALERS IN VEHICLES
We are in the best possible position to save you money on a Buggy, Cart or Wagon.

Weaponry

Firearms: Derringers
American Arms Derringer (.41) $8.25
Colt New Line (.41) $14.00
Knuckleduster Revolver (.22) $9.70
Marlin Stonewall Derringer (.41) $7.50
Remington Derringer (.41) $11.85
Remington Pepperbox (.32) $15.90

Firearms: Revolvers
Colt 1877 Lightning (.38) $25.50
Colt 1877 Lightning (.41) $27.00
Colt Bisley (.44) $23.00
Colt Bisley (.45) $24.75
Colt Dragoon (.44) $24.65
Colt Flattop Target (.45) $28.00
Colt Navy (.36) $16.95
Colt Paterson (.36) $21.00
Colt SAA (.44) $17.00
Colt SAA (.45) $18.75
Griswold & Gunnison (.36) $14.90
LeMat Two-Barrel (.42 and 12 gauge) $75.00
Remington 1875 (.44) $22.00
Remington New Army (.44) $19.40
S&W 44DA (.44) $18.00
S&W DA Second Model (.38) $11.00
S&W Russian (.44) $15.50
S&W Schofield (.45) $24.25

Firearms: Shotguns
Baker Drilling (12 gauge) $150.00
Colt 1868 (12 gauge) $71.50
L.C. Smith (12 gauge) $60.00
Parker (12 gauge) $115.00
Remington (12 gauge) $57.25
Winchester (12 gauge) $95.00

Firearms: Rifles
Ballard-Creedmore (.45) $110.00
Henry (.44) $48.50
Remington Revolving (.44) $31.25
Remington Rolling Block (.45) $42.00
Richmond Armory Musket (.58) $2.50
Sharps Carbine Conversion (.50) $32.10
Sharps Long Range (.45) $115.00

Spencer Carbine (.52) $21.50
Springfield Rolling Block (.50) $38.00
Springfield Trapdoor (.45) $22.00
Winchester 1863, Carbine (.32) $25.95
Winchester 1863, Carbine (.38) $32.50
Winchester 1863, Carbine (.44) $42.50
Winchester 1863, Musket (.32) $40.50
Winchester 1863, Musket (.38) $47.50
Winchester 1863, Musket (.44) $54.50
Winchester 1863, Rifle (.32) $39.95
Winchester 1863, Rifle (.38) $43.50
Winchester 1863, Rifle (.44) $45.50
Winchester 1866, Carbine (.40) $27.95
Winchester 1866, Carbine (.45) $39.95
Winchester 1866, Carbine (.50) $44.95
Winchester 1866, Musket (.40) $58.00
Winchester 1866, Musket (.45) $61.50
Winchester 1866, Musket (.50) $65.00
Winchester 1866, Rifle (.40) $32.95
Winchester 1866, Rifle (.45) $43.95
Winchester 1866, Rifle (.50) $49.95

DID YOU EVER GET SHOT
AT SUCH PRICES AS
WE NAME?
CAN YOU BUY ANYTHING
FOR THE PRICES WE SELL AT?

Firearms: Ammunition

Minie balls (.58 caliber) + caps & paper cartridges (100) ... $5.00
Cap and ball - .36 caliber (100 rounds) $1.75
Cap and ball - .44 caliber (100 rounds) $2.00
Cap and ball - LeMat .42 caliber (100 rounds) $2.95
Cartridge .22 caliber pistol (100 rounds) $1.50
Cartridge .32 caliber pistol (100 rounds) $1.75
Cartridge .38 caliber pistol (100 rounds) $2.00
Cartridge .41 caliber pistol (100 rounds) $2.25
Cartridge .44 caliber pistol (100 rounds) $2.65
Cartridge .45 caliber pistol (100 rounds) $2.85
Cartridge .32-20 (100 rounds) $1.75
Cartridge .38-40 (100 rounds) $2.00
Cartridge .40-60 (100 rounds) $2.95
Cartridge .44-28 (100 rounds) $2.25
Cartridge .44-40 (100 rounds) $2.65
Cartridge .45-40 (100 rounds) $2.65
Cartridge .45-70 (100 rounds) $3.10
Cartridge .45-75 (100 rounds) $3.15
Cartridge .45-100 (100 rounds) $4.00
Cartridge .50-70 (100 rounds) $3.40
Cartridge .50-95 (100 rounds) $4.05
Cartridge, Rimfire (56/50) (100 rounds) $2.80
Brass Shot Shells (box of 25) $2.50
Paper Shot Shells (box of 100) $1.50

Firearms: Accessories

Bayonet $1.00
Gun belt (without holster) $2.00
Gun grease (4 oz. tin) ..... 25¢
Gun oil (1 oz. tube) ..... 11¢
Holster, hip shooting (without belt) $5.50
Holster, quick draw (without belt) $2.50
Holster, spring-sleeve (without belt) $9.00
Holster, standard (without belt) $3.00
Scabbard, Carbine $3.00
Scabbard, Rifle $3.50

Firearms: Embellishments

Engraving ..... +$1.50 to $5.00
Stock (ivory) ..... +$3.00
Stock (pearl) ..... +$4.50
Trimming (gold-plated) ..... +$1.75



Sundry Weapons

Brass knuckles	$1.00
Knife, Bowie (with leather scabbard)	$4.00
Knife, hunting/fighting	$1.00
Knife, jack	17¢
Knife, throwing	$1.50
Lariat (50 ft., cotton)	$2.00
Saber	$7.00

★ MISCELLANEOUS NOTES ★

FIELD GEAR

Compass, plain pocket or surveyors: A plain pocket compass is a 2-inch-diameter brass device that shows direction (N, S, E, W, NE, SW, etc.). The surveyors' compass has a tripod, folding sights, ball and socket joint (for movement on tripod) and is 5 inches in diameter.

Tent, miners, wall and wedge: A miners tent looks much like a typical Indian tent, with a 9' base and an 8' height. Wall tents have a 9-foot-length and breadth, 3-foot-tall side walls and a 7 ½-foot-tall pole, under the angled roof. Wedge tents, also known as "A-shaped" tents, have a 9-foot-length and breadth and a 7-foot-height.

HUNTING AND FISHING

Stock marker: It is well known that a mark tattooed into the skin of an animal will remain visible as long as the wearer lives, and will, therefore, prevent fraud and stop all controversies as to the identification of registered animals. It is the only brand or mark which may be applied to a horse without disfiguring. The marker is fitted with three letters or figures which are included in the price. The letters are interchangeable, and can be quickly removed and others attached in their place. The letters are ½-inch-square, and cut out of solid metal. If the letters are kept oiled they should last a lifetime.

First, smear the letters with the tattoo oil, punch the ear, and then rub the oil well into the punctures with the thumb or fingers. It takes three to five days for the ear to heal and the brand to be clear and distinct.

PHOTOGRAPHIC EQUIPMENT

Developer, learner's outfit: For the benefit of those amateurs who are not familiar with photography, and who are at a loss to know what they should have, should purchase this outfit for finishing photographs: a small ruby lamp for the dark room, trays for developing and toning (three), glass beaker for measuring liquids, printing frame (one), collodium (a ½ ounce bottle), silver nitrate solution (a 4 ounce bottle), and a dozen 3 ¼" x 4 ¼" sensitized papers for making prints, along with one copy of the "Amateur Photographer" which gives complete instructions for developing, printing, etc. This package is suitable for amateur learner's use only. Professionals will require the better quality items listed in this catalogue.

In game terms, a character who experiments with this item may take the Photography skill. He must still pay any BP cost and meet any other requirements. See the Photography skill for information on the use of photographic equipment.

PRINTING EQUIPMENT

Printing press, small: This fine amateur instrument comes with one full set of type, one 4 oz. bottle of printing ink and complete book of instructions. This instrument is suitable for sheets of 5 ½" breadth by 8" height only.

Printing press, professional: This great device is ideal for the publisher hoping to set up shop in a thriving town. It comes complete, with 29 sets of type.

TELEGRAPH EQUIPMENT

Telegraph, learner's instrument: For the benefit of those amateurs who are not familiar with the telegraph, and who are at a loss to know what they should have, should purchase this instrument, consisting of: full size sounder and key, mounted on polished cherry base; has full sized battery, with wire, chemicals and complete book of instructions, with everything necessary for operating practice. This package is suitable for amateur learner's use only. Professionals will require the better quality items listed in this catalogue.

In game terms, a character who experiments with this item may take the Telegraph Operating skill. He must still pay any BP cost and meet any other requirements. See the Telegraph Operating skill for more information.

TOOLS AND OTHER HARDWARE

Measuring tape, surveyors metallic linen: These tapes are made of linen thread interwoven with fine brass wire, no so liable to stretch as the usual linen tape and better calculated to withstand the effects of moisture. They have a substantial leather case with folding handle.

WEAPONRY (FIREARMS)

All rifles and carbines are furnished with a bullet mould, screw driver and nipple wrench, free of charge. All shotguns are furnished with wad cutter, screw driver and nipple wrench, free of charge. Price listed are for firearms are for "stock" unadorned pieces. Embellishments may be added to any gun as noted in the price list.

5.6 | Frontier Justice

No matter how carefully a character conducts his affairs in the Shattered Frontier, there's a chance that, at some point during his career, he's going to find himself on the wrong side of the law.

Outlaws must accept this possibility when embarking on their dastardly deeds. While no one expects to be caught, there is always the nagging fear that an escapade will go horribly wrong and day's end will find iron shackles binding one's limbs. Forewarned is forearmed. The truly thinking criminal prepares for this eventuality by doing some background work on the local legal establishment – it's a good idea to know if the sheriff or judge is crooked and open to bribery. Greasing the wheels in advance can make for an easier ride later. However, even the most corrupt sheriff may have to respond to a public outcry and at least make a show of arresting his underworld patron. That's why it's a good idea to have a judge or two in your pocket as well, and why it's a bad idea to operate in a territory with incorruptible lawmen.

Knowing he has a real possibility of dealing with the justice system makes a smarter criminal prepare for his eventual legal duels. Not only hardened thugs get caught up in this system, though. Ironically, the relatively law abiding citizen may be far less prepared (and at a greater disadvantage) if he gets swept up into the system.

Now, you're thinking to yourself, "If I keep my nose clean, how can this be of interest to me?" Well there are a number of ways to fall under the wheels of justice. The most obvious is if your character fled to the west to escape some youthful indiscretions back east. While it certainly is more difficult to be brought to justice in some small frontier hamlet, it is not inconceivable for a dogged victim to trace you to the Shattered Frontier. There are, after all, telegraph lines linking many towns to the rest of the nation, and a few well placed dollars with the promise of more to come can work wonders in stimulating the memories of clerks and shopkeepers from Kansas City to Lazarus.

Even if you've lived your whole life on the straight and narrow, you can still end up in Johnny Law's grasp. What if that horse you purchased fair and square a few towns back turns out to be stolen and the rightful owner is now in your face? Or, more insidiously, one of your rivals may set you up by concocting a story replete with fake evidence and paid accusers.

There are two types of justice in the Shattered Frontier: vigilante and rule of law.

VIGILANTE JUSTICE

In a region with overlapping and unclear legal jurisdictions, the dark specter of vigilanteism is certain to put in an appearance. While this self-appointed judiciary is frequently self-righteous in defense of its actions, such 'justice' is capricious in application, highly error-prone and often the enforcement tool of an influential minority.

Lynch mobs are perhaps the most notorious form of vigilantes. Often stirred to action by an agitator with an agenda, their judgment is frequently impaired by alcohol. Their target's guilt is presumed and there is little one can do to convince them otherwise. 'Justice' is usually swift and brutal.

The greatest failing of vigilanteism is that parties do not feel bound by its summary judgments. Instead of settling a matter, vigilanteism often sets in motion a series of tit-for-tat killings that wind up with much blood being shed and, ironically, lessened overall security.

There's little wonder that most average citizens welcome the rule of law.

RULE OF LAW

Rule of Law occurs when an impartial party with the power to enforce its decrees establishes and fairly administers an established legal code. Such a system avoids civil strife by clearly delineating infractions of law and setting a prescribed punishment for violation. All persons are expected to abide by the code, and those who do not are punished equally – regardless of status. Someone independent of the dispute is called upon to mete out justice, thereby removing the temptation for either party to seek revenge and escalate the dispute.

The typical method through which violations of the legal code are determined and justice meted out is a trial. For minor crimes, a judge may summarily issue a judgement but serious crimes require a jury trial.

★ TRIAL PROCESS ★

At some point in your campaign, you will undoubtedly run across a circumstance that calls for a jury trial. What follows is a relatively simple mechanic for resolving a trial, while nonetheless maintaining the excitement and drama of watching two legal minds compete.

Specific detail on pre-trial discovery and related sleuthing has been left out of the following discussion.

However, if such gaming is to your taste, the *Aces & Eights* rules certainly support it. It will, however, take a good deal of work on the part of the GM or players to fully flesh out the cast of the mystery, as well as to weave the intricate plot details. While perhaps a little out of genre, a murder investigation could be an exciting change of pace for trail-sore cowboys and an opportunity to utilize some underappreciated skills!

PLAYING A TRIAL

Each trial needs a judge, prosecutor, defending attorney, the accused and the jury. Ideally, these first four characters should be in the hands of different players, although a player may handle multiple characters if all players agree to this and can do so fairly. At a minimum, two players are required (one for the prosecutor and one for the defense). Note that a character without any legal training may choose to represent himself. The jury (and the judge, if need be) are specially determined using the rules below.

The Hearing

In the hearing, the accused is brought before the judge. The prosecutor (who may or may not be a lawyer) brings evidence, and the judge decides if a trial is warranted.

At this point, the prosecutor role-plays his case. All other players vote on the merits of his presentation, claiming it to be either Flimsy, Circumstantial, or Solid and Credible. Each merit is assigned a certain point value adjustment, as noted on *Table 5.6-1: Case Merit.*

TABLE 5.6-1: CASE MERIT

Merit	Value
Flimsy	0
Circumstantial	+2
Solid & Credible	+3

If the personality of the judge is not predetermined, it must now be determined per *Table 5.6-2 Judge Severity*.

TABLE 5.6-2: JUDGE SEVERITY

Roll (d100)	Merit	Roll Adjustment
01-20	Lenient	-1
21-50	Average/Fair	0
51-85	Stern	+1
86-00	Hanging Judge	+2

The Reputation score of the accused also comes into play during the hearing. All things being equal, a case against a person of high Reputation demands a greater level of proof than a case against a person of poor Reputation. See *Table 5.6-3 Reputation Adjustment (Hearing)*.

TABLE 5.6-3: REPUTATION ADJUSTMENT (HEARING)

Reputation	Roll Adjustment
Legendary	-2
Great	-1
Average	0
Low	+1
Disreputable	+2
Notorious	+3

Now, roll 1d6, adding the above modifiers. A result of 3 or less indicates that there's insufficient evidence to hold the accused for trial, and the judge sets him free. However, if the result was 4 or higher, the accused must stand trial. The first step in staging a trial is to gather a jury.

The Jury

Each trial needs twelve persons for the jury (with each juror represented by a six-sided die). These twelve jurors may be chosen from existing characters (the citizens of the town where the crime was committed), or created as abstract townsfolk. In either case, each juror is represented by a die.

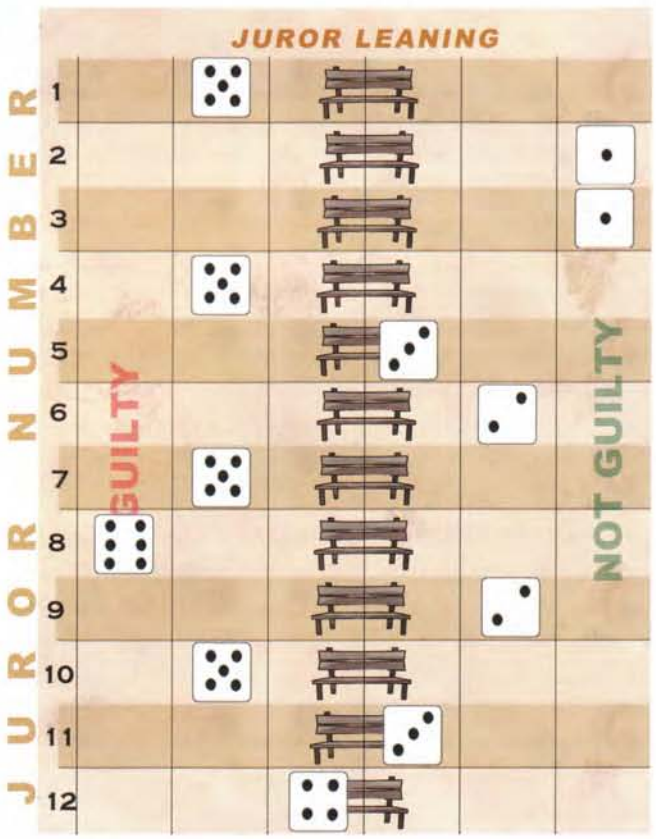


Figure 5.6-1: Initial placement of jurors

Take 12d6, and give 6d6 to each of the players serving as the prosecuting and the defending attorneys. Each attorney now rolls his 6d6. The die result is that juror's predisposition towards the accused - a "6" meaning convinced of guilt, a "1" convinced of innocence and numbers in between denoting relative leaning towards either. Each attorney places his dice on the appropriate Juror Leaning column - leftmost for "6" and one position right for every integer below that (see *Figure 5.6-1*).

The position of each juror die is now modified by the Reputation of the accused, as seen on *Table 5.6-4: Reputation Adjustment (Trial)*.

TABLE 5.6-4: REPUTATION ADJUSTMENT (TRIAL)

Reputation	Roll Adjustment
Legendary	-2
Great	-1
Average	0
Low	+1
Disreputable	+2
Notorious	+3

This sets the jury's initial attitude towards the accused. As in the hearing, individuals with a high Reputation are more likely to be given the benefit of the doubt. Conversely, it is very easy for a juror to be prejudicially disposed towards a known deadbeat or hooligan. *Figure 5.6-2* shows this adjustment for a defendant with Low (+1) Reputation. Each die is moved one space further to the left (towards Guilty) as if each number were one integer higher. Note that no die may be moved beyond column "1" or "6".

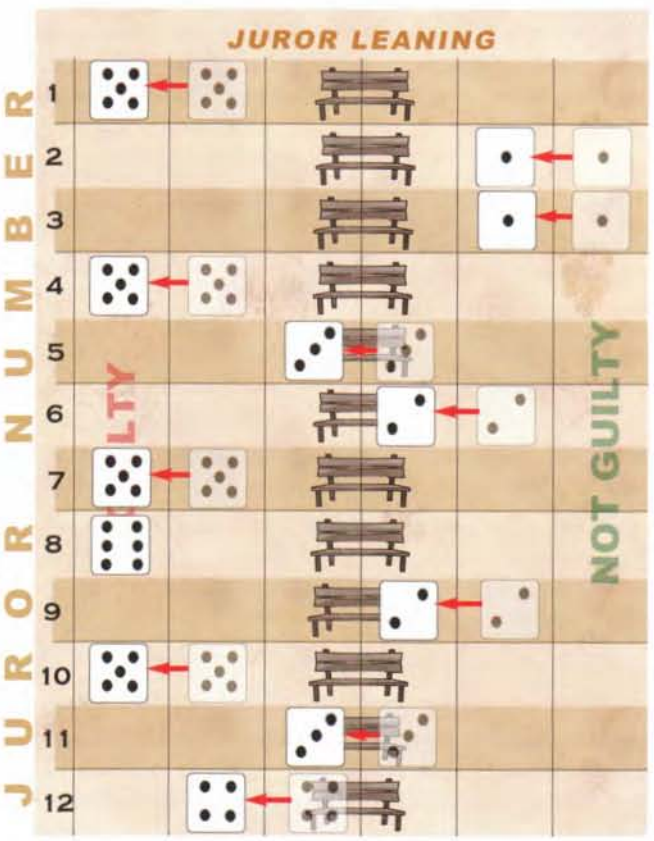


Figure 5.6-2: Juror placement after factoring in accused's reputation

Now that the initial attitude of each juror is set, it's time to determine the strength of their convictions. To determine their strength of character in this situation, simply look at their Wisdom score. If jurors were chosen from existing NPCs, their Wisdom score should already be provided for you. Otherwise, roll 3d6 to determine each juror's Wisdom score.

Table 5.6-5: Juror Personality lists the strength of each juror's convictions. As you determine each juror's attitude, rotate their d6 so that the number on top indicates that attitude while leaving the die's position in place. (See *Figure 5.6-3* for the example.) This number now provides a quick reference to show how easily a juror can be moved with Juror Points.

TABLE 5.6-5: JUROR PERSONALITY

Wisdom	Attitude	Die Should Read
3-7	Illogical	1
8-10	Conventional	2
11-13	Contemplative	3
14-16	Analytical	4
17+	Perspicuous	5

1) Illogical (WIS 3-7): This juror is persuaded by emotion and can be easily influenced to disregard factual evidence. Every one (1) Juror Point spent on him moves him two spaces instead of one.

2) Conventional (WIS 8-10): This juror is most comfortable when taking a position in line with typical social mores even if this entails discounting tangible facts. It takes one Juror Point to move this juror one space in either direction.

☞ JUROR POINTS

Juror Points are used throughout the trial process to sway jurors towards your line of reasoning (i.e. the defendant being guilty or not guilty of the charges brought before him). They are the de facto litigation currency and their wise expenditure is the key to success.

Juror Points are earned by successful opening and closing arguments, strength of evidence and skillful legal artifice.

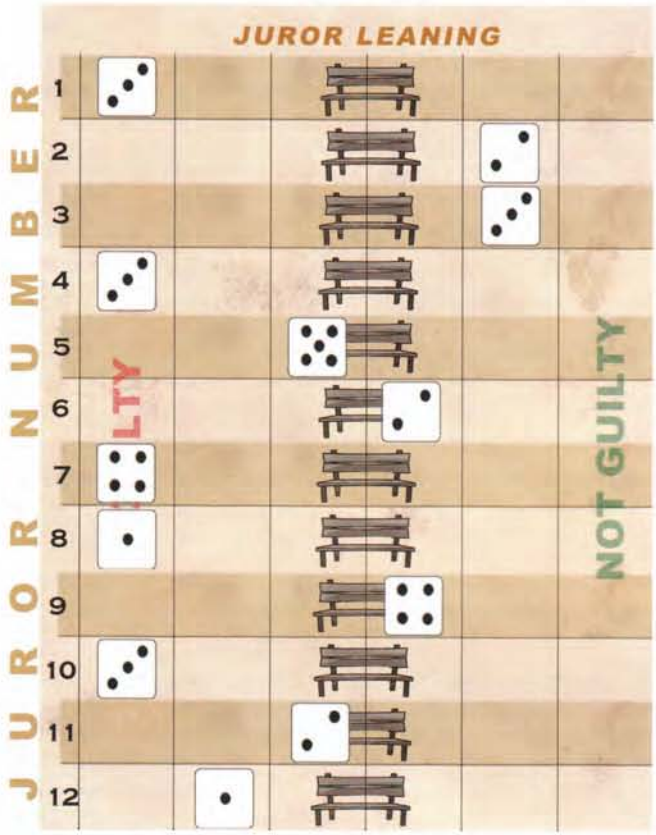


Figure 5.6-3: Assignment of Juror personalities.

3) **Contemplative (WIS 11-13):** This juror is determined to keep an open mind and base his decision on the evidence presented and arguments made. It takes two Juror Points to sway such a juror one space in either direction.

4) **Analytical (WIS 14-16):** This juror is no fool and relies upon credible evidence to make his decision. He cannot be swayed as a result of opening arguments. During the evidence phase, each point gained may be applied to move this juror one space. At all other times, it requires three juror points to move this juror's marker one space.

5) **Perspicuous (WIS 17+):** Although this individual, like all others, enters the juror box with some predisposition, he is committed to a strict application of the legal code. As such, he is immune to the empathetic siren's song of both prosecuting and defense attorneys. No juror points garnered during the opening or closing phases may be applied to this juror. During the evidence phase, each point gained may be applied to move this juror one space. However, during deliberation it requires four Juror Points to sway him one space from his current position.

Jury Tampering

It is possible to influence jurors through either threats or money. This must be made through associates of the accused or his attorney, and necessitates the use of the associate's Intimidation or Salesmanship skills.

As a general rule, illogical jurors present an Easy challenge, conventional ones an Average difficulty and contemplative jurors a Difficult challenge. Analytical and perspicuous jurors are Very Difficult to influence.

Attempts to tamper with the jury should be handled in a separate role-playing session before the commencement of the trial. In general, there are insufficient judges for every small town to have a permanent court. Judges preside over many courts in a district and therefore must attend to each one in turn. The term "circuit court" developed from this practice.

The time between the initial arraignment and the start of a trial is therefore dependent on the length of the presiding judge's circuit. If this is unknown, you can use the figure of d3+1 weeks. The accused will be locked up before the trial, so any attempts to influence the jury must be carried out by an associate.

Any jurors coming under the successful influence of the prosecutor or defense should be secretly noted as such and will only be revealed when the jury enters into deliberation at the end of the trial.

Jurors who failed to be bribed or intimidated may inform the judge of the bribery attempt. In this case, add +1 to the judge's severity (see *Table 5.6-2: Judge Severity*). He may also dismiss the entire jury and call a new one if he believes the tampering to be widespread.

During the trial itself, it will be to the advantage of the side with a juror or two in its pocket not to waste jury points on said individuals.

Crooked Judges

Despite their august presence, judges are mortal men and subject to the same temptations. However, their elevated status means they have much more to lose if discovered to be "on the take". Accordingly, judges are only susceptible to bribery if the amount in question is significant. No absolute value can be given, as it depends on the severity of the crime and the notoriety of the accused.

A bribed judge can have several influences on a trial. To begin with, he may opt to retain jurors despite knowledge that they are under the influence of the accused or his associates. Secondly, he can eliminate any Law skill checks during the Presentation of

Evidence phase of the trial (see below) by overruling the attorney.

THE TRIAL

Court is in session! The trial begins with opening arguments by the prosecutor, followed by the defense attorney.

Opening Arguments

As the first step in their opening arguments, each lawyer must decide whether he wants to give a simple speech (a Trivial check), a complex argument full of legalities, trickery or emotional appeal (a Very Difficult check), or an argument somewhere in between (an Easy, Average or Difficult check). After declaring his intent, each lawyer makes an Oration skill check against that difficulty level. If he succeeds, he gains a number of Juror Points as indicated on *Table 5.6-6: Opening Argument Points*. If he fails, he gains no Juror Points and could award points to the opposing counsel (Difficult or Very Difficult only).

TABLE 5.6-6: OPENING ARGUMENT POINTS

Oration check	Success (points won)	Failure (points awarded to opposition)
Trivial	1	0
Easy	2	0
Average	4	0
Difficult	7	1
Very Difficult	12	3

For example, let's say that the prosecution chooses to make an Oration check of Average difficulty. He succeeds, gaining 4 Juror Points, and applies them to the jury in the following manner: Jurors #5, #7 & #9 are immune to influence from opening arguments by virtue of their personalities so they are ignored. The most easily swayed jurors (#8 & #12) are already in his camp so they two are ignored. He applies two points to juror #2, moving him two spaces towards guilty and one point each to jurors #1 & #11 moving them one space towards guilty. (See Figure 5.6-4.)

The defending attorney then attempts a risky move by attempting a Very Difficult check. Fortunately, he succeeds, gaining 12 Juror Points. He then applies them to the jury in the following manner: Jurors #8 & #12 are easily swayed, so the attorney applies two points to each of them, moving them 4 spaces towards not guilty. He also (secretly) knows that jurors #4 & #10 have been intimidated and jurors #1 & #6 have been bought off so he doesn't bother with them. He then applies four points to juror #11, moving him four spaces towards not guilty and two points each to jurors #2 & #3 moving them two and one spaces respectively towards not guilty. (See Figure 5.6-5.)

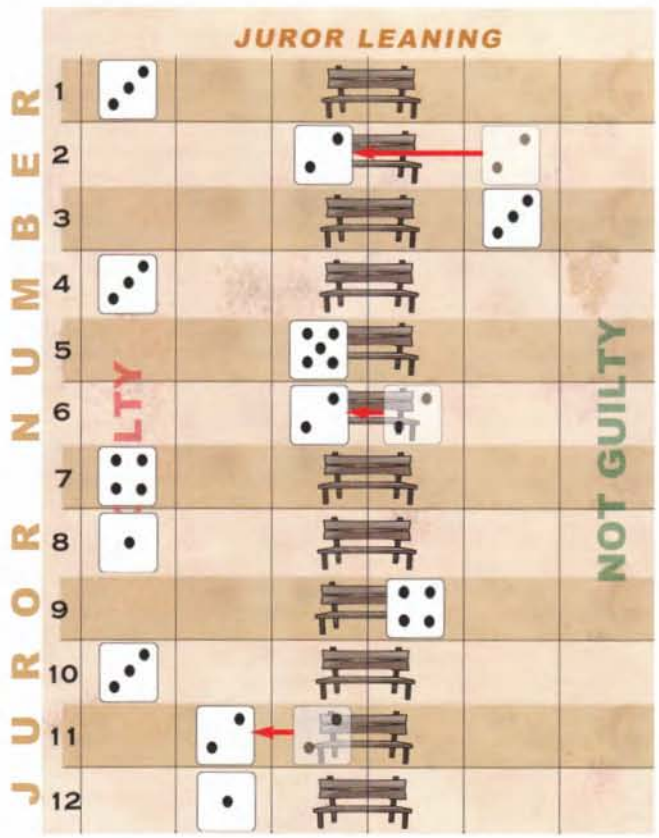


Figure 5.6-4: Juror sentiment after Prosecutor's opening

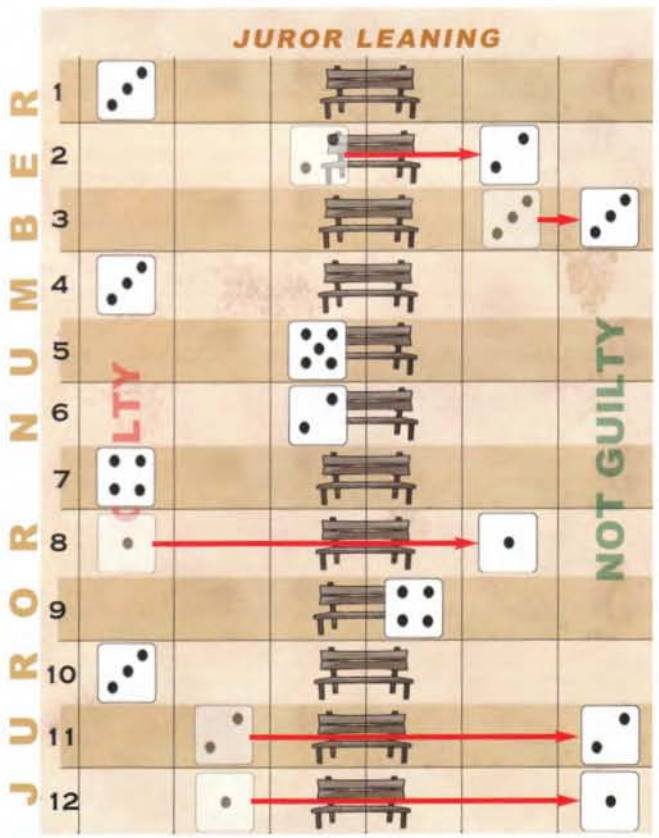


Figure 5.6-5: Juror sentiment after Defender's opening

TABLE 5.6-7: EVIDENCE RATING

Rating	Prosecutor's case was...	Defender's case...
1	Flimsy	offered little or nothing to contradict prosecution
2	Weak	refuted only minor portions of prosecutor's case
3	Circumstantial	refuted some portions but not enough to question basic premise of guilt
4	Strong	raised serious questions about legitimacy of case
5	Very Compelling	refuted most of the evidence
6	Iron Clad	completely refuted all evidence against defendant

Presentation of Evidence

With the opening arguments concluded, it's time to present the evidence. As in the opening arguments, the prosecutor goes first, followed by the defender. Each side in turn role-plays their case.

The prosecutor now presents evidence and may call witnesses to prove his case. All other players then secretly rate his performance on a scale of 1 to 6. Add each player's rating together and divide the total by the number of players. (Round down any fractions.) The final rating is as noted on *Table 5.6-7: Evidence Rating*.

Once the prosecutor's rating is determined, the defender gets to offer a rebuttal to the prosecution. Again, this is role-played and the other players vote on the strength of his refutation of the evidence. This too is a 1-6 scale as noted on *Table 5.6-7: Evidence Rating*.

Once both cases have been presented and voted upon, each lawyer has an opportunity to make a Law skill check (see *Table 5.6-8: Law Skill Check*). This represents their ability to call upon precedent or to utilize various legal maneuvers that favor their side. The lawyer must choose at what difficulty level he wishes to make this check, knowing the benefit that will accrue to him if he succeeds. A failed check results in no bonus, even if the die roll would have succeeded at an easier level.

TABLE 5.6-8: LAW SKILL CHECK

Proficiency	Skill Check	Bonus
Novice	Very Difficult	+1
Average	Difficult	+1
	Very Difficult	+2
Advanced	Average	+1
	Difficult	+2
	Very Difficult	+3
Expert	Easy	+1
	Average	+2
	Difficult	+3
	Very Difficult	+4
Master	Trivial	+1
	Easy	+2
	Average	+3
	Difficult	+4
	Very Difficult	+5

Note that only characters with the Law skill may attempt this check. A defendant or prosecutor with no legal training does not have the option to try for this bonus.

If the check succeeds, apply any bonuses to the rating each attorney received for his presentation of the case. The prosecutor's and defendant's scores are compared and the highest of the two receives Juror Points totaling ten times (10x) the difference in their scores.

For example, let's say that the prosecution presents a case in which he brings forth fifteen eyewitnesses to a murder, and receives a "6" for his iron-clad presentation of evidence. Try as he might, the defender has little to work with. The best he could offer was a series of disreputable characters that contradicted the eyewitness accounts. He received a "1" for his defense, as he did little to contradict the overwhelming evidence against his client. However, he is an Expert lawyer (see the Law skill) and hopes

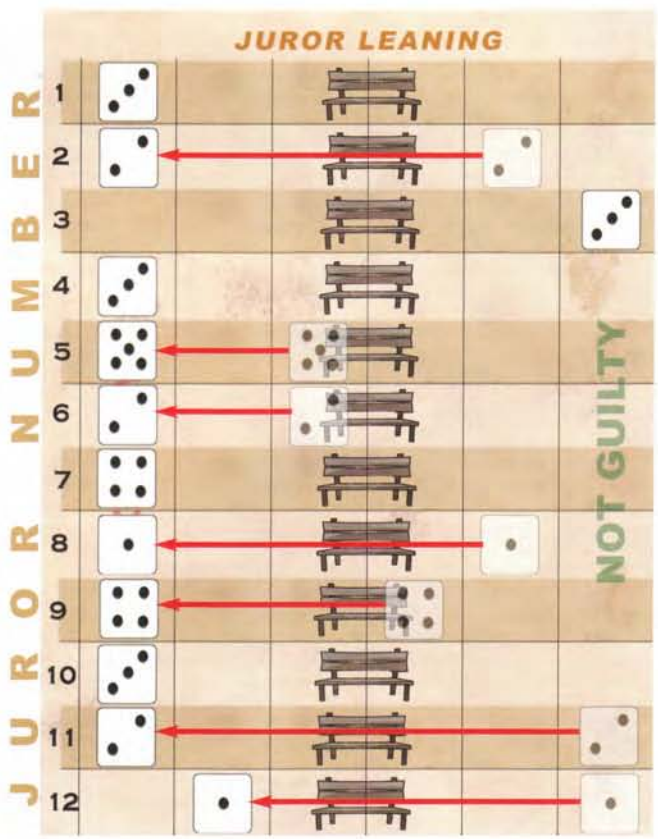


Figure 5.6-6: Juror sentiment after presentation of evidence

to minimize the damage by legal maneuvering. He attempts a Difficult skill check and succeeds, gaining a bonus of +3 Juror Points. The prosecutor, an Average skilled lawyer, attempts a Difficult check and fails, gaining no points.

Therefore, the prosecution ends up with six Juror Points (from his presentation of evidence), while the defense has a total of four Juror Points (one for offering little to refute the prosecution, plus three points for his legal move). The difference between the scores is two (6-4=2) meaning that the prosecution gets 20 (2x10) Juror Points to apply to the jury.

The evidence phase is when analytical and perspicuous jurors can most easily be moved so the prosecutor takes full advantage of the points gained in this phase and applies two points to juror #5 and three points to juror #9. With his remaining fifteen points, he applies eleven points to the three moderate jurors (#2, #6 & # 11) moving them fully into the guilty camp. He then applies two points each to jurors #8 & #12 moving them each four spaces towards guilty. It's looking like he's got the case sewn up. A decent closing targeted at juror #3 could mean the jury may not even have to deliberate.

Closing Arguments

With the presentation of evidence complete, it's time for the closing arguments – the last attempt to sway the jury. This is represented by the opposing lawyers making a contested Oration skill check. The difference between the two scores is divided by five (round to the nearest whole number) and that number of juror points is awarded to the character who best exceeded his skill mastery.

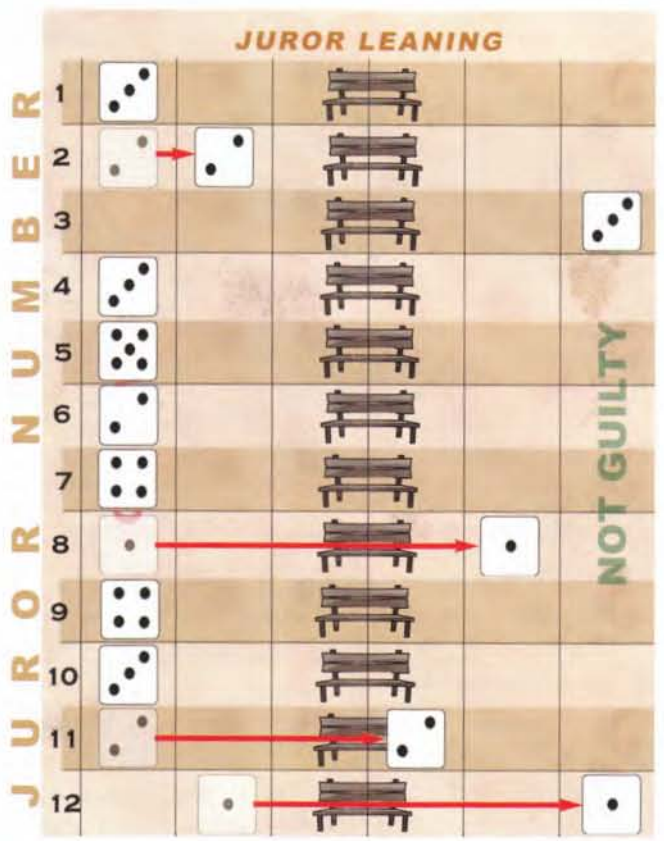


Figure 5.6-7: Juror sentiment after closing arguments

For example, the prosecutor's mastery of Oration is only 80%, while the defender is a silver-tongued fox whose mastery is 44%. Each rolls d100 (percentile), the prosecutor rolling a 61 and the defender getting a 66. The prosecutor failed his skill mastery by 19 (61 - 80= -19), while the defender exceeded his skill mastery by 21 (66 - 44= 22). The defender is the victor. The difference between the two adjusted scores is 41 (22 + (-19)= 41). Dividing this difference by five gives 8 Juror Points (41/5= 8.2, or 8) to the defender.

The prosecutor now uses his eight Juror Points before the jury heads into deliberation. He applies three points to juror #11, moving this juror three spaces towards the not guilty column. He then uses his remaining four Juror Points on jurors #8 & 12, moving them two spaces each towards the not guilty column. His last point is spent on juror #2 to move his out of the guilty column (See Figure 5.6-7).

Jury Deliberation

If the trial ends without all of the jurors convinced of guilt or innocence, as will likely be the case, its members must deliberate amongst themselves until they reach a verdict or end in a hung jury. A jury has five days to reach a unanimous decision or be declared a hung jury, after which a new trial is convened.

Deliberation begins with the jury arranged as they were at the conclusion of closing arguments. Any jurors bought off or intimidated are now revealed. The d6 representing this juror is now moved fully into the Guilty or Not Guilty column.

For example, let's say that jurors #1 and #6 were successfully intimidated by the defense, and jurors #4 and #10 were bought off. All of their dice are now moved fully into the Not Guilty column. (See Figure 5.6-8)

Each of the following iterations represents one game day. The deliberation now becomes a contest of wills as each side attempts to move the opposing side into their camp. Each side receives 1d6 for every juror in the "leaning towards" portion of their side and 2d6 for every juror fully convinced or unconvinced of guilt as the case may be.

In this example, the prosecution receives 1d6 for juror #2 and also receives 2d6 each for jurors #5, #7 and #9 for a total of 7d6. The defense receives 1d6 for jurors # 8 & #10 plus 2d6 each for jurors #1, #3, #4, #6, #10 and #12 totaling 14d6.

Each side now rolls their dice, with the difference between the high score and low score going to the victor as a number of Juror

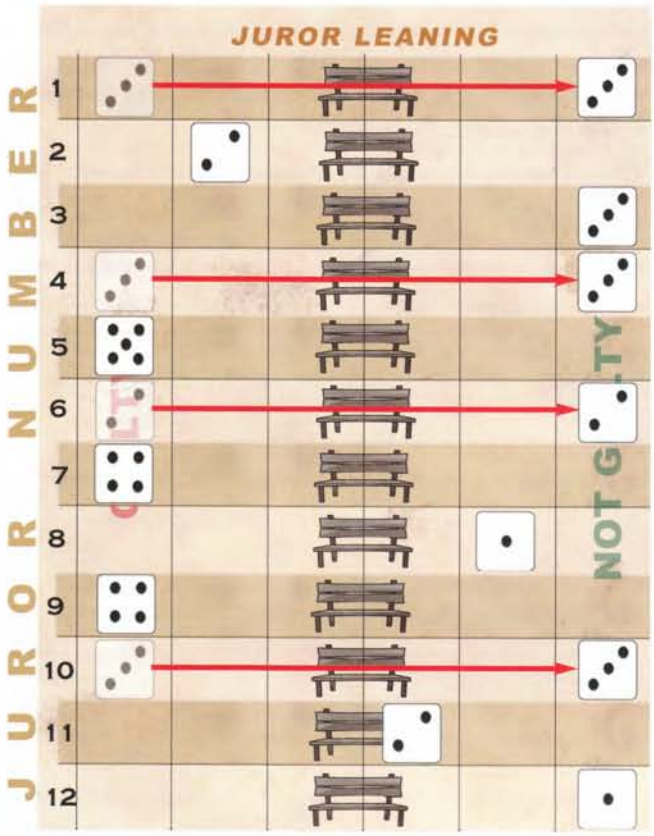


Figure 5.6-8: Juror sentiment after bought & intimidated jurors revealed

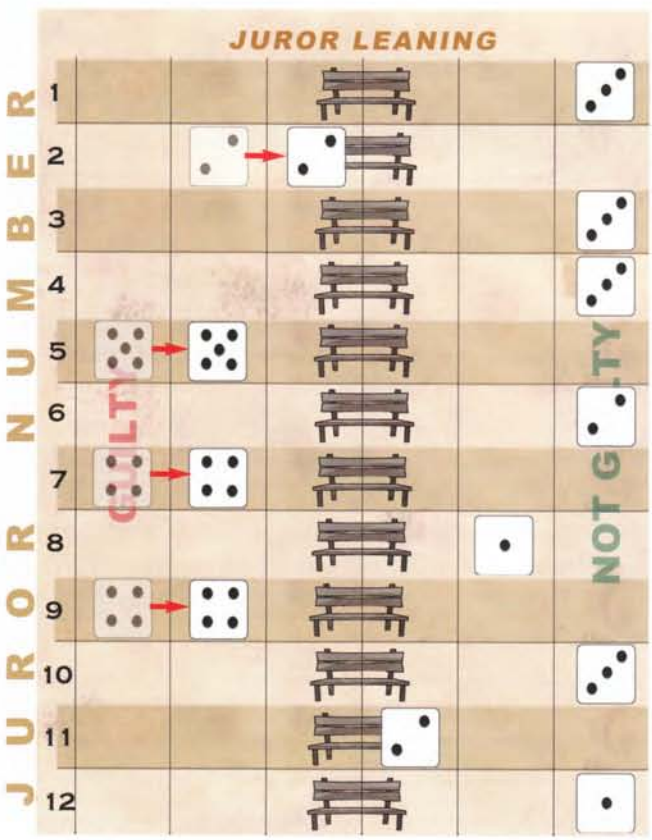


Figure 5.6-9: Juror sentiment after first day of deliberation

Points. The defense rolls a total of 41, while the prosecution rolls 30. The defense is the victor, and receives 11 Juror Points (44-30=14).

The defender expends his juror points such that each of the prosecution's jurors moves one space towards not guilty. (Juror #5 requires 4 points, jurors #7 & #9 require 3 points each and juror #2 requires a single point.) Thus after the first day's deliberation, the jury's positions appear in Figure 5.6-9.

For the second day, the prosecution now only receives 4d6 to roll against the defenders 14d6. After rolling, the difference is 36. The defender uses these juror points to move jurors #7 & #9 completely into his camp (expending 24 points to do so) as well as juror #2 (this takes a mere 3 points). With his remaining 9 points, he is able to slide juror #5 two spaces to the right (this requires 8 points) and juror #11 once space (using his last point).

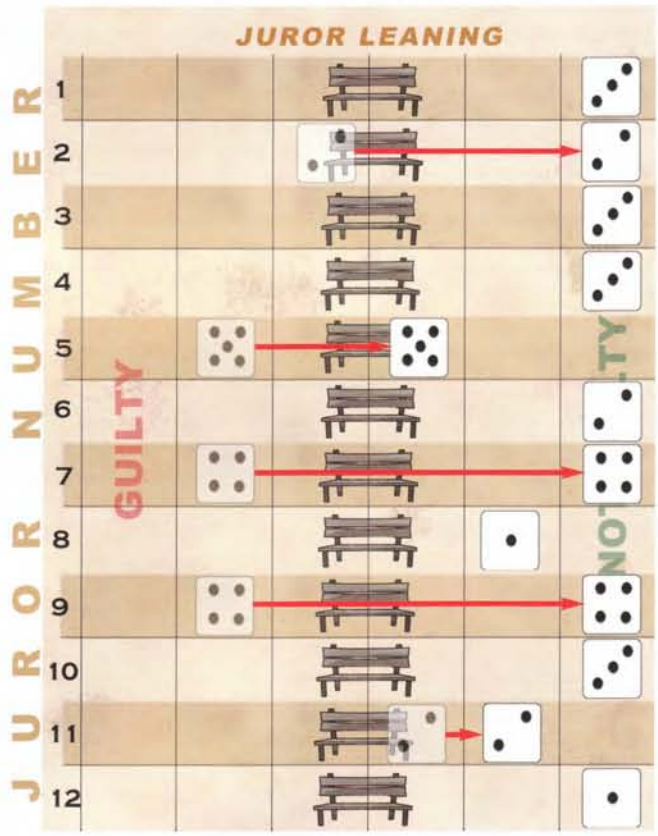


Figure 5.6-10: Juror sentiment after second day of deliberation

The third day of deliberation is a mere formality as the defender rolls 21d6 versus none for the prosecution (as he no longer retains jurors on his side). He rolls 77, easily sufficient to convince the final jurors.

This example demonstrated how a trial functions and that a clearly guilty party, in league with an excellent attorney and sufficient funds and muscle to compromise a significant portion of the jury, can escape justice.

Of course, not every defendant will have access to the resources that allowed this suspect to walk free. Let's consider a second example in which only a pair of jurors were compromised. Here we'll introduce the concept of juror resistance.

The figure below depicts another trial as it enters into the deliberation phase. The jurors in red represent those who have been compromised (either bought off or intimidated.)

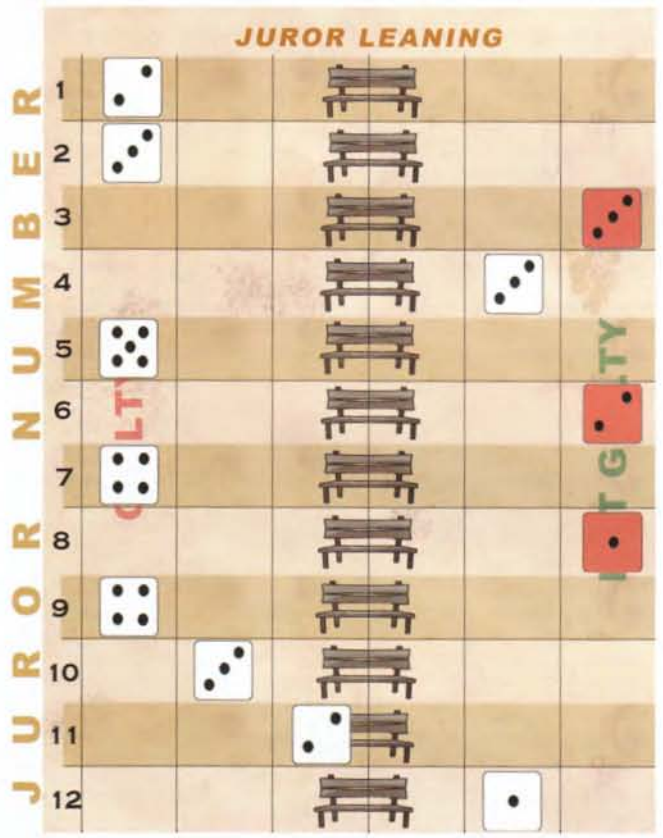


Figure 5.6-11: Juror sentiment upon beginning deliberation in second trial

In this instance, the prosecution receives 12d6 while the defense gets 8d6. The prosecutors rolls 43 and the defense 24. This gives the prosecution 19 juror points to sway the jurors.

Typically, the prosecution can apply these 19 Juror Points as per the rules given in the juror attitude section. However, intimidated or bought jurors are handled differently. These jurors are harder to sway because they are aware of the consequences if they don't fulfill their end of the bargain.

Juror Points are expended as normal against intimidated or bought jurors, but they get a saving throw to resist altering their position (see Chart 5.6-9: Juror Saving Throws).

In this example, five points are expended on juror #6 who saves 3 out of 5 times. Accordingly, he is only moved two spaces towards guilty instead of the customary five. Another two are expended on juror #8. He gets a save for each space potentially moved (despite the fact that each point moves this juror two spaces) and saves twice. He is therefore only moved two spaces towards guilty. Ten points are allocated on jurors #4 & #12 who are moved fully into the guilty camp and receive no special resistance to this since they were neither bought nor intimidated. The final two points are expended on juror #3 who successfully resists and remains put in his position. (See Figure 5.6-12)

TABLE 5.6-9: JUROR SAVING THROWS

Attitude	Saving Throw to resist persuasion (d6)
Illogical	1
Conventional	1-2
Contemplative	1-3
Analytical	1-3 (towards guilty) or 1-4 (toward innocent)
Perspicuous	1-4

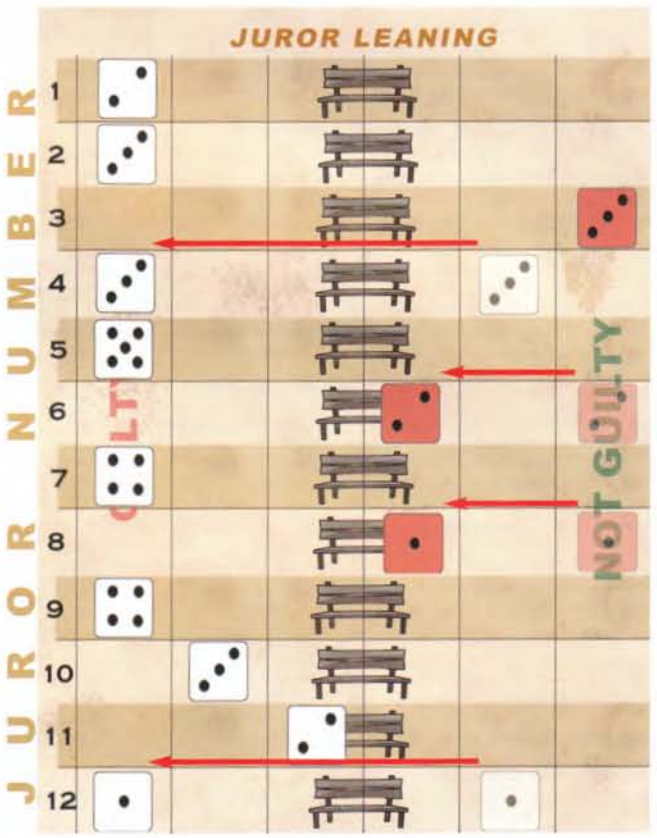


Figure 5.6-12: Juror sentiment after first day's deliberation in second trial

The process is repeated with the prosecution now getting 16d6 versus 4d6 for the defense. The result is 47 versus 19 giving the prosecution 28 juror points. Four points are expended to bring jurors #10 & #11 fully into the guilty pool. With 24 points remaining, the prosecutor decides to continue to expend points juror by juror until he reaches a consensus. It takes four attempts to move juror #6 three spaces (he saved once). Juror #8 saves once but two more attempt succeed thereby moving him into the guilty pool. That leaves 17 points to work on juror #3. He saves 4 out of the eight attempts (as a contemplative juror two

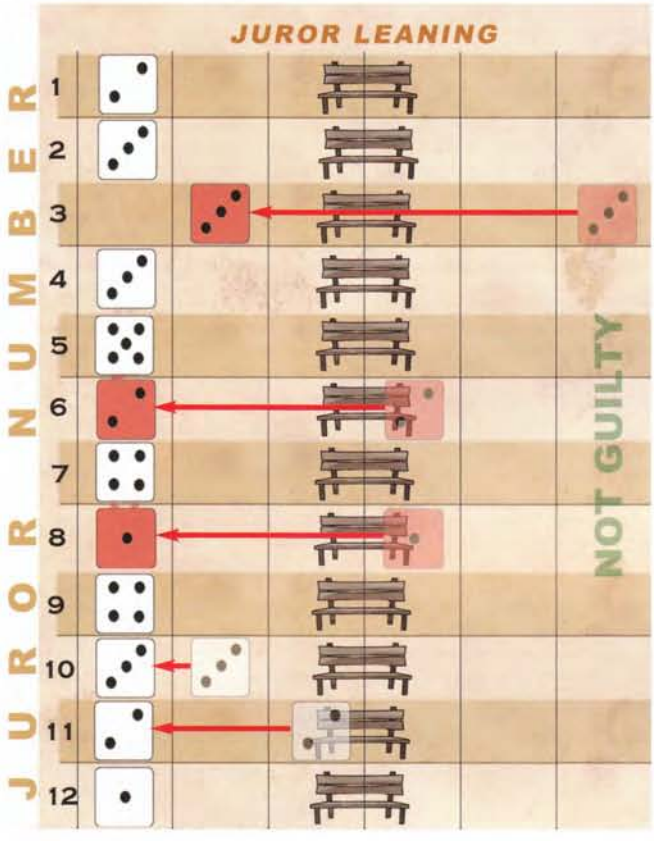


Figure 5.6-13: Juror sentiment after second day's deliberation in second trial

points are required to move him one space) moving him four spaces towards guilty. The prosecutor must discard his last point since it's insufficient to attempt to sway juror #3. Although it's close, there is still not consensus on guilt so the deliberation must go to day three - though it certainly will end there.

PUNISHMENTS

Legal punishment in the Shattered Frontier is harsh. After all, it's tough to keep order in a region with inadequate police presence and a myriad of temptations for those of criminal intent. The following list suggests punishments befitting various crimes.

Hangable Offenses

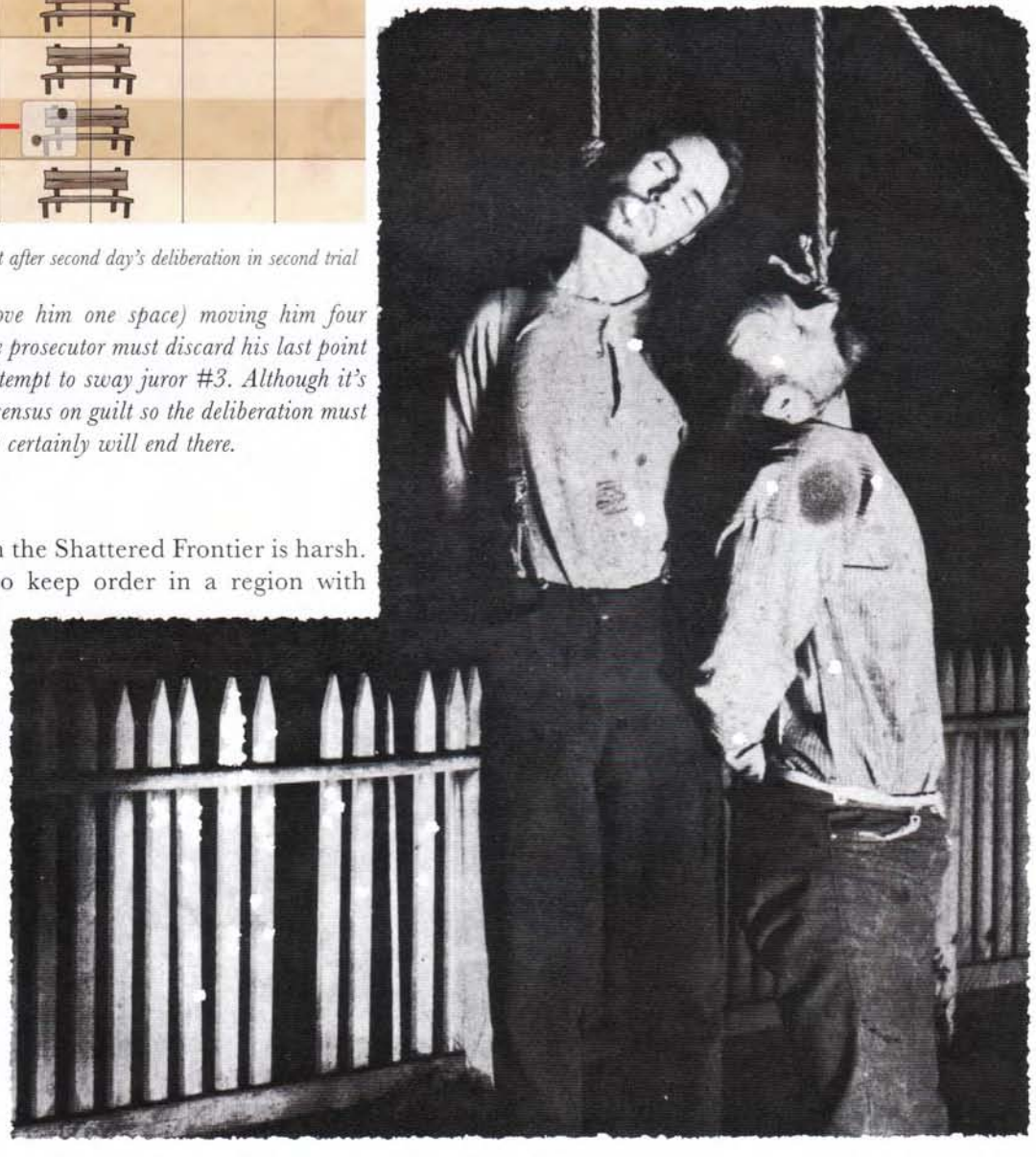
Murder, Horse theft, Rustling, Claim jumping, Treason

Jailable Offenses (Many Years)

Violent crimes, Theft or Robbery

Minor Offenses (Fines or Minimal Jail Time)

Drunkenness, Disorderly conduct, Failure to obey rules or ordinances, Petty theft, Assault, Battery



Chapter 5.7 | Drinkin' & Drugs

When your character's tired of wrangling beeves, managing your store's inventory, shooting banditos or running for sheriff, you may find yourself bellying up to the bar for a drink. Now, most folks out here in the Shattered Frontier have a good tolerance for alcohol, it being most characters' drink of choice.

Whether folks call it Coffin Varnish, Firewater, Forty-Rod, Tanglefoot, Tarantula Juice, or Red Eye, whiskey's some pretty wicked stuff. Most whiskeys are 100 proof (50% alcohol), though you might get a little taste of ammonia, cayenne pepper, gunpowder or chewing tobacco too – depends what the barkeep decides to cut it with, or what the brewer makes it with. Any whiskey 86 proof or less is considered to be for the ladies. Mixed drinks are mostly for dandies, even the Mule Skinner (100 proof, half whiskey and half blackberry schnapps), unless you're so tough that no one's going to poke fun at you for ordering it.

Believe it or not, what bartenders in the Shattered Frontier call beer can be anywhere from 1 to 90 proof, depending on the brewer. Most beers are about 7 proof, though.

Your average whiskey bottle holds 25 shots of liquor (taking a swig right from the bottle is usually the same as a shot). A typical glass of beer holds 16 ounces (1 pint) of liquid. A serving of wine is 4-5 ounces, in an average wine glass holding 8-10 ounces.

TABLE 5.7-1: DRINKS

Name	Proof	Tolerance Factor
Whiskey	171 to 200	42
Whiskey	141 to 170	40
Whiskey	121 to 140	38
Whiskey	111 to 120	34
Tequila, Whiskey	101 to 110	32
Mule Skinner, Tequila, Whiskey	87 to 100	30
Beer, Tequila, Whiskey	71 to 86	29
Beer, Tequila	51 to 70	28
Beer	26 to 50	27
Beer, Wine	25 or less	26

Tolerance

A character's tolerance for alcohol depends heavily on his Constitution and the proof (strength) of the drink. For every shot of liquor or glass of beer or serving of wine consumed, the character must roll a d20 and add his Constitution ability, versus the drink's Tolerance Factor.

For every two failed rolls (where the total is less than the Tolerance Factor), the character suffers a +1 Speed penalty and a −1 Accuracy penalty, as well as a -2 penalty on all Wisdom and Dexterity checks (or a 10% penalty for skill checks with Wisdom or Dexterity as a relevant ability) for two hours. These penalties are cumulative - the more a character drinks, the longer it takes him to sober up.

Let's say that Sean O'Riley, a character with a 13 Constitution score, and a recent arrival to the west, decides to head down to the local saloon for a few drinks of whiskey. The bartender serves him a shot of 100 proof bourbon. After taking this drink, Sean's player rolls a d20. The roll is an 11, and since Sean's Constitution is a 13, his total is 24. Since this roll is less than the drink's Tolerance Factor (30), it's a failed roll.

Sean has one more of the same, so it's time to check again. Sean's player again rolls a d20 and adds his Constitution, for a total result of 19. That's his second failed drinking roll, so



Sean now has a +1 Speed penalty, -1 Accuracy penalty and −2/10% Wisdom and Dexterity penalty. If he stops drinking now, this penalty disappears after two hours.

Now, if Sean fails two more rolls, he has a +2 Speed penalty, -2 Accuracy penalty and −4/20% Wisdom and Dexterity penalty. If he stops drinking, the penalty drops to +1 Speed, -1 Accuracy and −2/10% Wisdom and −2/10% Dexterity after two hours. After two more hours (four hours total), the penalty disappears.

On the other hand, if Sean fails two more rolls (he's had at least six drinks), he has a +3 Speed penalty, -3 Accuracy penalty and −6/40% Wisdom penalty. If he stops drinking, the penalty drops to +2 Speed, -2 Accuracy and −4/20% Wisdom and Dexterity after two hours. After two more hours, the penalty drops to +1 Speed, -1 Accuracy and −2/10% Wisdom and Dexterity. After two more hours (six hours total), the penalty disappears.

If a character has been frequently seen (roleplayed) to be a fairly heavy drinker, or has the Addict (alcohol) flaw, he suffers the effects only after every three failed rolls. However, characters with the Abstinent (alcohol) flaw, should they take a drink for some reason, suffer the penalties after every failed roll. In any case, the effects/penalties disappear at the same rate as for average drinkers.

DRUGS

Now, if you reckon that alcohol was the only thing folks use to feel better, you're laboring under a misapprehension. Heck, in the Great War, the sawbones were handing out opium pills like candy, and a lot of those soldier boys who survived developed a hankering for opium and morphine (derived from opium). Of course, they aren't the only ones.

Lots of women take opium for morning sickness or "female troubles," though laudanum (opium in an alcohol base) is usually their vice of choice. On occasion, even babies were spoon-fed laudanum to help them sleep, and in some cases became addicted to opium for a lifetime. So, if you've got a hankering, just stop by the local opium den and get yerself a pipe, or see your local apothecary. Odds are good he's got something for you.

TABLE 5.7-2: DRUGS

Name	Duration	Tolerance Factor
Laudanum (drank)	2+1d2 hours	15
Laudanum (injected)	2+1d2 hours	20
Morphine (injected)	2+1d4 hours	30
Opium (eaten)	2+1d2 hours	10
Opium (smoked)	2+1d2 hours	20
Peyote (eaten)	1d12 hours	-

Laudanum

Folks say that laudanum (a concoction of opium and wine) is the perfect drug to calm their nerves, to stop coughing, relieve pains and irritations, and stop the runs (diarrhea). A dose of laudanum for pleasure usually ranges between three and four drops, though doctors may use more for a sick patient. The effects of the drug begin within 1d2 hours.

Side Effects: Drowsiness. +2 Speed, and cannot perform any successful ability checks, or engage in any strenuous activity.

Long-Term Effects: Every 3+1d4 times a character takes laudanum, he must take an additional dose to receive its effects. This is cumulative, so a long-term user might need multiple doses simply to feel the effects.

Withdrawal: An addicted character that goes without laudanum for 24+2d12 hours can't perform strenuous activity (including running/sprinting), and suffers sweating, feverish shaking, muscular cramps and diarrhea. Duration: 1d10 days. After the duration, the character is no longer addicted. However, each time he encounters laudanum, he must succeed at a Wisdom check to avoid using it.

Overdose: Whenever a character takes a number of doses equal or greater than his Constitution score, there is a 60% chance he suffers an overdose. Symptoms include chills, nausea, vomiting, and slowed breathing. Duration: 1d6 hours. There is a further 80% chance that the slowed breathing leads to coma and death in another 1d3 hours.

Morphine

This pain relieving drug also relieves any of your fears, and gives you an intense feeling of euphoria. The effects of the drug begin within 1d4 minutes.

Side Effects: +1 Speed, -1 Accuracy, constricted pupils, itching skin, nausea, runny nose, constipation, joint ache, little interest in sex and food.

Long-Term Effects: Every 4+2d4 times a character takes morphine, he must take an additional dose to receive its effects. This is cumulative, so a long-term user might need several doses simply to feel the effects.

Withdrawal: An addicted character that goes without morphine for 24+2d12 hours suffers a temporary −1 to Strength, Dexterity and Constitution, can't perform strenuous activity (including running/sprinting), and has fever/chills, headache, nausea, fatigue, muscle cramps/spasms. Duration: 4+1d3 days. After the duration, the character is no longer addicted. However, each time he encounters morphine he must succeed at a

Wisdom check to avoid using it (-2 Wisdom penalty for the first two months after addiction).

Overdose: Whenever a character takes a number of doses equal to half his Constitution score (or more), or uses two or more doses along with alcohol, there is a 50% chance he suffers an overdose. Symptoms include slowed breathing, dizziness, weakness, confusion, fatigue and chills. Duration: 1d12 hours. There is a further 60% chance that an overdose causes death at the end of this duration.

Opium

This pain relieving drug gives you feelings of calm and euphoria. It also puts you flat out on your back in a dream-filled haze. The effects of the drug begin within 1d4 minutes.

Side Effects: Extreme apathy. Cannot perform any successful ability or skill checks, or engage in any activity that requires even moderate effort (gunfighting, jogging, mounting a horse, etc.).

Long-Term Effects: Every 3+1d4 times a character takes opium, he must take an additional dose to receive its effects. This is cumulative, so a long-term user might need four or more doses simply to feel the effects.

Withdrawal: An addicted character that goes without opium for 24+2d12 hours can't perform strenuous activity (including running/sprinting), and suffers diarrhea, loss of appetite, mood swings, nausea, sweating and vomiting.

Duration: 1d10 days. After the duration, the character is no longer addicted. Characters who are addicts for 12+2d12 months, whether a heavy user or not, automatically suffer withdrawal at the end of that time. In the future, each time the character encounters opium (or opium dens, etc.) he must succeed at a Wisdom check to avoid using the drug.

Overdose: Whenever a character eats a number of doses equal or greater than half his Constitution score, or eats two or more doses while suffering from the penalties of two or more failed alcohol Tolerance rolls, there is a 25% chance he suffers an overdose. If a character smokes opium while suffering from the penalties of four or more failed alcohol Tolerance rolls, there is a 10% chance of an overdose. Symptoms include chills, nausea, vomiting, slowed breathing and uncontrollable drowsiness. Duration: 1d12 hours. There is a further 20% chance that this drowsiness leads to coma and death at the end of this duration.

Peyote

Eating this cactus bud makes you see and hear things (what educated folk call "hallucinations"). A dose of peyote ranges between three and six (2+1d4) buds. The effects of the drug begin within 1d2 hours.

Side Effects: Slight nausea and vomiting. Character sees hallucinations, and cannot distinguish between the real and the unreal.

Long-Term Effects: None.

Withdrawal: None.

Overdose: These cactus buttons taste nasty, so overdose isn't too likely. Of course, some hombres will eat anything. Whenever a character takes a number of doses equal to or greater than half his Constitution score, or consumes peyote after having failed four or more alcohol Tolerance rolls, he suffers an overdose. This results to severe nausea and vomiting for the next 10+1d4 hours. There is a 1% chance that an overdose leads to death at the end of this duration.

ADDICTION

Each time a character takes one of these drugs, its effects last for the listed duration. However, if the character takes a second dose within 24 hours of the previous dose's duration, the character must roll a d20 (plus his Constitution score) versus the drug's Tolerance Factor.

If the result is greater than or equal to the Tolerance Factor, the character suffers the effects, but does not become addicted. However, each future time the character uses the drug, its Tolerance Factor increases by +1.

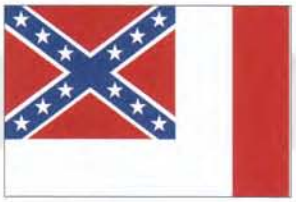
On the other hand, if the result is less than the Tolerance Factor, the character **does** gain a craving for the drug (he receives the Addict flaw, but not its bonus BPs). He spends every bit of spare cash on his habit whenever the opportunity presents itself. If he runs out of money, he may put up his horse for sale, beg, borrow from comrades or even steal. He may even make deals that he'll regret later.

For example, Vasco Torres stumbles out of bed one day with the biggest durn headache he's ever had. Passing the opium den, he decides to pop on in and smoke a little opium. His headache fades, and that night he decides to drop in again, even though his headache is gone. Bad idea, Vasco. Since his second use is within 24 hours of the first, he rolls a d20, adding his Constitution modifier (13) for a total of 19. This total is less than the drug's Tolerance Factor, so Vasco is now addicted to opium. He shoulda stayed in bed...

6 | Appendices







Confederate States

At a Glance...

Geography:	Confederate States
Location:	East Central North America, bordering both the Atlantic and Gulf of México
Area:	431,757 square miles
Border Countries:	United States, Republic of Texas
Climate:	Warm temperate ranging to subtropical
Terrain:	Low mountains in east, swampy coastal plains along gulf coast
Natural Resources:	Small deposits of iron and coal, extremely fertile agricultural land

People:	Confederate States
Population:	9,172,305
Ethnic Groups:	White 54%, Black 46%
Religions:	Protestant 80%, Roman Catholic 17%
Languages:	English 83%, Spanish 17%

Government:	Confederate States
Country Name:	Confederate States of America
Government Type:	Confederacy
Capital:	Richmond
Administrative Districts:	12 states
Independence:	December 3, 1851 from United States
Chief of State:	President Zebulon Vance

Economy:	Confederate States
Economic Overview:	The Confederate economy is dominated by export oriented plantation agriculture, very little industrialization as most manufactured goods purchsed from overseas, minor domestic iron works and fabrication facilities in northeast, subsistance farming prevelant in back country
Exports:	Cotton, tobacco, sugar, rice
Export Partners:	France, Britain
Currency:	Confederate Dollar (1 oz. gold = $CS 113.68) (1 oz. silver = $CS 7.10)

Military:	Confederate States
Military Branches:	Army and Navy
Standing Forces:	150,000

Transnational Issues:	Confederate States
Disputes – International:	The C.S. claims ownership of all pre-war territory belonging to Arkansas and Tennessee, cavalier attitude towards Mexican sovereignity has raised threat of war
Alliances :	Aligned with France

The South Today

The Southern War of Independence, while establishing the sovereignty of the Confederate States of America, did so at a terrible cost. Untold thousands of her young men were killed in that conflict and many more were permanently disabled or disfigured.

More insidious was the damage done to the nation's institutions. Wartime necessity betrayed many of the ideals for which the conflict was extensively fought over. The tyrant in Washington was merely traded for a new master in Richmond.

The secession of western Louisiana to Texas, an act that the national authorities were powerless to prevent, prompted fears that other states would follow when they deemed it to be in their best interests. The government was bankrupt at the close of hostilities yet saddled with enormous responsibilities. Union troops were still entrenched in New Jersey, Pennsylvania, Tennessee and Arkansas. To secure the borders meant permanently garrisoning large numbers of soldiers along the northern frontier. Naturally this did not sit well with the men called upon to perform such service. Many were volunteers eager to return to farm and family. Desertions were rampant prompting harsh discipline and the eventual nationalization of all state militias and locally raised units into the Confederate States Army headquartered in Richmond.

With their hopes for emancipation dashed and with the certain knowledge that they no longer risked repatriation should they escape to the United States, slaves attempted to escape their masters in unprecedented numbers. Whites in the deep south feared a general slave uprising – a genuine fear as much of the region's able-bodied men were either dead, disabled or deployed. The paranoia became so pervasive that many regions reverted to martial law as Army troops were sent in to quell revolts and keep order.

It was hoped that the end of hostilities would bring about an economic renaissance as once again world markets would be open to the cotton, tobacco and sugar cane that had previously formed the basis of the southern export economy. Such was not the case. The new cotton acreage brought under cultivation in Texas, Sequoyah, Kansas, Egypt and India during the war led to falling prices as Confederate supply once again became available. By 1858, prices had fallen to two-thirds that of the pre-war period with little hope of recovery.

Continual functioning of the government and debt service required sums vastly in excess of those collected prior to independence. Tax burdens, including an unprecedented tax on income, became onerous leading to grumbling in the state legislatures and open talk of a second secession by Cuba.

Through the use of emergency executive powers, President Alexander Stephens instituted various measures that aggregated Richmond's control of the state to an unprecedented extent. In response to widespread evasion, revenue agents were given broad discretion with regards to tax evaders, and their powers were backed

by the military. To maintain a firm hand in Cuba, a naval base was built in Havana and garrisoned by troops from Virginia and the Carolinas. Now with the power of the purse and the sword firmly in Richmond's control, future notions of dissent were effectively stifled.

Given the Confederacy's inevitable position with an entrenched enemy to the north, an alienated population to the west and weak internal finances, they are casting an avaricious eye to México's insecure northern frontier. In an unprecedented diplomatic move, they have claimed Nuevo México as Confederate territory. This has caused a diplomatic row with both the USA and Texas (who though plotting such a move themselves have been more reticent in their official positions) and led to near open hostilities with México.

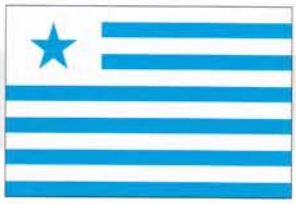
CSA policy is to encourage migration to Nuevo México and Alta California. This serves a two-fold purpose. Domestically, it acts as a safety valve for the most disaffected of her population. Strategically, facilitating the resettlement of Southerners to the territory and supporting their claims with official recognition and incorporation of their towns, the Confederacy hopes to lay de facto claim to the territory.

Southern Attitudes

There can be no disputing that the past decade has been one of economic distress for the average Southerner. Hunger and violence have touched far too many of them not to have left a permanent mark on the national psyche.

To outsiders, they come across as angry, hard-bitten men. Many feel personally vindicated in that they successfully resisted the destruction of their traditional way of life and most are adamant about their Southern virtues, even those who previously may not have held such resolute faith in Dixie. Most of their anger is directed at Northerners for starting the war that caused such economic hardships. Texicans are hardly viewed in a better light. Many see them as fair-weather friends who stood idly by while their cousins were bled white by the Federals and finally stabbed them in the back by taking Louisiana while they lay prostrate. One would think that the French, integral to the Confederacy's eventual freedom, would be seen most positively but that's hardly the case. Differences in language and culture ensured that the two allies never fully warmed to each other. The price of New Orleans for their aid also tainted the relationship, making it seem as if they were merely paid mercenaries rather than the benevolent Republicans of Lafayette.

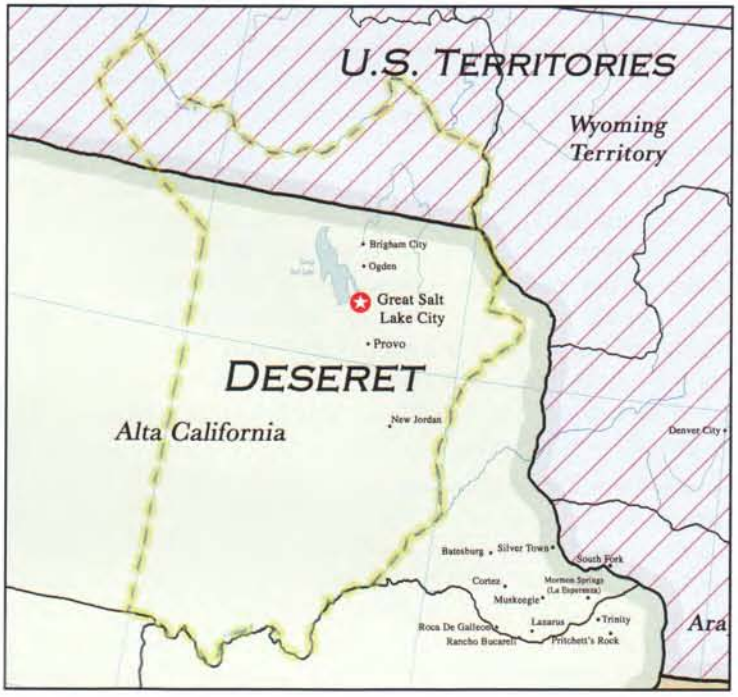




Deseret

At a Glance...

Geography:	**Deseret**
Location:	West Central North America, roughly centered on the Great Salt Lake
Area:	125,680 square miles (claimed)
Land Boundaries:	Deseret's claims lie entirely within the Mexican District of Alta California and the United States' Oregon Territory
Climate:	Semiarid to arid with mild winters in lower inhabited elevations
Terrain:	Mountainous north with Alpine-like river valleys, arid desert in south
Natural Resources:	Copper, other ores, timber
People:	**Deseret**
Population:	86, 044
Ethnic Groups:	White 99%
Religions:	Church of Jesus Christ of Latter-day Saints 99%
Languages:	English
Government:	**Deseret**
Country Name:	State of Deseret
Government Type:	Representative Democracy (Theocracy)
Capital:	Great Salt Lake City
Administrative Districts:	6 counties
Founding:	July 24, 1847
Chief of State:	President Brigham Young
Economy:	**Deseret**
Economic Overview:	Deseret engages in self-sustaining agricultural and handicraft production. Imports are discouraged and trade with non-church members is forbidden. All external commerce handled through church-controlled *Zion Cooperative Mercantile Institution*.
Exports:	None
Currency:	Mormon Dollar (1 oz. gold = $M 16.00) (1 oz. silver = $M 1.00) Mormon coins are notable for .99 fine metal content. Significant 'barter script' in circulation.
Military:	**Deseret**
Military Branches:	Nauvoo Legion (militia)
Standing Forces:	Unknown
Transnational Issues:	**Deseret**
Disputes – International:	Deseret asserts a territorial claim to broad stretches of land principally with in the Mexican District of Alta California but also overlapping the United States' Oregon Territory. Neither nation recognizes said claims nor the legitimacy of Deseret.
Disputes – National:	Conflict periodically erupts with the Shoshone and Ute peoples displaced by Mormon settlement.
Alliances :	Deseret is recognized as a sovereign nation by the Confederate States of America. Diplomatic missions have been exchanged and a mutually beneficial exchange of arms for hard currency exists.



As a result of their persecution, the Mormons have become a closed society suspicious of strangers. Well-armed units of the Nauvoo Legion regularly patrol all approaches to the Great Salt Lake basin and are brusque with travelers. The few non-Mormons who enter Deseret are closely watched and made to feel unwelcome.

It is, however, a tenant of the faith that all Mormons must go out into the world and proselytize. As such, Mormons are often encountered throughout the Shattered Frontier. They are wary to stay clear of Mexican authorities as an encounter is more likely than not to end in gunfire. Most Yankees fear the Mormons whom they regard as dangerous murdering zealots. The Confederacy, however, views the Mormons as potential allies. Their cold war with both México and the United States, both rivals to Richmond's planned expansion in the area, serves as a vital distraction. Indeed, they are the only North American power to recognize Deseret's claim to national sovereignty as legitimate and as such maintain some measure of a trading relationship with the Mormon state. The Texicans have had little direct contact with Deseret and for the most part see them as someone else's problem.

México



Nueva España was the crown jewel of Spain's colonies and comprised the territories of present day México, the Republic of Texas (save for the recent addition of Louisiana), California, the Spanish Caribbean islands, and Central America up to and including Costa Rica. Spanish landowners and their white descendents dominated most of this land. It was heavily taxed, ruled directly from Spain, and permitted no autonomy.

The seeds of Mexican independence were planted when Napoleon conquered Spain in 1808. When the French Emperor placed his brother on the Spanish throne, México's elite began to clamor for self-rule. An unlikely alliance was thus formed. Mexican Conservadores and rich landowners who supported Spain's deposed Bourbons and objected to the comparatively more liberal Napoleonic policies joined forces with Liberales who favored a democratic México. These two elements agreed only that México must achieve independence and determine her own destiny.

The war for independence started September 15, 1810, and was instigated by Miguel de Hidalgo y Costilla, a priest of Spanish descent. Though he was eventually captured and executed, Hidalgo's leadership began a war of independence that culminated on September 27, 1821, when the rebel leader Vicente Guerrero and the royalist Agustin de Iturbide signed the Treaty of Cordoba.

De Iturbide, a former Spanish general who switched sides to fight for Mexican independence, proclaimed himself emperor – officially as a temporary measure until a member of European royalty could be persuaded to become monarch of México. A revolt against Iturbide in 1823 established the United Mexican States and in 1824 Guadalupe Victoria became the first president of the new country.

The wars of independence and the chaos that followed ruined the nation's economy and destroyed the legitimacy of its institutions. Between 1821 and 1850 only the first president, Guadalupe Victoria, completed his term of office. His success was primarily attributable to the two large foreign loans negotiated in 1824 and 1825 that gave his administration financial latitude. During the next twenty years the Republic endured three constitutions, twenty governments, and more than 100 cabinets. As succeeding administrations proved unable to maintain order and protect lives and property, the country sank into anarchy. Fear and uncertainty became commonplace. Ex-soldiers turned bandits infested the highways, obstructing commerce and threatening small towns. These, and other manifestations of social dissolution, contributed to México's instability. The situation worsened when political conflict degenerated into outright civil war in 1834.

Large sections of the country were ravaged as federalists and centralists, liberals and conservatives fought for political control. During 1835-1845, secessionists established the republics of Yucatan, Texas, and the Rio Grande, but only Texas managed to consolidate its independence. The other regions, however, maintained their autonomy, if not their independence, from the national government by force of arms.

Machinations of men such as Santa Anna certainly contributed to México's instability. In 1828 he used his military influence to lift the losing candidate into the presidency, being rewarded in turn with appointment as the highest-ranking general in the land. His reputation and influence were further strengthened by his critical role in defeating an 1829 Spanish effort to reconquer their former colony.

In 1833 Santa Anna was overwhelmingly elected President of México. Unfortunately, what began as a promise to unite the nation soon deteriorated into chaos. From 1833 to 1855 México had no fewer than thirty-six changes in its presidency; Santa Anna himself holding the office eleven times. He soon became bored in his first presidency, leaving the real work

At a Glance...

Geography:	**México**
Location:	Central North America, bordering both the Atlantic and Pacific Oceans,
Area:	1,165,224 square miles
Land Boundaries:	Republic of Texas (NE), US (north)
Climate:	Varies from tropical to desert
Terrain:	High, rugged mountains; low coastal plains; high plateaus; desert
Natural Resources:	Silver, gold, timber
People:	**México**
Population:	9,250,000
Nationality:	Mexican
Ethnic Groups:	Mestizo 50%, Spanish 12%, Indian 35%, Black 3%
Religions:	Roman Catholic (official)
Languages:	Spanish (official), native languages spoken by many inhabitants esp. in south
Government:	**México**
Country Name:	Empire of México
Government Type:	Monarchy
Capital:	México City
Administrative Districts:	21 Departments
Independence:	September 16, 1810 (from Spain)
Chief of State:	Maximilian I, Emperor of México
Economy:	**México**
Economic Overview:	The current civil war has significantly disrupted economic activity, silver mining - the principal source of foreign exchange operates at one-fifth the level of a decade past, most areas areas reduced to subsistance agriculture
Exports:	Silver
Export Partners:	US, Spain
Currency:	Peso, older Real in circulation (1 oz. gold = 16 Pesos) (1 oz. silver = 1 Peso)
Military:	**México**
Military Branches:	Imperial Army
Standing Forces:	Exact figures unknown
Transnational Issues:	**México**
Disputes – International:	México considers Deseret territorial claims to be illegal and it's residents outlaw squatters, numerous towns within Alta California and Nuevo México that claim allegiance to the United States, the Confederate States or Texas are equally regarded as illegal settlements
Alliances:	The Emporer is strongly aligned to France and to Britian and Spain to a lesser degree, the Juarez rebels dispute these alliances as illegal

to his vice-president who soon launched an ambitious reform of church, state and army. In 1835, when the proposed reforms infuriated vested interests in the army and church, Santa Anna reasserted his authority and led a military coup against his own government.

Santa Anna's repudiation of México's 1824 constitution and substitution of a much more centralized and less democratic form of government was instrumental in sparking the Texican secession, for it ultimately convinced both Anglo colonists and many Mexicans in Texas that they had nothing to gain by remaining under Mexican rule. When the revolution came in 1835, Santa Anna personally led the Mexican counter-attack, enforcing a "take-no-prisoners" policy at the Alamo and ordering the execution of those captured at Goliad. In the end, however, his over-confidence and tactical carelessness allowed Sam Houston to win a crushing victory at the battle of San Jacinto.

Although his failure to suppress the Texican revolution discredited him enormously, Santa Anna was able to reestablish much of his authority when he defeated a French invasion force at Vera Cruz in 1838. His personal heroism in battle, which resulted in having several horses shot out from under him and the loss of half of his left leg, became the basis of his subsequent effort to secure his power by creating a cult of personality around himself.

Anglo settlers took further advantage of México's continuing internal turmoil when, in 1845, residents of Alta California's Sacramento valley declared an independent California Republic. Nevertheless, Santa Anna remained the most powerful individual in México until 1853, when his savage campaign against Deseret united liberal opposition against him. He was soon deposed and never again returned to political office.

In 1855, Ignacio Comonfort, leader of the Moderados (moderates), was elected president. They attempted to craft a middle ground between the nation's Liberals and Conservatives. During Comonfort's presidency a new Constitution was drafted. The Constitution of 1857 retained most of the Roman Catholic Church's Colonial era privileges and revenues but, unlike the earlier constitution, did not mandate Catholicism as the nation's exclusive religion. Such reforms were unacceptable to both the Catholic hierarchy and the Conservatives. Comonfort and his administration were excommunicated and a revolt was declared. This led to the War of Reform from December 1857 to January 1861. This civil war became increasingly bloody and polarized the nation's politics. Many of the Moderados came over to the side of the Liberales, convinced that the great political power of the Church needed to be curbed. For some time the Liberals and Conservatives had their own governments; the Conservatives in México City and the Liberals in Veracruz. The war ended with a Liberal victory and the new President Benito Juárez moved his administration to México City.

Juárez's forces were victorious, but the war bankrupted México causing it to default on its foreign debt payments. An army of intervention consisting of Spanish, English and French troops landed in México to enforce payment of the huge obligations of the Mexican republic. The Spanish and English soon withdrew, but Napoleon III retained French troops in México in order to establish a conservative, pro-French regime. To achieve this end, he decided to re-establish a monarchy. In October, 1863 a Mexican delegation of monarchists again offered the crown to Ferdinand Maximilian Joseph, Prince Imperial and Archduke of Austria. He had refused their initial offer in 1859 but now bowed to Napoleon's pressure and the presumed legitimacy of a plebiscite.

Upon his arrival at Vera Cruz, he was horrified to discover that his new realm was still embroiled in civil war. The French had achieved the upper hand but the liberals and republicans were still offering bitter resistance under their President, Benito Juárez. If Maximilian was disillusioned and disappointed, his supporters were soon equally disappointed in their new emperor. The Emperador had been influenced at an early age by progressivism and consequently upheld several liberal policies proposed by the Juárez administration, such as land reforms and religious freedoms. He cherishes the vain hope that his liberalism will enable a reconciliation of the republican opposition and has offered Juárez and his followers an amnesty if they will swear allegiance to the crown. Unfortunately, he does not seem to understand that the vast majority of Mexicans do not want an emperor, no matter how liberal.

México Today

Because the country again finds itself embroiled in yet another civil war, little attention is focused on the northern states of Alta California, Nuevo México, Sonora or Chihuahua. These territories are virtually unguarded and what few officials remain are unlikely to receive aid or assistance from their national government. This vacuum of power has encouraged settlement by pioneers from Texas, the United States and the Confederacy who have become so emboldened as to plant their respective national flags on Mexican soil. In point of fact, these rouge towns are usually the only organized governments able to effectively administer large swathes of the northern Mexican states. It is common knowledge that the only effective lawmen in Nuevo México are not the Federales but rather the Texas Rangers. It is not uncommon for Mexican citizens to seek justice from the Rangers or to settle their differences in a Confederate or American town's court.

The average Mexican has endured over thirty years of intermittent civil war during which they have seen their institutions crumble and their lives become increasingly destitute. Though most would prefer to live under a Mexican flag, they are pragmatic enough to welcome anyone that can provide stability and order. As such, many are welcoming of the new immigrants to northern México and generally inclined to partake in economic opportunities that the new settlement might afford.

Of course, thirty years of civil war has produced a generation of shiftless young men, well armed and indoctrinated in violence. Many of these have drifted to the lawless north fleeing justice or seeking easy targets. Their own countrymen and white settlers alike fear these banditos.



Sequoyah



Sequoyah's history begins with the expulsion of the five 'civilized' tribes (the Cherokee, Chickasaw, Choctaw, Creek, and Seminole) from their homelands in the southeastern United States. These expulsions were not a single event but rather the aggregate result of treaties, forced concessions and outright war. Prior to resettlement, the five Indian nations were distinct entities with unique cultures, languages and territory. The Choctaw were in fact enemies of the Creek and Chickasaw against whom they had fought several wars.

What set these tribes apart from their northern kin such as the Shawnee, Ottawa, Fox or Sauk was an advanced farming culture that more closely resembled that of their white neighbors. The Creek confederacy consisted of over 50 towns with a national council and a governance structure based on a mixture of democratic and communal principals. It was the Cherokee, however, that integrated white culture most fully into their own traditions.

In 1820 they adopted a republican form of government, and in 1827 they established themselves as the Cherokee Nation, with their capital at New Echota under a constitution providing for an elective principal chief, a senate, and a house of representatives. The invention of a Cherokee syllabic alphabet permitted literacy amongst the Cherokee. Its 85 characters, representing the syllables of the Cherokee language, initially allowed for the keeping of tribal records but later, once literacy became widespread, saw wide use in newspapers and translated textbooks.

The 1830s discovery of gold by whites in Cherokee territory (the Cherokee had long known of its existance and had been hoarding the precious metal for years) resulted in pressure to obtain their lands. A treaty was extracted from a small part of the tribe, binding the whole people to move beyond the Mississippi River within three years. Although the Cherokee overwhelmingly repudiated this document and the U.S. Supreme Court upheld the nation's autonomy, the state of Georgia secured an order for their removal, which was accomplished by military force. President Andrew Jackson refused to intervene, and in 1838 the tribe was deported to the Indian

At a Glance...

Geography:	**Sequoyah**
Location:	Central North America, between the United States and Texas
Area:	62,947 square miles
Land Boundaries:	US to north, Texas to south
Climate:	Mild and humid, semi-arid in NW
Terrain:	Flat plains and low hills
Natural Resources:	Fertile soils
People:	**Sequoyah**
Population:	79,263
Nationality:	Various Indian tribes
Ethnic Groups:	Native American 85%, White 8%, Black 7%
Religions:	Tribal beliefs, not properly categorized as religions per se, are practiced by a majority of Sequoyahs though a sizeable Christian minority exists
Languages:	Various tribal languages are spoken though Cherokee is becoming prominant
Government:	**Sequoyah**
Country Name:	Nation of Sequoyah
Government Type:	Tribal democracy
Capital:	New Echota
Administrative Districts:	28 districts
Independence:	December 12, 1852 from United States
Chief of State:	None
Economy:	**Sequoyah**
Economic Overview:	Sequoyah's economy is dominated by subsistance agriculture though plantation growth of cotton for export has become prevalent since the States War. The establishment of a rail line between Texas and the US has allowed Sequoyah to enter the services sector and New Echota has become a rail hub specializing in cattle and supporting a wide variety of related industries
Exports:	Cotton
Export Partners:	United States, United Kingdom
Currency:	None - foreign currency used at equivalent value
Military:	**Sequoyah**
Military Branches:	Tribal militia
Standing Forces:	None
Transnational Issues:	**Sequoyah**
Disputes – International:	None
Alliances:	Sequoyah disavows any political or military alliances though it has it has strong economic ties and linkages with both the US and Texas. The Confederacy is still viewed with suspicion though current borders and economic conditions result in little interaction between the two.

Territory. Thousands died on the march, known as the "Trail of Tears," or from subsequent hardships.

The Cherokee made their new capital at Tahlequah, instituted a public school system, published newspapers, and quickly became the most prominant of the Five Civilized Tribes.

While the Cherokee, Choctaw and Chickasaw were uprooted from their lands with relatively little violence, the same was not true for the Creeks or Seminoles. The Creek War of 1813-14 resulted in the loss of two-thirds of their territory, while the First Seminole War of 1818 effectively banished Florida's Seminoles to the interior of that territory.

The Second Seminole War began in 1835 and dragged on for nearly eight years, until 1842 when the last Creek and Seminole tribes in Georgia and Florida were finally removed from American Territory.

Members of the Five Nations that survived these brutal years of war and relocation did their best to rebuild their shattered societies in the arid land of the Indian Territory. Less than a generation later, they once again found themselves threatened by whites seeking to take their land. Confederate militia in Missouri and Arkansas saw the Indian Territory as easy plunder and undertook to capture that territory for inclusion into the new Confederate States of America.

The tribes had, however, learned a valuable lesson from their expulsions. Under the lax eyes of the few Federal forts located in the Indian Territory, the tribes had smuggled in thousands of rifles, many purchased with gold the Cherokee had recovered before being relocated. The wisdom of this move would be validated at the Battle of Muskogee in which an army comprised of members of all five tribes repulsed the Confederate invasion.

In the aftermath of this battle, the five tribal councils sent representatives to Washington to announce their de facto sovereignty. Circumstances being what they were, the United States had little choice but to recognize the new nation of Sequoyah and accepted their promise of aid in the war against the Confederacy.

While the Sequoyahs held true to their word and sent two regiments to fight in the lower Mississippi campaign, the most dramatic effects of the war were to occur at home. The Sequoyahans took advantage of opportunities opened to them. When Britain turned to Texas for the cotton her industries required, they immediately saw the potential wealth that could be gained from participating in this seller's market. Many of the tribes had experience in cotton growing and within a year, cotton cultivation expanded from almost nothing to thousands of acres. Access to the gulf ports via the Mississippi River was blocked due to the war so cotton had to be brought to Galveston via mule-drawn carts. This was slow and costly.

The great dream was to build a rail line that would be able to provide access to the gulf ports. No American, British or Texican financiers were interested in the project so the Sequoyahans set about to build one themselves. Communal participation saw members of all five tribes, men and women alike, undertake the vast project. The last remaining Cherokee gold was sufficient to acquire the rails, but right-of-ways though Texican territory still posed a formidable problem. Through dint of negotiation and the guarantee of free freight for any of the far-flung North Texican communities that would grant them passage, the Sequoyahans finally succeeded in building a gerrymandered rail line that connected to the fledgling Texas National Line north of Houston.

But it was not only the British that demanded cotton. New England mills were also desperate to purchase the white gold. They were, however, shut out from Texican ports by British exclusivity. Sensing another opportunity, the Sequoyahans started group work on another rail line to St. Louis – now firmly in the hands of Union forces. By the end of the War between the States, the Sequoyahan National line linked the United States with Texas via rail. Although post war prices for cotton fell dramatically, the profitability of the line did not. The advantages of a rail link to the United States were enormous and as the Texican economy expanded so did the amount of freight carried on the line. Soon beef overtook cotton as the most important cargo.

Because of the more communal economic order of Sequoyahan society, the profits were generally dispersed to the whole of the nation that had contributed to its development. Much is held in trust for future development. The experience and wealth the Sequoyahans gained in building their first rail line has allowed them to extend the reach of their network into the western territories of the United States. As Indians with a predilection to favor their own, they have faced far fewer problems with the Great Plains tribes than white settlers have experienced.

People: The great national challenges the civilized tribes have endured together from the Battle of Muskogee to the building of the railroad have bound them together as one great tribe. Though the individual tribes still govern themselves, it is likely that in the not too distant future the Sequoyahans will unite under a single Chief-President. The Cherokee language is already displacing Seminole and Choctaw due to the wide dissemination of newspapers written in that language.

The Sequoyahans have learned to be a pragmatic lot. They recognize that they will never be fully accepted by white society but that to survive they must adapt certain aspects of those cultures to retain their own. Most prefer the company of their own races, forming few close friendships with whites. That being said, many are fluent in English and certainly capable of operating within the confines of broader North American cultures. However, they retain a deep loathing of the Confederacy. Few would let their feeling show too overtly but the years of mistreatment at Southern hands makes it slow to be forgotton.

Texas



Despite the fact that a sizeable proportion of her most influential citizenry originally hailed from the states that were to secede and form the CSA, Texas remained officially neutral during the Southern War of Independence. Of course, numerous volunteer units fought in the Mississippi Valley campaigns under Confederate colors.

As mentioned in the historical section, the reasons for her neutrality were many. Certainly the most important was the intervention of Britain. Her textile manufacturers, with royal support and under the protection of the Imperial Navy, entered into contracts to purchase any and all cotton Texican growers could supply. Agreeing to these terms put the young nation at odds with her eastern neighbor, whose self-imposed cotton embargo was meant to draw Britain into the conflict on the Confederate side.

The war years were, ironically, a time of great prosperity for the young nation and a period in which she began to solidify a national identity. The influx of British sterling and investment jump-started development and Galveston was transformed into a first class seaport.

The British influence had other far-reaching effects in Texas. Under pressure from a British Parliament uneasy with such close relation to a slave holding nation, Texas abolished the institution in 1860.

Texas Today

The Texican volunteer troops fighting in the western theater were primarily stationed in Arkansas and Mississippi. Upon enaction of the truce of 1854, most of the troops decided to return to their homes. While the volunteers disbanded their units and began the long trek home, the resi-

At a Glance...

Geography:	**Texas**
Location:	South Central North America, bordering the Gulf of Mexico
Area:	360,503 square miles
Land Boundaries:	Rio Grande to west, US and Sequoyah to north, Confederacy to east
Climate:	Subtropical along gulf coast, increasing arid as one travels west
Terrain:	Broad coastal plain in SE, rough and intermittant mountainous terrain in west
Natural Resources:	Farm and grazing land, timber
People:	**Texas**
Population:	1,439,358
Nationality:	Texican
Ethnic Groups:	White 33%, Mestizo 30%, Black 33%, Indian 4%
Religions:	Protestant 60%, Roman Catholic 40%
Languages:	English 70%, Spanish 30%
Government:	**Texas**
Country Name:	Republic of Texas
Government Type:	Republic
Capital:	Washington
Administrative Districts:	30 counties
Independence:	October 13, 1845 from México
Chief of State:	President Richard Coke
Economy:	**Texas**
Economic Overview:	The War between the States offered a unique opportunity for Texas' cotton planters to both prosper and to establish inroads into the lucrative British market. Contraction of that market has been more than compensated by a huge new market made available for beef. West Texas is undergoing an economic boom as vast stretch of land are being developed for this industry.
Exports:	Beef, cotton, rice
Export Partners:	United Kingdom, United States, France
Currency:	Texican Dolares (1 oz. gold = $TX 32.00) (1 oz. silver = $TX 2.00)
Military:	**United States**
Military Branches:	Army, Navy and Rangers
Standing Forces:	Approximately 600 Rangers
Transnational Issues:	**United States**
Disputes – International:	Official demarkation and ownership of the Santa Fe trail remains an open issue with the United States. Texas has allowed its Rangers to operate as lawmen within Nuevo México due to general lawlessness. México strongly disputes their authority but is powerless to contend their presence or to properly administer the district.
Alliances:	Texas is aligned with the United Kingdom and dependant upon the Royal Navy to ensure the neutrality of the Guf of Mexico.

dents of Louisiana revolted against their government in Richmond and sought to join Texas instead of simply turning over New Orleans and its surrounding territory to the French. The Confederate government sent troops to quell the disturbances but they were met by the texican volunteers. These former brothers-in-arms now saw an opportunity to bears arms for their own nation, the Republic of Texas. The Cajun Wars (really just a collection of small skirmishes and guerilla activity) pitted these Texicans against Confederate troops from Arkansas and Mississippi as well as French regulars. After four months, the war weary and bankrupt Richmond administration succumbed to the insurrection and agreed to the partition of Louisiana along the Mississippi River.

Foreign observers remark that Texas is probably the most truly "American" of the three English-speaking nation states on the North American continent. Founded by frontiersmen and barely thirty years old, Texas does not have an entrenched upper class. Societal standing is extremely fluid allowing the energetic young man plenty of room to better himself and improve his lot in life. Merit is the most important determiner of social standing and Mexican born Texicans are accorded much the same opportunities as Anglos. In all strata of society, one is equally likely to encounter individuals with Spanish surnames as British ones.

Texicans on the whole are brash and forthright and not given to mincing words. Even their leaders are unusually outspoken.

As a young nation, their world view is disproportionately shaped by recent events. While many Texicans had felt a bond of kinship with the Confederacy, the frontier war with that nation has soured that bond in favor of a heightened sense of Texican unity. If anything, these two nations are now rivals, though many have not yet come to see that fact.

The discovery of gold and silver west of the Rio Grande has sparked Texicans' interest in expansion. To them, the lands of the Shattered Frontier lie wholly within Texas' sphere of influence (despite the fact that it is Mexican territory). The general lawlessness of the region, due in large part from inattention by México, has prompted Washington to deploy several units of Texas Rangers within the territory, nominally to protect the property and persons of its settler communities. However, they are almost uniformly recognized as the de facto authority by non-Texicans as well, for they provide the only organized policing force within the frontier and serve to check the activity of hostile Indian tribes.

Territorial claims by the CSA west of the Rio Grande have sparked a diplomatic row between the two nations. The Texican legislature has reacted to these turns of events by encouraging the growth of towns such as Santa Fe, Albuquerque and El Paso on their western frontier and unofficially sponsoring settlement throughout Nuevo México. No official move has yet been made to recognize these towns, as Washington does not wish to provoke a war with France, the real power behind Emperador Maximiliano I De México and possessor of a formidable force in nearby New Orleans. Rather, the Texicans are laying the groundwork for an eventual fait de accompli when their settlements and substantive governance of the region will allow the entire frontier to be annexed at the stroke of a pen.

A large factor in Washington's reticence to risk war is her lack of a standing army. From the earliest days of the Republic, the nation has encountered difficulties with rogue generals. Since President Huston furloughed the standing army in 1836, Texas has depended upon the Rangers and militia units to defend her territory. This practice has served her well, for the militia is unusually capable and experienced. Nonetheless, it is not an offensive force and its efficacy if used in that role is questionable.

Cotton continues to be the major driver of the Texican economy. However, the reentry of the Confederate States of America into the world cotton market has caused prices to fall from their artificially high war years prices. This has caused an economic recession in the Lone Star Republic and forced many marginal growers to seek alternative means of making a living. Many of these people (farmers and their hired hands) have left the gulf coast in search of better opportunities in the sparsely populated western expanses of the country.

The national government has actively, though not officially, encouraged many of its citizens hurt by the cotton crash to migrate to the west. Migrants are given free passage to Santa Fe or Albuquerque and the opportunity to be given title to land there simply by occupying and improving it for a period of two years. Of course, much of this land is barely arable and many of the settlers quickly abandon the thought of settling down in favor of seeking their fortune in the Shattered Frontier – all with a nod and wink from Washington.

Texas is still economically immature. Her natural resources are not comparable to that of the United States or the United Kingdom nor does she possess the dense urban settlements necessary for industrialization. She is dependant on those nations for most manufactured goods yet maintains a net surplus balance, such is the quantitative robustness of Texas' farms and ranches.

United States



Despite her loss in the War for Southern Independence, the United States remains far and away the most powerful nation in North America. Some even argue that the secession of her agrarian south may have been a boon, in that it hastened the transition to an industrial economy by severing the ties to her agrarian past.

Whatever the truth of the matter, there can be no question that the United States more closely resembles the economies of Northern Europe in rates of urbanization and proportion of the workforce engaged in industry than any other New World nation. The city of Pittsburgh is a rival to Sheffield and Dortmund as a principal manufacturer of steel, and a dense network of rail lines links the the southern Great Lakes and Ohio river valley to the northeast.

The loss of southern agricultural areas has focused development on the vast central and western plains. Though not as lucrative as cotton, tobacco and sugar, corn and wheat production have been far more amenable to mechanization, and so this traditional sector of the economy has benefitted greatly from industrialization and now produces a consistent surplus.

The United States does, however, face several challenges. Relations with her southern neighbor have not improved appreciably since the conclusion of the war. This may in large part be attributed to captured territory in the former western theater that the United States has refused to relinquish. Maintaining control of this territory and the construction of the "Scott Line" of fortifications on Pennsylvania's southeastern border has required a peacetime army of such magnitude that the U.S. is hard pressed to maintain it from a conscription resistant populace. The western territories are under-garrisoned and Federal Cavalry is often unable to effectively blunt the many warlike Indian Nations living therein or to decidedly eject Mormon settlements.

The United States has come of age on the international stage and is recognized as a peer among the great nations of Europe. She has strong financial ties with Britain owing to the relative immaturity of her banking system. British neutrality in the War of Southern Independence also served to mollify the ill-will resulting from the Aroostook War. French involvement on the side of the Confederacy has imbued a deep seeded resentment and the U.S. holds her as an enemy. An alliance with France's bitter rival, Prussia, was a natural outgrowth.

A long period of inward looking consolidation under the Douglass presidency has given way to a more expansionist mood under the Republican Colfax. Though unwilling and likely unable to engage in a war with México, the U.S. eyes the rich mineral wealth lying south of her western territories. With knowledge that both Texas and the CSA are casting equally envious glances at México's northern districts, the U.S. has encouraged settlement with the promise of full recognition of the rights and privileges of any of its citizens settling in the ambiguous western reaches of the Colorado and Arapahoe territories.



At a Glance...

Geography:	United States
Location:	Central North America, bordering both the Atlantic and Pacific Oceans,
Area:	2,172,973 square miles
Border Countries:	Confederate States of America, Republic of Texas, Nation of Sequoyah, México, Dominion of Canada, other British North American possessions north of Columbia River or 48th parallel
Climate:	Temperate east of Mississippi River, semi-arid in western territories, wet but mild along Pacific coast
Terrain:	Low mountains along eastern seaboard, vast central plain rising to rugged mountains in west
Natural Resources:	Coal, iron, timber, precious metals, vast fertile central plain

People:	United States
Population:	28,787,101
Nationality:	American
Ethnic Groups:	White 96%, Black 3.5%, Amerindian 0.5%
Religions:	Protestant 93%, Roman Catholic 6%, Jewish 0.4%
Languages:	English 85%, German 12%

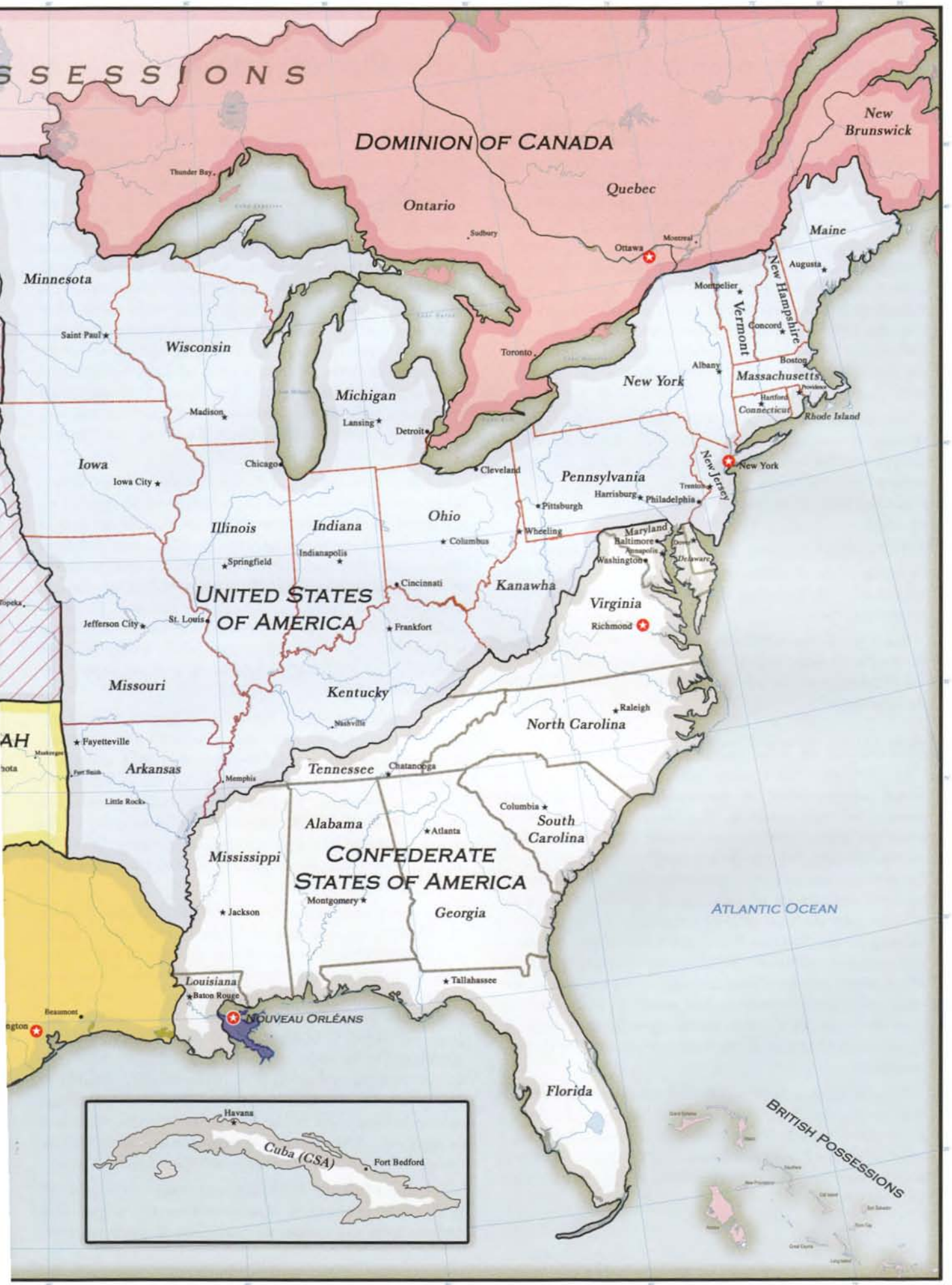
Government:	United States
Country Name:	United States of America
Government Type:	Federal Republic
Capital:	New York City
Administrative Districts:	22 States and 11 territories
Independence:	July 4, 1776 from Kingdom of Great Britian
Chief of State:	President Schuyler Colfax

Economy:	United States
Economic Overview:	The United States, with its unparalleled advantages in raw materials, population and technology is unquestionably the leading economic power in the Americas.
Exports:	Manufactured goods and equipment, cereal grains, processed meats, textiles
Currency:	US Dollar (1 oz. gold = $US 20.67) (1 oz. silver = $US 1.29)

Military:	United States
Military Branches:	Army, Navy and Marine Corps
Standing Forces:	Approximately 250,000

Transnational Issues:	United States
Disputes – International:	Simmering tensions with Confederate States of America and France, claims all pre-war territory of Maryland, Delaware and Dictrict of Columbia, dispute with Deseret over infringing claims in Oregon Territory, dispute with Texas over ownership and demarkation of the Santa Fe trail
Disputes – National:	Conflict periodically erupts with the Native Peoples of the territories
Alliances:	Aligned with Prussia against France, non-belligerency pact with Britian


Vancouver
Victoria
BRITISH P
UNORGANIZ
TERRITOR
Montana
Territory
Oregon
Territory
U.S. TERRITORIES
Wyoming
Territory
Ogallala
Territory
Nebra
Territ
California
Great Salt
Lake City
Brigham City
Ogden
Provo
DESERET
Alta California
San Francisco
New Jordan
Colorado
Territory
Denver City
Pueblo
Arapahoe Territory
Baha
California
Nuevo México
Santa Fe
Albuquerque
Tucumcari
Amarillo
San Diego
Tijuana
Roca Socorro
Lubbock
PACIFIC OCEAN
MÉXICO
Apache Rock
Las Cruces
El Paso
Carlsbad
Ciudad Juarez
REPUBLIC
OF
TEXAS
Nogales
Sonora
Nuevo Casas Grandes
Nogales
Chihuahua
Chihuahua
San Antonio
Piedras Negras
Melchor Muzquiz
Laredo
Hidalgo Del Parral
Coahula
Sinalda
Durango
Nuevo
Leon
Zacatecas
Tamaulip
0
125
250
375
500
Miles


SESSIONS
DOMINION OF CANADA
New Brunswick
Thunder Bay
Ontario
Quebec
Sudbury
Ottawa
Montreal
Maine
Augusta
Minnesota
Saint Paul
Wisconsin
Montpelier
Vermont
New Hampshire
Concord
Toronto
Albany
Boston
New York
Massachusetts
Michigan
Madison
Lansing
Detroit
Hartford
Connecticut
Providence
Rhode Island
Iowa
Iowa City
Chicago
Cleveland
New Jersey
New York
Pennsylvania
Trenton
Harrisburg
Philadelphia
Pittsburgh
Illinois
Indiana
Ohio
Wheeling
Maryland
Baltimore
Annapolis
Washington
Delaware
Springfield
Indianapolis
Columbus
Cincinnati
Kanawha
UNITED STATES OF AMERICA
Virginia
Richmond
Jefferson City
St. Louis
Frankfort
Missouri
Kentucky
Nashville
Raleigh
North Carolina
Fayetteville
Arkansas
Memphis
Tennessee
Chatanooga
Little Rock
Columbia
South Carolina
Alabama
Atlanta
Mississippi
CONFEDERATE STATES OF AMERICA
Montgomery
Jackson
Georgia
ATLANTIC OCEAN
Louisiana
Baton Rouge
Tallahassee
Beaumont
NOUVEAU ORLÉANS
Florida
Havana
Cuba (CSA)
Fort Bedford
BRITISH POSSESSIONS

Chapter 6.1 | History of the Shattered Frontier

The dissolution of the American Republic had its roots in the Industrial Revolution. Though there had been regional sparring in the nascent democracy dating back to colonial times, the economic changes brought on by industrialization served to divide the country on a latitudinal axis. Northern factory owners and, to a lesser degree, their workers demanded tariff barriers to protect their fledgling enterprises from ruinous competition with Great Britain's established manufacturers. Southerners by contrast depended on a cash crop for their livelihood and saw protectionism as wholly undesirable in two regards. Retaliatory tariffs would reduce the profitability of their key export, cotton, while simultaneously raising the price of manufactured goods.

Intertwined in this growing estrangement was the question of labor, or more directly the South's 'peculiar institution' of slavery. As the nation matured economically, European demand for raw cotton increased exponentially. Free men could not hope to compete with the virtually uncompensated labor.

The political bickering that ensued from the time of the founding of the republic until the 1830s has been well documented by other scholars and to rehash it here would serve no good purpose.

Many of the key events that would shape the political map of the North American continent and, in so doing, lead to the dissolution of the American Republic, occurred outside the borders of the young nation.

THE BIRTH OF THE LONE STAR REPUBLIC

In 1804, the United States Senate ratified the treaty by which America would take possession of the French possessions to her west known as "Louisiana." This was not, as some now assume, without controversy. The matter so infuriated Federalists (who publicly fretted about war with Spain but privately feared loss of political influence once the vast territory was brought into the Union) that they went so far as to plot the secession of New England and New York and offering Aaron Burr the Presidency of the new confederation. Although Alexander Hamilton wisely put an end to his fellow party members' machinations, it was at a dear personal and political cost. Hamilton would die that same year in a duel with Burr, while the secessionist seeds sown in Boston would blossom in southern soil less than three score years hence.

Prior to 1804, a small number of American traders, outlaws, and settlers had ventured to the area near the Sabine River called Tejas by Spain. After the Louisiana Purchase, a steady stream of migrants began to join them. Numbered among these newcomers were soldiers of fortune called filibusters.

Unfortunately, the western and southern boundaries of Louisiana were never officially delineated by Napoleon, for he did not wish to instigate a diplomatic row with the Spanish crown that he was courting as an ally. The Louisiana Purchase thus led to a dispute between the United States and Spain over the boundaries of the area the former had bought. The United States claimed that it stretched all the way to the Rio Grande and the Rocky Mountains. This was wholly unacceptable to Spain, as it would mean all of Tejas and half of Nuevo Mexico, both Spanish colonies, would fall under it. There was also disagreement about the ownership of West Florida, a strip of land between the Mississippi and Perdido Rivers. The United States claimed it too was included in the purchase; Spain insisted it was not, and that east of the Mississippi only the city of New Orleans belonged to Louisiana.

Spanish authority over Nueva España (as her North American colonies were known) would soon be assailed on two fronts. In 1810, after a revolt in West Florida, the United States annexed the region between the Mississippi and Pearl Rivers. Later that year, a series of rebellions were instigated by Miguel de Hidalgo y Costilla, a priest of Spanish descent. Though he was eventually captured and executed, Hidalgo's leadership began a war of independence that culminated on September 27, 1821, when the rebel leader Vicente Guerrero and the royalist Agustin de Iturbide signed the Treaty of Cordoba.

The Spanish settlers of Tejas, called Tejanos, were struggling economically. One of their grievances was that many of them earned livings by domesticating wild mules and mustangs and then selling them in the neighboring Louisiana Territory. However, the Spanish crown had recently declared all wild animals to be the property of the crown, making this practice illegal. Around 1811 the Tejanos, with ample prodding from the American filibusters, finally joined the rebellion.

José Bernardo Gutiérrez de Lara and Augustus William Magee, with the tacit support of the United States, organized an expedition of about 1,400 men composed of Anglos, Tejanos, Indians, and former royalists to wrest Texas from Spain. Adopting a "Green Flag" for a banner, the Republican Army of the North crossed from Louisiana into Texas on August 7, 1812, and soon captured several towns including San Antonio, where a declaration of independence was proclaimed on April 6, 1813. This first republic of Texas, however, was short-lived, for Joaquín de Arredondo, commandant-general of the Provincias Internas, organized an army of 1,830 men and in August marched them from Laredo toward San Antonio to quash the rebellion.

The decisive Battle of Medina was fought on August 18, 1813. Under pressure by Tejanos who wanted to spare San Antonio from the ravages of battle, the Republican Army

opted to meet the Royalist army south of the city. They encamped about six miles from Arredondo's forces and planned to ambush the royalists as they traveled through a defile along the Laredo road. The next morning, however, Royalist scouts encountered the Republicans and lured them into an ambush in a dense oak forest where they had prepared breastworks on favorable ground. After a furious four-hour battle, the Republicans broke ranks and ran. The Royalists lost only fifty-five men. Arredondo subsequently established martial law in San Antonio and severely punished the rebels and their families. One of Arredondo's more notable subordinates was Lt. Antonio López de Santa Anna, who would return to Texas with another army twenty-three years later.

Having given up on attempts to wrest Tejas from Spain by force, the United States resolved its territorial claims with Spain through the 1819 Adams-Onís Treaty in 1819. The treaty provided for the cession of Florida to the United States for payment of $5 million and established the border between Spanish and American lands westward to the Pacific – specifically along the Sabine, Red and Arkansas Rivers and the 42nd parallel. Under its terms, the United States gave up its claim to Texas, and Spain gave up its claim to the Columbia River basin in the Oregon Territory.

After Mexican independence, new immigrants from the United States, many who had been ruined in the Panic of 1819, settled in the Mexican state of Coahuila y Tejas, often with generous land grants from the young Mexican government. Most were grateful to Mexico for the opportunity to make a fresh start. The majority of Texans, for the new American colonists outnumbered the native Tejanos, immigrated under the auspices of Mexican Constitution of 1824. Under that covenant, Mexican citizens enjoyed a republican form of government with most of the power of government residing at the departmental [state] and local levels. Relations between the American settlers and their Mexican hosts would begin a precarious downward slide in April 1830 when the Mexican government forbade further immigration from the United States.

Mexican federalists had plenty of reasons to mistrust their northern neighbors. They recalled the filibusters' attempt to secure Texas for the United States. Mexican Secretary of State Lucas Alamán expressed such concern succinctly. "Where others send invading armies," he groused, "[the Americans] send their colonists." He understood that American newspapermen wrote incendiary articles calling for the occupation of Texas. He knew that in 1829 President Andrew Jackson had dispatched the brutish Anthony Butler to Mexico with an offer to buy Texas. He was also aware that Americans almost constantly spoke of the "reannexation of Texas," a belief that Texas should have been a part of the Louisiana Purchase owing to the short lived La Salle colony of 1685. Little wonder then that Mexican federalists viewed the colossus to the north and its wayfaring citizens as a threat to Mexican nationhood.

As if to validate Alamán's concerns, the Battle of Velasco (June 26, 1832) witnessed the first bloodshed in the forthcoming war between Tejas and Mexico. Domingo de Ugartechea, the Mexican commander of a fort at Velasco, attempted to block attempts by the Texans to transport a cannon for what he believed was possible use against Mexican forces at nearby Anahuac. After several days of fighting, the Texans prevailed when the Mexicans surrendered after exhausting their ammunition. Under the provisions of a hastily negotiated truce, Ugartechea and his soldiers were allowed to return to Mexico. When Mexican officials dismissed the Mexican commander at Anahuac, singularly the cause for the Texican's frustration with Mexican authorities in the area, tensions apparently eased. The Texicans, however, soon began to take a political tact that would provoke further violence.

The Convention of 1833 was a gathering of politicians and leaders of the state of Coahuila y Tejas in San Felipe on April 1, 1833. It was a successor meeting to the Convention of 1832, whose reforms had been rejected by the Mexican government. The volatile William H. Wharton presided over the meeting, which was attended by numerous regional leaders, including Sam Houston and Stephen F. Austin. The convention's agenda mirrored the Convention of 1832, with the exception of the addition of a draft constitution (patterned after that of the United States) to be submitted to the Mexican congress. Austin traveled to Mexico City to present the petitions to the government. After some initial success in his negotiations, Austin came to an impasse and was imprisoned in early 1834 without any specific charges.

When Antonio López de Santa Anna revoked the Constitution of 1824 and declared himself dictator in 1835, many concluded that liberalism and republicanism in Mexico were dead. Norteamericano colonists considered themselves bound to the old constitution and unsurprisingly dissension and discord mounted.

They were not, however, alone. Many Federalistias – Mexicans loyal to the Constitution of 1824 – also took up arms to resist Santa Anna's tyrannical regime. The revolt that began near Gonzales in October 2, 1835, was a civil war – not a bid for complete separation from Mexico. Both Anglo-Texans and the native Tejanos fought for self-government within the federalist system created by the Constitution of 1824.

On November 3, 1835 a meeting was held to consider options for more autonomous rule for Texas. The "Consultation" drafted a document known as the "Organic Law", outlining the organization and functions of a new "Provisional Government". Texan leaders squashed any mention of independence, fearing that such remarks might alienate Mexican federalists. They were, however, disappointed when Federalists from the interior did not rush north to Texas to take up the struggle and so independence began to be openly spoken of.

Stephen Austin was a firebrand in the cause of Texas and leader of the independence faction. In a rambling letter dated January 7, 1836, he neatly summed up the situation.

"I go for Independence for I have no doubt we shall get aid, as much as we need and perhaps more - and what is of equal importance - the information from Mexico up to late in December says that the Federal party has united with Santa Anna against us, owing to what has already been said and done in Texas in favor of Independence so that our present position under the constitution of 1824, does us no good with the Federalists, and is doing us harm in this country, by keeping away the kind of men we most need[.] [W]ere I in the convention[,] I would urge an immediate declaration of Independence - unless there be some news from the [Mexican] interior that changed the face of things - and even then, it would require very strong reasons to prevent me from the course I now recommend."

When the well respected Stephen Fuller Austin spoke, Texans listened. Now nearly all of them believed that their best hopes for the future rested on complete separation from Mexico.

Texas leaders understood that they could not win the war alone. If Mexican federalists would not lend a hand, they must enlist assistance from the United States. They were not so naïve as to believe that President Jackson would risk an international incident by openly supporting the Texas rebels against Mexico. They did, however, hope to enlist the support of individual Americans who believed in their cause. The ad interim government dispatched Branch T. Archer, William H. Wharton, and Stephen F. Austin to the United States to solicit men, money, supplies, and sympathy for the Texas cause. At New Orleans, in early January of 1836, the agents found enthusiastic support, but advised that aid would not be forthcoming so long as Texans squabbled over whether to sustain the Mexican constitution.

Southerners wholeheartedly embraced the Texicans' cause for they anticipated that an independent Texas would remain so for only a few months before entering the union as a slave state. At the time, the United States had an equal number of free and slave states. Since both free and slave states voted as a block, it created a legislative gridlock with neither side being able to gain advantage. Southerners believed that adding Texas to the block of slave states would tilt the congressional balance of power in their favor. Such was the strength of their conviction that many Southerners

BATTLES FOR INDEPENDENCE

The Texican insurgency was of vital concern to Santa Anna and he aimed to personally deal a final crushing blow to the Noteamericanos. In the spring of 1836, he led a force of several thousand Mexican troops northward. They first entered San Antonio and defeated a Texican force at the Battle of the Alamo, and then shortly afterwards defeated a second Texican force near Goliad. Most of the captured men, over 350 all told, were considered outlaws and put to death.

Sam Houston, newly in command of the remaining Texican army, initially retreated east towards the Sabine River, the border with the United States, where a Federal army had assembled to protect Louisiana in case Santa Anna tried to invade the United States after quelling the rebellious Texicans. However, at the urgent coaxing of his civilian masters, Houston turned to the southeast to act as a blocking force lest the Mexicans capture the nascent Texican government.

Santa Anna had been pursuing Houston and devised a trap in which three columns of Mexican troops would converge on Houston's force and destroy it. However, the overconfident General committed a strategic error by diverting one column to attempt to capture the provisional government, and a second one to protect his supply lines. Santa Anna's remaining forces caught up to Houston on April 19 near Lynch's Ferry.

Believing Houston to be cornered, Santa Anna decided to rest and reorganize his army and attack in force on April 22.

On the morning of April 21, Houston decided to launch a surprise attack that afternoon with his army of roughly 800 men, concerned that Santa Anna might use the extra time to concentrate his scattered army which already numbered about 1,400. The assault was a dangerous endeavor as it would be made over open ground where the Texican infantry would be exposed to Mexican volley fire. However, Santa Anna made another crucial mistake—during his army's afternoon siesta, he failed to post sentries or skirmishers around his camp.

At 4:30 p.m. on April 21, after a scout relayed the burning of Vince's Bridge (cutting off the primary avenue of retreat for both armies), the main Texican battle line moved forward. They moved quickly and silently across the high-grass plain, and then, when they were only a few dozen yards away, charged Santa Anna's camp shouting "Remember the Alamo!" and "Remember Goliad!," only stopping a few yards from the Mexicans to open fire. Santa Anna's army was composed of professional soldiers who were trained in European fashion to fight in ranks, exchanging volleys with opponents employing similiar tactics. They were not trained for hand-to-hand skirmishing and many were also ill-prepared and unarmed at the time of the sudden attack.

Hundreds of the demoralized and confused Mexican soldiers routed, and many ran into the marshes along the river. Some of the Mexican army rallied and futilely attempted to push the Texans back, but to no avail. General Juan Almonte, commanding what was left of the organized Mexican resistance, soon formally surrendered his remaining men. The rest of Santa Anna's once-proud army had disintegrated into chaos.

During the short but furious engagement Santa Anna escaped. In a mere 18 minutes of combat, the Texican army had killed about 630 Mexican soldiers, wounded 208 and taken 730 prisoners.

Santa Anna was captured the following day. He attempted to disguise himself by shedding his ornate general's uniform and was initially thought to be an ordinary soldier. However, when placed with other captured soldiers, he was enthusiastically saluted as "El Presidente," and his true identity was revealed. Houston spared his life, preferring to negotiate an end to the overall hostilities and the withdrawal from Texas of Santa Anna's remaining columns.

Texican independence was a *fait accompli*, although Mexico did not officially recognize it until years later.

enlisted in the Texican army as organized regional units, the Kentucky Rifles and New Orleans Greys most notably.

In March of 1836, a constitutional convention was convened. This convention, held at Washington, was quite different from the acquiescent Consultation of the previous year. The convention delegates knew they must declare independence or submit to Mexican authority. If they chose independence, they had to draft a constitution for a new nation, establish a strong provisional government, and prepare to combat the Mexican armies invading Texas.

On March 1, George C. Childress, who had recently visited President Jackson in Tennessee, presented a resolution calling for independence. At its adoption, the chairman of the convention appointed Childress to head a committee of five to draft a declaration of independence. When the committee met that evening, Childress drew from his pocket a statement he had brought from Tennessee that followed the outline and main features of the United States Declaration of Independence. The next day, March 2, the delegates unanimously adopted Childress's suggestion for independence. Ultimately, fifty-eight members signed the document. Thus was born the second Republic of Texas. David G. Burnet was chosen as interim President of the Republic. Sam Houston, a former United States congressman and governor of Tennessee and a close friend of Andrew Jackson, was chosen commander-in-chief of the revolutionary army and left the convention early to take charge of all troops in the field-militia, volunteers, and regular army enlistees.

With news that the Alamo had fallen and Mexican armies were marching eastward, the convention hastily adopted the constitution, signed it, and elected an ad interim government. The delegates then quickly abandoned Washington. The government officers, learning that Houston's army had crossed the Colorado River on March 17 and was retreating eastward, fled to Harrisburg and then to Galveston Island. With news of the Texan victory at San Jacinto, the Burnet government hastened to the battlefield and began negotiations to end the war. On May 14 at Velasco, Texas officials had Santa Anna sign two treaties, one public and one secret. The public treaty ended hostilities and restored private property. Texan and Mexican prisoners were to be released, and Mexican troops would retire beyond the Rio Grande. By the terms of the secret treaty, Texas was to take Santa Anna to Veracruz and release him. In return, he agreed to seek Mexican government approval of the two treaties and to negotiate a permanent treaty that acknowledged Texas independence and recognized its boundary as the Rio Grande. However, word soon reached Texas that the Mexican Congress had repudiated Santa Anna, rejected his treaties, and ordered the war with Texas to continue.

Seeking Recognition

Two days after the constitutional convention adjourned, interim President Burnet sent George Childress and Robert Hamilton, probably the wealthiest man in Texas, to Washington to seek recognition of the new republic. These two men joined the three agents (Austin, Archer, and Wharton) already there. Childress and Hamilton met with Secretary of State John Forsyth, but they carried no official documents to prove that Texas had a de facto government, and therefore he refused to negotiate. In May Burnet recalled all the agents and appointed James Collinsworth, who had been Burnet's secretary of state from April 29 to May 23, and Peter W. Grayson, the attorney general, to replace them. They were instructed to ask the United States to mediate the hostilities between Texas and Mexico and obtain recognition of Texican independence. They also were to stress the republic's interest in annexation.

During the summer of 1836, U.S. President Andrew Jackson sent Henry M. Morfit, a State Department clerk, as a special agent to Texas to collect information on the republic's population, strength, and ability to maintain independence. In August, Morfit filed his report. He estimated the population at 30,000 Anglo-Americans, 3,478 Tejanos, 14,200 Indians, of which 8,000 belonged to civilized tribes that had migrated from the United States, and a slave population of 5,000, plus a few free blacks. The population was small, Texas independence was far from secure, the government had a heavy debt, and there was a vast tract of contested vacant land between the settlements and the Rio Grande. Morfit advised the United States to delay recognition. In his annual message to Congress on December 21, 1836, Jackson cited Morfit's report and stated that the United States traditionally had accorded recognition only when a new community could maintain its independence. Texas was threatened by "an immense disparity of physical force on the side of Mexico," which might recover its lost dominion. Jackson left the disposition of the matter to Congress.

By July, Burnet and his cabinet began preparations for the transition to a permanent government. The ad interim president called an election for the first Monday in September 1836 to set up a government under the constitution. The voters were asked to (1) approve the constitution, (2) authorize Congress to amend the constitution, (3) elect a president, other officers, and members of Congress, and (4) express their views on annexation to the United States.

The choice of a president caused concern. Henry Smith, formerly governor of Texas prior to the Convention of 1836, became an unwilling candidate after being nominated by associates of his. Stephen F. Austin also entered the race, but he had accumulated enemies because of the land speculations of his business associates. Eleven days before the election, Sam Houston finally bowed to pressure and announced his candidacy.

On election day, September 5, Houston received 5,119 votes, Smith 743, and Austin 587. Houston received strong support from the army and from those who believed that his election would ensure internal stability and hasten recognition by world powers and early annexation to the United States. He was also expected to stand firm against Mexico and seek recognition of Texas independence. The people

voted overwhelmingly to accept the constitution and to seek annexation, but they denied Congress the power of amendment.

The First Texas Congress assembled on October 3, 1836. It consisted of fourteen senators and twenty-nine representatives. The next day ad interim President Burnet delivered a valedictory address. He urged Congress to authorize land grants to the veterans of the revolution and reminded his listeners that the national debt stood at $1,250,000. On October 22 Houston took the oath of office as president before a joint session of Congress. In his inaugural, he stressed the need for peace treaties with the Indians and for constant vigilance regarding "our national enemies – the Mexicans." He hoped to see Texas annexed to the United States. Houston requested the Senate to confirm his cabinet appointments. He named Stephen F. Austin to be secretary of state; Henry Smith, secretary of the treasury; Thomas J. Rusk and Samuel Rhoads Fisher secretary of war and secretary of the navy, respectively; and James Pinckney Henderson, attorney general.

On December 19, 1836, the Texas Congress unilaterally set the boundaries of the republic. It declared the Rio Grande to be the southern and western boundary, even though Mexico had refused to recognize Texas independence. The eastern border with Louisiana presented problems. Houston took up the matter with the United States through diplomatic channels, and a treaty was signed in Washington on April 25, 1838, which provided that each government would appoint a commissioner and a surveyor to formally demark the boundary.

National defense and frontier protection were paramount to Texans. Threats of a Mexican invasion and the fear of Indian raids kept the western counties in turmoil. Congress passed several acts dealing with frontier defense. In December 1836, it authorized a military force of 3,587 men and a battalion of 280 mounted riflemen, and appropriated funds to build forts and trading posts to encourage and supervise Indian trade. In case of a Mexican invasion, Congress empowered Houston to accept 40,000 volunteers from the United States. President Houston took a more practical view of the situation. He downplayed Mexican threats, labeling them braggadocio and bombast. If the enemy invaded, he reasoned, Texans would rush to defend their homes. Ranger units on the frontier could handle the Indian situation. Houston's primary concern was to negotiate treaties with the Indians ensuring fair treatment.

As for the army, Houston feared that Felix Huston, the commander and a military adventurer, might commit a rash act. He was proven correct. Huston came to Houston and raised a clamor for a campaign against Mexico. Houston treated him cordially, but promptly ordered acting secretary of war William S. Fisher to furlough three of the four army regiments. The remaining troops were gradually disbanded. Houston planned to depend for defense on the militia, ranger companies, and troops called for special duty.

Houston dispatched William H. Wharton to Washington D.C. with instructions to seek recognition on both de jure and de facto grounds. If Wharton succeeded he would present his credentials as minister. Memucan Hunt soon joined him. They reported that Powhatan Ellis, United States minister to Mexico, had arrived in Washington and stated that Mexico was filled with anarchy, revolution, and bankruptcy. It would be impossible for her to invade Texas. France, Great Britain, and the United States were clamoring for the payment of claims of their citizens against Mexico. On March 1, 1837, the United States Congress, receiving memorials and petitions demanding the recognition of Texas independence, passed a resolution to provide money for "a diplomatic agent" to Texas. Jackson signed the resolution and appointed Alcée Louis La Branche of Louisiana to be chargé d'affaires to the Republic of Texas. The United States Congress adjourned on July 9, 1838, without acting upon the question of annexation.

Houston replaced Wharton with Anson Jones, a member of the Texas Congress. Jones had introduced a resolution urging Houston to withdraw the offer of annexation, saying that Texas had grown in strength and resources and no longer needed ties with the United States. In Washington D.C. on October 12, 1838, Jones informed Secretary Forsyth that Texas had withdrawn its request for annexation. The issue lay dormant for several years.

In the fall of 1838, Houston sent James Pinckney Henderson abroad to seek recognition of Texas by England and France. The withdrawal of the annexation proposal in Washington helped facilitate his mission. France, currently at war with Mexico, readily signed a treaty on September 25, 1839 recognizing Texican independence. England, in spite of slavery in the young republic and her desire to see the abolition of slavery worldwide, could not stand idly by and see France gain influence and trade privileges in Texas. Also, since she had just settled the Maine and Oregon boundary issues in the Aroostook War with the United States, recognition of Texas would be unlikely to provoke a diplomatic row. In the fall of 1840, Lord Aberdeen announced that Her Majesty's government would recognize Texican independence, and on November 13-16, three treaties were signed that dealt with independence, commerce and navigation, and suppression of the African slave trade. A month earlier, on September 18, Texas had concluded a treaty of amity, commerce, and navigation with the Netherlands. Houston named Ashbel Smith minister to Great Britain and France and sent James Reily to represent Texas in Washington, D.C. He instructed both men to urge the three nations to exert pressure on Mexico for peace and recognition.

Toward the end of Houston's term as President (Presidents of the republic could not succeed themselves) Lamar announced his candidacy. Houston supporters tried to get Rusk to run, but he refused. They next endorsed Peter W. Grayson, the attorney general, who had worked in Washington, but on his way back to Texas, Grayson com-

mitted suicide. The Houstonites then approached Chief Justice James Collinsworth, but in late July he fell overboard in Galveston Bay and drowned. Lamar campaigned on a promise to remedy the mistakes of the Houston administration and easily won by a vote of 6,995 to 252 over the relatively unknown state Senator Robert Wilson. David Burnet, the former ad interim president, was elected vice president. At the Lamar inaugural in Houston on December 10, Houston appeared in colonial costume and powdered wig and gave a three-hour "Farewell Address." Algernon P. Thompson, Lamar's secretary, reported that the new president was indisposed and read his inaugural remarks.

In his message to the Texas Congress on December 21, President Lamar spoke against annexation. He saw no value in a tie with the United States and predicted that Texas would someday become a great nation extending to the Pacific. He urged that the municipal code be reformed to consolidate Mexican and United States law in the republic. He also wanted increased protection for the western frontier. Lamar recommended the building of military posts along the borders and the formation of a standing army capable of protecting the nation's borders. He promised to prosecute the war against Mexico until she recognized Texas independence. He also stated that Texas needed a navy to protect its commerce on the high seas and urged legislation to reserve all minerals for government use as well as a program to turn them to the advantage of the nation. Lamar favored continuing the tariff, but hoped some day to see Texas ports free and open. Congress responded to his message by authorizing a force of fifteen companies to be stationed in military colonies at eight places on the frontier. Congress also set aside $5,000 to recruit and maintain a company of fifty-six rangers to patrol the Rio Grande from El Paso to Santa Fe and three mounted companies for immediate service against the hostile Apache Indians.

At the beginning of the Lamar administration, Mexico was temporarily distracted. Because of unresolved French claims, the French Navy had blockaded the Mexican coast and shelled and captured Veracruz. The Centralist Mexican government also faced a revolt by Federalists in its northern states. Tension increased when Lamar threatened to launch an offensive against Mexico if that nation refused to recognize Texas independence. Texan military units crossed the Rio Grande and joined the Mexican Federalists, ignoring Lamar's call to return. In February 1839 Lamar increased the pressure on Mexico. He appointed Secretary of State Bee minister extraordinary and plenipotentiary to Mexico to request recognition of Texas independence and to conclude a treaty of peace, amity, and commerce. Bee also was to seek an agreement fixing the national boundary at the Rio Grande from its mouth to its source. If Mexico refused these requests, Bee would offer $5 million for the territory that Texas claimed by the act of December 19, 1836, territory that lay outside the bounds recognized by Mexican law. When Bee reached Veracruz, the French had withdrawn and the Centralists were strengthening their position. However, Juan Vitalba, a secret agent of Santa Anna who was serving temporarily as president, made overtures and hinted at possible negotiations. Lamar asked James Treat, a former resident of Mexico who knew Santa Anna and other Mexican leaders, to act as a confidential agent and attempt negotiations. Unfortunately, Treat reached Veracruz on November 28, 1839 just as the Federalists and their Texican allies approached the gates of Matamoros. The alliance between the rogue Texicans and the Federales blocked his plans. When Treat proposed an extended armistice to the Mexican minister of foreign affairs a year later, he was again ignored.

A Mexican invasion of Texas was now rumored. General Felix Huston proposed sending an expedition of 1,000 men into Chihuahua, believing the move would force any Mexican army that crossed the Rio Grande downstream to withdraw. Congress did not concur with this plan, however, and in March 1841 Lamar appointed James Webb, former attorney general, to replace Bee as secretary of state and sent him to Mexico with another peace proposal. Webb was denied permission to land at Veracruz. Slighted by this affront, the President on June 29 recommended that Texas recognize the independence of Yucatán and Tabasco and join in a declaration of war against Mexico. Lamar also urged attention to the upper part of the Rio Grande. The Fifth Congress agreed to finance an expedition to establish Texican authority over its far-western claims.

Lamar believed that Texas must extend its authority over its western claims and divert a portion of the Santa Fe -St. Louis trade through its ports. He also sought to encourage the 80,000 inhabitants of Nuevo Mexico to sever their ties with Mexico and turn to Texas. If the United States took control of Nuevo Mexico, it could extend its influence to the Pacific and supercede Texican claims by force of arms.

On June 20, 1841, a large caravan, officially designated the Santa Fe Pioneers, left the Austin vicinity. Dr. Richard F. Brenham, William G. Cooke, and José Antonio Navarro traveled along as commissioners to treat with the inhabitants of Nuevo Mexico. Gen. Hugh McLeod commanded a military escort of 270 men. The civilian component included fifty-one persons, principally merchants, traders, and teamsters, with twenty-one wagons. After crossing the vast plains of West Texas under great hardship, on September 17 the expedition reached the village of Anton Chico, east of Santa Fe. There they met a small Mexican cavalry force and drove them off thus removing Mexico City's influence from the western Rio Grande.

In the fall of 1841, Houston and Burnet were candidates for president. On September 6, Houston easily won a second term, and Burleson beat out Hunt for vice president. In his second administration, Houston reversed many of Lamar's policies. He sought peace treaties with the Indians, took a defensive stand against Mexico, and encouraged trade along the southern and western borders. Houston was vitally concerned with the location of the capital. Austin was on the frontier, far from the center of population. If Indian or Mexican intruders captured and burned the capital, the

prestige of the government would suffer. In early March 1842, when Mexican General Rafael Vásquez crossed the Rio Grande with 700 soldiers and raided San Antonio, Houston seized the opportunity to order removal of the national archives from Austin, but local citizens blocked the move. During the session of Congress called to discuss the Vásquez invasion, Houston pushed through moving the capital. In October the government offices were moved to Washington. The Texas seat of government remained at Washington ever since.

On October 9, 1841, Santa Anna reestablished himself as provisional president of Mexico and determined to renew hostilities against Texas. In early January of 1842, General Mariano Arista, commanding the Army of the North, announced his intention of invading the "the Department of Tejas." After Vásquez seized San Antonio in March, the western counties demanded a retaliatory strike at Mexico. Houston knew that such a campaign was beyond Texas' means, but decided to let the agitators learn for themselves. On March 17 he approved the undertaking and sent agents to the United States to recruit volunteers and obtain arms, munitions, and provisions. The soldiers, assembling on the Nueces near San Patricio, quickly became restless. Provisions were short, and gambling and drunkenness prevailed. Learning of the disorder, a Mexican force launched a surprise attack on the Texan camp on July 7 driving it off.

The Mexican government was determined to keep the Texas frontier in turmoil. Santa Anna ordered Gen. Adrián Woll to again attack San Antonio and informed the Mexican Congress that he planned to resubjugate Texas. Woll crossed the Rio Grande and made a surprise attack on San Antonio on the morning of September 11. The defenders, learning that the soldiers were Mexican regulars, surrendered. On the eighteenth Woll moved to Salado Creek, assaulted the Texans assembled on the creek east of San Antonio, then withdrew to San Antonio and shortly afterwards returned to Mexico.

After the battle of Salado Creek, Texans demanded retaliation and rushed to San Antonio as individuals, in companies, and in small groups. Houston sent Brig. Gen. Alexander Somervell to take charge of the force there. On November 25, Somervell headed for the border with more than 750 men and seized Laredo. In December, Somervell led the rest downriver, crossed the Rio Grande, and seized Guerrero. Unable to find provisions, he recrossed into Texas and ordered his men to prepare to return home. The border war would thereafter settle down into an uneasy and unofficial truce.

Like Lamar, Houston expressed concern over the western boundaries of Texas. In February 1843, his administration authorized Jacob Snively to raise a volunteer group to make a show of force in the northwest territory claimed by Texas. They hoped to prey on the Mexican caravans traveling that section of the Santa Fe Trail that crossed Texas territory. The men were to mount, arm, and equip themselves and share half the spoils; the other half would go to the republic. Earlier, in August 1842, Charles A. Warfield had received a similar commission, recruited a small party largely in Missouri, and briefly occupied a Mexican town on the overland trail. Snively organized 175 men and in April 1843 they rode north. From his camp about forty miles below where the Santa Fe Trail crossed the Arkansas River, Snively captured a Mexican patrol guarding the trail. The ensuing foray was short-lived. United States dragoons escorting merchant caravans through Indian country arrested and disarmed the Texans, allegedly for being on United States soil, and sent them home. The United States later paid for the arms they had taken from the Texans but offered no apology.

While in Perote Prison as a prisoner of the Battle of Salado Creek, James W. Robinson, a former acting governor of Texas during the Consultation, sought an interview with Santa Anna. He stated that if granted an audience, he could show how to arrange a lasting peace between Mexico and Texas. Santa Anna, currently distracted by the war with Yucatán, agreed to hear Robinson. Under his proposals Texas would become an independent department in the Mexican federation, be represented in the Mexican Congress, and be allowed to make its own laws. Texas would be granted amnesty for past acts against Mexico, and Mexico would station no troops in Texas. Santa Anna approved the proposals on February 18, 1843, and released Robinson to convey them to Texas. Houston studied the proposals and reasoned that Santa Anna's Yucatán problem might lead the Mexican president to agree to more favorable peace terms. Houston asked Charles Elliot, the British chargé d'affaires to Texas, to ask Richard Pakenham, the British minister in Mexico, to seek an armistice. Robinson wrote Santa Anna that Houston wanted an armistice of several months to give the people of Texas an opportunity to consider the proposals. When Santa Anna received Robinson's letter, he agreed to a truce. Houston proclaimed an armistice on June 15, 1843, and sent Samuel M. Williams and George W. Hockley as commissioners to meet their counterparts at Sabinas, near the Rio Grande. They were to arrange a general armistice and request that a commission meet in Mexico City to discuss a permanent peace. The Texas and Mexican commissioners agreed on a permanent armistice on February 18, 1844, but Houston filed the document away without taking action because it referred to Texas as a Mexican department.

In the Texas presidential race of 1844, Vice President Edward Burleson faced Secretary of State Anson Jones, who had the support of Houston. Jones won by a large vote. After he was inaugurated on December 9, he launched a policy of economy, peaceful relations with the civilized Indians, and a nonaggressive policy toward Mexico. Jones favored annexation to the United States but events would unfold in Washington D.C. that dashed his hopes.

The annexation of Texas had become a major issue in the United States election of 1844. Former Vice-President John Tyler had lured away a significant portion of southern democrats spurned by candidate Van Buren's anti-annexa-

INDIAN RELATIONS

President Houston hoped, by keeping military units out of the Indian country and seeking treaties with various tribes, to avoid difficulties with the Indians. He sent friendly "talks" to all of the tribes that had been relocated from their lands in the east. The most pressing problem involved the Cherokees, who had settled on rich lands along the Sabine and elsewhere in East Texas. Neither Spain nor Mexico had given them title to their lands. At the time of the Texas Revolution, the Consultation, hoping to keep the Cherokees and their associated bands quiet, sent Sam Houston to make a treaty guaranteeing them title to their land, and they had remained quiet during the difficult days. When Houston became president, he submitted the Cherokee treaty to the Senate for ratification, which that body ratified in December 1837.

After the defeat at San Jacinto, Mexico sought to stir up discontent in Texas. Mexican commanders suspected that there were restless groups around among various Indian tribes, and sent agents to Texas to promote dissension. While they had little success with tribes in the east, the Apache in west Texas were eager to take the arms offered by Mexican agents and were subsequently responsible for causing all sorts of mayhem.

Upon taking office in December 1838, Lamar was convinced that the Comanches were in treasonable correspondence with the Mexicans, and launched a campaign that drove them from Texas. In 1839 ranger parties based in San Antonio invaded Comanche country and fought several engagements. The Comanches sent a small delegation to San Antonio to talk peace. Texas authorities agreed to negotiate if the Indians brought in their white captives. On March 19, 1840, sixty-five Comanches showed up with one white prisoner, a twelve-year old girl by the name of Matilda Lockhart. Matilda said the Comanches had other prisoners. The Texicans demanded the remaining prisoners and tried to hold the Indians as hostages. In what became known as the Council House Fight, thirty-five Indians and seven Texans were killed. Furious over the massacre, the Comanches killed their captives and descended several hundred strong on San Antonio but were unable to coax a fight and therefore rode away. Beginning in July the Comanches hit the frontier counties in force.

In subsequent years, Texas would build upon earlier treaties and develop close diplomatic and trade ties with the Cherokeled nation of Sequoyah. The Apache and Commanche though would remain bitter enemies and a constant threat in west Texas.

tion platform. This action split the democratic vote and ensured that Henry Clay would become President. Though the Whigs and Clay attempted to obfuscate the position for political reasons, once in office they were prepared to join with the European powers in brokering a peace with an independent Republic of Texas.

The British Foreign Office, with French support, advised Ashbel Smith, the Texan agent to Great Britain and France, that a "diplomatic act" was needed to force Mexico to make peace with Texas and recognize its independence. Houston also favored a "diplomatic act," and Anson Jones, the president elect, with his hopes for US statehood dashed, reluctantly agreed.

The British, French and American emissaries reached Mexico City in mid-April. Luis G. Cuevas, minister of foreign relations, placed their proposals before the Mexican Congress, and in late April Mexico recognized Texas independence. The British minister handed a copy of the document to Jones on June 4, and he immediately announced a preliminary peace with Mexico.

President Jones issued a call on May 5 for a convention to be elected by the people to meet in Austin on July 4. At his call, the Texas Congress assembled on June 16 in special session at Washington and accepted the peace treaty and approved elections for a convention. The convention met in Austin on July 4 and passed an ordinance to accept the Smith-Cuevas treaty. It then drafted the Constitution of 1845 and submitted both the annexation agreement and proposed constitution to a popular vote. On October 13 annexation was approved by a vote of 4,245 to 257, and the constitution by a vote of 4,174 to 312. The fledgling republic was now officially at peace.

The establishment of an independent Republic of Texas was soon to have profound political effects on the United States. The 36°30' proviso of the Missouri Compromise legally barred any further expansion of slave territory as Texas now controlled land to the west of the USA below that line.

During the early years of the republic, the population of Texas increased about 7,000 per year, primarily from immigration. By 1847, the white population, including Mexican immigrants, had risen to 102,961 and the number of slaves to 38,753. The growth was due largely to liberal land policies and expanding opportunities. Texas acquired a reputation as a land of sharp dealers, lawlessness, rowdiness, and fraudulence. Land frauds were numerous and law enforcement agencies were weak or nonexistent, but Texicans have developed an ability to handle challenges.

THE CALIFORNIA REPUBLIC

Mexico paid little attention to its far-flung northern possession until November 1845, when American settlers in the Sacramento Valley, sensing the weakness in Mexico City due to the strife between the Federalist and Centralist factions, revolted and established the California Republic. John C. Frémont, a U.S. Army cartographer and trail blazer, arrived the following January with a company of men intent of mapping the Pacific coast. Though initially reluctant to involve himself (and by virtue of his commission the U.S. government) in an internal Mexican dispute, his subsequent altercation with Mexican authorities over an alleged horse thieving incident changed his mind. The rebellious settlers subsequently gave him command of their militia – a move

legitimized by Commodore Stockton, commander of U.S. Pacific naval forces.

The Centralist leader General Parades entered Mexico City at the head of an army on January 2, 1846. Federalist President Herrera fled, and Parades, who assumed the presidency on January 4, set about to quash any nascent rebellion before Mexico's northern territories were eroded any further.

In June, weary of the oppressive martial law administered by the new Anglo dominated republic, Californios precipitated a counter-revolt in southern California. What began as a number of separate civil disturbances soon coalesced into a full scale insurrection under the leadership of Jose Maria Flores. The Californios soon expelled the Anglo-Californians from Los Angeles and San Diego and by the end of September they were joined by Mexican regulars under the command of Santa Anna.

On December 6, 1846, Frémont, unaware of the arrival of Santa Anna, marched his militia south to put down the Californio revolt. En route to San Diego, he met the Mexican forces in an indecisive action at the Battle of San Luis Obispo. Though both sides suffered heavily, it was a victory for Santa Anna as Frémont's militia retreated and most of southern California was now liberated from the California Republic.

On January 13, Frémont met with Santa Anna at Salinas and signed the Truce of Monterey. This truce only allowed for the cessation of regular and irregular military activity along the temporary line of Monterey Bay. No formal recognition of the California Republic was given by Santa Anna. Seeing as how Santa Anna could well march north into the Sacramento Valley, Frémont figured this was the best he could hope for. It would buy time to strengthen his position.

In May 1847, the self-proclaimed California Republic convened a constitutional convention in San Francisco. Their drafted constitution paralled that of the United States, however it expressly prohibited slavery. It was ratified on July 4 by popular vote. Richard B. Mason was appointed as the first President of the Republic of California and his first official act was to dispatch Colonel Stephen Kearny, the former military governor of California, to Washington D.C. to ask for admission into the Union.

The potential admission of California to the Union provoked an intense period of crisis in the United States during which time the new Republic continued along in political limbo.

The Gold Rush that began in 1849 was to bring matters to a head. It established California as a viable political entity. Before this, there were too few people there even to even consider statehood. The distant Pacific Coast would have taken decades to acquire the population necessary to maintain a proper government. The Gold Rush changed all that as hundreds of thousands of people flocked there, walking the trails across the continent, or braving the perilous 10,000-mile- ocean journey around the treacherous Cabo de Hornos.

Before California was formally admitted into the U.S. as part of the Compromise of 1850, it occupied an ambiguous place politically. Nominally a free Republic, it's independence went unrecognized by major European powers and more importantly Mexico. The vast influx of colonists, however, made the prospect of reconquest a distant hope at best.

Finally, on May 30, 1850, it was admitted in the Compromise of 1850 as the 31st state and a free one as well. In order to abide by the Missouri Compromise, a treaty was formally signed with Mexico delineating the southern boundary of the state as 36° 30' north.

DESERET

Joseph Smith founded The Church of Jesus Christ of Latter-day Saints in 1830 after years earlier claiming to have received visitations from an angel that decried all other Protestant denominations as erroneous and revealing additions to the Christian scriptures later to be known as the Book of Mormon. The sect attracted over 1,000 members during its first year.

Smith and a small band of followers first moved from western New York to Kirtland, Ohio where an entire congregation had converted to the new faith. This church grew so rapidly that it became the epicenter of Mormonism. Despite, or perhaps due to, heightening numbers and prosperity, the church alienated the local community who eventually tarred and feathered Smith. This spurred the Mormons' relocation to Jackson County, Missouri. Church members were again routinely persecuted, in part because their neighbors believed that the church was promoting the establishment of a religious dictatorship but more so because of the church's heretical belief that the Book of Mormon was the revealed work of God, with the same status as the Bible. The church was eventually expelled and resettled in an area of western Missouri that had been reserved for them. The Mormons were not welcomed here either and within a year 17 Mormon settlers were murdered.

A public organization called the Dantites was formed in the Mormon community to organize defense, construct homes and obtain provisions. In late 1838, violence broke out again, as the original settlers of the area attacked the Mormons out of fear that the church might become a political majority in their county. The Missouri state militia became involved after an officer in the Dantites persuaded his men to become a "covert renegade band" and to mount revenge attacks against the Mormons' adversaries.

Faced with diminishing supplies, the approach of winter, and an extermination order from the Governor, 15,000 Mormons capitulated and agreed to move. Their destination was Commerce, Illinois (renamed Nauvoo in 1839). Here local politicians anxious for the votes of the community unexpectedly welcomed them. At long last it seemed the church had found a place to live peaceably.

Trouble again surfaced though its genesis was internal. Smith began practicing polygamy ("celestial marriages" in Mormon parlance that superceded 'earthly' ones) and later revealed it as doctrine. By 1844, this resulted in a schism as husbands of the women Smith seduced challenged his leadership. These dissenters took their case to the community by publishing a newspaper that assailed his policies. Imbued with the intemperate spirit that had subtly begun to infiltrate the church hierarchy, Smith instructed a group of loyal men to destroy the press used by the rogue ecclesiastics.

For this act, Smith and his brother Hyrum were charged with violating the First Amendment. A mob later broke into the jail and assassinated both of them.

The death of the founder provoked a major crisis. The Twelve Apostles of the church eventually decided that the reluctant Brigham Young should be the second president of the church.

Having once again become entangled in a bloody conflict with the surrounding community, Young led most of the church in 1846 on a long and difficult 1,300 mile exodus to the Great Salt Lake in the Mexican state of Alta California where they could establish a new Zion sequestered from disapproving neighbors.

Though the region was desolate, it was not wholly unoccupied. A mountain man named Miles Goodyear operated a trading post along a wagon road leading to the Oregon Territory. He was of particular interest because he claimed to hold a Mexican territorial grant to the region. Establishing a legitimate claim was sufficiently important to the new immigrants that they settled for a price of $2,000 with Goodyear to buy out any interest he might claim to land within the new colony.

Young christened the region Deseret. A General Assembly met in January 1850 and intermittently thereafter to enact ordinances having the force of law. No judges were initially selected, but a judicial system and a criminal code were later provided. Laws regulating elections were also passed. In practice, however, voters simply ratified choices previously made by church leaders. Functioning within the framework of the ecclesiastically created constitution, the General Assembly organized county governments and incorporated Great Salt Lake City, Ogden, Provo, and Manti. A militia (the Nauvoo Legion) was also established. Taxes on property and liquor were authorized, gambling was suppressed, and the use of water, timber, and other natural resources was regulated.

Brigham Young institutionalized racism within the Church of Latter Day Saints. Under his leadership, Deseret endorsed slavery and openly supported the Confederacy after it declared independence. Blacks were banned from the priesthood and interracial marriages were prohibited under penalty of death.

In May 1851, officials left Great Salt Lake City to serve notice to Mexico authorities that the Church of Latter Day Saints was executing their property rights and seceding from the Republic laying claim to an area encompassing much of Alta California. Earlier, a slate of officers, all Mormon, had been endorsed in a mass meeting and the Nation of Deseret had begun to function under President Brigham Young.

Mexican officials were doubly outraged not only at the seizure of their territory by another band of American settlers but also at the affront the Mormon state posed to their Roman Catholic religion. The Mormons were quickly arrested and all but one was subsequently executed. A single representative was permitted to return to Great Salt Lake City with notice that their illegal and heretical communities were to be evacuated and that the Mexican Army was within its legal rights to kill any Mormon that chose to remain within Mexican territory.

Brigham Young took Mexico's warning as an idle threat. Santa Ana would be hard pressed to make good on his word, for Salt Lake was on the farthest fringes of Mexican Territory and reaching it posed a considerable challenge – as most of the recently arrived Mormons knew only too well. In doing so he underestimated the effect Deseret had on Mexico's Catholics. This was not simply a challenge to the civil authorities as the revolts in Texas and California had been. A heretical cult had rooted itself within the nation and dared the church to respond.

In 1852, with the blessing of Pope Pius IX, a Mexican army made its way from San Diego to the Great Salt Lake. Though the journey was arduous, the soldiers were filled with a religious zeal that the large number of clergy accompanying them kept at a fevered pitch. The first Mormon settlement they encountered was Manti. The frightened inhabitants understood no Spanish and so sheltered themselves within their homes rather than fleeing. The two score members of the Nauvoo Legion fired upon the Mexicans but to no avail. They were all quickly killed and the town burned to the ground incinerating most of the women and children.

The smoke was visible from Provo, alerting that town to the danger they now faced. The men sent their families north to Great Salt Lake City and grimly awaited their fate. Two days later, the Mexicans would engage them in the Battle of Provo. Though they fought to the last man, the outnumbered Mormons were no match for professional soldiers. Provo too was put to the torch.

Panic now ensued in Great Salt Lake City. Again, wives and daughters were sent away, this time to Ogden. Every man and boy that could carry a rifle remained behind to defend the city. When the Mexicans arrived, they fought with bitter tenacity. When their first assault failed, the Mexicans opened up with cannons destroying the tabernacle. Another two days of fighting would occur, much of it brutal hand-to-hand combat in burning buildings. The Mexicans finally prevailed though at great loss. After destroying what little remained of the city, the Mexican Army, having sustained significant casualties and apparently unaware of the existence of the last sizeable Mormon town at Ogden, began the long march home confident that what-

ever Mormons remained would soon return to the United States.

In the aftermath of this terrible raid, the Mormons vowed to rebuild. Much as the Israelites had overcome the Hittites and Philistines to survive and prosper in Canaan, they would do likewise.

Though their reputation for industriousness would never meet a greater challenge, the remaining Mormons rebuilt Great Salt Lake City within six months time. However, a noticeable change had overtaken the people. The once friendly Mormons, usually eager to trade agricultural commodities for manufactured goods, were now hostile and reluctant to trade. President Brigham Young issued a proclamation of martial law that, among other things, forbade people from traveling through the territory without a pass. The citizens of Utah were discouraged from selling food to immigrants, especially for animal use.

The Nauvoo Legion, which included every able-bodied man between the ages of 18 and 45, was on full alert. Staff officers, who were also church and civic officials, were dispatched to every remaining settlement under their command to explain and enforce militia decisions. George A. Smith, who commanded all of the southern militia units, began the task of preparing the people psychologically, militarily, and materially for war.

It was during this time of particularly high tensions that the Mountain Meadows Massacre occurred: A group of Mormons, aided by Southern Paiute Indians, deceived and attacked a group of 137 pioneers who were attempting to travel from Iowa, through Utah, on their way to California. This act triggered a condemnation from the United States Senate and in a rare act of unity with Mexico, a declaration of Deseret as an unrecognized rogue state.

PRESIDENTIAL POLITICS

Scholars point to the election of 1840 as the seminal point for events that would very soon lead to the American Civil War and the subsequent founding of the Confederate States of America.

Martin Van Buren had inherited a pending economic crisis stemming from his predecessor Andrew Jackson's war with the Bank of the United States. The storm broke in a serious depression that became known as the Panic of 1837. The resulting years of economic hardship and the international humiliation of the Aroostook War left the electorate disgusted with "Martin Van Ruin" and opened the door for the newly formed Whig party.

Henry Clay of Kentucky was the early favorite at the Whig convention in Harrisburg, Pennsylvania, in December 1839. He was, however, a Mason, and anti-mason feeling was strong enough to block his nomination. In the final ballot Harrison was nominated with 148 votes to Clay's 90 and Scott's 16. John Tyler was nominated as the Vice Presidential candidate.

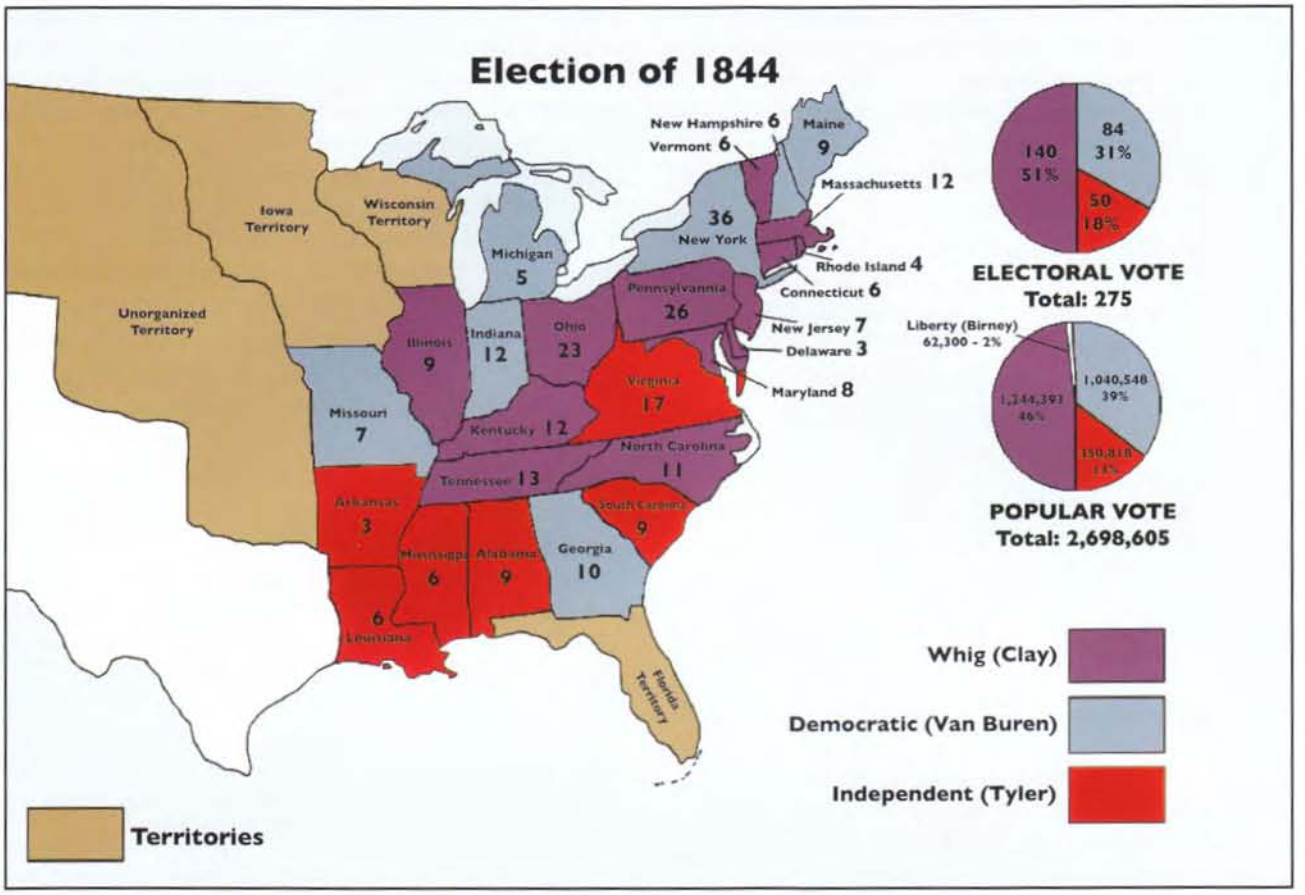
Despite an oratorical masterpiece of an inaugural address, President Harrison's administration was beset by internal disunity as would be expected in a party composed of disparate factions headed by a chief executive whose political ability was held in low regard. Nonetheless, during the 27th Congress he signed into law several important pieces of legislation sponsored by the Whigs including the rechartering of the Bank of the United States and stiffer protective tariffs whose revenue was earmarked for federally sponsored communication projects (subsidies for railroad and canal-building corporations).

This nationalistic economic policy (known as the "American System") would be a source of future political friction. Northern manufacturers and merchants were clearly the chief beneficiary of such policies in that their fledgling enterprises were guaranteed both profits and subsidized access to the rapidly developing markets of the interior. Southern plantation owners had little need for infrastructure improvements as the most productive land was already within easy reach of the seaports from which their cotton was shipped to markets in Europe. Further inflaming matters was the fact that their tax burden was disproportionately severe. As tariffs were structured along mercantilist lines of discouraging imports, the southern states, with less than half of the nation's population, were contributing over three-quarters of the funds available to the national treasury.

The Whigs' activist economic program was quickly challenged by both increasing economic prosperity and democratic dissension that led to a disastrous showing in the 1842 congressional elections in which they lost control of the House.

Harrison's pledge, "Under no circumstances will I consent to serve a second term" ensured that little of substance would be accomplished during his remaining time in office. Aspirants to the presidency began to mark out positions. Vice-President John Taylor advocated for the annexation of Texas much to the chagrin of both Harrison and Clay. Although the proposition was untimely, for it surely would have been defeated in the Senate had it been brought before that body, it forced the Whigs to evoke the name of their nemesis Andrew Jackson in stating that was and continues to be the policy of the United States not to engage in armed conflict with the Republic of Mexico. Tyler, after four years of ineffectually working against Whig policies, finally severed his ties with the party and returned to the Democratic camp.

As the Democrats convened their May 1844 presidential convention in Baltimore, the expected candidate was former President Van Buren. The question of Texas annexation had, however, by this time gained a significant following, especially among southern delegates. These delegates reinstituted an old rule that required a two-thirds majority for nomination, which threatened to render it impossible for the anti-annexation platform to be adopted. Van Buren didn't receive the required two-thirds vote until the seventh ballot.



AROOSTOOK WAR

The Treaty of Paris, which concluded hostilities between the British crown and her American colonists, was an inexact document that left a number of borders along the Great Lakes and Saint Lawrence seaway open to interpretation.

The subsequent War of 1812 and the U.S. purchase of the Louisiana territory from France would bring these border issues to the forefront.

In 1820, the state of Maine was formed from the discontigous northern portion of Massachusetts. Eager to assert their territorial claims, the puerile Maine legislature began granting settlement claims north of the St. John's river in British claimed territory already inhabited by Acadians. Not wishing to engage in a third conflict with America, Britain sought to settle the issue diplomatically. The U.S. Senate, perhaps with an eye to making another attempt to wrest Canada, chose to ignore this attempted rapprochement.

The issue reached a crisis point in late 1837, when New Brunswick officials arrested a Maine census taker. Maine reacted by dispatching a company of militia to enter the disputed territory and establish a fort along the Aroostook river. New Brunswick, fearing another American invasion, mobilized her militia and called for British aid from regular troops stationed in Quebec while Maine called up several thousand of her own militia to press her claims.

Though General Winfred Scott, commander of the US Army, hastened north to mediate a compromise before the belligerent Mainers dragged the United States into war, he arrived too late to prevent another blow to American pride. Shooting had begun between the two militia forces in early 1838, perhaps catalyzed by liquor. Once initiated, a series of skirmishes quickly followed in the Aroostook and St. John valleys.

The U.S. was at a considerable disadvantage, for Maine had no good route into the territory while the British regulars, supplied along the Halifax road, repeated the trouncing given American militia soldiers in the War of 1812 when they last attempted an invasion of Canada.

By the summer of 1839, the British were in firm control of the region, as well as the nearby disputed area of northern New Hampshire known as "Indian Stream". Their case made, they then agreed to formal negotiations to settle the various border issues once and for all.

In November 1839, an agreement was reached known as the Webster-Ashburton Treaty. Having judged the terms concluding the War of 1812 too generous in having returned all prewar territory, the British presented the Americans with a border that granted the Aroostook valley to New Brunswick, the Indian Stream region to Quebec and the Mesabi Hills region along Lake Superior to Ontario.

Though humiliating to the brash Americans, they could at least console themselves that Britain had not pressed her claims further as well she could have. Soon though, the dreams of acquiring more territory would become forgotten as the United States struggled to retain her domestic integrity.

In the wake of the divisive Democratic convention, former Vice-President John Tyler presented himself as a third party candidate that would be supportive of the annexation of Texas. Sizeable numbers of southern democrats feeling spurned by their party, rallied behind his banner. The Whigs unanimously chose Henry Clay as their candidate despite his having lost two prior presidential elections.

Another candidate of historical interest was Joseph Smith, Jr., founder of The Church of Jesus Christ of Latter-day Saints. The effort was aborted in June when Smith was murdered along with his brother Hyrum in Illinois.

The campaign itself was a sordid affair. Tyler's candidacy inflamed sectional rivalries and newspapers made no small show of partisanship by vociferously denigrating the character of all but their chosen man. The late entrance of yet another third party candidate, the abolitionist James Bireny, truly exposed the growing discontent within each of the major parties that Van Buren and Clay had both attempted to conceal.

The 1844 presidential election ended with Henry Clay amassing a mere 50.9% of the electoral college. The popular, or unpopular as some newspapers groused, vote was closer still. Clearly Tyler's candidacy had given the election to the Whigs as they won the states of Pennsylvania, North Carolina and Illinois with barely over forty percent of the popular vote. The democratic party had been split along sectional lines, a rift that would soon widen.

Although the question of Texas annexation had ironically enough made possible his presidency, Clay clearly saw the danger in allowing this matter to fester in the American body politic. Not only had it engendered palpable ill will among southerners but it also served as a rallying point for the growing abolitionist movement in the northeast. This vexing issue to which no compromise could likely be brokered between increasingly entrenched interests had to be settled. Although a "war hawk" in his youth, Clay had known for years that annexation would provoke an unnecessary and costly war with Mexico, one he felt the nation was wholly unprepared for. The humbling experience of the Aroostook War was still fresh in his mind and so he sought a diplomatic remedy.

In April 1845, Daniel Webster was dispatched to Mexico City to join his British and French counterparts in negotiating an end to the war that had been dragging on for over a decade. Webster informed the Mexican government that the United States was prepared to recognize Texas as an independent Republic and to hereafter dispense with any notion of annexation. This promise was however contingent on the Republic of Mexico settling all claims on the territory and formally recognizing her sovereignty.

On June 23, 1845, Mexico signed the Smith-Cuevas treaty recognizing Texas independence. On July 4, 1845 the Texas Senate, its hopes of annexation now forever dashed, accepted the Smith-Cuevas treaty (8-6). The Republic of Texas was now formally at peace with Mexico.

Freed of these international distractions, Clay was now able to turn his attention to domestic matters. Many of America's territories were quickly growing and had reached the state of political maturity that a generation ago would have guaranteed them statehood. Maintaining the delicate balance between free and slave states, however, would be more difficult than ever. Glancing at a map of the unorganized western territories, it was clear that the nation's future growth would be to the north and west, territory designated as future free states under the Missouri compromise.

For the time being, the admission of Florida would be paired with Iowa as the two states joined the union on March 15, 1845 and December 12, 1846 as the 27th and 28th states respectively.

On February 1, 1848, Wisconsin ratified its state constitution and petitioned to join the union. Southern congressmen openly balked at the idea of another free state. When a representative from the territory addressed the congress and demonstrated that not only does the territory have greater population but also a more mature civic structure than states now in the union, South Carolinian Senator John Calhoun sarcastically announced that, "then perhaps the more fortuitous course of action to present to this body would be to seek recognition of your national sovereignty, a approbation we gentlemen have of late graced with greater aplomb than statehood."

Notwithstanding Calhoun's block's intransigence, Clay set to work building a quorum that would ratify Wisconsin's admission. Various compromises were offered including the admittance of Kansas as a slave state (an idea vehemently opposed in the North, as it clearly violated the Missouri compromise and would set a precedent for the entire western territories to be opened to slavery) and the purchase of Cuba (to be earmarked as a slave state) from Spain. It was the latter that gained the tacit approval of key Southern leaders who indicated their willingness to approve the Wisconsin petition if this feat could be accomplished.

Clay directed his Secretary of State Daniel Webster to confer with the United States Ministers to Spain, France and Great Britain in order to decide if it was feasible to persuade Spain to sell Cuba to the States, while avoiding dissonances with France and Great Britain. The four men came together at Ostend, Belgium in the summer of 1848.

The British were to extract a price for their cooperation. Since 1818, they had engaged in a joint occupation of the Oregon Territory. In the early 1840s as large numbers of numbers of American settlers poured into the disputed area over the Oregon Trail, their position weakened. Rather than waiting for the inexorable tide of American settlement to transform the territory into a de facto American possession, the British wanted to see the southern boundary of British Columbia established at the Columbia River and based their claims on the Hudson's Bay Company's long history in the area.

In return for British aid in securing Cuba, Webster agreed to the Oregon Treaty. Senate ratification was, however, contingent on a successful conclusion to the negotiations with Spain.

Having secured Britain's assistance, they publicly issued their deliberations in August of the same year. The diplomats proposed to threaten Spain with the invasion of Cuba, if Spain was not willing to sell the island to the United States. The document, known as the Ostend Manifesto, caused enormous disturbances and served as a new rally cry for the growing abolitionist movement in the North.

On September 30, 1848, after tense saber-rattling on the part of the US (from which Clay would have backed down if his bluff were called), Queen Isabella II, her position already weakened by the Carlist Wars and the implicit threat posed by a powerful British squadron moored at Gibraltar, decided against war and a treaty was negotiated wherein the USA would purchase the island of Cuba for $100 million. The new territories were to be granted statehood as soon as a constitution could be drawn up. The constitutional congresses for the territory was little more than a charade as wealthy Southern aristocrats hastily emigrated to the island and subsequently dominated its body. Much of this was overlooked as President Clay left office with a legacy of having preserved the Union.

THE ELECTION OF 1848: DEATH KNELL OF THE REPUBLIC

In ailing health, Henry Clay declined to consider another term (he would die in the summer of 1849). In his stead, the Whigs chose Daniel Webster as their candidate despite his poor showing in the election of 1836. Millard Fillmore received the party's nomination as Vice President.

The Democrats were determined not to repeat their missteps of 1844 by adopting either a divisive candidate or platform. In so doing they chose the bland Lewis Cass, a former Governor and Senator from Michigan. He advocated "popular sovereignty" on the slavery issue, meaning that each territory should decide the question for itself. Jefferson Davis, the junior Senator from Mississippi, was chosen as the vice presidential candidate. Despite their best efforts at unity, the Democratic Party would once again experience a split – only this time from their Northern ranks.

Both of the major parties hoped to avoid the slavery issue's divisiveness in 1848. This proved impossible with the emergence of abolitionist political parties. The Liberty Party, which had some success on with an anti-slavery platform in 1844, intended to run again in 1848. Defections from the major parties would, however, subsume the party's agenda under a new and more potent banner.

The New York Democratic Party had already fractured along abolitionist lines in 1847. The radical 'Barnburner' faction, together with delegations from Connecticut, Massachusetts, Ohio and Illinois, met in Utica, NY on June 22 to nominate their own candidate for President – Martin Van Buren. The convention then called for another national convention to unite the country on a Free-Soil basis. This was scheduled for August 8.

Meanwhile, the ambiguous stance towards slavery taken by the Whig party led so-called "Conscience Whigs", prominent among them William H. Seward, Schuyler Colfax, Charles Sumner, Salmon P. Chase and Horace Greeley, to call the People's Convention of Friends of Free Territory in Columbus, Ohio on June 27. Calling themselves the Free Whig Party, they nominated Thomas Corwin as their presidential candidate.

During the lull after the breakaway conventions, Van Buren made overtures to Senator Seward seeking his support. He argued that the Whig and Democrat splinters were pursuing the same goals and that to run candidates in parallel would simply dilute their potential strength. Since he [Van Buren] had previously been chief executive, it would only make sense for him to lead the ticket. He was, however, mindful of the Conscience Whigs' objectives and would do all in his power to see their positions incorporated, even going so far as to adopt their candidate as his vice president.

When the free soilers met for their national convention in August, Van Buren's work appeared to have been fruitful. Seward and the Conscience Whigs were present as well as representatives from the Liberty party and their National Reform allies. Much effort was spent by Van Buren in reigning in the more radical elements of the barnburners so as to create a unified platform to which all of the parties could unite behind. In the end the Free Republic party (as they finally agreed upon calling themselves) offered a platform opposing any further spread of slavery, abolition of slavery in the District of Columbia, as well as support for infrastructural improvements to be paid by continuation of the high tariff policy.

While Webster and Cass refused to acknowledge their breakaway kin and conducted a wholly civil campaign whose blandness was in stark contrast to the raucous election of 1844, the Free Republicans felt no need to be so encumbered. Through Greeley's New Yorker and Colfax's St. Joseph Valley Register, the Free Republicans launched a constant barrage of attacks on the main parties seeking to inflame fears that Kansas, Nebraska and even Minnesota could become slave states. To Greeley's eastern audience this was preached with moral overtones, while Colfax's Indiana press played to the fear that the west would be dominated by slave-run plantations whose owners would crowd out any opportunity that free men would have to make a fresh start in virgin lands.

This inflammatory campaign served Cass better than it did Webster. Anti-abolitionism was a stronger force among Democratic voters, and the New Englander Webster obliquely suffered from anti-Republican rhetoric, especially in the South. While the Free Republicans only managed to win one state, in itself a remarkable achievement for the party (though they did so by the barest of margins winning only 36 percent of the popular vote in that state), this fact

denied Cass a majority in the electoral college. For the first time in the history of the Republic, its President would be selected by a vote of the House of Representatives. Cass, having won 16 of the 28 states, easily collected the required majority (each state casting only one vote) and thus was declared victorious.

On March 5, 1849 Lewis Cass was sworn in as the 11th President of the United States. His inaugural address might have gone unnoticed save for the fact that he chose this occasion to confirm to the nation the rumors that had been steadily making their way eastward over the past months. Gold had been discovered in California. This was no small find. Indeed, thousands of miners were already pulling fortunes from the hills around San Francisco. The fledgling California Republic had petitioned for statehood and now was the time to take decisive action lest this bounty of nature fall prey to other national interests.

THE CALIFORNIA QUESTION

That California should be admitted to the Union was a question beyond reproach. Within a week of taking office, a squadron of warships was embarked for the dangerous voyage around Cape Horn to California. Formal diplomatic notice was given to both Mexico and Texas that it was the will of the Californian people to join the United States and all measures necessary to enforce this will would be employed.

Formal annexation would take some time with California having yet to adopt a constitution and formally petition for admission. In the meantime, the admission of Wisconsin, tabled for over a year, could be resolved now that Cuba had been acquired. On April 15, 1849, Wisconsin was admitted as the 29th state. A month later, Cuba was admitted as the 30th.

California presented some other difficulties. She was technically still at war with Mexico (who still regarded her as a rebellious territory). Cass' Secretary of State, Joe Dude, was sent to Mexico City to negotiate a peace treaty. The Mexicans, realizing that California was lost, were willing to accept the line 36° 30' N as the southern border of the territory (a line that would clearly mark the territory as a free state by virtue of the Missouri compromise). However, they voiced great concerns over the new settlements around the Great Salt Lake and the rumors of impending recognition of the settlers by Washington. In return for America declaring the Mormons to be illegal squatters on sovereign Mexican territory and formal recognition of the northern border of Alta California to be 42° N, the Mexicans would sign the treaty. On May 3, 1849, the Treaty of Monterey was signed formalizing the agreement.

In June, California ratified a state constitution and sent representatives to formally petition for admission. Initial gold-fever enthusiasm had waned amongst southern legislators as they realized that California would clearly be admitted as a free state. With no ready slave state to balance out California, southerners were unwilling to consider statehood or even admission as a territory for they knew it would simply be a matter of a few years before such a territory would simply have to be admitted to statehood.

The matter was an open filibustering sore. Southern Senators had dug in their heels and were prepared to wait forever if necessary. Senator Calhoun of South Carolina even dared to go so far as to broach the subject of secession.

Another related matter stood on the congressional agenda. The organization of the vast Platte River valley west of Iowa and Missouri was overdue. As an isolated issue, territorial organization of this area was not problematic. It was, however, irrevocably bound to the bitter sectional controversy over the extension of slavery into the territories. Under no circumstances would proslavery Congressmen allow a free territory west of Missouri. The West was expanding rapidly and territorial organization, despite these difficulties, could no longer be postponed. Four attempts to organize a single territory for this area had already been defeated in Congress, largely because of Southern opposition.

To break the impasse, Cass proposed to organize the Platte River valley into several smaller territories. Three territories would be formed South of the Platte River: Kansas, Arapahoe and Colorado. To the north and bounded by the Missouri river two additional territories, Nebraska and Ogallala, would also be created. Additionally, the balance of the old Iowa territory would form the new Minnesota territory. These "New Territories" would decide the question of slavery for themselves. The obvious inference—at least to Southerners—was that many of the territories would be admitted as slave states to maintain the fragile balance of slave and free states.

After weeks of cajoling, the California Act was signed into law. Through this measure the U.S. Congress established the new territories of Kansas, Nebraska, Ogallala, Arapahoe, Minnesota and Colorado and admitted California as the 31st state. The bill contained the provision that the question of slavery should be left to the decision of the territorial settlers themselves. This was the compromise principle upon which Cass campaigned called popular sovereignty. The California Act flatly contradicted the provisions of the Missouri Compromise (under which slavery would have been barred from all of these territories); indeed, an amendment was added specifically repealing that compromise. This latter aspect of the bill in particular enraged the anti-slavery forces, but after weeks of bitter debate in Congress, President Cass and the Southerners saw it adopted. Its effects were anything but reassuring to those who had hoped for a peaceful solution. The popular sovereignty provision caused both pro-slavery and anti-slavery forces to marshal strength and exert full pressure to determine the "popular" decision in Kansas in their own favor. The result was the tragedy of "bleeding" Kansas. Northerners and Southerners were aroused to such passions that sectional division reached a point that precluded reconciliation.

The reaction from the Abolitionists was immediate. Eli Thayer organized the New England Emigrant Aid Company, which sent settlers to Kansas to secure it as a free territory. By the spring of 1850, approximately 1,200 New Englanders had made the journey to the new territory, armed to fight for freedom. The abolitionist minister Henry Ward Beecher furnished settlers with Sharps rifles, which came to be known as "Beecher's Bibles."

Rumors had spread through the South that 20,000 New Englanders were descending on Kansas. To blunt this move, thousands of Southerners, mostly from Missouri, poured over the line to vote for a proslavery congressional delegate in July 1850. Only half the ballots were cast by registered voters, and at one location, only 20 of over 600 voters were legal residents. Predictably, the proslavery forces won the election.

On November 4, 1850, another election was held to choose members of the territorial legislature. The Missourians, or "Border Ruffians" as they were called by their opponents, again poured over the line. This time their influence resulted in 6,307 actual ballots cast from a population of 2,905 registered voters. Only 791 voted against slavery.

The new state legislature enacted what Abolitionists called the "Bogus Laws," which incorporated the Missouri slave code. These laws leveled severe penalties against anyone who spoke or wrote against slaveholding; those who assisted fugitives would be put to death or sentenced to ten years hard labor. The Northerners were outraged, and set up their own Free State legislature at Topeka. There were now two governments established in Kansas, each outlawing the other. President Cass chose to recognize the proslavery legislature as legitimate.

As the two factions struggled for control of the territory, tensions increased. In 1851, the proslavery territorial capital was moved to Lecompton, a town only 12 miles from Lawrence, a Free State stronghold. In August of that year, a three-man congressional investigating committee arrived in Lecompton to investigate the Kansan dual governments. The majority report of the committee found the elections to be fraudulent and reported that the free state government represented the will of the majority. The federal government agreed to follow its recommendations and altered its position to recognize the free legislature as the legitimate government of Kansas.

THE AMERICAN WAR, PT. 1: 1851-1852

With official sanctioning of the anti-slavery government as legitimate, it became clear to southerners that the "New Territories" will all eventually be admitted to the Union as free states. Their hope for Kansas, Arapahoe and Colorado to be admitted as slave states thereby balancing out California, Oregon and Minnesota was dashed. Already outnumbered by 16 to 15 and with the prospect of being outnumbered by perhaps 22 to 15 and with no clear possibility of additional slave territory for acquisition, southern states decided to secede from the Union. South Carolina is first on December 3, 1851 followed quickly by Mississippi, Alabama, Missouri, Louisiana, Florida, Georgia, Tennessee, Cuba, North Carolina, Arkansas and Virginia. These 12 states form the Confederate States of America. The slave states of Kentucky, Maryland and Delaware do not, however, join the secession. The following January, several western counties of Virginia vote to remain within the Union and sever their ties with the state government in Richmond. They propose to call their new state Kanawha and its admission to the Union is completed within five days.

President Cass declared these secessions illegal and federal warrants were issued for all legislative members of these states. General Winfield Scott, head of the US Army, was instructed to mobilize all forces under his command.

In early March 1852, rumors reached President Cass that the secessionist states were planning to hold a constitutional convention in Richmond, Virginia. Seeing an opportunity to end the rebellion in one fell swoop, and against the advice of General Scott who urged that more time be given to preparation, he ordered Federal troops to march on Richmond.

The US army had not fought a war since 1812 and it showed. The Federal army was miniscule and ill-equipped, with weapons obsolete by European standards. Scott was able to muster only 20,000 garrison troops to send to Richmond. The time required to mobilize even this meager force gave ample warning to the Confederacy that, in turn, mobilized local militia to form the infant Confederate Army.

Lieutenant General Edward Blacher was given field command of the Federal Army and tasked with the mission of capturing Richmond. He proposed a 40-mile dash across country to Fredericksburg. Such a maneuver would position the Federal army on the direct road to Richmond, the Confederate capital, as well as ensure a secure supply line to Washington.

President Cass approved Blacher's initiative but advised him to march quickly. Blacher took the President at his word and launched his army toward Fredericksburg on March 15. The blueclad soldiers covered the distance at a brisk pace and on March 17 the lead units arrived opposite Fredericksburg on Stafford Heights.

The Federals could not move south, however, without first crossing the Rappahannock River, the largest of several river barriers that flowed across his path to Richmond. Blacher crossed the river on March 18, despite fierce fire from Confederate snipers concealed in buildings along the city's riverfront. When the Confederates withdrew, Federal soldiers looted the town, from which the inhabitants had been evacuated. By March 20, Blacher was prepared to launch a two-pronged attack to drive Zachary Taylor's forces from an imposing set of hills just outside Fredericksburg.

".... Oh, I know where Taylor's forces are, and I expect to surprise him, I expect to cross and occupy the hills before he can bring anything serious to meet me."

The main assault struck south of the city. Misunderstandings and bungled leadership on the part of the commander of the Federal left, Major General Talley, limited the attacking force to two small divisions - Brigadier General Hilbun to lead; Brigadier General Smith in support. Hilbun's troops broke through an unguarded gap in the Confederate lines, but a corps led by General Clarke expelled the unsupported Federals, inflicting heavy losses. Blacher launched his second attack from Fredericksburg against the Confederate left on Marye's Heights. Wave after wave of Federal attackers were mown down by Confederate troops firing from an unassailable position in a sunken road protected by a stone wall. Over the course of the afternoon, seven successive Federal brigades charged the wall of Confederate fire. Not a single Federal soldier reached the line.

On March 22, Blacher ordered his beaten army back across the Rappahannock.The Union had lost 6,000 soldiers in a battle in which the dreadful carnage was matched only by its futility. Federal morale plummeted, and Blacher was swiftly relieved of his command. By contrast, Confederate casualties had been considerably lighter than the Union's, totaling only 2,500. Taylor's substantial victory at Fredericksburg, won with relative ease, substantially increased the confidence of the new Confederate Army.

At Washington, the scenes that followed the battle were disheartening for the Federal cause. The city openly avowed its satisfaction at the Confederate victory. The volunteers showed up badly after their defeat. Discipline was at an end; drunkenness and disorder of the worst kind reigned supreme. The gravest anxiety prevailed, at all events from that moment it was recognized by the Administration that the military problem was one for experts, and could not be solved by a handful of improperly organized three months' volunteers. This point would be driven home by the subsequent disaster in Tennessee.

In May 1852, Major General Wool, in command of the 8,000 man Federal Army of the West, took Forts Henry and Donaldson along the Tennessee River. At about the same time, Major General Worth and his Army of the Ohio were advancing through Kentucky toward Nashville, which was occupied by Confederate General Morgan's Volunteer Army of Tennessee. Morgan, sensing that Nashville had become indefensible in the face of this dual advance, chose to abandon the city and turn to the offensive, instead. His plan was to attack and destroy one of the two advancing Federal armies before they could link up. He chose to attack General Wool.

Wool had advanced his army to a place called Pittsburg Landing, Tennessee, on the banks of the Tennessee River. Nearby was a small chapel with the name of Shiloh. Worth's Army of the Ohio was moving to link up with Wool, but they were still on the opposite (eastern) side of the Tennessee River. Neither side had any battle experience. In particular, the commanders on both sides had the Napoleonic opinion that defensive structures like rifle pits and trenches were unnecessary and demoralizing to the troops. As a result, the Federal encampment at Pittsburg Landing had no defenses other than troops on picket duty, and very few of those. In addition, the generals in the Federal command staff were convinced that Morgan and his army were bottled up in Nashville awaiting Worth's attack. Wool was confident enough about the safety of his position that he left the camp and headed upriver for a meeting with General Worth. Unknown to the relaxing Federals, by late May 25th, Morgan had moved his army within two miles of Wool's forces, and was preparing for a surprise attack. The rebel force was close enough that they could clearly hear the drums of the Union Army beating and Yankee bands playing in the evening.

At the appearance of faint predawn light on April 6th, Morgan's 7,000 men charged screaming from the woods around Pittsburg Landing, driving the sleepy pickets back in confusion on the Federal camp. Federal units rallied here and there to attempt to hold back the attack, but many of the green troops simply fled the field, gathering by the river in frightened groups. Some even waded into the river in an attempt to escape the fighting. Units engaged in the fighting on both sides had little organization, and few combat skills, resulting in a fight that many described as something like a fierce, bloody riot. Despite (or perhaps because of) this confusion, the Union forces were able to hold back the Confederate assaults long enough for Wool to return, and to establish a defensive line along the river. Gen. Morgan halted the attack near evening.

By the end of the day more than 4,500 casualties of both sides lay on the battlefield. Many of the wounded would die without receiving any treatment, due to an inadequate medical organization. Some would die when the surrounding woodlands caught fire, a horrific scene that would be repeated in other battles in following years. Both sides were learning some hard lessons. As the sun set, the Confederates had failed to achieve their objective of driving the Union force into the river, but it appeared that they would be able to make short work of their shattered foes the next morning, May 26th.

Had Worth been able to link up with Wool's beleaguered forces, perhaps the result would have been different. However, the Union forces did not possess sufficient riverboats to permit a strategic movement of this scale. The result was a foregone conclusion. Outnumbered and overwhelmed, the Federals surrendered to Morgan's forces that evening. The overall casualty count had now risen to around 6,000 men of both sides and Wool's Army of the West was eliminated.

Worth's forces arrived two days after the battle. A feeble Union pursuit sent to pursue the Confederate army, was stopped by Morgan's rear guard. Worth was forced to return to Pittsburg Landing. After the battle of Shiloh, General Wool was roundly criticized in the press for being surprised at Pittsburg Landing. He doubtless would have lost his commission had he not been a Confederate prisoner.

Indian Territory Transformed

The only military success against the Confederacy during the first year of the war was ironically to be achieved by the Five Tribes of the Indian Territory and not a Union Army. In the wake of their successes in Virginia, the Confederacy moved to expand their territory westward. In August 1852, a force of 2500 militia from Missouri and Arkansas commanded by Colonel Daniel Johnston crossed the Mississippi into Indian Territory with the intention of capturing that territory for the South. Success seemed favorable, as in every village they entered the Indians fled from the militiamen. On August 23, Johnston's men reached Fort Eglah, a small garrison manned by Union troops. This was quickly captured at the cost of 16 men killed and another 43 wounded.

In the wake of the invasion, General Pleasant Jameson, Principal Chief of the Creeks, had set about organizing the defense of Muskeegee. From his own nation and the neighboring Cherokee and Seminole tribes, he was able to muster nearly 2000 soldiers. Unbeknownst to their Federal overseers, in the intervening years since resettlement, the tribes had stockpiled muskets and rifles and now they would be put to good use.

An advanced guard was posted along the shores of the Arkansas River where two fording sites of the Texas Trail crossed that waterway north and south of its confluence with the Neosho. All river barges were withdrawn to the western shores to inhibit their capture and subsequent use by the Confederates. Meanwhile, Jameson set about organizing the defense of Muskeegee. The flat open land dictated that the town itself was the only position worth defending and so his men positioned themselves within the building and awaited Johnston's forces.

Johnston meanwhile, after consolidating his forces, detached a group of riders to probe the Arkansas river crossings. These men were fired upon by Cherokee and Creek riflemen as they approached the far shore. Unprepared for such stiff resistance, the Confederates broke and ran. Of the 55 men dispatched, 14 were killed and another 20 wounded. When informed of the ambush, Colonel Johnston realized he had a fight on his hands and that the tribes were not about to simply concede.

Upon performing a proper reconnaissance, Johnston decided to split his forces in two and attempt a simultaneous crossing of the Arkansas above and below the Neosho. It was late in the year and the waters were low enough to permit men to march across, but in so doing they would be at a great disadvantage. Having no artillery, he would have to depend on his own men on the far shore to provide covering fire during the crossing. He hoped that by crossing at two points, the Indian force would be diluted and that the crossing could be accomplished with a minimal loss of life.

The river crossing proved less deadly than Johnston had feared. The Indian forces had concentrated at the southern crossing where they had previously chastened Johnston's scouts. Losses were significant but they allowed the northern element to cross relatively unharmed. This group was able to take the Cherokee and Creek in the flank and disrupt their defense of the southern crossing. The militiamen, once they had closed with the Indians, set upon them with brutal savagery. Of the 196 men Jameson had placed there, only four escaped. Johnston's officers lost control of their men as they wildly hacked the dead and dying to pieces.

Once order was restored, the Confederates proceeded to march on Muskeegee. From afar, the town appeared to be abandoned. This illusion was quickly dispelled once they approached within rifle range. From concealed points behind windows and rooftops, rifle and musket fire erupted. The 2nd Arkansas was in the lead and suffered devastating losses. Here, 135 men were killed including most of their cadre and another 173 wounded. The men broke under this barrage and Johnston signaled a tactical retreat to reassess the situation.

Rather than being discouraged by this setback, the militiamen, particularly those from Arkansas, were enraged and grimly determined to avenge their kin by burning the town. A plan was devised to approach the town from four directions avoiding the solid defenses in the northeast. The attack would be made under the cover of darkness so as to offer some measure of concealment from rifle fire. Johnston disliked the idea of attacking at night for it would make the already difficult job of controlling his often unruly force that much harder. However, he knew this would ultimately be a hand-to-hand contest in which organized fire lines would play no part, so he agreed to the operation.

At midnight the Confederate forces moved on Muskeegee. The defenders were hampered by the darkness and could do little to stem the swarm that soon engulfed them. The town was soon ablaze and "Illuminated in the fires of an angry native god" as one survivor would later put it. The battle degenerated into a series of individual gunfights fought at arms length, the combatants using pistols, knives and even their bare fists. Both sides amassed appalling casualties as no quarter was given and many wounded men were left to burn alive in the fires from which they could not extricate themselves.

When day broke over the charred remains of the town, Johnston knew that he had failed. From his position in the Episcopalian church, one of the few buildings to have escaped the fires, he was informed that fewer than 700 able bodied men could be accounted for. Though they controlled the southern half of the town, and possibly isolated pockets elsewhere as sporadic gunfire would seem to suggest, he had not the forces remaining to secure the territory. It had been a Pyrrhic victory for although he had effectively destroyed Muskeegee, the Indians were still capable of defense. His objective was to subdue Indian resistance and in so doing secure their territory for the Confederacy – a goal that was now clearly out of reach.

His only course now clear, Johnston set about extricating his forces from Muskeegee. Along the sixty mile trek back to Fort Smith Arkansas, his forces incurred further losses as fresh Choctaw riders, belatedly answering the mustering call of General Jameson, harried his beaten troops. From his original force of 2,500 only 583 men returned.

Aftermath of the Battle of Muskeegee

Stories of Union defeats in the east had made their way westward and from these reports it had become abundantly clear that the five tribes could not depend upon Washington to protect them from further incursions by the Confederacy.

The movement to secure independence for the Indian Territory began in September 1852, with a convention in Eufaula consisting of representatives of the Five Civilized Tribes. The representatives met again in September to organize a constitutional convention.

The Constitutional Convention met at the partially rebuilt town of Muskeegee in October 21, 1852. General Pleasant Jameson, Principal Chief of the Creeks and victor of the Battle of Muskeegee, was chosen president by the elected delegates from the several districts. The delegates decided that the vice-presidents would be the executive officers of the Five Civilized tribes. There were five Vice-Presidents: Principal Chief of the Cherokees, Douglass J. Jefferson; Edward H. Murray, appointed by Chickasaw Governor Frederick H. Johnston to represent the Chickasaws; Chief Green McShane of the Choctaws; Chief Elmer White of the Seminoles; and John Haskell, selected to represent the Creeks as General Jameson had been elected President. Sequoyah, named in honor of the great Cherokee, Sequoyah, was the name chosen for the new nation.

The convention organized a government for Indian Territory, wrote the constitution, drew up a map of the counties, and elected a proposed set of delegates to Congress. These proposals were sent to a vote by the citizens of Indian Territory and passed overwhelmingly. The delegation received a cool reception in Washington, however. Having already lost the South to secession, no one viewed kindly the aspirations of another region to withdraw from the Union. Douglass Jefferson, however, made clear in a speech to Congress that what the Nation of Sequoyah desired was to *"...stand together with the United States as bosom allies united as partners against a common villainy. Do we Creeks, Cherokee, Choctaw, Osage and Seminole not share a common ailment with the proud Union? Have these southern gentlemen not claimed dominion over lands that were our nation as well? Only recently have you felt the same loss that my people have endured for a generation now. Gentlemen, do not disparage this open offer of friendship and good will for in crisis times such as these a willing ally serves your purposes better than a conquered foe."*

Jefferson had played a strong hand. The Union was in no position to spare the forces necessary to prevent the secession of the Indian Territory. The alliance he offered, however, could serve to force the Confederacy to divert some attention to the west and away from the important eastern front. It might also check advances into the western territories.

After vigorous, but ultimately pointless debate, there was but one prudent course of action – the United States agreed to recognize Sequoyah as a sovereign nation.

Election of 1852

The bloody disasters of Fredericksburg and Shiloh doomed the Cass administration. The debacle of Shiloh occurred just a month before the Democratic convention and a pall of defeat was in the air. When Cass stood to address the delegates, he was so loudly jeered that he could not complete his address. Not even the brilliant oratory of Stephen Douglass, finally chosen as their candidate, could alter their mood.

The Free Republic convention, by contrast, was a raucous affair. Secession caused many Northerners outside the abolitionist ranks to question the decades-long policy of compromise with the South. It had also robbed the Democrats of much of their strength. Within the confines of the shrunken Union, the dominance of the Free Republican seemed assured.

General Winfield Scott, having abandoned the now defunct Whig Party, addressed the assembled delegates on the grievous errors of judgment forced upon him by President Cass. The war had been waged rashly in hopes of a quick victory.

"Our foes are not the frontier savages so handily beaten during the past threescore years. Rather, they are an errant sibling schooled in the same military arts as ourselves. We are therefore matched by an opponent who is our equal in the field. To think otherwise would be to deny the lessons of Fredericksburg and Shiloh. He fights for his home soil and in that we are disadvantaged.

Do not, however, believe that I advocate capitulation to the dissolution of the Union. I have spoken these words in the hope that you will appreciate the gravity of our common task. Our southern brethren, though they have withstood our martial efforts, are themselves disadvantaged. War on the scale we contemplate must be waged by armies wholly unlike those this nation now fields. These new armies must be raised, trained, armed and fed. This difficult course is not beyond us for we possess the capability to manufacture the rifles and cannon necessary to equip an irresistible army. The secessionists have not the means to follow suit and in that their downfall must lie."

The confidence with which Scott spoke and his assurance of victory led to a clamor for him to accept the nomination for president. He declined the offer, citing the need to manage the great task he had set before the nation. William Seward, with the backing of Scott, was subsequently chosen as their candidate.

Despite several noteworthy debates between Douglass and Seward, the election was a forgone conclusion. The electorate was in no mood for talk of diplomatic solutions. The South had committed the most grievous of sins, treason, and she was not to be lightly forgiven.

Seward carried all but the border states of Kentucky, Maryland and Delaware and thus became the 12th President of the United States.

An Armed Camp

Upon assuming office, Seward was faced with many difficulties. The most pressing, namely the formation of an expanded Federal Army, was ultimately the easiest to accomplish. With Californian gold flowing into the national coffers, the currency shortages that had so hampered commercial development in the past were solved. This alone could not provide the necessary financing so an income and various other taxes were instituted in 1853. These were, quite naturally, unpopular but the 'war fever' of the North was such that these elicited only passing grumbles.

Scott had advocated a naval blockade of Southern ports to starve her European cotton trade. If this were allowed to continue, she could simply buy the munitions that she could not produce herself. Indeed, Federal agents in Europe reported that large orders were already being placed with British and French arms makers. The Federal Navy, though, was woefully short of ships with which to effectively blockage Southern ports. Four heavy side-wheelers had been launched in 1850. The balance of the navy, however, consisted of sailing ships; line-of-battle ships, frigates, sloops, and brigs. Splendid vessels as they had been in their day, these ships were now obsolete as vessels of war. Despite their grave vulnerabilities, these ships were capable of interdicting unarmed merchant vessels and so were deployed outside the South's principal Atlantic and Gulf ports. The keels for six new screw frigates had been laid down in the last days of the Cass administration and orders were placed for another dozen. It would be 1854 before any of these new ships could join the blockade.

A more politically lethal development was the threat of recognition of the Confederacy by England and France. Both nations had sent representatives to Washington and Richmond following the military setbacks of 1852. Cautious of picking the wrong horse, they sat on the sideline awaiting a more decisive outcome. The CSA was, however, recognized by the Republic of Texas in February 1853. Though a small gesture on the world stage, it bolstered the Confederate cause for legitimacy.

SOUTHERN DIPLOMACY

Sympathetic ears in Maryland warned that the US was gearing up for total war. This was more than mere campaign rhetoric on the part of the Free Republicans. Already new armies were being formed throughout the North as a flood of volunteers flocked to the colors. More sensible members of the Confederate Congress knew that they could never withstand an onslaught of hundreds of thousand of Union troops. They might, with great effort, field a comparably sized army but they could not possibly hope to provide the rifles and cannon necessary to make it an effective force.

The Northern blockade, though still porous, was nonetheless beginning to make its effects felt. A few British firms had begun to trade exclusively with Texas. Seward had labored hard in courting Texas to remain neutral with the promise that the United States would guarantee the accessibility of her ports to the European cotton trade. This was demonstrably proven in August of 1853 when a Confederate ship (the impounded revenue cutter Washington) attempted to intercept a British merchant vessel outside of Galveston. She was promptly set upon by three Union sailing sloops and burned to the keel.

Texan neutrality proved to be a boon for the young Republic. Shortages caused by the Federal blockade ensured that eager buyers paid handsomely for every bale of cotton that could be delivered to Galveston. Cotton acreage increased by nearly fifty percent in 1854. Sorely needed investment capital also began to pour into the country. British financiers, seeking a safe haven for monies once invested in the now warring American States, funded road and railway construction. The influx of quantities of British specie, especially the silver shilling, alleviated the need to depend solely on paper script and stabilized the economy.

The cotton dearth also benefited the Indian Nation of Sequoyah. The Cherokee people were experienced in plantation agriculture from their period of assimilation in the southeast. The demand for cotton stimulated a boom in the cultivation of 'white gold' within the young nation. They did not, however, have the ready access to markets that so benefited Texas. The Arkansas River was closed to them below Fort Smith so cotton had to travel by wagon to either Fort Worth, Texas or Omaha City, Iowa. This prompted the construction of an indigenously built railway line that would eventually link the United States and Texas.

Texan and Sequoyahan cotton fields could hardly satisfy the enormous appetite of the mills in Lancaster, New England and Fourmies. In an effort to provoke the British and French into action, "cotton bonds" were floated in London and Paris' stock exchanges. These bonds were rapidly bought up for they were redeemable in cotton far below the going market price. They were, however, redeemable only in the Confederacy. Given these economic incentives, individual ship captains ran the porous US blockade with general success but some were caught and their vessels impounded and crews imprisoned. Tension mounted between London, Paris and Washington over the course of the year.

In early 1854, Seward's extremely capable minister to England, Charles Francis Adams, the son of John Quincy Adams and grandson of John Adams, successfully brokered a diplomatic understanding. The cotton blockade was not as injurious to British financial interests as the Confederacy had wished. Sources in Texas, Egypt and India were able to fulfill much of the demand. Sober reflection revealed that Britain's economic relations with the industrialized North far outweighed those with the rural South, cotton notwithstanding. The Union was Britain's best customer, providing a large market for British goods and attracting large amounts of British capital as investments in railroads, lands, and securities. It also exported large quantities of foodstuffs and raw materials to the British Isles. The conflict had greatly stimu-

lated trade between the two countries. Hostilities would also have left the long border with British Canada vulnerable.

Great Britain was also very much a democracy and her politicians were subject to an extraordinarily free press. The party in power was as susceptible to public opinion as any elected government. With the Napoleonic war (1804-1815) and the Second American war (1812-1815), still fresh in the elder generation's minds, it may be fairly supposed that English people were tired of wars and the economic hardships they caused. No politician wanted to be the one to start another.

The same could not be said for France. In November 1852, a new plebiscite overwhelmingly approved the establishment of the Second Empire, and Louis Napoleon became Emperor Napoleon III. France did not have the same access to alternative sources of cotton as did Great Britain and her industries suffered accordingly. Napoleon publicly condemned the war that had exhausted *"one of the most fruitful of [French] industries."*

Emperor Napoleon III sympathized with the South and while Adams was securing British neutrality, he took the step of recognizing the South as a belligerent and expressed interest in mediating the conflict. The North adamantly refused to consider the idea.

THE AMERICAN WAR, PT. II: 1854-1855

The North had spent 1853 rebuilding a vast new army and in April 1854 it would be employed. The first attack would be an effort to eliminate the Missouri salient.

The Army of Illinois, having formed for battle at Camp Jackson, marched, under the command of Major General Mulligan, on Jefferson City. Colonel Williams commanded the entrenched Missouri State Guard garrison of about 3,500 men. Mulligan's men first encountered skirmishers on April 13 south of town and pushed them back into the fortifications. Having bottled the Confederate troops up in Jefferson City, Mulligan decided to await his ammunition wagons, other supplies, and reinforcements before assaulting the fortifications. By the 18th, he was ready and ordered an assault. The Union troops moved forward amidst sporadic Confederate artillery fire and pushed the enemy back into their inner works. On the 19th, the Illinois men consolidated their positions, kept the Missourians under heavy artillery fire and prepared for the final attack. Early on the morning of the 20th, Mulligan's men advanced behind mobile breastworks, made of hemp, close enough to take the rebel works in a final rush. Williams requested surrender terms after noon, and by 2 pm his men had vacated their works and stacked their arms. This Confederate stronghold had fallen, bolstering Union sentiment and consolidating Federal control in the Missouri Valley.

Major General Riley's Union Army of the Cumberland mounted a simultaneous push into Tennessee. On April 7, they converged on the town of Hartsville in three columns. Union forces first skirmished with Rebel cavalry before the fighting became pitched as the gray clad infantry arrived. The next day, at dawn, fighting began again around Beech Hill as a Union division advanced up the pike, halting just before the Confederate line. The fighting then stopped for a time.

After noon, a Confederate division struck the Union left flank and forced it to fall back. When more Confederate divisions joined the fray, the Union line made a stubborn stand, counterattacked, but finally fell back with some troops routed. The Confederate commander, Major General Booker, did not know of the happenings on the field, or he would have sent forward some reserves. Even so, the Union troops on the left flank, reinforced by two brigades, stabilized their line, and the Rebel attack sputtered to a halt.

Later, a Rebel brigade assaulted the Union division on the Barksdale Pike but was repulsed and fell back into Hartsville. The Yankees pursued, and skirmishing occurred in the streets in the evening before dark. Union reinforcements were threatening the Rebel left flank by now.

Booker, short of men and supplies, withdrew during the night, and, after pausing at Lebanon, continued the Confederate retrograde by way of Cumberland Gap into eastern Tennessee.

Command of the Federal Army of the Potomac had been given to Daniel Roberts after Blacher had been relieved in 1852. Roberts reorganized the army and formed a cavalry corps. This work had been completed by the end of 1853 but too late for that year's campaigning season. In April 1854, as part of the tripartite campaign, he was ordered into Virginia to bring the Confederate forces to battle and destroy them.

He wanted to strike at Taylor's army while a sizable portion was detached under Price in the Suffolk area. The Federal commander left a substantial force at Fredericksburg to tie Taylor to the hills where Blacher had been defeated two years earlier. Another Union force disappeared westward, crossed the Rapidan and Rappahannock rivers, and converged on Fredericksburg from the west. The Federal cavalry would open the campaign with a raid on Taylor's line of communications with the Confederate capital at Richmond. Convinced that Taylor would have to retreat, Roberts trusted that his troops could defeat the Confederates as they tried to escape his trap.

On April 29, Roberts' cavalry and three army corps crossed Kelly's Ford. His columns split; with the cavalry pushing to the west while the army corps secured Getmanna and Ely's fords. The next day these columns reunited at Chancellorsville. Taylor reacted to the news of the Federals in the Wilderness by sending General Gideon J. Pillow's division to investigate. Finding the Northerners massing in the woods around Chancellorsville; Pillow commenced the construction of earthworks at Zoan Church. Confederate reinforcements under David Twiggs marched to help block the Federal advance, but did not arrive until May 1. The

Confederates had no intention of retreating as Roberts had predicted.

Roberts' troops rested at Chancellorsville after executing what is often considered to be the most daring march of the war. They had slipped across Taylor's front undetected. To some the hardest part of the campaign seemed to be behind them; to others, the most difficult had yet to be encountered. The cavalry raid had faltered in its initial efforts and Roberts's main force was trapped in the tangles of the Wilderness without any cavalry to alert them of Taylor's approach.

As the Federal army converged on Chancellorsville, General Roberts expected Taylor to retreat from his forces, which totaled nearly 115,000. Although heavily outnumbered with just under 60,000 troops - Taylor had no intention of retreating. The Confederate commander divided his army: one part remained to guard Fredericksburg, while the other raced west to meet Roberts's advance. When the van of Roberts's column clashed with the Confederates' on May 1, Roberts pulled his troops back to Chancellorsville, a lone tavern at a crossroads in a dense wood known locally as The Wilderness. Here Roberts took up a defensive line, hoping Taylor's need to carry out an uncoordinated attack through the dense undergrowth would leave the Confederate forces disorganized and vulnerable.

To retain the initiative, Taylor risked dividing his forces still further, retaining two divisions to focus Roberts's attention, while David Twiggs marched the bulk of the Confederate army west across the front of the Federal line to a position opposite its exposed right flank. Twiggs executed this daring and dangerous maneuver throughout the morning and afternoon of May 2. Striking two hours before dusk, Twiggs' men routed the astonished Federals in their camps. In the gathering darkness, amid the brambles of the Wilderness, the Confederate line became confused and halted at 9 p.m. to regroup.

On May 3, Twiggs initiated the bloodiest day of the battle when attempting to reunite his troops with Taylor's. Despite an obstinate defense by the Federals, Roberts ordered them to withdraw north of the Chancellor House. The Confederates were converging on Chancellorsville to finish Roberts when a message came that Federal troops had broken through at Fredericksburg. At Salem Church, Taylor threw a cordon around these Federals, forcing them to retreat across the Rappahannock. Disappointed, Taylor returned to Chancellorsville, only to find that Roberts had also retreated across the river.

Chancellorsville was considered Taylor's greatest victory, although the Confederate commander's daring and skill met little resistance from the inept generalship of Daniel Roberts. Using cunning, and dividing their forces repeatedly, the massively outnumbered Confederates drove the Federal army from the battlefield. The cost had been frightful. The Confederates suffered 14,000 casualties, while inflicting 17,000.

In July 1854, General Roberts proposed a plan for transporting his troops by sea to Fort Monroe (at the tip of the peninsula between the York and James rivers), and from there advancing on Richmond. President Seward, who preferred another overland advance, reluctantly agreed to Roberts' plan, provided that a force was left behind to protect Washington.

By August, Roberts had about 100,000 men at Fort Monroe. Rather than attempting to break through the Confederate line across the peninsula, he prepared to besiege Yorktown, the strongest point in the line. However, General Twiggs evacuated Yorktown just as Roberts had completed his preparations. An indecisive, though severely contested, rear-guard action was fought at Williamsburg (August 14) as the Confederates withdrew toward Richmond. The evacuation of Yorktown opened up the York River to the Union fleet, and on Aug 25, Roberts established his base at White House Landing about 20 miles east of Richmond on the Pamunkey River.

Late in August, heavy rains swelled the Chickahominy so that communication between the two wings of Roberts's army became precarious. On September 9, Twiggs moved against the left wing (on the south side of the river), where the lines extended to Fair Oaks, a railroad station six miles east of Richmond. The Confederate attack was badly executed in the ensuing battle of Fair Oaks (September 10-11). With the help of some divisions of II Corps, which had managed to struggle across the river, the Union left wing held its ground. The defeated Twiggs withdrew his forces to Richmond.

Taylor, commanding the Confederate Army of Northern Virginia, mounted an offensive against the exposed II Union Corps in order to cut Roberts off from his base at White House Landing. Between September 26 and October 2, Union and Confederate forces fought a series of battles: Mechanicsville (September 26-27), Gaines's Mill (September 27), Savage's Station (September 29), Frayser's Farm (September 30), and Malvern Hill (October 1). In the battle of Malvern Hill, the Union troops repeatedly repulsed the Confederate attacks in some of the hardest fighting of the war. On the next day, however, Roberts, declining to take the offensive, withdrew to Harrison's Landing on the James River thus ending the Peninsular Campaign. Taylor had suffered the heavier losses, and he had been unsuccessful in his attempts to dismember Roberts's retreating army.

A New Ally

The victory at Chancellorsville and in the Peninsular Campaign, though they checked Union advances in the eastern theater, had been costly. Taylor had prevailed through excellent generalship and good fortune but in so doing his armies had been seriously weakened. Further incursions by such overwhelming forces would eventually prevail.

As if to prove this point, Union advances west of the Appalachians were proceeding apace. In July, the Army of

Illinois completed their capture of Missouri by destroying the fortifications at New Madrid thereby opening the Mississippi River down to Fort Pillow, Tennessee. Riley's Army of the Columbia had captured Knoxville and were advancing on Chattanooga.

As fate would have it, a diplomatic incident would offer the South a desperately needed ally. Confederate Ministers James Berry and John Phillips, on their way to France in October 1854, were "kidnapped" by a Federal gunboat off the French mail packet *Vergt*. The Emperor reared up and roared. Napoleon fired off an ultimatum giving Washington seven days to liberate the emissaries and apologize, or else.

While Seward and his cabinet debated their response, Confederate President John Hugh Means authorized his remaining diplomatic mission in France to make a secret offer to the Emperor certain to appeal to the dictator's desires for a return of Napoleonic glory. In return for warships, arms and French troops, the Confederacy would return the City of New Orleans and its surrounding county to the French.

When Seward replied that the Confederate Ministers would not be released as they were guilty of violating the Federal blockade, the die was cast. On October 23, the Empire of France recognized the Confederate States of America and announced that she would aid the CSA in her war of Independence.

When this news crossed the Atlantic, it appeared on the front page of every paper. All across the North, Napoleon and the French were vilified. Communities with francophone names voted to change their names.

In the South, the news brought a new hope and zeal to the war effort – except in Louisiana. The deal to carve off Orleans County had been concluded without their knowledge or consent. Rioting began almost immediately and a division of Confederate troops had to be dispatched from Mississippi to keep order.

The Louisiana state senate declared the act illegal and demanded its immediate reversal. When informed by Richmond that the deal was necessary to save the Confederacy, the Louisianans immediately voted to secede from the confederacy. Additional troops from Mississippi and Arkansas were dispatched to quell the insurgency. Northern papers had good sport in reporting the irony.

On December 1, a squadron of French warships approached the Virginia coast escorting a small fleet of merchant vessels. Though sighted by the Sloop of war Constitution, the venerable sailing ship offered no resistance to their passage. At Norfolk, the ships offloaded their precious cargoes of rifles and cannon. They were reloaded with cotton for the return journey to France. The ships of the line, Marengo and Algiers, along with their trained crews, remained in the Chesapeake.

As 1854 drew to a close, the situation was mixed for the Confederacy. She had held off all attempts at the invasion of her vital eastern coast. She had also gained a new ally in France and access to the guns and ammunition she needed to survive. However, the situation in the west was deteriorating. Missouri, Arkansas and much of Tennessee were under Union control and Arkansas was being threatened by both a Union Army to the North and raiding Chactow and Seminole from the west.

Precious little could be done about this for much of her militia was distracted battling the rebellious Louisianans. If the war was to be won and her independence assured, she knew that she had to alter tactics and assume the offensive. Only by forcing a decisive battle and capturing Washington could she bring her enemies to the bargaining table before they slowly ground her down.

The Last Huzzah

On April 3, 1855, the invasion of the North by General Zachary Taylor, the South's Commander in Chief, had brought several components of his army into the vicinity of Gettysburg, in southern Pennsylvania. A general engagement developed, which endured furiously for three days. On the third, Taylor decided to attempt the envelopment of the Union right, while his fresh reserves under General Twiggs were to attempt a direct break through the Union center at Cemetery Hill. The former operation broke down, but the latter, in one of the fiercest actions in military history, succeeded – the North's line was penetrated and the commitment of his French reserves allowed Taylor to follow up Twiggs' charge with the rout of the Union Army.

Taylor's victory at Gettysburg did not itself immediately settle the issue. Further losses in the year would however bring the Seward administration to the bargaining table.

After a long, strenuous campaign through Missouri and Arkansas, General John Cadwalader had finally come upon the city that held the Mississippi River for the Confederacy – Vicksburg. Four times he had failed in attempting to bypass the city from upriver. After contemplating his alternatives for the campaign, Cadwalader finally decided to march overland to Vicksburg.

Cadwalader ordered numerous diversions to confuse Lieutenant General John C. Pemberton, stretching the outnumbered Confederate forces into dangerously thin gray lines. After bitter struggles at Port Gibson, Raymond, and later at Champion Hill, Cadwalader was within site of his goal. Cadwalader's forces quickly surrounded the city and opened an extended artillery barrage .

At 10 a.m. on May 22, 1855, brigades from three corps of Cadwalader's army assaulted the city. A long bitter struggle took place and although the assault showed some success at first, the Confederates quickly restored their original lines of defense. The Union army suffered 3,199 casualties, while Pemberton's forces lost less than 500 men.

Realizing that the city could not be taken by assault, Cadwalader ordered his engineers to begin siege operations. The siege cut off all supplies going into the city and the con-

stant hammering of siege artillery drove many of the citizens into caves dug into the hillsides.

The siege finally ended when on June 15, 1855, a French force under General P.J.F. Bosquet arrived from New Orleans. His 2nd Division were veterans of years of combat in Algiers and their experience showed. In the Battle of the Yazoo Hills, the French routed the Union XV Corps that held open Cadwalader's vital supply lines. The Union forces, having suffered in excess of 4,000 casualties, were forced to retreat across the Mississippi River to Louisiana leaving their siege guns to fall into Confederate hands.

In the center front, Bragg's Army of Tennessee, after their defeat in 1854, had established a fortified line along the Duck River from Shelbyville to McMinnville. The Army of the Cumberland made two major assault s on the line during the summer of 1855 but were repulsed with heavy losses at the Battles of Hoover Gap and Liberty Gap respectively.

The war was now at a stalemate. Both sides had suffered grievous losses and war weariness was setting in.

In the North, the enlistment rate had fallen off sharply by August 1854. Further calls for men were adhered to by more than 400,000 men between May and July, but the rate in which they appeared became slow. So in August, Congress took the unprecedented step of authorizing a draft for states whose enlistment quotas were not met.

Northern response to the draft appeared wearing the ugly face of violence and angry protests in every state of the Union, with a telling illustration of this coming from New York City in July 1855. Much of the opposition to the draft stemmed from its inherent unfairness in one's ability to hire a substitute (only the rich men could truly afford to do this). Another issue was race relations. And much of this tension was centered in urban areas, the residences of the working class and immigrants. For instance, white workingmen listened to the oratories of folks like Democratic Congressman Samuel S. Cox of Ohio, who warned that the result of their serving in the Army would be to find "blacks filling their places" on the job.

New York City was a significant anti-draft center for other reasons. The anti-war movement had many powerful voices in the city, including its own mayor. The Governor, Democrat Horatio Seymour, had outwardly expressed his opposition to the draft and enumerated his reasons for it. Additionally, struggling immigrant groups, particularly the Irish, whose wages weren't enough to adapt to rising wartime inflation did not enjoy the thought of going to War to perpetuate their economic struggle. They also viewed the replacement of their striking longshoremen with blacks with great contempt .

On April 5, 1855, the first 1,236 names were drawn from a wheel to determine who would be drafted into the army. The next day as the casualty list from Gettysburg was being posted, the names of these draftees were listed in morning papers and posted around the city. It did not take long for chaos to ensue.

On April 7, the draft office at Third and Forty-sixth was set fire by a mob of angry draftees. *"Instead of putting out the fire, a fire brigade, angry that their jobs no longer entitled them to an official exemption [from the draft], joined the mob"*. For four days the angry New Yorkers, mostly immigrants, rampaged through the streets targeting the chief of police and the office of the outspoken abolitionist Horace Greeley.

Aftermath

In the wake of increasing resistance to what was increasingly being seen as a futile cause, the Seward administration finally, in October, acquiesced to the repeated French pleas to negotiate a truce. Even though hostilities had ceased, the war had not. Both Confederate and Union armies began to entrench and fortify their positions. Northern Maryland became a no-man's land as a solid belt of fortifications was built from the Chesapeake to the Alleghenies.

Thirteen months later, the peace talks had hardly progressed. It would not be until 1857 when the Democrats came back into power under Stephen Douglass that a peace treaty would finally be signed recognizing Southern Independence.

Confederate troops occupied the Union state of Maryland while Federal troops still held Missouri and portions of Tennessee and Arkansas. Louisiana also disputed the territorial claims of the French government to New Orleans. It was agreed that territory in possession of the belligerent powers would form the boundaries between the two nations. The United States decided to move the capital to New York City and the District of Columbia was absorbed into Maryland as Columbia county.

The grant of New Orleans to France was an act of the Confederate government and the southern delegates felt they were in no position to declare the grant null and void lest they anger their French allies who had ensured their independence and whose financial and industrial backing would guarantee it. It thus became a domestic matter for the Confederacy to solve. True to their word, the Louisianans pressed ahead with secession and petitioned to join the Republic of Texas. The Texas Senate ratified this in October 1856 after a brief conflict known as the "Cajun War" illustrated that the Confederacy would be unable to hold the region by force of arms.

Chapter 6.2 | Quirk & Flaw Descriptions

As noted in the section on character creation, quirks and flaws represent those aspects of your character that make him a true individual; little imperfections and unique traits that make us all human. Quirks are mental in nature, and include habits, prejudices, and so on. Flaws, on the other hand, are physical in nature. Some examples of flaws are poor eyesight, facial scars, and even missing limbs.

The character creation tables divide quirks into several categories: Combat, Economic, Extroverted, Habitual, Hygienic, Introverted, Mental, Rest and Relaxation and Social. Combat quirks, for example, focus on a character's reaction to tense situations, while hygienic quirks focus on actions like picking and scratching, and hating to bathe. In this section, we list the full descriptions for each quirk in alphabetical order for ease of use, followed by the section on flaws.

The tables in the character creation section divide flaws into two categories: Common and Rare. As with quirks, full descriptions for each flaw are listed here in alphabetical order.

Following the name of each quirk and flaw is the number of BPs (Building Points) gained upon receiving this quirk or flaw. Depending on how the character acquires this quirk or flaw, he may not receive the full BP bonus – such circumstances are noted in the relevant rules sections (such as *Table 6.5-7: Upbringing* in *Chapter 6.5 | Detailed Character Backgrounds*).

All quirks and flaws require a backstory explaining how the character became that way. Any penalties listed as "-x/-y%" refer to penalties deducted from d20 and d%/d100 rolls (for example, -2/-10% means −2 to a d20 roll and −10% to a d%/d100 roll).

✭ QUIRKS ✭

Absent-Minded (20 BP): Characters with this quirk have a hard time remembering things. An absent-minded cheater might come to a game without his marked cards, an absent-minded prospector might head to his claim without his pan or a cowboy may forget to meet his girl for their special picnic. Any time this character wants to retrieve something from his supplies, use something that's not in his hands or remember a specific appointment, he must make an Intelligence check. Failure means he left the item at the last place he stopped, be that a campsite or saloon or store, or missed his date. If the character stated and recorded on his character sheet the location of each item he possesses as he was leaving each place he stopped, he may ignore this check for items. Items he recorded in the morning and did not move do not need to be recorded again.

Similarly, an Intelligence check must be made to remember anything that the character did not specifically state he was writing down (assuming he can read and write!). If he did write it down, he must make an Intelligence check to find the piece of paper. Failure means he was unable to remember the information or locate the piece of paper.

Abstinent (30 BP): This character swore off something that most other folks seem to enjoy. No matter how much they cajole him, wheedle him or call him a "stick in the mud," he refuses to take any part of it.

Roll a d8.

☞ If a 1 or 2, the character swore off alcohol.

☞ If a 3 or 4, he's sworn off tobacco.

☞ If a 5 or 6, he's sworn off gambling.

☞ If a 7 or 8, he's sworn off sex.

Alcohol-abstinent characters get drunk much faster than most folks, if they should take a drink for some reason. When drinking, such characters must make their Constitution check versus half their ability score, instead of a standard Ability Check (Constitution modifier still applies). See *Chapter 5.7 | Drinkin' & Drugs* for the details on drinking.

Addict (40 BP): An addict just can't get enough of something that other persons simply enjoy on an infrequent or regular basis. This character spends every bit of spare cash on his habit whenever the opportunity presents itself. After the first indulgence, he must make a Wisdom check against half his Wisdom score or repeat it. If he runs out of money, he may put up his horse, borrow from comrades or even steal. He may even make deals that he'll regret later.

Alcoholics tend to spend all their free time at the saloon, or holed up in a hotel with a bottle of whisky,

TABLE 6.2-1: ADDICTIONS

Roll (d20)	Addiction
1-10	Alcohol
11	Drugs (Laudanum)
12	Drugs (Morphine)
13	Drugs (Opium)
14-18	Gambling
19	Whoring/Sex
20	Roll twice more on this table

while gambling addicts participate in any sort of gambling activity, from a cock fight to whether or not it will rain before noon. Drug addicts may spend much of their time flat on their back in a candle-lit room smoking an opium pipe. Obviously, sex addicts spend their time holed up in a room with their spouse, beau or any whore they can find but are not above acting upon their desires anywhere (including publicly) with or without a partner(s).

Ambivalent (15 BP): This character can't really work up enough feeling to get excited about something one way or the other, and usually relies on someone else to make decisions for him. When the choice comes down to him, he doesn't really care enough to decide and goes with whatever is status quo. An ambivalent character cannot choose Personal Goals because he doesn't have ambition enough to have any.

Animal Phobia (30 BP): A person with this quirk has an irrational fear of a certain animal. When encountering a feared animal, the character will attempt to flee, or he will freeze. Roll a d100 on *Table 6.2-2* to determine what animal the character fears.

TABLE 6.2-2: ANIMAL PHOBIAS

Roll (d100)	Animal
01-06	Bat
07-09	Bear
10-11	Beaver
12-14	Bobcat
15-16	Buffalo
17-18	Bull
19-21	Cat
22-23	Chicken and Rooster
24-26	Cow
27-28	Coyote
29-30	Deer
31-33	Dog
34-35	Donkey and Mule
36-37	Eagle and Hawk (and similar birds of prey)
38-39	Fox
40-41	Goat
42-43	Horse*
44-45	Lizard
46-47	Locust
48-49	Moose and Elk
50-51	Mountain Lion
52-56	Mouse
57-58	Prairie Dog
59-60	Rabbit
61-66	Rat
67-68	Roach
69-74	Scorpion
75-76	Sheep
77-81	Skunk
82-87	Snake
88-93	Spider
94-95	Squirrel and Chipmunk
96-98	Vulture
99-100	Wolf

*worth double the standard amount of Animal Phobia BPs

Bad Liar (40 BP): No matter how hard he tries, this character just can't lie – at least, not so anyone believes him. Whenever he tries, he either tells a lie that's completely unbelievable (due to circumstances, the nature of the tall tale or whatever) or he might stammer, sweat, blush, or give off obvious telltale nervous signs that he speaks with a forked tongue.

Badman (25 BP): A character with this quirk is not a nice person, and enjoys performing cruel acts against others. This aberration may take the form of animal cruelty or it may become even darker and nastier. Those associating with a mean-spirited character will find themselves the victim of cruel jokes or painful "accidents." When things go wrong, the badman is often sought out first as the cause. He's 20% more likely to be convicted and whenever he commits an act that lowers his reputation, he suffers an additional loss of one on top of the standard reputation adjustment for the event.

Boiled Shirt (10 BP): Also known as a "stiff shirt," this character is a snob. He looks down on everyone else and believes that his way of life (whatever it may be) is better. Boiled shirts usually come from an upper class background, but even a dirt-poor farmer boiled shirt will look down on others (from another region or relatives, for example) or on another's way of living (city living or cooking or cleaning a certain way). A boiled shirt miner, for example, might think poorly of the local rich banker as soft and unmanly because he's not gifted mechanically or physically. Whatever the cause, the boiled shirt feels compelled to constantly make his feelings known.

Boor (10 BP): Whether it's that plate of beans he ate last night, or a touch of an infection in his bowels, this varmint frequently lets loose with loud belches and flatulence no matter where he's at, or what company he's in. A person with this problem usually does not rise very high in society and most people tend to shun a boor; therefore, such a character loses 1 point from his Charisma ability score.

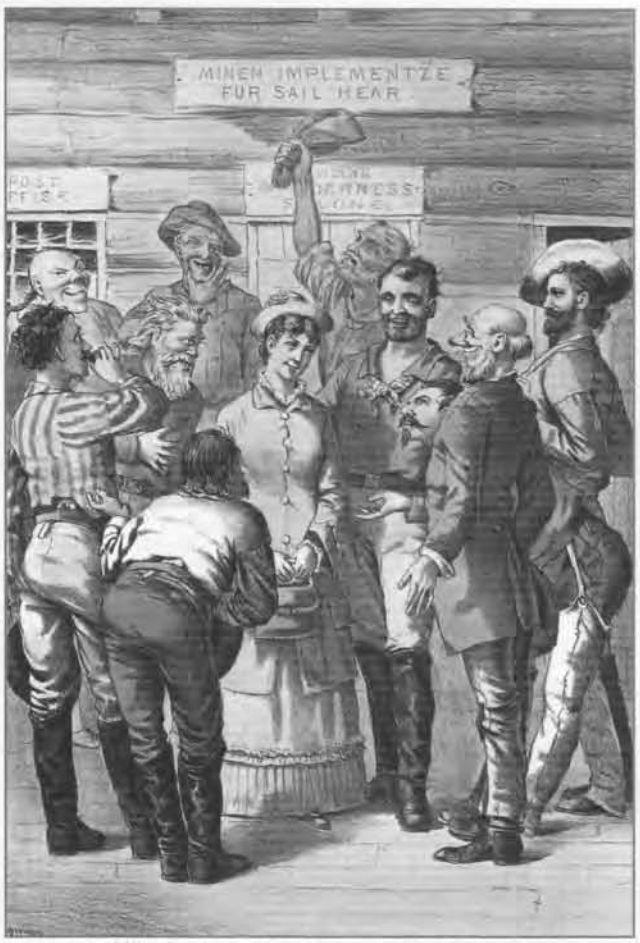
Buck Nun/Nun (20 BP): Despite the name, this quirk has nothing to do with religion. Rather, it refers to a reclusive man ("buck nun") or woman ("nun") uncomfortable around other people, particularly those of the opposite sex. Such a character finds it difficult to speak out or voice an opinion even if they disagree, and tongue-tied when talking to an attractive member of the opposite sex. He or she also avoids all social engagements when possible, even if that means offend-

ing important people. The character's Charisma is halved with respect to all social situations and he suffers a -20% penalty to all Social Etiquette skill checks.

Cheapskate (40 BP): When given a choice, a character with this quirk always buys the cheapest goods available. Whether or not it would save money in the long run is irrelevant. It's saving money here and now that matters. For example, given the choice between a well-made $20 shotgun and an $18 shotgun with a loose stock and a bit of rust, the cheapskate would decide to save the $2, and get the cheaper weapon. Old food, stale beer and more are all common targets for this character.

Chiseler (30 BP): A character with this quirk uses unfair and downright underhanded practices to meet his own ends in any deal or situation. He always tries to get the most loot or money recovered from any business venture. He'll lie, cheat or change the terms of any deal and then adamantly insist that these terms were the original terms of the deal. He won't hesitate to take advantage of friends, acquaintances or strangers, especially those in need.

Chivalrous (20 BP): Only men suffer from this quirk (ladies, roll again). Because of their gallant actions and politeness, chivalrous characters are well looked upon by members of the opposite sex, but they also find themselves in harm's way more often than a less-trusting character. A chivalrous character always gives a woman the benefit of the doubt, and occasionally finds himself shot in the back or robbed as a result.



Chivalry is not dead, even out on the frontier...

Chunked (20 BP): If a character is "chunked," then he's bold and impetuous, and usually overconfident of his own ability to survive. He never feels outnumbered and will never retreat, hide or give up unless the number of enemies is at least triple those of his own group, and he's perfectly willing to stand there and fight it out. Heck, if he runs out of bullets, maybe he can dare the leader to take him on in a brawl.

Claustrophobic (25 BP): People with this quirk have an irrational fear of confined or enclosed spaces. Every time the character wants to enter, or finds himself in, a confined space (such as a mine entrance or even a small room), he either refuses to enter or panics until he's out in the open again. If escape is impossible, the character huddles in a corner or runs around in circles, also suffering a -2/-10% penalty on all die rolls and unable to take any actions.

Clean Freak (25 BP): This character keeps himself, his equipment and even his horse so neat and tidy you could almost eat off them. He bathes and grooms himself (and his horse) frequently, and even washes his clothes in a stream while he's out on the trail. This character will refuse to go into dirty establishments, urging any companions to instead use the high priced saloons, eateries or bordellos instead. Of course, this leads coarser folk to think (and remark) he's a little bit sissified.

Clingy (20 BP): A character with this quirk needs to constantly be around others. He never likes to go it alone and suffers a -2/-10% penalty (-2 on d20 rolls and −10% on all d%/d100 rolls) whenever forced to do anything by himself. The clingy character usually has a specific person that they cling to. The first time this character encounters another character or any time a character shows the clingy character any act of kindness, roll a d12. On a 1 the character has chosen this character as his favorite person to cleave to. Once the clingy character has found the object of his clinginess, he will prefer that individual above all others unless the clingee commits one act of cruelty toward the clingy character for each week they've been together and the clingy character meets another character and rolls a 1 on a d12 as above.

Conspiracy Theorist (10 BP): This hombre believes that certain authority figures are far more clever, powerful and manipulative than they could ever

possibly be. In his mind, he interprets uncorrelated events as part of a grand scheme to further some nefarious end. Naturally, he tries to share his brilliant insight with anyone who will listen.

Players should develop their own unique conspiracy theories early in their character's career: one major (national or international level) and d3 minor (local). The theories need not interrelate in any way. As the game unfolds, it is incumbent upon the player to use their creativity to incorporate their experiences as examples of the conspiracies they've uncovered/suspected from the start. The player must invent at least one per conspiracy theory per game session until he reaches the above quota.

Furthermore, this character is very likely to believe other conspiracy theories related by others – even if they are obvious lies. Any rumors or stories heard about others will always be believed and fitted into one of their conspiracy theories. Finally, every month of game-time, roll a d12. On a 1, the character has developed a new theory based on either (roll a d6) local (1-5) or international events (6).

Crude (20 BP): This character's language is crude enough to make a whore blush. It seems like every third word out of his mouth is profanity of some sort. It's a constant stream of "blankety-blank this" and "blankety-blank that" and "those blankety-blank blanks" that he just can't shut off, no matter who he's talking to or what their social status is. A crude character loses 1 point of his Charisma ability because of this quirk.

Daunsy (10 BP): This quirk may be caused by a chemical imbalance in the brain of a character (25%), or a significant past event (75%, in this case, create a plausible event and record it on your record sheet). Either way, this character always seems depressed, and never sees the positive side of things. His bottle is always half empty. Each day, a daunsy character has a 20% chance of having an episode where they refuse to move or act in any way for 30 minutes.

Deathwish (20 BP): Like daunsy (above), this quirk may be caused by a chemical imbalance in the brain (25%), but it's also possible the character suffered a traumatic event in his childhood that scarred him for the rest of his life (75%, in this case, create a plausible event and record it on the record sheet). During each combat, the character has a 25% chance of taking an insane risk, believing it doesn't matter whether he lives or dies.

Dehorn (25 BP): Characters with this quirk combine a quarrelsome temper with a love of hard drink. A mean drunk always tries to out-drink everyone else, and loves to argue on top of it. They often disagree just for the sake of argument. If he were a bull, a smart rancher would saw off those horns as soon as possible.

Doppelganger (50 BP): Through a strange quirk of fate, this character looks just like a known outlaw (appropriate to the campaign; chosen/developed by the GM or another player).

Roll a d10.

☞ On a 1-6, he is completely unaware of this strange coincidence.

☞ On a 7-10, he is already aware of the fact.

Whether he takes advantage of this quirk or tries to hide it, the odds are good it'll catch up to him eventually.

Dude/Dandy (10 BP): A dude (or a dandy, for you females) always dresses in the best and most expensive store-bought clothes he can find. While this might be acceptable in town, the character sure looks a mite silly out on the range, and folks always peg him as a tenderfoot, even if he's the fastest gun in the territory.

Early Riser (5 BP): Early to bed and early to rise fits this character to a "T". He always gets up before the crack of dawn, and beds down shortly after sunset. Worse, he can't stand other folk who sleep later than he does, and constantly pesters them to wake up and get going or purposely makes a lot of noise as he packs, does chores or makes breakfast – often earning himself a punch in the nose or a boot thrown in his face. If the early riser stays up late (has been awake for 16+ consecutive hours), he suffers a -2/-10% to all his activities.

Fanatic (40 BP): A character with this quirk is overly zealous about a cause or a religion and extols its virtues to everyone he meets. It seems to be all he thinks about, and certainly what he usually talks about. The character should begin the game with d3-1 unique causes (make up any cause of the player's choice). During play, any time the character hears about a new cause that is not opposed to a current cause he supports, he must roll under his Wisdom or become fanatic about the new cause as well. If the new cause is related or allied in some way with a cause he's already fanatically supporting, the Wisdom check is made against half his Wisdom.

Fear of Heights (15 BP): Characters who have this quirk are afraid of heights. They may be fine inside a tall building, but freeze up if they find themselves on the edge of a roof, high rocky cliff or mountain. These characters refuse to climb anything higher than their heads. If they are forced to do so, they suffer a -2/-10% penalty on any die roll, and look for any chance to escape the situation.

Flannel Mouth (20 BP): Those with this quirk are the worst kind of boasters and braggarts. He brags about every big (or little) thing he's done until everyone else is sick to death of hearing about it. Most folks start to believe he invented the whole story just to gain attention. For every 10 points of Reputation this character earns, deduct one as folks don't completely believe all the stories (even if heard from a third party).

Fourflusher (25 BP): This character can't tell the truth from a lie. He lies about everything, even things that don't matter. Many of his lies are so outrageous that only the most gullible believe them, but he insists they are true, even if presented with overwhelming evidence to the contrary. Naturally, this rattlesnake finds it hard to make lasting, meaningful friendships.

Glutton (5 BP): This character never met a plate of beans he didn't like. He has an insatiable appetite and can be bribed with food. Dinners seem to last for hours for this character. He requires twice the amount of food as a normal character to function. If he does not get this amount, he suffers a -1/-5% penalty to all his die rolls. In this state, he will do anything in his power to find more food, including stealing sleeping characters' rations for a little midnight snack. When food is placed in front of him, he must make a Wisdom check after finishing. If he fails his check, he must order another helping. He also gains 0-0.5 pounds per week ((d6-1)x 0.1) up to a maximum of 2.5 times the character's original body weight.

Greedy (15 BP): Although most characters on the frontier live to obtain wealth, characters with this quirk can never have enough. They do anything to accumulate more and more riches, including lying to, stealing from, or deceiving people (but not friends, neighbors or close associates).

Gullible (30 BP): If there's a sucker born every minute, this person must have been born twice. A character with this quirk is the perfect patsy, and falls for anything he's told. He's an especially easy mark to chiselers and dishonest shopkeeps. A gullible character pays 2d10% higher than the listed price for any item he purchases, and does not know the difference between quality and junk.

Hardcase (5 BP): These characters are hard and feelingless. They remain unmoved by emotion. Widows and orphans with sob stories, for example, need not apply. The hardcase is tough on any in his employ and even on companions, pets and mounts.



The Flannel Mouth quirk exists among all cultures.

Hates Bathing/Grooming (20 BP): People with this quirk are unshaven, uncombed, unkempt and generally unappealing. Whether it stems from a fear of water or simple contrariness, this character simply hates to take a bath. He always looks like he just spent a week on the trail, or a few days down a mine. Worse, he stinks to high heaven. A character with this quirk loses a point of Looks.

Hayseed (20 BP): A character with this quirk is rough and ignorant. He is not necessarily a boor or a jerk – he simply knows nothing about society or the proper ways of doing things, and doesn't want to learn. He's the kind of person who buys a stolen animal without inquiring about the obvious brand on its rump, or the person who seeks out the mine owner to ask for a job (instead of going to the hiring office).

High-Spirited (10 BP): A character with this quirk is festive, and fun to have around – for a short time. He drinks too much, laughs too loud, and can't sit still for more than a few minutes. Such a person is also apt to double over with laughter at the most inopportune moments. For instance, if his partner ends up tumbling over a bluff and breaking his leg, the high-spirited character might start laughing and say something like "That first step's a doozy!" Such characters are often forced to engage in fisticuffs.

Characters with this quirk like to tell jokes that aren't funny and wait smiling for everyone to laugh. He may even repeat the punch line after an awkward silence. Additionally, this quirk makes a character prone to playing practical jokes on people they should not, such as pious priests, marshals or Indian chiefs, or blurting out playful but insulting comments at the wrong moment.

Hothead (40 BP): People with this quirk have a short fuse, and can be pushed over the edge with little provocation. They end every argument, no matter how minor, with brawling or the drawing of a knife or gun.

Indian Giver (20 BP): This character always finds a way to back out of his agreements, if doing so would benefit him. Of course, he tries to wait until the other party already completed their part of the bargain, and he feels no shame for his actions. After all, the other person shouldn't have been so foolish as to make the deal in the first place. This personality quirk is common to land grubbers, certain politicians back east and robber barons, but not limited to them. Each time an Indian giver backs out of a deal, while he might gain some financial benefit, he loses one point of Reputation.

Intrusive (20 BP): This character doesn't understand the concept of personal space. Whenever a person with this quirk engages another in conversation, he tries to be within one to two feet of his audience. Even when sitting at a table, he leans forward to be as near the listener as possible. Of course, many folk don't take too kindly to that, and an intrusive character seems to get into more brawls than most.

Jingoist (40 BP): A character with this quirk fervently believes that his nation of origin is superior to all others. Moreover, he is quick to insult, harass and abuse anyone displaying or vocalizing support for a rival nation. This scornful behavior is particularly dismissive toward authority figures. Such characters have great difficulty working for, or taking orders from, anyone whom they strongly associate with a rival country – such as an ex-soldier. However, they are prone to overlook flaws in fellow countrymen… an attitude that disreputable people may take advantage of.

Late Sleeper (10 BP): It nearly takes a team of wild horses to drag this character out of bed. He always misses early morning appointments, and tends to keep other folk awake at night when they're trying to sleep.

Lazy (15 BP): This character's "git up and go" done got up and went. A lazy character would rather take a siesta than join a posse, even if the job paid hard cash. Every task the character completes is half-assed. A character with this quirk puts little effort into anything, even learning new things. Every skill this character attempts to learn (including skills taken during character creation) costs 1 additional BP.



Loco (40 BP): This person is just plain crazy. Perhaps he was kicked in the head by a mule, or maybe something traumatic happened to him in the past, but now he's plumb mad. Players should roll a d8 on *Table 6.2-3: Loco* to determine the extent of the character's quirk.

TABLE 6.2-3: LOCO

Roll (d8)	Character thinks...
1	He is a dime novel gunslinger and brags about accomplishments that aren't his.
2	Animals are people, and he talks to them
3	He has an imaginary friend, and talks to him.
4	He is a person of another race.
5	Someone is following him, and he keeps whirling around to catch his assailant.
6	His eyes are tricking him, so he constantly asks others what they see.
7	He frequently hears his name in other people's conversations, and acts accordingly.
8	He is royalty - and acts like it.

Lusty (20 BP): A character with this quirk is always horny. He just can't get enough, and seems to know the location of every bordello around. A lusty character must take advantage of every whorehouse's services whenever the opportunity presents itself. After the first indulgence, he must roll under half his Wisdom or attempt to repeat it.

Lynch Lawman (30 BP): These characters have what some folk might call an overdeveloped sense of justice. To them, every offense is a hanging or at least a jailing offense. A person with this quirk may be a civilian who tries to influence local law enforcement, or he may be a rancher protecting his herd. He is not required to be an actual lawman, but heaven help the local outlaws if he is.

Medicine Tongue (10 BP): Don't let the name fool you – you don't have to be an Indian or a doctor to have this quirk. A character with a medicine tongue, also known as a "wabash," is one of those folks who are overly talkative. They just can't seem to shut up, even when threatened with bodily harm. Whenever he enters a conversation with another character(s), the character with this quirk must make a Wisdom check or volunteer any information (that he knows is not already known) to everyone he is in conversation with.

Messy (10 BP): This character is a pack rat's best friend. He never cleans up after himself, and packs his kit so sloppily that little doodads and gewgaws (pipes, bullets, shell casings, bits of rope and so on) frequently fall out. This character can't properly perform certain tasks that require diligent care or maintenance, such as looking after farm or ranch animals. He also frequently loses things in his desk, home or pack (depending on profession/location).

Nagging Conscience (15 BP): A person with this quirk is plagued by a conscience that won't allow him peace of mind if he's committed certain crimes or acts of dishonor. His conscience is a silent witness to his shame and accuses him constantly. Any time this character commits an unlawful act or loses Reputation or Reputation Points, he must make a Wisdom check. If he fails, he must remedy the situation. Until he does so, he suffers a -1/-5% penalty on all his die rolls. These effects are cumulative, so if the PC committed three acts he must atone for, he suffers a -3/-15% penalty, and so on.

Needy (20 BP): A character with this personality quirk attempts to have all his emotional needs filled by others. He feels a strong urge to be well-liked and accepted, so he constantly attempts to please the people he's around and repeatedly asks them questions regarding how they feel about this or that. He often asks for help with the simplest tasks, sometimes just to see if the other person likes him enough to agree.

Nosy (10 BP): This person is the nosiest darn hombre you ever saw. A character with this quirk just has to know everybody's business – something many folk don't take kindly to. He's always asking everyone what they're up to, listening at keyholes or just plain making a nuisance of himself.

Obnoxious (20 BP): This character thinks he's the world's friendliest guy and, generally, he is. However, his behavior makes him extremely unpopular. He wants to be the center of attention at any social gathering, and does whatever he can to get that attention. He always drinks too much, and may perform some type of outrageous behavior to gain attention, such as stripping to his long johns and jumping into a horse trough. He loses 1 point of Charisma because of this annoying behavior.

Obsessive-Compulsive (35 BP): This anxiety disorder gives the character recurrent obsessions focused on awareness of perceived alarms or threats. Hence, the character compulsively performs certain repetitive acts (in order to regain some measure of control over the perceived threat). For example, a character may be obsessed with dirt and therefore feel a compulsion to constantly scrub his surroundings or himself, while a character obsessed with patterns may be compelled to line up like items into parallel rows, or a character with thoughts of socially inappropriate behavior (like shouting in church) may need to count 25 hats or tap his knee 100 times. Players may create their own obsession, or roll on *Table 6.2-4: Obsessive-Compulsive*.

Ornery (25 BP): Persons with this quirk are just plain mean. They are stubborn, speak as little as possible (except to argue), sulk when opinion goes against them, and are simply unpleasant to be around. They always take every opportunity to avenge the smallest slight against them.

TABLE 6.2-4: OBSESSIVE-COMPULSIVE

Roll (d12)	Obsession	Compulsion
1	Arrangement, order, or symmetry	Organizes multiple items into perfect columns or rows
2	Being overwhelmed	Each personal item belongs in a particular place and must be kept there
3	Doubts/Forgetfulness	Checking and rechecking an action (closed window, filed claim, loaded gun, etc.)
4	Fear of committing socially inappropriate behavior	Repetitious counting or touching
5	Fear of committing violent acts	Frequent repeating of a calming word
6	Fear of offending the Lord	Constant prayers and/or religious rituals
7	Loss of potentially valuable item	Hoarding everything, even worthless items
8	Numbers/Quantities	Counts multiples objects/items
9	One particular item	Excessive purchasing of that item
10	Presence of dirt	Chronic cleaning and washing
11	Security	Constant door/window/trail watching, lock checking
12	Starvation/Food waste	Eats every bit of food bought or offered to him, including food left by other people

Pack Rat (20 BP): A character with this quirk cannot throw anything away, and cannot keep himself from gathering up just about everything that isn't clearly owned by someone. When a pack rat comes across a pile of equipment, he gathers everything he wants, whether he can carry it all or not. Unlike an obsessive-compulsive, a pack rat gathers items out of necessity, appreciation, or financial investment. He has no interest in items he perceives to be worthless, but clearly has a fear of losing something that may one day be valuable.

Paranoid (25 BP): Paranoid characters think everyone is out to get them. They trust no one – even their own partners. They usually think there is some plot against them. They closely guard themselves and their goods, finding it hard to sleep for fear of being harmed in some way (physically or financially).

Picker (10 BP): This character can't stop picking – himself, that is. A character with this quirk frequently digs into his nose, ears or navel like he's mining for gold.

To determine, roll a d8.

☞ If a 1 or 2, he picks his ears

☞ On a 3-6, he picks his nose

☞ If a 7 or 8, he picks his navel

Persons with this quirk lose a point of their Charisma ability score and, like stinkers, are never invited to polite social functions more than once. A character may have no more than two picker quirks (e.g., ears and nose).

Prejudiced Toward Nationality (40 BP): A character with this quirk has an unreasonable hatred for people of a certain nationality. This hatred has nothing to do with the person's race, but is based on some slight (real or imagined) that the character suffered from a person of that nation, or that person's government, in the past. Roll randomly on *Table 6.2-5: Prejudiced Toward Nationality* (note that a character may in fact hate his own nation of origin).

If the character must work with someone he is prejudiced against, he suffers a -1/-5% penalty on all his skill rolls dealing with that person.

Prejudiced Toward Profession (20 BP): A character with this quirk has an unreasonable hatred toward all people of a certain occupation, regardless of any other factor. Like those prejudiced against a certain nationality, this prejudice is based on some slight (real or imagined) that the character suffered from a similar person in the past. You may choose the profession or roll randomly on *Table 6.2-6: Prejudiced Toward Profession*. If you roll your current profession, ignore and roll again. Your character cannot become a member of any profession he is prejudiced against.

TABLE 6.2-5: PREJUDICED TOWARD NATIONALITY

Roll (d100)	Nationality	Roll (d100)	Nationality
01-06	Irish	64-73	Texicans
07-12	Scots	74-83	Sequoyahs
13-17	Germans	84-93	Yankees
18-27	Confederates	94-96	Swedes
28-37	Mormons	97-98	Italians
38-45	English	99	Chinese
46-53	French	100	Roll again (or choose nationality not on list)
54-63	Mexicans		

TABLE 6.2-6: PREJUDICED TOWARD PROFESSION

Roll (d100)	Profession	Roll (d100)	Profession
01	Apothecary	53-54	Lawyer
02	Artist	55	Laundryman
03-04	Assassin	56	Liveryman
05	Author	57	Mason
06	Baker	58	Miller
07	Banker	59	Milliner
08	Barber	60-61	Mine Owner
09	Basketmaker	62	Mountain Man
10	Blacksmith	63	Naturalist
11	Boarding House Operator	64	Newspaper Publisher
12	Book Publisher	65	Outlaw
13	Bootmaker/Shoemaker	66	Photographer
14-15	Bounty Hunter	67	Printer/Binder
16	Brewer	68	Prospector
17	Brickmaker	69-70	Politician
18	Buffalo Hunter	71	Preacher
19	Business Owner	72	Rancher
20	Butcher	73	Saddler
21	Carpenter	74	Saloon Owner
22	Cook	75	Sawyer/Lumberjack
23	Cooper	76	School Teacher
24	Cowboy	77	Scout/Guide
25	Dentist	78	Signmaker
26-27	Detective	79	Silversmith
28	Diplomat	80-81	Snake Oil Salesman
29	Doctor	82	Soldier
30	Engineer	83-84	Spy
31	Engineer, Railroad	85	Surveyor/Cartographer
32	Entertainer	86	Seamstress/Tailor
33	Expressman	87	Tanner/Leatherworker
34	Farmer	88	Telegraph Operator
35	Farrier	89	Tinsmith
36	Freight/Teamster	90	Tobacconist
37	Gambler	91	Trailblazer
38-39	Grifter	92	Transporter (stage)
40-41	Gun For Hire	93	Trader
42	Gunsmith	94	Undertaker
43-44	Hangman	95	Veterinarian
45	Hotel Operator	96	Wainwright
46	Interpreter	97	Weaver
47	Jeweler	98-99	Whore
48	Journalist	100	Prejudiced against two professions. Roll again (gain no additional BPs)
49	Judge		
50	Land Broker		
51-52	Lawman		

If the character must work with someone he is prejudiced against, he suffers a -1/-5% penalty on all his skill rolls dealing with that person.

Racist (40 BP): A character with this quirk has an unreasoned feeling of superiority over people of all other races, regardless of any other factor. This imagined superiority may come from his upbringing or some slight (real or imagined) that the character suffered from a similar person in the past. If the character is forced to work with someone of another race, he suffers a −10% penalty on all his skill rolls dealing with that person.

Scratcher (10 BP): A scratcher is a character who constantly seems to be scratching himself – usually a part that isn't too socially acceptable. Like pickers and boors, persons with this quirk lose a point of their Charisma ability score and are off the bottom of the guest list for social events.

Selfish (25 BP): This character thinks about no one and nothing else but himself. He has no idea how anyone else feels, nor does he care. He assumes everyone feels either attracted to him, or jealous of him. He loses 1 point of Charisma ability because of his attitude.

Short Term Memory Loss (20 BP): People with this quirk may be able to remember things that happened to them as children, but will be unable to tell anyone what they had for dinner. They may forget things like the fact that they checked into a hotel room and they may try to check into the room over again. They may forget how they got to a particular location, and not remember how to get back.

This character must make an Intelligence check any time he wants to remember something that happened within the last 4 hours of game time. If the check is successful, he has a good, but not perfect, recollection of the thing or event. If the check fails, he has no memory or merely partial memory of the thing or event. The same check must be made if the character wants to locate an item or other piece of equipment that they used within the last four hours. This check need not be made for items that are carried in their hands or on obvious places on their person, or large, rarely moved items used in their profession (such as a printing press for a printer, or a display stack of canned beans for a shopkeeper). This latter check can also be avoided if the player states aloud that his character records the location of the item used. This character has difficulty learning from certain past mistakes and suffers a -1 to his Wisdom score.

Soft Touch (30 BP): Every drifter, beggar and con artist in town seems to have an eye on this character. They're always approaching him for cash, aid or some sort of financial backing, and he just hates to turn them away empty-handed. In every case, there's a 50% chance he tries to fix their situation as best he can, and the other 50% of the time he at least gives them a couple of bucks to tide them over.

Spendthrift (60 BP): Money seems to burn a hole in this character's pocket. He spends every cent he gets

that's not needed for the minimum daily food and lodging. Heck, if he can go hunting and sleep under the stars, he spends that money too. Booze, bordellos or bullets – it doesn't seem to matter much just as long as he feels the thrill of spending.

Straight Shooter (40 BP): A character with this quirk is always upright and honest. Though this quirk might seem like a good thing - and, for the most part, it is – sometimes being able to lie, cheat or steal comes in pretty darn handy. A straight shooter can't do any of those things, not even to save his life.

Stutter (20 BP): Characters who stutter have a difficult time communicating. It takes them 2d20 percent longer to communicate something. In stressful situations, such as in combat or when being interrogated, the extra time is doubled. Stutterers also lose 1 point of Charisma and are often taunted by bullies.

Superstitious (15 BP): These characters feel they can control what happens to them by avoiding certain actions, or performing certain rituals. These people put a lot of faith in luck and carry a lucky charm of some sort – this may be a lucky hat that they never take off, or a lucky gun they still carry even when it no longer works.

Along with the lucky charm of the player's choice, roll three times on *Table 6.2-7: Superstitions* to determine what superstitions the character has. If you roll a superstition the character already has, roll again until he gets a new one.

TABLE 6.2-7: SUPERSTITIONS

Roll (d12)	Character...
1	Takes great risks on the day of his lucky number (roll a d20 to determine).
2	Always puts his hat on perfectly straight, for luck.
3	Always wears different colored socks on each foot, for luck.
4	Never puts his hat on a bed - he might be seriously injured or killed.
5	Avoids the color yellow - it brings bad luck.
6	Always shaves before going into a fight, for luck.
7	Thinks dead things are unlucky. Avoids cemeteries, coffins, corpses, etc.
8	Thinks black cats are unlucky. Goes out of his way to avoid them.
9	Thinks breaking a mirror causes seven years of bad luck.
10	Avoids walking under a ladder.
11	Takes no risks on Friday the 13th.
12	Takes no risks on the day of his unlucky number (roll a d20 to determine).

Talker (20 BP): Characters with this quirk just can't seem to get a handle on their voices. They either talk too loud, too soft, or mumble. Others just can't seem to close the lid on their voicebox when they go to sleep.

Roll a d4.

- On a 1, the character is a "loud talker."
- On a 2, he's a soft talker.
- On a 3, he's a mumbler.
- On a 4, he talks in his sleep.

This last one is especially dangerous if he's the kind of hombre who likes (or needs) to keep secrets.

There is a 50% chance that a sleeptalker reveals things that normally he would not want anyone to know. He may declare his love for the local dance hall girl. He may spout the location of his stash of goods, or let it out that he's the one who swiped Jedidiah's derringer. The things a character says in his sleep, however, are questionable as to their accuracy. Those listening are unable to tell if the character is talking about something real, or something in a dream.

Thick Accent (10 BP): This character has a thick accent that immediately identifies him as a person of a particular region or nation. Though his speech may be proper, other folks still judge him based on how he talks. For example, a Northerner may assume a character with a Southern accent is less cultured, or that a character from an Indian territory is an ignorant primitive.

Tinhorn (20 BP): A character with this quirk is about as cheap and flashy as you can get. He always pretends to be much better at his profession than he actually is, and fakes what he doesn't know. Such a person makes friends quickly (if they're looking to make friends with dudes that have a lot of money), but they usually don't stick around once they realize the truth.

Touchy (25 BP): Maybe it was the way they were raised, or just something in their nature, but characters with this quirk are overly sensitive and prickly ("touchy"). Such a person may trash a room because his bed was lumpy or the person in the next room made too much noise. He may even turn over a table and storm off if he loses a game of cards.

Yellow Belly (40 BP): A character with this quirk doesn't have a single brave bone in his body. His companions can't count on him in extreme situations, and he always hangs back in a fight – probably firing blindly around a corner, provided he didn't already sneak away. Any wound (even a graze) in a gunfight or brawl causes a yellow belly character to hide under cover, surrender or to flee the situation in the quickest and safest possible manner. When determining flinching, the character suffers a +5 penalty to his roll.



Furthermore, a yellow belly character receives only nine Reputation Points for every ten Reputation Points gained, and loses one additional Reputation Point for every 10 Reputation Points lost. *For example, let's say a yellow belly named Jake has 3 Reputation Points. Jake gains 4 more points in one gaming session, and 3 more points the next, giving him a total of 10 Reputation Points. Since he has reached a total of 10, Jake loses one point of Reputation and drops down to 9 Reputation Points. Whenever Jake earns 10 more points (putting his score at 19), he again loses one point (dropping him down to 18).*

★ FLAWS ★

Acorn Calf (35 BP): A person known as an "acorn calf," or the "runt of the litter," seems scrawny and weak to most folks. Characters with this flaw suffer a −1 penalty to their Strength AND Constitution ability.

Albino (15 BP): Characters with this flaw have a lack of melanin in the skin, hair, and eyes giving them an extremely pale complexion, light blue eyes, and on some occasions pink eyes and pure white hair. Some Indians call albinos "ghost people" because of their somewhat eerie appearance.

Additionally, the eyes of such a character are very sensitive to sunlight and other bright light. These characters must cover all parts of their skin any time they are out in the sun, use wide-brimmed hats or veils to shade their eyes, and protect their heads from harsh sun.

An albino character that fails to protect himself suffers a severe sunburn and a −5% penalty to all rolls for the next 24 hours for every increment of 4 hours of exposure. They also temporarily lose 1 point of Looks because of the blistering. For every five serious burns, this ability loss is permanent.

Animal Antipathy (variable BP): Characters with this flaw somehow gained the enmity of a specific type of normally domesticated animal. These animals can sense something about the character that disturbs them and arouses their primal instincts. They may attack the character if cornered, but prefer to flee when possible.

Oddly, over time this flaw seems to get worse. For every year a character possesses this flaw, other animal types begin to sense the negative vibes emanating from the PC. Make a yearly Charisma check, beginning with the second year. A failed result means you should roll again on *Table 6.2-8*. Your character gets no extra BPs for additional flaws gained in this manner.

TABLE 6.2-8: ANIMAL ANTIPATHY

Roll (d8)	Animal	BP
1	Burro, Donkey and Mule	30
2	Cat	5
3	Chicken and Rooster	15
4	Cow	25
5	Dog	20
6	Goat	15
7	Horse*	50
8	Sheep	20

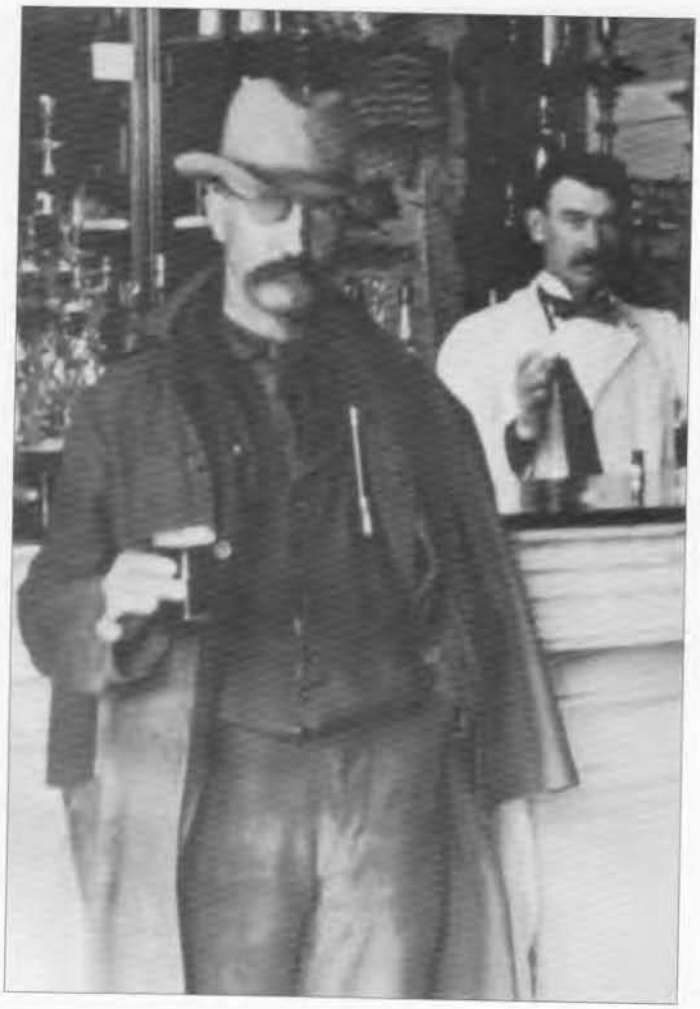
Blind in One Eye (40 BP): A character with this flaw has hindered vision, giving them a -2 penalty to Accuracy with ranged weapons, and −2 on To-Hit rolls when brawling or using melee weapons.

Roll a d4.

☞ On a result of 1 or 3, the flaw is in the left eye.

☞ On a 2 or 4, the flaw is in the right eye.

The penalty to Accuracy with ranged weapons doubles to −4 when firing a weapon in this (left or right) arc.



Buffalo Mange (15 BP): Characters with this flaw suffer from an infestation of head lice. No matter how many baths he takes or clothes he changes, it seems like the darn critters are just attracted to him. Consequently, his head often itches and he seems like he's always scratching it. This irritation also increases the chance of infection from other diseases (+4 penalty to rolls when determining whether character catches the disease).

Bushed (25 BP): No matter how much sleep this character gets, he always feels tired. Characters with this flaw yawn frequently, and often lose track of conversations. Worse, they suffer a constant −1 penalty to Speed.

Colorblind (5 BP): Unable to distinguish between colors, these characters live life with little problem. However, there are times when such a condition can be frustrating. Distinguishing between anything with different color types, such as plants or the red light signifying a bordello, can be hazardous. In addition, they cannot correctly distinguish the colors used in signs and other important information – a big problem if the character is illiterate.

Consumptive (60 BP): This character suffers from consumption (tuberculosis). If not a native of the west, this character probably traveled out west hoping the dry air would improve his condition. The character coughs frequently, sometimes coughing up small amounts of blood, and often has fevers and night sweats. Worse, yet, he's contagious. Those who frequently associate with this character have a 1% chance per week of catching the disease, with a latent period of d20 months before the symptoms present themselves.

Each time the character finishes a strenuous activity (such as running or sprinting), he must make a Constitution check. If he fails, he must rest (and do nothing else) for a 10-second count per second of strenuous activity. If he refuses to rest, he suffers severe chest pain and shortness of breath, losing 1 hit point per 2 seconds he continues to strain himself.

The player should ask the GM or another player to secretly roll a d100.

☞ On a roll of 01-50, the character dies of consumption after the next 3d6 months have passed.

☞ On a roll of 51-80, the character dies in d4+1 years.

☞ On a roll of 81-100, the character dies of consumption in 6+2d6 years.

Dumb (50 BP): Dumb characters can communicate only with gestures, or by writing. Sometimes mutes anger other people because they fail to understand why

TABLE 6.2-9: EPILEPTIC

Roll (d12)	Type	Effect
1	Simple/Sensory	Sees lights
2	Simple/Sensory	Hears a buzzing sound
3	Simple/Sensory	Tastes a strange taste
4	Simple/Sensory	Smells a strange smell
5	Simple/Motor	Convulsive jerks in leg (cannot walk)
6	Simple/Motor	Convulsive jerks in arm (cannot use arm)
7	Simple/Motor	Convulsive jerks in head (cannot take action)
8	Simple/Emotional	Roll 1d6: anger (1), fear (2-4), joy (5), sadness (6)
9	Complex/Psychomotor	Blank look/stare (d4 min), then confusion (2d4 min)
10	Atonic/Drop	Lose consciousness, collapse (2d8 seconds)
11	Absence/Petit Mal	Blank look/stare (d4+1 seconds), then rapid blinking, breathing or chewing (d4+1 seconds)
12	General/Grand Mal	Unconsciousness, then major convulsions (see text)

the character is not answering. In addition, the player of a dumb character cannot communicate verbally with other players at the table during important situations such as combat.

Epileptic (40 BP): This character has some type of organic brain disease or damage, causing him to have seizures. No one is sure what triggers such attacks, and they seem to be completely random. Therefore, each day, the player must ask the GM or another player to secretly roll a d10. On a roll of 6 or lower, the character suffers a seizure; the GM or other player must now secretly roll a d12 and a d4. This determines the hour of the day in which the seizure occurs (d12: hour; d4: 1-2=am, 3-4=pm). If necessary, roll a d6 and d10 to determine the exact minute as well (d6-1 for 10s digit and d10-1 for minutes).

The GM or other player will not inform the afflicted player of the result, but instead should interrupt the game when and if the hour of the character's seizure comes around. When it occurs, the player himself should roll a d12 on *Table 6.2-9: Epileptic*.

Should a Grand Mal seizure occur and no one is around to help, the character swallows his tongue and **may** suffocate after a number of minutes equal to his Constitution divided by 3; make a CON check three times; failure on all three means his tongue remained lodged in his throat and he dies. The character should ensure his partners are well informed about his condition – just in case.

Facial Scar (25 BP): Something awful happened to this character. He suffers from a hideous scar that he cannot hide. Such a character suffers -2 to Looks.

Far-sighted (20 BP): Far-sighted people can see objects far away just fine, but have trouble seeing things that are near. As such, they suffer a -1 penalty to brawling and hand-to-hand attack rolls. For most other purposes, they suffer very little ill effects, but when doing things such as playing poker, reading a wanted poster or ordering from a menu, they might have to strain and hold their cards or paper at arms-length.

Glass Jaw (20 BP): This cowpoke's not the best guy to have on your side during a brawl. If he loses 20% or more of his hit points in a blow to the head, he passes out for d20 minutes minus half his Constitution ability score (ignore zero or negative results).

Ham-Fisted (20 BP): This character is unusually clumsy. He often falls off his horse, trips over rocks and drops his gun at the worst possible times.

☞ On a skill check, the character has an accident on a roll of 91-100.

☞ On an ability check, he fumbles on a 19 or 20.

☞ If running or dodging, this character must succeed at a Dexterity check or stumble and fall.

☞ If galloping, the character must succeed at a Ride skill check or fall off his horse.

☞ When brawling, he fumbles on a 1 or 2.

☞ When in a shootout, he has a mishap or failure on a roll of 1 or 2 (on a roll of 2, roll a d20+80 instead of d100 on the Mishaps and Failures table).

Hard of Hearing (15 BP): A character with this flaw has a hard time hearing. Other folks must repeat themselves several times when trying to communicate with a hearing impaired character. The hard of hearing character has trouble in a crowded or noisy place, being unable to pick out the conversation of a friend from the din of the crowd or the sound of gunfire. In the heat of battle, such an impairment might prove fatal. During key times such as this, the character must make an Intelligence check to see if he was able to pick up the intended communication.

Impotent (10 BP): Some men and women, no matter how hard they try, just can't seem to perform in the sack. This leads to frustration and frequent self-chastisement. Worse, other folk frequently make fun of this character when the secret becomes known. Because of

their own self-hatred and/or lack of self-esteem, impotent characters begin the game with a –1 penalty to Charisma.

Lisp (20 BP): The person with a lisp suffers little in the way of damage because of this flaw. However, a lisping person loses a point of Charisma due to society's perception of this speech impediment. Additionally, others may have a hard time understanding the speech of a person who lisps. People often make fun of those who talk funny, so lispers may find themselves in more brawls than usual.

In noisy or stressful situations, any character attempting to understand the lisper must make an Intelligence check. If the check roll equals or exceeds twice the checking character's Intelligence, he believes the lisper is telling him the opposite thing intended.

Low Pain Toleration (35 BP): A character with this flaw feels pain more strongly than others. A person with LPT is unable to stand even the smallest pain. He winces and complains just from getting a splinter in his finger. Those with LPT lose a point of Reputation every time they react to pain in public. In addition, characters with LPT are unable to resist torture and quick to tell an inquisitor anything he wants to know.

For every point of damage suffered, the effective hit points lost are doubled until the person reaches zero or fewer hit points. However, once the combat is over, a person with this malady bounces back, suffering only actual damage (half that recorded). In brawls, the character loses twice the required chips, but regains chips at twice the standard rate.

Migraines (15 BP): Characters who have this flaw suffer from excruciating headaches on a regular basis. When a migraine strikes a character, he will be unable to function. He must rest for the entire day before resuming any activity. If he opts to continue while in pain, all Accuracy and (hand-to-hand) damage rolls suffer a -1 penalty. Anything else he does which causes him to roll dice also incurs a one-point or 5% penalty. Once a week, a person with migraines is out of commission due to migraine pain.

As defined on *Table 6.2-10: Migraine Occurrance*, roll a d8 for each week of game time to determine the day (1=Sunday, 2=Monday, 3=Tuesday, 4=Wednesday, 5=Thursday, 6=Friday, 7=Saturday and 8=no migraine that week and so on). Roll a d12 and d4 to determine exact hour and am/pm respectively. (d12: hour; d4: 1-2=am, 3-4=pm). If necessary, roll a d6 and d10 to determine the exact minute as well (d6-1 for 10s and d10-1 for minutes; a result of 5 and 6 = 56).

Missing Digit (variable BP): A person with this flaw is missing one finger or thumb. This flaw may be rolled or cherry-picked multiple times for additional missing digits. Roll a d10 (or less for multiple occurrences) to determine the missing digit. Place your hands flat on the table, palms down, and count the digits from left to right. The number you rolled determines the missing digit. Refer to *Table 6.2-11: Missing Digit BP Bonus* for specific BP bonuses gained.

TABLE 6.2-11: MISSING DIGIT BP BONUSES

Cumulative Digit Loss	BP bonus
1-4 fingers (no more than 2 from each hand)	5
thumb OR 3 fingers on individual hand	25
thumb PLUS 3 additional fingers (1 hand)	30
thumb OR 3 fingers on individual hand, 1-2 fingers on other hand	30
thumb PLUS 3 additional fingers (1 hand), 1-2 fingers on other hand	35
thumb OR 3 fingers on both hands	50
thumb PLUS 3 additional fingers (both hands)	60

A character missing his thumb cannot properly grip most things and cannot use a pistol with that hand. Likewise, a character missing more than two fingers cannot fire a gun with that hand (but can grip most other things).

For example, let's say that Slim White's player rolls the Missing Digit flaw. He rolls a d10 (for a result of 1) and learns

TABLE 6.2-10: MIGRAINE OCCURRENCE

Roll (d8)	Day
01	Sunday
02	Monday
03	Tuesday
04	Wednesday
05	Thursday
06	Friday
07	Saturday
08	No migraine this week

Roll (d12)	Hour
01	1:00
02	2:00
03	3:00
04	4:00
05	5:00
06	6:00
07	7:00
08	8:00
09	9:00
10	10:00
11	11:00
12	12:00

Roll (d4)	Hour
01-02	AM
03-04	PM

Roll (d6-1)	Minute (tens)
00	:0_
01	:1_
02	:2_
03	:3_
04	:4_
05	:5_

Roll (d10-1)	Minute (ones)
00	:_0
01	:_1
02	:_2
03	:_3
04	:_4
05	:_5
06	:_6
07	:_7
08	:_8
09	:_9

he is missing his left pinky. This is worth 5 BP. As chance would have it, he rolls this flaw three additional times with the additional loss of his left ring finger, right pinky and right middle finger (maybe he was a punch press operator back east…) These four individual flaws, as a whole, still only yield 5 BP since the cumulative digit loss does not cross the threshold and so warrant additional BPs.

Note: During character creation, subsequently gaining the Missing Limb Flaw (specific to the limb on which the missing digit was once found) supercedes this flaw and negates any building points gained.

Missing Ear (20 BP): This flaw affects only a person's appearance and his ability to wear certain types of hats. Those who are missing an ear suffer no loss to hearing except in noisy or stressful circumstances (i.e., combat). In this case, they must make an Intelligence check to understand anything said to them at a distance greater than 15 feet, on the side of the missing ear. Looks is also affected. Those missing an ear lose 1 point per ear from their Looks ability score.

Roll a d4.

☞ If 1 or 3, the left ear is missing.

☞ If a 2 or 4, the right ear is missing.

This flaw may be rolled or cherry picked twice for both ears missing.

Missing Eye (45 BP): Those missing an eye lose some vision, causing them to suffer a -2 penalty to Accuracy with ranged weapons, and –2 on To-Hit rolls when brawling. Looks also suffers, with the character in question losing 1 point from this attribute.

Roll a d4.

☞ On a 1 or 3, the left eye is missing.

☞ On a 2 or 4, the right eye is missing. The penalty to Accuracy with ranged weapons doubles to –4 when firing a weapon in this (left or right) arc.

Missing Limb (variable BP): Characters with this flaw are missing either an arm or a leg. This flaw may be rolled or cherry picked multiple times for additional missing limbs.

Roll a d4 to determine the missing limb.

☞ On a 1, the left arm is missing.

☞ If a 2, the right arm is missing.

☞ If a 3, the left leg is missing.

☞ Or if a 4, the right leg is missing.

Roll a d% (d100) to see how much is missing.

☞ 50% or less indicates the limb is severed near the wrist or ankle. The elbow or knee is still functional. (value 35 BP)

☞ 51% or more indicates the limb is severed near the shoulder or hip. (value 50 BP)

How such an event took place should add a colorful story to a character's past. Whatever the cause, such a character suffers significant problems. A character with a missing arm cannot use two weapons at once, and they certainly may not use bows. Those with a functional elbow may, however, use long guns (with a -2 accuracy penalty). Many other limitations exist, most of which should be self-evident. Fortunately, most people who lose the use of one limb compensate for the loss by developing extremely strong muscles in the other. Therefore, amputees missing an arm lose no Strength bonuses.

Characters who lost a leg have compromised mobility options as detailed in *Table 6.2-12: Missing Leg Movement Effects*.

TABLE 6.2-12: MISSING LEG MOVEMENT EFFECTS

Extent of Disability	Effect on Movement
One leg below knee	Sprinting, Running or Jogging not possible
One leg above knee	Sprinting, Running or Jogging not possible Character may only walk with crutches
Both Legs (any extent)	Character may only move with aid of wheelchair

Near-sighted (25 BP): These characters can see objects that are near, but have trouble seeing things that are far away. Therefore, they suffer a -1 penalty on Accuracy rolls per every two range increments to the target.

Nervous Tic (25 BP): This flaw causes a character to twitch in an uncontrollable way, especially in stressful situations such as gunfights or card games. Usually such twitching is limited to the face or neck. Someone with a tic may have one eye that winks involuntarily, or a muscle on one side of his neck tightens, causing his head to bob to the side. Most of the time, this condition causes no problems. However, imagine what would happen, say, if a person who has an eye tic is thought to be winking at the wife of some big, burly soldier. Nervous tics can also affect a character's ability to aim. Therefore, characters with this flaw suffer -1 penalty to Accuracy with firearms and other ranged weapons.

No Depth Perception (35 BP): A character with this flaw is unable to distinguish whether objects are far away or near. This character suffers a -2 penalty to all Accuracy rolls with firearms or other ranged weapons.

Plumb Blind (90 BP): Blind characters have lost their vision. A player whose character has this devastating physical loss should invent an interesting background story to explain this. Remember that there are varying levels of blindness. Some who are considered blind can see light and colors, as well as movement.

However, everything appears as a blur, with little, if any, ability to distinguish detail. Some blind characters can see light, but nothing else. Others are consigned to constant darkness.

In either case, blind characters suffer a -8 penalty to Accuracy rolls with firearms or other ranged weapons, but only a −4 on attack rolls while brawling. Although such a character cannot see, his other senses are heightened, especially hearing and touch. (Characters starting off blind can hear twice as well as a normal person (they gain their first purchase of their Listening skill for free). Many who are blind have little difficulty getting around, but their movement is cut in half because they must venture forth carefully.

Severely Maimed (variable BP): A person who is maimed has some sort of grotesque injury or malady that decimated his appearance. They may be called "freaks" or "monsters." Children often run away when they see a maimed person, or they may taunt him. Bullies often pick on the character. There is a 50% chance that the public reacts with fear when first encountering a maimed person. Failing that, they will certainly be disrespectful. Players should roll on *Table 6.2-13: Severely Maimed* to determine how the character has been affected.

Sleepwalker (20 BP): Those who walk in their sleep often find themselves in danger. This flaw can bring a completely new meaning to the phrase "he died in his sleep." This character may walk out of a high window, into the middle of a campfire or into an outlaw encampment. Friends of this character may find themselves being asked to tie the character down at night.

Sterile (5 BP): Making babies is impossible for cowpokes with this flaw, though there's nothing stopping them from trying. While some may find this flaw beneficial, there's still that nagging voice inside (and a few grinning folk outside) that implies the sterile character is less than he should be. This character starts out with a −1 penalty to Reputation.

Stone Deaf (variable BP): Those who are deaf can live fairly normal lives despite the loss of their hearing. However, life is a bit more difficult. Most deaf characters (75%) are deaf from birth, and have a further 10% chance to have a deaf parent (roll % for each parent). The other 25% are deaf as a result of some sort of occurrence later in life. How such an event took place should add a colorful story to a character's past.

If the character was born deaf (60 BP), roll %. For each deaf parent, there is a −30% modifier to this roll. On a result of 01-10, the character does not know how to speak (take the Dumb flaw and its additional BPs).

Characters who become deaf later in life (30 BP) know how to speak, but do so loudly (take the Talker (loud) quirk and its additional BPs).

Those who are deaf and dumb have trouble communicating with anyone who doesn't know some sort of sign language. Of course, if the character can write, he can use notes to communicate, provided the person he wishes to communicate with can read. This can also be a role-playing challenge since the player should avoid acting on information his character might not have due to his condition. Deaf characters are unaware of anything happening outside their line of sight.

Deafness does have an advantage, in that deaf characters are unaffected by loud noises. Also, because these characters have had to use their eyes much more than most people in order to compensate for the loss of their hearing, they gain a 25% bonus on all vision-related rolls.

Strange Body Odor (20 BP): This character has a distinctive stench about him. A strange odor emanates from his body, causing him to lose 1 point of Charisma. He is unwelcome in most social gatherings no matter how much he bathes. In addition, he tends to attract unwanted attention.

Trick Knee (30 BP): A person with a trick knee can be walking along and then suddenly have his knee give way. The character with this flaw suffers a +1 penalty to Speed because he is constantly wary of falling down. When climbing, jogging, running, sprinting or carrying a heavy load, a trick knee gives out on a 1 in 12, causing the character to lose his balance and fall to the ground. If the character makes sharp, rapid movements such as dodging or dancing, the chance increases to 1-3 on a d12. Riding a horse is a good option for this character.

TABLE 6.2-13: SEVERELY MAIMED

Roll (d4)	Maiming	Effect	BP Value
1	Misshapen head	Treat wound severity level (head) as one level higher, -1 to Looks score	25
2	Misshapen body	+1 Speed, -1 to brawling attack/damage rolls, -1 to Looks score	35
3	Severe facial burn or intense scarring	-3 to Looks score	35
4	Missing/distorted nose, ear and eye	No sense of smell, Missing Ear and Missing Eye flaws* (no extra BPs)	75

*Both ear and eye must be on the same side of the head.

Chapter 6.3 | Skill Descriptions

Skills acquired during character creation represent knowledge that your character acquired in years past. Skills have a vast array of uses and include such things as Botany, Bronc Busting, Gambling, Hunting, Oration, and so on. Choose skills that best complement the character you have in mind. For example, do not choose Mining for a schoolteacher or Engineering for a fur trader unless you can articulate a well thought-out reason behind it.

★ MASTERY AND DIFFICULTY ★

Most skills include two tables - a Mastery table and a Difficulty table. The Mastery table defines what your character can do with this skill; it shows your character's limitations based on his current level of mastery. Take the the Animal Lore skill, for example. A Novice character can recognize a type of animal by sight, while a Master can determine the location of a water hole, animal herds, predators, or impending danger (such as a forest fire) simply from observing an animal's signs and behaviors. Note that the Mastery table is not all-inclusive - such a table would be bigger than this book! - but serves as a guideline for a character's skill uses and restrictions.

The Difficulty table provides some examples of what might make a skill more difficult to use (such as darkness, excessive noise, angry animals or hostile characters, etc). For our example, let's use the Animal Lore skill again. It would be Trivial (%) to identify an animal when it is caged, corraled or within 10 feet of the character, but it should be Very Difficult (%) to identify an animal at night in the middle of a thunderstorm. The Difficulty level is usually set by the GM or other players.

★ TIME AND FAILED CHECKS ★

Since the skill description cannot define how long it takes to perform every conceivable action, simply use your common sense judgment or a group consensus. For example, a player can't compose an opera that will be relevant for generations in just one day, but he might be able to write a simple poem in 30 minutes. On the other hand, some things (such as recognizing an animal by sight with Animal Lore) may be nearly instantaneous.

You should also use your common sense to determine whether or not a character may re-attempt the same skill check after a failed result. For example, the character knows when he has failed a Carpentry (or similar) check to create an item, since the item is visibly botched or flawed in some way and the resulting piece is worthless except as kindling. If he still wants to build the item, he may try again, but with new materials. To give another example, a player should not typically retry a failed Accounting check, since the character sees no errors and has no reason to recheck his figures.

Apply a cumulative 15% penalty to each repeated skill check to accomplish the same task. (This penalty does not apply when using the same skill to attempt a different task.) If this penalty accumulates to the point where the character cannot possibly succeed, he must improve his mastery level in this skill before attempting the same task again.

★ THE SKILLS ★

ACCOUNTING

Relevant Ability: Intelligence

Cost: 3 BP

Universal: No

Prerequisite: Mathematics 85% or better

Mastery Die: 1d8

This skill allows a character (usually a business owner) to audit, maintain and process financial information, mostly with a double-entry bookkeeping system (keeping a debit entry and a credit entry for every transaction). With this system, the character can check for errors and keep his business records neat and tidy. Characters with a business should attempt this skill check once per month. Failure to use this skill means that the character is using either no method, or a very primitive method, of managing his business. Lack of Accounting costs the business a 1d12% loss per month in profits.

A successful skill check (performed monthly for business owners) means that the character can monitor profitability, detect (or add) irregularities, create new financial records, and so on. A failed monthly skill check indicates that the records are flawed in some way and the business suffers a 1d3% loss per month in profits. These losses are the result of poor inventory management (such as spoiled, damaged, out-of-date or mismatched parts), dishonest vendors, failure to pay bills on time, failure to send proper invoices, or some other factor that does not become apparent due to incorrect books and records. A later successful check reveals any imbalances and their causes, but does not return profits already lost.

Level	The character can...
Unskilled	Not use this skill.
Novice	Maintain an accurate inventory
Average	Accurately monitor profitability of a small business venture
Advanced	Accurately monitor profitability of a large business such as a gold mine
Expert	Accurately monitor profitability of a complicated financial trust involving numerous related business ventures
Master	Manage the financial affairs of a nation-state

Difficulty	Examples
Trivial	Determining what inventory is moving fastest
Easy	Detecting losses due to theft or employee pilferage
Average	Auditing a business' books
Difficult	Engaging in (or discerning) simple financial fraud
Very Difficult	Engaging in (or discerning) complicated financial fraud

ADMINISTRATION

Relevant Ability: Intelligence, Wisdom or Charisma

Cost: 5 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

A character uses this skill to understand the basics of how governmental, private and civic organizations operate. He can use such knowledge to his advantage when he wants to function well within a known governmental system, manage an office, business or organization. The character knows how to hire staff, keep a budget and provide for sanitation and serviceable roadways.

A successful (monthly) skill check means the character is doing well, and the people under him are reasonably content. A failed skill check indicates that the character has no idea how his subordinates feel. Additional skill checks may be required within a month for unusual situations beyond the standard monthly administration (for example, the local dam breaks, or the railroad surveyors are choosing a town or a new business opens that offers higher wages to your employees, etc.).

Level	The character can...
Unskilled	Manage an employee or two
Novice	Manage a small group of employees or subordinates
Average	Run a fair-sized private business with many employees (such as a cattle ranch)
Advanced	Administer a medium-sized town
Expert	Administer a large city or state
Master	Administer a nation-state (Presidential cabinet officer)

Difficulty	Examples
Trivial	Assign someone to complete a minor task and monitor performance
Easy	Assign someone to complete a major task and monitor performance
Average	Achieve organizational goals in situation that presents few challenges
Difficult	Achieve organizational goals in situation with active opposition
Very Difficult	Achieve organizational goals despite extreme conditions such as war or natural disaster

**Minor in context of overall job responsibility. To a novice, making sure someone empties the garbage may be a minor task. For a Master whose job is Secretary of State, a minor task might be negotiating a trade dispute with Denmark.*

***Again, major is in context of overall job responsibility.*

AGRICULTURE

Relevant Ability: Wisdom

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d10

Materials/Tools Required: Yes

This character understands planting, harvesting and storing crops, tending farm animals and similar chores. A character can attempt to work a tract of land to produce the most crops, and he can work at managing a farm as if it were a business, working with livestock, supervisors and farm hands. The character must have tools appropriate to his task (an axe for chopping wood, a bucket for milking a cow, etc).

Level	The character can...
Unskilled	Harvest food crops.
Novice	Manage a small plot of land sufficient to feed his family.
Average	Manage a small farm up to 40 acres with a few slaves or hired hands.
Advanced	Run a large farm with up to 20 slaves or hired hands.
Expert	Run a huge plantation with hundreds of slaves, tenant farmers or hired hands.
Master	Manage the agricultural economy of a nation-state.

No wise businessman can hope to prosper without paying adequate attention to both Accounting and Administration.



Difficulty	Examples
Trivial	Performing minor farm chores
Easy	Ensuring success (sufficient food to live off of for a small farmer, profitability for a cash crop plantation) in a year blessed with good weather
Average	Ensuring success (sufficient food to live off of for a small farmer, profitability for a cash crop plantation) given average prevailing weather conditions
Difficult	Ensuring success (sufficient food to live off of for a small farmer, profitability for a cash crop plantation) despite drought, poor weather, or moderate insect infestation
Very Difficult	Ensuring success (sufficient food to live off of for a small farmer, profitability for a cash crop plantation) despite severe drought or massive insect plagues

ANIMAL EMPATHY

Relevant Ability: Wisdom or Charisma

Cost: 2 BP

Universal: No

Prerequisite: None

Mastery Die: 1d10

A character with this skill has insight into an animal's emotions – he may be able to determine if it is hungry, frightened, maddened, defensive, and so on, and try to show any animal that he desires either friendship or enmity. He can sometimes attempt to

use his skill to placate angry animals or taunt them into attacking him, as he sees fit. Wild or rabid animals cannot be calmed, although they can be taunted or frightened. A single successful skill check indicates that the character succeeds in his task. On a failed check, the character does not understand the animal's mood, or the animal does not understand or react in the way the character hopes.

Level	The character can...
Unskilled	Not use this skill.
Novice	Show animal that the character desires enmity
Average	Taunt animal into attacking the character, frighten domestic animal into fleeing from the character
Advanced	Determine animal's mood (hungry, frightened, angry, defensive, etc.)
Expert	Show animal that the character desires friendship; frighten hungry carnivore into fleeing from the character
Master	Calm angry animals

Difficulty	Examples
Trivial	Empathizing with docile domestic beast
Easy	Empathizing with domesticated animal (dog, milk cow)
Average	Empathizing with docile nondomesticated animal (range cattle, deer)
Difficult	Empathizing with wild, hostile beast (bison, bear, cougar)
Very Difficult	Empathizing with rabid animal

ANIMAL HERDING (SPECIFY ANIMAL TYPE)

Relevant Ability: Wisdom

Cost: 1 BP

Universal: No

Prerequisite: None

Mastery Die: 1d10

Skill in this area enables a character to exercise a greater than normal degree of control over herds of cattle, sheep or horses (declared when the skill is chosen). Each type of animal has different characteristics – for example, cattle tend to stick together, while sheep scatter, and horses have a more independent nature that makes them harder to control. Wild horses cannot be herded.

A character with this skill also knows other details about herding, regardless of the specific animal chosen. For example, a herder might ride ahead to scout out the trail and then return to relay the information to the trail hands. This is often done from a distance, by using a system of hand signals to relay the information (sitting on a horse facing right or left while waving a hat means to turn the herd in that direction).

Level	The character can...
Unskilled	Not use this skill.
Novice	Guide the herd in a specific direction using constant personal supervision; understand the hand signals conveyed by other riders
Average	Guide the herd in a specific direction with some personal supervision; correctly convey hand signals to other riders
Advanced	Find the best grazing land along the trail; reconnoitering best places to ford streams
Expert	Guide the herd in a specific direction using little personal supervision; manage all aspects of a large cattle drive and act as trail boss
Master	Plan a cattle drive ahead of time that maximizes profit given the variables of trail forage, water, weather, and potential hazards (natural or human)

Difficulty	Examples
Trivial	Herding under perfect conditions (daylight, good weather, ample forage)
Easy	Herding under favorable conditions
Average	Herding in poor weather
Difficult	Herding excited or agitated animals, herding in a storm (heavy rain, etc)
Very Difficult	Herding angry or upset animals, herding in a violent storm (dust, hail, etc)

ANIMAL HUSBANDRY (SPECIFY ANIMAL TYPE)

Relevant Ability: Wisdom

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d10

Materials/Tools Required: Yes

This character understands the care and breeding of one type of livestock, such as cattle, chickens, ducks, geese, goats, horses, mules, pigs, sheep or turkeys (declared when the skill is chosen). A character can attempt to breed his animals to produce the best stock, and can work at improving production (i.e. eggs and milk) where appropriate to the animal.

The character can also increase the quantity of his stock through breeding, as noted on the chart (check every three months for poultry, annual check for other animals). If stock increases to a point greater than he can manage at his current mastery level, he must rid himself of any overstock (sell, slaughter, etc.) within 1d2 weeks or automatically lose the overstock to theft, coyote attacks, etc.

On a failed check, your stock depletes by a percentage equal to the difference between the rolled result and your Animal Husbandry mastery.

The character must have appropriate tools (a bucket for milking cows, a shovel for cleaning out stables, etc.).

Level	The character can...
Unskilled	Milk cows/goats, collect eggs from poultry.
Novice	Manage (feed, house) up to two animals.
Average	Manage (as above, plus breeding) up.to a dozen animals; increase quantity of stock through breeding (for poultry - quarterly check improves quantity x4; for others - annual check adds +20% stock).
Advanced	Manage up to 100 animals with a slave or hired hand; increase quantity of stock through breeding (for poultry - quarterly check improves quantity x6; for others - annual check adds +25% stock).
Expert	Manage up to 1,000 animals with a few slaves or hired hands; increase quantity of stock through breeding (for poultry - quarterly check improves quantity x8; for others - annual check adds +30% stock).
Master	Manage thousands of animals with several slaves or hired hands; increase quantity of stock through breeding (for poultry - quarterly check improves quantity x10; for others - annual check adds +40% stock).

Difficulty	Examples
Trivial	Keeping animal healthy with unlimited access to high quality food, water and housing in a disease and predator-free area of ideal temperature

Easy	Keeping animal healthy with access to good food, water and housing in area where disease and predators are infrequent with mild temperature changes
Average	Keeping animal healthy with access to average quality food, water and housing in an area with common disease, predators and temperature changes
Difficult	Keeping animal healthy with little access to food, water or shelter in an area where disease and predators often appear and temperature is debilitating
Very Difficult	Keeping animal healthy with barely any access to food, water or shelter in an area saturated with disease and predators and subject to intense climatic variations

ANIMAL LORE

Relevant Ability: Intelligence

Cost: 1 BP

Universal: No

Prerequisite: None

Mastery Die: 1d10

This skill gives the character knowledge of animals and how to interpret their actions. With a successful skill check, the character knows the animal's general size, coloration, its preferred foods and habitat, how dangerous the creature is, and so on. A successful check means the character remembered his knowledge of the animal. A failed check means that the character doesn't know or just can't seem to remember anything about this animal.

In addition, a successful Animal Lore check gives a 10% bonus to an immediately following Set Traps check when setting a trap for that animal.

Level	The character can...
Unskilled	Not use this skill.
Novice	Recognize a type of animal by sight
Average	Recognize a type of animal by description
Advanced	Recognize a type of animal by tracks or a vague description; know animal's preferred foods and habitat; know how dangerous animal is
Expert	Recognize a type of animal by its droppings, scratches on a tree, etc.
Master	Know the location of a water hole, animal herds, predators, or impending danger (such as a forest fire) from observing an animal's signs and behaviors

Difficulty	Examples
Trivial	Viewing the animal in a cage or corral, or within 10 feet
Easy	Seeing the animal within 100 feet
Average	Viewing the animal through a fog
Difficult	Seeing the animal at night
Very Difficult	Seeing the animal at night and in bad weather (heavy rain, etc)

ANIMAL MIMICRY

Relevant Ability: Wisdom

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

This skill allows characters to imitate noises made by various animals. While a successful check mimics the noise precisely, a failed check means that the sound differs from the correct noise in some slight way, though this does not mean that all creatures hearing the noise know that the sound is fake. While creatures and persons familiar with the noise know this automatically, other creatures or characters in earshot require Wisdom checks to determine if they detect the fake, assuming they know anything at all about the actual sounds. Those clueless as to that particular beast are still duped. Banditos, natives, and scouts sometimes use this ability to communicate signals.

Level	The character can...
Unskilled	Mimic noises that sound a little like the real thing
Novice	Mimic noises that sound close to the real thing
Average	Duplicate sounds with a reasonable degree of accuracy.
Advanced	Mimic cries to fool experienced listeners
Expert	Mimic sounds so that other animals are fooled
Master	Duplicate sounds so that other animals of that type are fooled

Difficulty	Examples
Trivial	Imitating an animal sound common to character's background (pigs for pig farmer, etc)
Easy	Mimicking the sound of character's animal companion, or common animal (dog, cat)
Average	Mimicking an uncommon animal the character has heard (or heard imitated) at least once
Difficult	Mimicking a specific animal (such as the sheriff's guard dog, Rex) or type of bird call
Very Difficult	Imitating an animal sound the character has never heard.

ANIMAL TRAINING (SPECIFY ANIMAL TYPE)

Relevant Ability: Intelligence or Wisdom

Cost: 10 BP

Universal: No

Prerequisite: Animal Empathy 49% or better and Animal Lore 49% or better

Mastery Die: 1d10

Characters with this skill can train one type of animal to perform feats or to follow specific orders. A character may purchase Animal Training multiple times if he wishes to train other types of animals as well. A trainer can work with only one animal at a time, and teach it to follow general orders or perform specific feats. He can also eliminate vices, such as those in some horses (see *Chapter 3.6|Horses*). An animal can learn any simple order or simple feat, plus up to 2d4 general orders or specific feats.

It takes 1+1d3 weeks of work to train the animal to follow a simple order or perform a simple feat, but training for a general order takes three months. Training for a specific feat requires 2+2d4 weeks. At the end of the training time, make a skill check. If successful, the animal learns the order or feat. If the check fails, the animal does not learn the order or feat.

Level	The character can...
Unskilled	Not use this skill.
Novice	Within 1+1d3 weeks: break horse of a stall vice (through daily exercise); train domestic pet (cat, dog) a simple order for indoor behavior (scratching at the door when it needs to go outside, no jumping on furniture, etc.)
Average	Within 1+1d3 weeks: break horse of a flight vice; teach animal a simple feat (bear a yoke, come, sit,

	stay, fetch, heel, speak, roll over, etc.) that it performs upon the character's nonverbal or verbal command
Advanced	Within 3 months: break horse of an aggressive vice; teach animal a general order (guard, attack, track, hunt, etc) that it performs with verbal coaxing from the trainer
Expert	Within 3 months: each animal a general order (guard, attack, track, hunt, pull, etc) that it performs for a third party (not the trainer)
Master	Within 2+2d4 weeks: train animal for specific feat (attack specific person, retrieve specific item)

Difficulty	**Examples**
Trivial	Training an animal you already successfully trained in the same task/action category
Easy	Training a bright, eager and friendly animal
Average	Training a newly acquired animal
Difficult	Training a frightened or abused animal
Very Difficult	Training a wild animal

APPRAISAL (SPECIFY TYPE)

Relevant Ability: Intelligence or Wisdom

Cost: 1 BP

Universal: No

Prerequisite: None

Mastery Die: 1d8

Characters with this skill have the ability to estimate the value of items in certain category types: animals, businesses/land, minerals (including mines, gems, jewelry) or other items. (The "other items" category type includes old books, antiques, works of art, and that sort of thing.) They are well versed in their respective fields, enough to be able to spot sick animals, poor grazing land or the best spot for a new business, a salted mine, or fake works of art, for example. A character that wants to estimate the value of something needs to be able to properly examine the item. The method of inspection depends on the nature of the item being appraised. Establishing the price for a gold mine would entail a lengthy on-site tour whereas appraising a piece of jewelry can be accomplished in the appraiser's office with the aid of a jeweler's lens. A failed check means that the appraiser has no idea of the object's true value. This does not, however, limit him from fabricating a value.

Difficulty levels reflect the number of similar transactions typically occurring for like items. For a mineral appraiser living in New York City, estimating the value of a large diamond would be a Trivial check because large numbers of gemstones are sold daily - thereby establishing a very good basis on which to judge the gemstone's value. A rare book dealer presented with an original copy of the Declaration of Independence would face a Very Difficult check to estimate its value. Most real estate appraisals fall in the Average to Difficult range based upon the size of the lot, but can be easy in areas with large numbers of similar sales.

If fraud is involved, raise the Difficulty check by one category (to a maximum of Very Difficult).

Level	**The character can...**
Unskilled	Not use this skill.
Novice	Estimate the worth of the subject within d20+30% of its true value
Average	Estimate the worth of the subject within d20+20% of its true value
Advanced	Estimate the worth of the subject within d20+10% of its true value
Expert	Estimate the worth of the subject within d20% of its true value
Master	Estimate the worth of the subject within d20-10% of its true value.

Difficulty	**Examples**
Trivial	Appraising an inexpensive common item
Easy	Appraising an item for which there are many potential buyers and sales of similar objects are common
Average	Appraising an item for which there are several potential buyers and sales of similar objects are uncommon
Difficult	Appraising a rare item for which the pool of potential buyers is very limited
Very Difficult	Appraising a one-of-a-kind or extremely unusual item

ARTISTIC ABILITY (SPECIFY TYPE)

Relevant Ability: Dexterity or Wisdom

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

Materials/Tools Required: Yes

Characters use the Artistic Ability skill for various forms of the arts, and must select one category in which they are proficient. These category types include such things as: composition (songwriting), painting, performance, poetry, prose, and sculpture. Artists who choose the performance category must further specify acting, singing, or playing a specific musical instrument (often banjo, guitar or piano).

Artists can attempt to create works of art with a successful Artistic Ability skill check. Success determines the quality of the work, while a failed check indicates that the artist cannot meet his artistic ideal, or otherwise becomes frustrated and throws his failed attempt in the trash. Characters must have tools and materials appropriate to their chosen art; a painter must have paint and brushes, a sculptor must have stone and chisel, and so on.

Artistic Ability also confers a 5% bonus (per level above Unskilled) to Appraisal checks on objects of art related to the chosen art form.

Level	**The character can...**
Unskilled	Draw stick figures.
Novice	Make a lumpy clay ashtray.
Average	Sculpt a simple bowl; paint an abstract landscape.
Advanced	Paint an attractive figure; compose a catchy rhyme.
Expert	Create a photorealistic painting; write a poem in perfect meter.
Master	Write an opera; paint a masterpiece.

Difficulty	**Examples**
Trivial	Replicating work already in common usage
Easy	Producing work that is only a minor variation on artistry currently in vogue
Average	Producing innovative work that appeals to a small audience
Difficult	Producing innovative work that still appeals to a mass audience; completing a commission on time when patron is constantly inquiring as to the status of the project
Very Difficult	Producing groundbreaking work that will still be relevant a generation hence

Possessing artistic ability does not imply that one is soft.



BLACKSMITHING/METALWORKING (SPECIFY TYPE)

Relevant Ability: Strength or Intelligence

Cost: 7 BP

Universal: No

Prerequisite: None

Mastery Die: 1d8

Materials/Tools Required: Yes

A character with the Blacksmithing skill can attempt to make simple tools and other items from iron and steel. It takes at least three hours to create Easy items, six hours for Average items, nine hours for Difficult items, and at least 12 hours of work for Very Difficult items. Only after this time does the smith make his skill check. With a successful skill check, the character crafts the item. A failed result indicates the work was botched or flawed in some way and the resulting piece is worth no more than the original materials.

Characters may also purchase this skill to work with other metals, such as silver or tin. However, such skills (such as Silversmithing or Tinsmithing) must be purchased separately. (Tools are required to do any blacksmith or other metalworking tasks.)

A forge, bellows, tongs, anvil, and hammer are common tools of the blacksmith.

Level	The character can...
Unskilled	Not use this skill.
Novice	Know how to operate blacksmithing tools and equipment; craft simple round or rectangular objects (balls, wedge, piton, chisel, etc).
Average	Craft simple objects with some curves (crowbars, horseshoes, nails, etc).
Advanced	Craft straight or curved bladed objects (scythes, plow blades, bayonets)
Expert	Craft complicated or simple multiple-piece objects (sabers, hinges, etc)
Master	Craft complex or complicated multiple-piece objects (gun barrels, triggers, chambers, printing press typesets, gears, etc).

Difficulty	Examples
Trivial	Repair broken implements
Easy	Craft simple tools
Average	Fabricate mechanical parts based on sample part
Difficult	Fabricate mechanical parts based on drawings
Very Difficult	Fabricate mechanical parts without drawing or samples

BOATING

Relevant Ability: Wisdom

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

A character using the Boating skill can attempt to guide canoes, kayaks and small boats, and well as try to prevent capsizing in rough waters. A successful skill check means that the character guides the craft where he desires, while a failed skill check indicates that the craft capsizes, runs aground, and so on.

Note that this skill is used for small craft such as those used on small lakes, large ponds, and rivers. The Engineering (Steamboat) skill is required for such ships.

Level	The character can...
Unskilled	Guide a raft to follow the current
Novice	Paddle a canoe downstream
Average	Paddle a canoe upstream

Advanced	Use canoes to transport goods
Expert	Safely navigate a heavily laden barge on a large river
Master	Safely navigate a heavily laden barge (including livestock) on a large river

Difficulty	Examples
Trivial	Boating in calm water
Easy	Boating in slow or steady current
Average	Boating in average current with occasional minor hazards
Difficult	Boating at night or in rapids
Very Difficult	Boating in rough water at night

BOOKBINDING

Relevant Ability: Dexterity or Intelligence

Cost: 1 BP

Universal: No

Prerequisite: Leatherworking 85% or better and Seamstress/Tailor 85% or better

Mastery Die: 1d10

Materials/Tools Required: Yes

The character with this skill can repair and bind books (with cloth, paper or leather backings). Of course, the character must have tools (sewing frame, book press, glue, brushes, hammer, knife, needle, thread, measuring tape, saw, scissors, etc.) and materials (cloth, paper or leather) to do so with proficiency. As a general rule, it takes 1d3 hours to repair a book, and 3+1d3 hours to bind or rebind a book. Only after this time does the bookbinder make his skill check. On a successful skill check, the character manages to repair, bind or otherwise use his Bookbinding skill to full effect. A failed result indicates the work was botched or flawed in some way and the binder must begin again from scratch.

Level	The character can...
Unskilled	Not use this skill.
Novice	Replace a loose page or signature (a 4-page grouping); bind a small pamphlet (less than 20,000 words)
Average	Repair a torn page or loose hinge; bind a short book (up to 40,000 words)
Advanced	Repair a broken hinge; repair damaged or worn corners; repair worn spines; bind a book of 90,000+ words
Expert	Repair broken spines; bind a book of unusual size or shape
Master	Rebind or repair a severely damaged book to look new again

Difficulty	Examples
Trivial	Working with access to a full range of bookbinding tools and extra materials
Easy	Working in dim light; working in a noisy environment
Average	Working with poor tools
Difficult	Working with makeshift tools (e.g., a stack of bricks instead of a book press, or upside-down chair instead of a sewing frame)
Very Difficult	Working with makeshift tools in dim light

BOTANY

Relevant Ability: Intelligence

Cost: 1 BP

Universal: No

Prerequisite: None

Mastery Die: 1d8

A character that succeeds at a Botany skill check has a knowledge of plants and how they grow, while a failed check indicates that the character either does not know or cannot remember anything about that plant. This knowledge is more extensive than that provided under the Agriculture skill, as it also extends to plants without obvious food or textile uses.

Botany also confers a 5% bonus (per level above Unskilled) to Agriculture checks related to crops or plants.

Difficulty	Examples
Trivial	Plant is in bloom
Easy	Plant is whole
Average	Identify plant by fruit, leaves, tubers or seeds
Difficult	Parts of plant incorporated into mixture or food
Very Difficult	Identify plant from charred remains

Level	The character can...
Unskilled	Not use this skill
Novice	Recognize various species of common plants
Average	Know under what conditions common plants grow best; recognize common poisonous plants from common non-poisonous plants.
Advanced	Recognize various species of common plants from vague descriptions
Expert	Recognize various species of rare or exotic plants.
Master	Know under what conditions rare or exotic plants grow best; recognize rare or exotic plants from vague descriptions or pictures; tell poisonous rare or exotic plants from non-poisonous varieties

BREWING (SPECIFY TYPE)

Relevant Ability: Intelligence

Cost: 1 BP

Universal: No

Prerequisite: None

Mastery Die: 1d12

Materials/Tools Required: Yes

The character knows the art of either brewing beer, producing wine or distilling spirits. Each of these is a separate skill, and the character must indicate which specialty he is pursuing. As a general rule, brewing one 5-gallon batch takes one day, although fermenting one batch of beer takes 1+1d2 weeks, fermenting one batch of wine takes 5+1d2 weeks, and fermenting a batch of spirits takes 1+1d4 days. Of course, multiple batches may be fermented simultaneously, and aged for longer periods. A skill check must be performed after each batch has fermented. Success indicates a successful batch (the amount by which one exceeds the minimum generally indicating quality), while failure indicates an unpalatable product.

After it has been determined that the batch is palatable, proper aging to enhance flavor requires another 1+1d3 weeks for standard beers, 6+1d2 months for white wines, 1 year for reds, and 30+1d12 months for the hard stuff. For specialty beers (doubles, dunkels, etc.,), double the time in all steps except brewing. For red wines and spirits, extended aging for a like period may increase value with another sucessful Brewing skill check (with the value increasing by a pecentage equal to the margin by which the skill check was successful).

Brewers need untensils and tools such as oak kegs, bottles, pans, bowls, mixing spoons and raw materials such as hops, yeast, grapes, malted barley, sugar, clean water, etc. The alcohol must also be stored in a controlled environment during aging (usually a cellar) to help it avoid extreme temperatures and exposure to sunlight.

Level	The character can...
Unskilled	Not use this skill.
Novice	Can brew one batch of beer or wine per day
Average	Brew two batches of beer or wine per day; build a still for brewing spirits; brew one batch of spirits per day; produce a drink capable of attracting a local audience
Advanced	Produce beer/wine/spirits unfamiliar to the region (sake, aquavit, etc.); brew three batches of beer or wine (or two batches of spirits) per day; manage an operation capable of supplying a standard saloon (provides at least six batches per day); produce a drink capable of attracting a county-wide audience
Expert	Manage a local or regional brewery, winery or distillery (provides at least 60 batches per day); produce a drink capable of attracting a state-wide audience
Master	Produce beer, wine or spirits capable of attracting a national audience

Difficulty	Examples
Trivial	Taste testing
Easy	Knowing how to operate appropriate equipment.
Average	Producing beer, wine or liquor from standard formulae
Difficult	Producing beer, wine or liquor from non-indigenous plants the character is unfamiliar with
Very Difficult	Producing from very marginal sources such as wild grasses

BRONC BUSTING

Relevant Ability: Strength, Wisdom, or Charisma

Cost: 2 BP

Universal: Yes

Prerequisite: Riding 80% or better

Mastery Die: 1d6

This skill allows a character to break or bust a wild or ornery horse (i.e., make the horse submit to a saddle and rider). Busting a bronco generally requires at least three characters – an anchor, a mugger and the rider. The anchor (or anchors) tries to hold the horse, while the mugger stands in front and attempts to distract it. If both these characters succeed in the Bronc Busting checks, the rider with the Bronc Busting skill makes a Riding check to saddle and mount the horse.

Once the rider is mounted, the anchor releases the horse and the mugger runs off, leaving the rider on his own. A successful Average, Difficult or Very Difficult Bronc Busting skill check at this point indicates that, after some bucking, the horse finally accepts the rider and settles down.

Difficulty	Examples
Trivial	Horse previously busted or of Quiet temperament
Easy	Horse is young, small or weak, or of Interested temperament
Average	Horse is of Nervous temperament
Difficult	Horse is ornery or wild, or of Extremely Nervous temperament
Very Difficult	Horse is ornery and wild; horse is of Stubborn or Treacherous temperament



Bronc Busting is a valued skill in the Shattered Frontier.

Level	The character can...
Unskilled	Act as the mugger to distract the horse
Novice	Act as the anchor to hold the horse
Average	Bust a horse that already lets one (and only one) character ride it
Advanced	Bust a mare
Expert	Bust a stallion
Master	Bust any horse (including previous abused horses, etc.)

CALLIGRAPHY/SIGNMAKING

Relevant Ability: Dexterity

Cost: 1 BP

Universal: No

Prerequisite: Reading Comprehension/Penmanship 90% or better

Mastery Die: 1d10

Materials/Tools Required: Yes

Characters with this skill can make just about any letter or sign look real nice. It takes at least one minute to create Easy items, 30 minutes for Average items, two hours for Difficult items, and at least 12 hours of work for Very Difficult items. Only after this time does the calligrapher/signmaker make his skill check. A successful Calligraphy/Signmaking check means that the style of each given letter or symbol is the same, or a sign is completed. The effect of the art is largely meant to be experienced all at once, rather like a painting. A failed check indicates that the calligraphy/sign is difficult to read, either because the writing is poor, the writer forgot a letter or word, or the individual letters are too extravagantly embellished to be easily read.

Level	The character can...
Unskilled	Not use this skill.
Novice	Write a short note; make a tiny sign or simple small sign
Average	Write a long letter; make a small sign with some flourishes
Advanced	Write a complex document; make a medium or larger sign with lots of flourishes
Expert	Produce a work so admired that members of the local audience come just to look at it
Master	Produce a masterwork so attractive that it will still be admired a generation hence

Difficulty	Examples
Trivial	Copying letter or sign from sample
Easy	Making new letter/sign from pre-existing template
Average	Creating an innovative way of making a letter/sign
Difficult	Sign/letter in foreign language
Very Difficult	Sign/letter uses non-Greek characters and character cannot read the language (such as Chinese)

CAMOUFLAGE

Relevant Ability: Wisdom

Cost: 6 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d10

By using this skill, the character can attempt to aid in concealing himself, his companions and inanimate objects by using natural or man-made materials. In forests, the character can use shrubbery, mud and other readily available resources. Deserts or similarly barren terrains usually require special clothing, paints or other artificial materials (although "digging in" is an old trick that may be applicable in such terrain). It takes a character a successful skill check, plus a half-hour to camouflage himself or any



Camouflage can be used very effectively to ambush an opponent.

other person, 1d4 hours to conceal a cart or inanimate object of comparable size, and a half-day to hide a small building. A failed check indicates that there was some flaw, or that the object simply cannot be camoflagued with the available materials.

Sucessfully camouflaged companions also go unnoticed; only one skill check is required for the entire group, though each extra person or area to be camouflaged increases the time necessary for the attempt. Camouflaging has no effect on predators that locate prey by scent or other keen senses; a grizzly can still sniff out a camouflaged hunter. A camouflaged person has no protection against a passerby who accidentally brushes against or bumps into him. Likewise, a camouflaged person may reveal himself if he sneezes, cries out or makes any other sound.

Note that camouflaging is only necessary for partially or entirely exposed persons or objects. A person hiding behind a stone wall doesn't need to be camouflaged to avoid detection, nor would a completely buried object need any special treatment.

Level	The character can...
Unskilled	Camouflague in an area with a large amount of natural cover (lush forest)
Novice	Hide in an area with lots of natural cover
Average	Conceal in an area with some natural cover
Advanced	Camouflague in an area with little natural cover
Expert	Use material uncommon to the environment; camouflague in a mostly barren area
Master	Use material foreign to the area (hay in a desert); camouflague in a barren waste

Difficulty	Examples
Trivial	Camouflaging a coin sized object
Easy	Concealing a watermelon-sized object
Average	Concealing a person
Difficult	Concealing a cart or inanimate object of comparable size
Very Difficult	Hiding a small building

CARPENTRY

Relevant Ability: Intelligence

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d10

Materials/Tools Required: Yes

A character with the Carpentry skill is familiar with many aspects of woodworking. It takes at least 4+1d4 hours to create Easy items, 8+2d4 hours for Average items, 4+1d4 days for Difficult items, and at least 2+1d4 weeks of work for Very Difficult items. Only after this time does the carpenter make his skill check. A successful check indicates that the character succeeds at building the object, while a failed result indicates the work was botched or flawed in some way and the resulting piece is worthless except as kindling. Houses and other large or complex items need a character with the Engineering Design skill to first prepare the plans.

Common tools of a carpenter are a hammer, saw, nails, and measuring device, although more specialized tools may be needed depending upon the job in question.

Level	The character can...
Unskilled	Use carpenter's tools and handle materials with supervision
Novice	Use carpenter's tools and handle materials without supervision
Average	Craft a broom or a basket; build simple shelves or similarly sized objects; build a simple outhouse, cabinet, table or similarly sized object
Advanced	Build a simple shed or one-room cabin; craft decorative cabinets, chairs, tables, or similarly sized objects; supervise up to a dozen other lesser skilled carpenters
Expert	Build a large house, with plans.
Master	Build a large house, without plans.

Difficulty	Examples
Trivial	Sawing a board; hammering a nail
Easy	All parts pre-measured and cut; fixing a broken table or chair
Average	Building with poor equipment
Difficult	Building with no specialized tools available (measuring device, miter box, etc)
Very Difficult	Building with no carpentry tools available (using a rock for a hammer, etc.)

CARTOGRAPHY

Relevant Ability: Intelligence

Cost: 1 BP

Universal: Yes

Prerequisite: Reading Comprehension/Penmanship 90% or better

Mastery Die: 1d8

Materials/Tools Required: Yes

This skill allows a character to attempt the creation of relatively accurate and attractive maps, without the use of survey equipment (although survey equipment such as a compass, chain and telescope gives a character a 20% bonus to his Cartography skill check). He can draw overland routes, local and regional maps, and so on, provided he can visit the location or has access to the necessary information.

It takes at least one minute to draw Trivial maps, 4+2d4 minutes to draw Easy maps, 10+2d10 minutes for Average maps, 4+1d4 days for Difficult maps, and at least 1+1d4 weeks of work for Very Difficult maps. Only after this time does the cartographer make his skill check. A successful skill check indicates that the character correctly draws the map, while a failed check means that the map is wildly inaccurate.

Level	The character can...
Unskilled	Draw a rough, simple map (not to scale)
Novice	Draw a fairly accurate map with prominent terrain features noted
Average	Create linearly accurate small map such as a plat of survey; use survey equipment
Advanced	Create linearly accurate map of any size
Expert	Create linearly accurate map of any size with rough topographical information
Master	Create an accurate topographical map to any scale

Difficulty	Examples
Trivial	Terrain is perfectly flat (plains, salt flats) with no distinguishing features
Easy	Terrain is fairly flat with one distinguishing feature (river, hill, etc)
Average	Terrain is varied with a few distinguishing features
Difficult	Terrain is rough and varied with several distinguishing features
Very Difficult	Terrain is very rough and varied with many distinguishing features

CHEMISTRY

Relevant Ability: Intelligence

Cost: 4 BP

Universal: No

Prerequisite: Mathematics 85% or better

Mastery Die: 1d6

Materials/Tools Required: Yes

A chemist generally studies matter and how it interacts with other matter, and the distinctions between inorganic and organic substances. With a successful check, he can talk knowledgeably about different chemical compounds and their properties. A failed skill check indicates that the chemist simply cannot recall the information he needs at the moment, or that his lab test produced an inaccurate result.

Level	The character can...
Unskilled	Not use this skill.
Novice	Operate chemist's equipment; identify common substances and compounds in their pure state
Average	Perform routine chemical analyses
Advanced	Set up/manage a small scale batch chemical process (e.g. mercury amalgam gold extraction)
Expert	Set up/manage a continuous process (to produce sulfuric acid or potash, etc.)
Master	Identify and determine properties of compounds or elements currently unknown to science

Difficulty	Examples
Trivial	Analyzing common compound in a proper chemistry lab
Easy	Analyzing rare compound in a proper chemistry lab
Average	Identifying common compounds in a field environment
Difficult	Identifying rare compounds in a field environment
Very Difficult	Analyzing compounds currently unknown to science

CLIMBING

Relevant Ability: Strength or Dexterity

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

Characters use this skill to climb trees, buildings and fences, as well as even larger obstacles. With a successful Climbing skill check, the character succeeds in climbing his target. However, if the target changes significantly (such as a cliff face changing from sturdy rock to loose shale) or the character changes direction, he must make another Climbing skill check for this new task. On any failed skill check, the character can climb no further than one-fourth his intended distance. A second failed skill check (following a first failed check) means that the character loses his grip and falls.

Characters may need rope or climbing pitons, depending on the obstacle climbed.

Level	The character can...
Unskilled	Climb trees; climb ladders
Novice	Climb the side of a standard building that has windows or a flagpole
Average	Climb a steep hill with many rock handholds and footholds
Advanced	Climb a sheer cliff with rope or pitons
Expert	Climb a sheer cliff without rope or pitons
Master	Climb a smooth brick wall

Difficulty	Examples
Trivial	Using a ladder
Easy	Using a knotted rope
Average	Using an unknotted rope
Difficult	Climbing at night or in rainstorm
Very Difficult	Climbing at night in blizzard or rainstorm; climbing a greased surface

COBBLING

Relevant Ability: Dexterity

Cost: 1 BP

Universal: No

Prerequisite: Leatherworking 85% or better

Mastery Die: 1d12

Materials/Tools Required: Yes

The character with this skill can try to repair and design boots and other footwear. Of course, the character must have leatherworking tools (awl, hammer, knife, thread, needles and so on) and materials (leather) to do so with proficiency. It takes up to 1d4 hours to work on Easy items, 4+1d4 hours for Average items, one day for Difficult items, and 4+1d4 days of work for Very Difficult items. Only after this time does the cobbler make his skill check. On a successful skill check, the character manages to repair, craft or otherwise use his Cobbling skill to full effect. A failed result indicates the work was botched or flawed in some way and the resulting piece is worthless.

Level	The character can...
Unskilled	Not use this skill.
Novice	Use leatherworking tools and handle materials; shine shoes and boots; repair minor scuffs and scrapes
Average	Mend broken soles; replace heels and straps
Advanced	Repair a severely damaged boot or shoe; make shoes/boots from raw materials
Expert	Design a style of shoe or boot that varies slightly from an existing style
Master	Design and craft a completely new style of shoe or boot

Difficulty	Examples
Trivial	Performing repairs in fully stocked cobbler's shop
Easy	Crafting footwear with aid of pre-existing pattern
Average	Crafting footwear without pre-existing pattern
Difficult	Crafting footwear from unusual materials (snakeskin)
Very Difficult	Crafting footwear with only improvised tools available

COOKING

Relevant Ability: Wisdom

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d12

Materials/Tools Required: Yes

With his pots and pans and a successful Cooking skill check, a cook can make tasty delights out of just about any edible sub-

stance, and can produce hot meals on the trail. A failed check means that the character's food is disgusting and inedible. Cooking a meal generally takes no more than an hour, although the preparation of ingredients and dishes may take several. Out on the range, the unspoken rule is that nobody approaches the chuck wagon without permission, and the range cook is generally within his rights to shoot such a man.

Level	The character can...
Unskilled	Boil water; peel potatoes; chop vegetables; wash pots and pans
Novice	Perform basic frying, roasting and cooking
Average	Make cakes or cobblers; bake bread
Advanced	Properly preserve fruit and vegetables
Expert	Prepare gourmet meals fit for royalty
Master	Run a cooking school that trains world-class chefs

Difficulty	Examples
Trivial	Preparing a meal in a proper kitchen with a well stocked pantry
Easy	Preparing a meal on the trail with adequate food stores
Average	Preparing a meal from game and locally gathered roots and berries
Difficult	Preparing nutritious and tasty meals from unfamiliar wild sources
Very Difficult	Preparing nutritious and tasty meals from vermin (rats, insects)

CULTURE (NATIONALITY OR TRIBE SPECIFIC)

Relevant Ability: Intelligence

Cost: 1 BP

Universal: No

Prerequisite: None

Mastery Die: 1d12

Characters with this skill know the customs and traditions of one specific nationality or tribe (such as Apache, Cherokee, British, Confederate, French, and so on). The player character must select the nationality or tribe he is an expert on, though he can purchase this skill multiple times for multiple cultures. Among other things, the character with this skill is able to recognize (with a successful skill check) aspects of the nationality or tribe about which he is an expert. With a failed skill check, the character is unfamiliar with that particular aspect of the culture – either he never learned about it, or he has temporarily forgotten it.

*All characters are considered Masters (12% skill mastery) in regards to their own culture.

Level	The character can...
Unskilled	Not use this skill.
Novice	Remember famous persons of that culture
Average	Recognize famous legends, folk tales and songs from that culture
Advanced	Know common slang and stereotypes
Expert	Recognize major aspects of craftsmanship (such as pottery painting or metalwork designs); know the current fashion styles
Master	Know obscure regional folk songs and folk tales; recognize minor aspects of craftsmanship (stenciling on the bottom of clay pots, etc); know various fashion styles

Difficulty	Examples
Trivial	Remembering obvious facts
Easy	Recalling well-known customs
Average	Remembering common customs
Difficult	Recalling little-known customs
Very Difficult	Recalling obscure traditions

CURRENT AFFAIRS

Relevant Ability: Wisdom

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

This skill helps a character know the goings-on in the world around him. He tries to keep informed of all the latest developments in any region. The information obtained is always publicly available knowledge and never secret or classified information. With a successful Current Affairs skill check, the character successfully asks questions and finds (or knows) answers about the local area. On a failed check, people refuse to answer the character's questions or he can't seem to remember the knowledge himself.

Level	The character knows...
Unskilled	Major developments (wars, well-publicized events) ocurring in his local area
Novice	Names and faces of prominent local citizens, major developments county-wide
Average	With whom local citizens associate and how frequently; major developments state-wide
Advanced	Political leanings/alliances of prominent local citizens; major developments nation-wide
Expert	Political leanings/alliances of prominent/powerful citizens throughout the state/territory; major developments continent-wide
Master	Political leanings/alliances of prominent or powerful citizens throughout the civilized world; major developments world-wide

Difficulty	Examples
Trivial	Asking about obvious facts; character has spent over 1 month in the area
Easy	Asking about common knowledge; character has only spent 3 to 4 weeks in the area
Average	Seeking detailed (though not purposely concealed) knowledge; character has only spent 2 to 3 weeks in the area
Difficult	Seeking detailed knowledge about someone who is actively trying to conceal their actions; character has only spent 1 to 2 weeks in the area
Very Difficult	Seeking detailed knowledge about a secretive character known by very few persons; character has spent less than 1 week in the area

DECEPTION

Relevant Ability: Intelligence or Charisma

Cost: 4 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

This character is smooth. He can practically talk a miner into believing that giving away gold is a good thing. He can even tell untruths in such a convincing manner that those who don't believe him look like idiots. A successful Deception skill check means people believe his "stories." If the check fails, the lie is simply too outrageous or unbelievable in some way. Review the

same modifiers described for Fast Talking in *Table 6.3-1: Fast Talking Modifiers*, based on the Intelligence and Wisdom of the subject and modify further by the believability of the story.

Level	The character can...
Unskilled	Deceive a stranger
Novice	Deceive an acquaintance
Average	Deceive a close friend or ally
Advanced	Deceive a guard
Expert	Deceive a member of a hostile tribe or nation
Master	Deceive a sworn personal enemy

Difficulty	Examples
Trivial	Telling a very likely untruth ("A new hardware store is opening next week")
Easy	Telling a plausible lie ("I heard the local bandits are on their way here")
Average	Telling a possible, if unlikely, lie ("The President is coming to town to see one of his relatives")
Difficult	Telling a very unlikely lie ("The bank is giving away $10 to all customers!")
Very Difficult	Telling an absurd lie ("Feed a cow fruit and their cowpies will be tasty")

DEMOLITION

Relevant Ability: Intelligence

Cost: 6 BP

Universal: Yes

Prerequisite: None

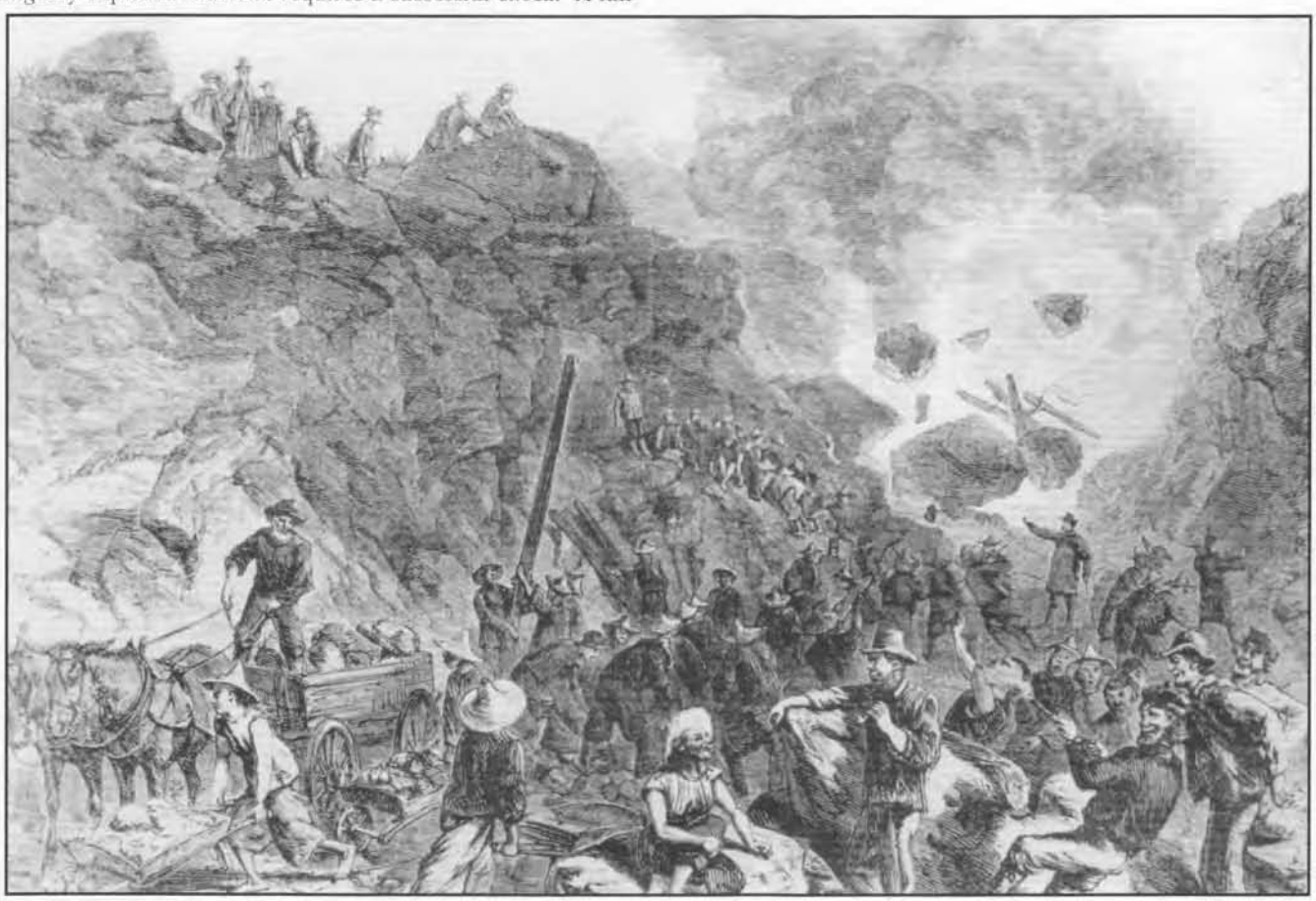
Mastery Die: 1d4

Materials/Tools Required: Yes

The Demolition skill involves handling explosives (e.g. gunpowder, dynamite paste or rod, and nitroglycerine). Creating or using any explosive material requires a successful check. A failure indicates the possibility of an unexpected explosion. After a failed check when using dynamite paste or rods, or creating or using gunpowder explosive devices, roll 1d10. On a 1, the explosive detonates (often due to mishandling or an unexpected spark). A failed check when handling liquid nitroglycerin (such as when creating dynamite) is always an explosion.

Level	The character can...
Unskilled	Detonate prepared explosives
Novice	Handle and move explosives with no danger of explosion
Average	Affix blasting caps and fuses to dynamite rods or paste for safer ignition.
Advanced	Estimate the blast radius of any explosive within 50%; cylinder shape dynamite paste for dynamite rods.
Expert	Estimate the blast radius of any explosive within 30%; mix proper quantities of liquid nitroglycerine with silica to turn it into a paste (dynamite).
Master	Estimate the blast radius of any explosive within 10%; determine the exact quantities of explosive material for the job (e.g., a small amount for cracking a safe or a larger amount for blowing up a building).

Difficulty	Examples
Trivial	Working with experienced helpers in laboratory conditions
Easy	Working with experienced helpers in field conditions
Average	Working alone
Difficult	Working at night or in poor weather
Very Difficult	Working with explosives while moving/riding



DENTISTRY

Relevant Ability: Intelligence

Cost: 5 BP

Universal: No

Prerequisite: None

Mastery Die: 1d8

Materials/Tools Required: Yes

The character with this skill knows how to pull teeth, create false teeth, etc. He knows the correct uses of anesthesia (usually ether) to keep the patient still during the operation, and the necessary tools (pliers, scalpels, files, and so on). A successful skill check is necessary for the procedure (but not for the anesthetic). If a patient requires multiple procedures, make a skill check for each. A failed check indicates that the procedure was unsuccessful.

Level	The character can...
Unskilled	Not use this skill.
Novice	Pull front teeth
Average	Pull molars
Advanced	Use correct amounts of anesthesia to keep patient still
Expert	Create false teeth; cap tooth with gold or silver
Master	Drill and clean cavities

Difficulty	Examples
Trivial	Performing operation in fully stocked operating room with special dental chair
Easy	Performing operation in fully stocked operating room without special dental chair
Average	Performing operation in field conditions
Difficult	Performing operation with faulty or missing dental equipment
Very Difficult	Performing the operation with with only improvised tools or materials available

DIPLOMACY

Relevant Ability: Intelligence or Charisma

Cost: 4 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

A character can use this skill to attempt to negotiate treaties, conduct relations between political entities, nations and/or tribes, and establish trade between such groups. He is able to deal effectively with people. He knows when to compromise and when to take a hard line in order to get what he wants. A skill check is required, of course, whenever a character wants to establish diplomatic relations with any person or group.

A successful roll means the person being negotiated with reacts favorably to the character and his offer. A skill check is also required every year after relations have been established. A successful check means that relations are still favorable. A failed check, naturally, means that the character's diplomatic efforts were unsuccessful.

Level	The character can...
Unskilled	Convince one or more friends to join in a greatly beneficial agreement
Novice	Convince one or more friends to join in a slightly beneficial agreement
Average	Convince friends or enemies to make an agreement that does not favor any person or group over another
Advanced	Convince one or more enemies to join in a slightly beneficial agreement
Expert	Convince one or more enemies to join in an agreement that favors one person or group over another
Master	Completely swindle an avowed enemy

Difficulty	Examples
Trivial	Negotiating for a very likely result
Easy	Negotiating for a plausible result
Average	Negotiating for a possible, if unlikely, result
Difficult	Negotiating for a very unlikely result
Very Difficult	Negotiating for a ludicrous or outlandish result

DISGUISE

Relevant Ability: Intelligence or Charisma

Cost: 4 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

Materials/Tools Required: Yes

While any character can use this skill, a character well versed in the art of disguise can alter his appearance to be totally unrecognizable. There are, of course, common sense limits to this skill. A hairy, middle-aged Mexican ranchero is going to have one heck of a time pulling off disguising himself as a 17-year-old saloon girl.

In general, the following limitations apply:

- Height: +/-25% of actual height
- Weight: +/-50% of actual weight
- Sex: Male or female
- Hair: Any color
- Eyes: Any color
- Complexion: Any color
- Facial features: Highly mutable

A success means that the character's disguise is accurate, while a failure means that the character believes that his disguise is perfect - when actually it is not.

Looks cannot be altered upwards by means of this skill (though a high Looks ability score may be concealed). Obviously, the ability to speak the language of the person you impersonate is not granted either.

The character may need to purchase special clothes or other materials (padding for stomach, false wigs, etc depending on his disguise.

Level	The character can...
Unskilled	Appear as a relative of the same race, sex and age category
Novice	Appear as another individual of the same race, sex and age category
Average	Alter one's apparent sex or apparent age
Advanced	Alter one's apparent race.
Expert	Perform multiple combinations of above
Master	Impersonate a specific individual

Difficulty	Examples
Trivial	Fooling someone totally ignorant of the race you are impersonating (e.g. pretending to be a Sioux Indian to a group of recent German immigrants)
Easy	Fooling someone who does not approach closer than 30 feet
Average	Fooling someone with casual contact

Difficult	Fooling someone you must interact with at length
Very Difficult	Fooling someone from the same race, social status and geographical background

DISTRACTION

Relevant Ability: Charisma

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

With a successful skill check, everyone within 40 feet must look at the distracting character and suffer a Speed penalty to their current action. Other characters that know about a particular distraction before it occurs may ignore it with a successful Wisdom check with a -4 bonus to the roll. On a failed skill check, the character fails to distract his targets. If he fails his check by 50 or more, he unfortunately distracts those who expected the distraction in advance (if any).

Using this skill creates a loud spectacle. The individual using this skill may not be engaged in a fight or chase.

Level	The character can...
Unskilled	Make others glance at him (they suffer a +1 Speed penalty)
Novice	Make others look at him briefly (suffer a +1d2 Speed penalty)
Average	Make others look at him for a few moments (suffer a +1d4 Speed penalty)
Advanced	Make others stop what they are doing and look at him (suffer a +1d4+2 Speed penalty)
Expert	Make others focus only on him (suffer a +1d4+4 Speed penalty)
Master	Temporarily engage someone's undivided attention (suffer a +1d4+6 Speed penalty)

Difficulty	Examples
Trivial	Distracting a single person in a quiet environment
Easy	Distracting multiple persons in a quiet environment
Average	Distracting a single person in a noisy environment
Difficult	Distracting multiple persons in a noisy environment
Very Difficult	Distracting multiple persons in a fight or chase

DRIVING, STAGECOACH/WAGON

Relevant Ability: Wisdom

Cost: 3 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d20

A driver hauls mail, cargo or passengers through treacherous terrain and often hazardous weather. A character uses this skill much like he uses the Riding skill, but with the rider sitting on a cart or coach, rather than on horseback. A successful skill check indicates that the character succeeded in his Driving attempt, while a failed check means that he was unable to accomplish the desired task for one reason or another. Note that minor maintenance generally takes 1d4 hours, while major repairs may take up to a full day, providing the character has the correct replacement parts.

Level	The character can...
Unskilled	Handle a cart or wagon
Novice	Handle the reins, friction brake and whip of a stagecoach
Average	Determine the shortest route between two locations in a familiar area
Advanced	Perform routine maintenance or repairs on a coach, including its twin thoroughbraces (rawhide springs)
Expert	Determine the shortest distance or travel time between two locations
Master	Perform major repairs on a coach, including its twin thoroughbraces (rawhide springs); use alternative materials to make minor (Average) repairs

Difficulty	Examples
Trivial	Driving between two towns on a very familiar road
Easy	Driving on a road
Average	Driving off-road
Difficult	Driving in an unfamiliar area
Very Difficult	Driving in a heavy thunderstorm

ENGINEERING DESIGN

Relevant Ability: Intelligence

Cost: 7 BP

Universal: No

Prerequisite: Mathematics 60% or better

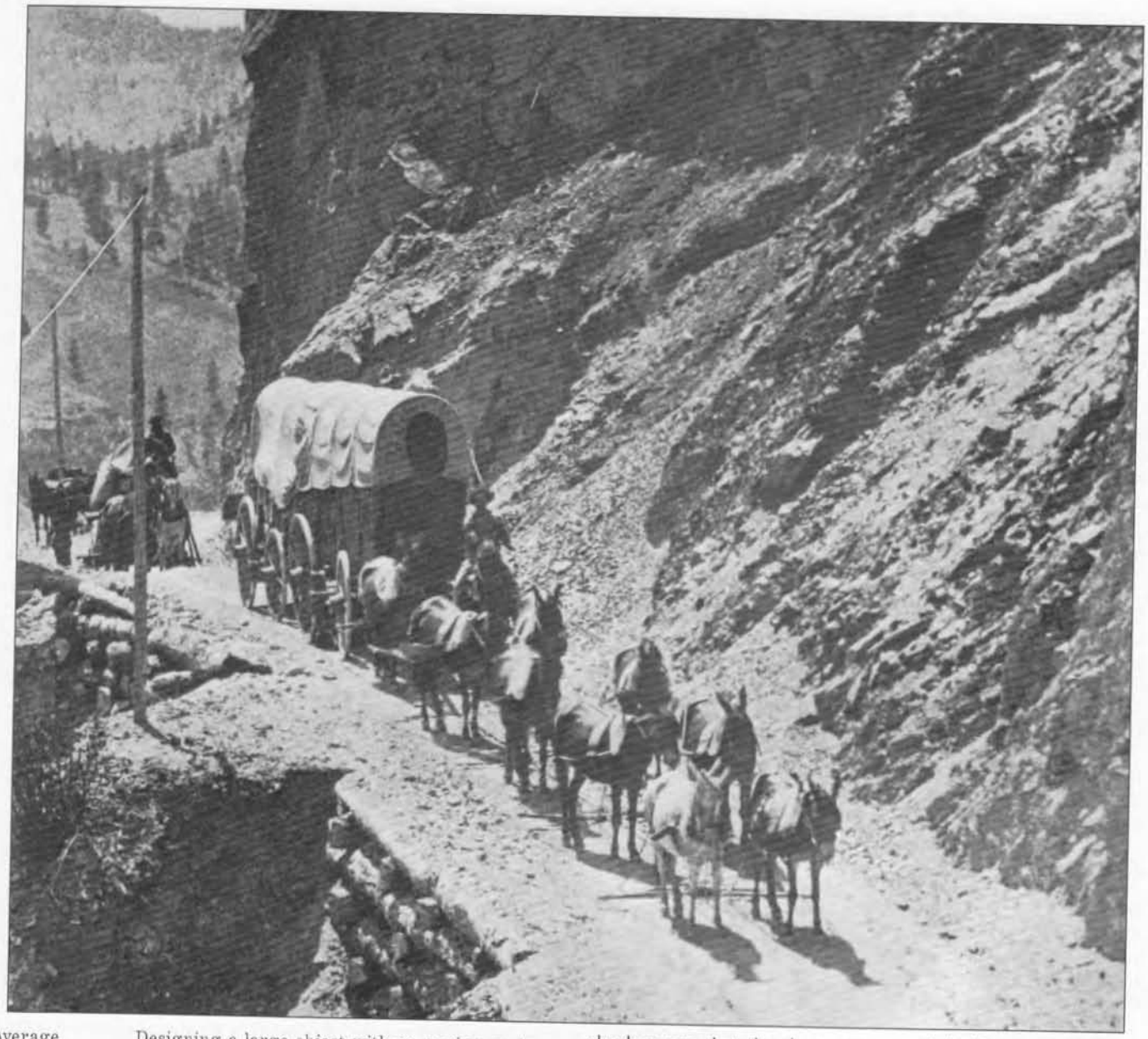
Mastery Die: 1d4

This skill allows the character to design complex or simple items of nearly any size imaginable. It takes at least eight hours to draft Easy plans, 16 hours for Average plans, 32 hours for Difficult plans, and 64 hours of work for Very Difficult plans. Only after the plans are drafted does an engineer make his Engineering Design skill check. A successful check at this point means that there are no errors in the plans, while a failed check indicates that the engineer spots one or more errors. If he finds errors, he may spend half the previous design time checking his plans for more errors and correcting any he finds. After corrections, he must again make his skill check. If successful, he has removed all the errors. If failed, he must repeat the review process until he finds no errors in his plans.

The Locomotive Engineering or Steamboat Engineering skills, on the other hand, focus on operation instead of design, and are separate skills. Furthermore, note that this skill does not automatically provide competent workmen to build the device.

Level	The character can...
Unskilled	Not use this skill.
Novice	Read and draw up plans; remember engineering abbreviations, nicknames and jargon
Average	Prepare plans for a simple item or structure (shed, outhouse) with no moving parts, supervise and manage workmen carrying out the character's plans
Advanced	Prepare plans for a large item or structure (mansion) with no moving parts
Expert	Prepare plans for a complex item or structure with several moving parts (mills, river locks)
Master	Prepare plans for a complex item or structure with many moving parts (locomotive, watch)

Difficulty	Examples
Trivial	Designing a tiny or small object with no moving parts
Easy	Designing a medium object with no moving parts



Average	Designing a large object with no moving parts
Difficult	Designing a complex object
Very Difficult	Designing a novel and complex object (a new invention)

ENGINEERING, LOCOMOTIVE/STEAMBOAT

Relevant Ability: Intelligence

Cost: 3 BP

Universal: No

Prerequisite: Engineering Design 80% or better

Mastery Die: 1d10

The character with this skill is trained to operate steam locomotives or steamboats (choose one). He knows how to manage the pressure in the boiler by operating the safety valves, monitoring the water level on the firebox, and so on. He also knows how to speed up and slow down, how to watch the gauges, how much fuel (coal or wood) is required to remain at a certain speed, and other such details of engineering for this mode of travel. The engineer must still have competent workmen (firestokers, mechanics, conductors and so on) to work under him, but he is trained to supervise and manage their work. A successful skill check means that the character succeeds in his attempt, while a failed check indicates that the engineer makes a misstep, becomes distracted, and so on.

Level	The character can...
Unskilled	Not use this skill.
Novice	Start up the locomotive or steamboat; know engineering abbreviations, slang, jargon
Average	Bring the locomotive or steamboat to a halt; supervise and manage workmen
Advanced	Bring the locomotive or steamboat smoothly to a halt at a precise location (platform or dock); operate the locomotive or steamboat under normal conditions
Expert	Attempt faster than usual speed increases or decreases
Master	Operate the locomotive or steamboat normally while suffering mechanical problems

Difficulty	Examples
Trivial	Operating in poor lighting
Easy	Operating in poor weather (rain)
Average	Operating at night or in fog with working lights
Difficult	Operating old and worn machinery or with a few lazy workers; operating in darkness or fog

	with no lights; operating in severe storms with working lights
Very Difficult	Operating with broken machinery or with several lazy workers; operating in severe storms with no lights

ESCAPE ARTIST

Relevant Ability: Dexterity or Intelligence

Cost: 8 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

This skill enables a character to escape from shackles or other confinement, including handcuffs, ropes and so on. This is usually accomplished by using deep inhalations or muscle tensing when confined (so that the ropes loosen when the body is relaxed), temporarily dislocating a joint, removing a concealed lockpick from a boot, or similar action. When performing this task, the escape artist requires 2d12 minutes of uninterrupted concentration. After this, with a successful skill check, the character escapes his bonds. On a failed check, the character remains trapped.

Level	The character can...
Unskilled	Escape tied ropes
Novice	Escape tightly tied ropes
Average	Escape with both hands and feet expertly bound
Advanced	Remove manacles, chains or handcuffs
Expert	Remove multiple manacles, chains, cuffs
Master	Remove multiple manacles, chains or handcuffs while locked in a chest

Difficulty	Examples
Trivial	Escaping from confinement with hands and feet free, and using proper tools
Easy	Escaping from confinement with hands and feet free, and using makeshift tools
Average	Escaping while bound and using makeshift tools
Difficult	Escaping while bound and confined with no tools
Very Difficult	Escaping while bound and underwater with no tools

FAST TALKING

Relevant Ability: Charisma

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

A character with this skill knows how to overwhelm someone with a torrent of words. If the fast talker succeeds at his skill check, the target remains to hear him speak, and has more difficulty suceeding at a Listening or Observation check while the fast talker rambles on. On a failed check, the target is unaffected by Fast Talking. Modifiers to the skill check are based on the Intelligence and Wisdom of the target, as shown on Table 6.3-1: Fast Talking Target Modifiers.

Modifiers are cumulative. Characters of Intelligence 5 or less are so dim that attempts to fast talk them fail automatically because they cannot follow what is being said. Targets with an Intelligence or Wisdom score of 21 or higher are impervious to Fast Talking.

TABLE 6.3-1: FAST TALKING TARGET MODIFIERS

Target's INT	Modifier	Target's WIS	Modifier
3 or less	failure	3 or less	+25%
4-5	failure	4-5	+15%
6-8	+5%	6-8	+5%
9-12	+0	9-11	+0
13-15	-5%	12-15	-5%
16-17	-10%	16-17	-15%
18	-15%	18	-25%
19	-20%	19	-35%
20	-25%	20	-45%
21+	failure	21+	failure

Level	The character can...
Unskilled	Increase difficulty of Listening or Observation checks by 5%
Novice	Increase difficulty of Listening or Observation checks by one level
Average	Increase difficulty of Listening or Observation checks by two levels
Advanced	Increase difficulty of Listening or Observation checks by three levels
Expert	Increase difficulty of Listening or Observation checks by four levels
Master	make successful Listening or Observation checks impossible

Difficulty	Examples
Trivial	Fast talking for less than 1 minute
Easy	Fast talking for 1 to 2 minutes
Average	Fast talking for 3 to 5 minutes
Difficult	Fast talking for 5 to 10 minutes
Very Difficult	Fast talking for 10 to 20 minutes

FIRE-BUILDING/EXTINGUISHING

Relevant Ability: Wisdom

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

A character with the Fire-Building/Extinguishing skill knows several ways to start a fire, even without matches. In fact, with something to set alight and a few sticks of dry wood (plus a successful skill check), he can start a fire in 2d12 minutes (3d12 minutes for Difficult or higher checks). A failed check indicates the character does not have the knowledge he needs, or is unable to start a fire.

Determining information about putting out a fire also requires a successful skill check, but the character must act to put out the fire if he chooses to – succeeding at the skill check does not automatically extinguish the fire.

Level	The character can...
Unskilled	Start a fire with matches or open flame; determine how long a stove will burn; know how to best extinguish a stove or lamp
Novice	Start a fire with burning embers or coal; determine how long a campfire will burn; know how to best extinguish a campfire
Average	Determine how long a man-sized bonfire will burn; determine how best to extinguish (water, dirt, sand, etc) or halt (dig a firebreak, use water at key locations, and so on) a large (house-sized) fire's progress

Advanced	Start a fire (with sticks) without any adverse conditions; determine how best to extinguish or halt a forest fire (mansion or town-sized)
Expert	Start any fire with an adverse condition (e.g., high winds or wet wood); determine how long a large fire will burn
Master	Start any fire with two adverse conditions (e.g., high winds and wet wood); determine how long a forest fire will burn

Difficulty	Examples
Trivial	Extinguishing/lighting a stove or lamp
Easy	Extinguishing/lighting a campfire
Average	Extinguishing a bonfire; starting a fire with two sticks
Difficult	Extinguishing a large fire; starting a fire in high winds or wet wood
Very Difficult	Extinguishing a forest fire; starting a fire in high winds and wet wood

FISHING

Relevant Ability: Wisdom

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d10

The character with the Fishing skill is a good companion to have along whenever bodies of water are nearby. Roll a Fishing check for every d4 hours spent fishing. If successful, compare the difference between the roll and the skill score on *Table 6.3-2: Fishing*.

A net catches three times the amounts listed on *Table 6.3-2: Fishing*. Of course, the body of water must be populated with fish for any hope of success.

TABLE 6.3-2: FISHING

Result	Catch
<-20%	Old branch, wood or other trash
-20%-0	nothing
01-10%	d3-1 fish
11-20%	d4-1 fish
21-30%	2d4-2 fish
31-40%	3d4-3 fish
41-50%	4d4-4 fish
51%+	5d4-5 fish

Level	The character can...
Unskilled	Bait a hook and drop the line in the water
Novice	Cast the line out into the water
Average	Determine the spawning seasons in familiar areas
Advanced	Determine the spawning seasons in unfamiliar areas
Expert	Create new lures and tackle based on existing designs
Master	Create innovative new lures and tackle

Difficulty	Examples
Trivial	Catching fish in a barrel
Easy	Catching fish in a small pond recently stocked with fish
Average	Catching fish in a river or pool during spawning season
Difficult	Catching fish in a river or pool outside of spawning season
Very Difficult	Catching fish in steadily or strongly moving water

FORGERY

Relevant Ability: Dexterity or Intelligence

Cost: 10 BP

Universal: Yes

Prerequisite: Reading Comprehension/Penmanship 65% or better

Mastery Die: 1d4

Materials/Tools Required: Yes

This skill enables the character to detect forgeries, as well as duplicate documents and handwriting on his own. On a successful skill check, a created forgery passes as genuine except by other characters who are intimately familiar with the genuine article, or by other persons with the Forgery skill (see below). On a failed check, the forger's work is so shoddy that it cannot pass examination by anyone. Forging a signature generally takes 1d4 hours of practice, while forging a long document takes 4+4d6 hours. Forging a document with one or more stamps and seals takes 4+4d6 hours plus another 8 hours for each new stamp or seal that needs to be crafted. Each stamp or seal also requires its own Forgery skill check.

Note that persons with the Forgery skill may examine a document to learn if it is a forgery. Also, this skill may be combined with Artistic Ability to create forgeries of artwork (a successful check is required for both skills).

Level	The character can...
Unskilled	Identify common forger's tools (false seals and stamps, sets of pen nibs, etc)
Novice	Operate forger's tools; ascertain the authenticity of any document if there is any basis to do so (such as having seen the original or knowing facts about it); forge a signature
Average	Forge a short document (such as military orders) where the handwriting is not specific to one person
Advanced	Forge a short document where the handwriting is specific to one person; forge a simple seal or stamp
Expert	Forge a long document where the handwriting is not specific to one person; forge a complex seal or stamp
Master	Forge a long document where the handwriting is specific to one person; forge a highly detailed seal or stamp

Difficulty	Examples
Trivial	Forging with proper tools and handwriting sample available
Easy	Forging with makeshift tools and handwriting sample available
Average	Forge a simple seal or stamp with a sample
Difficult	Forging a complex or highly detailed seal or stamp with a sample
Very Difficult	Forging handwriting, seal or stamp without a sample (must have seen the original at one time)

FORTUNE TELLING

Relevant Ability: Charisma

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

This skill covers knowledge of a variety of methods of divination – all fake. The character with the Fortune Telling skill is familiar with tarot cards, palm reading, interpreting the flight of sparrows the arrangement of a sacrificed animal's entrails, and so on. The character is familiar enough with these practices to make him appear authentic. Even if legitimate fortune telling exists, this skill does not allow a character to make accurate predictions; the character **invents** the prediction he wishes.

A successful check indicates that the customer or client believes the fortune to be authentic. If the check fails, the sham is discovered, or the prediction is simply too unbelievable in some way (Character: "Your sister will marry soon." Response: "My sister's been dead for years!"). Review the same modifiers in *Table 6.3-1: Fast Talking Target Modifiers*, based on the subjects' Intelligence and Wisdom, and modified by the believability of the fortune. Telling an ignorant, middle-aged miner that he will be President is somewhat ludicrous, but he will want to believe that his newborn son will one day be wealthy.

Level	The character can...
Unskilled	Have the listener believe a fortune that already has some basis in fact
Novice	Have the listener believe a very likely fortune
Average	Have the listener believe a plausible fortune
Advanced	Have the listener believe a possible, if unlikely, fortune
Expert	Have the listener believe a very unlikely fortune
Master	Have the listener believe a ludicrous or outlandish fortune

Difficulty	Examples
Trivial	Listener wants to believe in fortune
Easy	Listener is uncertain whether or not to believe in fortune telling
Average	Listener is somewhat skeptical
Difficult	Listener is very skeptical
Very Difficult	Listener does not want to believe in fortune

GAMBLING

Relevant Ability: Wisdom or Charisma

Cost: 7 BP

Universal: No

Prerequisite: None

Mastery Die: 1d6

The character knows most common games of chance and skill, such as blackjack, faro and poker (also known as "bluff"). This skill uses special rules instead of the normal mastery and difficulty tables. See the gambling rules in *Chapter 5.4 | Gambling* for more information.

GAMING

Relevant Ability: Dexterity or Intelligence

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

The character is familiar with games such as billiards, checkers, chess, and so on, where gambling is not usually a factor. A successful Gaming skill check indicates victory, unless the players choose to actually play out the game in real time instead of using the skill. If two characters that both have the Gaming skill play each other, each player rolls 5d20 and adds his Gaming skill – the highest roll wins. Re-roll any ties.

A character can attempt to cheat with a successful Gaming skill check; success gives a 10% bonus to the check that indicates victory or defeat.

Level	The character knows...
Unskilled	Games with almost no rules or no experience needed (coin tossing, kick the can, tag)
Novice	Games with few rules or little experience needed (checkers, house variants of Unskilled games)
Average	Games with few rules and little experience needed (billiards, Chinese checkers, dominoes, house variants of Novice or lower games)
Advanced	Games with several rules or some experience needed (Mah Jongg, house variants of Average or lower games)
Expert	Games with many rules or much experience needed (chess, house variants of Advanced or lower games)
Master	Games with many rules and much experience needed (house variants of Expert or lower games)

Difficulty	Examples
Trivial	Playing a game that the character invented
Easy	Playing a game common to the character's childhood
Average	Playing a popular game in the region
Difficult	Trying a new game for the first time
Very Difficult	Trying a new game from another culture for the first time

GEOLOGY

Relevant Ability: Intelligence

Cost: 4 BP

Universal: No

Prerequisite: None

Mastery Die: 1d6

Materials/Tools Required: Yes

Characters with the Geology skill are extremely knowledgeable about the Earth and its properties. Most often, they are hired to hunt out valuable ore, but they also study volcanoes and earthquakes, or hunt for gemstones. They can attempt to identify rock types, their nature and structure, and recommend the best mining and digging sites. A successful skill check means the geologist succeeds in his task, while a failed check indicates that he cannot quite grasp the knowledge he needs at the moment.

Note: determining geological information requires a successful skill check, but the character must act to mine the earth if he chooses to – succeeding at the skill check does not automatically provide the character with gold and gemstones.

Hammers, chisels, picks, small sacks and a magnifying glass are typical tools of the geologist.

Level	The character can...
Unskilled	Not use this skill.
Novice	Operate lab equipment and geologist tools
Average	Identify rock types; notice signs of past water or ancient life
Advanced	Locate ore bodies, veins, or (coal) seams
Expert	Determine direction and depth of established ore veins for mining and digging; estimate time of next earthquake based upon definite time schedules and inspection of the earth
Master	Determine direction and depth of unseen ore veins; estimate time of earthquake based on unconfirmed secondhand reports

Difficulty	Examples
Trivial	Determining a common rock with access to textbooks and lab equipment
Easy	Determining an uncommon gem with access to textbooks and lab equipment
Average	Determining a common rock without access to textbooks and lab equipment
Difficult	Determining an uncommon stone without access to textbooks and lab equipment
Very Difficult	Determining a rare gem based on vague secondhand descriptions

GLEAN INFORMATION

Relevant Ability: Intelligence, Wisdom or Charisma

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

A character using this skill can listen to others talking and home in on secretive information. He can do this by talking directly to the person he would like to get information from, or he can listen to conversations being held by other people. He is able to pick up clues that may help him find out such things as where an outlaw is hiding out, what secret route the stagecoach uses, or the weaknesses of a particular military fort. The possibilities are endless. A skill check needs to be made whenever the character wishes to find out some specific secrets or rumors.

Since this skill depends on a network of informants and contacts, the character suffers a disadvantage when in an area other than his own territory. "Territory" refers to his regular base of operation – a town, one neighborhood of a city, or even a whole county. Finally, any time a character needs to make a Glean Information skill check, he must make a small investment of money for drinks, bribes and so forth, or he suffers an additional 15% penalty. A typical effort lasts 1d4 hours and costs 1d10 dollars, and this money must be spent whether or not the desired information is found. (If the information is still unknown, the character can continue his search the next day, spending more money and making another check.)

For example, Joe Bob is in his local saloon when he hears rumors of a recently slain miner to the north. The corpse's secret mine remains undiscovered, but some bragging banditos say that they found a map tucked in his boots. Joe Bob approaches the banditos, talks with them, and probably buys them several drinks. He then makes a Glean Information check to learn of the map and mine. If he fails, he may approach another person or group and repeat the experience, or wait until the next day and try the banditos again.

Level	The character can...
Unskilled	Glean facts well-known to most locals
Novice	Glean vague rumors ("a town official has a secret vice")
Average	Gather general rumors ("the sheriff is a drunk")
Advanced	Gather more specific information ("the sheriff often gets drunk in the jail")
Expert	Gather very specific information ("the sheriff gets drunk in the jail every Tuesday at 11 pm")
Master	Glean general rumors in hostile areas with vastly different language and culture

Difficulty	Examples
Trivial	Gleaning information from a family member
Easy	Gleaning information from a close friend or ally
Average	Gleaning information from a stranger or guard
Difficult	Gleaning information from a member of a hostile tribe or nation
Very Difficult	Gleaning information from a sworn personal enemy; gleaning information from someone who speaks a foreign language

GRACEFUL ENTRANCE/EXIT

Relevant Ability: Charisma

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

A character can use this skill to make an entrance (or exit). He knows how to leave a room so that people will talk about him afterwards. He leaves an impression in most social situations. When this skill is successful, the characer recieves a specific bonus to his Reputation (not Reputation Points) in that social situation (see the example table). As soon as he leaves the room, his Reputation drops back to normal. On a failed check, the character gains no temporary Reputation bonus, since no one notices or is impressed with his theatrics. This skill is useful when in social gatherings and the pecking order is being established.

Level	The character can...
Unskilled	Impress one person in a quiet environment (+5% to Reputation)
Novice	Impress people in a quiet environment (+10% to Reputation)
Average	Impress people in a standard environment (+20% to Reputation)
Advanced	Impress a single person in a noisy environment (+30% to Reputation)
Expert	Impress people in a noisy environment (+50% to Reputation)
Master	Impress a large group of persons so that they stop their social activity and look at the character (+100% to Reputation)

Difficulty	Examples
Trivial	Impressing a close friend or ally
Easy	Impressing an acquaintance
Average	Impressing a stranger
Difficult	Impressing a member of a hostile tribe or nation
Very Difficult	Impressing a sworn personal enemy

GUNSMITHING

Relevant Ability: Dexterity or Intelligence

Cost: 8 BP

Universal: No

Prerequisite: None

Mastery Die: 1d6

Materials/Tools Required: Yes

This skill enables a character to engrave, repair or modify any type of firearm. Use of this skill requires gunsmithing tools (screwdriver, wrench, pliers and so on), and such a character usually owns and operates a gun shop.

The character cannot make guns from scratch (since doing so requires the assistance of a blacksmith and woodworker), but can perform all sorts of modifications. These include: shortening the barrels, adding/adjusting a sight, removing the trigger guard, and so on.

With a successful skill check, the character makes the adjustments to the gun. On a failed check, the character is unable to do

so, and damages any modifications (like a sight) he was adding to the gun. He must purchase or craft a new modification (if any).

Level	The character can...
Unskilled	Not use this skill.
Novice	Recognize gunsmithing tools and equipment; recognize all types of guns manufactured or commonly used in the territory; make one specific type of modification (choice of type is permanent)
Average	Recognize all types of firearms; make two specific types of modification (choice of type is permanent)
Advanced	Make all types of common modifications
Expert	Make improvements or unusual modifications to an existing design
Master	Design a new model of firearm

Difficulty	Examples
Trivial	Repairing a firearm with access to a fully stocked gunsmith's shop
Easy	Modifying or engraving a firearm with access to fully stocked gunsmith's shop
Average	Working on a firearm in dim light, in a noisy environment, etc.
Difficult	Repairing a firearm with makeshift tools
Very Difficult	Modifying or engraving a firearm with makeshift tools

HIDING

Relevant Ability: Dexterity or Intelligence

Cost: 3 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

A character uses this skill to hide behind or within various types of concealment, such as curtains, doors, sagebrush, shadows, and so on. He cannot move, and can never initiate hiding from someone while that person is observing. A successful skill check conveys a 10% penalty to an opponent's Searching skill check, or a 10% bonus on the hiding character's Hunting skill check. A failed check gives a 20% bonus to an opponent's Searching skill check.

Level	The character can...
Unskilled	Hide in total darkness; hide behind complete cover (huge boulder, etc)
Novice	Hide behind curtains
Average	Hide in an unlit room at twilight
Advanced	Hide in a large shadow on an overcast day
Expert	Hide in a man-sized shadow in daytime
Master	Hide in a small shadow in daytime; stand directly behind another person of similar size and mimic their movements

Difficulty	Examples
Trivial	Hiding in complete darkness
Easy	Hiding in twilight; hiding behind a large boulder
Average	Hiding in daylight with cover that does not necessarily obscure the character completely (barrel, tree, etc)
Difficult	Hiding in daylight with little cover (horse trough, small bush)
Very Difficult	Hiding in daylight with almost no cover

HISTORY

Relevant Ability: Intelligence

Cost: 1 BP

Universal: No

Prerequisite: Reading Comprehension/Penmanship 80% or better

Mastery Die: 1d12

A character with this skill is a real history buff. He's studied all of the major historical events that occurred in the world. He can usually recount stories of the rise and fall of many kingdoms and nations. He often possesses detailed knowledge about major wars (particularly the War Between the States) and usually knows something about the histories of major cities around the world. He may even know the life stories of major historical figures. A successful History skill check indicates that the character remembers the knowledge he seeks, while a failed check means that he never knew it, or cannot presently recall pertinant details.

Level	The character can...
Unskilled	Not use this skill.
Novice	Remember the opposing nations of a war (such as the War Between the States); recall knowledge from a personal history book
Average	Recall the rulers of the opposing nations of a war; remember the most famous army leaders; recall knowledge read several times
Advanced	Remember each state/territory and which side of the war they supported; know the major battles
Expert	Remember every battle; recount oral history or knowledge read once
Master	Recollect every regiment and its nickname (if any); recount obscure oral history

Difficulty	Examples
Trivial	Recalling a well-known historical event with a personal significance to the character
Easy	Recalling a well-known historical event
Average	Recalling an obscure historical event
Difficult	Recalling an obscure historical event from another culture or language
Very Difficult	Recalling an obscure historical event while being fired upon or otherwise under severe distress

HUNTING

Relevant Ability: Dexterity or Wisdom

Cost: 5 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

This skill allows the character to hunt game in the wild outdoors. The hunter must make a Hunting skill check (with a -5% penalty to the roll for every non-skilled hunter in the group).

If the die roll is successful, the hunter (and those with him, if any) move within a certain range of his prey, as noted on the mastery table below. If the hunter chooses to move closer, he must succeed at another Hunting skill check to come 60 feet closer. If successful, the game does not notice this movement. Any failed check means the game becomes aware of the hunter's presence.

Naturally, this skill does not automatically move the character over obstacles (such as a body of water). He must find a way to cross the obstacles himself.

A successful Hiding or Sneaking check imparts a 10% bonus to an immediately following Hunting skill check.



Level	The character can...
Unskilled	Come within 303-600 ft (300+3d100) of prey
Novice	Come within 243-540 yds (240+3d100) of prey
Average	Come within 183-480 ft (180+3d100) of prey
Advanced	Come within 123-420 ft (120+3d100) of prey
Expert	Come within 63-360 ft (60+3d100) of prey
Master	Come within 6-300 ft (3+3d100) of prey

Difficulty	Examples
Trivial	Walking over soft prairie grass at night and upwind of the animal
Easy	Advancing over soft prairie grass in daytime and upwind of the animal
Average	Walking on dry ground in daytime with changing winds
Difficult	Moving across a twig-strewn forest floor while downwind of the animal
Very Difficult	Walking across dry crunching leaves at high noon while downwind of the animal

IDLE GOSSIP

Relevant Ability: Charisma

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d12

A person uses this skill to spread rumors about another person and have those rumors believed. A character can use this skill to ruin the character of someone, thereby lowering that person's Reputation. The skill check is modified by the target's Reputation (i.e., deduct the Reputation score from the roll). If it is successful, the rumors he spreads are believed and passed on down the line. If the check fails, the rumor is simply too outrageous or unbelievable in some way.

Modifiers to the skill check are based on the Intelligence and Wisdom of the target, as shown on *Table 6.3-3: Idle Gossip Target Modifiers*. This skill check may only be performed once per week on a particular target.

Level	The character can...
Unskilled	Lower target's Reputation by 1 point
Novice	Lower target's Reputation by 1d2 points
Average	Lower target's Reputation by 1d3 points
Advanced	Lower target's Reputation by 1d4 points
Expert	Lower target's Reputation by 1d6 points
Master	Lower target's Reputation by 1d8 points

Difficulty	Examples
Trivial	Telling very likely rumors
Easy	Telling plausible rumors
Average	Telling possible, if unlikely, rumors
Difficult	Telling very unlikely rumors
Very Difficult	Telling ludicrous or outlandish rumors

TABLE 6.3-3: IDLE GOSSIP TARGET MODIFIERS

Target's INT	Modifier	Target's WIS	Modifier
3 or less	failure	3 or less	+25%
4-5	failure	4-5	+15%
6-8	+5%	6-8	+5%
9-12	+0	9-11	+0
13-15	-5%	12-15	-5%
16-17	-10%	16-17	-15%
18	-15%	18	-25%
19	-20%	19	-35%
20	-25%	20	-45%
21+	failure	21+	failure

INTERROGATION

Relevant Ability: Strength or Wisdom

Cost: 5 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

A character uses this skill to persuade uncooperative people to reveal information against their will. This generally involves the use of threats, coercion, or other such methods. A successful skill check is necessary, modified by the victim's Wisdom score as shown on *Table 6.3-4: Interrogation Modifiers*.

If the roll is successful, the person tells what the character wants to know, that is, if he actually knows. A failed check indicates that the target refuses to tell the character what he knows. Only one attempt may be made per target, per day.

TABLE 6.3-4: INTERROGATION MODIFIERS

Victim's Wisdom	Modifier
3 or less	+90%
4-5	+50%
6-7	+25%
8-9	+10%
10-11	+0
12-13	-5%
14-15	-10%
16	-25%
17	-50%
18	-70%
19	-80%
20+	-90%

Level	The character can...
Unskilled	Determine that the target knows something and refuses to tell
Novice	Convince target to tell a secret with no consequences for himself

Successful Intimidation can keep a difficult situation from escalating out of control.



Average	Convince target to tell a secret with almost no consequences for himself
Advanced	Convince target to tell a secret with inconvenience for himself
Expert	Convince target to tell a secret with major inconvenience (death and torture) for self
Master	Convince target to tell a secret with major inconvenience for himself and family and/or friends

Difficulty	Examples
Trivial	Target is bound in the darkness
Easy	Target is incarcerated
Average	Target is alone
Difficult	Target has a higher Reputation than the character; target is in public location surrounded by tough peers
Very Difficult	Target is in public location surrounded by employees or underlings

INTIMIDATION

Relevant Ability: Charisma

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d4

Characters use this skill to cause others to back down in a contest of wills. He can make others afraid to fight him or use his skill to help in interrogation. A successful skill check is necessary, modified by the victim's Wisdom score as shown on *Table 6.3-4: Interrogation Modifiers*, above. If the Intimidation skill check is successful, the character gains a 10% bonus to his Interrogation skill. If unsuccessful, no bonus is added.

Level	The character can...
Unskilled	Convince target to temporarily back down when there are no consequences for himself
Novice	Convince target to back down when there are no consequences for himself
Average	Convince target to back down when there are almost no consequences for himself
Advanced	Convince target to back down even though it means inconvenience for himself
Expert	Convince target to back down even though it means major inconvenience (such as death and torture) for himself
Master	Convince target to back down even though it means major inconvenience for himself and his family/friends

Difficulty	Examples
Trivial	Target is bound in the darkness
Easy	Target is incarcerated
Average	Target is alone
Difficult	Target has a higher Reputation than the character; target is in public location surrounded by tough peers
Very Difficult	Target is in public location surrounded by employees or underlings

JEWELER

Relevant Ability: Intelligence

Cost: 9 BP

Universal: No

Prerequisite: Appraisal (minerals) 90% or better

Mastery Die: 1d6

Materials/Tools Required: Yes

Characters with this skill know how to appraise, design and work with jewelry and jewelry tools (pliers, tweezers, and so on). They can create rings, necklaces and other ornamental jewelry. Their work can fetch prices up to ten times the costs of the raw materials used (although a buyer must still be found). A successful skill check means that the work is very well done, and worth the expected amount as shown in *Table 6.3-5: Jeweler Results*.

TABLE 6.3-5: JEWELER RESULTS

Modifier	Value	Time Spent
Trivial (+90%)	Repairs only	Minutes to hours
Easy (+80%)	1.5x	One day
Average (+40%)	3x	Two days
Difficult (+0%)	5x	Four days
Very Difficult (-40%)	10x	Seven days

A failed result indicates the work was botched or flawed in some way and the resulting piece is worth no more than the original materials. Jewelry also confers a 5% bonus (per level above Unskilled) to Appraisal checks involving gems and jewelry (crafted by other jewelers).

Level	The character can
Unskilled	Not use this skill.
Novice	Operate jeweler's tools and handle materials; finish rough gems; cut gems
Average	Repair minor damage to jewelry (usually replacing clasps and pins)
Advanced	Mend broken jewelry (usually crafting replacement pieces); copy an existing piece of jewelry (with sample in hand)
Expert	Repair a severely damaged piece of jewelry; design a piece of jewelry based on an existing style (without a sample)
Master	Design a completely new style or piece of jewelry acclaimed as a work of art

Difficulty	Examples
Trivial	Repairing an item with access to a fully stocked workshop
Easy	Modifying an item with access to a fully stocked workshop
Average	Working on an item in dim light, in a noisy environment, etc.
Difficult	Working with bad tools
Very Difficult	Working with makeshift tools or inferior materials

JOKE TELLING

Relevant Ability: Charisma

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d4

A character uses this skill to become the life of the party. He can tell a good joke that can help him get a good reaction from folks and entertain others. Roll a Joke Telling skill check whenever a character wants to tell a joke.

A successful check means the joke is very funny and everyone laughs. On a failed check, no one "gets" the joke, or they just don't find it funny.

The GameMaster determines the effect a successful joke has on any NPCs.

Level	The character can...
Unskilled	Tell a joke
Novice	Tell a joke that makes fun of the listener's enemies
Average	Tell a joke that makes fun of a group that occasionally comes into conflict with the listener
Advanced	Tell a joke that requires no special knowledge of the subject ("why did the chicken cross the road?")
Expert	Tell a joke that is only similarly related to the crowd or requires similar knowledge (a botany joke to a group of geologists); tell a joke that makes fun of the listener's friends
Master	Tell a filthy joke with an unexpected twist of social commentary; tell a joke that does not fit the listeners or their general knowledge (a chemistry joke at a gathering of farmers); tell a joke that makes fun of the listeners or their families

Difficulty	Examples
Trivial	Making a close friend or ally laugh
Easy	Making an acquaintance laugh
Average	Making a stranger or guard laugh
Difficult	Making a member of a hostile tribe or nation laugh
Very Difficult	Making a sworn personal enemy laugh

JOURNALISM/COMPOSITION

Relevant Ability: Intelligence

Cost: 2 BP

Universal: No

Prerequisite: Reading Comprehension/Penmanship 80% or better

Mastery Die: 1d6

A character with this skill is familiar with the art of journalism and distributing news to others. Of course, he may also choose to abuse his power for propaganda or disinformation, possibly lowering a person's Reputation by 1d6 points. A skill check is required modified by the target's Reputation (i.e., deduct the Reputation score from the roll). If it is successful, a majority of readers believe the story. If the check fails, the story is simply too outrageous or unbelievable for most readers, and the journalist (and his paper) may suffer a lack of credibility in the future because of it. This skill only conveys the ability to craft a convincing news article; it does not mean that the grammar and punctuation is perfect or filled with attractive prose or poetry.

A successful Journalism check employs a 10% bonus to a character's immediately following Glean Information check.

Level	The character can...
Unskilled	Not use this skill.
Novice	Conduct interviews,; verify reports; write up information about current events (including trends, issues and people)
Average	Publish a story where all facts can be verified
Advanced	Publish a plausible story where some facts can be verified
Expert	Publish an unlikely (but possible) story where few facts can be verified
Master	Publish a very unlikely story where no facts can be verified

Difficulty	Examples
Trivial	Multiple witnesses/interviewees all tell the same story
Easy	Multiple witnesses/interviewees telling slightly varying stories
Average	Multiple witnesses/interviewees telling greatly differing stories
Difficult	No witnesses; working with no sleep
Very Difficult	No hard facts are available

JUGGLING

Relevant Ability: Dexterity

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

Characters often use this skill to create diversions, as well as for the enjoyment of others. With a successful skill check, the character juggles all the objects without an error. Failing a check means the juggler drops the objects. If he fails while juggling bladed objects, there is a 10% chance for each dropped object (roll separately) to deal normal damage as it strikes him.

A successful check also allows a character to catch small items (darts, pebbles, etc.) thrown in order to harm him – with a successful skill check, of course. However, the juggler still suffers half damage (rounded up). On a failure, the juggler suffers full damage.

Level	The character can...
Unskilled	Catch items thrown to (not at) the juggler
Novice	Juggle 2 objects in a simple pattern
Average	Juggle 3-4 objects in a simple pattern; juggle 2 objects in a crossing pattern
Advanced	Juggle 5-6 objects in a simple pattern; juggle 3-4 objects in a crossing pattern
Expert	Juggle 7-8 objects in a simple pattern; juggle 5-6 objects in a crossing pattern; juggle 3-4 objects in a complex pattern
Master	Juggle 9-10 objects in a simple pattern; juggle 7-8 objects in a crossing pattern; juggle 5-6 objects in a complex pattern

Difficulty	Examples
Trivial	Juggle small round objects
Easy	Juggle small objects with corners
Average	Juggle pointed objects
Difficult	Juggle flaming objects
Very Difficult	Juggle bladed objects, catching an item thrown at (not to) the juggler

LANGUAGE (SPECIFY TYPE)

Relevant Ability: Intelligence

Cost: 5 BP

Universal: No

Prerequisite: None

Mastery Die: 1d8

The character with this skill has learned to speak a particular language. The first time he buys this skill, however, he must have a teacher. This could be another player character, a traveling Indian, or simply a local schoolmarm.

A successful skill check indicates that the character is able to speak and understand the language, while a failed skill check means that he has forgotten the correct words – or cannot understand the words.

Universal for the character's native language. All characters receive skill mastery equal to 37% - (% equal to Intelligence score x2) - 1d20%, in regards to their own language.

Level	The character can...
Unskilled	Not use this skill.
Novice	Speak a few common words correctly and understanding what they mean ("hello," "goodbye," "outhouse," "water," etc.)
Average	Speak and understand a few common sentences ("my name is Billy," "how are you," "thank you," etc)
Advanced	Speak and understand most sentences and normal topics of conversation ("travel three miles south along the river", "the bandits went into the bank," etc)
Expert	Speak the language like a native; converse about complicated (cultural religion and politics, etc) topics; understand idioms
Master	Speak the language better than a native; converse about complex (scientific and technical) topics, with proper grammer, syntax and subtleties

Difficulty	Examples
Trivial	Understand a person speaking clearly and concisely
Easy	Understand a person speaking with mouth covered
Average	Conversing in a noisy environment
Difficult	Understand a person speaking with a thick accent
Very Difficult	Multiple difficulties (person speaking with a thick accent in a noisy saloon)

LAW

Relevant Ability: Intelligence

Cost: 6 BP

Universal: No

Prerequisite: Reading Comprehension/Penmanship 60% or better

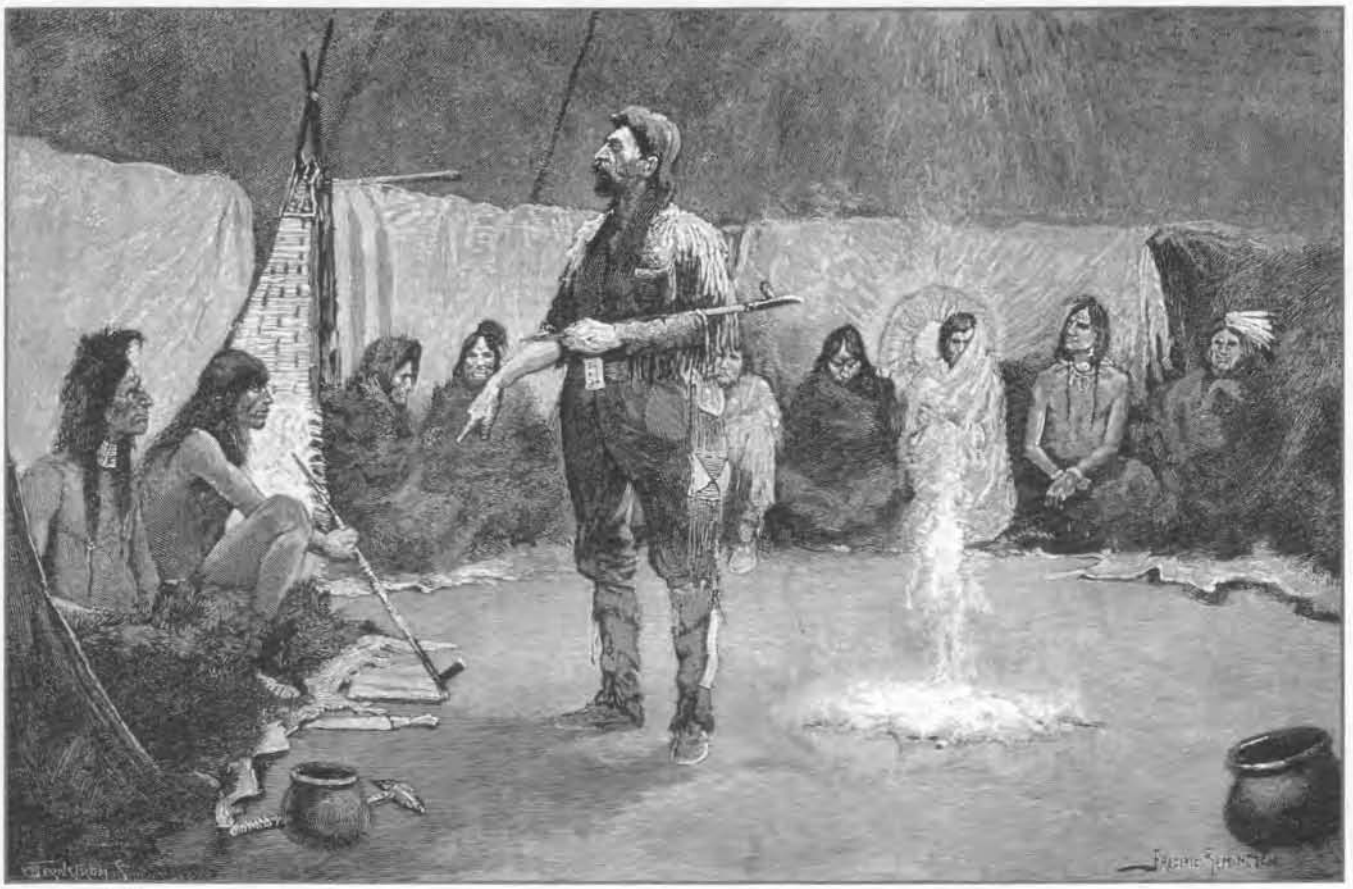
Mastery Die: 1d6

A character with this skill can recall case law accurately and act as plaintiff's attorney, prosecutor or defense in a trial. Note that because of the distance between towns, a frontier lawyer must be prepared to "ride circuit," meaning to spend hours or days on the trail between towns, taking what cases he can. The same is true for judges, who travel throughout their jurisdiction to appear in court on certain days. Judges are often former lawyers.

Characters with this skill gain a 25% bonus to their Oration skill checks when related to law, such as defending a client.

Level	The character can...
Unskilled	Not use this skill.
Novice	Conduct basic legal research
Average	Prepare standard legal documents
Advanced	Try a case (serve as defending or prosecuting attorney)
Expert	Prepare complex transactions; write constitution
Master	Argue a case based on first impressions before the Supreme Court

Difficulty	Examples
Trivial	Researching major legal cases that set precedents throughout North America and England in a well stocked law library
Easy	Researching documented legal cases in a well stocked law library
Average	Remembering well-known legal cases without access to law books
Difficult	Researching a case with foreign laws; remembering obscure legal cases without access to law books
Very Difficult	Trying a case using foreign laws in a foreign court



LEATHERWORKING

Relevant Ability: Dexterity or Intelligence

Cost: 1 BP

Universal: No

Prerequisite: None

Mastery Die: 1d8

Materials/Tools Required: Yes

The character with this skill can treat leather to craft clothing and other items (backpacks, reins, saddles, saddlebags, etc). Of course, the character must have leatherworking tools (awl, hammer, knife, needle, thread, measuring tape, etc) and materials (leather) to do so with proficiency. It takes up to 1d4 hours to create Easy items, 4+1d4 hours for Average items, one day for Difficult items, and 4+1d4 days of work for Very Difficult items. Only after this time does the leatherworker make his skill check. On a successful skill check, the character manages to repair, craft or otherwise use his Leatherworking skill to full effect. A failed result indicates the work was botched or flawed in some way and the resulting piece is worth no more than the original materials.

Level	The character can...
Unskilled	Not use this skill.
Novice	Operate leatherworking tools and equipment; tan and treat leather.
Average	Craft simple leather objects (straps, bands)
Advanced	Craft standard leather objects (bags, saddlebags, etc); craft small pieces of clothing (hats, etc)
Expert	Craft complicated leather objects (backpacks, harnesses, etc); craft medium pieces of clothing (vests, etc)
Master	Craft complex leather objects (saddles, etc); craft large pieces of clothing (dusters, etc)

Difficulty	Examples
Trivial	Working with access to a full range of leatherworking tools and extra materials
Easy	Working in dim light; working in a noisy environment
Average	Working with poor tools
Difficult	Working with makeshift tools (a nail instead of an awl, for example)
Very Difficult	Working with makeshift tools in dim light

LISTENING

Relevant Ability: Wisdom

Cost: 5 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

Characters use this skill to focus their sense of hearing. Any time a character has an opportunity to "hear something," he gets a skill check to do so. For example, a character might hear a whisper in the darkness, or the tone of spoken words become lighter or harder (possibly indicating the speaker's emotional state). A GM may also roll this skill check any time there is some subtle noise that a character might hear (even if the character did not specifically state that he is using this skill). If the character succeeds at his skill check, he hears the noise. If he fails, he hears nothing.

Level	The character can...
Unskilled	Listen normally
Novice	Discern subtle changes in tone, pitch, and inflection of musical notes
Average	Hear sounds as if they were 5 ft closer; discern subtle changes in tone, pitch, and inflection of animal sounds

Advanced	Hear sounds as if they were 10 ft closer; discern subtle changes in tone, pitch, and inflection of the human voice
Expert	Hear sounds as if they were 15 ft closer; discern very subtle changes in tone, pitch, and inflection
Master	Hear sounds as if they were 20 ft closer; hear outside normal human range (high tones, e.g., a dog whistle)

Difficulty	Examples
Trivial	Listening in a quiet room
Easy	Listening over light wind or murmured conversation
Average	Listening in a small talking crowd or bustling street
Difficult	Listening in a strong wind
Very Difficult	Listening in a noisy crowd or storm

LOCK PICKING

Relevant Ability: Dexterity or Intelligence

Cost: 8 BP

Universal: Yes

Prerequisite: Listening (for combination locks only) 90% or better

Mastery Die: 1d6

Materials/Tools Required: Yes

This skill allows a character to open locks without use of a key or combination. It takes 1d10 minutes of uninterrupted concentration to pick a lock. Picking a padlock also requires lockpicks or improvised tools (a bit of wire, a thin knife, or so on), while opening a combination lock instead requires a Listen check (Easy) for a character with the Lock Picking skill. Both types of locks also require a successful Lock Picking check.

On a failed Lock Picking check, the lock is simply too difficult to open and the character cannot try to pick this particular lock again until he improves this skill.

Level	The character can...
Unskilled	Pick a Shoddy lock that he has previously observed (the same brand/model of) someone picking
Novice	Pick a Shoddy lock
Average	Pick a Good lock
Advanced	Pick a Very Good lock
Expert	Pick an Excellent lock
Master	Pick a Superior lock

Difficulty	Examples
Trivial	Working with a full set of lockpicks on a padlock and caring nothing about making noise
Easy	Working with a partial set of lockpicks on a padlock; opening a combination lock; making some noise while opening a lock
Average	Working with improvised tools (such as a bit of wire or a thin knife) on a padlock; making only a little noise while opening a lock
Difficult	Working in poor light (padlock); working in a noisy environment (combination lock); picking a damaged padlock or combination lock; making almost no noise picking a lock
Very Difficult	Working in darkness (padlock); unable to hear (combination lock); picking a rusted padlock or combination lock; picking a lock without making any noise; multiple combinations of Difficult (such as quietly picking a damaged padlock in poor light)

LOCKSMITHING

Relevant Ability: Dexterity or Intelligence

Cost: 4 BP

Universal: No

Prerequisite: None

Mastery Die: 1d6

Materials/Tools Required: Yes

This skill allows a character to fashion or repair padlocks and combination locks. A successful skill check accounts for the fashioning of the lock itself, while a failed result indicates the lock was botched or flawed in some way and the resulting piece is unusable. An additional Locksmithing skill check is required to place the lock in an unusual object.

A character with the Locksmithing skill gains a 10% bonus to Lock Picking skill checks. He needs 1d10x10 minutes, a successful Locksmithing skill check and the proper tools (for padlocks) to make a Lock Picking attempt. Because of his training with proper tools and such, his difficulty level for working with improvised tools increases from Average to Difficult (see the Lock Picking skill).

Level	The character can...
Unskilled	Not use this skill.
Novice	Craft/repair a Shoddy lock
Average	Craft/repair a Good lock
Advanced	Craft/repair a Very Good lock
Expert	Craft/repair an Excellent lock
Master	Craft/repair a Superior lock

Difficulty	Examples
Trivial	Repairing a lock with access to a fully stocked workshop
Easy	Creating a lock with access to a fully stocked workshop
Average	Working on a lock in dim light; working in a noisy environment
Difficult	Crafting or repairing a lock with poor tools
Very Difficult	Creating or repairing a lock with makeshift tools or inferior materials; working with poor tools in a dim light or noisy environment

LOGGING

Relevant Ability: Strength or Intelligence

Cost: 3 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d20

Materials/Tools Required: Yes

A character with this skill has a basic knowledge of trees and under what conditions they grow best. Loggers know what trees are considered suitable for felling (generally those with a straight, mostly branchless trunk some 3 to 5 feet in diameter). They also know how to move them to the river for the log drive, and how to guide them down it.

On a successful skill check, the logger knows his best course of action or remembers his knowledge, while a failed check indicates that he does not.

A logger should have an axe or saw to cut down trees, and ropes or chains for pulling and dragging.

Level	The character can...
Unskilled	Cut down a tree
Novice	Distinguish between various types of trees; determine which trees are suitable for felling
Average	Determine best path to move trees overland (usually to water)
Advanced	Guide trees over calm water on a log drive
Expert	Guide trees over steady currents on a log drive
Master	Guide trees over rapids on a log drive

Difficulty	Examples
Trivial	Working with good tools
Easy	Logging in dim light
Average	Logging in poor weather (rain) or steady currents; working with dull tools
Difficult	Logging in bad weather (fog) or strong currents
Very Difficult	Logging in severe weather (storms) or rapids; working with makeshift tools

MACHINE OPERATING/REPAIRING (SPECIFIC BUSINESS)

Relevant Ability: Intelligence

Cost: 2 BP

Universal: No

Prerequisite: None

Mastery Die: 1d8

Materials/Tools Required: Yes

A character with this skill knows how to operate types of machinery common to his business or background, such as printing presses, player pianos, and other types of factory machines (mostly found back East). He can usually even repair inoperative and damaged machinery. A successful skill check is required to perfectly operate or to repair such machinery, except on certain occasions where common sense dictates otherwise. (Simply dropping a coin into a player piano is enough to operate it, and needs no skill check, but repairing it is something else entirely.)

Level	The character can perform...
Unskilled	Not use this skill.
Novice	Remember knowledge of machinery type and how to operate it
Average	Replace gears and minor missing pieces of inoperative machinery
Advanced	Make minor repairs on inoperative machinery
Expert	Make major repairs on broken machinery
Master	Piece together and repair severely damaged machinery

Difficulty	Examples
Trivial	Making minor repairs on inoperative machinery in a fully stocked workshop
Easy	Working in poor lighting; working on broken machinery
Average	Working with poor tools; working on severely damaged machinery
Difficult	Working on machinery similar to (but outside of) chosen field; using makeshift tools
Very Difficult	Working on machinery very different from chosen field; using makeshift replacement parts



MATHEMATICS

Relevant Ability: Intelligence

Cost: 6 BP

Universal: No

Prerequisite: Reading Comprehension/Penmanship 90% or better

Mastery Die: 1d8

A character with this skill has studied mathematics. Depending on his skill mastery, he may also be familiar with difficult mathematics such as geometry and trigonometry or integral calculus, and be able to calculate complex equations. The Mathematics skill also confers a 5% bonus (per level above Unskilled) to Carpentry, Cartography, Engineering (all types), or Stonemasonry skill checks.

Level	The character can...
Unskilled	Not use this skill.
Novice	General math (addition, subtraction, division, multiplication)
Average	Algebra (area, circumference, equations, fractions, variables, etc); geometry (lines, perimeters, points, angles, polygons, coordinates, etc.)
Advanced	Trigonometry (sines, cosines, tangents, triangles, etc); advanced math (probabilities, etc.)
Expert	Calculus (paradox, differential equations, etc.)
Master	Advanced calculus and new theories

Difficulty	Examples
Trivial	Work a math problem with no time limit and access to reference texts
Easy	Work a math problem with no time limit
Average	Work a math problem with a reasonable time limit
Difficult	Work a math problem in head (without access to writing instrument or paper, etc.)
Very Difficult	Work a math problem under severe distress (such as gunfire)

MEDICINE

Relevant Ability: Dexterity or Intelligence

Cost: 10 BP

Universal: No

Prerequisite: None

Mastery Die: 1d4

Materials/Tools Required: Yes

A character with this skill has learned common medical procedures. However, the procedures he is able to perform are highly dependent on the skill level he has obtained in this field. Use the table below as a guide.

Most, though certainly not all, doctors have an average skill level. Medical knowledge is not, however, limited to this profession. There are many people in the Shattered Frontier that have rudimentary medical skills, including a number of Indian medicine men capable of performing tasks of up to Average mastery.

Note: Anesthetizing patients is essential to providing the best chance of success when performing surgery. Any Advanced or higher medical technique performed upon a conscious patient suffers a –20% penalty to the skill check.

Level	The character can...
Unskilled	Not use this skill
Novice	Amputate limbs; set broken bones; dress wounds; apply pressure bandages to severely bleeding wounds; diagnose injuries
Average	Extract bullet from limb; anesthetize patient
Advanced	Extract bullet from chest cavity
Expert	Perform advanced surgeries; extract bullet from head; attempt to remedy internal bleeding
Master	Perform advanced surgeries using asepsis to reduce the potential of bacterial infection; treat internal hemorrhaging

Difficulty	Examples
Trivial	Working in a fully stocked, quiet and well-lit doctor's office
Easy	Working in a fairly quiet and well-lit area
Average	Working in dim light; working in a noisy environment
Difficult	Working with poor instruments or materials; working on moving platform (e.g., a train or ship)
Very Difficult	Working with makeshift tools or materials; working on a violently moving platform (e.g., a train or ship); working under severe distress (such as gunfire)

MILITARY ENGINEERING

Relevant Ability: Intelligence

Cost: 2 BP

Universal: No

Prerequisite: Engineering Design 80% or better

Mastery Die: 1d4

Characters with this skill are experts in designing forts, bridges, roads, and other offensive and defensive emplacements. They know the tools and techniques of engineering under combat conditions and, in an emergency, can quickly erect some sort of makeshift protection as well.

It takes 1d4 hours for Trivial emplacements, 4+1d4 hours for Easy emplacements, at least 8+4d4 hours for Average emplacements, at least 16+4d4 hours for Difficult emplacements, and at least 24+8d4 hours of work for Very Difficult emplacements. A successful check means that there are no errors in the design, while a failed check indicates that the character spots one or more errors. If he finds errors, he may have his workmen spend half the previous time correcting any problems. After corrections, he must again make his skill check. If successful, he has removed all the problems. If failed, he has not removed all the problems, but is unaware of problems that may be exploited by his enemy.

Although this character can construct simple, temporary structures himself, he needs talented workmen to complete any major project. He has the skill to supervise and manage a crew of such workers such that the project is completed properly and in the shortest amount of time possible.

Level	The character can...
Unskilled	Not use this skill.
Novice	Design a simple emplacement (ditch, moat, pit)
Average	Design a small emplacement or shelter; supervise and manage workmen carrying out the character's plans
Advanced	Design a large emplacement (simple fort, road) on solid ground; design a small emplacement needing support (small bridge)
Expert	Design a large emplacement needing support (large bridge); design a complex emplacement (fort with multiple towers and other defensive fortifications) on solid ground
Master	Design a complex emplacement needing support and with moving parts (such as a large retractable/raisable bridge)

Difficulty	Examples
Trivial	Ideal conditions (unlimited project funding, expert workmen, optimal soil conditions)
Easy	Project adequately supported (sufficient budget, competent workforce, realistic timetable)
Average	No more than one detrimental condition impinging on project completion (governmental interference, untrained labor, uncooperative workers, inadequate funding, severe time constraints or other similar impediments)
Difficult	Multiple challenges to project completion (see examples above)
Very Difficult	Bridging a river with green troops under a withering artillery barrage

MILITARY STRATEGY/TACTICS

Relevant Ability: Intelligence

Cost: 5 BP

Universal: No

Prerequisite: None

Mastery Die: 1d6

Characters with this skill know how to organize a military unit, keep troops properly supplied, and command a unit in battle. They also know how to train their army to get the best out of them. They are even expert in the tactical employment of weaponry assigned to the unit.

Successful use of this skill allows a character to effectively command his unit. In battle, this ensures that his commands are carried out. Failure means that his troops do not heed his commands. This may take various forms such as improperly executing an attack, delay in conducting a movement, retreating from an assigned position or even surrendering.

Level	The character can...
Unskilled	Not use this skill.
Novice	Command a company
Average	Command a regiment
Advanced	Command a division
Expert	Command an army corps
Master	Command a field army

Difficulty	Examples
Trivial	Veteran or elite troops
Easy	Regular troops
Average	Green troops
Difficult	(see below)
Very Difficult	(see below)

Situation	Modifier
Routed or poor morale +	+1 difficulty
Night or inclement weather	+1 difficulty
Inadequately supplied (food or ammo)	+1 difficulty
Overwhelming odds	+1 difficulty

Note: If modifiers go beyond Very Difficult, the troops will not obey orders from any commander. For example, green troops that have not been receiving adequate rations, and who are ordered to attack a very strong position (overwhelming odds) that they have been bloodily repulsed from previously, would not obey the attack order even if it came from Napoleon himself.

MILLINERY

Relevant Ability: Intelligence

Cost: 1 BP

Universal: No

Prerequisite: None

Mastery Die: 1d10



The true test of command is only under duress.

Materials/Tools Required: Yes

A character with this skill specializes in designing and making hats. Given some material and the appropriate tools, a successful skill check allows the milliner to design, cut, fit, alter and sew almost any sort of hat. A failed result indicates the work was botched or flawed in some way and the resulting piece is worthless.

A milliner needs tools such as needles/pins and thread, scissors, a thimble, tape measure, wax and plenty of material (cloth). A table or board (large enough to lay the entire pattern upon) as well as paper, sharp shears and weights are also good to have.

Level	The character can...
Unskilled	Not use this skill.
Novice	Operate milinery tools and handle materials; fit hats for customers
Average	Alter hats; repair minor rips and tears
Advanced	Mend damaged hats
Expert	Repair a severely damaged hat; design a pattern of hat that varies slightly from an existing style
Master	Design and craft a completely novel hat

Difficulty	Examples
Trivial	Fit a hat with access to a fully stocked milliner's workroom
Easy	Alter or mend damaged hats with access to a fully stocked workroom
Average	Working in dim light; working in windy conditions
Difficult	Repairing a hat with makeshift tools
Very Difficult	Working on a hat with makeshift tools

MIMIC DIALECT

Relevant Ability: Charisma

Cost: 1 BP

Universal: Yes

Prerequisite: None (but see text)

Mastery Die: 1d8

A character uses this skill to pass himself off as a member of a community with a different style of speaking than his own, but not a different language. For example, with a successful check, a settler from Texas can pass himself off as a New Yorker, Virginian, Englishman, etc., but not a Frenchman unless he can speak French. If he fails his check, the listener notices something wrong with the mimicked dialect. In order to use this skill, a character must have had heard the dialect to be mimicked.

Level	The character can...
Unskilled	Mimic a dialect the character lived among for years
Novice	Mimic a dialect the character heard many times
Average	Mimic a dialect the character heard a few times
Advanced	Mimic a dialect the character heard once
Expert	Mimic a dialect the character heard described by a native speaker of that dialect
Master	Mimic a dialect the character heard described by a non-native speaker

Difficulty	Examples
Trivial	Mimic effectively enough to fool someone who never heard that dialect before
Easy	Mimic effectively enough to fool someone who heard that dialect a few times before
Average	Mimic effectively enough to fool someone who heard that dialect many times before
Difficult	Mimic effectively enough to fool someone who lived among speakers of that dialect for a few years
Very Difficult	Mimic effectively enough to fool a native speaker of that dialect

NURSING

Relevant Ability: Wisdom

Cost: 3 BP

Universal: No

Prerequisite: None

Mastery Die: 1d8

This skill allows the character to properly tend to the sick and injured. While some basic medical knowledge is inherent in this skill, the nurse's role is to provide an optimal environment to facilitate the body's own recuperative abilities. This is accomplished by closely monitoring the patient and tending to his needs as required. The most basic need for any patient is food and drink. A nurse will ensure that the injured party is drinking sufficient fluids and provided with food that he can keep down and in fact does so. Additional responsibilities include changing bandages, keeping watch for infections and excessive bleeding, and applying cold compresses to relieve fever.

Highly skilled nurses are able to perform basic medical procedures and often serve as the only source of medical care in remote locations.

Level	The character can...
Unskilled	not use this skill.
Novice	Properly nurse a patient with a minor wound
Average	Properly nurse a patient with a major wound
Advanced	Function as a midwife to deliver children; diagnose injuries
Expert	Properly set broken bones; amputate limbs
Master	Extract bullets from limbs

Difficulty	Examples
Trivial	Ensure that a patient is properly hydrated and fed; dress wounds
Easy	Apply pressure bandage to a severely bleeding wound
Average	Set broken bones
Difficult	Diagnose injury
Very Difficult	Remove bullets from wounds

OBSERVATION

Relevant Ability: Wisdom

Cost: 6 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

Characters use this skill to focus certain powers of observation - sight, smell, taste and touch. Any time an opportunity to notice nonconformities with one of these senses occurs, the character makes the skill check. A character also uses this skill to notice traps. A GM may roll an Observation skill check any time there is something subtly askew that a character might notice, even if he did not specifically state that he is scrutinizing his surroundings. A failed check indicates that the character is oblivious until the thing is pointed out to him.

For example, CSA spy Joshua Reed questions a supposed carpenter for the Union capitol building, of which Joshua is seeking knowledge. Joshua's player rolls a successful Observation check (Very Difficult) and notices that

his handshake is smooth and soft, entirely lacking calluses. From this, he may deduce that the man is actually posing as a carpenter. He could be a con man taking advantage of a few free drinks, or he may be a Union spy.

Observation reveals only the facts, not the motivation.

Level	The character can...
Unskilled	Notice obvious details (strong smell, bright colors, excited movement, object weighing a great deal less/more than expected, etc)
Novice	Notice major details (distinct smell, large temperature change, unsubtle movement, footprints in mud, etc)
Average	Notice small details (picture frame askew, slight movement, footprints in dust, loose floorboard, small temperature change, etc)
Advanced	Notice minor details (tiny splash of mud on boots, mild smell, object weighing barely more or less than expected, etc)
Expert	Notice minute details (smooth surface on expectedly rough texture, absence of dust in a particular shape, etc)
Master	Notice miniscule details (objects arranged in a non-customary way but not askew or otherwise unusual)

Difficulty	Examples
Trivial	Observing in more than sufficient light while undistracted by surroundings and without worry of being noticed or needing to hurry
Easy	Observing in dim light (visual); observing in busy surroundings
Average	Observing in noisy, chaotic surroundings
Difficult	Observing while ill; making quick observation (e.g., sneaking a fast peek around a corner)
Very Difficult	Observing while intoxicated; making instant observation; or at night (visual)

ORATION

Relevant Ability: Intelligence or Charisma

Cost: 2 BP

Universal: Yes

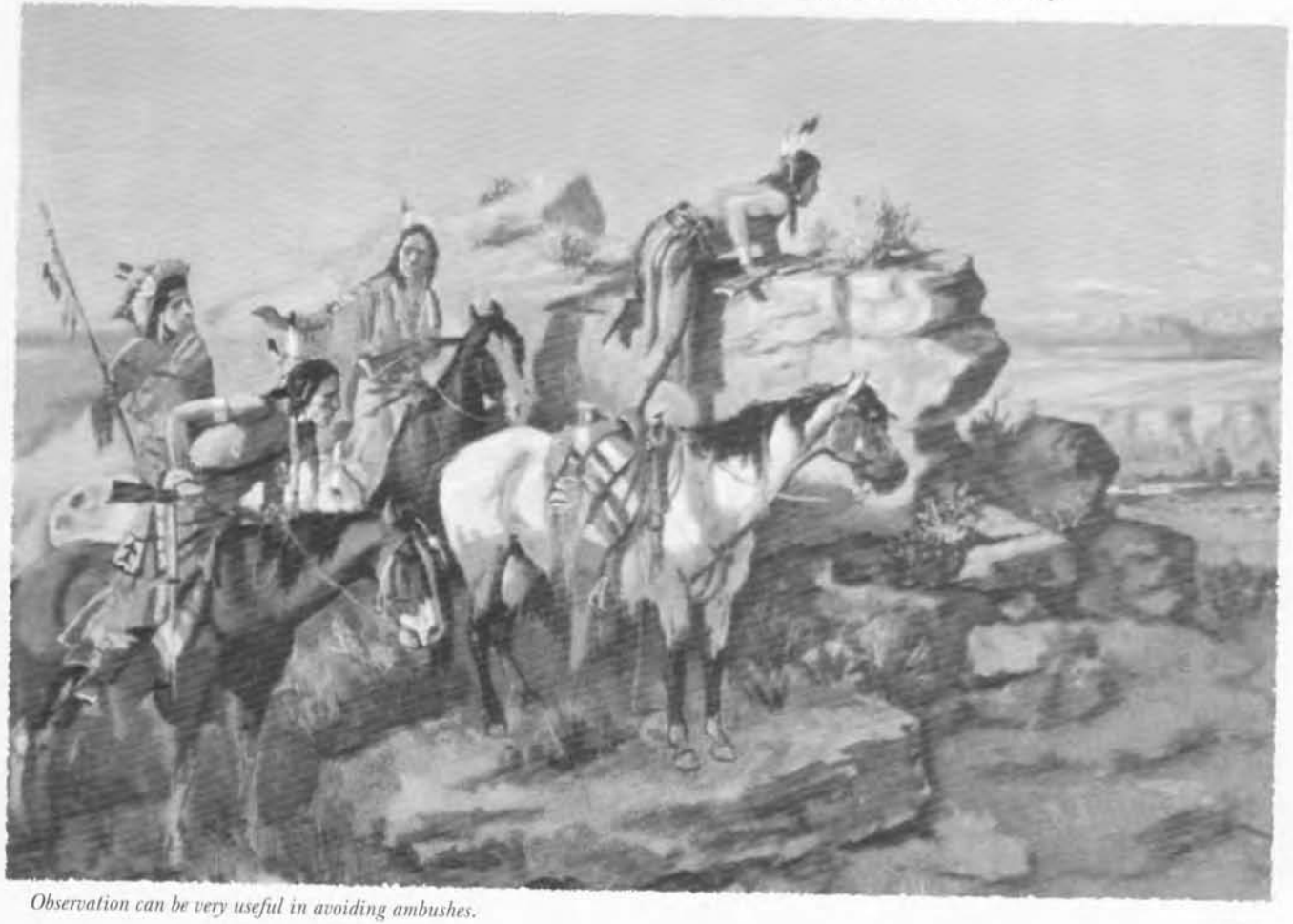
Prerequisite: None

Mastery Die: 1d8

A character with mastery in this skill is a powerful speaker with the ability to hold the attention of a crowd and sway public opinion. With a successful skill check, the character holds the attention of the crowd and sways their opinion or emotion in a desired direction. Depending on the difficultly, a character may sway a crowd one or more "steps." In order, these steps are: Outraged, Angry, Annoyed, Calm (Ambivalent), Amiable, Attracted, and Loving. A failed check indicates that the speaker is unable to sway the crowd's feelings on the subject.

For example, Mayor Varga is attempting to turn an Outraged crowd into a Calm one. If he did not already know the subject of the crowd's anger (himself), he may make a Trivial check to find out. He now has to move the crowd three "steps" (one step from Outraged to Angry, one step from Angry to Annoyed, and one step from Annoyed to Calm) and must succeed at a Difficult check to do so. If successful, he convinces the crowd that they have been misled, and they calm down. If he wishes to put the blame on someone else, he may make another Oration check to make them Annoyed, Angry or Outraged at someone else.

Level	The character can
Unskilled	Learn target of audience's anger/affection
Novice	Know the words to calm or inflame the crowd
Average	Sway a crowd by one step
Advanced	Sway a crowd by two steps
Expert	Sway a crowd by three steps
Master	Sway a crowd by four steps



Observation can be very useful in avoiding ambushes.

A photographer records the execution of known horse thieves.



Difficulty	Examples
Trivial	Orating from a platform to a quiet audience that came specifically to hear the character speak
Easy	Orating from a platform to a fairly quiet gathering
Average	Orating without a platform to an audience that cares little about hearing the character
Difficult	Orating inside a noisy crowd that cares nothing about hearing the character
Very Difficult	Orating inside a noisy crowd that hates the character

PHOTOGRAPHY

Relevant Ability: Intelligence

Cost: 1 BP

Universal: No

Prerequisite: Chemistry 85% or better

Mastery Die: 1d8

Materials/Tools Required: Yes

A character with the Photography skill can operate a camera to take photographs. Most photographers in the Shattered Frontier use a "wet plate" camera that imprints a positive image on a thin plate of glass or metal. However, taking a photograph with such a camera requires much more than simply aiming the lens and pushing a button. Instead, the photographer must coat the plate with collodium (cotton soaked in nitric and sulphuric acids, thoroughly washed and dried and then dissolved in ether and alcohol), quickly load the plateholder, take the picture (exposing the plate for 2+1d3 minutes), and develop the image in a darkroom by dipping it into nitrate of silver before the collodium can dry. Furthermore, he must perform all of the above tasks within 4+2d6 minutes, as varying weather, temperature and light all affect how fast the collodium dries. If the photographer is distracted from completing these tasks within that amount of time, the photograph is ruined.

Only after developing the image does the photographer make his Photography skill check. With a successful skill check, the photograph is clearly visible. After the plate dries completely from the silver nitrate bath (another 2d12 hours), the photographer can make a print by placing the negative on top of photo paper, laying it flat in a glass frame, and allowing the print to develop in sunlight for approximately 2 minutes.

A failed result indicates the photograph was botched or flawed in some way and the resulting photograph is worthless. Glass plates can only be used once and are usually around 9" x 10" in size (with photographs that size or smaller). Most metal plates are of similar size, but can be used for up to eight 4.5" x 2.5" photographs, then cut into individual plates. A failed check or delay

in development ruins the full glass plate, but only the used portion of the metal plate.

Level	The character can...
Unskilled	Not use this skill
Novice	Know how to operate a standard wet plate camera
Average	Take a picture and develop its photograph within 12 minutes
Advanced	Produce a photograph so attractive that local persons come simply to view it
Expert	Produce a photograph so admired that it becomes nationally famous
Master	Produce a photograph so attractive that it will still be admired a generation hence

Difficulty	Examples
Trivial	Taking a clear photograph with excellent lighting and motionless subjects in a photographic studio
Easy	Taking a clear photograph with good lighting and motionless subjects indoors with access to a darkroom
Average	Taking a clear photograph with average lighting and living subjects indoors or outdoors with access to a darkroom
Difficult	Taking a clear photograph with dim lighting and living subjects in field conditions (outdoors) and with a makeshift darkroom
Very Difficult	Taking a clear photograph with poor lighting and moving subjects in noisy field conditions (outdoors) with make-shift darkroom and improvised supplies

PICK POCKET

Relevant Ability: Dexterity

Cost: 9 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

A character can use the Pick Pocket skill to steal items or plant (place something on someone else) them, like a note or a poisonous snake. A successful roll indicates that the character accomplished his task, while a failed attempt means that the character did not get or place an item (but does not mean that the target detected the attempt).

Whether successful or not, if the target's Wisdom ability score is equal to or greater than the skill check, then the target noticed the character's attempt. A character can attempt to pick his target's pocket (or saddlebag, or backpack, or so on) multiple times, whether he succeeds or fails.

Level	The character can...
Unskilled	Pick an item from another character's clothing/items when the character is not wearing them or anywhere in sight
Novice	Pick an item from the backpack another character is wearing
Average	Pick an item from a character's pouch; plant something in a character's backpack
Advanced	Apply -1 to target's Wisdom score; pick another character's outside pocket; plant an item in a character's pouch
Expert	Apply -5 to target's Wisdom score; pick another character's inside pocket; plant something in a character's outside pocket
Master	Apply -10 to target's Wisdom score; plant an object in a character's inside pocket

Difficulty	Examples
Trivial	Victim is asleep
Easy	Victim is drunk
Average	Victim is awake but distracted; victim is in a large and bustling crowd
Difficult	Victim is awake; victim is in a small and open gathering; victim knows character is there
Very Difficult	Victim is alert and expecting trouble; victim can see character

POTTERY

Relevant Ability: Dexterity or Wisdom

Cost: 1 BP

Universal: No

Prerequisite: None

Mastery Die: 1d10

Materials/Tools Required: Yes

A character uses the Pottery skill to create containers or decorative objects. Upon a successful skill check, the character succesfully crafts the item. A failed result indicates the work was botched or flawed in some way and the resulting piece is ruined. It takes four hours to create an item less than 3 feet tall, six hours to create an item 3-4 feet tall, and twelve hours to create larger items. Each piece must then be fired in the kiln for approximately one day, before it is usable.

Making pottery requires that the character have a kiln and a pottery wheel, as well as a supply of materials (usually clay).

Level	The character can...
Unskilled	Not use this skill
Novice	Operate potter's tools and equipment
Average	Craft plain, small objects (bowl, plate, etc)
Advanced	Craft plain medium objects (vase, flowerpot, etc); craft decorative small objects
Expert	Craft plain large objects (large vase, etc); craft decorative small and medium objects
Master	Craft decorative large objects; craft very decorative small and medium objects

Difficulty	Examples
Trivial	Working in a fully stocked, quiet and well-lit large workroom
Easy	Working in a fully stocked, quiet and well-lit tiny workroom with little space to move around in
Average	Working in dim light; in a noisy environment; too hot or cool room, etc.
Difficult	Working with poor tools or materials; working on moving platform (e.g., a train or ship)
Very Difficult	Working with makeshift tools or replacement materials; working on a violently moving platform (e.g., a table in a minor earthquake)

PRIMITIVE RANGED WEAPON USE (SPECIFY TYPE)

Relevant Ability: Dexterity

Cost: 4 BP

Universal: No

Prerequisite: None

Mastery Die: 1d12

This character is skilled in the employment of either a knife, axe or spear as a hurled projectile. He may also opt to use a bow.

Use of any of these weapons demands a great deal more training than simply using them in hand-to-hand combat. As such, a

player that has not reached Expert mastery must succeed at a skill check before he can attempt a "To-hit" roll. A failed skill check indicates an automatic missed attack.

Additionally, knives and throwing axes must be specifically designed for this function. Such weapons are specially weighted for flight. They can be used in hand-to-hand combat as a normal weapon but 'normal' knives and axes cannot be effectively thrown into combat until the character reaches Advanced mastery.

Level	The character can...
Unskilled	Not use this skill
Novice	Use a spear as a ranged weapon
Average	Use a bow, balanced axe or balanced knife as a ranged weapon
Advanced	Use 'normal' knives and axes as ranged weapons
Expert	Use a primitive ranged weapon without needing a skill check ("To-hit" roll still required)
Master	Use makeshift objects as ranged weapons

Note: There are no special Difficulty levels for use with the Primitive Ranged Weapon Use skill. Simply apply any modifiers to Speed and Accuracy as normal.

PRIMITIVE WEAPON MAKING

Relevant Ability: Dexterity

Cost: 6 BP

Universal: No

Prerequisite: None

Mastery Die: 1d8

Materials/Tools Required: Yes

A character with this skill knows how to fashion bows (and arrows), tomahawks and other similar weapons, provided he has appropriate materials. A successful check means that the weapon is an average version of the same weapon as listed in the equipment list, while a failed check indicates that the weapon is poorly crafted and useless.

Level	The character can...
Unskilled	Not use this skill.
Novice	Repair simple close quarter weapons
Average	Craft simple close quarter weapons (clubs, tomahawks, knives); repair ranged ammunition
Advanced	Craft ranged ammunition (arrows, darts); repair ranged weapons
Expert	Craft ranged weapons (bows)
Master	Design a new type of primitive weapon

Difficulty	Examples
Trivial	Repairing a weapon with access to plenty of tools and materials
Easy	Crafting a weapon with access to plenty of tools and materials
Average	Working on a weapon in dim light; working in adverse weather
Difficult	Repairing a weapon with makeshift/inferior tools or materials
Very Difficult	Crafting a weapon with makeshift/inferior tools or materials

PROSPECTING

Relevant Ability: Wisdom

Cost: 9 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

Materials/Tools Required: Yes

This skill covers the basics of prospecting, and uses special rules instead of the normal mastery and difficulty tables. See *Chapter 5.1|Prospecting* for information.

READING COMPREHENSION/PENMANSHIP (SPECIFY LANGUAGE)

Relevant Ability: Intelligence

Cost: 4 BP

Universal: No

Prerequisite: None

Mastery Die: 1d6

The character can read and write a single language. There must be someone available to teach the character for him to earn his first tally. A successful skill check gives a character the ability to write well enough to be understood, to read and write letters and such, but does not mean that his words persuade everyone who reads them. A failed skill check indicates that the character does not truly comprehend the meaning of the words, even if he can read them, or has made such a mistake in his penmanship that he must begin his writing again.

A character attempting to write a longer document or story can write 2,000 words per day by spending 8 hours writing, followed by a successful skill check. On a failed check, the character is dissatisfied with his writing and destroys his day's work or needs to re-write it the next day.

Level	The character can...
Unskilled	Not use this skill.
Novice	Read and print common one- to three-letter words ("to," "dog," etc.)
Average	Read and print a short one-page letter
Advanced	Read and print or write (longhand) letters and stories
Expert	Read and print or write flowerly prose (poetry)
Master	Read and print or write technical or obscure papers, or inspiring poetry

Difficulty	Examples
Trivial	Reading well-lit and excellent penmanship (including typewritten) with simple words and grammar (such as a children's book); writing with good materials in a quiet and well-lit room
Easy	Reading excellent penmanship with common words and grammar (such as a newspaper); reading excellent penmanship in dim lighting; writing with good materials and lighting in a room with minor background noise
Average	Reading a novel; reading good penmanship in dim light; writing with average materials and lighting in a room with obvious background noise
Difficult	Reading material not part of everyday speech (such as Shakespeare); reading dimly lit and/or poor penmanship; writing with poor materials and dim lighting in a noisy room
Very Difficult	Reading complex writing (such as a technical manual); reading poorly lit and waterlogged or otherwise badly damaged penmanship; writing with makeshift materials and bad lighting in a very noisy environment

READING LIPS (SPECIFY LANGUAGE)

Relevant Ability: Intelligence

Cost: 7 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d4

The character can tell what other characters are saying, even if he cannot hear them. On a successful skill check, the character discerns part of the conversation (because some sounds are much like others, lip readers never understand a full 100%). The speaker must be mostly facing the lip reader (at least a three-quarter view). If the skill check fails, nothing is learned.

Level	The character can...
Unskilled	Determine a word or two
Novice	Read 10% of the conversation
Average	Discern 20% of the conversation
Advanced	Read 50% of the conversation
Expert	Establish 70% of the conversation
Master	Determine 90% of the conversation

Difficulty	Examples
Trivial	Reading the lips of a well lit character facing you about 5-6 feet away
Easy	Reading a well lit character facing you 7-9 feet away
Average	Reading a well lit character facing you 10-12 feet away
Difficult	Reading the lips of someone frequently moving or with a peculiar pattern of speech (e.g., mumbling, lisping, slurring, shouting); reading a character occasionally obscuring his mouth (e.g., hands, cigars); reading a well lit character facing you 13-20 feet away
Very Difficult	Reading someone whose face you can barely see (20-50 feet away, very poor lighting, etc); reading a character frequently obscuring his mouth

RECRUITING

Relevant Ability: Charisma

Cost: 4 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

Characters use this skill to recruit an army, gang or posse. Of course, an army or gang must be paid, so it does not depend solely on the character's skill. However, if the pay is good and terms are fair, this character is able to recruit the best men for his army or gang, and convince them to swear an oath of loyalty to him. Posses are temporary and need not swear an oath of loyalty, but may need to be deputized. A skill check is required. If successful, the character convinces a particular person to sign on with him. A failed check means that particular person refuses. This skill check may only be performed once per week on a particular target.

Level	The character can...
Unskilled	Recruit among open supporters in home territory
Novice	Recruit in home territory
Average	Recruit in neutral territory
Advanced	Recruit in enemy territory
Expert	Recruit among openly hostile persons
Master	Recruit among openly hostile persons in enemy territory

Difficulty	Examples
Trivial	Recruiting for a job with no hazards
Easy	Recruiting for a job with one or two hazards
Average	Recruiting for a job with several hazards
Difficult	Recruiting for a job with many hazards; recruiting where imprisonment is likely; recruiting where death is a slight possibility
Very Difficult	Recruiting for a job where imprisonment is very likely; recruiting where death is a strong possibility

RELIGION (SPECIFY FAITH)

Relevant Ability: Intelligence

Cost: 5 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d12

Characters know the basic beliefs of a religion common to their hometown and family, along with other ordinary information (type of religious symbol used, basic attitude of the faith, etc.). Such knowledge is highly useful to preachers when they need to deal with members of opposing faiths, or teach members of their own faith. On a successful check, the character knows the information he desires. On a failed check, the character either just can't seem to remember it at the moment or never knew it.

Level	The character can...
Unskilled	Recognize well known persons and holy symbols of a religion common to the character's family and home town
Novice	Know common beliefs and writings of the character's faith
Average	Recall obscure information about the character's faith; know common beliefs of other religions typical of the character's place of origin



Advanced	Remember obscure beliefs of other religions practiced in the character's place of birth; know common information about religions foreign to the character's homeland
Expert	Identify obscure information on religions not typically practiced in the character's homeland
Master	Recall rarely known facts or rumors about any religion, offshoot or cult

Difficulty	Examples
Trivial	Recall information with no time limit and access to reference texts
Easy	Recall information with no time limit
Average	Recall information with a reasonable time limit
Difficult	Recall information when distracted by surroundings
Very Difficult	Recall information under severe distress (such as gunfire)

RESIST PERSUASION

Relevant Ability: Wisdom

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

This skill measures a character's ability to resist the intimidation, orations, parleying or other persuasive efforts of an opponent. Any time such persuasion would alter the character's attitude (such as a successful Oration skill check), he can make a Resist Persuasion check. If successful, he is unaffected by this persuasion. If failed, he is affected by the persuasion.

A successful Resist Persuasion check adds a 10% penalty to a contested Fast Talking or Slick Talker skill check.

Level	The character can...
Unskilled	Resist persuasion that obviously leads to immediate death; resist persuasion that might harm family or friends
Novice	Resist persuasion that might lead to speedy imprisonment; resist persuasion that would harm acquaintances
Average	Resist persuasion that seems to have no consequences
Advanced	Resist persuasion that seems to lead to a minor benefit
Expert	Resist persuasion that seems to lead to a major benefit
Master	Resist persuasion that seems to lead to something the character greatly desires

Difficulty	Examples
Trivial	Target is bound in the darkness
Easy	Target is incarcerated
Average	Target is alone
Difficult	Target has a higher Reputation than the character; target is in public location surrounded by peers
Very Difficult	Target is in public location surrounded by employees or underlings

RIDING

Relevant Ability: Dexterity or Wisdom

Cost: 3 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

Characters use the Riding skill both for riding and for handling horses. Success means that the character is able to perform his desired act.

On a failed check, the horse resists, and the character must make another Riding skill check to see whether he retains his seat - or falls to the ground.

Level	The character can...
Unskilled	Ride without obstacles
Novice	Make the horse walk over 2-foot-tall obstacles; leap across up to 4-foot-wide gaps
Average	Make the horse jump over 3-foot-tall obstacles; leap across up to 6-foot-wide gaps; vault onto the saddle of a stationary horse
Advanced	Make the horse jump over 4-foot-tall obstacles; leap across up to 8-foot-wide gaps; guide horse with knees so character can use two-handed weapons (e.g., long guns, bows); vault onto the saddle of a walking horse
Expert	Make the horse jump over 5-foot-tall obstacles; leap across up to 12-foot-wide gaps; vault onto the saddle of a trotting horse; leap from the horse's back onto any creature or object within 5 feet
Master	Make the horse jump over 6-foot-tall obstacles; leap across up to 16-foot-wide gaps; vault onto the saddle of a loping horse; leap from the horse's back onto any creature or object within 10 feet

Difficulty	Examples
Trivial	Handling a horse with a Quiet temperament; riding in daytime with fine weather and clear visibility
Easy	Handling an Interested horse; riding in dim light
Average	Handling a Nervous horse; poor weather (rain) or darkness
Difficult	Handling an Extremely Nervous horse; riding in bad weather (fog)
Very Difficult	Handling a Stubborn or Treacherous horse; riding in severe weather (storms)

ROPE USE

Relevant Ability: Dexterity

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

With this skill, the character becomes progressively more adept at the usage of rope. Initially this involves simple care and maintenance (such as identifying compromised strength and 'whipping' rope ends) as well as a broad knowledge of knots and their appropriate employment.

Further advancement allows the employment of a lariat for roping cattle. This rope varies in length from 35 to 50 ft. At one end of the rope is a running knot by means of which a loop or noose is made. The loop is thrown, from as far away as 30 feet, around the horns or the feet of an animal and drawn tight. To use it on horseback requires advanced skill of the rider and his horse—the pull of the captured animal may throw the rider's horse, or the horse or rider may become entangled in the rope. Truly skilled characters are able to perform amazing showman feats and stunts with rope. The Rope Use skill also conveys a 5% bonus (per level above Unskilled) to a character's Escape Artist checks involving ropes, such as when he is tied up with rope.

Level	The character can...
Unskilled	Untie knots
Novice	Tie knots, including hitches, bends, loop knots and friction hitches
Average	Utilize a catch lariat (lasso, or la reata) for picketing or tethering animals
Advanced	Use a catch lariat (lasso, or la reata) on horseback
Expert	Design and supervise the construction of a rope suspension bridge
Master	Years of working with a lasso have made the character an outstanding roper and showman. His trick roping skills include flat loops, butterflies, zig-zags, spoke-jumping, forward and reverse ocean waves with jump-throughs, a giant big loop spin and finally the spell-binding "Texas skip"!

Difficulty	Examples
Trivial	Using skill with essentially unlimited time and with personal rope
Easy	Using skill in average conditions with personal rope
Average	Using rope the character has not personally selected and broken in
Difficult	Using skill in darkness; using skill in very poor weather; using makeshift ropes (vines, etc.))
Very Difficult	Using skill in darkness; using skill in very poor weather with makeshift ropes (vines, etc.)

SALESMANSHIP

Relevant Ability: Intelligence, Wisdom or Charisma

Cost: 7 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

Salesmanship is the art of the deal. While some may dismissively castigate adroit salesmen as disreputable snakes who desire nothing but the fleecing of their victim's pockets, this is a myopic assessment. While an easy mark is seldomly turned away, the skilled operator is keenly aware that successfully brokering transactions is his bread and butter. The profit garnered from a series of deals, none of which on its own yields a stellar margin, can easily overwhelm a singular shady deal.

As such, the salesman's interest lies in gauging what his customer is willing pay for an item and provided it adequately covers his costs, closing the deal. While maximizing his profit is always the ideal result, a sale lost by alienating a customer not only results in lost revenue today, but also the loss of opportunity for repeat business.

The successful salesman can ingratiate himself, putting his customer at ease and hence lowering his defenses. He extols the virtues of his product while cleverly brushing aside or concealing any inadequacies through his superior knowledge of the item while evaluating his target's responses before beginning negotiations.

This skill covers the basics of haggling and bartering but can be extended to handle any sort of negotiations in which items or services of value are exchanged.

Level	The character can...
Unskilled	Engage in haggling at his own fiscal peril
Novice	Recognize a skilled salesman and opt to avoid negotiating with him
Average	Be relatively assured of the gross parameters of an offer (complete rip-off, relatively fair, total steal)
Advanced	Generally obtain favorable terms from a buyer/seller
Expert	Obtain best possible terms a buyer/seller is willing to offer
Master	Sell ice to an Eskimo

Difficulty	Examples
Trivial	Conclude a sale in which the client receives terms better than the norm
Easy	Conclude a sale in which the client receives terms comparable to which he might receive elsewhere
Average	Conclude a sale which favors the seller
Difficult	Conclude a sale decidedly in favor of the seller
Very Difficult	Convince individual to grossly overpay for something he has no use/desire for

SEAMSTRESS/TAILOR

Relevant Ability: Dexterity

Cost: 1 BP

Universal: No

Prerequisite: None

Mastery Die: 1d12

Materials/Tools Required: Yes

The character with this skill has studied how to sew, mend and design clothing. A successful check means the character succeeded in the task. A failed result indicates the work was botched or flawed in some way and the character must begin again. If the character failed while creating a new piece, the resulting piece is ruined.

A seamstress or tailor needs tools such as needles/pins and thread, scissors, a thimble, tape measure, wax, clothing patterns and plenty of material (cloth). A table or board (large enough to lay the pattern upon) as well as paper, sharp shears and weights are also good to have.

Level	The character can...
Unskilled	Not use this skill.
Novice	Operate seamstress/tailor tools; handle materials; sew buttons
Average	Alter clothing; repair minor rips and tears
Advanced	Mend or patch slightly damaged clothing; fit clothing for customers
Expert	Mend severely damaged clothing; designing a item of clothing based on an existing style
Master	Design and sew a new item of clothing in an original style

Difficulty	Examples
Trivial	Repairing clothing with access to a fully stocked workroom
Easy	Alter or mend damaged clothes with access to a fully stocked workroom
Average	Working in dim light; working in adverse conditions
Difficult	Working on clothing with poor tools
Very Difficult	Working on clothing with makeshift tools

SEARCHING

Relevant Ability: Wisdom

Cost: 5 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

Any time a character attempts to locate something specific, he makes a Searching skill check to do so. This skill uses a combina-

tion of a character's inferred knowledge, experience, sense of direction and so on, as he actively works to find something. The character must specifically state that he is using this skill, as well as what he is searching for. After he spends an appropriate amount of time searching, if his roll succeeds, he finds it (provided it is there to find). If he fails, he finds nothing.

Note that this skill cannot be used in tactical combat (such as Billy Bob attempting to locate bandits waiting to ambush him).

Level	The character can...
Unskilled	Find a tiny thing in a small area (e.g., ring of keys in a room)
Novice	Find a big thing in a medium area (e.g., trail on a hillside)
Average	Find a small thing in a medium area (e.g., shovel on a hillside)
Advanced	Find a big thing in a huge area (e.g., herd of wild cattle on the plains)
Expert	Find a sizable thing in a huge area (e.g., cabin on a mountainside)
Master	Find a medium thing in a huge area (e.g., corpse in a forest)

Difficulty	Examples
Trivial	Find something in plain sight with good lighting
Easy	Find something partially obscured by other objects
Average	Find something that is camouflaged (e.g., chest covered with blanket, cave covered with branches, etc.), or in dim light
Difficult	Find something that is well-hidden (e.g., document hidden in a book, gold nugget under a pile of rocks)
Very Difficult	Find something secreted in an unusual location (e.g., inside hollow table leg), among nearly identical objects (e.g., a particular gold nugget in a pile of gold nuggets), or in darkness

SEDUCTION, ART OF

Relevant Ability: Charisma or Looks

Cost: 1 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

A character uses this skill to "seduce" other persons in order to curry favor or get help from them in some way. For instance, a female character might try her skill on a bank guard in order to get her and her companions inside, or a male character might charm a lonely widow in hopes of receiving some of her large fortune.

Seduction can work in many ways. It can act either as a distraction, allowing other characters to perform actions without being noticed, or as an attempt to sway the will of a person. A character cannot talk someone into killing himself, of course, no matter how persuasive or attractive he or she is, and he cannot use this skill in combat or with another character involved in combat.

Level	The character can...
Unskilled	Seduce the target into performing a simple favor (looking out a window, passing a message to a friend, etc)
Novice	Seduce a character into loaning a small amount of money
Average	Seduce a character into giving away a small amount of money
Advanced	Seduce a character into having sex
Expert	Seduce a character into giving away a large amount of money
Master	Seduce a target into altering their last will and testament

Difficulty	Examples
Trivial	Seducing a friendly character with lesser Looks and Charisma; seducing a character in an unhappy relationship
Easy	Seducing a friendly character with lesser Looks or Charisma
Average	Seducing a stranger or acquaintance
Difficult	Seducing a hostile person with greater Looks or Charisma
Very Difficult	Seducing a sworn enemy; seducing a happily married character with greater Looks and Charisma

SET TRAPS

Relevant Ability: Dexterity

Cost: 10 BP

Universal: No

Prerequisite: None

Mastery Die: 1d8

Materials/Tools Required: Yes

The character can set traps and make snares to catch game animals. He generally requires wood, rope, or other materials or tools needed to construct that particular trap or snare. The trapper must roll a skill check when building the trap or snare, and an additional skill check any time he sets it. If successful, the trap or snare works when triggered. A failed check when constructing indicates that the snare or trap is useless. A failed check when setting it indicates that the character springs the trap, necessitating a Dex check. Failure indicates that the character has sprung the trap on himself!

It takes 10+2d10 minutes to set or construct a small trap or snare. Larger traps need another person to assist, and take an additional 2+1d4 hours of work.

Characters that succeed at an Animal Lore skill check gain a 10% bonus to an immediately following Set Traps skill check when setting a trap or snare (to capture animals only).

Level	The character can...
Unskilled	Not use this skill.
Novice	Recall best traps to catch certain animals
Average	Set snares and traps to catch small game
Advanced	Set snares and traps to catch medium game; recognize small game snares and traps
Expert	Set pits and net snares for large creatures; recognize medium game snares and traps
Master	Set man-traps and deadfalls; recognize large game snares and traps

Difficulty	Examples
Trivial	Setting a trap with excellent tools and materials in good lighting and with no distractions
Easy	Setting a trap in dim light or with some distracting noises
Average	Setting a trap with little light or with many distracting noises
Difficult	Setting a trap with poor tools and materials; setting a trap in darkness
Very Difficult	Setting a trap with makeshift tools and materials

SKINNING/TANNING

Relevant Ability: Strength or Wisdom

Cost: 3 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d8

Materials/Tools Required: Yes

This skill involves removing the skin from an animal with a minimum amount of damage. A failed check indicates that the skin is too badly damaged or mangled, and cannot be used for making other items or for taxidermy. The character must have a sharp knife and a dead game animal or livestock in order to perform this skill. A character using this skill can also tan animal hides. A failed check means the hide is ruined.

Level	The character can...
Unskilled	Tell whether a skin or hide is too badly damaged or mangled
Novice	Work with common Tiny animals (squirrel, etc.); Small animals (rabbit, etc.) and fish
Average	Work with common Medium animals (sheep, etc.) and fish; or Large animals (cow, deer, etc.) and fish
Advanced	Work with common Huge animals (buffalo, etc.)
Expert	Work with fish and other non-mammals (amphibians, lizards, etc.)
Master	Work with unusual creatures (jellyfish, etc.)

Difficulty	Examples
Trivial	Skinning/tanning an animal with proper tools
Easy	Skin/tan a common animal for the first time
Average	Skin/tan an unusual or exotic/foreign animal for the first time
Difficult	Skin/tan an animal with poor tools
Very Difficult	Skin/tan an animal with makeshift tools

SLAUGHTER

Relevant Ability: Strength or Intelligence

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d10

Materials/Tools Required: Yes

The character knows the proper procedure to slaughter livestock or game animals, and to cut up the carcass to provide the most meat. He knows how to trim away the fat, if desired, and get rid of everything that is inedible. He must have a sharp knife (and the animal, of course) in order to perform this skill. Large or Huge animals also require a large hammer or similar tool. With a successful skill check, the character can slaughter the animal or use his other knowledge. On a failed skill check, he does not remember the knowledge he needs, or he decreases the yield of edible meat by half.

Level	The character can...
Unskilled	Recall how to slaughter animals and handle tools
Novice	Remember which parts of the animal are edible
Average	Increase the yield of edible meat by 5%, recall what uses inedible parts of common animals have
Advanced	Increase the yield of edible meat by 10%; recall what uses inedible parts of unusual animals have
Expert	Increase the yield of edible meat by 20%
Master	Increase the yield of edible meat by 30%

Difficulty	Examples
Trivial	Slaughtering an animal
Easy	Slaughter a common animal for the first time
Average	Slaughter an unusual or exotic/foreign animal for the first time
Difficult	Slaughter an animal with poor tools
Very Difficult	Slaughter an animal with makeshift tools

SLEIGHT OF HAND

Relevant Ability: Dexterity

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

The practitioner of this skill can attempt minor feats of apparent illusion by deftly hiding items and distracting observers. On a successful skill check, the character succeeds, and no observers quite see how he did it.



☞ If he fails a check by 10% or less, any observer actively looking to see how "the trick is done" can make a Wisdom check to figure it out.

☞ On a failed roll by 11% to 25%, the practitioner of the Sleight of Hand simply fails to do what he wanted.

☞ On a roll of 26% or more, something has gone seriously and noticeably wrong (he drops all the coins, the dove flies away, etc.).

Level	The character can...
Unskilled	Make a coin-sized object seemingly disappear under scrutiny
Novice	Make a coin-sized object seemingly rematerialize under scrutiny
Average	Work with a palm-sized object or 2-3 coin-sized objects
Advanced	Work with a tiny living creature (dove, mouse); work with two palm-sized objects; work with 3-4 coin-sized objects
Expert	Work with a fist-sized object (apple, ball, orange); work with two tiny living creatures; work with three palm-sized objects; work with 5-6 coin-sized objects
Master	Work with a backpack-sized object; work with two fist-sized objects; work with six palm-sized objects; work with 10-12 coin-sized objects

Difficulty	Examples
Trivial	Performing sleight of hand when no one is looking
Easy	Performing sleight of hand in very little light; performing for one person
Average	Performing sleight of hand in good light; performing for 2-3 persons
Difficult	Performing sleight of hand with little cover; performing for multiple persons
Very Difficult	Performing sleight on hand in an open space with no cover; performing for a very attentive crowd

SLICK TALKER

Relevant Ability: Intelligence or Charisma

Cost: 4 BP

Universal: No

Prerequisite: None

Mastery Die: 1d4

A character able to employ this skill speaks with subtle nuances, tactical pauses, and a smooth, lilting vocal tone to lure a person into revealing himself. With a successful skill check, the character coaxes and entices his conversational partner to reveal far more than he had ever intended. On a failed check, the target does not divulge the desired information.

A successful Resist Persuasion check adds a 10% penalty to a contested Slick Talker skill check.

Level	The character can...
Unskilled	Not use this skill.
Novice	Tell whether his subject is lying
Average	Tell the person's general intent; find out roughly what his subject plans to do next
Advanced	Know the names of all the subject's companions
Expert	Know how much wealth the subject has
Master	Know where subject keeps his wealth, maps; know the location to any important sites

Difficulty	Examples
Trivial	Slick talking a close friend or ally
Easy	Slick talking an acquaintance
Average	Slick talking a stranger
Difficult	Slick talking a guard
Very Difficult	Slick talking a member of a hostile tribe or nation

SNEAKING

Relevant Ability: Dexterity

Cost: 8 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

The Sneaking skill lets a character move quietly. A character that makes a successful Sneaking check knows when to move and when to stand completely still, and whether or not the ground or floor under his feet is apt to make noise when he moves. A successful skill check forces a penalty to an observer's Listen skill check equal to the amount that the successful Sneaking check exceeded the character's Sneaking skill score.

A successful Sneaking skill check employs a 10% bonus to the character's Hunting skill check.

Level	The character can...
Unskilled	Sneak through a room with loud noises and a crowd of people moving about
Novice	Sneak through a room with several people talking and walking about
Average	Sneak through a room with a few people talking and occasionally moving around
Advanced	Sneak through a room where noise occurs infrequently
Expert	Sneak through a quiet room
Master	Sneak through a quiet room with a creaky floor

Difficulty	Examples
Trivial	Sneaking in a noisy crowd or storm
Easy	Sneaking in a strong wind
Average	Sneaking in a small talking crowd or bustling street
Difficult	Sneaking over light wind or murmured conversation
Very Difficult	Sneaking in a quiet room

SOCIAL ETIQUETTE

Relevant Ability: Charisma

Cost: 4 BP

Universal: No

Prerequisite: None

Mastery Die: 1d6

This skill gives the character a correct understanding of titles to use when addressing a duke, judge, chief, senator or president, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of hostile nationalities, etc. To know the proper social etiquette in a situation, the character must succeed at the Social Etiquette skill check. On a failure, the character does not recall the desired information.

Level	The character can...
Unskilled	Not use this skill.
Novice	Avoid making obscene or hostile gestures

Average	Use the correct tableware; know the proper clothing to wear
Advanced	Recall obscure rules of etiquette specific to own state
Expert	Recall standard rules of etiquette specific to another state
Master	Recall obscure rules of etiquette specific to another state or closely related country

Difficulty	Examples
Trivial	Understanding of the proper forms of behavior and address required in character's social class
Easy	Understanding of the proper forms of behavior and address for social class one or two steps away from character's social class
Average	Understanding of the proper forms of behavior and address for social class three or four steps away from character's social class
Difficult	Understanding of the proper forms of behavior and address for social class five or six steps away from character's social class
Very Difficult	Understanding of the proper forms of behavior and address for social class seven or eight steps away from character's social class

For example, wealthy ranch owner Jose Sanchez (an Upper Middle Class character) may make a skill check to recall proper social etiquette when meeting a duke (an Upper Upper Class character). Because UMC is three "steps" away from UUC (one step from UMC to LUC, one step from LUC to MUC, and one step from MUC to UUC), Jose must make an Average check. See Table 6.4-8:Social Class in Chapter 6.4|Detailed Character Backgrounds for a full listing of social class "steps."

Keep in mind that the character should still roleplay any social encounters. A successful skill check only gives him the knowledge – he may still conduct himself however he sees fit.

STONEMASONRY

Relevant Ability: Strength or Intelligence

Cost: 2 BP

Universal: No

Prerequisite: None

Mastery Die: 1d10

Materials/Tools Required: Yes

A character uses the Stonemasonry skill to prepare and lay hard and soft stone, marble, concrete block/slab and any other masonry materials, for building or repairing stone structures, walls and monumental masonry (stone work for cemeteries). A successful skill check means that the stonemason completes his task, while a failed skill check indicates that the masonry takes twice as long as normal to complete.

Note that unusual and more complicated items (a house, for example) require plans prepared by a character with the Engineering Design skill.

Level	The character can...
Unskilled	Not use this skill
Novice	Cut stone; operate mason's tools; handle materials
Average	Build a plain section of wall 1-foot-thick, 8 feet long, and 6 feet high in one day
Advanced	Build a nice-looking section of wall 1-foot-thick, 8 feet long, and 6 feet high in one day; build plain sections in 8 hours
Expert	Build an attractive section of wall 1-foot-thick, 8 feet long, and 6 feet high in one day; build nice-looking sections in 8 hours or plain sections in 6 hours; craft simple stone carvings like lettering and columns
Master	Build a very attractive section of wall 1-foot-thick, 8 feet long, and 6 feet high in one day; build attractive sections in 8 hours; build nice-looking sections in 6 hours; build plain sections in 4 hours; craft beautiful carvings, flourishes, etc.

Difficulty	Examples
Trivial	Building on a strong stone foundation
Easy	Building on packed earth
Average	Building on loose earth
Difficult	Building on a slope
Very Difficult	Building on unstable ground (marsh)

SURVIVAL

Relevant Ability: Constitution, Intelligence, or Wisdom

Cost: 7 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

This skill allows a character to have a chance of survival in hostile environments. He knows the dangers each environment presents, particularly the weather. He also knows the proper steps to lessen the risk of exposure and the methods to locate and gather potable water and how to find basic food (whether it is appetizing is not guaranteed). Furthermore, a character with this skill can instruct and aid others in the same situation. When using this skill to forage for food or water, the character must roll a skill check. A successful check means that the character was successful in his task. If he fails his check, he can make no more Survival checks that day.

Level	The character can...
Unskilled	Remember typical weather and dangers of environment (swamp, desert, high mountains, etc)
Novice	Determine approximate time of day and direction (N, S, E, W) by viewing sun, stars, moss on trees, etc.
Average	Forage enough food and water for one character/day
Advanced	Avoid natural hazards (quicksand, poison ivy, etc)
Expert	Forage enough food and water for two characters/day
Master	Forage enough food and water for 3-5 characters/day

Difficulty	Examples
Trivial	Surviving in lush, game-filled forest with several water sources
Easy	Surviving in forest or plains with abundant game and few water sources
Average	Surviving in region with occasional game and at least one water source
Difficult	Survive in region with little food or water
Very Difficult	Surviving in a region of extreme cold or heat with very little food and water (e.g., Death Valley)

SWIMMING

Relevant Ability: Strength or Constitution

Cost: 1 BP

Universal: No

Prerequisite: None

Mastery Die: 1d12

This skill provides the character with basic and advanced knowledge of how to swim. With a successful skill check, the character succeeds in his attempt. On a failed check, the character makes a bad dive, cannot retrieve an object, or otherwise must immediately stop any directional movement. If, after a failed check, the character is unable to immediately walk out of the water, he must attempt another Swimming check check to float or tread water. If the character fails this second check, or had already failed a check for floating/treading, he begins to drown, taking 1d3 points of damage for every 6 seconds he remains underwater.

Level	The character can...
Unskilled	Not use this skill.
Novice	Tread water (1 min); backfloat; use floatation (log, etc.) to swim 25 ft on stomach
Average	Tread water (5 min); front/back crawl or breaststroke 100 ft at crawling speed; underwater swimming 25 ft at crawling speed
Advanced	Tread water (20 min); front/back crawl or breaststroke 500 yds at crawling speed; breaststroke 50 yds at walking speed; underwater swimming 75 ft at crawling speed; cannot drown in Average difficulty conditions
Expert	Tread water (1 hour); front/back crawl or breaststroke 1650 yds at crawling speed; breaststroke 100 yds at walking speed; underwater swimming 200 ft at crawling speed; cannot drown unless two or more Difficult/Very Difficult conditions exist
Master	Tread water (4 hrs); front/back crawl or breaststroke 6,000 yrds (1 nautical mile) at crawling speed; breaststroke 250 yds at walking speed; underwater swimming 500 ft at crawling speed; cannot drown unless two or more Very Difficult conditions exist

Difficulty	Examples
Trivial	Swimming in a shallow pond
Easy	Swimming in a calm lake
Average	Swimming in a slow-moving river
Difficult	Swimming in choppy water; swimming in street clothing
Very Difficult	Swimming in frigid water; in crashing waves; against strong current; moderately laden

TELEGRAPH OPERATING

Relevant Ability: Intelligence

Cost: 4 BP

Universal: No

Prerequisite: Reading Comprehension/Penmanship 90% or better

Mastery Die: 1d8

Materials/Tools Required: Yes

A character with this skill knows Morse code, and can operate telegraph equipment, attempt to transmit and receive messages (by key and by ear, respectively), and even try to repair cut or downed telegraph lines. Because trains are dispatched by telegraph, trained telegraph operators are required to manage any telegraph office, or collisions, misrouted packages or other problems can easily result. A successful skill check is required to perfectly send or to receive a telegraph message.

Level	The character can...
Unskilled	Not use this skill.
Novice	Operate telegraph equipment; understand Morse code.
Average	Transmit or receive messages of 10 words or less.
Advanced	Transmit or receive messages of 50 words or less; know how to repair cut or downed telegraph lines.
Expert	Transmit or receive a complicated message of 50 words or less; transmit a standard message of any length
Master	Transmit and receive a complex message of any length

Difficulty	Examples
Trivial	Working with equipment you built from scratch
Easy	Reaching a telegraph operator you contact often
Average	Working with familiar equipment
Difficult	Understanding shorthand (abbreviated) Morse code messages from a familiar telegraph operator; piecing together broken transmission
Very Difficult	Understanding shorthand (abbreviated) Morse code messages from an unfamiliar telegraph operator; piecing together garbled transmission

TRACKING

Relevant Ability: Wisdom

Cost: 9 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d4

Characters use this skill to follow the trail of animals and other persons. Simply put, a successful Tracking skill check means the character found a trail, while failure means he did not. If the character fails this initial skill check, he can make another Tracking skill check - provided that he spends at least 30 minutes attempting to pick up the trail again. If he fails this second skill check, he cannot make any more Tracking skill checks to find that particular trail.

Once the trail has been found, further Tracking skill checks may be necessary depending on the situation. Darkness, falling rain or snow, a dust storm, moving from one terrain to another (such as from sand to rock), one trail splitting off to form two trails, or crossing a stream or river are all examples why a character might need to make another Tracking skill check.

Level	The character can...
Unskilled	Roughly identify the number of creatures being followed
Novice	Determine the approximate weight/size of the creatures being tracked
Average	Determine the approximate height of the creatures being tracked (based on the length of their stride)
Advanced	Determine physical attributes (weak leg, worn horseshoes, etc)
Expert	Exactly identify the number of creatures being followed, recognize tracks or prints of a specific creature or individual seen at least twice before
Master	Recognize tracks, footprints or bootprints of a creature or individual seen only once before

Difficulty	Examples
Trivial	Tracking the tracks of a large group through the snow
Easy	Tracking through thick brush, vines or reeds; tracking on soft ground
Average	Tracking with occasional signs of passage (on dust, dirt, etc)
Difficult	Tracking on hard ground or wood floor; with poor lighting (moon or starlight); over 12 hours since the trail was made
Very Difficult	Tracking a single person over rocky ground; tracked party attempts to hide trail, over 24 hrs since trail was made





VENTRILOQUISM

Relevant Ability: Intelligence

Cost: 8 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d4

The character using this skill has learned the secrets of "throwing his voice." Although not actually making sound come from somewhere else, the character can deceive others into believing this to be so. When using ventriloquism, the supposed source of the sound must be relatively close to the character. The nature of the speaking object and the Wisdom of those watching can modify the character's chance of success. The observer's Wisdom modifies this as shown in the difficulty example table.

A successful skill check means the character successfully deceived his audience. One check must be made for every sentence or response. The character is limited to sounds he could normally make (thus, the roar of a lion is somewhat beyond him). He is also limited to speaking only languages he knows.

Since ventriloquism relies on deception, people's knowledge of speech, and assumptions about what should and should not talk, it is not effective on animals. Furthermore, the audience must be watching the character since part of the deception is visual ("Hey, his lips don't move!").

Using the Ventriloquism skill to get someone to look behind him does not work, since the voice is not actually behind him. All but those with the gullibility of children or the extremely foolish realize what is truly happening in the case of animals or inanimate objects. They may be amused - or they may not be.

Level	The character can...
Unskilled	Make a voice come from a puppet on his lap, but his lips move
Novice	Make a voice come from a large crowd of people
Average	Make a voice come from a handful of people
Advanced	Make a single person (PC or NPC) appear to speak
Expert	Make an animal appear to speak
Master	Make an obviously inanimate object (a book, mug, etc.) talk

Difficulty	Examples
Trivial	Target has a Wisdom of 2 or less
Easy	Target has a Wisdom of 3-5
Average	Target has a Wisdom of 6-8
Difficult	Target has a Wisdom of 9-16
Very Difficult	Target has a Wisdom of 17+

WEATHER SENSE

Relevant Ability: Wisdom

Cost: 3 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d4

This skill enables the character to make intelligent guesses about upcoming weather conditions. A successful skill check means the character has correctly guessed the general weather conditions in the next six hours. A failed check means that he has no idea what the future weather will be like.

For every six hours of observation, the character gains a 5% bonus to his Weather Sense skill check (as he watches the weather change, the character gets a better sense of what is coming). This modifier is cumulative over multiple six-hour periods of observation, although sleep or other activity that occupies the

attention of the character for a long period negates any accumulated bonus.

Level	The character can determine...
Unskilled	Current or obvious weather (feel rain falling, see great tornado funnel tearing across the plains)
Novice	Imminent weather (note mass of dark storm clouds on the horizon)
Average	Looming weather (spot a gathering of a few storm clouds)
Advanced	Impending weather (feel change in winds)
Expert	Approaching weather (notice slight drop/increase in temperature)
Master	Forthcoming weather (notice slight drop/increase in pressure)

Difficulty	Examples
Trivial	Character is outdoors in the middle of a wide open plain; on a mountain top
Easy	Character is outdoors under a tent
Average	Character in a building with few windows
Difficult	Character in a building with no windows
Very Difficult	Character is underground

WEAVING

Relevant Ability: Dexterity or Intelligence

Cost: 1 BP

Universal: No

Prerequisite: None

Mastery Die: 1d8

Materials/Tools Required: Yes

A character uses the Weaving skill to create garments, rugs and so forth from wool or cotton. The character requires a spinning wheel and a loom. Weavers often work with milliners. On a successful Weaving check, the character succeeds in the task. A failed result indicates the work was botched or flawed in some way and the resulting piece is worthless.



Level	The character can...
Unskilled	Not use this skill.
Novice	Operate a loom and spinning apparatus; handle materials.
Average	Create a half square yard of material/day
Advanced	Create one square yard of material/day; weave a copy of a garment/rug/etc with an example in hand
Expert	Create two square yards of material/day; design a garment/rug/etc based on drawings
Master	Create four square yards of material/day; design a novel garment/rug/etc. of your own design

Difficulty	Examples
Trivial	Weaving with access to a fully stocked workroom
Easy	Working in dim light; working in a noisy environment
Average	Working with poor fabric
Difficult	Weaving with poor tools and equipment; working with makeshift fabric
Very Difficult	Weaving with makeshift tools and equipment

Chapter 6.4 | Talent Descriptions

The following talent descriptions are arranged alphabetically by name. The bold heading for each talent gives the name of the talent and the Building Point cost. The description text gives a general outline of what a character with that particular talent knows and can do. Furthermore, some talent descriptions include rules to cover specific uses or situations, or exact instructions on the effects of the talent if successfully used.

ADVANCED SIGHTING (70 BP)

Those with this talent possess an uncanny sixth sense with regards to marksmanship. Through a combination of intuition and natural affinity, these rare individuals can shoot at a level wholly unexpected from someone with their physical skills, training and experience.

A character that is off target with a shot normally draws one card to determine hit location. A character with this talent may draw two cards and choose what he thinks is the better of the two.

ASTUTE OBSERVATION (50 BP)

Characters with this talent notice what's going on around them, and are quick to spot details that could be important. Where other characters only "see," he "observes." A character with this talent can spot a journalist by the imprints in his sleeves and the ink stains on his finger, a pugilist by his cauliflower ears, a miner by his calluses and upper body muscles, and so on.

He also notices strange odors, tastes and textures with no need for a skill check. He has a 1 in 3 chance to notice traps and concealed doors. A GM informs the character any time there is something subtly askew that a character might notice, even if he did not specifically state that he is scrutinizing his surroundings.

BLIND-SHOOTING (45 BP)

A character with a talent for blind-shooting is capable of adequate marksmanship in conditions of poor or no light. The character suffers only half penalties (rounded down) for shooting in poor lighting conditions.

Furthermore, the character retains the capability to use skills that would normally be lost in darkness (e.g. Tracking) although the effectiveness of these are reduced by one-half (skill checks are made at half the normal score, etc.). Blind-shooting does not grant any special protection from attacks.

COURAGE (10 BP)

Courageous characters have the ability to better control their "fight or flight" response to dangerous situations. Such a character receives a -4 bonus to avoid flinching or ducking back behind cover.

Those with the Courage talent are never forced to flee a gunfight due to wounds regardless of the character's Reputation.

CRACK SHOT (50 BP)

Crack shots simply have a good eye for precision shooting and receive a +1 bonus to their Accuracy. This talent does not encompass a broad knowledge of marksmanship, however, and so the bonus is lost versus targets over 30 feet away.

DAMAGE BONUS (75 BP)

Characters with this talent have a distinct ability to make any injury they cause count. A punch to the face becomes a punch to the nose while a shot to the chest invariably manages to strike closer to a vital organ or artery. None of this is planned, the character simply gets uncanny results from his weapons.

The character receives a +1 bonus to damage in all circumstances (brawling, hand-to-hand combat or with firearms).

DEAD EYE (50 BP)

Through a combination of keen eyesight and practical knowledge of trajectories, the Dead Eye character can mitigate the disparaging effects of distance on Accuracy. Any target over 30 feet away is treated as if one range grouping closer. For example, a target 31-50 feet away (-4 penalty) is treated as 21-30 feet (-2 penalty), a target

51-90 feet away (-8 penalty) is treated as 31-50 feet away (-4 penalty), and so on.

DEADLY SHOT (50 BP)

The Deadly Shot, unlike those with the Damage Bonus talent, is consciously aware of anatomy and can employ that knowledge to his advantage. All wounds caused by this character increase by one in Severity Level as he is able to better hit his target's more vulnerable portions. Note that there is no corresponding increase to HPs of damage, just severity level of the wound.

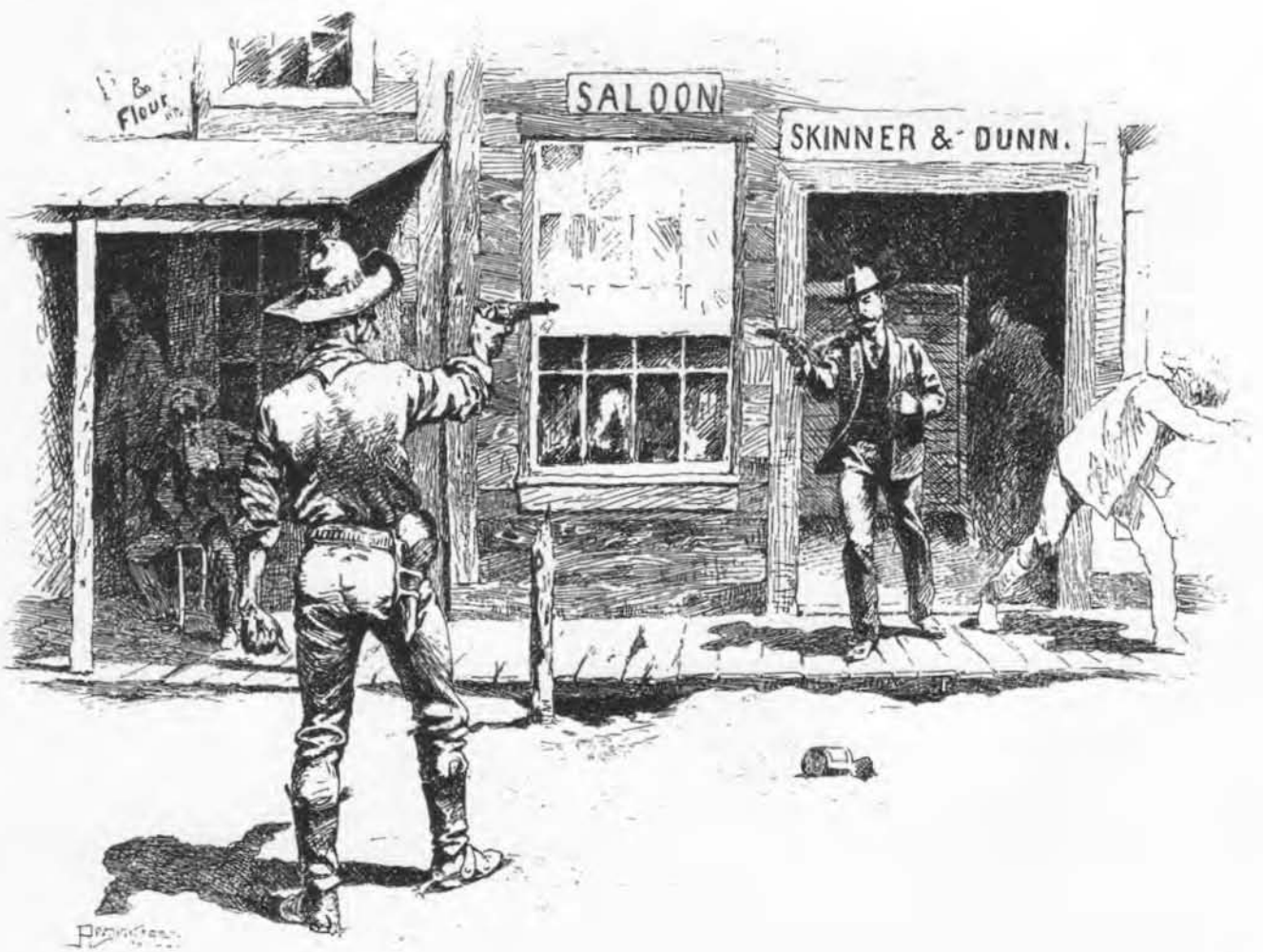
DODGE (25 BP)

Characters with the Dodge talent possess an acrobat's finesse and agility when attempting to camouflage their movement under fire. When actively dodging, their moves are so unexpectedly quick that shooters suffer a –4 penalty to their Accuracy instead of the standard –2 against dodging characters. He must be actively dodging to gain the defensive bonus provided by his fancy footwork. (Note that this talent does not imbue the character with the ability to actually dodge bullets.)

As usual, the Accuracy penalty for this dodging character compounds with any other Accuracy modifier for movement. For example, a dodging character with this talent (-4 to hit) moving at a run (-4 to hit) has a combined penalty of –8 to the shooter's Accuracy. Of course, if the dodging character is moving directly toward or away from the shooter, the –4 for running does not apply since the runner is moving at less than 30 degrees relative to the shooter.

ENDURANCE (15 BP)

A character with this talent has enhanced resistance to fatigue. Whether this is through mental toughness or just because he's one tough son-of-a-bitch is not clear, but a character with a talent for endurance can last longer in a fight, travel longer without resting, requires less food and water and so on.



With respect to all fatigue-related activities, this character's Constitution behaves as if it were 4 points higher.

FAN FIRING (35 BP)

A character with the fan firing talent has thoroughly mastered this difficult (and usually wholly inaccurate) firing technique. As such, he suffers a mere –3 penalty to his Accuracy instead of the standard –6 when performing this maneuver.

FAST HEALER (10)

The fast healing individual is blessed with a body capable of healing faster than normal. He regains hit points at a faster rate than normal. Each wound point heals, except the final point, one day faster than normal. The final point heals in just 12 hours instead of one day.

For example, a 3 hp wound to the arm normally takes six (3+2+1) days to heal, three for the first point healed, two for the next and one for the last point. A character with Fast Healer would recover in just three and a half days (2+1+0.5).

FORGETTABLE FACE (25 BP)

Something about this character's appearance simply prevents him from sticking in people's minds. Unless he engages in meaningful conversation with someone, other persons only have a 10% chance to recall specific details about the character's face.

If a character did have a meaningful conversation, his base chance to remember specific details about that "forgettable" face is 85%.

This chance can be modified by circumstances, as noted here:

- ☞ High motivation +5%
- ☞ Each previous encounter +5%
- ☞ Each week since last meeting –1%

GREASED LIGHTNING (20 BP)

This character is extra quick. This talent gives him a -1 Speed bonus for one specific weapon class: pistol, shotgun, rifle, knife, bow and arrow, and so on. This talent may be purchased multiple times for different weapons.

GREAT AMBIDEXTERITY (25 BP)

A character with this talent can use either his left or right hand equally well for weapons, writing, etc. He does not receive the +1 Speed penalty common to other ambidextrous characters. Ambidextrous characters normally suffer a +1 Speed penalty, as they often hesitate for a fraction of a second, as though choosing which hand to use.

GRIT (50 BP)

A character with this talent halves all Speed and Accuracy penalties from wounds, rounded down. For example, a character who has suffered 26-50% of their HP in wounds normally has penalties of 3 Speed and -2 Accuracy. A character with Grit who has suffered 26-50% of their HP in wounds has penalties of 1 Speed and -1 Accuracy.

GUARDIAN ANGEL (30 BP)

This talent has nothing to do with being a god fearing person. In fact, as Texas McGraw says, *"Most folks ain't set foot in a church since the day they been dunked. What's plain as the nose on yer face is that someone's keeping an eye on 'em – not too close an eye mind ya, but an eye regardless. Seems as though near everything bad 'at coulda happened to 'em sure 'nuff coulda been worse after'n ya heard the tale."*

All injuries sustained by the character are reduced by one in wound severity level. For example, a character who suffers 7 points of damage still takes that amount of damage, but suffers only the Wound Severity penalties listed for 6 points of damage.

HEARTY (50 BP)

A character with this talent takes one less point of damage when struck by a ranged attack. For example, a character who would normally suffer 6 points of damage takes only 5. He uses the Wound Severity table column for the actual damage he suffered (5 instead of 6).

HIP SHOOTER (25 BP)

A character with this talent is practiced at hip shooting. He reduces his Accuracy penalty for hip shooting to -2 instead of –4.

HIT POINT BONUS (20 BP)

A character with this talent receives +1d4 to his starting hit points.

HOLD YOUR LIQUOR (10 BP)

Some folks just hold their liquor better than others. They don't get more ornery after a few belts of whiskey, nor do they pass out too quick.

The character is far less susceptible to intoxication. For purposes of resistance to alcohol, the character gains a +2 bonus on rolls against the drink's Tolerance Factor. See *Chapter 5.7|Drinkin' & Drugs* for more information.



IMPROVED ARC OF FIRE (15 BP)

The character with this talent is more capable of trick shots (accurately firing in another direction). He suffers no Accuracy penalty for firing in Arc B, a –1 Accuracy penalty for firing in Arc C, and a –3 Accuracy penalty for firing in Arc D.

INHERITANCE (10+ BP)

Some characters were born with a silver spoon in their mouth. For each BP spent to purchase this talent (minimum 10 BP), the character receives an additional $10 of starting money.

JACK RABBIT SPEED (20 BP)

A character with this talent is more fleet footed than most. He can start at a run (rather than at a jog), and can halt a run or sprint twice as fast as normal (5 feet over a 5 count).

KENTUCKY WINDAGE (45 BP)

"Kentucky windage," or simply "windage," is a method of firing where the shooter deliberately aims off-target to compensate for a moving target, weather conditions, or just a bad sight on the rifle.

When shooting, a character normally draws one card to determine hit location. A character with this talent may choose to redraw this card, but if he does so he must use the second card drawn – whether it is better or worse than the first.

MOUNTED MARKSMANSHIP (40 BP)

Characters with this talent reduce penalties for shooting on horseback. He suffers only a –1 Accuracy penalty when mounted on a walking horse, -3 (pistol) or -5 (long gun) when trotting, and –2 (pistol) or -4 (long gun) when loping or galloping.

PERCEIVE TENDENCY (20 BP)

A character with this talent gains a -1 bonus to Initiative rolls in a showdown or duel. Note

that the gunfight must involve the character and one other opponent where each is about to take action such as when one character realizes the other has cheated in cards or in a classic street fight.

QUICK AIM (40 BP)

This talent affords the character the ability for quicker aiming. He reduces the time it takes to Aim a weapon by half. This talent applies only to standard Aiming, not to Firing Deliberately or taking Careful Aim, for example.

QUICK THINKING (10 BP)

Quick thinkers arrive at conclusions and understanding more effectively than most. This gives them an effective +1 bonus on all Intelligence and Wisdom checks, though it does not affect their actual Ability Scores.

RAPID RELOAD (20 BP)

A character with this talent is skilled at reloading firearms. He can reload twice as fast as a normal character.

REPUTATION BONUS (35 BP)

Something about this character just inspires folks to talk about him. He gains an additional +1 to Reputation for every 10 points gained.

RESIST DISEASE/INFECTION (20 BP)

The character has an unusually effective immune system. Any Healing checks performed on this character for the purposes of first aid are made as Easy difficulty Healing skill checks (instead of Average difficulty).

SHOT ON THE RUN (50 BP)

A character with this talent is especially talented at shooting while on the move. His penalties for shooting on the run are reduced by one category. For example, a character firing while jogging suffers only penalties for firing while walking, a running character suffers only jogging penalties, and so on. He suffers no penalties for firing while walking, only a –1 Accuracy penalty for firing while crawling, and only half penalties for firing when dodging.

SPRINTER (30 BP)

This talent means a character is capable of amazing bursts of speed. He can sprint for 10 seconds (100 count) per hour. All other rules for sprinting apply.

TOUGH AS NAILS (25 BP)

This character just seems tougher than his comrades. Attempts to stop internal bleeding are made with a (Difficult) Healing check (instead of Very Difficult). Even if he fails, the character's Constitution check is made at a penalty corresponding to only half the severity of the wound (round up).

Furthermore, for every 5 points of internal bleeding a character suffers, the character makes his Constitution check versus his Con score (instead of half his Con score, as is normal).

VETERAN GUNFIGHTER (20 BP)

Your character's been involved in a gunfight at some point in his past. The exact details of this scuffle ain't rightly important, 'except that you survived the affair. This character begins play with one gunfight survived and any further gunfights adds to that total. A player that chooses this talent for his character must create a backstory detailing the prior gunfight.

WEAPON BONUS (50 BP)

This character's a bit sharper than most when it comes to using his preferred weapon type. There's them that favor the pistol, others the long guns, and then there's the varmint with a bowie knife ready to discuss that lucky streak you been having at the table. Whatever the weapon, you can be darn sure he's a bit better'n your average cowpoke at using it.

The character gains a +1 Accuracy bonus when using a specific weapon type (pistol, rifle, shotgun, primitive hand-to-hand weapon, or primitive ranged weapon) chosen by the player. This talent may be taken multiple times and the effects are cumulative.

6.5 | Detailed Character Backgrounds

As we've stated, your character's ability scores provide only basic insight into the character. And though you may know your character's place of origin, do you really know where he came from? What was his life like in those early days? Did he comes from a small family or a large one? Did he live in luxury or suffer in poverty?

This section provides such background material for use during character creation. If you decide to use this optional material, do so after calculating your character's height and weight, but before determining starting money, following the order presented in *Chapter 3.1 | Character Creation*. Some results in this section may affect later aspects of character creation, such as starting money or quirks and flaws.

★ FAMILY ★

Regardless of what you might hear around the campfire, that wild desperado everyone's gossiping about isn't really the son of the devil. Like everyone else, he's the product of countless generations of characters that came before him. The following tables will help you get a broad idea of your character's family.

Circumstances of Birth: Generally, birth circumstances have little effect on a character, except in the case of illegitimacy. These "bastard" children find it more difficult to attain or hold positions of power, if their secret comes out. To determine your character's status, roll on *Table 6.5-1a: Circumstances of Birth*. If you don't like the results, you can spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend.

TABLE 6.5-1A: CIRCUMSTANCES OF BIRTH

Roll (d100)	Result
01-92	Legitimate. Parents were married at the time of the character's birth.
93-00	Illegitimate. Parents were not married at the time of the character's birth. One rank penalty to *Table 6.5-8: Social Class* (i.e. ULC becomes MLC). Also, roll on *Table 6.5-1b: Illegitimate Birth.*

TABLE 6.5-1B: ILLEGITIMATE BIRTH

Roll (d100)	Result
01-03	Character was abandoned at birth. His parents are unknown. GM rolls character's other parental and sibling tables in secret.
04-08	Mother was a prostitute. Father unknown.
09-12	Mother was a prostitute. Father known.
13-23	Birth was the result of sex before marriage. Father unknown.
24-56	Birth was the result of sex before marriage. Father known.
57-67	Birth was the result of an adulterous affair. Father unknown.
68-100	Birth was the result of an adulterous affair. Father known.

Status of Parents: Now, discover whether your character's parents are alive or dead, and even if one of them is a celebrity of sorts. A roll of 91 or higher on *Table 6.5-2: Parental Status* indicates that the character is an orphan.

TABLE 6.5-2: PARENTAL STATUS

Roll (d100)	Result
01	Parent is a celebrity (actress, gunfighter, renowned military officer, etc). Character receives a +d20 bonus to his starting Fame score (the d20 score indicating the relative Fame of the parent, 20 being very famous and 1 being known locally). Roll again to determine status of the parent. (A further roll of "01" on this table earns another +d20 bonus and corresponding increase in Fame, etc.)
02-50	Both parents living
51-70	Father deceased
71-80	Mother deceased
81-90	Both parents are deceased after character reached teen years.
91-100	Both parents are deceased. Character is an orphan. Reduce character's roll on *Table 6.5-8: Social Class* by two social classes. Apply -50 penalty to rolls on *Table 3.1-16: Character Starting Money* (ignore hereditary debt result and roll again).

If only one parent is deceased there is the chance that the character has a step-parent. A result of 15 or more on a d20 indicates that the parent remarried. If you don't like the results, you can spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend.

Status of Siblings: As with parents, siblings (or the lack of them) are important to a character's background. Although they are non-player characters under the control of the GM, they may be able to help when the character needs something, such as financial or emotional support. They also tend to be loyal.

There are several steps involved in determining a character's siblings. Follow each step in order.

1) First, you need to roll on *Table 6.5-3: Number of Siblings* to learn how many siblings your cowpoke has.

2) Now that you know how many children your folks had, you need to determine their sex. Roll a d6. On a 1-3, the sibling is a brother. On a 4-6, it's a sister.

3) In the 19th century, many children died as infants from sickness or as children from some other ailment or injury. Death from infectious diseases was common even amongst adults, especially in the crowded cities where

TABLE 6.5-3: NUMBER OF SIBLINGS

Roll (d20)	Siblings
01	0
02	1
03	2
04	3
05-06	4
07-09	5
10-14	6
15-17	7
18	8
19	9
20	10

TABLE 6.5-4: SIBLING STATUS

Roll (d100)	Status (city)
01-26	Died in infancy from Infectious disease (measles, scarlet fever, whooping cough or diptheria)
27-33	Died in childhood from Diarrhea
34-39	Died from Pneumonia
40-41	Died from Smallpox
42-47	Died from Tuberculosis
48-49	Died from Typhoid fever
50-53	Died from Influenza
54-57	Died from Cholera
58-66	Died from accidental causes
67+	living
Roll (d100)	**Status (rural)**
01-22	Died in infancy from Infectious disease (measles, scarlet fever, whooping cough or diptheria)
23-26	Died in childhood from Diarrhea
27-30	Died from Pneumonia
31-32	Died from Smallpox
33-37	Died from Tuberculosis
38	Died from Typhoid fever
39-42	Died from Influenza
43-47	Died from accidental causes
48+	Living

typhus, TB and cholera were rampant. Check *Table 6.5-4: Sibling Status* for each sibling's status.

4) For each surviving sibling, roll a d% (d100 or two d10s). A roll of 99-100 indicates that this sibling is your twin. If the sibling is the same sex as the character, roll a d8. On a 1, the sibling is an identical twin.

5) If the character has at least one sibling, roll randomly to determine his place (roll a d4 for the character plus three siblings, roll a d5 [a d10, dividing results by two] for the character plus four siblings, etc.) and consult *Table 6.5-5: Order of Birth*. The firstborn male is usually heir to his father's estate or possessions.

6) Of course, just because your character has some brothers or sisters doesn't mean that they necessarily like him. The sibling may think he's a low-down varmint, or that butter wouldn't melt in his mouth. For each sibling, roll on *Table 6.5-6: Sibling Rivalry*.

TABLE 6.5-5: ORDER OF BIRTH

Order of Birth	Effect
First	+10 bonus on *Table 3.1-16: Character Starting Money*
Second	+5 bonus on *Table 3.1-16: Character Starting Money*
Other	No effect.

TABLE 6.5-6: SIBLING RIVALRY

Roll (2d12)*	Relationship
4 or less	Bitter Enemy. These rivals hold an intense hate for some past offense – real or imagined.
5-9	Argumentative. For some reason, the character and his sibling just can't get along without bickering.
10-16	Natural. The character and sibling are close, with good family ties, but few intense feelings except during special times of hurt or celebration.
17-21	Very Close. The sibling and character communicate often, and always try to help the other in times of need.
22 or more	Devoted. An extremely close bond exists between these two, and one would easily lay down his life for the other.

**Add the character's starting Reputation modifier from Charisma to the result.*

If you don't like any result from these tables, you may spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend.

Extended Family: Aside from mother, father, brother and sister, a character may also have an extended family represented by a stepfather or stepmother, aunts, uncles, cousins, grandparents, and perhaps even great-grandparents. Generally, only a GM needs this level of detail. However, if you want to trace your ancestry back a generation or two, simply roll on the tables in this chapter for the character's mother or father. The results refer to **their** parents and siblings, instead of the character's.

TABLE 6.5-7: UPBRINGING

Roll (d100)	Parental Quality
01-12	Extraordinary Parents. *Child grew up extremely well nurtured and properly cared for. Effect: Five (5) BP bonus.*
13-24	Loving Parents. *Child grew up well nurtured and properly cared-for. Effect: Three (3) BP bonus.*
25-54	Average Parents. *Parent did an adequate job. Effect: One (1) BP Bonus.*
55-76	Ill-Equipped. *Effect: Parent was well intentioned, but poor at raising this child.*
77-87	Abusive. *Child abused by parent. Effect: Roll on Table 3.1-19: Quirks (Quirks, Mental) and record only half BPs listed for the Quirk.*
88+	Indifferent. *Parent viewed this child as a burden. Child grew up feeling inadequate and unloved. Effect: Roll on Table 3.1-19: Quirks (Quirks, Introverted) and record only half BPs listed for the Quirk.*

Quality of Upbringing: How the character's parents acted towards him had a huge impact on how he turned out. A caring, attentive parent better equips his child for adulthood than an uncaring, abusive or absent parent. Roll on *Table 6.5-7: Upbringing*, adding a +1 for each sibling the character had. If you don't like the results, you can spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend.

★ SOCIAL CLASS ★

Now that you know all about your character's family, the next step is to determine the character's upbringing. Was his name spoken in the houses of the rich, or did he grow up on the wrong side of town? To determine your character's social class as he grew to adulthood, roll on *Table 6.5-8: Social Class*.

TABLE 6.5-8: SOCIAL CLASS

Roll (d100)	Social Class	Starting Fame Modifier	Reputation Modifier*	Starting $ Modifier
<01-08	Below Lower Class (BLC)	0	-10	-40
09-20	Lower Lower Class (LLC)	0	-5	-20
21-50	Middle Lower Class (MLC)	0	-3	-15
51-80	Upper Lower Class (ULC)	0	-1	-10
81-87	Lower Middle Class (LMC)	0	0	-5
88-92	Middle Middle Class (MMC)	0	0	0
93-97	Upper Middle Class (UMC)	0	0	+5
98	Lower Upper Class (LUC)	+1	+1	+10
99	Middle Upper Class (MUC)	+5	+5	+15
100	Upper Upper Class (UUC)	+10	+10	+20

**Apply only when a character is within his Place of Origin (see Table 3.1-II).*

It's important to remember that this is **not** your character's current social class, but that of his family and his background. Out West, he has no social class. He's just one of many, and his background is more important in knowing where he came from, rather than how people react to him.

Note: European immigrants are all at least Middle Lower Class (MLC) as immigration agents weed out socially undesirables. European immigrants of high social status are usually fleeing domestic political instability instead of seeking economic opportunities.

Now, roll a d100 on *Table 6.5-9: Rural or Urban Background* to determine whether your character comes from a rural or urban background. Certain backgrounds are more common in urban than rural areas, and vice versa. If you don't like any result from these tables, you may spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend.

TABLE 6.5-9: RURAL OR URBAN BACKGROUND

Roll (d100) (depending on character's Place of Origin)

Result	CSA/Canada	USA	Texas	Deseret	Mexico	Europe
Rural	01-87	01-55	01-92	01-95	01-95	01-60
Urban	88-100	56-100	93-100	96-100	96-100	61-100

Remember, just because your character came from a rural background does not necessarily mean that he is of poor or humble origin. After all, the mansions and plantations of the rich are not often located within city limits.

BELOW LOWER CLASS (BLC)

Members of this class typically include escaped slaves, military deserters, and wanted felons. If your character is part of this class, roll on *Table 6.5-10: Below Lower Class Character Status*, using the column based on your character's place of origin.

TABLE 6.5-10: BELOW LOWER CLASS CHARACTER STATUS

Roll (d6)*	CSA	USA	Texas	Deseret	Other
1	Escaped Slave	Deserter	Deserter	Banished	Felon
2	Escaped Slave	Deserter	Deserter	Banished	Felon
3	Escaped Slave	Deserter	Felon	Banished	Felon
4	Escaped Slave	Felon	Felon	Banished	Felon
5	Deserter	Felon	Felon	Banished	Felon
6	Felon	Felon	Felon	Banished	Felon

**See text for description and special rules.*

Deserter

Such a character is unlikely to be sought by authorities outside of home, but there's always the possibility of conflicts with military authorities if discovered.

Roll a d6. On a result of 1-4, this character fled conscription. On a result of 5-6, he fled the military after enrollment.

Roll again on *Table 6.5-8: Social Class* to determine your character's former background before banishment, desertion or imprisonment. If you roll BLC again, the character's background is that of a tramp or vagrant.

Escaped Slave

This character's first purchase of the Reading Comprehension/Penmanship skill has a base cost of 12 BP (Instead of 4 BP), due to the fact that teaching slaves to read is illegal under Confederate law. Subsequent purchases are treated normally.

Roll on *Table 6.5-11: Escaped and Freed Slave Characters* to determine this character's past 'occupation'. [Characters receive their first two tallies in the typical associated skill (if any) for free.] If the character is not black, he cannot

be an escaped slave. In such a case, he is a deserter on 1-3 and a felon on a 4-6. Use the appropriate background detail.

TABLE 6.5-11: ESCAPED AND FREED SLAVE CHARACTERS

Roll (d100)	Result	Typical Associated Skill
01-08	Cook	Cooking
09-79	Farm laborer; Farm hand	Agriculture
80-100	Laborer (general)	(no specific skill)

Felon

This hombre is wanted for a serious crime committed in his place of origin. There is a 1 in 8 chance that the crime is so bad that wanted posters may extend out West. This character has no trade, but gains one free tally in one of the following skills: Disguise, Escape Artist, Forgery[1], Lock Picking[2] or Pick Pocket.

[1]*Character must have Reading Comprehension/Penmanship at 65% or better (purchased separately) to choose this option.*

[2]*Character must have Listening at 85% or better (purchased separately) to utilize this option on combination locks.*

Banished

The character has committed some grave blasphemy against the Church of Latter Day Saints that has resulted in his expulsion from Deseret. The nature of said heresy is for the character to develop and divulge if at all. The character should reroll on the social status table with a −10% penalty to determine the position he formerly held in the community prior to expulsion. This second roll will not vindicate his social status – it merely serves to provide background.

LOWER LOWER CLASS (LLC)

This is mostly beggars, freed slaves, petty criminals and other vagabonds. If your character is part of this class, roll on *Table 6.5-12: Lower Lower Class Characters*, using the column for your character's place of origin.

TABLE 6.5-12: LOWER LOWER CLASS CHARACTERS

Roll (d6)*	CSA	USA/Canada	Texas	Deseret	Other
1	Freed Slave	Freed Slave	Freed Slave	Vagrant	Freed Slave
2	Freed Slave	Freed Slave	Freed Slave	Vagrant	Vagrant
3	Freed Slave	Freed Slave	Freed Slave	Vagrant	Vagrant
4	Freed Slave	Vagrant	Vagrant	Vagrant	Vagrant
5	Vagrant	Criminal*	Criminal*	Criminal*	Criminal*
6	Criminal*	Criminal*	Criminal*	Criminal*	Criminal*

**Character has only committed petty crimes.*

Freed Slave

Bigotry, and fear of competition in the labor market, conspire to place most newly freed slaves in the lowest ranks of the social order. Because a freed slave is born into slavery, this character's first purchase of the Reading Comprehension/Penmanship skill has a base cost of 12 BP (instead of 4 BP), since teaching slaves to read is illegal under Confederate law. Subsequent purchases are treated normally. While the character may originate from outside the Confederate States of America, assume he was released from bondage there. Roll on *Table 6.5-11: Escaped and Freed Slave Characters* to determine his former slave role. This category is only applicable to black characters. Those of other races are equally divided between vagrants and petty criminals.

Vagrant

The character lived a meager life on the fringes of society (most likely as a 'street urchin,' if urban). While many individuals and families ostracized as 'vagrants' work unskilled jobs when opportunities present themselves, they have a tendency to frequently relocate and often resort to alms or begging.

Petty Criminal

Such individuals resemble vagrants in their lifestyle. However, they are willing to engage in minor theft and other illicit activity to support themselves. Many find themselves forced to drift between communities due to the efforts of local officials.

MIDDLE LOWER CLASS (MLC)

This social class is comprised of the same occupations as their Upper Lower Class betters with the exception that many members of this class are socially isolated immigrants readily identifiable by their accents. These are predominantly Europeans but may include French Canadians resettled in the Shattered Frontier. For rural characters, roll on *Table 6.5-13: Rural Professions*. Characters from urban areas should roll on *Table 6.5-14: Urban Professions*. Characters receive their first two tallies in the typical associated skill (if any) for free.

UPPER LOWER CLASS (ULC)

This is mostly sod busters, ranch hands, laborers, peddlers, actors and unskilled industrial workers. For rural characters, roll on *Table 6.5-13: Rural Professions*. Characters from urban areas should roll on *Table 6.5-14: Urban Professions*.

Characters receive their first two tallies in the typical associated skill (if any) for free.

TABLE 6.5-13: RURAL PROFESSIONS

Roll (d100)	Result	Typical Associated Skill
01-02	Cook	Cooking
03-04	Drover	Droving
05-64	Farm laborer; Farm hand	Agriculture
65-84	Farmer	Agriculture
85-86	Fisherman or Sailor	Fishing or Boating
87-88	Gardener	Agriculture
89-90	Hunter	Hunting
91-92	Laborer (general)	(no specific skill)
93-94	Mill Hand	(no specific skill)
95-96	Miner	Prospecting
97-98	Railroad Hand	(no specific skill)
99-100	Lumberjack	Logging

TABLE 6.5-14: URBAN PROFESSIONS

Roll (d100)	Result	Typical Associated Skill
01-20	Artisan*	(various)*
21-30	Cook	Cooking
31-35	Gardener	Agriculture
36-65	Laborer (general)	(no specific skill)
66-85	Servant, domestic	(no specific skill)
86-95	Servant, other	(no specific skill)
96-100	Washing/Ironing	(no specific skill)

*roll on *Table 6.5-15: Artisans*

LOWER MIDDLE CLASS (LMC)

Members of this class typically include clerks, teachers and minor government workers. If your character is part of this class, roll on *Table 6.5-16: Lower Middle Class Characters*. Characters receive their first tally in the typical associated skill for free.

MIDDLE MIDDLE CLASS (MMC)

Members of this class typically include such people as engineers, sheriffs, shop owners and skilled artisans. If your character is part of this class, roll on *Table 6.5-17: Middle Middle Class Characters*. Just as with Lower Middle Class citizens, characters receive their first tally in the typical associated skill for free.

UPPER MIDDLE CLASS (UMC)

A member of the Upper Middle Class is often a lawyer, retired military officer, prosperous merchant, banker, large ranch owner or similar person. The character is a son or daughter of such a prominent individual.

However, this character does not inherit his father's business, even if prior rolls indicate that the character is the firstborn and the father is dead. The player and GM should explain this with a reason that adds more detail to the character's background. For example, his father's will left everything to a younger sibling, business associate or

TABLE 6.5-15: ARTISANS

Roll (d100)	Result	Typical Associated Skill
01-02	Artist	Artistic Ability (choose one)
03-04	Baker	Cooking
05-06	Basket maker	Carpentry
07-09	Blacksmith	Blacksmithing/Metalworking
10	Brickmaker	Stonemasonry
11-15	Brick mason	Stonemasonry
16-17	Broom maker	Carpentry
18-19	Butcher	Slaughter
20-21	Cabinet Maker	Carpentry
22-26	Carpenter	Carpentry
27	Carriage/coach maker	Carpentry
28-29	Cooper	Carpentry
30-31	Dressmaker	Seamstress/Tailor
32-34	Founderer	Blacksmithing/Metalworking
35	Gunsmith	Gunsmithing
36-37	Harnessmaker/Saddler	Leatherworking
38-39	Hatter	Millinery
40	Lightning rod maker	Blacksmithing/Metalworking
41-45	Livery stable worker	Animal Empathy
46-47	Machinist	Machine Operating/Repairing[1]
48	Master carpenter	Carpentry[1]
49	Master mason	Stonemasonry[1]
50-51	Mechanic	Machine Operating/Repairing
52-54	Miller (Grist miller)	Agriculture
55-56	Milliner	Millinery
57-58	Molder (Moulder)	Carpentry
59-61	Painter, commercial	Artistic Ability (painting)
62-63	Patternmaker	Millinery
64-65	Plasterer	Artistic Ability (plastering)
66-67	Potter	Pottery
68	Printer	Machine Operating/Repairing
69-70	Rock dresser	Stonemasonry
71-73	Sawyer (Wood sawyer)	Carpentry
74-75	Seamstress	Seamstress/Tailor
76-77	Shoemaker/Bootmaker	Cobbling[2]
78-79	Stonecutter	Stonemasonry
80-81	Stonemason	Stonemasonry
82-83	Tailor	Seamstress/Tailor
84-86	Tanner	Skinning/Tanning
87-91	Textile mill worker	Seamstress/Tailor
92-93	Tinner (Tinsmith)	Blacksmithing/Metalworking
94-95	Wagonmaker	Carpentry
96-97	Weaver	Weaving
98-99	Wheelwright	Carpentry
100	Whitewasher	Artistic Ability (painting)

[1] *These characters receive* **two** *tallies for free in their typically associated skill*

[2] *Shoemakers/Bootmakers also receive the Leatherworking skill at 85%*

TABLE 6.5-16: LOWER MIDDLE CLASS CHARACTERS

Roll (d100)	Result	Typical Associated Skill
01-02	Agent	Diplomacy
03-04	Auctioneer	Salesmanship
05-06	Banking	Accounting[1]
07-08	Barber	Glean Information
09-10	Bartender	Glean Information
11-12	Boarding house keeper	Glean Information
13-14	Bookkeeper	Accounting[1]
15-17	Clerk	Reading Comp./Penmanship
18-19	Confectioner	Cooking
20-21	Druggist	Chemistry[1]
22-23	Editor	Reading Comp./Penmanship
24-25	Furniture store	Carpentry
26-29	Grocer	Accounting[1]
30-31	Hostler	Animal Empathy
32-33	Insurance agent	Appraisal (choose one)
34-35	Keeper of hotel	Glean Information
36-37	Keeper of poor house	Glean Information
38-39	Land agent	Appraisal (businesses or land)
40-42	Landlord	Glean Information
43-44	Lightning rod seller	Accounting[1]
45-46	Lumber merchant	Accounting[1]
47-54	Merchant, Other	Accounting[1]
55-57	Clergyman; Preacher	Religion
58	Music teacher	Artistic Ability (music)
59-60	Peddler	Salesmanship
61-62	Produce dealer	Accounting[1]
63-66	Selling liquor	Brewing
67-68	Speculator	Appraisal
69-72	Tobacconist	Accounting[1]
73-74	Tavern/saloon keeper	Accounting[1]
75-80	Teacher; School teacher	(usually Mathematics or Reading Comp./Penmanship)
	Government Worker	
81-82	Constable	Interrogation
83-84	Express Agent	Droving
85-86	Fireman	Fire-Building/Extinguishing
87-88	Justice of the Peace	Interrogation or Oration
89-90	Mail Carrier	Idle Gossip
91-92	Notary Public	Forgery[2]
93-94	Postmaster; Deputy Postmaster	Administration
95-96	Railroad Agent	Diplomacy
97-98	Sheriff; Deputy Sheriff	Interrogation
99-100	Street Inspector	Administration

[1] *These characters also receive the Mathematics skill at 85%*

[2] *These characters also receive the Reading Comp./Penmanship skill at 65%*

other relative. If your character is part of this class, roll on *Table 6.5-18: Upper Middle Class Characters*. Just as with Middle Middle Class citizens, characters receive their first tally in the typical associated skill for free.

TABLE 6.5-17: MIDDLE MIDDLE CLASS CHARACTERS

Roll (d100)	Result	Typical Associated Skill
01-10	Civil engineer (bridges, etc)	Engineering Design[1]
11-18	Clock repair; Watchmaker	Engineering Design[1]
19-27	Dentist	Dentistry
28-31	Engineer	Engineering Design[1]
32-35	Engineer, Loc./Steam.	Engineering (Loc./Steam.)[2]
36-43	Jeweler	Jeweler[3]
44-51	Miller, steam	Machine Oper./Repairing
52-59	Nurse	Nursing
60-68	Physician; Doctor	Medicine
69-76	Railroad boss	Administration
77-84	Silversmith	Blacksmith./Metalwork.
85-92	Steamboat captain	Boating
93-100	Surveyor	Cartography[4]

[1] *These characters also receive the Mathematics skill at 60%*

[2] *These characters also receive the Mathematics skill at 60% and Engineering Design at 80%*

[3] *These characters also receive the Appraisal (minerals) skill at 90%*

[4] *These characters also receive the Reading Comp./Penmanship skill at 85%*

TABLE 6.5-18: UPPER MIDDLE CLASS CHARACTERS

Roll (d100)	Result	Typical Associated Skill
01-10	Banker	Accounting[1]
11-20	Jeweler	Jeweler[2]
21-30	Land owner	Administration
31-40	Lawyer	Law[3]
41-50	Merchant	Diplomacy
51-60	Military officer (retired)	Military Strategy/Tactics
61-70	Mine owner	Administration
71-80	Physician; Doctor	Medicine
81-90	Ranch owner	Administration
91-100	Railroad shareholder	Administration

[1] *These characters also receive the Mathematics skill at 85%*

[2] *These characters also receive the Appraisal (minerals) skill at 90%*

[3] *These characters also receive the Reading Comp./Penmanship skill at 60%*

LOWER UPPER CLASS (LUC)

The head of this family is usually a retired admiral or general, a "new money" industrialist, or political leader (no higher than a governor). The character is a son or daughter of this individual. He gains his first two tallies in Reading Comprehension/Penmanship for free as well as another two tallies in a skill chosen from the following list: Administration, Culture, Current Affairs, Gaming, History[1], Language (any major European; usually French or Latin), or Social Etiquette.

[1] *Raise Reading Comp./Penmanship skill to 80% in the unlikely chance it is not high enough.*

However, this character does not inherit his father's business (if one exists), even should prior rolls indicate

that the character is the firstborn and the father is dead. The player and GM should explain this with a reason that adds more detail to the character's background.

MIDDLE UPPER CLASS (MUC)

The head of this family was the owner of a large plantation or estate. The character is a son or daughter of this wealthy individual. He gains two tallies in Reading Comprehension/Penmanship for free as well as another two tallies in any skill in the following list: Administration, Culture, Current Affairs, Gaming, History[1], Language (any major European; usually French or Latin), or Social Etiquette.

[1]*Raise Reading Comp./Penmanship skill to 80% in the unlikely chance it is not high enough.*

The character does not inherit his father's wealth, even if prior rolls indicate that the character is the firstborn and the father is dead. The player and GM should explain this with a reason that adds more detail to the character's background. For example, an enemy set a fire that swept across the plantation, destroying the fields and the house itself.

UPPER UPPER CLASS (UUC)

This character comes from great wealth, political influence, and "old money." Members of his family see themselves as a "race of scholars" with a natural aptitude for learning, compared to the "common country bumpkin" who are fit only for manual labor. They often found cultural institutions such as schools and museums, and frequently intermarry among their kin to keep the bloodline pure.

The character is a member of this family. He gains three tallies in Reading Comprehension/Penmanship for free. He also may choose three free tallies in any of the following skills: Artistic Ability, Calligraphy, Culture, Current Affairs, Diplomacy, Graceful Entrance/Exit, History, Language (French), Language (Latin), or Social Etiquette.

For some reason, this character does not inherit his father's wealth, even if he is the firstborn and the father has passed on. The player and GM should discuss this and create an explanation that adds more detail to the character's background. For example, the character's father cast him out of his will when the character pursued a girl from the poor side of town.

★ NAMES ★

Now, you ought to pick your own name, but if you need to roll a name for a pistoleer, this section is the place to start. Each of the following tables provides a list of names for the average citizen in the Shattered Frontier during this period in its history. Tables are based on the

TABLE 6.5-19: SAMPLE NAMES (EASTERN)

Roll (d100)	Male	Female	Surname
01-17	John	Mary	Smith
18-30	William	Sarah	Miller
31-40	James	Elizabeth	Davis
41-46	George	Margaret	Johnson
47-52	Thomas	Catherine	Jones
53-56	Charles	Martha	Brown
57-60	Henry	Nancy	Taylor
61-63	Joseph	Ann	White
64-66	Samuel	Jane	Moore
67-69	David	Eliza	Wilson
70-72	Robert	Susan	Martin
73-74	Jacob	Hannah	Thompson
75-76	Daniel	Harriet	Hall
77-78	Edward	Rebecca	Thomas
79-80	Benjamin	Maria	Anderson
81-82	Peter	Caroline	Lewis
83-84	Isaac	Ellen	Walker
85-86	Andrew	Louisa	Cook
87-88	Richard	Julia	Young
89-90	Michael	Lucy	Clark
91-92	Francis	Rachel	Hill
93-94	Lewis	Lydia	Phillips
95-96	Patrick	Emily	Harris
97-98	Albert	Anna	Robinson
99-100	Frederick	Frances	Wright

TABLE 6.5-20: SAMPLE NAMES (WESTERN)

Roll (d100)	Male	Female	Surname
01-04	John, Johnny	Mary	Smith
05-08	Bill, Billy, Will	Sarah	Cassidy
09-12	Jim	Beth, Elizabeth	Garrett
13-16	Jack	Maggie	James
17-20	Tom	Catherine	Boone
21-24	Charlie	Martha	Washington
25-28	Hank	Belle	Jackson
29-32	Joe	Anne	Carson
33-36	Sam	Jane	Morgan
37-40	Adam	Eliza	Jones
41-44	Bob	Laura	Bullock
45-48	Jake	Hannah	Hale
49-52	Dan	Carrie	Scott
53-56	Roy	Diana	Lane
57-60	Ben	Leslie	Lee
61-64	Pete	Lillian	Yates
65-68	Ike	Emma	Rogers
69-72	Jesse	Nettie	Slade
73-76	Dick	Amelia	Fisher
77-80	Hal	Gertrude	Starr
81-84	Frank	Mattie	Cody
85-88	Buck	Willa	Gray
89-92	Pat	Maude	Wainwright
93-96	Al	Annie	Colby
97-100	Wyatt	Lucy	Donovan

TABLE 6.5-21: SAMPLE NAMES (CUBA, MEXICO, WEST TEXAS)

Roll (d100)	Male	Female	Surname
01-17	Jose	Maria	Martinez
18-30	Juan	Guadalupe	Garcia
31-40	Antonio	Ana	Chavez
41-46	Alberto	Rosario	Sanchez
47-52	Roberto	Isabel	Gonzales
53-56	Luis	Luisa	Romero
57-60	Jorge	Rosa	Montoya
61-63	Miguel	Carla	Trujillo
64-66	Francisco	Eva	Lopez
67-69	Pedro	Marta	Lucero
70-72	Carlos	Elena	Baca
73-74	Javier	Carmen	Gallegos
75-76	Rodrigo	Lupita	Padilla
77-78	Julio	Espana	Vigil
79-80	Joaquim	Lupe	Guitierrez
81-82	Domingo	Paloma	Sandoval
83-84	Vasco	Juanita	Rodriguez
85-86	Ignacio	Esperanza	Hernandez
87-88	Benito	Consuelo	Torres
89-90	Gaspar	Clarita	Jaramillo
91-92	Alejandro	Alejandra	Valdez
93-94	Guillermo	Teresa	Ortiz
95-96	Matteo	Adelaida	Salazar
97-98	Rodolfo	Novia	Herrera
99-100	Enrique	Pita	Cordova

TABLE 6.5-22: SAMPLE MALE CHEROKEE NAMES

Roll (d100)	English	Equivalent [Pronunciation]
01-04	John	Tsani [Ja nee]
05-08	William	Wilihama [We lee ha ma]
09-12	James	Tsemi [Jay me]
13-16	George	Tsatsi [Jah ji]
17-20	Thomas	Domasi [Doe mah see]
21-24	Charles	Tsali [Ja lee]
25-28	Henry	He(ne)wi [Hayn we]
29-32	Joseph	Tsosewi [Jo say we]
33-36	Samuel	Sami [Sa me]
37-40	David	Dewidi [Day we dee]
41-44	Robert	Quaqua [Kwa kwa]
45-48	Jacob	Tsegoqui [Jay go kwe]
49-52	Daniel	Denili [Day ne lee]
53-56	Edward	Ediwadi [A de wah de]
57-60	Benjamin	Que(ni)tsami [Kwayn ja me]
61-64	Peter	Quida [Kwe da]
65-68	Isaac	Esigi [A see ge]
69-72	Andrew	E(ni)dina [Ain di na]
73-76	Richard	Quihadi [Kwe ha de]
77-80	Michael	Magali [Mah ga lee]
81-84	Francis	Galv(ni)si [Gah luhn see]
85-88	Lewis	Luyi [Lou ye]
89-92	Patrick	Quaquigi [Kwa kwe ge]
93-96	Albert	E(li)quati [A l kwa te]
97-100	Frederick	Gadequegi [Gah day kwe ge]

TABLE 6.5-23: SAMPLE FEMALE CHEROKEE NAMES

Roll (d100)	English	Equivalent [Pronunciation]
01-04	Mary	Meli [May lee]
05-08	Sarah	Segi [Say ge]
09-12	Elizabeth	Alisaqueti [A lee sa kway ti]
13-16	Margaret	Magayeti [Mah gah yea te]
17-20	Catherine	Getawi(ni) [Gay ta ween]
21-24	Martha	Mada [Mah da]
25-28	Nancy	Ne(ni)si [Nayn see]
29-32	Ann	Tsosewi [Jo say we]
33-36	Jane	Jeni [Jay nee]
37-40	Eliza	Elisa [E lee sa]
41-44	Susan	Susa(no) [Sue san]
45-48	Hannah	Hana [Ha na]
49-52	Harriet	Hequati [Hay kwa te]
53-56	Rebecca	Quequega [Kway kway ga]
57-60	Maria	Maquia [mah kwe a]
61-64	Caroline	Qequola(ni) [Gay kwo la ne]
65-68	Ellen	Eleni [A lay nee]
69-72	Louisa	Luwisa [Lou we sa]
73-76	Julia	Tsulia [Jew lee a]
77-80	Lucy	Lusi [lou see]
81-84	Rachel	Quetseli [Kway jay lee]
85-88	Lydia	Lidia [Le de ah]
89-92	Emily	Emeli [A may lee]
93-96	Anna	Ena [A na]
97-100	Frances	Waquesi [Wa kway see]

**While there are many Indian tribes, Sequoyah is the only country as understood by Europeans and Americans, and the Sequoyans hold the most political, industrial and financial power of all the tribes. Cherokee is the official language of Sequoyah, and most Sequoyans in the Shattered Frontier now translate an English name into Cherokee, translate the meaning of their native name into the English equivalent and take English surnames, or choose completely English given names and surnames.*

TABLE 6.5-24: NICKNAMES

Roll (d100)	Name	Example
01-20	[based on place of birth]	Mexican Bob
21-40	[based on lowest Ability Score]	Slowfoot Jake
41-60	[based on highest Ability Score]	Bull Taylor
61-80	[based on Quirk or Flaw, if any]	Lazy Ike
81-100	[based on clothing or gear]	Winchester Lucy

character's place of origin. These lists are by no means exhaustive, and players may choose or roll randomly on these tables, or simply use them as a place to start their own research. You do not have to spend a BP to re-roll on the name (or nickname) tables.

Chapter 6.6 | Frontier Slang

Want to introduce some Shattered Frontier slang into your game? This section gives you some basic words and phrases, along with definitions for those terms you might not be too familiar with.

Ace in the Hole: This is the secret you've keeping from everybody – the one that's gonna save your bacon when you use it. Or, if you're playing poker, it's when the first card (the "hole card") you're dealt is an Ace.

Adobe: You'll find most adobe buildings in Mexico, but they ain't unheard of in Wyoming or Montana, either. Adobe is just sun-hardened brick made outta clay, straw and water.

Aim: This can mean that you're getting ready to shoot, or that you intend to do something. As in, "I aim to amble down to the saloon and get myself a drink."

Amble: If you're ambling, you're strolling casually at a slow walk.

Amigo: The Mexican word for "friend." But you already knew that, right amigo?

Ante: When you ante, you hand something over to someone else, or pay them. "Bill owes me $2, but he ain't anted up yet." In gambling terms, it means to make a bet.

Artillery: Depending on context, this can mean a cannon, or any sorta firearm.

Badland: This is land that's no good for ranching. Badlands have little or no vegetation, and lots of big rock formations, like buttes and mesas.

Bandito: This is what we call a Mexican bandit.

Barking Squirrel: If you're riding out in the prairie, you just might see one of these varmints. Some folks call them "prairie dogs."

Baron: Generally, a man that owns a lot of cattle ("cattle baron") or land ("land baron").

Bean Eater: This is slang for a Mexican.

Bible Puncher: A person who's always quoting the Bible, whether he's a preacher or not, is a "Bible puncher."

Blowups: These are quartz formations jutting through the ground, exposing their vein-streaked surfaces.

Blue Back: This nickname refers to paper money from the CSA.

Blue Belly: Anybody from the North, 'specially if they fought in the War.

Bone Orchard: This is what we call the cemetery. See also "Boot Hill."

Boot Hill: This is a special kinda cemetary – one where the occupants are mostly cowboys, or other boot-wearing folks.

Bosh: Another term for "nonsense." As in "He's talking a lot of bosh."

Brave: This is another name for an Indian fighter.

Bronco: Any wild hombre or unbroken horse might be called a bronco, or a bronc.

Buckboard: This here's a two or four-person (not cargo) wagon, with a springboard floor and seats sitting on springs. It makes your trip across bumpy territory a little less painful.

Bug Juice: This is slang for alcohol.

Bunk House: This is where the ranch hands sleep, usually in box beds, or bunks. No females allowed.

Bushed: If you say you're bushed, it just means you're tired.

Cantina: This here's what the Mexicans call a saloon.

Chuck House: Mining camps and ranches usually maintain a small building where the cook works, and this is it.

Chuck Wagon: This is the cook's wagon. It carries himself and his gear along on cattle drives.

Claim Jumper: If you claim something that ain't yours, you're a claim jumper. Folks that use this term are generally talking about land or mines.

Color: This is another term for gold as found in the wild.

Compadre: Most folks use this Mexican word to mean a close friend or partner ("pardner").

Cowpoke: You can find these fellers on cattle drives, taking their boss's cows to sell.

Cyprian: This here's a fancified way of saying "whore."

Dealing from the Bottom: If you're dealing from the bottom (of the deck), it means you're a cheat.



Digger: This is another term for a miner.

Diggings: Your diggings are where you're working at, if you're a miner.

Dinero: This here's what the Mexicans call money.

Dodger: This is a printed piece of paper that tells you about outlaws and other folks wanted by the law.

Dogie: A calf with no mother is called a "dogie."

Drag: This is the heavier black sand that remains in a prospector's pan after the lighter sediments run off.

Equalizer: This is another name for your firearm.

Fandango: A fandango is a big ol' party, or dance with lots of folks celebrating.

Feller: This is another word for man, or fellow. Sometimes also pronounced "fella."

Filly: If you're talking about a filly, it's a young female – either horse or human.

Firewater: Here's another name for whiskey.

Fixings: Your fixings are sort of like your personal possessions, though some folks use it to mean food.

Flea Trap: This here's another term for your bedroll, or sleeping bag.

Float: Large pieces of quartz snap off and tumble down slopes where they come to rest among beds of broken rock and gravel. This is called a 'float'.

Flood Gold: These are small particles of gold dust found in streams and rivers, that are far away (sometimes miles) from their original source.

Foreman: The foreman's the feller who's in charge of something – usually a bunch of ranchhands.

Gallery: If you're lucky enough to own a house, the gallery is your front porch.

Gangue: Here's another term for quartz.

Gee: This is the general command to make your herd or team turn right. See also "haw."

Git: This is slang for the word "go" or "get."

Greenhorn: A greenhorn is a feller who's new to the West. He's sometimes just called a "greener."

Gringo: This is the Mexican's slang term for a white man, or some other kinda foreigner.

Grub: Your grub is your food. If you're sitting down for grub, you're sitting down for a meal.

Grubstake: If you loan money to somebody so they can start up a business, you're giving them a grubstake. This generally refers to a loan to a miner.

Gypped: A fella who drinks gypsum-contaminated water, and gets hisself a stomachache, has just gotten "gypped." Folks use this term to refer to getting cheated, too. As in, "Dang! That storekeeper gypped me!"

Hacienda: This is what the Mexicans call a big ranch building, usually owned by a wealthy sumbitch.

Handle: A feller's name, or whatever he's calling himself, is his handle.

Haw: This here's the general command to make your herd or team turn left. See also "gee."

Heeler: If your dog's trained to herd cattle, you got yerself a heeler.

Hemp Fever: If you just got yerself hung, you caught hemp fever.

Hen Fruit: This here's what we call eggs.

Hidalgo: This is the Mexican term for a land baron, usually of his own race.

High Lonesome: This means going out and getting yerself drunk. "That feller's on a high lonesome."

Hisself: Meaning "his self" - slang for "himself."

Hitching Post: You tie your horses to this, amigo. Businesses or houses with lots of visitors usually have their own hitching posts.

Hoedown: At this party, folks come to dance.

Hogleg: This is slang for just about any long-barreled revolver.

Hole Up: If you need to hole up, you're hiding from something or somebody. For example, "The marshal's looking for me. I need to hole up for a few days," or "Let's hole up in this cave until the snow stops."

Hombre: This just means "man."

Hooraw: If you're causing a hooraw, it means you're probably shooting up the town, or at least riding your horse somewhere ya shouldn't be – like on the sidewalk or into the saloon.

Hoosegow: This is a slang word for the jail.

Horn: This is that round bit that sticks up in the front of your saddle. Also an "apple" or "pommel."

Horning In: If you're horning in, you're pushing in somewhere that you ain't supposed to be, or where folks ain't happy to see you. "Sally and I were trying to have a nice quiet talk, but Pete kept horning in."

Indian Broke: For some reason, it seems like most Indians mount their horses on the right. A horse that's "Indian broke" doesn't like to be mounted on the left.

Iron: If you're out on the trail, this refers to your dining ware (fork, spoon and knife). A "branding iron" is used for branding, naturally, while your "shooting iron" generally refers to your pistol.

Java: This is slang for coffee.

Jes': This is a shortened form of "just."

Jigger: If you jiggered your horse, it means you tired it out.

Kin: Besides its normal meaning for family, this is also slang for "can." For example, "I think I kin see him on top of that ridge."

Kit and Caboodle: This is slang for "everything." For example, "I left my horse, pans, and tools in camp, but somebody came along and stole the whole kit and caboodle."

Ladies of the Line: These "ladies" are whores who set up their business along the trails outside of camps and cowtowns.

Leather: Besides the obvious use, you might use "leather" to refer to your saddle or your pistol holster. Drawing a gun is "slapping leather."

Line Boss: This is the feller in charge of a group of cowboys, when they're away from the range boss, such as on a line camp.

Line Camp: This is where a ranch might keep a few ranch hands to make sure that their cattle don't wander away (or to make sure his neighbor's cattle don't use his grazing land).

Line Riders: These are the ranch hands of the line camp.

Lucifer: Another term for a match.

Maverick: If you've got a bunch of unbranded cows, you've got yerself some mavericks. Stealing mavericks ain't illegal, I reckon because if you're fool enough to not brand your herd, you deserve what you get.

Mex: This is a shortened term for a Mexican.

Mexicano: Here's another term for a Mexican.

Mite: This is slang for "little." For example, "That feller looks a mite upset."

Mormon Brake: This is a log you can use to slow down your wagon, if you're speeding downhill a mite too fast.



Mother Lode: Prospectors often try to follow traces of gold back to the mother lode – the original (and hopefully large) source.

Muleskinner: A feller who drives a mule-pulled wagon is called a muleskinner.

Mutton Puncher: This feller herds sheep.

Necktie Party: When two or more folks hang a feller by his neck until he's



dead, they're having a necktie party.

On the Peck: A feller who's "on the peck" is somebody who's out looking and hoping for trouble.

Owlhoot: An owlhoot is another term for a drunk, or an outlaw riding at night.

Palaver: If you and an hombre are having a palaver, you're having a discussion.

Pardner: Your pardner, or pard, is your comrade.

Persuader: Most folks use this word to refer to a revolver, or sometimes a whip.

Placer Gold: This gold appears in the form of dust, flakes or nuggets. It's pronounced "plath-air" in its mother tongue (Spanish), but "plass-er" among English-speaking folk.

Played Out: If something is "played out," it's worthless, or there's none left. For example, a mine with no more gold in it is played out.

Plumb: This is a slang word that's sorta like "completely" or "exactly." For example, "He shot that hombre plumb in the center of his forehead."

Poke: This is generally a term for sex ("I'm going to the whorehouse to have a poke."), but also means a small bag that holds a feller's gold dust.

Polecat: Here's another term for a skunk, although folks also use it to refer to someone they don't like.

Prairie Strawberries: Another term for beans.

Pull Leather: If you're riding a bucking horse, you might want to pull leather (hang on to the saddle).

Quartz Gold: This is gold that's still encapsulated in stone, and requires an enormous amount of brute labor, expensive machinery and capital to mine properly. It's also known as gold ore.

Range Boss: This feller makes sure all the chores out on the range get done.

Reach for the Sky: If you hear this, it means somebody wants you to put your hands up in the air.

Reckon: This is a slang word for "think." For example, "I reckon the stage oughtta get here tomorrow."

Red Eye: Here's another term for whiskey.

Riding Herd: If you're riding herd, it means you're herding cattle, or that you're guarding something.

Rub Out: If you want to rub someone out, it means you want to kill them.

Saddle Broke: If your horse lets you put a saddle on his back, it means he's saddle broke.

Scrub: A scrub is a horse or cow that's of such poor quality that no one wants to breed it.

Shindig: A shindig is an all-night barn dance.

Shoot or Give Up the Gun: If somebody tells you to "shoot or give up the gun," it means you've been talking a lot about doing something, and they're telling you to do it or quit talking about it.

Signs: Quartz, black sand and gravel beds are often present when placer gold is found, and wizened prospectors recognize these 'signs' in their quest for the elusive yellow metal.

Sin Buster: This is another term for a preacher.

Skinned: When not referring to cutting up animals, this means "alert." As in, "Keep your eyes skinned. I think I hear someone coming."

Sodbuster: This here's another term for a farmer.

Squawman: This is what some folks call a white man who's married an Indian.

Strung Up: If a feller's gonna be strung up, it means he's going to be hung.

Study: This is another term for thinking, or concentrating on something. For example, "Fifty dollars a head? I reckon I'll have to study on that."

Sumbitch: This is a shortened slang insult for "son of a bitch." It may also be spelled "sombitch."

Tenderfoot: Like greenhorn, this name refers to someone new to the West.

Texican: A feller from the Republic of Texas.

Throw Down: If you "throw down" on a feller, it means you're drawing your gun and pointing it at him.

Trail Boss: This is the feller in charge of getting a herd from one place to another.

Vaquero: Sometimes spelled vacquero, this is the term for a Mexican cowboy.

Whoop: A whoop is a shout, and "whooping it up" means you're having a good time, especially if there's drinking and shouting involved. An Indian might whoop when he takes a scalp, a prospector might whoop when it strikes it rich, and so on.

Wish Book: This is the term for just about any mail-order catalog, since there's always something in it that you wish you had, but can't afford.

Yer: This is a shortened form of "your" or "you're."

Yerself: This is slang for "yourself."



Prairie strawberries are a common meal out on the range.

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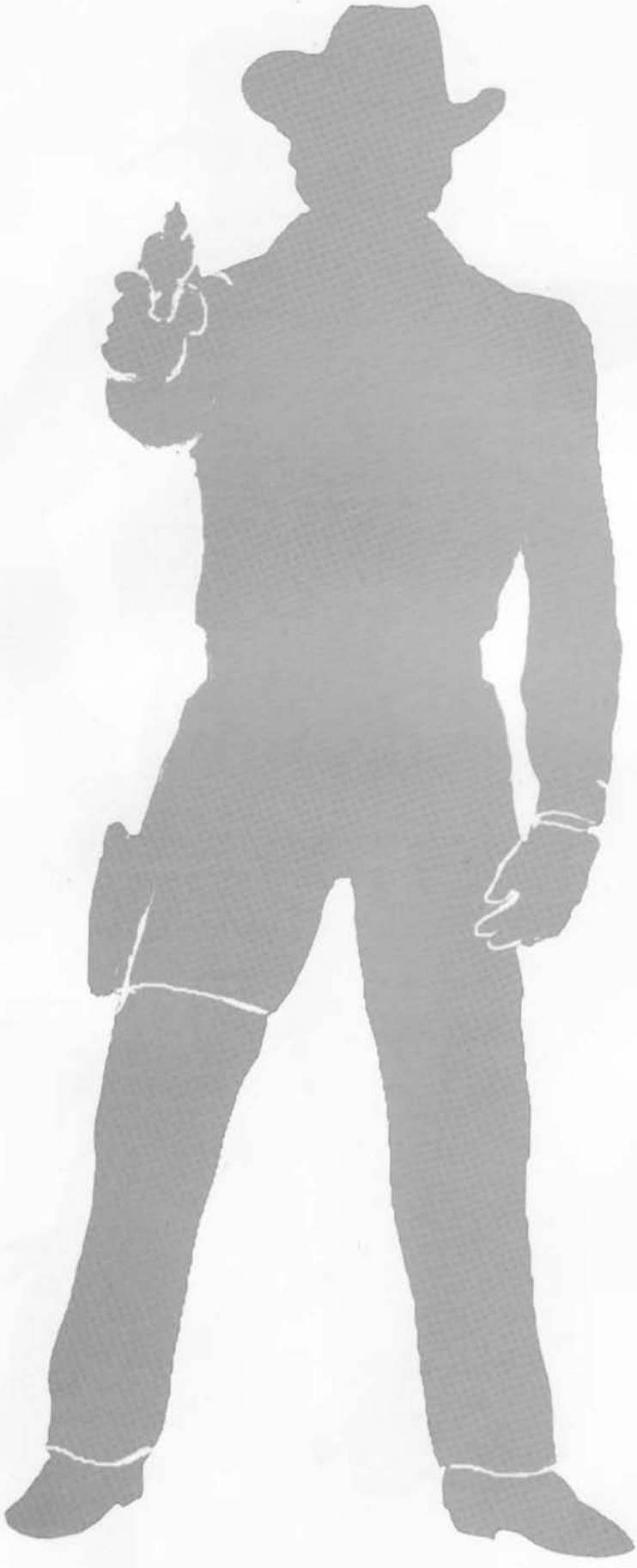
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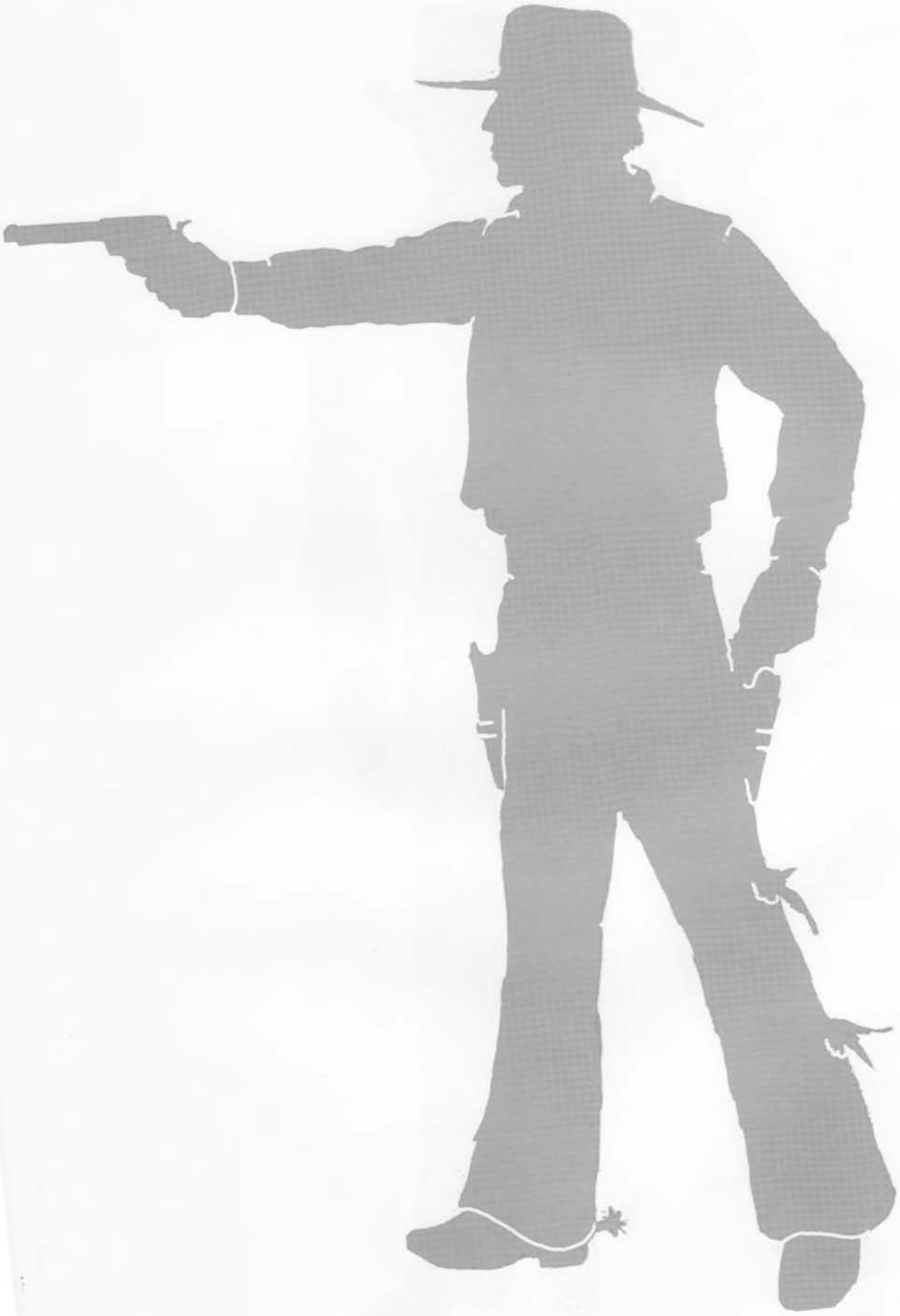
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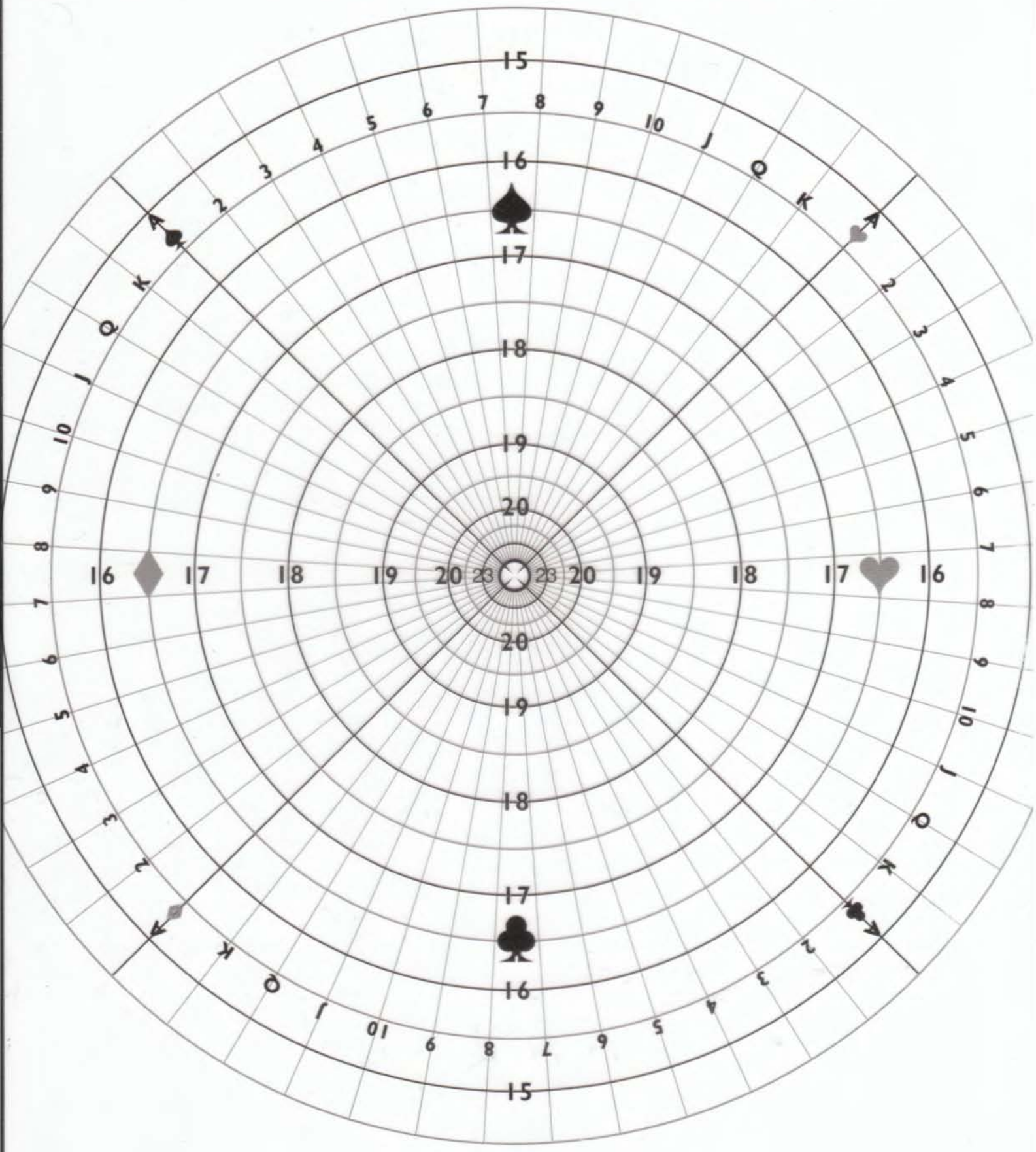






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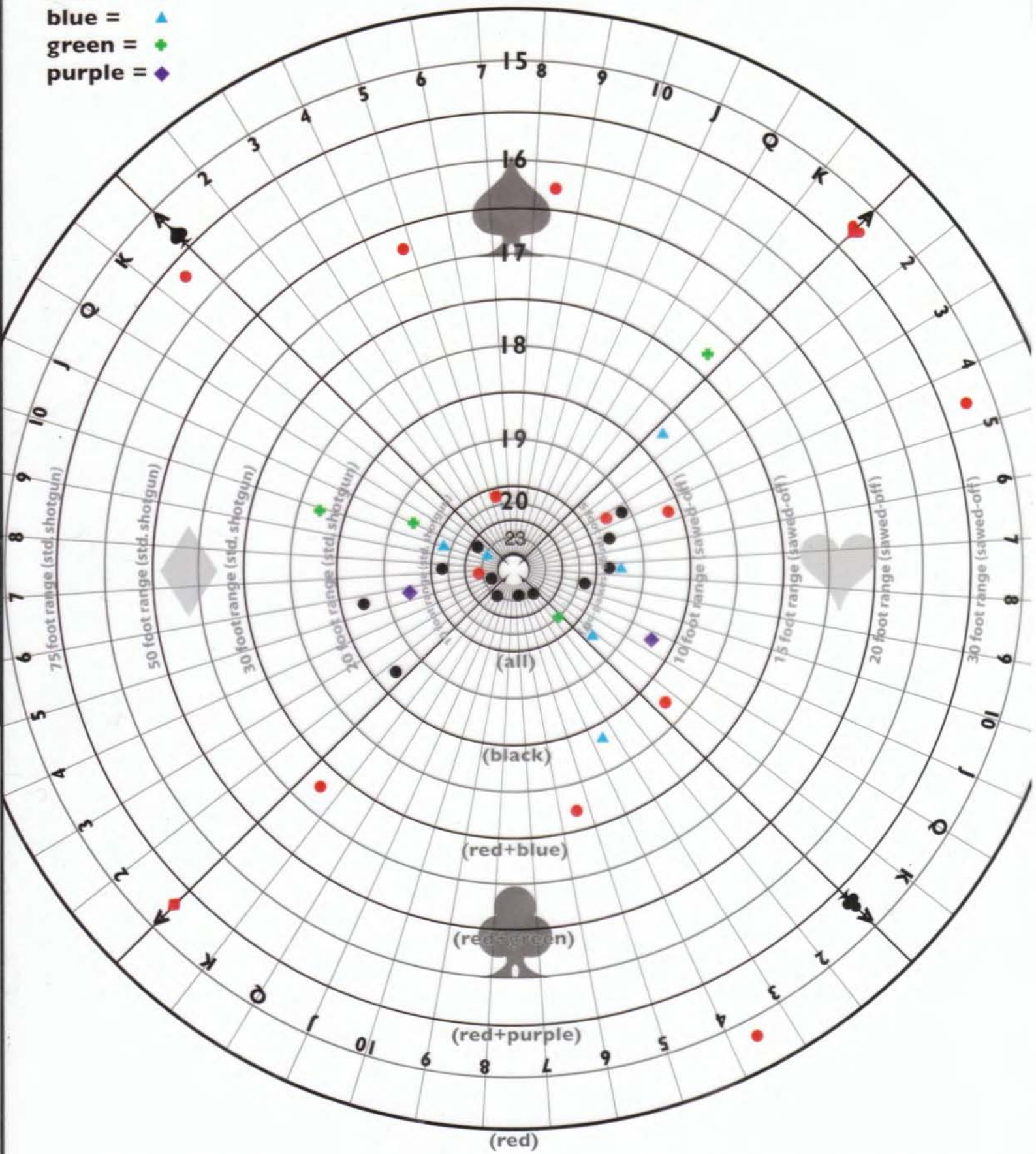


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