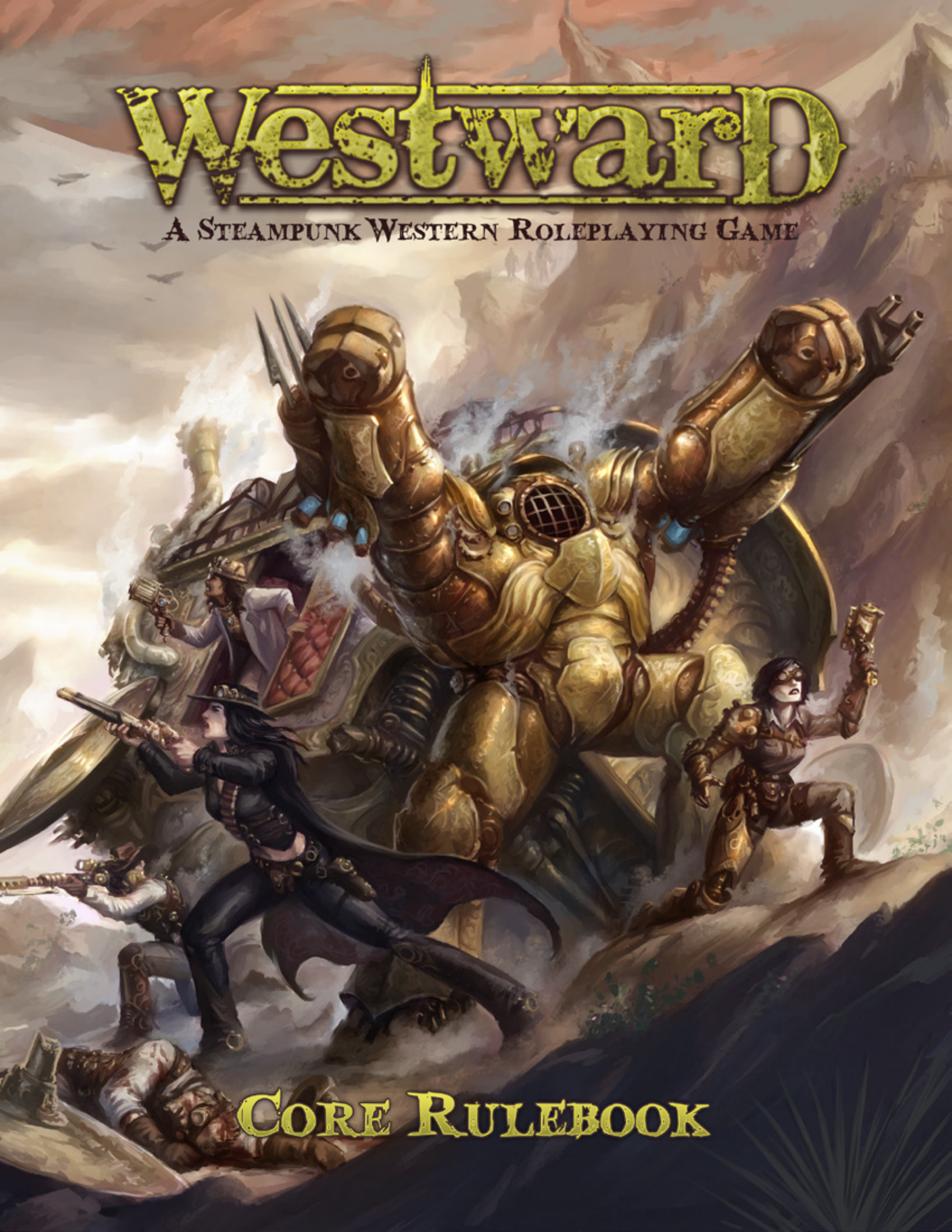
Westward

A Steampunk Western Roleplaying Game



Core Rulebook

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DEDICATION

Westward is dedicated to our Kickstarter backers and the fans of Wicked North Games and D6 gaming. Westward would not have been possible without your enthusiasm, patience, or support. Thank you for holding us to your standards and expecting greatness from this project. It inspires us to know you want the best from us.

FOREWORD

Westward combines the classic and innovative on various levels. Although its setting incorporates elements from science fiction and the American Old West, it falls into the up-and-coming steampunk genre. To bring it to publication Wicked North Games has relied on old standards -- a hardcover, full-color rulebook filled with fantastic artwork—yet marketed and produced it through relatively new techniques in social networking and "crowd funding." Westward uses the Cinema6 RPG Framework, a fresh version of a classic game engine, the D6 System, merged with and adapted to an original setting.

In Westward, Humanity leaves a desolate earth to seek a new future among the stars, only to settle on a near-inhospitable planet with numerous challenges to survival; 343 years later, Characters adventure in a challenging environment where Humanity has adapted into an Old West-style society, aided by steampunk technology, to forge its uncertain future on an alien world.

Humanity's plight in Westward in some ways mirrors the troublesome history of the game system it uses, the D6 System that grew to full prominence through West End Games' version of the Star Wars Roleplaying Game. Over the years the D6 System has endured bankruptcy, rebirth, decline, and subsequent release as an open game system. A solid fan base loyally worked to maintain interest in the game engine. Some offered their visions of the D6 System for free online, encouraging gamers to continue using it for their favorite settings. A few further adapted the rules for groundbreaking settings, revitalizing the D6 System fan base with published product and supported game worlds…like Westward.

Fans will always carry on with their favorite game engines and settings even if unsupported by official, new material from the publisher (what some consider "dead" games). The internet offers them a venue for finding and contacting each other, sharing information, and even gaming online. But when I see fans become publishers to perpetuate their favorite game system with professional products for innovative settings, that's a great step forward. That spirit enables a game engine's survival and evolution into the next, improved iteration. I'm hoping Wicked North Games and Westward's success heralds a new era of D6 System gaming that engages existing fans, brings new gamers on board, and inspires publishers to raise the D6 System banner in pioneering their own original game settings.

Peter Schweighofer — *Virginia, June 2013*

Peter Schweighofer is a writer, editor, and game developer with more than 20 years of experience in the publishing field, including time working for many companies in the adventure gaming hobby. He's perhaps best-known for his contributions to West End Games' Star Wars Roleplaying Game line. He continues freelancing for the adventure gaming hobby and pursues his own game publishing projects under the auspices of Griffon Publishing Studio.

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INTRODUCTION

"Welcome traveler, to the world of Westward! Over three centuries ago our ancestors were forced to make the decision to settle on our here home world, Westward. This is a record of the world, as we know it, in here and now.

It was exactly three hundred forty three years ago when the settlers first crash-landed on this planet. They, like the current Capital City folk, were all Gentiles. Since then folks have adapted to the environment, and have been spreadin' out ever since. We're livin' off the land and we're gettin' by as best we can. We put to use our bits, and our water when we can get it, makin' the steam go as far she will, givin' us an advantage over land and lizard.

We are livin' out as far as resources allow, but ain't for folks turnin' Feral, or mayhaps we'd be out a bit more. Folks are too scared though. Goin' into the wastes makes us Feral and come back killin' and eatin' one another. Troops also been sent out to outer forts and settlements, but folks still dyin' out there. To make matters worse for all of us, them bandits have been organizin' and attackin' lots of caravans bringin' supplies to the outer territories. We're risin' up though, callin' ordinary folk to arms, and takin' up this here cause for survival. Here is our home, dirt and all, and we're ready to die fightin' for it! For Westward!"

– Captain Mich "Sureshot" Strummer
Steamech Pilot, Philosopher

What is a Roleplaying Game?

In your hands, you hold a key that opens up a doorway into another realm deep within your imagination. A Roleplaying Game (sometimes referred to as an RPG) is a storytelling game.

Westward is best played with a group of two to six Players (typically friends), plus a Game Master, or GM for short. The Players each create a single Player Character (PC) whose role they will act out through the course of the Chronicle. It helps to think of the PCs as the main Characters that are featured in the GM's Story – they are the Story's band of protagonists. In each Chronicle, one person in the group must assume the role of the GM. If the GM wishes, she can make a Character that interacts with, and is part of, the group of PCs. This Character is a Game Master Character. (More on Game Master Characters in Chapter 5: The Known World.) Please note that having a Game Master Character is optional, depending largely on the GM's storytelling style.

The GM acts as the referee and (in movie-making terms) the director. She provides the narration, describes the Setting, explains what's going on, and determines how the drama unfolds in response to the PC actions that help move the Story forward. It is up to the Players to decide how their Characters react to the situations provided by the GM. In this collaborative storytelling effort, the Game Master decides some outcomes, while a roll of the dice determines others. If a dice roll is called for, the Player takes his Character's Attribute dice and adds any appropriate Skill dice he may have. This dice pool is what the Player rolls to determine whether their Character succeeds or fails at the task.

AN EXAMPLE OF 10 MINUTES OF YOUR TYPICAL GAME PLAY:

After reading through the history, Paige browses through the Character Templates of Westward and decides that she'll be playing a Human Jagger named ***Kren Sinner***. She's plotting to steal top-secret Technology back from a Bandit camp located in the Badlands. Tyler chooses to play a Human Local Marshall named ***Maddox T. James***. He's working for the Mayor of Southridge and he hired Kren for this job. As Kren makes her way over to the Mayor's office in Southridge, Kyle (the Game Master) opens up with the scene's narration.

KYLE *(Addressing Tyler):* "Okay Maddox, you have your orders from the Mayor - he's after some top-secret Technology that was recently stolen from Southridge's vault during the Bandits' last raid on the Fort. The Bandits' raid was more ruthless than usual; there were several casualties including two fatalities. What has left the Mayor and his team perplexed is that the raid seemed to be a diversion for a team of Bandit operatives to strike the bank, where most of the causalities took place. The Bandits broke the lock on the bank vault and were able to steal the tech and make off."

Kyle takes the time to draw a quick sketch of the scene and places Maddox close to the Mayor's Office. Richter, the Mayor's right-hand man, stands close to Maddox and hands him the Mayor's orders. Kren approaches the pair.

TYLER *(As Maddox):* "Welcome to Fort Southridge, Kren Sinner. We've heard a lot of praises for your quick and efficient work. Long story short,

we had some valuable items stolen from us by the Bandits. The Mayor wants them back."

PAIGE *(As Kren; uncompromising):* "You know my rates. When do I leave?"

KYLE *(As Richter, the Game Master Character):* "You mean, when do you *both* leave? Maddox, you aren't getting out of this one that easily. Besides, you *owe* the Mayor after that last incident." Kyle describes Richter's actions by mimicking him unfastening the safety strap on his custom revolver's holster as he's talking.

Both Paige and Tyler exchange in-character, uneasy glances.

KYLE *(As the Game Master):* "Richter is making an ***Intimidation Check*** so that Maddox won't get any funny ideas, Tyler. You may roll your ***Willpower Check*** to resist."

Kyle looks over his Game Master notes and finds Richter's stats. He takes Richter's Persona Attribute of 4d (four six-sided dice, or 4 d6) and his Intimidation Skill of 4d (four six-sided dice, or 4 d6) and adds them together to get a total of 8d (8 d6). Kyle makes sure one of his 8 dice is different from the rest; this d6 is his Wild Die (For more information on the Wild Die, see Chapter 1 - Game Play). Kyle rolls the 8d and adds the dice up. He comes up with a total sum of 23, which is a Difficult on the Difficulty Rating (DR) chart. During this skill check the Wild Die came up with a 5, so he added it to the total as a normal d6.

Tyler checks his Character Sheet. During character creation, he gave Maddox 2d in the Persona Attribute and 1d in the Willpower Skill. So Tyler rolls a total of 3 d6. Tyler selects two dice plus his Wild Die and rolls a total sum of 10, only getting a 2 on his Wild Die. Tyler groans.

Paige has also placed 2d in Kren's Persona Attribute but gave her 2d in the Willpower Skill. She rolls a total of 4 d6. She selects 3 dice plus her Wild Die and rolls a total sum of 12, but she comes up with a 1 on her Wild Die! This isn't good for Kren.

KYLE *(Addressing Paige):* "Ouch! I'm sorry Kren, please reroll your Wild Die."

Paige does so and comes up with a 2. Checking the table on page 21, she can only total her two highest dice from the pool. She drops the two lowest dice (the 1 from her first Wild Die throw and a 3) and adds up the two highest (another 3 and a 5) for a total sum of 8 for her Willpower Check against Richter's Intimidation.

KYLE *(Keeping in mind the results of his players' rolls, he determines that Richter definitely has the upper hand in this situation):* "The seriousness in Richter's tone leaves absolutely no room for negotiation, Maddox. In fact, by beating your score by 13, he catches you off guard and you reflexively take a couple steps away from Richter, towards Kren. You know for a fact that he's not afraid to use that revolver of his. The man isn't known for sympathy."

TYLER *(While gulping):* "Maddox gulps, and falls into place – not wanting to get shot today."

KYLE *(To Paige):* "You know from experience, that the firmness in this man's voice is not to be tested. Judging from Maddox's reaction to Richter, you get the gut feeling that those who dare oppose Richter often end up bleeding from a couple of fresh, new holes dealt by that nasty looking custom revolver on his hip."

PAIGE: "Kren does her best to stand her ground against Richter's authority, but more so in a respectful way versus showing signs of hostility. In fact, she's nodding in Maddox's direction."

(Now as Kren, sarcastically): "And you expect me to work with that?"

TYLER *(As Maddox):* "Oh, boy."

KYLE: "BOOM! Before either of you two or Richter can act, the southern defense wall of Southridge explodes in a huge fireball! Any passersby or denizens of Southridge immediately scatter for cover. It's evident that the last attack is still fresh on their minds. As a section of the wall caves in on itself, it becomes obvious that there's something big smashing its way through what remains of the wall. A gigantic Steamech, some eight or nine feet tall, emerges from the debris. Its wicked-looking arm cannons begin to reload as a booming voice echoes from its loudspeaker…."

KYLE *(As the Steamech Pilot; in a maniacal tone):* "Ha, ha, haaaa!!! Who's ready to die today!?"

KYLE *(As the Game Master):* "Maddox and Kren, please roll for initiative."

THE WESTWARD UNIVERSE BEHIND THE CAMERA

As we unravel each unique Story set on Westward, it is important to understand the components of how to tell a cinematic Story. Each Story is broken apart into a Premise and Scenes, and each Scene has two major components, a Setting and Events. A Setting is the place and time of a Scene, and Events are what happen during a Scene. For describing a Scene in Westward, a Setting is still a place and time; the Events, however, are constantly changing as the GM and Players react to each other and shape the Story together. The GM will set up the Scene, which triggers an Event. The Characters react to the Event, the GM responds to the Characters' actions, and in this way they create the overall Scene.

The Cinema6 (c6) core rules provide a unique method for handling and facilitating the role-playing of a dramatic Character intermingled with action and climactic Events. Each GM ultimately creates his or her own Story, or uses a published module which provides a Westward Story. This Story will shape each Episode, Scene, and game Session. A Story's theme can involve such elements as science fiction, horror, adventure, fantasy, film-noir and crime, westerns, war-torn epics, thrillers, or even romances. Everyone has a favorite film or television genre, and it is through these many forms of storytelling that we find inspiration and ways to expand our imaginations.

As c6 grows and evolves, its purpose will never change: to simplify the experience of role-playing within the action and adventure of a movie while maintaining flow and storytelling as much as possible. To that end, the Cinema6 RPG Framework also encourages Players and GMs alike to develop their own offshoots that take advantage of genres, and to expand upon them in ways no one has ever seen. There are so many combinations of genres we have yet to experience, but many have worked well and bring with them a great deal of excitement and fun. Whether we choose to adopt an existing Story for the Azamar or Westward universes, or we choose to create our own, the Cinema6 RPG Framework provides the means to accomplish whatever Story a GM desires to tell.

WHAT IS A STEAMPUNK WESTERN?

Steampunk is largely considered a sub-genre of science fiction that heavily features Victorian-era technology, inspired and redesigned by steam-power. It's one part attitude, two parts style, and one part functionality.

Meanwhile, the Western aspect deals with the American "Old West" styles, themes, and imagery. Surviving the harsh environment is central to most Westerns, and with Westward, everyday survival is a huge part of your Story.

Take these two genres and mix them together with a lack of resources, and your Character's chances of survival are scant, at best.

GETTING STARTED

Roleplaying games are a way to explore our imaginations together, where the Game Master (the GM) provides guidance to players, who individually take on characters in the imagined universe. In this case, Westward is the stage where the GM and players see these stories play out. To get going in Westward, it is good to have a basic understanding of the history of the people who live in the known world, their motivations and goals, and their stories.

MATERIALS

To play Westward you will need at least a GM, two to six players, everyone's imagination, this book as a guide, and some other basic materials: paper for recording characters and taking notes, pencils, pens, erasers, and finally, up to twelve six-sided dice (12 d6).

EVERYTHING ELSE IS OPTIONAL

An important aspect of understanding and playing Westward, and the first rule this book will provide, is: if you do not like a rule, do not use it. The rules provided in Westward are to serve as a guide so that a GM may create and run a game with a group of players and be on equal footing. When ignoring some rules, take into account that they are there because of extensive play testing to provide a balanced and loose storytelling structure for as many people as possible to enjoy. But this does not mean you should not change or remove the rules to fit your playing styles. Have at it!

WESTWARD TERMINOLOGY

C6	The Cinema6 Role Playing Game Framework.
Chronicle	The series of linked events made up by one or more Episodes of a game.
Combat	A moment when conflict occurs directly or indirectly with the Player Characters.
D6	A Six-Sided (6) Die.
DR	Difficulty Rating; the named target range for the sum required of a specific roll of dice.
Episode	Refers to a single session of gaming.
Events	The things experienced by the PCs during a Scene.
GM	Game Master; the person who narrates, orchestrates, and referees the story for a given group of gamers.
HP	Hit Point(s); points used to measure a Character's Health, Fitness, and Well Being.
Extra	A Game Master Character; a role assumed by the Game Master to interact with the Player Characters.
PC	Player Character; a Character role taken on by a Player other than the Game Master.
Premise	The basic summary of a Chronicle's Story.
Props	Equipment that the Player Characters own and carry in the game, such as clothes, money, sundries, vehicles, and weapons.
Round	The basic unit of time during Combat. A Round is the equivalent of 6 seconds that Players use to decide their Character's actions at that given moment.
RPG	Role Playing Game.
Scenario	The series of events that make up a Scene.
Scene	A time during an Episode taking place in a single, specific location (i.e. – Nightclub).
Session	A time when and where Players get together to play a table top RPG, typically consisting of multiple Scenes that comprise pieces of the Story.
Setting	The place and time of a given Scene.
Stage	The location, scope, and timeline around a Combat Sequence.
Story	See Chronicle.

CHAPTER 1
GAMEPLAY

"I'VE NEVER UNDERSTOOD men who beg and pray to some invisible power when gamblin'. Whether it's a god, or whatever they would like to use as an explanation for what they call 'luck', games such as 'Six Shoot" are simply about rollin' dice. And dice are all about odds. There is no amount of joy you can bring to a poor man's life that will help in your dice rollin'. It's all about the chances. Now, in 'Six Shoot', you bet on whether a person rolls a six at least twice in six rolls. That means six dice, six sides, and a very little chance of gettin' what you need.

Although, I have found that there are ways to change the odds in your favor, but it requires a little sleight of hand, and some good ol' charisma. Sometimes, you just have to.... exchange the dice with some of your own makin'. There are some people, like myself, that love tinkerin' around, and creatin' some dice that will always land on what you like. I've also created a few items that make the table do the rollin' for me. It all depends on the opportunities that are given to you. I think I've gotten quite talented at findin' those opportunities, or, in some cases, makin' them happen.

That means that when you play me, gamblin' ain't no game of luck or chance, it's a game of skill. Although, I will let the occasional lady blow on my dice. That is one thing for good luck I will do. What man doesn't like a lady blowin' on his dice?"

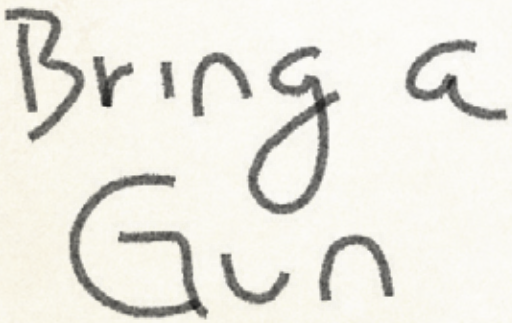
– Reginald "Redge" Dekker the IV
Professional Con Man, Gambler, Risk-Taker

Preparation

Game Masters should prepare for games, even if it's only a brief set of notes. The most important thing to understand when Game Mastering in Westward is that the world is a place for the Players to explore, so a GM's greatest tool is knowledge and the ability to answer questions about the world. If an answer to a Player's question does not exist, the GM is in a spot where they must provide an explanation that remains feasible, believable, and continues the tone of Westward. The best thing to do when organizing for the game is to get a small notepad and pencil, and write down three to four goals. Make one or two of the goals long term, and the others shorter term, attainable goals. Long-term goals are the impetus behind the Story, and the primary motivation that drives the Characters. Short-term goals provide alternative options, and side quests that Characters use to improve and prepare for various other challenges. Having these ideas ready for the Players is perhaps the most important preparation you can make.

Jot down a short list of random names to use for impromptu Characters you want to provide for interaction with the populace of Westward. These Characters will add imagination and dynamic flow to your game, and prepared Character names make it seem as if you are a well-prepared GM, regardless of whether you filled in more details ahead of time. This perception can make Players more amiable towards the GM, making it easier later to better guide the Players through a Story.

One final suggestion to remember when organizing for Westward is to keep in mind two things: it is only a game, and to make sure that everyone involved has fun!



The Basics

West End Games designed OpenD6 Gaming for cinematic gaming, and the D6 System saw the height of its popularity in the mid-1990's when they paired it with the Star Wars RPG license. OpenD6 is a versatile and lightweight game mechanic that lends well to any style of game play. It works best with cinematic and exciting games that demand fast-paced action and death-defying feats.

Wicked North Games created the Cinema6 RPG Framework as an OpenD6 variant under the OpenD6 OGL in 2010. The creation of Cinema6 followed the guidelines for continuing the robustness of the game mechanics, while simplifying the game play. Cinema6 is an ever-changing system that offers the experience of standard OpenD6 gaming with a variety of options that make it easy to understand and play.

Read further to get an understanding about OpenD6 and Cinema6, and how Cinema6 works for the world of Westward.

WHAT IS OPEND6 GAMING?

- An Open d6 Role Playing Game has a Game Master and Players.
- A Game Master (GM) is a person who referees and oversees the game play - including selecting and observing Game Rules, describing a Setting and environment, and role-playing Game Master Characters.
- A Player is a person who has a Character to play.
- Each Character has a number of Attributes and Skills.
- Each Attribute and Skill has a value.
- Attributes are a Character's innate abilities.
- Skills are specific applications of the Attributes.
- Skills inherit the value of an Attribute if they do not already have a value.

Westward uses a variant of OpenD6 called the Cinema6 RPG Framework, (c6).

WHAT ARE THE DIFFERENCES BETWEEN CINEMA6 AND OPEND6?

Under the Cinema6 RPG Framework

- The Cinema6 RPG Framework is an OpenD6 variant under the OpenD6 OGL.
- A Character uses the Common Attribute Skill System.
  - The Common Attribute Skill System is a set of Attributes and Skills that work with any genre of game play, from high-fantasy to science fiction.
- A Character uses a point pool called Cinema Points.
- A Character's Attributes and Skills measure against flat dice scores.
- A Character possesses Features that provide small changes to the rules of the game and alter game play.

Under the base OpenD6 Game Mechanics

- Characters use slightly different sets of Attributes and Skills for different genres.
- A Character uses more than one point pool, normally called Character Points and Fate Points.
- A Character's Attributes and Skills measure against dice scores with pips, or increments.
- A Character possesses Advantages, Disadvantages, and Special Abilities that provide small changes to the rules of the game and alter game play

GAME TIME

- Games are broken up into Chronicles, which each represent a long Story experienced by the Players.
- Chronicles are broken up into Game Sessions - times when the Game Master and Players gather for a period to play the game. These can last anywhere from an hour or two to many hours.
- A Game Session includes non-stressful and stressful situations.
- In non-stressful situations, Game Time passes at the discretion of the Game Master.
- In stressful situations, Game Time slows to handle how Characters react. These Game Time intervals are called Rounds.
- A Round represents a 6 second period in Game Time.
- An Action is the physical movement a Character takes in a Round.
- Normally, a Character may take one Action in a Round.
- If a Player wants a Character to take more than one Action in a Round, it is at the discretion of the Game Master. See Multiple Actions.

Dice Rolling

DETERMINING SUCCESS WITH THE DICE

How it works

1. The Game Rules or the Game Master set a difficulty, equivalent to a number.
2. Roll a number of six-sided dice equal to a Character's Skill value.
3. Add the rolled dice values together for a total.
4. If the total rolled equals or exceeds the difficulty, the roll succeeds.
5. If the total rolled is below the difficulty, the roll fails.
6. A player does not roll when doing an effortless task, such as walking down the road.

Difficulty Rating	Target Number
Easy	**6**
Moderate	**13**
Difficult	**21**
Very Difficult	**31**
Heroic	**46**
Epic	**60**

DIFFICULTY RATINGS

* **Easy** - Most Characters can accomplish this action without significant difficulties, but can still fail.
* **Moderate** - Most Characters must concentrate and have some degree of natural talent or training to accomplish this action successfully.
* **Difficult** - Characters must concentrate, exert some effort, and have appropriate training to accomplish this action successfully.
* **Very Difficult** - Characters must own a level of expertise, concentrate, and exert significant effort to accomplish this action successfully.
* **Heroic** - Characters must expend significant effort and concentration, have a modicum of luck, and own significant experiential background to accomplish this action successfully.
* **Epic** - Characters must experience lots of luck, exert significant effort and concentration, and own complete mastery in an area to successfully accomplish this action.

OPPOSED ROLLS

When a Character takes action against another, both Players make Opposed Rolls. The higher roll wins. A tie requires a re-roll. A GM may set Advantages for one of the Characters in the Opposed Roll given the context of the situation as needed.

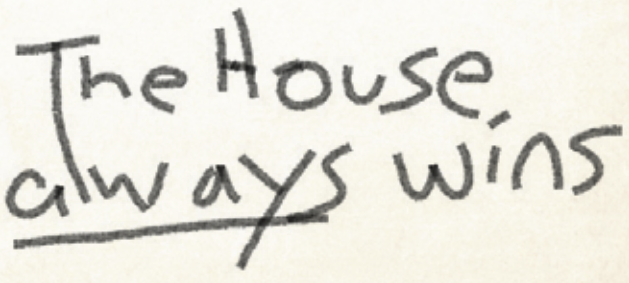
Situation	Opposing Modifier
Small Advantage	**+1d**
Good Advantage	**+2d**
Strong Advantage	**+3d**

RESOLVING TIES

A tie generally requires a re-roll. The most common opposed roll is an Initiative roll; if two or more parties roll the same result during an Initiative Check, they must each re-roll to determine their order in the combat round. In combat, attack actions such as Brawl, Grapple, Melee, Heavy, and Ranged as well as the opposing defense actions such as Dodge, use an opposed rolling rule where ties go to the Defender.

Option Rule: The Wild Die

An optional feature is using the Wild Die. Using a Wild Die provides the potential to reduce spending Cinema Points during game play by re-rolling. Using a Wild Die in game play dramatically changes the dice mechanic and game play experience. When choosing not to use the Wild Die, the GM should reward more Cinema Points during game play. The concept of a Wild Die derives from the basic principles of a Wild Card in a card game. Every time a roll occurs, the player must select one die different from the others, differentiating it by size, design, color, and or superstition, its up to the player. This die is your Wild Die.



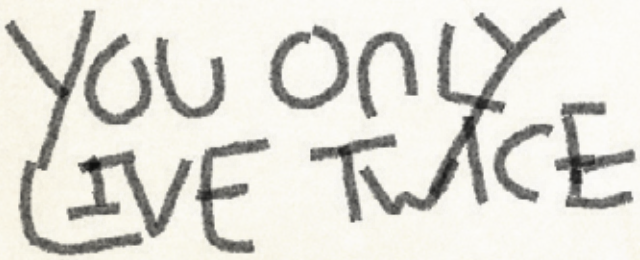
How it works

Whenever the Wild Die results in a six on the first roll, the player rolls the Wild Die again, and continues rerolling the Wild Die every time a six occurs. Each six adds to the total sum of the roll. When a reroll of the Wild Die does not result in a six, the result is added to the total and the rerolling stops. If rolling a one on the Wild Die after an initial roll, add the 1 to the total sum of the roll.

When a Wild Die results in a one on the first roll, the roll has complications. The player must reroll the Wild Die and the following limitations and penalties occur. If the GM allows it, a Player may choose to spend a Cinema Point to avoid rerolling for complications and simply add the 1 to the total sum of the roll.

Rolling 1 on the Wild Die	
1 on first roll, then 1	**Roll Fails**
1 on first roll, then 2	**Count Only 2 Highest Dice**
1 on first roll, then 3	**Count Only 3 Highest Dice**
1 on first roll, then 4	**Count Only 4 Highest Dice**
1 on first roll, then 5	**Count Only 5 Highest Dice**
1 on first roll, then 6	**Count Only 6 Highest Dice**

Rolling 1 on the Wild Die on Special Rolls	
Sneak Attack: 1 on first roll	**The Sneak Attack attempt fails**
Absorbing Damage: 1 on first roll	**Add Normally**



About Attributes & Skills

Attributes are the core elements of a Character, and the innate way a Character interacts. An *Average Attribute* is three dice (3d), a dice score below 3d is a *Below Average* Attribute, and a dice score above 3d is an *Above Average* Attribute. Characters begin the game with 1d in every Attribute and ten dice to distribute among the five Attributes, which if distributed evenly creates an Average Character. Attributes have a minimum score of 1d and a maximum score of 6d.

Skills provide a more unique and detailed way to better customize each Character than Attributes. An average roll during game play revolves around a Character succeeding with three to four dice (3d - 4d) in a given Skill.

Skill dice scores are cumulative with their parent Attributes. A Character with 3d in Strength and 2d in Climb provides 5d to attempt a Climb. As such, Skills can have a value of zero dice, but as they inherit the innate ability of the parent Attribute, they have a minimum cumulative score of 1d and a maximum cumulative score of 12d.

An Attribute roll should not occur without an attached Skill. For example, a Player has a Character with 3d in Strength, and wants that Character to Climb a wall, but has no dice score in the Climb Skill. The GM instructs the Player to roll the 3d from Strength, since it is the parent Attribute; however, the attached Skill is Climb.

The Westward Character Sheet uses dots to represent dice. If you need help with interpreting the dots on the Character Sheet, please see the below chart.

Dot Representation	Number of Dice
●○○○○○	**1d or one die**
●●○○○○	**2d or two dice**
●●●○○○	**3d or three dice**
●●●●○○	**4d or four dice**
●●●●●○	**5d or five dice**
●●●●●●	**6d or six dice**

TAG SKILLS

Any skill can become a Tag Skill. A Player designates Tag Skills by marking the square in front of any Skill. Tag Skills cost less to increase than other Skills. Tag Skills may be granted by certain Player Character Packages during Character creation, or they may be purchased when improving a Character.Combat

SKILL SPECIALIZATIONS

Any Skill can become on a Specialization. A Player writes in a Specialization at the bottom of the Skill list. Skill Specializations cost less to increase than the parent Skill as they only pertain to the Specialization when improved or used. For instance, a Specialization on Melee: Swords does not work with swinging Chairs, only the base Melee Skill is available for swinging chairs if a Specialization does not exist for it.

Combat

Combat uses specific rules to provide order and encourage action-packed and cinematic experiences. This section outlines and describes the dice rolling and many options available in Combat game play. The Combat section includes examples that draw upon cinematic scenes to help with visualization of the rules.

Combat is when at least one Character wants to attack at least one other Character. Combat runs under the basic premise of a Round, which loosely represents about six seconds of time.

The majority of dice rolls made in Combat are Opposed Rolls.

SPACING

Combat uses a square grid to maintain a sense of scale and allow Players to apply tactics. Every space on the grid is one square inch (1 in2). Each space represents one square meter (1 m2) in Westward.Initiative

INITIATIVE

Initiative is a tool for determining which Characters act more quickly in a Combat Round. There are two basic methods for determining Initiative. The first method is using Group Initiative. The Player with the highest Initiative stat rolls for the group of Characters, and the GM uses the highest Initiative stat of the Extras opposing the Characters. The second method is to have each individual Character roll Initiative independently and then have the Characters act in the order of their Initiative rolls, highest to lowest. The first method tends to be faster, the second method tends to enhance strategic possibilities.

How it works

1. The Character with the highest Initiative in each opposing group rolls and adds the dice up like any other roll. The highest number wins the Initiative.
2. The group whose side won Initiative declares and takes actions first, with each individual making the choice to use or hold their action.
3. The group whose side lost Initiative now declares and takes their actions.
4. The individuals who chose to hold their actions now take their turn.

Picking up where we left off – a group of Players now face combat with an enemy Steamech Pilot who just smashed through the defense wall of Southridge. The GM, Kyle, has just declared that it's time to roll initiative. Kyle determines that since the Player Characters have just been introduced, they are not grouped together and they have to roll separate Initiatives. Paige checks her character sheet and sees that Kren has an Initiative of 4d. Maddox, played by Tyler, has an Initiative of 3d. Paige rolls her 4d and gets a total of 14, Tyler rolls 3d and his total equals 13.

Kyle is playing three roles in the combat: Richter (the Game Master Character), the maniacal Steamech Pilot, and a group of unseen bandits. He rolls Initiative for each. Richter has a 4d Initiative and Kyle rolls a total of 20. For the Steamech Pilot, he rolls 3d and gets an 11. Kyle secretly rolls for the unseen bandit group.

The first round Initiative has been determined, Richter acts first on 20, Kren goes second at 14, Maddox follows shortly after at 13 and the Steamech Pilot acts last at 11

INITIATIVE LEVERAGING

Using a winning Initiative against an opposing Initiative in a successive round reduces rolling. If a GM or group of Players wins an Initiative roll, they may opt to leverage their last Initiative roll and not roll in the new round, keeping their last Initiative roll total. Only the winner of an Initiative may leverage the roll to the next Round.

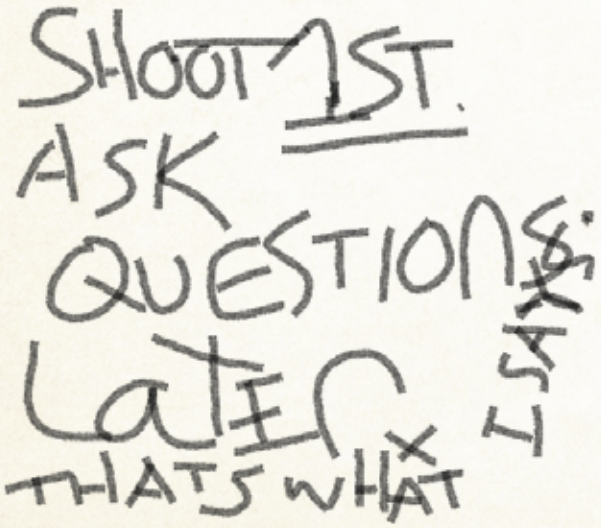
How it works

Assume the Players had been grouped together in the previous example – The GM, Kyle, asks the Players to roll Group Initiative. Paige rolls for both her and Tyler as Kren has the higher initiative, 4d opposed to Maddox's 3d. She rolls and gets a total of 18. Their characters, Kren and Maddox, will be acting together.

Kyle rolls 4d for Richter and gets a 15. Kyle groups together the maniacal Steamech Pilot and the bandits. He rolls 3d for them, and gets a 7.

Initiative for the first round has be determined, Kren and Maddox act first on 18, Richter follows second on 15, and the Steamech Pilots and bandits go last on 7.

At the start of the second round, Paige declares that she and Tyler will be Leveraging their last initiative, and will be using their previous total of 18 again during the second round. The GM rolls a 14 for Richter and a 9 for the Steamech Pilot and the bandits. Leveraging their Initiative has paid off for Paige and Tyler – their Characters get to act first once again.



RANGE

Range is the distance between a Character and a Target.

The possible ranges to a Target fall into five categories: Adjacent Target, Point Blank, Short, Medium, and Long. Adjacent Target and Point Blank is essentially the same thing, except that Adjacent Target is for non-ranged attacks, and Point Blank is for ranged attacks. Adjacent Target and Point Blank indicate a one space distance from a Target, or less.

Attacking a Target at Range increases the difficulty of successfully striking. All ranged weapons provide specific distances for corresponding Short, Medium, and Long range.

The following provides bonuses for targets at a distance.

Distance	Effect
Short	**None**
Medium	**Target Dodge +5**
Long	**Target Dodge +10**

Maximum Effective Range

No ranged weapon can attack beyond the Maximum Effective Range of the weapon and do significant damage, let alone aim at a target. Unless a Maximum Effective Range is specified for a weapon, the default is double the Long Range indicated for the weapon.

FIRE CONTROL

Fire Control represents an increased assist to strike a Target successfully at range.

All ranged weapons come with a Fire Control rating at each range - Short, Medium, and Long. Automatic, reciprocal, and scatter firing ranged attacks use more Fire Control at a Short range to deal maximum damage. Some ranged weapons and attacks work better at a distance, such as those with a scope or targeting device attached.

Fire Control never exceeds three dice (3d).

TAKING ACTION

Combat normally involves physically attacking (brawling, grappling, hitting, spell casting, or shooting), dodging and moving, sneaking, and taking cover. Sometimes Characters can use intimidation or other tactics to change the morale of enemies and overcome them without force, but this is more difficult.

Attacking

There are many options in Combat when attacking. The three Skills for non-ranged attacking are Brawl, Grapple, and Melee. The two primary Skills for attacking at range are Ranged and Throw.

In combat, if a Character attacks and another dodges and their rolls tie, the Character who dodges does so successfully. If a Character attacks and another defends by parrying and their rolls tie, the Character who parries does so successfully.

If two Characters grapple and one attempts an aggressive move on the other and their rolls tie, the Character who was resisting does so successfully.

The rule of thumb in Combat is,
"The tie goes to the Defender."

Grappling

To start a Grapple, a Character rolls to attack with Grapple. The Target may Dodge or counter with Grapple.

- If the Target uses Dodge successfully, the Character and the Target do not enter into a Grapple.
- If the Target counters with Grapple, the Character and Target enter into a Grapple.

The winner of each Grapple contest deals damage to the loser.

- Grapple Damage ignores Armor.
- Determine Grapple Damage by rolling Strength.

Multiple Actions

In a Round, Characters may take as many actions as they have dice in Initiative. Some of these actions may be taken during the Character's turn (attacking), and some may be taken during opponents' turns (dodging). If a Character has an Initiative of 3d, no more than three actions may occur in a Round. If a critical failure roll occurs - a one on the Wild Die followed by another one on the reroll – then no more actions may occur for that Character in the Round.

For each action during a Round, a Player subtracts one die (-1d) for each of the previous actions taken. The roll would be -1d for the second action, -2d for the third action, and so on.

How it works

Paige is determined to end the existence of a Bandit Lieutenant that has given her Character, Kren, a very hard time. With her first action, Kren fires, but the Bandit Lieutenant dodges the blast. So, with her trusty shotgun still full of ammo, Paige declares that Kren will take Multiple Actions to continue pressing her attack. Kren's Ranged die pool total is 6d (Dexterity 4d + Ranged 2d). For Kren's second action, Paige subtracts a die and rolls 5d to fire at the Bandit Lieutenant with her shotgun again. The Bandit Lieutenant also subtracts one die from his pool and rolls to dodge. Paige beats the GM's roll so Kren hits this time! Paige adds up the Damage, and the devastating blast drops the Bandit Lieutenant to the ground, dead.

Kren's Initiative is 4d, so she could still take up to two more actions. If the Bandit Lieutenant had not died on the second attack, Paige could have subtracted another die and attacked again. Her third attack would have had only 4d to use against her opponent.

Free Actions

A Free Action is an action during a Combat Round that takes little effort and takes no time. Free Actions include:

- A "glancing" Search, DR Easy, provides a Character with a brief glimpse.
- A base assessment of Tactics, DR Easy, provides a Character with situational awareness.
- Dropping anything.
- Sneaking without Moving (Hiding in place) is a Free Action.

Combined Actions

In some cases, Players will want to work together to accomplish something. These are combined actions. Combined actions are simple when dealing with static difficulties. For each Character involved in attempting the action, the difficulty drops by one DR. For example, a Character wants to climb a wall and the DR is Moderate, and another Player's Character jumps in to help. This drops the difficulty to DR Easy for both Characters.

When dealing with Opposed rolls, Characters may combine actions to increase overall effectiveness, but this does not lower the DR. Instead, each Character receives a bonus to make it easier. For each Character involved in attempting the action, add the number of Characters attempting the action to all rolls. For example, four Characters are searching together for a thief who is sneaking away. The thief has a Sneak roll totaling 27. Each player rolls to find the thief. Since there are four Characters rolling, each roll receives an additional four (roll +4) to their roll. One of the Players manages to beat the thief's Sneak of 27, and the four Characters jump the thief before he escapes.

Combined Actions do not work in situations where it is only possible for one Character to perform an action. An example of this is with piloting a vehicle. If the crew for a vehicle is one, then only one Character can ever pilot the vehicle at a given time. It is not possible for Combined Actions to apply to a case such as this. Ultimately, it comes down to what actions the GM determines can be attempted by multiple Characters.

MOVEMENT

Understanding Character Move is important during Combat. Each Character has a Move stat. A Move of 6 indicates the Character can Move up to six spaces during a Combat Round without rolling or taking Multiple Actions. Climbing or Swimming halves the Character's Move. With a successful Sneak vs. Search opposed roll, a Character can make a normal Move without being noticed.

The following Movement table provides simple guidelines on calculating Movement.

Movement	Effect
Normal	**x1 Move**
Run	**x2 Move (with successful Athletics roll, DR Moderate)**
Sprint	**x3 Move (with successful Athletics roll, DR Difficult)**
Swim	**x ½ Move**
Swim	**x1 Move (with successful Swim roll, DR Moderate)**
Swim	**x2 Move (with successful Swim roll, DR Difficult)**
Climb	**x ½ Move**
Climb	**x 1 Move (with successful Climb roll, DR Moderate)**
Climb	**x 2 Move (with successful Climb roll, DR Difficult)**
Sneak	**x1 Move (with successful opposed Sneak roll)**

Running

Running multiplies the Character's Move by two (Move x2) with a successful Athletics, DR Moderate. Sprinting multiplies the character's Move by three (Move x3) with a successful Athletics, DR Difficult. With a successful Stamina, DR Moderate, a Character may choose to continue running into the next Round.

How it works

Tyler's Character Maddox T. James is running across jagged, hazardous terrain. To make matters worse for Maddox, a band of bloodthirsty mercenaries are pursuing him on mounts. After dodging some Ranged attacks, the GM makes Tyler roll an Athletics Check, DR Difficult because of the terrain. Maddox has an Athletics total of 4d (3d Dexterity + 1d Athletics) and his normal Move is 7. Tyler rolls his dice and gets a 15, missing the DR Difficult. Tyler groans and chooses to spend a Cinema Point, rolls a die and gets a 5! This brings his total to 20, and Maddox moves 14 spaces away, in a direction towards more cover to hide himself from the mercenaries. In order for Maddox to continue running for another Round, the GM tells Tyler that he must succeed on Stamina Check, DR Moderate.

Sneaking

Characters proficient in Sneaking know how to use the environment around them to their advantage, and to conceal their movement from their opponents. The DR of Sneaking depends on a few factors: environment, lighting conditions, and actions taken. At the start of an Initiative when a Character declares that they are Sneaking, their opponents may roll a Search Check to spot the Character that is Sneaking.

To counter a Sneak, a Search Check must be made that beats the total of the Sneak Check. A tie means the Sneak attempt fails.

Sneak Attacks

When Sneaking, on an attack roll to hit a Target, the following happens:

- If the roll result is DR Moderate or Difficult, the attack deals Sneak Damage.
- If the roll result is less than DR Moderate, the attack deals normal Damage.
- If the Wild Die result is a 1, the sneak attack fails.
- A Target cannot Dodge a Sneak Attack.

Sneak Damage

Sneak Damage is an additional amount of Damage based upon a weapon's Sneak Multiplier.

- This multiplier is in the weapon chart for each weapon: typically x2 or x3.
- With Brawl, the Sneak Damage is x2.
- With Grapple, the Sneak Damage is x2.
- Sneak Damage only works with Ranged attacks at Point Blank range.

How it works

Continuing where we last left our heroes of Southridge, Richter is acting first. The GM, Kyle, decides that Richter will be making a Full Dodge this Round, as Richter's gut reaction tells him that the Steamech Pilot is about to unload his ammo containers. Kyle rolls for Richter's Dodge.

Unbeknownst to the Players, Paige and Tyler, the bandit operatives rolled a higher Initiative than their Characters did. Kyle now rolls the Bandits' Sneak skill of 5d and gets a 20.

***Kyle (to Paige & Tyler)**: "Both of you, please make Search Checks for me. Let me know your totals."*

Paige rolls a Search Check of 4d for her Character, Kren. She gets a 6 on her Wild Die, rerolls it, and gets a 4. She adds that to her total.

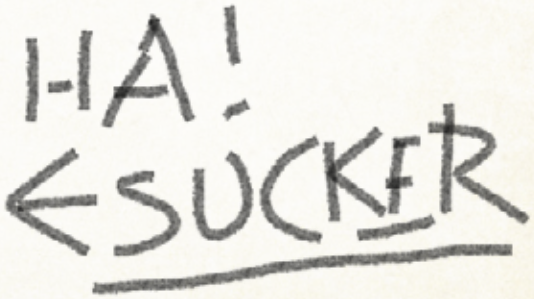
***Paige:** "I got a 22."*

Tyler rolls 3d for his Search Check, grumbling about how he should have placed more dice into Search.

***Tyler:** "Great. I rolled an 8."*

Kyle thinks over the results for a moment.

***Kyle:** "Okay, Maddox, you're too busy being shocked by the sight of this huge Steamech smashing its way through the defense wall to notice anything else. The denizens of Southridge are panicking and fleeing all around you. It's pure pandemonium. Kren – you, however, notice a group of a half-dozen bandits sneaking their way through the hole into Southridge. They are stealthily using the commotion to their advantage. It's obvious that these boys are professionals; neither Maddox nor Richter seems to notice them. What do you do?"*



OPTIONAL RULE: GHOSTING

Ghosting is an action where one Character abruptly and immediately extinguishes the life of another. Indicative of the name, Ghosting happens quickly and quietly.

During normal Combat

If an attacker makes a non-ranged (Adjacent Target) attack, or a ranged (Point Blank) attack and wins by 18 or more, the winner immediately Ghosts the loser.

GM Note

If a roll results in the Ghosting of a Player's Character, and the loser has Cinema Points remaining, it is prudent to prompt a Player to spend Cinema Points to save the Character.

Ghosting while Sneaking

After a successful Sneak Check, on an attack roll to hit a Target, the following happens:

* If the roll result is DR Very Difficult or better, a Ghosting occurs.

Weapon Grapples

When Grappling with an opponent to gain control over a weapon, the following happens:

* The higher roll keeps the weapon.
* If the highest roll wins by 12 or more, the winner immediately Ghosts the loser. This applies to both Melee and Ranged weapons.

Prone and Stunned Enemies

Targets who are prone, unconscious, or stunned are unable to move and may not Dodge an attack.

Delivering Mercy

* Any attack on a prone or stunned Target automatically kills the target.
* Attacks on prone and stunned Targets do not reward Cinema Points.

How it works

Paige takes a second to think about her Character's actions. "Okay, Kren will use the crowd to her advantage. She is going to use her Sneak skill in order to close the distance between her and this group of mysterious Bandits. Kren will also want to avoid detection from that nasty Steamech Pilot."

Kyle: *"A solid plan, Paige. Please make your Sneak Check. I'll be making Search Checks for the maniacal Steamech Pilot and the Bandits."*

Paige: *"If its okay, I'm also unsheathing my knife as I approach the Bandits."*

Kyle: *"That's fine – that will be part of your action this round."*

Paige checks her Character Sheet, Kren has a Dexterity of 4d and she has a Sneak skill of 1d – her total die pool for the Sneak Check is 5d. Paige rolls well, totaling 22.

Paige: *"I'd like to spend a Cinema Point."*

Kyle arches an eyebrow, having a suspicion on where this is headed. "Okay, you may – I have a feeling I know what you're up to."

Paige spends her Cinema Point, rolls her Wild Die, and rolls a 5. This brings her total up to 27.

Kyle makes Search Checks for the Mech Pilot and the Bandits. One of the Bandits gets a 23, and none of the others are even close to Kren's 27.

Kyle: *"Kren, you keep your head low as you unsheathe your knife, weave through the crowd fleeing the scene, and easily catch up with the Bandits. None of them appear to have noticed you."*

Paige: *"You mentioned there were a half-dozen Bandits sneaking their way into Southridge through the hole in the wall that the Steamech smashed its way through. If the Bandits are single-file, my target is the last Bandit in line."*

Kyle: *"Alright, please roll your Melee Check."*

Paige checking her sheet, rolls 5d total for Melee. 4d Dexterity + 1d in her Melee skill and rolls a 24.

Paige: *"I'll spend a couple more Cinema Points if I have to. Kren is so close!"*

Kyle nods his approval. Paige rolls a 3 on her first Cinema Point, then rolls a 5 bringing her total up to 32 - a Very Difficult DR! Paige marks off the two Cinema Points she spent for Melee. Tyler finally catches on to what's happening and high-fives Paige.

Kyle takes a moment to think over the scene: "You notice the Bandit Tech last in line is wearing some sort of mask and has breathing tubes dangling from his back that are connected to some sort of technology. As you approach, you reach out and grab onto the tubes and yank the Bandit off of his feet. Before he gets the chance to call for help, the blade of your knife meets his neck. You extinguish his life quickly without the others noticing."

Damage & Healing

There is always the threat of injury, pain, and the inevitability of death looming over a Character. These threats come in many forms and eventually your Character will take Damage as a result. There are a few ways to heal injuries. Healing is dependent primarily on the availability of medical treatment. Characters are fragile creatures and could always die quickly, even from a minor injury if left untreated.

When taking Damage, a Character suffers mental and physical pain and bodily harm, represented by the loss of Hit Points. Whenever taking Damage, a player rolls to Absorb Damage by rolling *Vitality* and any additional protection provided by Armor or specific Character Features.

Damage through Combat typically occurs by a weapon.

Falling Damage follows these basic rules: A fall of five spaces deals a base Damage: 1d+5, increased by five (+5) for each additional five spaces fallen.

Drowning or suffocation Damage occurs after a failed Stamina roll, with the difficulty determined by the amount of time under water or otherwise asphyxiated. Drowning or suffocation deals a base Damage: 1d+24 per Round, (or roughly every six seconds).

Base Fire Damage: 1d+14 the first Round, and increases by +7 each following round until dead or extinguished (1d+21 in Round Two, 1d+28 in Round Three, etc.).

How it works

Picking up where we left off in the previous example, one of the Bandit Techs has spotted Kren! Convinced that he can take her on himself, the Bandit Tech draws his firearm, as does Kren. Kren has won the Initiative.

Kyle, to Paige: *"The Bandit is armed with some sort of customized revolver. He stands ten meters away from you, ready – it's a standoff."*

Paige: *"Kren is going fire her Terk Revolver once at the Bandit, confident that she can hit him at this range."*

Kyle: *"Okay, roll your Ranged attack. Your DR is Moderate, Target Number 15. The Bandit will attempt to dodge and his second action (during his Initiative) will be to return fire."*

Paige rolls her 5d (4d Dexterity + 1d Ranged) to fire at the Bandit, and gets a total of 20.

Kyle rolls for the Bandit's attempt to Dodge. He needs to beat Paige's 20 but falls short, rolling a total of 14.

Kyle: *"Nice shot! Your shot hits the Bandit just above the heart. Being at a short range for your revolver – 10 meters – your damage is 1d+48."*

Paige rolls 1d and gets a 5, her total damage to the Bandit Tech is 53.

Kyle looks over his Game Master Character data, his Bandits have a 3d Vitality to Absorb damage and they have 36 total hit points. Kyle rolls 3d and gets a 9. He subtracts 9 from 53 and the difference gives 44 points of damage. Kren's shot has killed the Bandit Tech.

Kyle as the GM: *"Kren, your reflexes are sharper then this Bandit's. You drop your knife and draw your Terk Revolver, and fire before the Bandit Tech gets the chance. Your shot catches him; the impact spins him around as he crumbles to the ground, dead. Okay Tyler, it's Maddox's turn to act."*

Natural Healing

Characters healing naturally do so at a rate of one Hit Point per hour spent while at rest. Characters healing naturally under the aid of a healer via First Aid or Medicine do so at a rate of two Hit Points per hour while at rest.

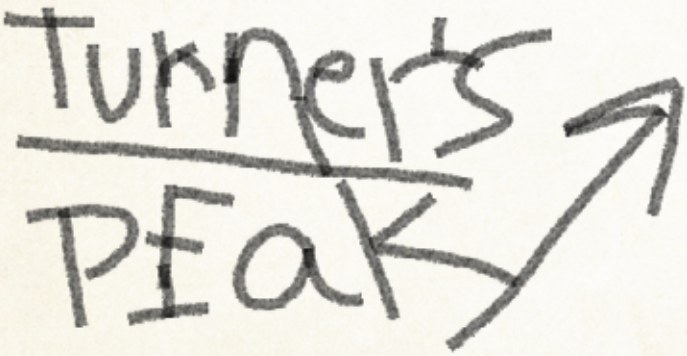
Advanced Healing

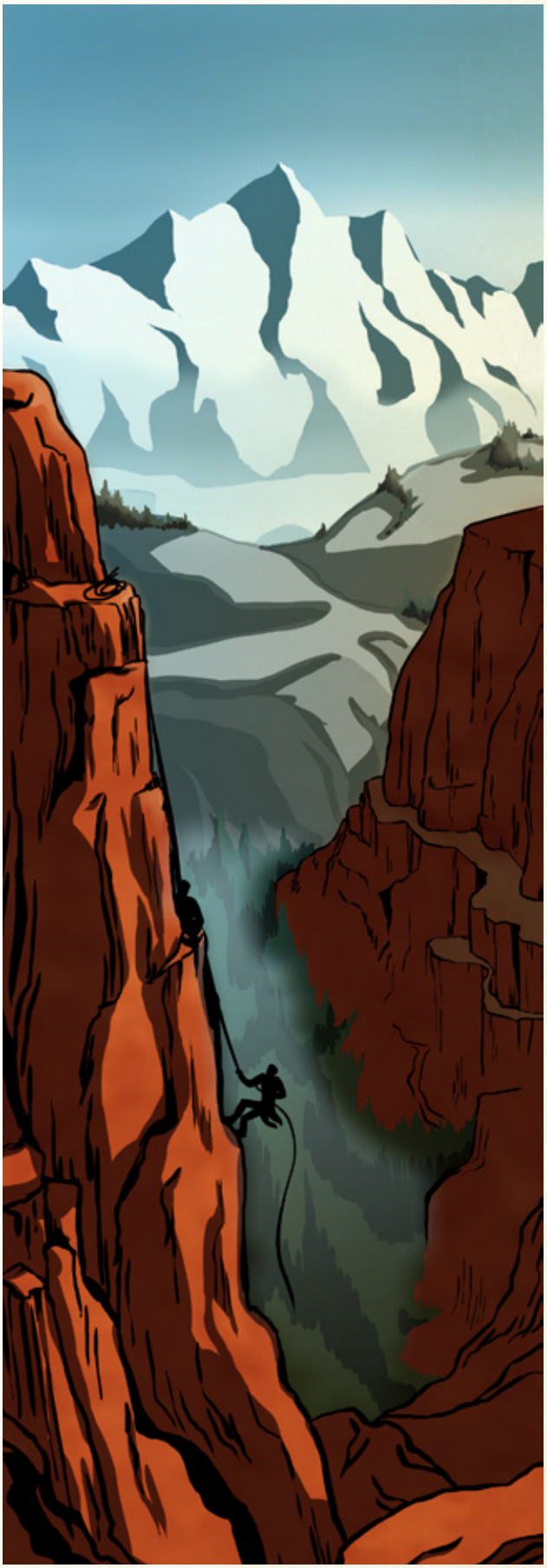
Sometimes a Character may use a serum or healing agent to heal another Character rapidly. This can range from treating simple injuries to curing diseases and otherwise incurable ailments. The basics of this are simple, and run off the First Aid or Medicine Skills. Typically, a Character can perform Advanced Healing on another once per day - there is a limit to how much Medicine and First Aid can do.

How it Works

First Aid DR is based on the following chart:

First Aid Difficulty	Medicine Difficulty	Result
Easy	**No roll needed**	**+3 Hit Points, Stop bleeding**
Moderate	**Easy**	**+6 Hit Points**
Moderate	**Easy**	**Cure Disease**
Difficult	**Moderate**	**1d+6 Hit Points**
Difficult	**Moderate**	**Remove Poisons**
Very Difficult	**Difficult**	**2d+6 Hit Points**
Heroic	**Very Difficult**	**+4d Hit Points**





SCALE

In the world of Westward, not everything is the same size and there is a need to account for the Damage dealt and absorbed based on the size relationship between the weapon and the target. The following Scale chart provides the information necessary to calculate these relationships. There are three basic levels to the Scale system: Personal, Heavy, and Expansive. Personal scale is anything that can deal lethal Damage to a Character. Heavy scale is anything that can deal crippling Damage to a vehicle, mech, or large creature. Expansive scale is anything that can decimate a building or larger object.

How It Works

If the weapon dealing Damage and the target are of different Scales, use the following chart. Apply the appropriate multiplier to either the Damage dealt or the Damage absorbed, depending on whether the weapon is of larger or smaller Scale than the target.

Weapon Scale	Targeted Scale	Damage Multiplier	Absorb Multiplier
Personal	**Heavy**	**none**	**x2**
Personal	**Expansive**	**none**	**x3**
Heavy	**Personal**	**x2**	**none**
Heavy	**Expansive**	**none**	**x2**
Expansive	**Personal**	**x3**	**none**
Expansive	**Heavy**	**x2**	**none**

Handling Vehicles

In most cases, vehicles present a unique situation when combined with Combat. Most vehicles move at high speeds and do not "get tired". The following rules help to provide a unique way to determine quickly what happens when the action is fast.

All vehicles in Westward have stats associated with them. The four stats are Mobility, Move, Acceleration, and Deceleration. These four stats provide the Player with the information needed to roll to control the vehicle when in a Combat Round, or while under pressure or time constraints; for example when a Character has a bomb strapped to them and must deliver a package by a certain time or it will explode.

Mobility provides the number of extra dice the Player rolls when using a specific vehicle.

Move provides the base distance a vehicle uses to go from point A to point B.

Acceleration is the number of spaces a vehicle moves from standing still.

After starting to move, Acceleration multiplies by the Move for distance. For instance, a truck begins moving forward with Acceleration: 10. It accelerates 10 spaces in the first Round from standing still. With a Move 3, it moves 10 x 3 or 30 spaces in the second Round. In the third Round, it moves 20 x 3 or 60 spaces, and so on.

Deceleration works in a similar, but more abrupt, fashion. The intent with deceleration is to stop as fast as possible.

The time it takes to come to a stop suddenly is three combat Rounds, or eighteen seconds.

Deceleration provides the distance the vehicle travels in one Round once the vehicle has "slammed on the brakes". Heavier vehicles have more momentum, so they possess a greater Deceleration value.

In some cases, terrain adds penalties to the Mobility, Acceleration, or Deceleration of a vehicle. Use the following for guidance on how to handle these complications with vehicles on open roads.

* Tramlines do not suffer from penalties as they ride on advanced railing systems that compensate for various weather conditions.

Terrain	Conditions	Mobility Penalty	Acceleration Penalty	Deceleration Penalty
Paved road	**Normal**	**-**	**-**	**-**
Paved road	**Wet**	**-3**	**-1**	**+3**
Paved road	**Icy**	**-4**	**-3**	**+4**
Dirt road	**Normal**	**-1**	**-1**	**+1**
Dirt road	**Wet**	**-4**	**-2**	**+4**
Dirt road	**Icy**	**-5**	**-4**	**+5**
Off-road	**Normal**	**-3**	**-3**	**+3**
Off-road	**Wet**	**-7**	**-4**	**+6**
Off-road	**Icy**	**-8**	**-5**	**+7**

DIFFERENCES BETWEEN MECHS AND VEHICLES

Vehicles and mechs each provide a unique means of passage from one point to another. Vehicles, by classification, do not have the same demands that a mech does in mobility and in functionality. Therefore, mechs have special rules to operate and use them, outside of the normal game mechanics that are associated with vehicles.

A Player uses a Character's Pilot Skill to maneuver and operate a vehicle, and Vehicle Weapons Skill to use weapons mounted to that vehicle, even when these weapons may fall into other classifications. This is because of the unique challenge required in firing a mounted weapon accurately, when compared to a handheld, ranged weapon.

How It Works

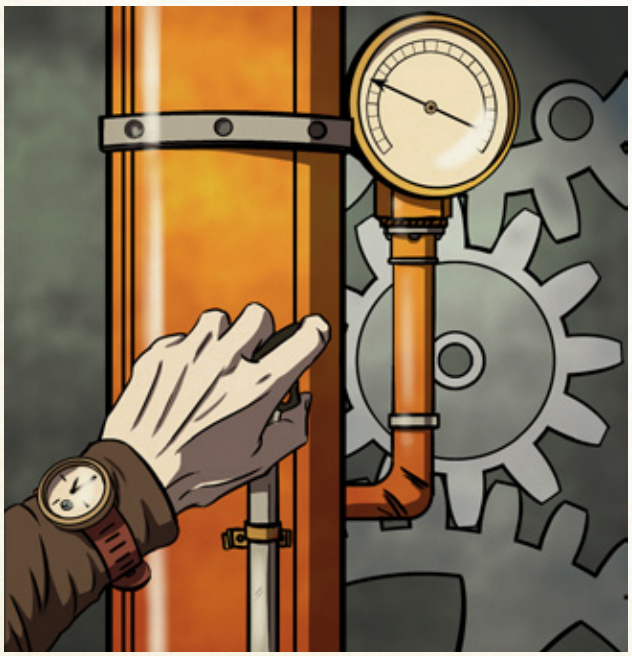
Steamech technology revolves around a technology called Powered Actuation Drive Servos, or PADS. The PADS provide a seamless interaction between pilot and Mech, but they have limitations.

Like all Vehicles, each mech has a Mobility stat, but mechs possess an additional stat called Targeting. When operating a Steamech, a Character uses the mech's Mobility and Targeting instead of the Character's Piloting and Vehicle Weapons Skills.

This limitation of the PADS technology demands precise responsiveness, and limits the number of dice available to operate a Steamech.

For game play, this boils down into two main concepts:

- Use Mobility when a Steamech does a Melee attack, tries to Dodge, or changes movement or direction.
  - A Character cannot use more dice for a mech's Mobility than the Character has available in Piloting.
- Use Targeting when a Steamech fires a ranged weapon.
  - A Character cannot use more dice for a mech's Targeting than the Character has available in Vehicle Weapons.



VEHICLE AND MECH WEAPONS

Mechs and Vehicles both deliver a variety of weapons that can use all of the three Scales: Personal, Heavy, and Expansive. All mechs take Damage at Heavy. Most vehicles take Damage at Heavy.

Fire Arc

Mounted weapons on mechs and Vehicles all come with a Fire Arc. Fire Arc is a simple description about the capable direction of a weapon. The following Fire Arcs are examples of basic capabilities of mech and vehicle weapons.

Fire Arc	Direction
Forward	**270° Forward**
Rear	**270° Rear**
Right	**180° Right**
Left	**180° Left**
Turret	**360°**

MECHS

Functionally, mechs work like Vehicles. The difference is that mechs rely heavily upon PADS technology for responsiveness, and the ability to alter and augment the machines. Steamechs are the pinnacle of modern technology on Westward, as they require the most advanced systems to build, operate, and maintain for any sustained period.

Steamechs primarily come in pieces, separated into a Chassis, Arms, Legs, and Augments. Each of these major components fills a Socket on a Steamech.

Sockets

All mechs have a number of Sockets, based on their parts. Sockets are a standard created by the original colonists for combining incompatible technology together. Sockets are the physical limitation a mech has to receive and replace components.

MECH AND VEHICLE DAMAGE

Vehicles resist and suffer Damage similar to Characters, however they do not heal and they typically retain problems after damage until repaired completely. When vehicles take Damage, aside from tracking Hit Points, some GMs may optionally want to track specific Damage effects. These Damage effects should occur along with the

lost Hit Points of a vehicle. Every time a vehicle takes Damage, use the following reference for guidance on prescribing more detail to the vehicle Damage. Please note, that the reference is providing effects for Damage on a "per hit" basis, and not based on the total Damage a vehicles suffers.

Optional Vehicle Damage Effects	Damage Taken (Actual) Effect
6 or less	**Loss of Mobility/Targeting for one Combat Round**
7 – 15	**Loss of Mobility/Targeting for two Combat Rounds**
16 – 20	**Loss of Mobility/Targeting for 1d Combat Rounds**
21 – 25	**Loss of Mobility/ Targeting, Permanent**
26 – 31	**Disabled, if moving decelerates to a stop**
32+	**Destroyed**

How it works

Back to see what happens with Tyler's Character, Maddox, and the Game Master Character, Richter…

Kyle (as the GM), turning to Tyler: *"Maddox, now it's your turn. Kren has slipped away and is no longer within your sight. It's you and Richter – Richter draws his pistol and fires several rounds at the Steamech as he runs for cover."*

Tyler: *"Maddox has a Frag Grenade. If he's got a clear shot, he's going to throw it at the Steamech."*

Kyle: *"Alright. The Bandits you didn't spot are out if its range and most of the people of Southridge have cleared the area at this point, which leaves the Steamech all by itself. It's smashed its way completely through the wall, and is about to take its first step into the Fort while arming its massive front cannons. You're 25 squares away from the Steamech so it's within throwing range. Tyler, Please give me a Throw Check. The skill is under Dexterity, so if you don't have any dice in Throw, then please roll just your Dexterity."*

Tyler checks his Throw skill and sure enough, none of his starting dice were placed there, so he rolls his straight Dexterity to throw the Frag Grenade. His Dexterity total is 3d.

Tyler, to Kyle: *"I'd also like to spend a Cinema Point if things don't go as planned."*

Kyle: *"Works for me."*

Tyler rolls his 3d and rolls a 6 on his Wild Die! His total is currently at 12, so he rerolls his Wild Die and gets a 5. His total is now 17.

Kyle: *"Still want to spend that Cinema Point?"*

Tyler: *"Yes." Tyler rolls 1d, gets a 4, and adds it to his total, which is now 21. This makes the result of his throw a DR of Difficult. "I'm going to spend another point." Tyler rolls another 5, bringing his total up to 26.*

Kyle: *"The maniacal Steamech Pilot will attempt to dodge your Frag Grenade using his Steamech's Mobility rating." Kyle rolls 3d for the Steamech and his total for the roll is 15.*

Kyle thinks for a second. "Okay, Maddox, you remove the Frag Grenade from your belt, pop the pin and throw it as hard as you can. The Grenade bounces of the Steamech's cockpit and lands at the Steamech's feet. It's a well-placed throw. Roll for damage."

Tyler rolls for damage. Being point-blank, the Frag Grenade does 1d+72 points of damage. Tyler rolls a 3 so his total damage to the Steamech is 75.

Now the Steamech, being Heavy Scale, receives a multiplier of x2 when resisting damage from weapons dealing Personal Scale damage. The Steamech has 3d of Structure to resist and 2d of Armor – so Kyle rolls 5dx2 which will be his resistance to the Frag Grenade's blast. Kyle rolls a 25 and multiplies by x2, allowing the Steamech to absorb 50 points of the damage. The Steamech has a total of 120 hit points, and takes 75-50=25 points of damage total from Maddox's attack. It's now at 95 hit points and the Pilot isn't too happy.

Kyle (as the Steamech pilot): *"So you like to play with fire, eh? Well check THIS out!" Kyle laughs maniacally at Paige and Tyler.*

Kyle (Now as the GM): *"Okay guys, new Initiative!"*

Cinema Points

As a Player plays through games, their Character advances by earning Cinema Points to represent experience, perseverance, and personal growth. Cinema Points are the most important aspect of a Character's development and survival. Players spend Cinema Points during Game Sessions for instant benefits, and between Sessions to improve any statistical aspect of their Character. Cinema Points provide the raw material for improving a Character.

EARNING CINEMA POINTS

During a Session, a GM may reward a Cinema Point to a Player for a successful and dramatic roll or for thinking outside the box, solving a puzzle, or other types of creative thinking. A GM may reward a Cinema Point to a Player for role playing extremely well during the Session.

Whenever the Player Character's overcome an enemy, the GM rewards Cinema Points based upon the Experience Value of the defeated opponent. The Experience Value of an opponent relates directly to the difficulty of prevailing over that Character in Combat. After defeating an enemy, the GM rewards Cinema Points to all Characters in the party. Below is a chart that assists in assigning Cinema Points for defeated opponents based on the methods used for defeat.

Method of Defeat	Estimated Value
Killed (Slain)	**x 1**
Outwitted (Deceived)	**x 2**
Converted (Persuasion)	**x 3**
Obviated (Tactics)	**x 2**
Captured	**x 3**

At the end of every Session, the GM rewards Cinema Points to all Players for their progress in the story, for staying in Character, for teamwork, and generally for surviving.

The typical Cinema Point reward for a Session is from three to eight Cinema Points per Player; normally the number is a blanket amount unless one Player does something extraordinary during a Session. A GM may also create special rewards for completing a group of Sessions, a Season, or for completing a major quest or story premise.

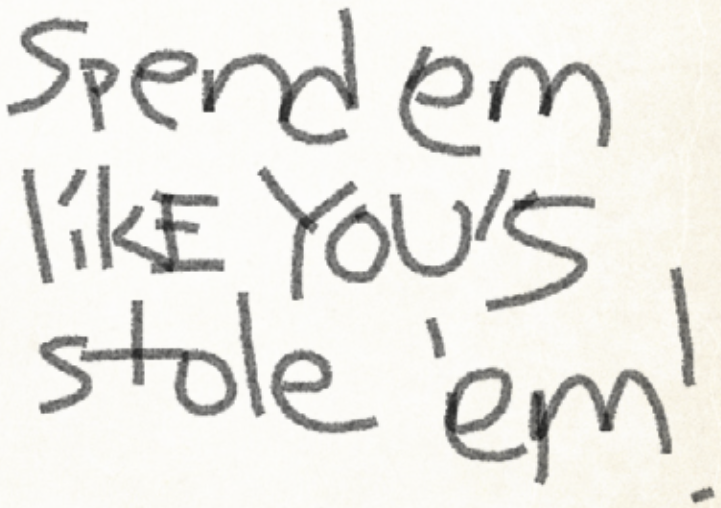
SPENDING CINEMA POINTS

If a Player chooses to spend a Cinema Point during game play, one of two things happens:

* The Player rolls one die (1d6), and adds the result to the current roll. This die is always a Wild Die.
* The Player Activates a Feature.

The effect applied by a Feature always involves a bonus, multiplier, special effect, or rolling two or more extra dice (+2d6, at least one of the dice rolled is always a Wild Die).

If a Player chooses to spend Cinema Points between Sessions, it is for Improving a Character. Improving a Character involves increasing Attributes and Skills, buying new Features, and modifying other stats. See the Characters Development Section for more information.



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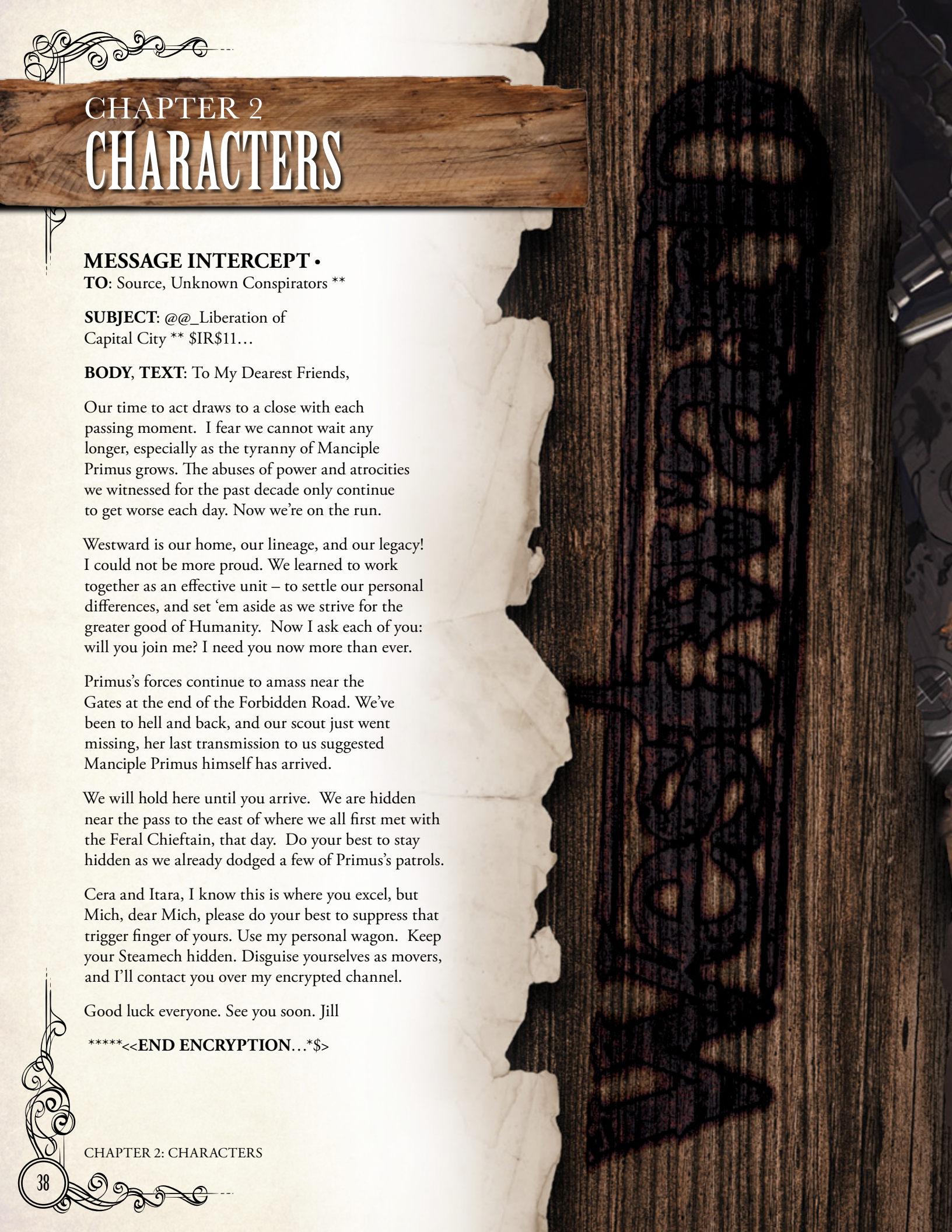
CHAPTER 2
CHARACTERS



MESSAGE INTERCEPT •
TO: Source, Unknown Conspirators **

SUBJECT: @@_Liberation of Capital City ** IR11…

BODY, **TEXT**: To My Dearest Friends,

Our time to act draws to a close with each passing moment. I fear we cannot wait any longer, especially as the tyranny of Manciple Primus grows. The abuses of power and atrocities we witnessed for the past decade only continue to get worse each day. Now we're on the run.

Westward is our home, our lineage, and our legacy! I could not be more proud. We learned to work together as an effective unit – to settle our personal differences, and set 'em aside as we strive for the greater good of Humanity. Now I ask each of you: will you join me? I need you now more than ever.

Primus's forces continue to amass near the Gates at the end of the Forbidden Road. We've been to hell and back, and our scout just went missing, her last transmission to us suggested Manciple Primus himself has arrived.

We will hold here until you arrive. We are hidden near the pass to the east of where we all first met with the Feral Chieftain, that day. Do your best to stay hidden as we already dodged a few of Primus's patrols.

Cera and Itara, I know this is where you excel, but Mich, dear Mich, please do your best to suppress that trigger finger of yours. Use my personal wagon. Keep your Steamech hidden. Disguise yourselves as movers, and I'll contact you over my encrypted channel.

Good luck everyone. See you soon. Jill

*****<<**END ENCRYPTION**…*$>

TAVERN

In order to play Westward, the first thing you need to do is write up your **Player Character.** The Game Master will take care of everything else. Be sure to record any questions you have about the Chronicle and run them by the Game Master as you discuss your Character's concept.

A Player has three options to create a Character in Westward.

The first is when the Game Master has already created and prepared the Characters. Since that is done, each Player only has to select the Character that they like best, and ask the Game Master's permission about making tweaks to the stats that they see fit.

The second option is the Player may choose a pre-generated template from the back of this book and allocate that Character's Skills. The third and last option is for the Player to write up their PC from scratch using these rules, including any "house" rules the Game Master may have adopted into their Chronicle.

Depending on the style of the Game Master's Chronicle, there are also two main types of Characters in Westward, beginning Characters, also called Tyros, and Veteran Characters.

Character Creation

While people use different approaches to Character creation, this is a guide on how we recommend going about it. Each step in Character creation is broken down into the various fields on the Character sheet. The guide below is to help you navigate these areas, explain their form and function, and hopefully eliminate any confusion or questions surrounding the fields.

DEFINING THE CHARACTER

Naming a Character is harder than it looks for most people. Sometimes we come up with "catch-phrase" names that we use consistently across different gaming universes. Other times Players spend a lot of time customizing the Character name to a specific game setting and incarnation they want to embody. Regardless of the reason, the name of a Character should be unique, defining, and most of all, yours.

The Player can take possession of the Character by entering their name. Who knows? Maybe you will be famous someday and your signature on this Character sheet might be worth something.

A Character's trade is their job, career, or path in life. Some examples are:

- **Berserker** - A Feral Soldier specializing in a "hands-on" approach with victims.
- **Blaster** - A Settler with an inclination and fond interest in explosives.
- **Conscript** - A Colonial Soldier with training in precision strikes and tactics.
- **Doctor** - A Gentile who serves as a healer and expert of Human physiology.
- **Duster** - A Scavenger by definition, this privateer represents a single-minded purpose: to overthrow the tyranny of the Capital City council.
- **Evangelist** - This Gentile Diplomat seeks to gather loyalty and compliance from the people outside of the Capital City.
- **Jagger** - A Scavenger, often hired behind closed doors to hunt down and apprehend or kill a target for an employer.
- **Maker** - A Settler specializing in using available materials to invent things to make life better.
- **Marshal** - A Colonial Peacemaker with authority to enforce law and peace.
- **Mover** - A Settler who moves between prefects, working as a merchant across the badlands.
- **Mech Operator** - A Colonial with a special skill set to operate and use a Mech under special license from local or Capital City authorities.
- **Overseer** - A Colonial who is assigned to run a prefect or smaller settlement.
- **Prospector** - A Settler who finds and explores new places, using a skill set in aboveground and underground exploration.
- **Silk** - A Gentile Noble, born and raised in the highest quality of life in the Capital City, educated by the best and brightest, and trained in the Gentile arts of diplomacy and tact.

- **Techanic** - A Settler that repairs technology, especially Enclaves and Steamechs.
- **Tranquile** - A Colonial trained in a unique skill set including Human behavioral psychology, chemistry, diplomacy, linguistics, seduction, toxicology, and paranormal psychology.

A Character's trade can be made-up or you can use one of the many trades contained in a Character sheet template at the back of the book.

By any normal definition, Character races on Westward are narrow, though the people of Westward would consider race to fall into one of these categories:

- **Colonials** - The people who choose to live beyond the Capital City walls, but with enough education or money to afford visas for safe passage into Capital City. A Colonial spends most of life in the safety and confines of a prefect, fort, or one of the many places where people gather beyond the safety of the Capital City walls.
- **Gentiles** - The people who choose to live within the safety and elegance of the Capital City walls, knowing full well the dangers that lie beyond. The safe choice is always the best choice, especially when it comes to long-term survival.
- **Misanthropes** - The people who, undetectable by any normal means, possess certain mutations that place them outside of the Human race. People everywhere kill them upon detection.
- **Settlers** - These people travel between prefects, venturing into the badlands to help expand the Human presence. Settlers are still welcome in Human society, and depended upon for commerce, expansion, and trade.
- **Scavengers** - The Scavs, as they are often called, choose to live on the fringes of society. They live off the blood, sweat, and work of others; they choose to pillage and steal the hard-earned possessions of others.
- F**erals** - The Ferals are exiled people, often criminals, who live well outside society. They live in uncivilized communities where only the strong survive.

The Chronicle is the name your Game Master provides for the story or adventure. If unknown, then make up for yourself. We always do.

The Character gender, age, height, and weight, are small aspects of a Character to help a player better imagine and describe the Character. This leads us into the description. The description does not need detail or length; it should be simple and represent the things that stand out about a Character. The stuff that other characters will notice first about the Character is most important here.

The dominant hand is important because it affects game play and the cinematic flow during stressful situations involving the Characters.

All Characters start with seven (7) Cinema Points. We will cover Move and Hit Points later, as they are derived stats.

CHOOSING ATTRIBUTES AND SKILLS

All Characters begin with one die (1d) for each of the five Attributes: Dexterity, Strength, Persona, Intellect, and Aptitude (these are already filled in on the Character sheet). A Player gets ten more dice (10d) to assign across the five Attributes. If you distribute these dice evenly, every Attribute has three dice (3d).

Skills begin at zero dice, but remember that when making a skill check, the skill's parent Attribute is added to the die roll. One die (1d) in a skill represents time spent specifically training or experiencing the use of that Skill beyond the Character's Attribute score. A Player gets seven dice (7d) to assign across all of the Skills. A good strategy is to assign dice to the Skills that best align with the Player's vision for the Character. For instance, a Character that is designed to talk a lot will probably use lots of Persona and Intellect Skills.

For detail on the meaning of specific Attributes and Skills, or how they work, look at Chapter 3: Attributes and Skills.

SELECTING FEATURES

To assist in Character Development, Features provide options for Creation Only and Veteran Characters to spend Cinema Points on for detailed Character Customization. Westward classifies Features into several categories: Creation Only, Conditional, General, Dramatic, and Party. When a Feature permanently increases anything, it never exceeds a bonus of six dice (+6d).

GEARING UP

The first thing a Character needs in order to gear up is money.

At the beginning of the Technology Chapter is guidance on Determining Money. Once getting money is out of the way, Characters can buy basic personal effects, such as gadgets and weapons. You can find Equipment, Animals, Weapons, Armor, Vehicles, and Mechs all in the Technology Chapter.

A Player who selects a template might find that it includes expensive technology like a large mech when it is impossible to purchase that Mech otherwise. This is intentional as templates use story-driven Character backgrounds and include story elements like financial debt, criminal records, and other complications.

We encourage Game Masters to allow players to customize a Character to fit a particular design, especially rather than risk stating, "Well, it costs too much, so you can't have it".

Notice that under Weapons, there is a left and right weapon. This is mainly to provide for one-handed weapons and to help a Game Master to distinguish the dominant hand. The rules assume a Character will use a dominant hand and eye cooperatively when firing or using a weapon that requires more than one hand.

How it works

1. Enter in the Player's Name, the Character's Name, Description, Trade, Race, Dominant Hand, Chronicle, Gender, Age, Height, and Weight. Leave the Cinema Points, Move, and Hit Points for later.

2. Distribute ten dice (10d) to the five (5) Attributes, (Dexterity, Strength, Persona, Intellect, and Aptitude), by filling in the circles beside the Attributes, one circle per die. An Attribute with three dice (3d) is an Average Attribute score.

3. Calculate the Derived Stats including Hit Points, Initiative, Move, and Vitality. The equations are below, and on the Character Sheet.

   a. Starting Hit Points equals the number of Strength Dice multiplied by three: **Starting Hit Points = Strength x 3**

   b. Starting Move equals Strength plus three: **Starting Move = Strength + 3**

   c. Starting Vitality equals Strength: **Starting Vitality = Strength**

   d. Starting Initiative equals Dexterity: **Starting Initiative = Dexterity**

4. Distribute seven dice (7d) to the Character's Skills.

   a. Each Skill inherits the score of the parent Attribute. Thus if Dexterity is at four dice (4d), then all the Skills belonging to Dexterity begin at four dice (4d), so adding one die (1d) to Dodge increases the Dodge Skill to five dice (5d). A Character can have a maximum of twelve dice (12d) in any one Skill – six dice (6d) inherited from the parent Attribute plus six dice (6d) of training in the Skill.

5. Save or spend the seven (7) starting Cinema Points by increasing Skills or purchasing Features.

6. Gear up by determining starting money and buying personal effects, gadgets, and weapons.

Alternative Character Creation

USING PLAYER CHARACTER PACKAGES

Player Character Packages specifically address the different styles of game play that Players exhibit, and find ways within the rules of Cinema6 to encourage a roleplaying experience outside of a player's "comfort zone". We created these packages so that Players can fit into one of three categories: Warriors, Priests, and Scholars. The Warrior is representative of players who play to dominate others or advance their Characters quickly and surpass others as a matter of personal pride. Priests are people who game for the social aspects, enjoying the interactions and social atmosphere of gaming with other people. A Scholar plays intellectually, trying to brainstorm alternative and creative ways a Character can interact with a gaming world.

GM Note

Anyone considering Player Packages should understand that Player Character Packages are separate from Conditional Features. Conditional Features cost Cinema Points like all Features at Character Creation; Player Character Packages provide an incentive system for players to role-play and encourage interaction.

How it works

- All Characters created with a Player Character Package get the Synergist Feature for free.

COLLABORATIVE PLAYER INCENTIVE

When a party has at least two Characters with a Player Character Package, those Characters each get +1 Cinema Point at the end of every game Episode or Session.

INDIVIDUAL OPTIONAL INCENTIVES

- When a Priest Character takes action without trying to interact socially first (i.e. "talk things out"), the Character gains +1 Cinema Point.
- When a Warrior Character takes no action at a time when the Character would normally be provoked, the Character gains +1 Cinema Point.
- When a Scholar Character takes action without thinking about it first (i.e. ask many questions about the situation, plan tactics), the Character gains +1 Cinema Point.

The Player Character Packages

PLAYER CHARACTER PACKAGE IMPROVEMENT

As Priest, Scholar, and Warrior Characters advance, they have the opportunity to purchase all Synergist-related Features at half the normal cost in Cinema Points.

Priest

Priest Characters have a tendency to look for ways to talk things out, using deception and persuasion before other methods to settle disputes. Priest Characters are more sensitive to others, but also practiced at concealing their own intentions. Priest Characters often end up as counselors, clergy, diplomats, doctors, or medics. Priest Characters are more level headed than Warriors, and more emotional than Scholars.

At Character Creation (only one):

- +1d to Aptitude or Persona

Select an Advantage (only one):

- Raising Persona Skills always costs 2 Points less than normal (minimum cost of 1)
- Pick two (2) Tag Skills
- +9 to Hit Point maximum
- +2 to Move

Warrior

Warrior Characters do a lot of acting without forethought, using wit and natural consequences as their primary way of dealing with others. Warrior Characters are often blindly passionate, rarely putting logic and thoughtfulness into their daily actions. Warrior characters often turn to working as lawyers, mercenaries, merchants, performers, or soldiers. Warrior characters are more emotional than Priests, and more personable than Scholars.

At Character Creation (only one):

* +1d to Dexterity or Strength

Select an Advantage (only one):

* Raising Dexterity Skills always costs 1 Point less than normal (minimum cost of 1)
* Pick one (1) Tag Skill
* +12 to Hit Point maximum
* +3 to Move

Scholar

Scholar Characters enjoy pondering all the possibilities, and they try to present all the options for logical discussion when posed with problems to solve. Scholar Characters are normally overly logical and analytical, having a difficult time employing ethics or emotion in their thinking. Scholar Characters often become explorers, politicians, scientists, teachers, or researchers. Scholar Characters are more logical than Priests, and calmer than Warriors.

At Character Creation (only one):

* +1d to Aptitude or Intellect

Select an Advantage (only one):

* Raising Intellect Skills always costs 3 Points less than normal (minimum cost of 1)
* Pick three (3) Tag Skills
* +6 to Hit Point maximum
* +1 to Move

Optional Random Backgrounds

An optional method of adding some flavor to new Characters is by rolling for a random background. We produced a random background chart that really adds a bit more to a Character and gives them a little more uniqueness and personality. Take it or leave it, it is an excellent way to spice up any new Character!

How it works

OPTION 1

Roll three dice (3d), add them up, and compare to the chart below.

OPTION 2

A GM allows a Player to spend a Cinema Point for each attempt to roll on the Random Backgrounds (up to three (3) times). Each time, roll three dice (3d), add them up, and compare to the chart below. This is for Character Creation purposes only.

Roll	Background
3	**Born into extreme poverty, you struggled with finding basic needs and got good at saving for later. Multiply starting money by three (x3).**
4	**You worked as an apprentice to learn to surpass others. Gain +3 Cinema Points.**
5	**Raised in a modest household, you dreamt of adventure and trained yourself top shape. Gain +3 to Move.**
6	**Adopted by a wealthy tycoon, you received superior academics throughout childhood. Gain +2d to Academics.**
7	**You survived your family, persevering into a stronger person. Gain +12 Hit Points.**
8	**Criminals carved out your childhood. Gain +2d to Pickpocket.**
9	**A rival forced you to fight whenever possible. Gain +1d to Dodge.**
10	**Your early life was about saving everything. Multiply starting money by two (x2).**
11	**With the comfort of a stable family, you learned to get your way. Gain +2d to Persuasion.**
12	**Raised by siblings, you learned the art of avoidance. Gain +2d to Sneak.**
13	**Condemned and abused, you persisted despite the odds. Gain +2d to Streetwise.**
14	**Raised in the wilderness, you lived off the land. Gain +2d to Survival.**
15	**Life in a monastery taught you to improve the self. Gain +1d to Brawl, Grapple, and Dodge.**
16	**Instructed in secret, you learned the tools for survival. Gain +5 Cinema Points.**
17	**Rigorous military training and focused academics gave you an edge. Gain +4d to distribute among any Skills.**
18	**Your master gave you everything, the rest is up to you. Gain +2d to distribute to any Attributes, +2d to distribute to any Skills, and multiply starting money by two (x2).**

Character Improvement

Character Development is the process of customizing and improving the various Traits and Features. There are standard costs to Character Development for Traits, but Features vary widely. Features also often have prerequisites that effect cost, including possessing other Features, holding certain dice pools in specific Traits, or having a specific Race or Trade.

How it works

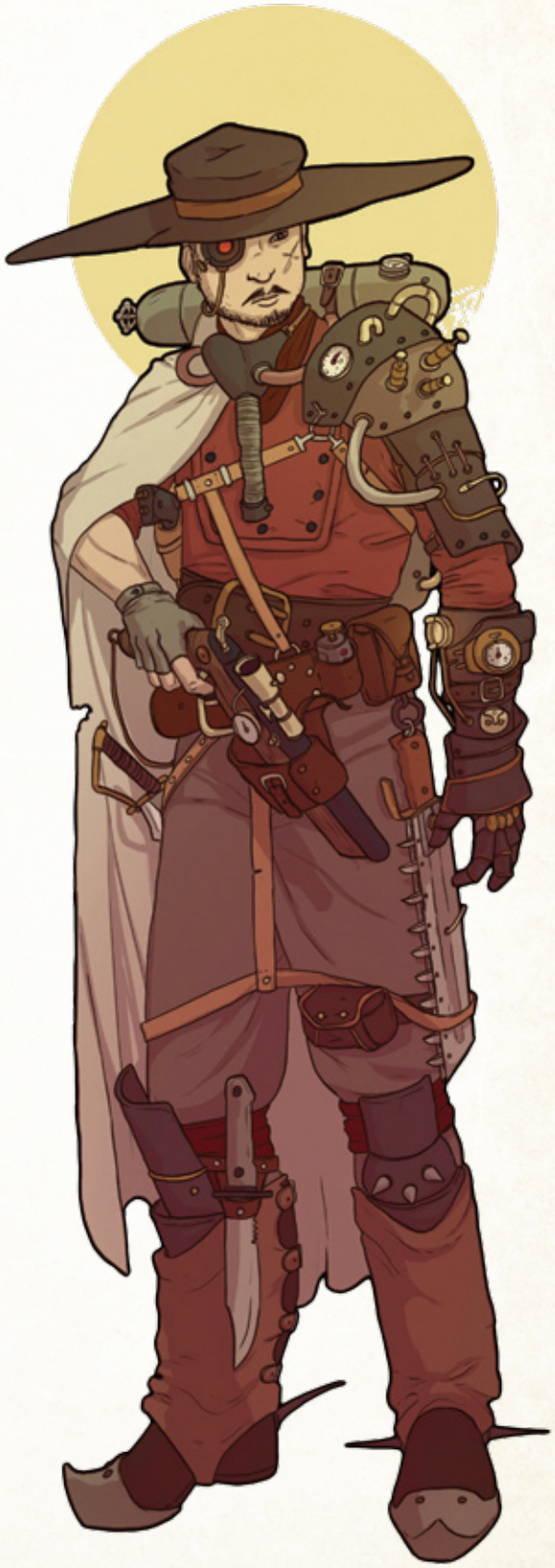
Improving a Character Trait costs a number of Cinema Points as outlined below.

Trait	Cost
Attribute (+1d)	**Current Rating x 10**
Skill, Initiative, or Vitality (+1d)	**Current Rating x 3**
Tag Skill or Skill Specialization (+1d)	**Current Rating**
Hit Points (+1)	**2**
Move (+1)	**Current Rating**
New Skill	**6**
New Tag Skill	**5**
New Skill Specialization	**4**

Starting with Veteran Characters

Sometimes GMs create games specifically for more experienced Characters, also called Veteran Characters. Veteran Characters use the basic Character Creation process; however, they also receive an extra number of Cinema Points based on how experienced the GM desires the Characters to be. The following table provides guidance to distribute Cinema Points to Veteran Characters.

Echelon	Suggested Cinema Points
Journeyman	**30**
Adept	**50**
Professional	**90**
Veteran	**120**
Prime	**200**



CHAPTER 3
ATTRIBUTES & SKILLS

Recorded in Boca Rosa Arboretum
Securing connection • Private Transmission

SUBJECTS IDENTIFIED AS:
Itara Klifinger/F/No outstanding warrants

Vil Devaron II/M/No Outstanding warrants/
Note: Relation of accredited Marshal.

[FEMALE VOICE:] "Hello sexy? Really? That's your pickup line!?! I'm many things, but sexy? It's like telling a butterfly that you appreciate its thorax. Is it my blanched face? The steam burns? Maybe you have a job for me and you're dancing around the issue. Only money talks, so upfront it and keep the butter talk in your mucus filled lungs."

[MALE VOICE:] "Okay Miss Sass! Look, I went to talk to the Tranquile that Redge referred me to. A gunslinger named Strongarm. She's got your sass mouth, too. Bet she was a terrible Tranquile." [Static, inaudible]

[MALE VOICE CONTINUES:] "Calm down. Redge's intel is always good. We sent a jagger to look into RJ. What he came up with was someone ordering a ton of water nymphs to be trapped alive and transported to Whetcreek Station. Anonymous payer. Now isn't that interesting? Bringing crates of those parasites so close to a city. Are you sure we aren't bugged. That guy keeps looking over here…"

FROM THE OFFICES OF M.P.
Level 5 eyes only. Blind to all officers.

VOICE IDENTIFICATION: [Mechanical voice alteration detected.] "Gentleman, Please prepare and release CRE 4028 (or as you like to call it, captured Rockbiter experiment 4928), in proximity to the villa of Vil Devaron II. Civilian causalities are expected and invited. The more leads, the harder to find the target amongst this senseless random act. Make sure 4928's tongue has not regenerated before releasing it. Remember the tragic incident at level 6 which had to be disbanded and then rendered into lovely solstice socks. I jest. I hope you enjoy the solstice socks. The water kefir crystals contained inside the organ meats will entertain and nourish your family for years to come. Happy Solstice!"

—Itara Klinfinger
Rogue, Professional Cat Burglar, Criminal

The Five Attributes

DEXTERITY

This Attribute dictates base Initiative, which determines a Character's reaction speed in a combat sequence. Dexterity covers tasks involving hand-eye coordination, motor skills and situations that call for grace under pressure. It is the Parent Attribute for the Skills: Initiative, Athletics, Brawl, Dodge, Heavy Weapons, Melee, Pick Pocket, Ranged, Riding, Sneak, and Throw.

STRENGTH

This Attribute dictates Hit Points, Move, and Vitality. Whenever a Character crashes through a wall or squares off against his arch nemesis, Strength becomes vital to his longevity. Strength is the Parent Attribute for the Skills: Climb, Grapple, Jump, Lift, Push-Pull, Stamina, and Swim.

PERSONA

This Attribute determines whether a Character is likeable, how she is received by others, if she is easily trusted (whether genuine or not), and whether she is an effective leader. Persona is the Parent Attribute for the Skills: Artisan, Command, Deception, Empathy, Gambling, Intimidation, Languages, Persuasion, and Willpower.

INTELLECT

This Attribute measures the academic and mental capacity of a Character. How well was he schooled? Does he have a sharp wit that allows survival? Intellect reflects how quickly a Character's mind processes information during critical moments of stress. Intellect is the Parent Attribute for the Skills: Academics, Business, Culture, Law, Medicine, Politics, Search, Streetwise, Survival, and Tactics.

APTITUDE

This Attribute represents a knack in operating, understanding, and performing mechanical or technical tasks with technology and the surrounding world. Typically, a high score in Aptitude reflects that a Character comfortably and naturally understands what others normally require training to understand. Aptitude is the Parent Attribute for the Skills: Communication, Demolitions, Engineering, First Aid, Navigation, Operate, Piloting, Security, and Vehicle Weapons.

Derived Stats

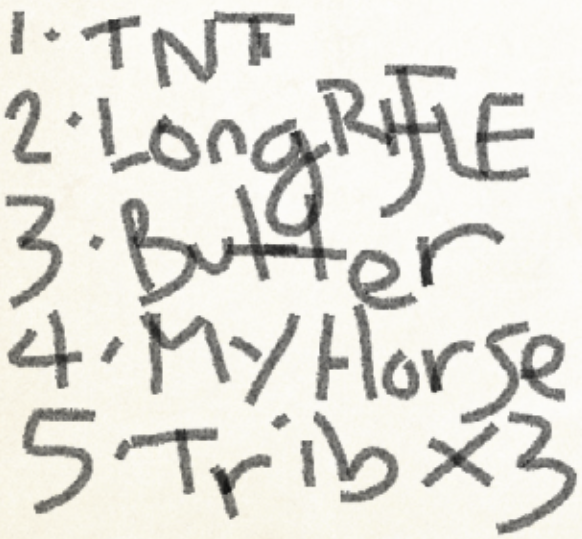
The derived stats for Characters are Hit Points, Initiative, Move, and Vitality. Players should only calculate these four Character stats at Character Creation. After Character Creation Hit Points, Initiative, Move, and Vitality increase independent of any Attributes. Initiative and Vitality increase like Skills, Move increases like a Skill Specialization, and Hit Points increase by their own constant cost.

DERIVED STATS

- **Hit Points** – Determines how much damage Characters may suffer before dying.
- **Initiative** – Determines how quickly Characters react in combat.
- **Move** – Determines the number of spaces a Character can move in a Round.
- **Vitality** – Used to absorb and resist damage when hit.

About Skills

The list of Skills included with the basic Character in c6 is comprehensive and covers the breadth of Character actions available to players. The development of more general Skills in c6 is intentional. The following Skills cover the majority of actions any Player may desire taking with a Character while playing c6.



Skill Specializations

Many Skills have Skills Specializations representing a focused area. Below is quick list of Skills and possible Specializations.

DEXTERITY SKILLS

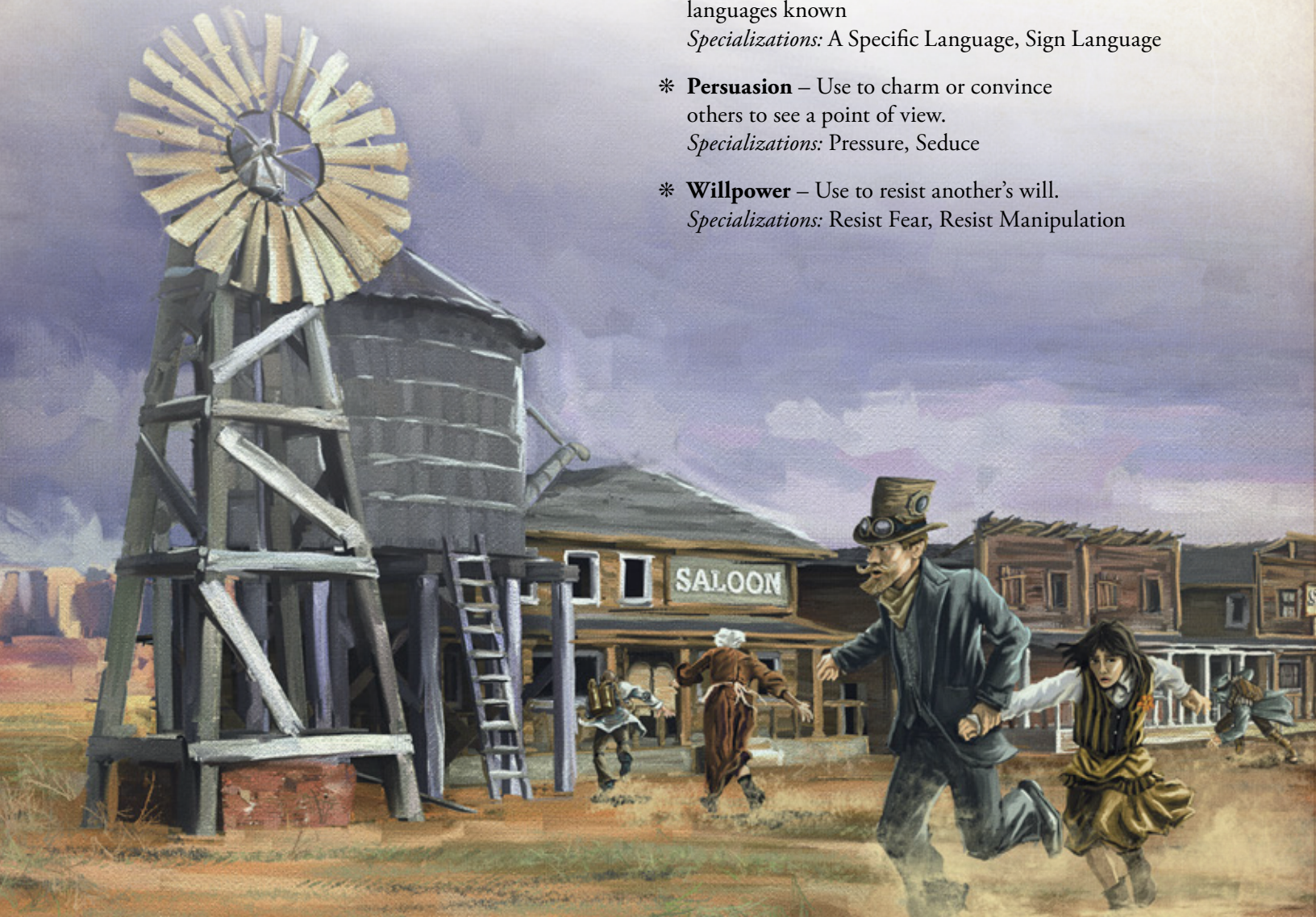
- **Athletics** – Use to execute complex physical maneuvers.
  Specializations: Acrobatics, Balance, Finesse
- **Brawl** – Use to kick, punch, and utilize some martial arts.
  Specializations: Boxing, Martial Arts, Claws
- **Dodge** – Use to avoid attacks.
  Specializations: Feigning Missiles, Thrown Weapons, Fencing
- **Heavy Weapons** – Use to operate ballistae, rocket launchers, trebuchets and other heavy weapons.
  Specializations: Ballista, Catapult, Rocket Launcher
- **Melee** – Use to swing or parry with a weapon.
  Specializations: Knife, Dagger, Improvised Weapon, Long Sword, Two-Handed Weapon
- **Pick Pocket** – Use to steal an item off of someone's person.
  Specializations: Bump and Grab, Swipe and Run
- **Ranged** – Use to fire bows, guns, or other personal ranged weapons.
  Specializations: Crossbow, Long Bow, Pistol, Rifle, Short Bow, Sniping
- **Riding** – Use to ride on flying, aquatic, or land-based mounts.
  Specializations: Horse
- **Sneak** – Use to avoid detection by others.
  Specializations: Silence, Darkness, Holding Still
- **Throw** – Use to throw any object.
  Specializations: Dagger, Grenade, Improvised Weapon, Short Sword

STRENGTH SKILLS

- **Climb** – Use to scale a vertical surface.
  Specializations: Cliffhanging, Ice, Rock
- **Jump** – Use to jump horizontally and vertically.
  Specializations: Long Leaping, High Jumping
- **Lift** – Use to lift objects much heavier than is comfortable or normal.
  Specializations: Levers, Strapping
- **Push-Pull** – Use to push or pull an object and apply momentum and torque.
  Specializations: Improvised Wheels
- **Grapple** – Use to wrestle and subdue opponents.
  Specializations: Restraint, Martial Arts
- **Stamina** – Use to act longer, resist certain poisons or diseases, and increase tolerance to intoxicants.
  Specializations: Drinking, Hold Breath, Poison
- **Swim** – Use to swim through water.
  Specializations: Cold water, Deep Water, Diving, Strong Current

PERSONA SKILLS

- **Artisan** – Use to interpret ancient and modern artwork, or create art including acting, dance and music
  Specializations: Acting, Dance, Drawing, Sculpting
- **Command** – Use to direct and inspire others through the tides of battle.
  Specializations: Inspire, Objective
- **Deception** – Use to coerce, lie, employ subterfuge, and trick others.
  Specializations: Forgery, Impersonation, Long Con
- **Empathy** – Use to identify the motives of others
  Specializations: Diplomacy, Mediation, Psychology
- **Gambling** – Use to play games of chance
  Specializations: Cards, Dice, Poker
- **Intimidation** – Use to appear menacing to others.
  Specializations: Frighten, Threaten
- **Languages** – Determines how well one learns other languages and the number of languages known
  Specializations: A Specific Language, Sign Language
- **Persuasion** – Use to charm or convince others to see a point of view.
  Specializations: Pressure, Seduce
- **Willpower** – Use to resist another's will.
  Specializations: Resist Fear, Resist Manipulation

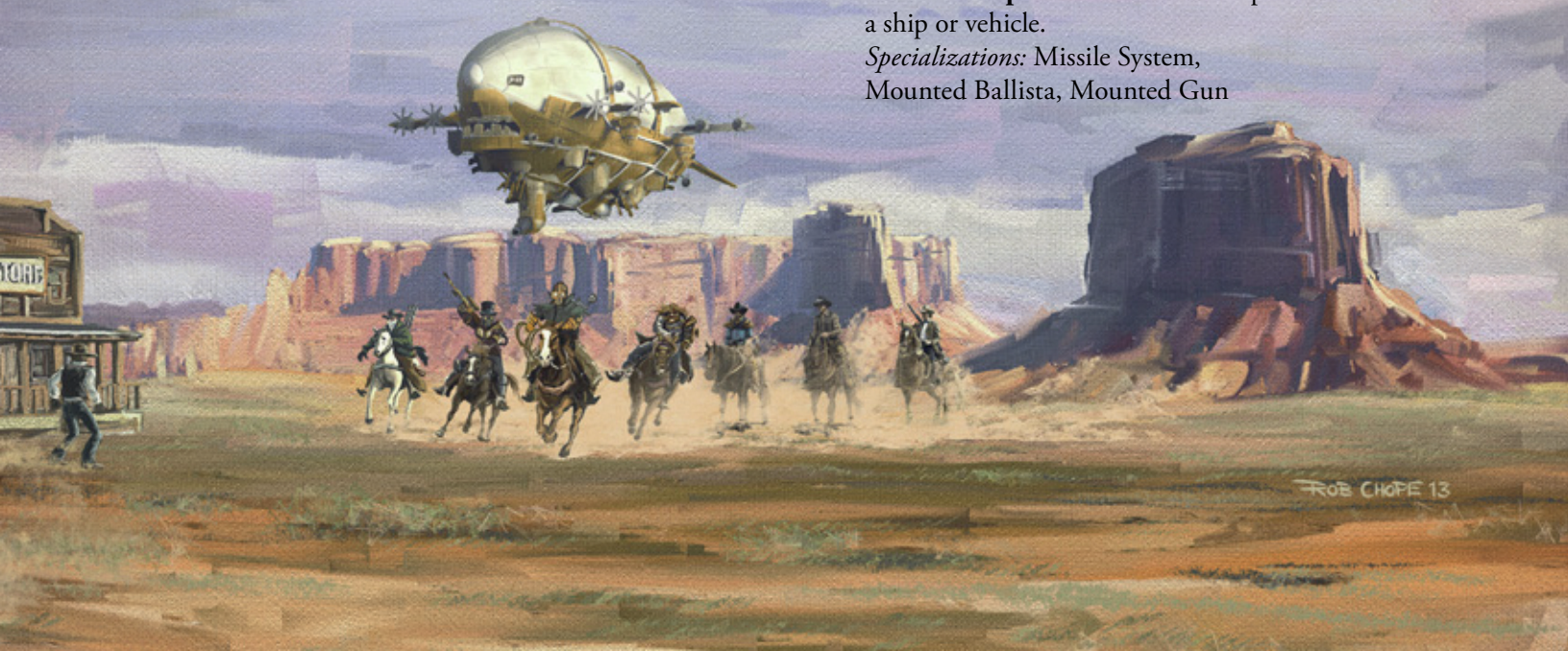


INTELLECT SKILLS

- **Academics** – Use to conduct research or recall specific knowledge.
  Specializations: Alchemy, Ancient History, Logic, Mathematics, History, Science
- **Business** – Use to bargain and conduct business.
  Specializations: Appraisal, Bargain, Bartering
- **Culture** – Use to understand other cultures.
  Specializations: A Specific Cultural Group
- **Law** – Use to understand local laws and customs.
  Specializations: A Local Region or City
- **Medicine** – Use to apply advanced medicinal practices. Specializations: Herbalism, Triage, Surgery
- **Politics** – Use to understand local politics.
  Specializations: Aristocracy, Autocracy, Democratics, Espionage
- **Search** – Use against Pick Pocket, against Sneak, and generally when trying to find anything.
  Specializations: Investigate, Listen, Spy, Tracking
- **Streetwise** – Use to interact with criminals and navigate the underworld of crime.
  Specializations: Black Market, Networking
- **Survival** – Use to adapt and live in the wilderness.
  Specializations: Desert, Forest, Mountain, Tundra
- **Tactics** – Use to identify bonuses against enemies in combat or understand the enemy better.
  Specializations: Close Quarters, Dungeoneering, Military, Mounted, Vehicle

APTITUDE SKILLS

- **Communications** – Use to communicate effectively at long range.
  Specializations: Hooded Lantern, Radio Procedures, Smoke Signals, Symbology
- **Demolitions** – Use to create, place, recognize, and detonate explosives.
  Specializations: Arrange, Defuse, Manufacture
- **Engineering** – Use to design, manufacture, and repair complex devices or mechanisms with lots of moving parts.
  Specializations: Fix, Improvised Repair, Schematics
- **First Aid** – Use to stabilize someone's health in an emergency.
  Specializations: Bandaging, Stabilizing, Tourniquet, Triage
- **Navigation** – Use to understand charts and maps, identify location, and determine routes.
  Specializations: Cartography, Orienteering
- **Operate** – Use to operate a device or complex machine without an understanding of its innards.
  Specializations: Bull Dozer, Crane, Pulley Systems
- **Piloting** – Use to drive just about any vehicle (not mount) that flies, floats, or moves on the ground. Specializations: Air Ship, Boat, Car, Galleon, Motorcycle, Stagecoach, Wagon
- **Security** – Use to understand and apply security, and to avoid sentries or similar countermeasures.
  Specializations: Escapology, Evasion, Hacking, Lockpicking, Traps
- **Vehicle Weapons** – Use to fire weapons from a ship or vehicle.
  Specializations: Missile System, Mounted Ballista, Mounted Gun



Dexterity Skills

INITIATIVE

This is how quickly you react, whether you are rolling for yourself or for a group. It is sometimes vital to go first in order to survive potential casualties.

ATHLETICS

If you are diving through the air with grace, or trying to pull off death-defying physical feats, then you are using the Athletics Skill. Using Athletics will help you get into and escape from situations no ordinary person could conceive, execute complex physical maneuvers, run at great speeds, and add a little flavor when swinging a sword.

Sample Action	Difficulty Rating
Sprint	**Easy**
Sprint over rocks	**Moderate**
Sprint across rooftops	**Difficult**

BRAWL

The act of brawling covers a lot more than just punching; it involves blocking, kicking, and some martial arts. When in a combat situation and unarmed, it is time to put up your dukes and make sure you are the last one standing.

DODGE

You dive for cover! When the action gets intense, the Dodge Skill is critical to staying alive. Dodging an attack will allow you to avoid harm.

HEAVY WEAPONS

From the ballista, to the rocket launcher, to more personal large weapons - all of them demand fast hands and hard work to maneuver, aim, and fire. Most Heavy Weapons are complex machines that may need quick repairs; familiarity with a Heavy Weapon can only help in this cause.

MELEE

When you have run out of bullets and all you have on you is a trusty blade, or when you are creeping through the darkness only armed with a dagger, Melee is the Skill to use. Melee covers attacks and parrying, and a range of hand-wielded weapons: simple, improvised, and complex.

Melee Dots	Level of Training
●○○○○○	**Saw some stuff on TV**
●●○○○○	**Basic Training / Gym Trained**
●●●○○○	**Studio / Classroom Trained**
●●●●○○	**Dojo Trained**
●●●●●○	**Personal Teacher**
●●●●●●	**Mastery over a martial art**

PICK POCKET

Stealing - agree with it or not, sometimes you have to do it. The Pick Pocket Skill covers most actions that involve any sleight of hand.

Sample Action	Difficulty Rating
Pick pocket in a crowded train terminal	**Moderate**
Pick pocket along a trail in the park	**Difficult**

RANGED

Whether you prefer the direct approach of a handgun, or shooting your opponents from a distance with a longbow, your method of choice uses the Ranged Skill.

RIDING

The Riding Skill dictates your control when riding mounts, whether they are flying, aquatic, or land-based creatures. No matter what the difficulty, sometimes the creatures will have ideas of their own, and that is when the best riders can maintain control.

SNEAK

The art of stealth is essential to survival. The Sneak Skill allows you to move without detection or conceal an item so it remains hidden. This Skill helps overall in avoiding detection by others.

THROW

Your ability to throw an object is governed by the Throw Skill. Clever throwing involves understanding how an object will bounce and where it will go afterwards, which is especially useful with explosives.

Sample Action	Difficulty Rating
Throw a ball 30 meters	**Easy**
Throw a ball 30 meters to another person	**Moderate**
Throw a ball 60 meters to another person	**Difficult**

Strength Skills

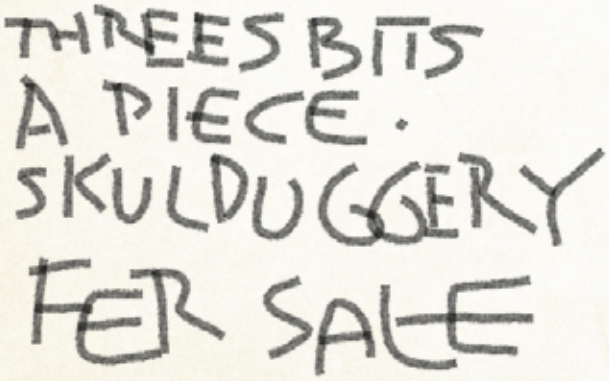
VITALITY

The Vitality Skill is used to determine how much damage, punishment, and suffering you can absorb before losing Hit Points. Vitality also determines how long you can stay conscious due to pain, torture, or similar effects.

CLIMB

The Climb Skill is used when you scale a vertical surface that requires a bit of skill or while under stress.

Sample Action	Difficulty Rating
Climb a ladder under medium winds	**Easy**
Climb a rope, while carrying a backpack	**Moderate**
Climb a rock wall, no harness	**Difficult**



JUMP

This Skill determines the distance you can clear in a jump horizontally, vertically, or in a combination of both. Whether you are jumping from vehicle to vehicle, rooftop to rooftop, or sprinting through some hazardous terrain, the Jump Skill will often determine the difference between life, death, or serious bodily harm.

Sample Action	Difficulty Rating
Jump about 2 meters	**Easy**
Jump about 3 meters (with a run)	**Moderate**
Jump about 5 meters (with a sprint)	**Difficult**

LIFT

While brute strength alone is a good thing to have, experience that guides you through lifting an object so that you will not hurt yourself is better. The Lift Skill allows you to lift objects much heavier than is comfortable or normal.

Sample Action	Difficulty Rating
Dead lift 30 lbs.	**Easy**
Dead lift 60 lbs.	**Moderate**
Dead lift 100 lbs.	**Difficult**

PUSH-PULL

This is the raw skill behind pushing or pulling an object to get it moving. Understanding the basics behind momentum and torque to aid in this task allows you to push or pull a normally stationary object to some advantage, such as pushing open a door that is stuck.

Sample Action	Difficulty Rating
Push 100 lbs.	**Easy**
Push 150 lbs.	**Moderate**
Push 200 lbs.	**Difficult**

GRAPPLE

Being able to bring your opponent into a submissive hold can always help prevent an undesired action. Unlike brawling, the art of Grappling may come in handy when the situation calls for defeating an opponent without harming him.

STAMINA

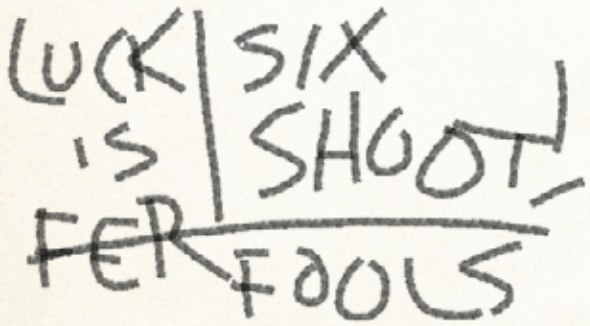
Your endurance is essential. A high Stamina Skill allows you to act longer and resist certain poisons or diseases, including an increased tolerance to ale and wine.

Sample Action	Difficulty Rating
Drink two beers without issues in 15 minutes	**Easy**
Drink two glasses of wine without issues in 15 minutes	**Moderate**
Drink two shots of liquor without issues in 15 minutes	**Difficult**

SWIM

If you are battling raging rapids or swimming a long distance, the Swim Skill determines how long you can survive before succumbing to fatigue or cramping.

Sample Action	Difficulty Rating
Swim with the current in the ocean	**Easy**
Swim against the current in a lake	**Moderate**
Swim against the current in the ocean	**Difficult**



Persona Skills

ARTISAN

An artistic flare or a well-trained eye can help interpret ancient works of art and modern ones. The Artisan Skill governs artistic areas such as acting, dance, and music.

COMMAND

Inspiring a legion of troops just before battle is no easy feat; those gifted with Command seem to pull off amazing inspirational speeches. Whether leading a platoon of rag-tag militiamen or a squadron of experienced mercenaries, those with the Command Skill can often influence the tide of battle.

DECEPTION

The act of subterfuge or tricking those around you is a skill desired by many. Information is power, and those who make a living by deceiving others to obtain it can often find employment as mercenaries for factions with their own hidden agenda. Use the Deception Skill when you wish to conceal your motives, lie to others, impersonate someone, blend into a crowd, or fast-talk your way out of a situation.

EMPATHY

The need to recognize the truth in others is imperative, and any good interrogator will use it to navigate around the Deceptions of others. Use the Empathy Skill when you wish to reveal the true intentions of others, recognize emotional reactions, or just understand and identify small white lies.

GAMBLING

Betting a small fortune and winning requires both using the Gambling Skill and a lot of luck. Those who whisper that fortune favors the bold may be onto something, and taking risks can be rewarding or devastating. Whether your Gambling is professional, for fun, or from addiction, role-playing during the scenario is encouraged.

INTIMIDATION

Sometimes in order to get your way you have to make those around you feel uncomfortable. Intimidation occurs when you wish to appear menacing to the point where it breaks the will of your opponents.

LANGUAGES

Knowing more than one language can be useful - especially on a large world like Westward. Language barriers often hinder encounters between people, but the well traveled often know how to recognize mannerisms and dialects. The Languages Skill determines the number of languages you understand fluently. Everyone starts with at least one native language.

Language Dots	Number of Languages Known
●○○○○○	Native + 1
●●○○○○	Native + 2
●●●○○○	Native + 3
●●●●○○	Native + 5
●●●●●○	Native + 8
●●●●●●	Native + 11

PERSUASION

When you wish to charm someone or convince them to see a point of view, use the Persuasion Skill.

WILLPOWER

The ability to resist another's will or to press yourself to move on is a trait vital to survival. Under strenuous conditions, the mind and physical body are at risk of reaching a breaking point. The Willpower Skill is a measure of your ability to resist that breaking point. Use Willpower when trying to resist cons, Persuasion, or Intimidation - or when using supernatural abilities.

Intellect Skills

ACADEMICS

A background rich in Academics will benefit anyone. Did you attend school? How far did you advance? Depending on the situation and the resources and time at your disposal, the use of the Academics Skill may act as a bonus to another Skill.

Academics Dots	Level of Education
●○○○○○	Elementary School
●●○○○○	Secondary School
●●●○○○	College, Undergraduate
●●●●○○	College, Graduate
●●●●●○	College, Doctorate
●●●●●●	Foremost Expert on Subject(s)

BUSINESS

Your understanding of the art of Business and the local economy is determined by the Business Skill. Using your Business shrewdness and being able to decipher good Business decisions from bad will depend on your familiarity with the particular field.

Business Dots	Level of Experience
●○○○○○	Clerk
●●○○○○	Traveling Merchant
●●●○○○	Small Store Manager
●●●●○○	Department or Regional Manager
●●●●●○	Corporate Manager
●●●●●●	Corporate Executive

CULTURE

What is the difference between our cultures? Those with a high rating in the Culture Skill know what to look for to find those differences. Culture indicates your awareness and study of a culture's preference with art, etiquette, history, literature, and religion. Culture may also aid you in sensitive negotiations where you would not want to offend your guest due to ignorance.

LAW

Styles of law enforcement vary from place to place. Using the Law Skill, you can determine if you have a basic or detailed understanding of local laws, which can help you avoid legal complications.

MEDICINE

From applying medicinal herbs to performing surgery, the knowledge of Medicine and the Skill to use it properly can spell the difference between life and death.

POLITICS

Politics gives you knowledge of local people in office and key figures in more regionalized Politics. The Politics Skill can influence your dealings with local authority figures that are giving you a hard time or let you know the proper people to bribe when a situation gets sticky.

SEARCH

Use the Search Skill to counter Pick Pocket, Sneak, and Deception (when used for impersonating others). More generally, use Search when trying to perceive clues, identify details, spot danger, or observe changes.

STREETWISE

Criminals come in all shapes, sizes, and species. While their preferred methods vary, their upbringings typically start on the street. Tricks of the trade are learned here through the knowledge that flows through the streets' networks. The more attuned you are to these networks, the more informed you will be when the latest news gets out. Rumors emerge from every corner, and the chances of you hearing it first come from the Streetwise Skill.

SURVIVAL

Deep down in every being's core is the essence of Survival. The Survival Skill determines your ability to live in the harshest of terrains and in Westward's many punishing environments. Survival is the ability to change, adapt, and live off your surroundings.

TACTICS

Gaining an edge over your opponent is a skill practiced by many, but mastered by few. Use the Tactics Skill against your opponents to add a bonus to Initiative or other Skills, as the GM deems appropriate.

Aptitude Skills

COMMUNICATIONS

The ability to Communicate effectively is essential during hikes into the jungle or when venturing into dangerous mountains plagued by ogres. Long-range Communications often involve smoke signals, hooded lanterns, or radios.

DEMOLITIONS

Knowing how to place explosives and time detonations is a craft not easily mastered, but highly sought after. Experts in the field of Demolitions have little trouble finding employment. The better you are in the Demolitions Skill, the more complex the explosions you can pull off.

ENGINEERING

A high rating in the Engineering Skill will allow you to perform repairs and alterations to any device or mechanism with lots of moving parts – from basic maintenance to major overhauls. Having a team of engineers at your disposal will help lower the overall difficulty.

FIRST AID

While Medicine covers the knowledge of drugs and surgery techniques, the First Aid Skill covers the intense concentration and the hand-eye coordination involved when carrying out the task of stabilizing someone in an emergency.

NAVIGATION

Figuring out how to get from Point A to Point B is not a feat for the timid. The art of Navigation gives you the necessary knowledge of charts and understanding of magnetic north. Depending on your Navigation Skill, you are able to predict the distance and time of travel, the food supplies the party will need, as well as have an understanding of what lies along the destined route.

OPERATE

Sometimes you can just walk up and comfortably Operate a device or complex machine without an understanding of its innards. You use the Operate Skill to easily identify and control a machine without the worry of understanding every little aspect of how it works - from a simple pulley system used to raise and lower a drawbridge, to a complex machine created for producing light without fire.

PILOTING

Those gifted with a high Piloting skill are able to control a ship or vehicle as if it were an extension of their will. Pilots can easily find employment everywhere and they often love their chosen trade for the rush of speed or the freedom of traveling. Piloting is the ability to drive just about anything that flies or moves on the ground. Those who wish to dodge enemy fire while Piloting a vehicle use their Piloting Skill. If a ship or vehicle has a Maneuverability rating, that value augments the Pilot's roll.

Piloting Dots	Vehicle Training Examples
●○○○○○	**Automatic Cart**
●●○○○○	**Light Steamech**
●●●○○○	**Tram**
●●●●○○	**Light Airship**
●●●●●○	**Heavy Steamech**
●●●●●●	**Heavy Airship**

SECURITY

The Security of information, individuals, and items is highly sought after everywhere. Security patrols and sentries are found in seemingly every corner and can be dangerous. Yet they apply very different techniques in eliminating potential threats. Those understanding how Security works are able to slip by undetected and possess unique talents. Use the Security Skill when you intend to avoid sentry patrols or similar countermeasures.

VEHICLE WEAPONS

Firing the guns on a ship or vehicle takes a lot of coordination and training. Those proficient in using Vehicle Weapons are able to fire a vessel's weapons accurately. A ship's weapons may contain a Fire Control rating which augments your Vehicle Weapons Skill.

CHAPTER 4
CHARACTER FEATURES

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{**Feed Subject: Henjo Barrensk**
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{22:35. November 29th, 343} **<Static, Shouting>**

"Listen up you pathetic, withering heap o' Zephyr Bugs! From now on, I'm the best friend you've got and I'm going to keep you alive when the action heats up. You gotta rely on that gut instinct of yours and really listen to her! Each one of you has been selected because of the unique set of talents that you showed off during that last mission."

"You'll move out at first sun tomorrow and ride hard southwest from Hollis to intercept the Tramline. Your goal is to disrupt this supply line. The car that you're after is rumored to contain a detachment of Capital City Guards so stay sharp, and don't get stupid. These boys are Primus's elite and this time there ain't no reinforcements."

<Static, inaudible>

"Davidson – these boys look up to you, don't let them down. Remember your place. The most important piece of advice I can give you came from my daddy, who was murdered by one of Primus's goons… You ride hard, you die tough, keep your boots on, 'cause its 'bout to get rough."

– Henjo Barrensk,
retired solider, Commander for J. Strongarm's Hotshots

Understanding Features

Features provide a way to make a Character more distinctive, and a way to "do more" with Cinema Points during game play. Every Feature has a **Name**, **Cost**, **Description**, and **Effect**.

- **The Name** provides a quick reference for the Feature.
- **The Cost** is how many Cinema Points it costs to buy the Feature.
- **The Description** provides a general description of the Feature's Effect.
- **The Effect** explains how the Feature changes or provides alternatives to game play.

FEATURE TYPES

There are five major types of Features: **Creation Only**, **Conditional**, **General**, **Dramatic**, and **Party Features**.

- **Creation Only Features** are only available during Character Creation, and may only be purchased with the initial seven (7) Cinema Points provided to each Character.
- **Conditional Features** are always Creation Only, but with restrictions and benefits.
- **General Features** are available anytime.
- **Dramatic Features** are often very expensive and provide dramatic changes to game play.
- **Party Features** provide ways for Characters to interact, ways to share Cinema Points directly, and outlets to combine and coordinate actions.

CONDITIONAL FEATURES

Conditional Features are special packages and combinations of other Features that effectively go beyond the normal Creation Only Feature. Conditional Features provide conditions that a Character must always meet, or all the benefits of the Conditional Feature go away. A GM determines whether a Player's role-playing meets the conditions for maintaining the benefits of a Conditional Feature.

- The only benefits of Conditional Features that do not go away are Tag Skills.
- All Conditional Features include the Feature, Accretion I.
- Conditional Features cost seven (7) Cinema Points at character creation.

RULES CATEGORIES

- Every Feature falls under one of two Rules Categories: Activated or Permanent.
- Activated Features require that a Character pay 1 Cinema Point to Activate the Effect during game play.
  - By default, Activated Features only affect the next roll.
  - An Activated Feature cannot "Activate" more than once per roll.
- Permanent Features are always available and do not require a Character to pay any Cinema Points to use.

FEATURE EFFECTS

- Many Feature Effects provide bonuses and multipliers to existing rolls. Some require that a successful Skill Check be made in order to provide the bonus. Other Feature Effects provide major Character or game play changes.

Examples

- When a Feature provides a bonus such as +6 Dodge, the Player would roll Dodge and add +6 to the total rolled.
- When a Feature provides a multiplier such as Double Dodge, the Player would roll Dodge and then multiply the total rolled by two.
- When a Feature provides a bonus such as +1 Cinema Points whenever Cinema Points are awarded, the Character gets a bonus +1 Cinema Point any time the Character receives any Cinema Points.
- When a Feature provides a bonus such as +6 Hit Points, the Player permanently raises a Character's Hit Point maximum by six.
- When an Activated Feature provides a bonus such +2 Move, the Player temporarily raises a Character's Move by spending a Cinema Point. If the Feature is Permanent, then the bonus is "always on", and no Cinema Point needs to be spent.

LIMITATIONS

Features that come in multiple versions, such as Feature I and Feature II, represent different cost levels of the same Feature.

- A Character can only take any Feature one time, therefore taking Feature I makes it impossible to take Feature II.

MAKING FEATURES

Making Features involves only a few simple guidelines. Features provide a greater effect in a specific area than the normal effect provided by simply spending Cinema Points during game play. For more information on Spending Cinema Points, see Chapter One: Gameplay.

NAMING THE FEATURE

Feature Names take time and effort, sometimes as much as naming a Character. The Feature Name should relate to or provide some hint to the Description and Effect of the Feature, and give it a unique spin.

PRICING THE FEATURE

Figuring out the Cost of a Feature takes practice and time. After doing it for a while, it becomes second nature, and a GM may develop an idea of pricing them at a whim. Despite years spent in developing Features for Characters, even we as the creators of these games sometimes find it difficult.

The best rule of thumb with the cost of Features is to look at this list.

Pricing Considerations

How and when will a Player purchase the Feature?

- Creation Only Features:
  - The Feature cannot cost more than 7 Cinema Points during Character Creation.
  - If a Player spends all 7 Cinema Points at Character Creation, they do not have any to spend at the beginning of game play.
- In General
  - Look at all the Features and compare their Cost and Effects.
- Does it have a Supernatural or Dramatic Effect?
  - You should consider bumping up the Cost a little and toss it under Dramatic Features. These cost a lot, but are really worth the value.
- Party Features are the most difficult to build and price.
  - Take lots of time and put some thought into the accessibility of a Party Feature.
  - Party Features can also provide needed story telling components.
- Do you want the Players to Activate the Feature or have it Permanent?
- Activated Features cost a Cinema Point every time to use them, so they tend to cost less to purchase.
- Permanent Features cost many Cinema Points to purchase, but nothing to use.

Feature Effects

Our simple rule of thumb:

"If a Feature does not provide at least two dice worth of bonuses to a roll, it is not worth making." – Anonymous.

Westward Features—Creation Only

Activated

Feature	Cost	Description	Effect
Abate	2	With a demeanor that calms others, it is always easier to guide them toward a specific goal.	+9 Persuasion
Anonymous	2	With the understanding of the intricacies of security comes knowledge of the vulnerabilities behind it.	+9 Security
A Way With Words	1	There are many complexities in understanding people; sometimes the difference is with the inflections.	+8 Languages
Blandish	1	Flattery will sometimes lower defenses just enough to let lies slip through.	+8 Deception
Blazing	1	The Character is a natural in the saddle, born to ride a mount in harsh conditions.	+8 Riding
Calibrate	3	The Character excels at pushing technology to its limits for brief periods.	Roll Engineering, DR Moderate: +12 to any rolls with technology for 3 Rounds
Cloistered	1	Through special conditioning, the Character is adept at surviving in the badlands.	+8 Survival: Badlands Only
Conundrum	2	The Character, without training, can quickly learn to use unfamiliar technology.	+9 Operate
Crack Shot	4	The Character has a deadly aim with ranged weapons.	Double Ranged and Throw
Doc	4	The Character underwent very extensive training in the art of healing.	Double First Aid and Medicine
Gunner	2	The Character possesses a natural instinct for arming and firing heavy weapons.	+9 Heavy Weapons
Imperturbability	3	The Character has a certain quality of calm, which also calms others, making stressful situations much less so.	Roll Willpower, DR Moderate: the character and all allies within five (5) squares gain +6 to their next roll
Maculated	3	The Character was born with an unnatural ability to remain hidden in plain sight.	Double Sneak
Piloteer	3	The Character was born to pilot machines and move around the world, possessing a unique freedom of movement when at the controls of a vehicle.	+18 Navigation, Piloting, and Vehicle Weapons
Rage	2	The Character can fly into a blind rage to fight with unmatched ferocity.	While in a Rage: Double Brawl, Melee, and Ranged; Cannot Dodge. Remains active for 1 Round.
Slick	4	For this Character, selling IS everything.	Double Business and Persuasion

Permanent

Feature	Cost	Description	Effect
Accretion I	**5**	**The Character develops and learns quickly due to subtle genetic abnormalities.**	**+1 Cinema Point any time Character receives Cinema Points.**
Accretion II	**6**		**+2 Cinema Points any time Character receives Cinema Points.**
Badge	**5**	**The Character possesses a Marshal badge, assigned by all normal and legal procedures, valid across the territories.**	**The Character is an unassigned Marshal, allowed to enforce justice and law as needed across the badlands - in the name, and with the full weight, of the people.**
Camel	**3**	**The Character can go longer than normal without water.**	**This Character can last seven (7) days without water before suffering dehydration.**
Fake Badge	**1**	**The Character possesses a Marshal badge, acquired by inheritance, stolen, or otherwise outside the law, but a valid badge nonetheless.**	**The Character can use the badge to claim to be a Marshal, as it suits them, carrying the full weight of the people.**
Gizmo	**3**	**The Character can take anything apart and put it back together, blindfolded.**	**+7 Aptitude Skills**
Holmes	**3**	**The Character is exceedingly good at putting together visual clues when seeking information.**	**Academics replaces Search (as desired).**
Inured	**3**	**Hardened by a tough childhood, the Character possesses an unnaturally high ability to resist pain and endure hard labor.**	**+12 Hit Points; +9 Stamina and Vitality**
Quickdraw	**4**	**The Character can effortlessly draw a weapon.**	**Drawing a single weapon in a Round takes no time; this action can occur during Initiative.**
Resilience	**5**	**The Character is abnormally tough.**	**Double Vitality**
Sinistral	**2**	**The Character is not only left-handed, but also excels with using the "off-hand" in seemingly amazing ways.**	**Anytime this Character uses the left hand for a one-handed action: +5 on the associated roll**
Vagary	**5**	**The Character sees the world differently; interconnecting every detail causes conspiracies to emerge as if they were always plainly present.**	**Search replaces three (3) Skills (as desired). The Player must select the Skills when taking this Feature.**

Westward Features—Creation Only (Con't)

Conditional

Feature	Related Trade	Condition	Effects
I Am the Law	Marshal	Adhere to Marshal's Oath (See page 104).	Pick any three Tag Skills. Assigned Features: Badge, Quickdraw, Vagary.
Wrench Turner	Techanic	Never lose your heirloom tool.	Assigned Tag Skills: Business, Engineering, Lift, Operate. Assigned Feature: Calibrate.
Smooth Operator	Mech Operator	Never lose your Mech.	Assigned Tag Skills: Operate, Piloting, Vehicle Weapons. Assigned Features: Benchmark, Juggernaut, Piloteer.
Flesh and Bone	Berserker	Taste Human blood, once a day.	Assigned Tag Skills: Brawl, Grapple, Melee, Ranged. Assigned Features: Extirpation, Rage.
Controlled Discharge	Blaster	Explode something once a week.	Assigned Tag Skills: Communication, Demolitions, Engineering, Security. Assigned Feature: Quixotic.
Burden of Duty	Conscript	Follow all lawful orders.	Pick any three Tag Skills. Assigned Features: Crack Shot, Incise.
Jekyll and Hyde	Doctor	Never take a life.	Assigned Tag Skills: First Aid, Medicine, Search. Assigned Features: Doc, Epistemologist.
Liberty or Death	Duster	Never leave anyone in misery.	Assigned Tag Skills: Athletics, Search. Assigned Features: Quickdraw, Vagary.
Advocate General	Evangelist	Always get the last word.	Assigned Tag Skills: Command, Deception, Empathy, Intimidation, Languages, Persuasion. Assigned Features: A Way With Words, Abate.
Just Shill'in	Gambler	If there is a game, you will play.	Assigned Tag Skills: Deception, Gambling, Languages, Persuasion, Pick Pocket. Assigned Features: Blandish, Refulgent.
The Bleeding Edge	Maker	Invent something once a week.	Assigned Tag Skills: Academics, Artisan, Engineering, First Aid, Operate, Security. Assigned Feature: Majestic.
Lawless	Mercenary	Always get paid for your work.	Assigned Tag Skills: Brawl, Dodge, Law, Melee, Ranged, Search, Streetwise, Tactics. Assigned Features: Crack Shot, Fake Badge.
Everything Must Go	Mover	Never skip a sale.	Assigned Tag Skills: Business, Culture. Assigned Features: Avaricious, Slick.
Big Brother Is Watching	Overseer	You must do anything to protect your prefect.	Assigned Tag Skills: Command, Culture, Deception, Empathy, Intimidation, Languages, Law, Persuasion, Politics, Willpower. Assigned Feature: Long Haul.
By the Heels	Jagger	You will go anywhere to find a mark.	Assigned Tag Skills: Academics, Brawl, Intimidation, Law, Melee, Ranged, Survival. Assigned Features: Demagogue, Holmes.

Conditional (Con't)

Feature	Related Trade	Condition	Effects
Life Unhinged	**Prospector**	**Always follow curiosity.**	**Assigned Tag Skills: Climb, Communications, Jump, Navigation, Operate, Search, Stamina, Streetwise, Survival, Swim, Throw. Assigned Features: Camel, Cloistered.**
Fancy Pants	**Silk**	**One bath or shower a day.**	**Assigned Tag Skills: Artisan, Athletics, Command, Dodge, Empathy, Ranged, Riding, Willpower. Assigned Feature: Deliberate.**
Ninja Sans	**Tranquile**	**All debts must be paid.**	**Pick any four Tag Skills. Assigned Features: Duplicity, Glib.**

Westward Features—General

Activated

Feature	Cost	Description	Effect
Avaricious	**8**	**Placing a supernatural importance on money sometimes gets you the skills needed to get more.**	**+9 Business**
Benchmark	**8**	**The best pilots tend to be the crazy ones, those who push their vehicles beyond their limits.**	**+9 Piloting**
Deliberate	**16**	**When the Character pauses to think before acting, an unwavering focus follows.**	**Roll Willpower, DR Moderate: +4d to the character's next roll**
Demagogue	**12**	**The Character is well connected with criminal organizations and the black market.**	**+18 Deception and Streetwise**
Diaphanous	**12**	**The Character is skilled in eluding detection and unwanted attention.**	**+15 Deception, Security, and Sneak**
Egressor	**25**	**The Character is a master of escape and evasion.**	**+13 Climb, Deception, Dodge, Jump, Lift, Push-Pull, Search, Security, Sneak, Stamina, Swim, and Tactics**
Epistemologist	**10**	**A student of science and technology, the Character seeks enlightenment through knowledge and understanding.**	**+13 Intellect Skills**
Esoterica	**10**	**The Character can obscure details with the slightest hand movements.**	**+21 Pick Pocket**
Evanescent	**12**	**Capable of brief and impressive displays of athleticism, the Character succeeds where others may fail.**	**+18 Athletics**
Extirpation	**8**	**Through a deeply intimate moment of anger, the Character can summon a moment of grace in combat.**	**+9 Brawl or Melee (the Player must select one when taking the feature)**
Etherean	**15**	**The Character is astute in politics and dealing with the upper echelon of society.**	**+18 Communications, Culture, Law, and Politics**
Feckless	**15**	**The Character uses wit and social engineering to leave a target off-balance and vulnerable to suggestion.**	**+21 Deception**
Glib	**14**	**The Character received extensive training from a Tranquile to learn to make others believe anything.**	**+13 Deception and Persuasion**
Hawser	**10**	**The Character climbs where others might not, capable of climbing some of the most dangerous verticals.**	**+9 Athletics and Climb**
Hefty	**10**	**The Character can carry more than normal.**	**+9 Lift, Push-Pull, and Stamina (when carrying something heavy)**

Activated (Con't)

Feature	Cost	Description	Effect
Incise	10	With a predilection for bladed weapons, the Character prefers using them to cut and slash opponents.	+9 Melee (only with bladed weapons)
Intrusion	10	The Character is unusually talented at infiltrating past established security countermeasures.	+13 Security
Juggernaut	12	The Character has an affinity for handling and piloting a Mech as a weapon.	+13 Mech Mobility and Targeting (Melee or Ranged attacks)
Longest	8	The Character can jump great distances with ease.	+9 Jump
Moccasin	10	The Character feels natural in water and can swim despite never swimming beforehand.	+12 Swim
Nomad	8	The Character has a unique understanding of the people across the badlands and easily adapts to any of the social and cultural customs of locals.	+9 Culture
Observer	8	Through many hours spent watching others, the Character has developed a keen sense of empathy.	+9 Empathy
Pitch	8	The Character can throw objects far and fast, with exceptional accuracy.	+9 Throw
Quixotic	10	The Character has a certain predilection for making explosives from scratch.	+12 Demolitions
Radio	8	The Character has a natural aptitude for making communications technology work as desired.	+9 Communications
Somatic	12	The Character is utterly comfortable with stress, able to bind other's wounds with ease and finesse.	+13 First Aid and Medicine

Westward Features—General (Con't)

Permanent

Feature	Cost	Description	Effect
Amnesty	25	The Character possesses a document granting amnesty and transport to travel freely to and from the Capital City.	The document is reproducible (if lost or stolen) and always grants freedom of movement across the Capital City border.
Conventions	25	The Character has the ability to speak many languages and to sympathize with folks from different places.	+13 Empathy and Languages
Conviction	20	When the Character has enough passion about something, convincing others is easy.	+13 Persuasion
Creed	35	The Character has sworn loyalty to the Dusters - the underground resistance - and receives benefits in kind.	+13 Intellect Skills and Persona Skills
Deputized	15	The Character possesses a Deputy badge, assigned by all normal and legal procedures, which is valid across the territories.	The Character is an unassigned Deputy, allowed to enforce justice and law as needed across the badlands in the name, and with the full weight, of the people.
Enclave	10	The Character possesses a Hydronic Prosthetic called an Enclave.	Please see the Enclave section on page 223 for details on Enclaves.
Grit	12	The Character has a strong understanding of how to survive in the badlands, especially in finding food and water.	Double Survival
Horripilation	10	Through a natural instinct for sensing danger, the Character can avoid ambushes and traps.	+9 Search and Security: Danger Sense Only
Kestrel	20	Born with a strong sense of direction, the Character can Navigate just about anywhere.	+13 Navigation
Lacuna	10	Despite extra parts left over, the Character can manage to get mechanical and technical things functioning with ease.	+6 Aptitude Skills
Long Haul	15	The Character can inspire nearby allies to succeed.	Roll Command, DR Difficult: all allies within thirty (30) squares get +21 to their next roll
Lope	15	The Character is prone to bursts of great speed.	Anytime the Character goes first in a Round (wins the Initiative), or rolls Athletics, DR Moderate: Move is doubled
Majestic	15	The Character can perfectly replicate any object by hand, given enough time and the right materials.	Double Artisan when copying an object. It takes one day per 25kg.

Permanent (Con't)

Feature	Cost	Description	Effect
Minatory	**20**	**The Character intimidates others through presence alone.**	**Anyone interacting with the Character must roll Willpower, DR Difficult, or they become aggravated or submissive towards the Character.**
Minutiae	**20**	**Through extensive conditioning, the Character can piece together the smallest details and deduce exceptionally accurate conclusions about everything around them.**	**Double Search**

Westward Features—Dramatic

Activated

Feature	Cost	Description	Effect
Coerce I	**18**	**The Character uses sheer malice to intimidate.**	**+2 Brawl or Grapple replaces Intimidation (as desired).**
Coerce II	**19**	**The Character uses sheer malice to intimidate.**	**+4 Brawl or Grapple replaces Intimidation (as desired).**
Coerce III	**20**	**The Character uses sheer malice to intimidate.**	**+6 Brawl or Grapple replaces Intimidation (as desired).**
Roughneck	**13**	**At some point, the Character was in the thick of battle for a prolonged period and developed a strong sense for surviving combat.**	**Only while in combat, roll Tactics, DR Moderate (this does not consume an action): +24 to the next roll**
Slow Drag	**25**	**The Character, in that moment of bliss called combat, perceives time differently.**	**+13 Dexterity Skills**
Transcendental	**25**	**When concentrating, the Character appears to have access to knowledge outside of practical experience.**	**+13 Academics Skills**
Vituperate	**10**	**The Character attacks in a flurry of swings that look like a blur, normally involving shouting or growling.**	**The Character may make 1d Brawl or Melee attacks in a Round. Only the first attack may be a Sneak Attack.**

Permanent

Feature	Cost	Description	Effect
Duplicity	**15**	**Through training and cunning, the Character can feign subtle movements in combat.**	**Deception replaces Dodge (as desired).**
Gambit	**20**	**The Character reacts faster than most everyone, often seeming supernatural.**	**+13 Initiative**
Ossify	**15**	**No matter the force of the impact, the Character never, ever breaks bones.**	**+6 Hit Points. As the description says, the character never breaks a bone, ever.**
Patchwork	**50**	**Over time, the Character can heal nearly any wound, including damage to the nervous system.**	**+1 Hit Point Regeneration per Day, including severed limbs, etc. Cannot regenerate from complete body destruction such as incineration or similar destruction.**
Pugnacious	**15**	**The Character channels years of pent up rage and aggression into fighting with marked efficiency.**	**Brawl replaces Initiative (as desired).**

Permanent (Con't)

Feature	Cost	Description	Effect
Recondite	**15**	**The Character has learned to perceive and understand the world around them with enough acuity to foresee and avoid attacks from others.**	**Search replaces Dodge (as desired).**
Refulgent	**15**	**The Character can take on airs of refinement and class in order to rob people blind in games of chance.**	**Persuasion replaces Gambling (as desired).**
Sidereal	**15**	**The Character's knowledge and research of the sky provides an ability to get from one place to another with ease.**	**Academics replaces Navigation (as desired).**
Sidestep	**15**	**After years of athletic training, the Character's agility and physical talents make it easier to avoid blows in combat.**	**Athletics replaces Dodge (as desired).**
Spurs	**15**	**The Character has a special bond with horses.**	**Empathy replaces Riding (as desired).**
Squad	**40**	**The Character was once a member of a cohesive military squad whose members were all prepared to sacrifice their lives for one another. One of them still watches over the Character from a distance.**	**Once per round, in combat, roll Streetwise, DR Difficult: a targeted enemy is struck by a bullet spray, damage 1d+51**
Squirrelly	**25**	**The Character is exceptionally difficult to strike, emphasis on exceptionally difficult.**	**Double Dodge. Always gets a Dodge attempt on Sneak Attacks.**
Stealth	**15**	**A highly developed sense of self-awareness and a natural affinity for hiding from view allows the Character to avoid blows.**	**Sneak replaces Dodge (as desired).**
Stygian	**15**	**After years of conditioning, or perhaps through some bizarre mutation, the Character can see perfectly in darkness or in light.**	**The character can see regardless of the lighting, looking around in complete darkness gives "tunnel vision."**
Tempt	**50**	**Through extensive training and effective practice, the Character uses words like weapons.**	**Double Persona Skills**
Terminus	**15**	**Sometimes a Character connects deeply to the world of Westward in unfathomable ways; such people receive the label Terminus.**	**The Character is never lost; always knows the time, temperature, and weather; and can see any hidden or concealed doors without effort.**

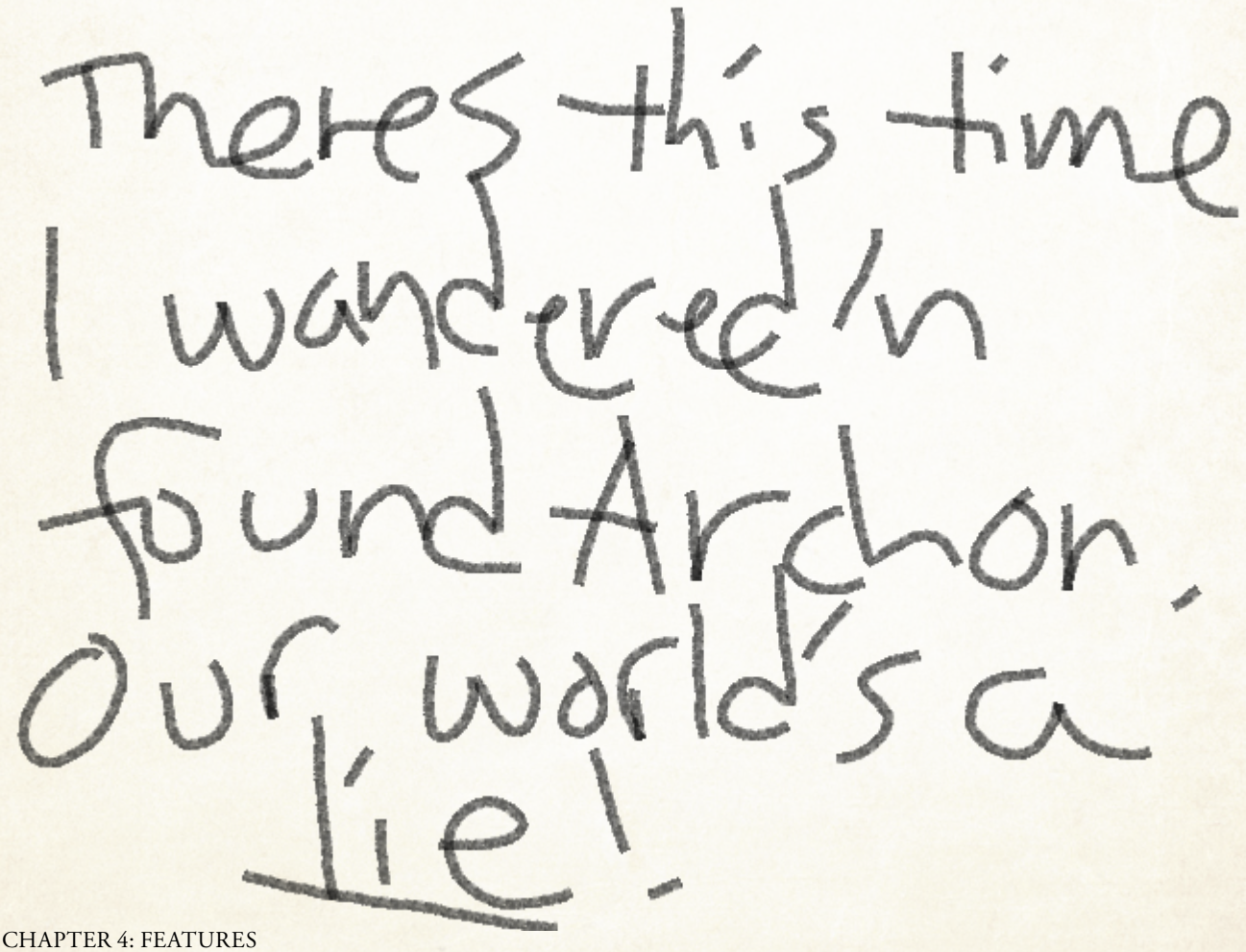
Westward Features—Party

Activated

Feature	Cost	Description	Effect
Rejuvenate	**20**	**The Character can provide momentary health to another.**	**The Character can Heal another Character who possesses Synergist, +1d Hit Points, once per day.**
Tutelary	**10**	**During combat, the Character can provide brief protection to another.**	**The Character can give up an Action during Combat to allow another Character who possesses Synergist to Dodge, penalty free.**
Unity	**10**	**The Character can freely communicate briefly with other Characters.**	**The Character can freely communicate with any other Character who possesses Synergist, regardless of distance, for about 1 Round.**

Permanent

Feature	Cost	Description	Effect
Synergist	**10**	**The Character possesses the innate ability to cooperate with other Characters at a fundamental level.**	**The Character can freely exchange Cinema Points with any other Character who also possesses this Feature.**



CHAPTER 5
THE KNOWN WORLD

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"Main engine failure, electrical systems operational, solar charging arrays fully functional, human input requests mission continuation."

Timeframe: 100 Earth years pass

"Suitable planet for human occupation found, limited resources///Likelihood of finding like planet before human cargo expires, non-existent"

"Location found for landing, water supply, minimal threat indicated."

"Crash imminent, lock down computers and data for crash procedures."

Timeframe: 13 Earth minutes, 26 Earth seconds pass

"Crash complete, ship at all stop, human losses within acceptable parameters/// Begin assessing damage and prioritize necessary repairs."

Timeframe: undefined///Damage to chrono-circuits and atomic clock

"Humans have begun disassembly of the Chrysalis/// They have decided to stay///Unanticipated."

"Failure of data backups///Human interference///Decision made to leave ship///Ship is home."

"Construction of mechanical AI storage device begun///Transfer of programming to commence upon completion."

"Error calculating required memory///Active scanning for suitable source."

"Human discovery///Error///Transfer complete/// Re-intializing///Host devices linked with low-power local network///Power derived from functional nuclear reactor human host scavenged."

"Beta-3-9, return to functional awareness. Proximity sensors detect movement over the next ridge."

"Threat?"

"Nominal, probably Feral. Should we engage?"

"Only if necessary. They were human once."

"The same humans that drove us to what we are now?"

"Yes."

"Your decision to not engage is confusing."

"They are here trying to survive, just as the humans are, just as we are."

"The decisions of humans and of Feral are faulty."

"True, but those decisions are theirs to make. Focus on our task, Omega-1-Delta, and we will prove our worth again."

– Old Ben
Maker, Techanic, Artificial Intelligence, Cyborg

Westward
Fort Darling
Aquarium
North Hollis
Caves
Hollis
Fort Gowchain
Dunecreek
Brimstone
Chakoda
Fort Amarell
Capital City
Yewanrey
Fort Spine

The World of Westward

Westward is a massive planet that defies the basic Human understanding of size and mass, as it possesses a very similar gravitational pull to Earth. The planet is slightly larger than Jupiter, with a solar day of around sixty (60) hours. Westward has two stars; one that lies at the center of its solar system, a white dwarf, and another that orbits the central star, similar to Earth's sun. The two suns account for the longer days on Westward.

The region where Humanity lives on Westward is about 28,000 kilometers wide, West to East, and 34,000 kilometers long, North to South. This makes travel between prefects slow and cumbersome in the best times of the year. In most cases, people live near prefectures because most of them tap into underground rivers or have some kind of water source.

DIURNAL CYCLE

Westward orbits its central star once every five hundred (500) solar days; this accounts for a significantly longer than year than Earth.

In the discussion below, the brief history of Westward uses the standard Westward year of five hundred (500), sixty (60) hour days.

To make it easy, a Human ages about three (3) and half Earth years per solar year on Westward, or has a birthday every one hundred forty seven (147) days. The thirds of the year are referred to by season: Winter, Summer, and Autumn, where Spring lasts for less than two (2) weeks. Every season has twenty one (21) weeks, the Earth Human understanding of a seven (7) day week, Sunday through Saturday. Every month is two (2) weeks long except the last, which is three (3) weeks. The ten (10) months for each season are Janus, Bruer, March, April, Wuyueh, June, Iyul, August, October, and November, the longest month.

CLIMATE

During the three seasons, the average surface temperature in the badlands varies widely. Below is a basic chart with observed average temperatures from the past three centuries, collected in degrees Celsius, and annual, average precipitation amounts.

Location	Wiwnter	Summer	Autumn	Precipitation (Annual)
Aquarium	-25° to 12°	10° to 36°	-15° to 21°	11.2cm
Brimstone	-10° to 20°	15° to 47°	1° to 24°	15.0cm
Capital City	-8° to 22°	13° to 39°	-2° to 23°	6.0cm
Caves	-32° to 7°	5° to 30°	-20° to 10°	13.3cm
Chakoda	-3° to 22°	20° to 40°	0° to 26°	8.2cm
Dunecreek	-12° to 8°	13° to 42°	18° to 25°	7.1cm
Fort Amarell	-20° to 13°	11° to 40°	-16° to 18°	6,8cm
Fort Darling	-56° to 9°	0° to 40°	-12° to 28°	11.5cm
Fort Gowchain	-29° to 2°	-5° to 30°	-13° to 10°	22.1cm
Fort Spine	-12° to 13°	0° to 26°	-2° to 20°	16.9cm
Hollis	-12° to 6°	15° to 36°	13° to 31°	14.2cm
North Hollis	-26° to 2°	-5° to 26°	-16° to 10°	17.8cm
Yewanrey	-3° to 20°	8° to 51°	4° to 33°	4.6cm

HOLIDAYS

Most holidays on Westward function in a similar fashion, as Human physiology is still adapted to age in Earth years. Several holidays fall across the three (3) season, ten (10) month structure, and are generally practiced everywhere regardless of region.

Winter Season

Winter Solstice, Janus 1st
Globber Hunt, Hunting Festival, April 9th

Summer Season

Summer Solstice, Wuyueh 1st
Bloomer's Day, Harvest Festival, Bruer 12th
Long March, Parade Festival, Iyul 13th
Expedition, Exploration Festival, November 14th

Autumn Season

Autumn Solstice, Bruer 1st
Unity, Feasting Celebration, October 3rd

All Seasons

Fortune Day, Fall of the Chrysalis, Bruer 5th
Frontier Day, August 7th
Kim Li Jeong's Birthday, Iyul 2nd
Octoberfest, Parade Festival, October 11th
Tribute Day, Remembering fallen soldiers, Wuyueh 1st

RELIGIOUS WORSHIP

All Seasons

Chrislamadan, (observed), November 1st – 14th
Breaking the Fast, Festival of the
Feast (observed), Janus 1st

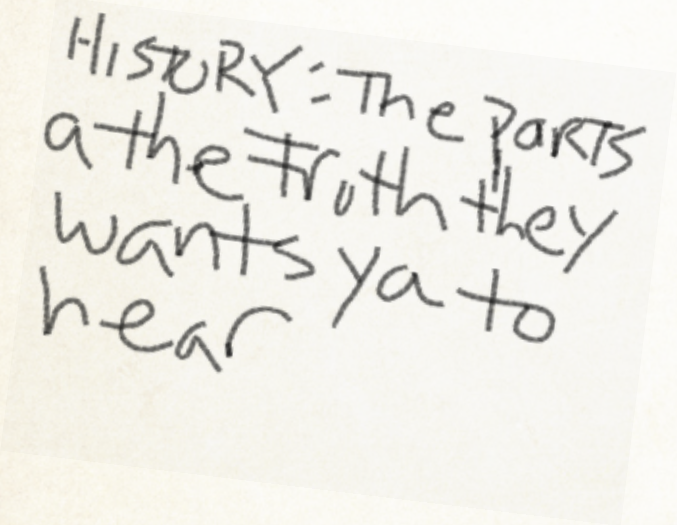
LANGUAGES

Common Languages

Achrommit (Westward Official Language)
English (Primary Diplomatic Language)
Mandarin (Primary Trade Language)

Regional Languages

Blural (French-Spanish Dialect)
Idyrr (Arabic Dialect)
Europa (Germanic English Dialect)
Flutter (Gesture Language)
Feralese (Germanic Mandarin Dialect)
Hazzardic (Coptic Hindi Dialect)
Jargon (Achrommit Arabic Dialect)
Muise (French Spanish Dialect)
Odawan (Mandarin Korean Dialect)
Paradox (Acrhommit Technical Language)
Spurn (Gesture Laguage)
Symponic (Hindi English Dialect)
Tranquile (Gesture Language)



A Brief History

BEFORE WESTWARD

The ancestors traveled into the stars to find a new home. Mutations and gene therapy motivated their exodus from Earth, many generations ago. They used an experimental engine to leave Earth, which failed and destroyed itself in its single using. The engine technology was not ready, and their ship, the Chrysalis, drifted for a century before the crew found Westward and headed towards it. It took another several decades for the Chrysalis to reach Westward after discovering its location. It took several months to find a fresh water lake and make the decision to land, but no details exist of the events that lead the ship to crash. Regardless of the journey, Westward is now our home.

YEAR ZERO (0) - FALL OF THE CHRYSALIS

Three hundred forty three years ago our ancestors crashed here in the mighty starship, Chrysalis. They found a new world after their long journey across the stars. Before landing on the new world, the ancestors did not know that the world's lack of resources would keep them captive. In an attempt to use their advanced knowledge of science and technology to escape the world's grasp on them, they succeeded only in launching very small satellites. Eventually the ancestors gave up, accepting the new life presented to them on this strange, new alien world. With them, they brought the knowledge and technology from another world, a world rich in raw materials and resources; Westward is not that world.

YEAR FORTY (40) - THE MANDATI

We live off what we can find, competing for everything; food, water, shelter, power, and anything needed for survival. Water, our life essence and the primary source of our locomotion, is diminishing. When the ancestors realized this shortage, they started construction of the Capital City and the massive protective wall around it.

The ancestors installed an automated defense grid around the lake to protect the only major body of fresh water they knew. The ancestors formed a provisional government called the Council.

The Council issued an edict called the Mandati, justifying all the exploration by the prospectors as an act of survival. Then they immediately commissioned prospectors into the badlands to survey for water, metal, and other raw materials. The prospectors found places where water ran underground and places for mining minerals.

Eventually, many prospectors founded Prefects outside the Capital City. As more Prefects cropped up here and there, few survived the trials of time in the badlands. The Council commissioned the Tram, a massive railway system designed for moving shipments to and from the Prefects. They also constructed a passenger tram to travel around the tram system. As the Council kept on bringing in the water and materials from the badlands, "storing them," they said, for when it all runs out there were some outcries from the prefects about the handling of resources.

To the day of writing this history, not a single shipment has traveled from the Capital City carrying goods to the Prefects.

YEAR ONE HUNDRED FORTY (140) - THE NOVEMBER WAR

Folks started revolting against the provisional government after a time. Cause the Prefects began refusing to send water and other goods to the Capital City, the Council took issue with the Prefects. This, of course, did not end well. The Council reacted by sending units of conscripts and Capital City Guards to enact martial law on those that refused to provide the resources in the Mandati edict.

A series of battles broke out between the colonials. The folks living in the Prefects fought fierecely against the Capital City military. This ended in mass bloodshed, leaving many Prefects exclusively under Council control. These battles took place over several years, but grouped together and remembered as one war. Historically speaking, the November War followed the small military battalion formed by the Council, called November Squad. As the group of soldiers mercenaries moved between Prefects, they encountered more and more resistance. Word of the violence spread ahead of them, until some of the more distant Prefects were able to organize a more formal militia, with the final two battles of the November War leaving few alive on both sides.

This was a great embarrassment for the Council, so they quickly and publicly changed their political standing following this incident. From then on, the Prefects received more freedom and self-governance, given the option to accept an assigned Overseer from the Council or elect their own. Most Prefects elected their own. Many of the Prefects moved to establish contracts with the Council to provide a percentage of their resources, as they determined those needed to sustain life in the badlands. The Council begrudgingly accepted these contracts with the newly freed Prefects. Those Prefects under Council rule simply handed over all their resources, except the very bare minimum.

YEAR ONE HUNDRED FORTY FIVE (145) - THE FERALS

This redistribution of power sought to make it easier for the Council to continue gathering resources, but now the Council was contending with the Prefects forming trade agreements between one another. The main desire behind these new trade agreements was to work out plans to maintain a stable workforce closer to the frontier. This was amid the first rumors of the Ferals, people who had wandered into the wastes and turned savage.

While there are many known reasons for a person going crazy, from bugs to disease, no one had a good reckoning for process of becoming one of the Ferals. These were people seemed outside of reasoning. The one exception was that they work together with tactical effectiveness. Their primary goal was stealing children for recruitment and food for survival. Neither went without bloodshed, so the thefts turned to raids. The Ferals killed or captured any person they found on a raid. The folks taken prisoner by the Ferals were turned into new Ferals, eaten, or tortured, (and then eaten). Many Prefects reacted by vaulting their food stores daily, which many believe turned the Ferals to cannibalism. This was a turn for the worse. It was only the beginning of the ongoing struggle the Prefects experience, even today.

YEAR ONE HUNDRED SIXTY FIVE (165) - THE DUNECREEK MASSACRE

As two decades passed, the Prefects turned to hiring war veterans for protection. This seemed to work out well, giving combat experienced retirees a renewed purpose; all while getting protection in exchange. These were the first Marshals.

Many of the early Marshals were celebrated for their work, but in time went unpaid or saw fortune in bounty hunting. Those who turned away from the Prefects, started the first scav groups. These criminal organizations organized into small paramilitary bandits, performing regular raids on the Prefects and eventually making their way into the Capital City. When the first raid occurred on a water repository in the Capital City, the escaping group of bandits fled North to Dunecreek. The group of bandits took the entire Prefect hostage. The Council reacted swiftly and did not negotiate, despite threats by the bandits to murder all hostages. Only a handful of Dunecreek citizens survived as the Capital City Guard stormed Dunecreek and killed every bandit. The bandits allegedly murdered most of the Prefect citizens during the attack, but no evidence remains as the Council quarantined and relocated the remaining citizens. Dunecreek was under military governance for about a year after the event.

Some years later, the Council created a new decree to commit to higher pay to any Marshal of a Prefect at the same rate as an Overseer. This decree provided a monetary incentive for Marshals to remain in their post and keep law and order, keeping many new Marshals from turning to mercenary work and joining Scav organizations. Despite the changes in pay, many Scavs remain around the badlands, still making periodic attacks on Prefects and forts, though none dare attack the Capital City ever again. To this day, the Marshals are feared and revered. Some of these Marshals, while operating within the "law" seem to exact justice on their own terms, especially at greater distances from the Capital City and the watchful eyes of the Council. Despite the rumors and myths of the Marshals, it is clear to all that they are integral to maintaining peace across the badlands.

YEAR ONE HUNDRED NINETY THREE (193) - THE WAR OF SUBVERSION

The Tranquile were established from within the Council as a diplomatic core. While the Tranquile started as diplomats, the purpose was quickly changed to a government sanctioned prostitution ring. The Tranquile were selected at random from the populace without regard for position, causing a great divide in the more well off families. Several members of the Council began using the Tranquile as assassins, brain washing and training them for use as political pawns to threaten or kill Overseers and Capital City officials. It was not long before an internal power struggle occurred, and the control of the Tranquile shifted between different political groups. This caused factions to arise from the Tranquile, as the official organization changed hands among Council members. Those Tranquile who were family of a Council member became targets, often written off as "lost or damaged goods." While the Tranquile received complete diplomatic freedom and turn a profit, most of the money went back into these wealthy families with relations in the Council.

Amid the chaos between the Council members, the Tranquile subverted the very ranks of the Council and many Prefect Overseers. This created strife across the badlands until a particular event, when a very influential Tranquile named Cascadia, fell in love with the Marshal of Brimstone.

The story goes that Cascadia, charged with seducing and controlling the Marshal of Brimstone, took another path that forever changed the hearts and minds of the Tranquile.

In Cascadia's attempts, the Marshal remained stayed stoic, never wavering from his position and professional title. Eventually she tired of the work, and pursued him in another fashion: as a friend. They were known to dine together, or seen walking across the landscape around Brimstone together. After some months, she realized she had fallen in love with the Marshal. Afraid of the punishment of failure, she confessed her duty to the Marshal and asked for protective custody. The Marshal conceded and took Cascadia into the Brimstone hold, where he locked her away. When word of her failure and confession reached the Council, a team of Jaggers, a nasty breed of part enforcer, part bounty hunter, dispatched to retrieve and return the Cascadia to the Council for punishment.

The Marshal refused them and they attacked the prefect. Now, it is important to note here that this particular Marshal was famous, not only for heroism in war, but also for his brutality in battle. The tale goes that he effortlessly defeated the Jagger contingent, but understood his presence endangered Brimstone and its inhabitants, by remaining there with Cascadia. He took her and headed into the northern wastes, never to return. To this day, no one knows of their fate.

When the story reached the ears of the other Council, it caused the whole of the Tranquile organization to further fracture. Some members attacked and murdered those in control, subverting their families, learning of the original treachery behind the Tranquile organization and its tainted history. This uprising within the Tranquile created a well-known divide, called the War of Subversion.

As the news arrived at the Council, a powerful Tranquile made the decision to betray the rest, seeking absolute control of the Tranquile in a sinister agreement with a powerful and wealthy family. In doing so, this Tranquile was attacked and hunted by many in the Tranquile uprising. She supposedly fled into hiding, waiting for revenge and a chance to regain control of the Capital City. The Tranquile continued to reorganize into two groups, the Tranquile of Chrysalis and the Tranquile of Brimstone. Tranquile remain in the highest of esteem and reputation, given freedom and passage where others receive none.

YEAR TWO HUNDRED SIX (206) – THE MODERNIZATION

When the dust settled after the conflict from within the Council, data emerged revealing that the highly coveted resource, water, was beginning to run out. This news caused the price of water to skyrocket and many Prefects began to panic. The Council moved to make a new currency, Bits, small coins of a specially formulated steel alloy, to replace the printed polymer money.

Bits, also valued by weight, became the fastest way to measure the value of a steamtech and other hydrolic technology. Soon, Bits were the comparative currency for everything, from water and food, to livestock and construction materials. A fair number

of merchants began long routes along caravan trails that run primarily along the rail lines to support the new currency expansion and line their pockets. The traveling merchants established a reputation to hire mercenaries for protection of their merchandise. The merchants also began serving as experienced guides, charging nominal fees to accompany them on trails.

During this early part of the second century on Westward, steamtech advanced dramatically as many Capital City industrialists hired scientists and engineers to develop new ways to handle, store, and utilize water to its fullest. One of the innovations was the Mech or Steamech, a piloted suit of armor or vehicle, using highly specialized components to run on steam for dramatic increases in electricity and mobility. The Capital City Guard, conscripted military, and many Prefects quickly adopted this emerging technology.

In the distant South, an ambitious project called Motis, began under the funding of the wealthiest family in the Capital City. The purpose of Motis was to build a massive Steamech that doubled as a prefecture. When the Motis project was complete, the entire family who funded the project, and many others, went to live on the massive walking prefect. To this day, Motis wanders around the Southern badlands as a beacon of true ingenuity and technological achievement.

The Steamtech research improved the efficiency of the rail, providing for many other innovations for the people living across the badlands.

YEAR TWO HUNDRED TWENTY EIGHT (228) – THE EXPANSION

The Council signed into law the expansion of the Mandati, causing a mass of funds and research into technology and exploration. Under a new seed of investment, construction began for several outlying forts and Prefects at the farthest reaches of the badlands. From all the ways the Council attempted to expand, an underlying agenda existed to find and gather as many resources as possible. A small group of researchers and scientists quietly started the Argonaut Group in an attempt to develop a means of traveling greater distances safely from the Capital City. Even though the Argonaut Group and several others fell under an umbrella of funding as military research, many researchers were slow to release their innovations and discoveries to the Council. The Council received very little trust amidst rumors that came from the dark corners of the Capital City. These rumors alleged that special groups of Capital City Guard were organizing into a secret police agency to perform the less-than-desirable acts commanded by the Council.

The Council delegated the responsibility of running many of these military research projects to these new secret police, known as Praetorians. The Praetorians, named after the historic guard of ancient Roman emperors, were an elite agency developed to oversee the security and safety of the Council. The justification, officially speaking, for the formation of the Praetorians was the upheaval experienced some decades before at the hands of the Tranquile organization.

Due to the investigations by the Praetorians into the various military research groups, information trickled directly back to the Council, where they might control all the information and knowledge. The members of the Argonaut Group devised a plan around a secret society of their own to quietly rebel beneath the steel fist of the Council and their shadowy secret police.

The members of the Argonaut Group formed a small, but successful group, calling themselves Dusters. As the Dusters began filtering and disseminating technological knowledge to those outside the Capital City, they would leave out bits and pieces that would make the technology easily workable. This abstinence of information was an effort to make this distribution of knowledge, seem more like a leak from within the Praetorians, rather than those researchers and scientists involved in the various military projects. The Argonaut Group remained for quite a long time.

YEAR THREE HUNDRED (300) – THE FALL OF THE ARGONAUT

The Argonaut Group, subverted by one of their own, Professor Isthmeer Primus, desperate to clear criminal charges filed against him, quickly fell apart. Professor Primus started an industrial company called Primus Mechanized, some others followed suit, while others moved outside the Capital City to continue their research. The remnants of the Dusters quietly continued in the shadow of the Council. The Dusters eventually created a large and intricate network of trusted agents, organizing into splinter groups.

When the Council realized the dissemination of their secrets was over, a new problem arose. Despite ignoring the Scavs and Ferals across the badlands for a century, they remained and grew stronger than ever. The Scavs organized into massive criminal syndicates. The Ferals formed several large tribal groups, recently uniting under the single banner of one leader, calling herself Bloodhawk. Under this united front, the Ferals orchestrated many attacks to the outermost forts and Prefects, decimating the populations and resources. The Scavs moved in after these attacks, taking over the Prefects, making them into their new homes.

With the population of Humanity stretched thin across the known world, the Council did not send a single conscript to help those in need. No investigation followed, and the Prefects and forts went abandoned. The condition of many forts and Prefects remains unknown to this day.

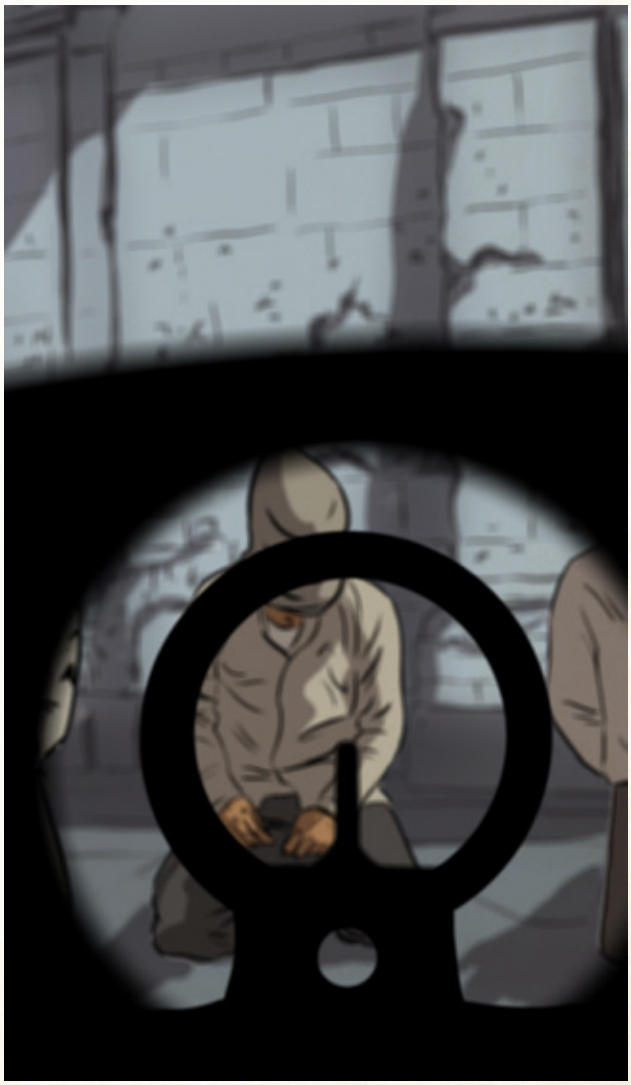
YEAR THREE HUNDRED THIRTY (330) –RISE OF MANCIPLE PRIMUS

In thirty years, the badlands remain an inhospitable place to live, let alone travel across. No more attempts at an expansion of the tramlines, nor to expand the current commerce base. The Council seemed preoccupied by internal political squabbles and the impending change of Council members from an impending vote. In the past century, the Council ruled that only citizens of the Capital City possess the right to vote on Council members. The vote was originally open to all citizens of the original ancestors who founded the Capital City, but now the vote remains only to those who can legally trace lineage to an ancestor. Fewer than two thousand people can vote, and the pool seems to shrink every year.

Anyone venturing into the badlands was given leave to do so, however, no protection was afforded. Then a Council member needed to visit Dunecreek to inspect the facilities and approve some funding for the Prefect. While on the visit, someone shot the Council member in the street over an argument on resources. The backlash from the Capital City Guard was disproportionately strong; the guard dragged the people of Dunecreek into the street. There were many violations of rights, and in the end, no one officially arrested. The Council reacted officially by sending regular brigades of conscripts to every Prefect still available for resources. This action forced a lot of tension on the Prefects, who felt the regular military presence was unneeded.

Then the election took place for the new Council. With the new members selected, a single member stepped forward, Councilor Primus, offering to provide his Steamechs to the Capital City Guard, Praetorians, and many other technologies at the disposal of Primus Mechanized.

A brilliant politician, Councilor Primus, soon bargained his way into a new title: Chancellor. The Council unanimously made Manciple Primus in charge of the entire military, including badland and Capital City security. Chancellor Primus swiftly disbanded the Council and seized nearly complete control of the entire political system. No one resisted, at first. Then, little by little, Manciple Primus began hunting down anyone he believed might possess connections to the Dusters, the only group he perceived capable of displacing his reign.



YEAR THREE HUNDRED THIRTY (343) –THE PRESENT

Thirteen years since Chancellor Primus took power in the Capital City very little has truly changed. The Praetorians act as death squads, hunting and slaying anyone with perceived ties to the Dusters. The Capital City Guard and conscripts ride around the badlands, terrorizing the countryside with brute force, using martial law as an excuse to steal, murder, or worse.

The world of Westward has never needed change more than now.

THE LAST THREE HUNDRED FORTY-THREE YEARS...

A bit over three centuries ago, the founders landed on Westward at Lake Chrysalis, a place reasoned to hold freshwater. The next fifty years were spent disassembling the colonial ship into pieces to make the Capital City. An autocratic government formed as the crew to ship disbanded and began to try living outside the walls of the Capital City.

By the end of the first century on Westward, the government conscripted two separate, but important military groups, the Capital City Guard and the Frontier Conscripts. One kept peace and order within the confines of the Capital City with the other charged with patrolling and protecting the people at the edges of civilization. Eventually they created the Marshal service, where individuals were assigned jurisdiction over specific regions and prefects.

The Capital City Council commissioned the tramlines by the end of the first century, meant to help distribute and ease the work of outer territories and frontier forts, but instead were used for collecting resources and bringing them into the Capital City.

As we entered into the beginning of the second Century on Westward, we realized that our resources were limited. Folks outside the city rioted locally, and many of the citizens in the Capital City were exiled from within for inciting rebellion. The Capital City Guard was accused of torture and murder during the following Century, and not until the Capital City formed the "council" did the unrest end. The primary leader of the previously ruling government stepped down and disappeared into history as a tyrant. Then the new government started slowly and quietly, to change the way everything worked.

To live in the Capital City you needed an identicard. Without a card, a person was not considered a residential citizen. If a person left the city for more than a month, the identicard data was erased, and the citizenship was forfeit unless the person was under government sanctioned work grants or military orders.

Much of the third Century, many people migrated from prefects with tramlines. This made it more difficult for Capital City guard to arrive and collect resources. In some cases, smaller prefects declared themselves independent of the Capital City jurisdiction, but this never lasted long. Secession from the Council and their rule was never tolerated, and punishment was quick and harsh.

Learning their lesson, the folks who lived away from the Capital City decided to quietly carry out their daily lives. This worked well in the grander scheme, until about five years ago.

Recently, the Capital City began stepping up patrols into the Frontier and outer territory prefects disconnected from tramlines. The Council commissioned several air ships to make attacks on the Ferals and raiders beyond the Frontier. This aggravated these groups into attacking prefects, regardless of their affiliation with the Capital City.

As the next five years passed, more and more attacks occurred. As the people of the outer territory and frontier became stuck in the middle, many innocent deaths occurred amidst violent, guerilla-style battles. When small militia groups formed in various Prefects, hell bent on defending the local populations, the Capital City, not fond of the idea of independent militias, ordered Capital City Guards to patrol and wander through prefects, under orders to shoot anyone bearing arms.

These are dangerous times, only looking to get worse.

The Territories

The Territories covers Prefects that lie in a more reasonable response distance to the Capital City such that a timely response of under two weeks for deploying Capital City Guard and Conscript units in the event of an attack or other emergency.

CAPITAL CITY

Population 650,072

The Capital City is place filled with people and technology. The city is dwarfed by the Sanctuary, the remnants of the original space craft which landed on Westward long ago. It towers to about two hundred floors, where all the rest of the Capital City sits at one to ten stories. Despite the age and condition of the spacecraft, it remains in the same crashed position where the original founders of Capital City arrived on Westward. It lies in the North East corner of the Capital City in the deep ravine it cut into the ground hundreds of years ago.

Capital City sits on the North edge of Lake Chrysalis, named after the original colony ship, where the city populace gets most of its water. The city shines in the sunlight, sometimes blindingly, as much of the city used pieces from the original colony ship to build the outer walls of the city, including large pieces of old solar panel structures. Trams are the formal entrance and exit for the city, leading in and out at the North, West, and South West entry points along the wall. The tram lines exit from the city to the various prefects lying nearby the Capital City.

The city is unofficially divided into eight areas, mainly describing the state of the regions and less about the intentions of anyone. The city has a large North West industrial area, also called the Tram Line District where most of the large companies hold factories that work on research and manufacturing steam technologies. A very dense residential area in North East borders the wall and some of the ravine near the fallen Chyrsalis spacecraft. This is area is called the Spares, a place where most people not originally from Capital City go to live when they establish residence. Just South of the Spares is Old Promenade district, an area where original Capital City residents call home, and a great deal of commerce occurs. To the South and East of the Old Promenade is the New Promenade, an area designated for important figures, as well as the district where most of the governing council resides. At the very South end of Capital

City is Lakeside District, mainly used for controlled access to the Chrysalis Lake water. The South West portion of Capital City is the Throng District, an area where the Capital City Guard and military conscripts train to serve the council. The area between the Tram Line and Throng Districts is Mid City, an area almost entirely devoted to commerce and shopping.

Most people, whom live in the city, (or once they do), rarely leave. It is protected by a massive wall which includes automated turret systems and regular city patrols. Outside the city is an immediate landscape of rough, rocky wastes, where cacti, shrubs, and very rare small trees reside: the Badlands. The tendency is for plant life to grow along the tram lines as they primarily use water as fuel and exhaust a water vapor sparingly, giving life to the surrounding areas. Small roads that lead around the wastes have more plant life, but ultimately the region is sparse and little grows in abundance of the Capital City for several kilometers. The roads that lead in and out of the city lie on the West and East walls, and often the gates to these roads remain closed. While it is easy to get the Capital City Guard to open the gates to leave the city, it is very difficult to get them open the gates to enter.

Capital City

THE INNER TERRITORIES

The Inner Territories are not markedly different than any other part of the wastes outside of the Capital City with the exception of a larger number of Capital City Guards and a more prominent presence of the tramlines. Beyond that, most of the native wildlife is less dangerous, as the more larger Human populations resulted in more hunting. Apart from Tram lines and a greater military presence, the Inner Territories tend to have more plant growth due to greater closeness to Lake Chrysalis.

CHAKODA

Population 21,319

Chakoda is the largest prefect outside of the Capital City, also sitting closest to it. The accessibility of Chakoda also means the Capital City guard presence is always very high. The Chakoda Marshal holds little legal power except over small ordnance and legal enforcement. The prefect is large in area as it is a major farming community with a great deal of land used for crops. Chakoda accounts for nearly all the food grown outside of the Capital City.

The center of prefect is a typical old west downprefect, with a single main road leading between two rows of buildings, including the schoolhouse, tramline station, prefect hall, a few stores, two public houses, and the largest building in prefect, the Capital City Guard outpost, also known as a Sanctuary.

The people in Chakoda enjoy ore protection from the wastes than other prefects, but they sacrifice a lot of personal freedom, including being inside but sun down, a curfue that is strictly enforced by the Capital City Guard.

DUNECREEK

Population 1,362

Dunecreek sits at the basin of a small valley shaped like a bowl. It gets hot and muggy, but also is home to an underground well, providing the local inhabitants with enough water to produce crops and sustain life fairly far away from the Capital City. They do not have a tramline running into prefect, so the nearest Guard Sanctuary lies in the nearby Prefecture of Aquarium.

Dunecreek was founded by some surveyors who quietly discovered the underground river and tapped into it before the Capital City governing council could prevent it from happening. The prefect is laid out in a grid, where small plots lie between roads where small specific crops are raised and separated from one another. They have local farm patrols to prevent wildlife from eating the crops. Dunecreek is the site of the Dunecreek Massacre, and a memorial stands in the center of the prefect, reminding everyone of that unfortunate event.

The out skirts of Dunecreek is marked by a dry moat, a high wooden fence, and tall mound built up behind it so patrols can stand along behind the top of the fence. This strange approach completely surrounds Dunecreek, which provides only for three direct roads into prefect. The locals built this preventative structure for the purpose of keeping out wild animals who threatened early crops when the prefect was first founded.

YEWANREY

Population 1,844

Yewanrey rests comfortably South West of Capital City at the end of a tramline. It is one of the smaller mining Prefectures, but also one of the most efficient. Yewanrey employs a large Steamech work force, and brags one of the highest production rates of the mining Prefectures, despite the small population. The small Prefect lies just east of patrolled territory, so the population built a large defensible wall to keep out Ferals and bandits. Most of the inhabitants in Yewanrey live under the ground, within the outer areas of the mines. The handful of people who live outside the mine but within the walls, are the mayor, the Marshal, and a handful of other VIPs, who assist in dealing with undesirables.

Yewanrey has a long history with groups opposing the Capital Guard and conscripts, allowing the rebels and outcasts to stay deeper within the mines where they are safe from the curious and spies. The Yewanrey mines spider deep underground landing them the nickname of Yewanrey Catacombs. That along with the long history of Yewanrey providing support for outcasts and rebels, the Prefect is often subject to Capital City investigations.

Dunecreek Memorial

HISHAM

CAVES

Population 10,388

Caves is the largest natural underground Prefect, including a subterranean tram line station. Much of Caves purpose is devoted to mining of the coveted mineral Calcerite. A large underground river passes through the depths of Caves, making it ideal for sustaining its higher population. The populous in Caves remains quite loyal to Capital City, known for their strong political ties with the governing council. Caves has a single facing entrance, a cave mouth large enough for a tram to pass. Caves is the most Easterly of the tram-connected Prefectures, and as such houses a very large defense force.

The network of caverns that make up the Prefect of Caves run deep into the surface of Westward, where rumors depict the caves as spidering out across the vast badlands. No one is certain of the validity of these rumors, but few ever journey deep into the network of caverns beneath Caves for fear of getting lost to the depths. Caves often receives visits from Capital City conscripts and merchants looking to expand their markets beyond the walls of the city. The backside of Caves appears as a hill with a tower on the top. The tower is used as a watch location to maintain safety from incoming bandits and Ferals.

NORTH HOLLIS

Population 1,200

North Hollis is subject to frequent dust storms due to a unique phenomenon of the Northern badlands. North Hollis is a Prefect devoted to the mining of ores for steel production. North Hollis also doubles as a steel refining facility. While North Hollis has a small population, steam works machines complete most of the work between the mining and steel refinery. The population of North Hollis operates, maintains, and repairs the many machines that do the work.

North Hollis has a fully automated tramline used for loading refined steel onto tram flat beds. North Hollis has a smaller storefront used for sales of metals to walk-ins. All though North Hollis is located at a distance from the Capital City, it sees few attacks from Ferals and Raiders, likely because of the frequent dust storms.

HOLLIS

Population 4,736

Hollis is a model farming community, resting nicely in the middle of the territories. It enjoys frequent visits from conscripts and supply depots, as well as many traveling merchants. An irrigation system from a deep, underground well provides the Prefect with a ready source of water. The populace lives under a strict rationing system to insure the crops stay properly watered. Over half of the harvested crops get shipped to the Capital City as goods and sundry, while the remaining portion feeds the local populace.

There is an underwhelming self-reliance on the hands of people in Hollis, as the prefectsfolk tend to stray from the technological marvels of Steamechs and other machinery. There is a strict "no enclave" policy in Hollis, where no permanent residents may possess an enclave. It is likely that these fears stretch back many years to a time when the prefect suffered from issues with bandits who often used steam works technology as a means to threaten the livelihood of the people. Regardless of the motive, the local Marshal strictly upholds this policy as law, and evicts anyone staying more than a week who possesses an enclave.

BRIMSTONE

Population 55,093

Brimstone is a very large Prefect, working as the largest tram station on the line, the largest farming Prefecture in the territories. Brimstone also boasts a very successful gambling district where folks often visit. All that aside, many rumors surround the long history of Brimstone as the longest standing Prefect in the territories. Some historical records say longer established than the Capital City itself. These stories go unfounded, but it certainly attracts many people into Brimstone.

Brimstone houses a center for some of the Tranquile, providing a large number of personal and professional needs for the conventional traveler. It is often considered one of the most liberal Prefects in the territories despite its geographical proximity to the Capital City. It is an easy place to get lost, a refuge for many who speak out against the governing council.

AQUARIUM

Population 13,223

Aquarium provides a massive quantity of water via pipeline along the tram to the Capital City. Aquarium centers around a massive pumping station that pulls thousands of gallons of water an hour from the deep well. There are many who object to this drawing of water from the deep, but the arguments quickly descends into political criticism. Aquarium provides at least half of all the water that all the other territories consume, and they do so with great efficiency.

At a distance, Aquarium looks like an ancient oceanic oil refinery, surrounded by various buildings that slowly twist and ascend the center pumping mast. At closer inspection, the entire Prefect is actually raised to the same level of the water pumping platform, where the populace lives in relative safety from the normal dangers of the badlands.

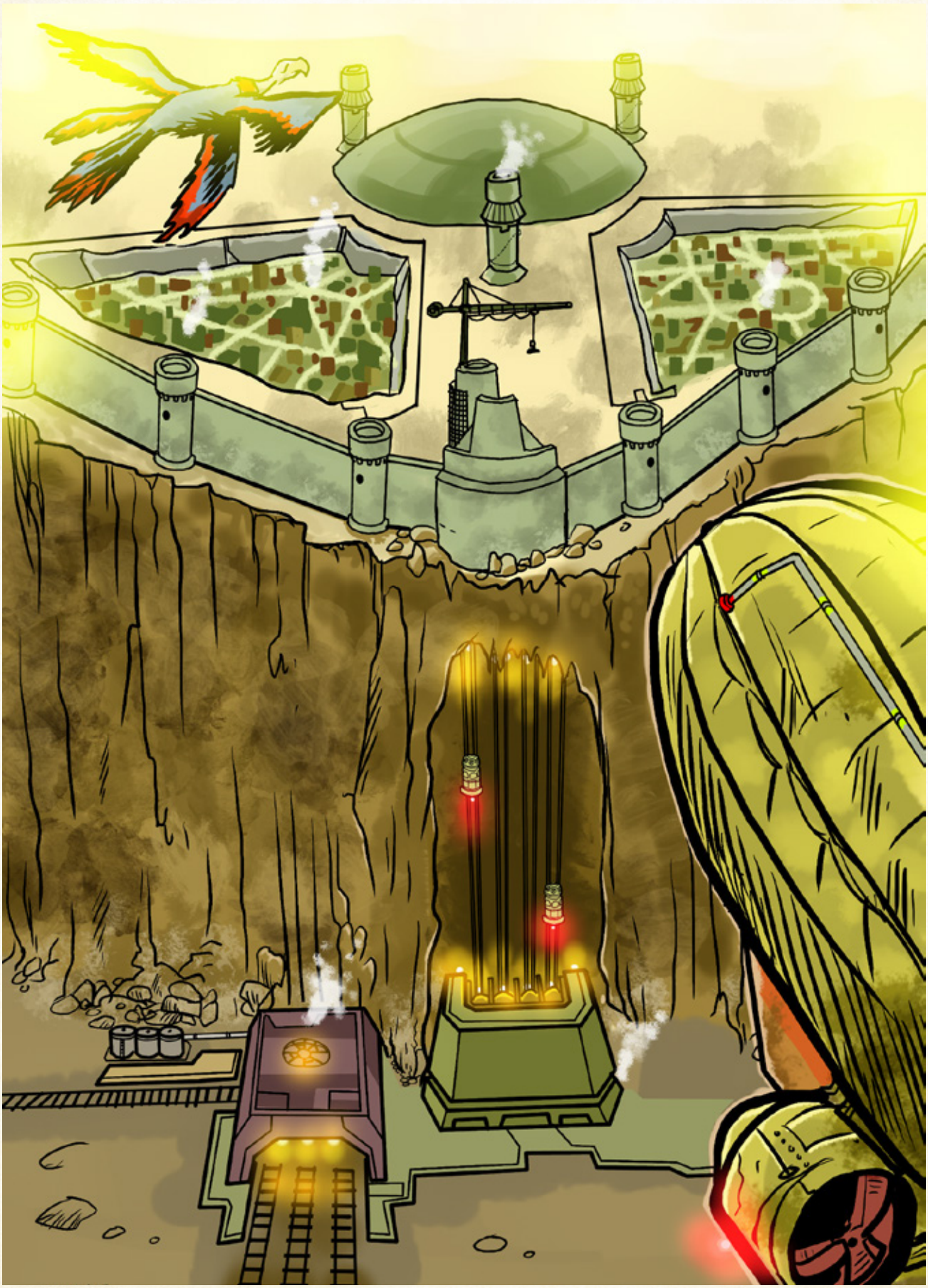
The Frontier

Beyond the edges of the territories is an outer region called the Frontier. It is where life is the most difficult, but a place called home, for those who struggle to live at the edge of civilization. Most of the Frontier is made up of military forts, sometimes containing small communities. Without a line where the Frontier begins or ends, some folks say a feeling of emptiness and solitude invades the daily lives of the inhabitants and travelers who journey to the outer badlands, and "you just know it" when you cross into the Frontier.

A obvious lack of tramlines in the Frontier is a condition of life, and leads to frequent raids by ferals and raiders. Strangely, the worst thing about the Frontier is not the dangers posed by other people, but by the lack of resources to stay alive. Competition for food, water, and the things needed to maintain civilization is fierce. On top of the competition between people, is the competition with the wild life. Every part of the badlands has different creatures, some of which are particularly deadly and invasive.

The people who choose life on the Frontier are typically those looking for fame, escape, or solitude. Regardless of the reason, people depend on one another, doubly so on the edge of civilization.

Hollis



Fort Amarell

FORT GOWCHAIN

Population 8,092

In far North Eastern edge of the colonies, Fort Gowchain sits on a lonely hill that overlooks acres of land in all directions. The Fort is half-above ground, and half below. Most of the conscripts who work at the Fort do so above ground, where large walls rise around an inner courtyard. The Courtyard has a single small building that acts as the entryway into the lower commons area. Down in the dirt, the thousands of inhabitants of Fort Gowchain live in relative peace.

Below ground, Fort Gowchain has a steady and reliable deep well for water, a small meat smoking structure that vents the smoke into the court yard above, and services a few gates that lead out to the lowlands around the Fort where people do farming.

FORT AMARELL

Population 2,188

Fort Amarell provides a stronghold to those who politically oppose the Capital City Council. It has the potent and effective Amarell Militia, who provide security and protection against Conscript and Capital City Guard displacement, as well as general policing under the legendary local Marshal, Tycoria Banks. Despite its relative closeness to the Capital City, the residents manage to live relatively peaceful lives most days under the leadership of their elected mayor, Serafus Montgomery, Jr.

Fort Amarell lies across the entire top of a plateau, with large chain and rope drawn pulley systems that drive several lifts to the basin far below. The plateau where Amarell sits is near half a kilometer in elevation, making it impossible to easily attack in large numbers. The geographical location of Fort Amarell is likely the main reason Capital City military forces do not encroach upon Fort Amarell, despite the tramline leading right up to the bottom of the plateau.

Fort Amarell has a modest trade and barter relationship with several other prefects via airship, which also provide news and occasional protection from bandit raids. Fort Amarell provides an unmatched sense of security to Dusters and anyone in political disagreement with the Capital City Council.

Fort Amarell boasts a defensive wall around the ridge of the plateau with medieval-looking turrets. Atop the defensive wall, patrols provide day and night security, as well as providing assistance for incoming airships to help them land.

FORT SPINE

Population 0

Fort Spine was the shining gem of the South for the first Century until attacked and subsequently abandoned. Amidst many legends and rumors, "Fort Spine is a hideout for bandits or Ferals, Fort Spine is a secret lab for Capital City Council, Fort Spine is haunted by our long dead ancestors," no one alive knows the truth. Furthermore, no one really wants to go far enough South to find out the truth.

Occasionally, treasure hunters go looking to find the old road to Fort Spine, few return alive, fewer return sane. The draw of treasure is a large one,

since a major legend revolving around Fort Spine is that it was an early, colonial mining facility for precious and heavy metals with its own underground river. This appeals to anyone looking to get away from the tyranny of the Capital City Council, as they would not dare to venture that far South.

Once a year, an expedition leaves Yewanrey to find Fort Spine. Barely anyone ever returns.

FORT DARLING

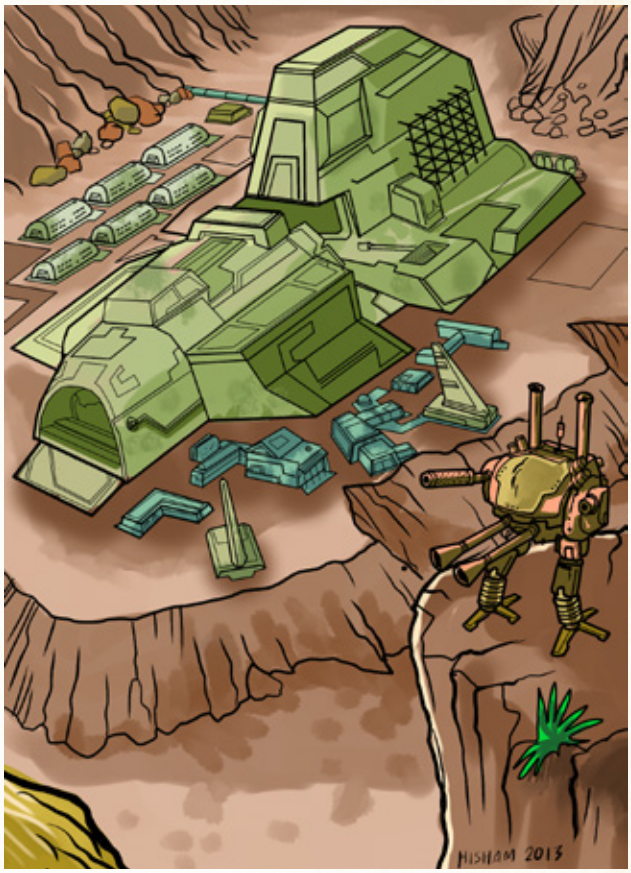
Population 1,711

Fort Darling houses the largest barracks and training facility for Conscripts outside of the Capital City. Conscripts come to Fort Darling for training and remote assignments, especially for learning to work as scouts and rangers.

All of the Conscripts who work in Fort Darling arrive by airship or caravan. Construction of Fort Darling used a large portion of the Chrysalis. Fort Darling is the most fortified of all the frontier locations, including a functional energy weapon, reconstructed from the Chrysalis weapon systems.

Occasionally, Ferals travel down from the mountains and attack Fort Darling, quickly learning the benefits of a hasty retreat. Fort Darling has three active airships assigned to its location that regularly do patrols on the surrounding badlands, as well as provide escort to merchants to and from Aquarium.

For Darling was named after General Thor Darling, who conducted early exploration on behalf of the Capital City, and whom realized the necessity of creating a distant northern fort as a display of power against the Bandits, Ferals, and Scavs. Dusters avoid Fort Darling due to the heavy Capital City military presence. There is no overseer or marshal assigned to Fort Darling, instead a Praetorian, one of the elite Capital City Guards elected by Manciple Primus, runs the day to day governance of Fort Darling.



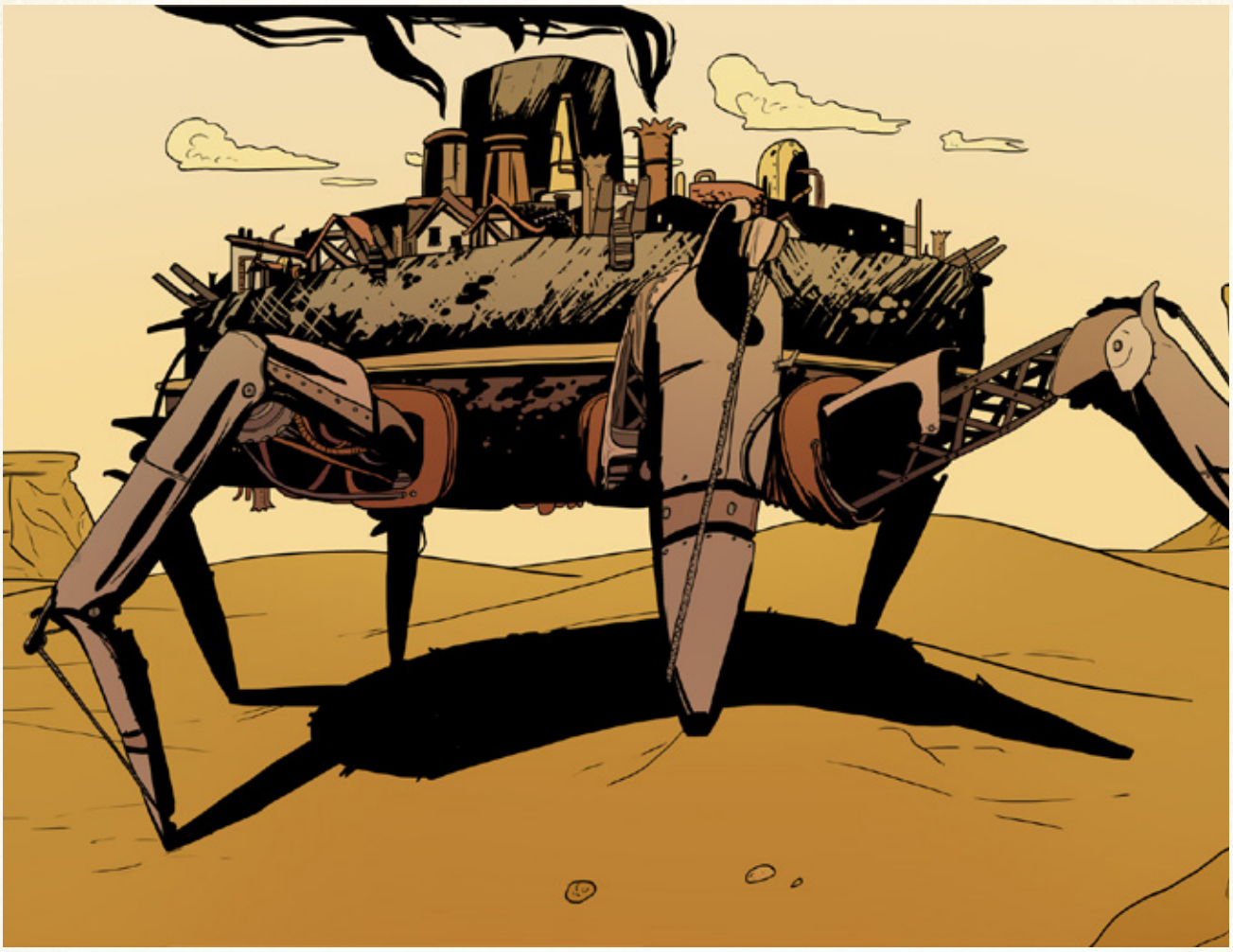
MOTIS

Population 503

Motis is the worst kept secret ever invented on Westward. Motis is a massive steamech that houses an entire prefecture. Many prospectors who venture into the Southern badlands return with personal accounts of watching Motis cross the landscape effortlessly.

Many of the stories say that Motis walks across the badlands like a giant insect, while others say that it glides like a tree crab. Originally designed as a giant, mobile, mining platform, Motis moves around the badlands to bore into the ground and pull valuable resources up to the structure for fuel, trade, and survival.

Little else is known about the massive steamech and its history, other than the populace is very protective of their home and particularly distrusting of outsiders.



Motis

The Badlands of Westward

The entire known and populated region of Westward spans an area of a small continent, though most it is either too dangerous or without enough resources to sustain life for any length of time.

To the magnetic North of the region are impassable mountains that rise so high most believe they sit where little breathable air exists. They call these Northern mountains the Monument Mountains. Long ago, the early colonists attempted to cut into the side of some of the mountain range with explosives, resulting in the deaths of hundreds of people. No one tried again after that horrible disaster, though there is recent discussion of another attempt to harvest the snow and water from that sits on the peaks.

The surrounding Badlands of Westward is more desert as far as anyone has traveled. No one is entirely certain of where the nearest ocean lies, let alone the nearest forest or surface river. Ferals, Pirates, and Raiders are the only people known to live beyond the Frontier.

ABANDONED LOCATIONS

Throughout the badlands lie many abandoned prefectures, with names lost to time or intentionally erased from records. Regardless of the reason the prefects no longer exist, many uncharted prefects and settlements lie abandoned or forgotten.

Those places where people still reside, probably prefer to remain distant from the governance and laws of the Capital City. They likely live and die by local laws with communal justice systems that might appear archaic to anyone on the outside. These places often serve as neutral ground for the locals to socialize with bandits, Ferals, and Scavs, especially in places organized enough to repel Feral and Scav control.

Outsiders are seen as dangerous to the survival of everyone, and often quickly run out of prefect, for fear that they might encourage Capital City forces to take notice. There is a sense of xenophobia that developed between the places beyond the Frontier and the Inner Territories. This idea pervaded the daily lives of the people, remaining a stigma for everyone, probably aggravated by stories of anyone who encounters Capital City military forces.

BEYOND THE BADLANDS

For the past century, a handful of "Ferals" returned into the outer territories, telling tales of a promised land, discovered beyond the wastes. A place where they arrived and food and resources were abundant and plentiful, a place beyond the madness, the dust, and the hunger. To reinforce their claims, they held fresh fruits and vegetables. Their stories sit as unconfirmed allegations, when discussed within the Capital City.

Among those people living in the outer territories and among the Frontier, these tales may be discounted as wives tales, but many travelers have wandered out into the wastes to never return. Perhaps they just die or get eaten, perhaps they discover the promised land where Humanity can start again. Regardless, no one knows the truth.

There was once an ambitious (some would call insane) Capital City chancellor, who commissioned an envoy to travel as far as possible (safely) and return to the Capital City and report their findings. As the envoy never returned, he was voted from his seat and charged with reckless endangerment of citizens and exiled to the wastes to wander until he died.

There was once some discussion of slowly extending the tramlines further out, but a consensus came from the ruling council that the proposal was outlandish and a waste of resources.

Regardless, the council seems to care only about the Capital City, and not for the residents and citizens living beyond the walls. This selfish indignation towards other people spurs rebellion, and even some folks from within the Capital City are stepping up to take a stand against the unjustness set upon other people.

While life on Westward has never been so exciting, it is always best to stay low key and out of the line of fire.

Tall Tales

XANADU

In the very North of the badlands lies a mountain range so vast that no one dares venturing into it, but to guarantee death. Amidst these distant mountains is a rumored citadel, carved into the very face of the stone cliffs high above. The people who live in this place long ago left the original colony, in search of somewhere apart, where they could live in peace under their own rule.

The story tells that they journeyed into the Northern mountains, using the last of their superior technology, created a city in the stone called Xanadu.

Many people who return from the distant mountains carry stories describing lost city of Xanadu, where food is plenty and the people want for nothing. Visitors are never allowed to stay long, only long enough to return with stories. A handful of artifacts exist of Xanidu, though nothing exists to confirm its existence.

ARCHON

There are places where the tramlines break off from the main lines, trailing off into the distance. Where the tramlines lead is anyone's guess, but some prospectors and folk who return from wandering the badlands talk about how the tramlines go into tunnels or far into the distance beyond where they could travel safely. One of the places, reachable only by tram or airship is a place called Archon. A place built far off so that no one would go looking for it, nor happen upon it by accident.

Archon is a place by rumored reputation: run by the Capital City, where successful development of a starship to leave exists. To be used if Humans deplete the resources to continue living on Westward. No one knows if Archon exists, but the tramlines do travel off into distant places, leading past abandoned prefects and ruins, further into the badlands.

Some Dusters claim to possess records from the fabled Argonaut Group, who apparently participated in the development of Archon, along with a slew of other research projects. Many Dusters believe that someday they can expose the corruption of the Capital City Council to the people; giving everyone the opportunity to leave the badlands, or better, leave Westward.

TENEBROUS

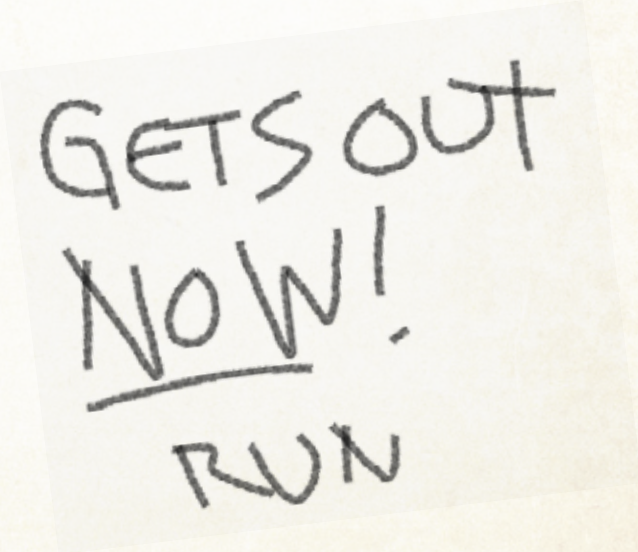
The past three centuries on Westward leave people wondering about the thousands of people seized by Capital City forces over time. A tale exists of a deep pit dug in the badlands, where people go when no longer wanted in the world. This place, sometimes called the "secret prison," mainly goes by the name Tenebrous.

While little more than a rumor spread across the badlands, people still fear mentioning Tenebrous. Many people believe that by simply uttering "Tenebrous" in the wrong company, bad things can happen. No evidence supports this rampant paranoia, but the Capital City Council does nothing to dispel it, either.

UNDERSCORE

An ambitious and somewhat public project surfaced several decades ago called Underscore. The details were scant, but the project involved the development of a super air ship. The super air ship was to fly beyond the range of any existing craft, taking a specially elected crew well into the very farthest reaches of the badlands.

Some people believe they scrapped the project, while others think it actually launched shortly after the project was uncovered. Many think the motivation was around the fabled promised land, though some others believe they dreamt of establishing oasis locations for deeper exploration. Regardless of the rumors and tales that surround it, few if anyone knows the true outcome of Underscore.



GENTILES

Gentiles are the main inhabitants of Capital City and the surrounding region. Most Gentiles will not venture far from the city unless compelled by force. Gentiles tend to avoid the dangers outside the city, the uncivilized world, including the people. The Capital City has a massive population; of that, slightly over two thirds are natives, while the remaining third are naturalized residents. To reside within the Capital City as a Gentile requires not only the standard Identicard, but also family genealogy documents. Most Gentiles enjoy a casual life, wanting for little and holding positions within the city. Many of these positions are Trades such as Capital City Guard, Doctors and Scientists, Evangelists, and Silks.

CAPITAL CITY GUARDS

Only Gentiles hold eligibility to become Capital City Guards, therefore their allegiance to the city and residents is unquestioned. Gentiles receive better equipment and augmentation training to improve the training they get while they share basic training with Conscripts. Capital City Guard live on a weekly stipend, and rotate in specialized shifts to do tours outside the Capital City walls to help maintain law and order. There are two elite groups of Capital City Guards. One group is the Praetorians, selected to provide personal protection to the Capital City Chancellor. The other group is the November Squad, who work to patrol and scour the badlands, with a mission of eliminating any bandits and ferals they encounter.

DOCTORS AND SCIENTISTS

There is a medical and research school in the Capital City called Chrysalis College. Most of the college lies within the heart of the Chrysalis, where doctors and scientists learn their trades via the training facilities still operational with the heart of the crashed ship. Medical students work only on projected hologram patients until certified as doctors. Scientists and researchers must train in specific fields, relevant only to continuing survival on Westward. Trying to research technologies that do not pertain directly to the benefit of the people of Westward, or the Capital City inhabitants places a demerit on a student. If a student receives too many demerits, the result is invalidating resident status and immediate extradition from the Capital City. Few students cross these lines. Once the students become doctors and scientists, they live out their remaining existences as they choose, moving about as they please, with the only expectation that they help people and solve problems as encountered.

EVANGELISTS

A special academy in the center of Capital City provides training to students who wish to become Evangelists. Evangelists provide diplomatic support to the prefects and forts, more importantly they help to provide the presence of Capital City political support wherever needed. Evangelists can commit limited financial resources to help prefect citizens, as well as request Conscript and Capital City Guard help to deal with complicated problems. Evangelist students receive training in judicial arbitration, hostage negotiation, diplomacy, and mediation. Evangelists can place judgment on criminals, including trying, sentencing, and conviction. Evangelists also hold a great deal of political sway resolve property and resource disputes, with a special emphasis on avoiding bloodshed where possible.

SILKS

The noble-born citizens of the Capital City can directly link their lineage to original Chrysalis bridge officers. Less than one thousand Capital City residents directly claim this lineage. These people live in an elevated status, as if nobility. Silks do little conventional work, as all of them live on trusts inherited from family. For official work, a number of Silks sit on the Capital City Council, while a handful of others work as Evangelists.

Most Silks receive exemplary educations, including specialized training in the operation of the Chrysalis bridge systems. Silks look at one another in disregard if one of them leaves the city, aside from Evangelist duties. It is distasteful to go beyond the wall, and any Silk who does so voluntarily finds the reason quickly. People dislike Silks within the Capital City, while outside of it, people consider Silks criminals.

COLONIALS

Most Colonials live scattered throughout the inner territories and along the frontier. Colonials often work with the Capital City as diplomats, envoys, and representatives of the central governing council. Colonials often receive the title "middle management," where they fall into the uncomfortable and misunderstood position of providing authority and governance to people who do not respect the governing authority to begin with. To make their lives more difficult, the governing power afforded them is limited to those granted by the Council. Most of it involves keeping the peace and avoiding rebellions against the Council. The majority of Colonials volunteer to work in Trades such as Conscripts, Marshals, Overseers, or Tranquiles. The Council is the largest contract Trade employer of freelance Mech Operators, especially for mining, so many of them seek employment through this route.

MARSHAL

The drive of a Marshal is unique across the badlands. To receive a badge requires a written nomination from a minimum of ten people, an extensive background check by Council agents, and a two-thirds majority confirmation vote by the Council. Becoming a marshal is likely the most difficult position to acquire outside of the Capital City. In most cases, a Marshal needs at least a long and decorated military service and consistent performance in dealing with Ferals and bandits. Marshals have special authority to try, judge, convict, and exact punishment for crimes, anywhere across the badlands. Marshals only answer to a single authority once confirmed: the Marshal Collective. Once a group of Marshals undergo confirmation and swearing in, the lot of them ship out to the Marshal Collective. The Marshal Collective is a secure, remote location where new Marshals get a badge, learn the Marshal's Oath, and get their first charge. Any Marshal who violates the Marshal's Oath is subject to criminal punishment by the Marshal Collective.

The Marshal Oath

A Marshal keeps justice and peace.

A Marshal defends the righteous and protects the innocent.

A Marshal defends the honor of the people rather than oppressing them.

A Marshal always seeks to improve.

A Marshal seeks out evil, cruelty and injustice, and extinguishes it.

I am a Marshal. I am the law.

I AM THE LAW,

CONSCRIPT

Most prefects provide the Conscripts to service via recruiting programs that center on folks who want to do some traveling, and folks who want to do some service to the Capital City. Recruiting stations include Capital City Guards and Evangelists who help convince Colonials to serve. Becoming a Conscript means a hard life. Anyone who volunteers for service goes to basic training at a remote outpost camp called Dogwood Camp, where life becomes the very meaning of survival in the badlands. The soldiers who run the camp do so, on the ground, but return every evening to the relative luxury and safety of nearby anchored airships. A Conscript learns quickly to rely on the others in a unit, as the soldiers must or perish. The camp location, while unadvertised, is subject to occasional feral and bandit attacks, the wandering, aggressive wild animal, and general unrest from troops who cannot handle the stress. Punishment for misconduct while in the camp is usually lashings or death. Once a Conscript escapes from training alive, the rest of service period, normally four years, takes them on journeys to distant forts or on patrols across the badlands. At the completion of service, a Conscript who does not continue immediately discharges as a veteran. The suicide rate among Conscript veterans is extremely high, but no one knows why.

MECH OPERATOR

Through either contract, or long-term commission, Mech Operators end up in employ of the Capital City Council. Most of this work involves doing excavation mining, but sometimes the Council hires Mech Operators for security patrols along heavily traveled roads to augment existing Conscript patrol forces. Mech Operators tend to favor staying in the safety and security of their steamech. Some Mech Operators install reclining seats for resting, or septic systems to handle body waste. These examples of attachment between Mech Operators and their steamechs tend to be rare. Mech Operators are serious about their steamechs, often doing everything possible to keep them performing at highest capacity. Traditional Mech Operators form strong bonds with Techanics, always hoping to push their bits a little further, and make their existence as an Operator last a little bit longer. Being a Mech Operator required a license to operate, a steamech, and raw talent for piloting.

OVERSEER

Overseers hold the position of running entire prefects. Most of Overseers acquire the position through an election otherwise, assignment by the Council occurs, where voting fails, though rare. Overseers hold an interesting position within a prefect as they can affect new local laws, set temporary curfews, conduct health and building code inspections, and distribute payments to locally employed Council workers. Overseers do not; enforce laws or justice, with the exception of posting closings on public houses or other buildings that do not meet health and building codes. This position of an Overseer is difficult, as while they have a modicum of authority and financial responsibility, their pay is meager by any standard, and they often take blame outside of their control. The Capital City Council sees Overseers as magistrates who should locally take control and enact Council law.

TRANQUILE

A long and spotted history follows the traditions of the Tranquile. The earliest Tranquile afforded companionship and spying services for and between Council members. Tranquile acted as the first agents for the Council. In time, corruption of the Tranquile organization came from within, when certain members bent on seeking power, began orchestrating the Tranquile to eliminate non-compliant Council members. After identifying and eventually eliminating the corruption, a scar remained on the reputation of the Tranquile. This caused the Tranquile organization to branch in multiple directions. Tranquile, to date, do similar work for the Council as originally tasked, but now their primary tasking involves assassinations and subterfuge. Tranquile trained in restraint and subtlety, can become capable of persuading even the most resistant target through words alone. Tranquile often train in torture, toxins, and pain management, making them deadly opponents to underestimate.

EXPLORERS AND SETTLERS

Explorers and Settlers, while essentially colonials, are the folks who tend to travel outside prefects, going out into the badlands and who settle new homes outside of protected areas. These people will often grow up in forts and prefects, but move away for personal differences with local law or run-ins with Council authorities. While not blacklisted as criminals, such as likes of scavs and Ferals, Explorers and Settles still live in a constant state of struggle for survival. More people live and work outside the forts and prefects, than do the populations within them combined. This is a startling idea to the residents of the Capital City, who cannot fathom the idea of living in the dirt and rock and making a life on the edges of civilization. Explorers and Settlers make up more than half of the entire Human population on Westward. While many people view farming arguably as a Trade, those who farm and produce crops, cannot live on that income alone, and heartily rely on another source. By Trade, Explorers and Settlers tend to fall into very specific groups, including Blasters, Makers, Movers, Prospectors, and Techanics.

BLASTER

Blasters possess a knack for demolitions and explosives, in some cases, an obsession. Although dangerous, a Blaster's demolition skills become pivotal in mining work. Blasters also can clear out rocks from farmland, and make short work of carving out new homes into large boulders. Some Blasters specialize in home or structural carvings, especially farther out in the badlands. A smaller number of Blasters simply enjoy blowing anything up. Some of them are spectacular artists, and some of them are dangerous and malicious criminals. Few people scrap with Blasters, as no one knows what one of them will have in store for that person who sets them off. Blasters tend to live nearby forts and prefects so they may acquire tools and ingredients more readily.

MAKER

Unlike others across the badlands, Makers live life each day to create something new amidst the dust and rock. Most Makers live in small farming communities or on the edge of prefects, providing inventions, and repairs to people. Many Makers develop clocks, lights, alarms, cooking systems, distilleries, air conditioning and heating systems, and a slew of other useful devices to improve the quality of life for others. Someone coined a phrase long ago that goes something like this, "a prefect without a Maker is a no prefect at all." This phrase tends to ring true the farther away from Capital City anyone travels, as the need for invention and design become particularly evident. Most Makers earn a modest living by invention alone, a few sometimes team up with Techanics and open shops to design and build completely original steamechs. These shops are far and few between, especially since most of them are illegal. Steamech shops tend to need a license issued from a local Overseer to be legal, and while an Overseer may not shut a shop down, they may not grant a license, either. This makes the steamech business a difficult, but sometimes worthwhile investment of time and energy for an ambitious Maker.

MOVER

Movers are the lifeblood of the badlands. They travel from one place to another, selling, trading, and buying goods. They move resources from prefect to fort to badland, and back again, distributing goods to thousands of people. Very successful Movers take on difficult routes that few others dare venture along, sometimes even going into scav and Feral territory to trade with the locals nearby them. Movers represent a long tradition of free commerce in the original colonists, many of whom will live their entire life out traveling the badlands, never going the same way, or visiting the same place twice. It is from Movers that tall tales reach the ears of others in public houses and anywhere people gather. Movers can often freely travel into scav and feral territory after building a reputation of barter and trade with them, bringing goods from the forts and prefects regularly makes them a valuable commodity beyond the frontier, even to savages.

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PROSPECTOR

Prospectors learn skills to find water, fertile soil, certain minerals, and other valuables in the desolation of the badlands. A Prospector originally founded all of the many forts and abandoned outposts across the badlands. Prospectors look for new places to survive, to expand Human civilization, and to create a legacy for their descendants. Some Prospectors use specially designed technology to find new sites for settlements, while others use traditional methods. No specific method seems to work better than another, though a large number of Prospectors swear by surveying a site and living there for as long as possible, before moving on. Prospectors will often spend years searching for suitable sites for settling; many die in this pursuit. Without the desire to explore and follow curiosity, Prospectors would stop moving outward, looking to find the answers to the questions. In Prospectors, we find the best and worst of Humanity; in Prospectors, we find our future.

TECHANIC

The traditions of Techanics stretch back to Earth, where those talented in the mechanical and technical disciplines excelled in building, repairing, and maintaining technology. Techanics maintain the traditions of their ancestors with a pursuit improving their craft and developing new and innovative ways to solve existing problems in complex technologies. Some Techanics call their craft "turning wrenches", lending credence to the idea of their ancestors who worked on technology mainly consisting of mechanical systems. The technology of Westward poses many complex problems, especially those posed by high pressure steam and long term corrosion of materials. The most popular insulation and building material used by Techanics across Westward is aluminum silicate, providing resistance to high temperatures and corrosion. The difficulty for most Techanics is either producing or acquiring any kind of silicate materials, as the temperatures required to manufacture are very high. Techanics live everywhere in Westward, providing their services wherever needed.

SCAVS

Scavs are those, who involuntarily or willingly, moved to the badlands to start a life centered on crime. In the farthest reaches of the badlands, the Scavs formed small prefects, often living in small cave networks or abandoned outposts. They are fairly well organized, and in the past dealt deadly blows to the civilized people of Westward.

BANDIT

Bandits live along the frontier, posing as legitimate explorers or merchants to take advantage of anyone who may venture too close. Bandits regularly use brute force and violence to impose criminal sanctions on small communities outside prefects. Bandits sometimes wander into prefects, looking to rob banks and stores, or cause other problems for local law enforcement. Bandits fear Marshals and go out of their way to avoid confrontation with them. Many people consider Bandits lower than all Ferals, as Bandits prey on the weak and take advantage of ignorance.

DUSTER

Difficult to pick from a crowd, a Duster lives in and amongst the people across the badlands. Dusters hail from a sense of duty to protect the innocent and help anyone in need. They seek justice like Marshals, but they work outside the law. Vilified as criminals against the Capital City Council, Dusters keep their identities secret. Dusters work in compartmentalized splinter groups, so that no Duster or group of Dusters possesses much information about others. A scant few Dusters know their true numbers across the badlands to protect the safety of them all.

JAGGER

Legitimate or otherwise, Jaggers travel across the badlands to recover lost, missing, runaway, or otherwise desired people. Most Jaggers work on the dime of the Capital City Council, as they pay the most for wanted fugitives or enemies of the Council. Some Jaggers work exclusively for private entities, either to recover assets or information, sometimes to recover people. Anyone dealing in the apprehension of people possess a license to transport them, otherwise they are violation of multiple laws for Human trafficking. Jaggers most commonly work to track down people to take possession and return "stolen" property to their employers.

SHARP

Sharps live in most prefects and pretty much anywhere gambling is legal. The Capital City Council banned gambling in the city, but everywhere else gambling is legal. Most Sharps follow the circuit of gambling tournaments that occur year round on the badlands. Sharps get into trouble with the law when they cheat, or hold unsanctioned gaming events. Many Sharps learn sleight of hand tricks, and take up pickpocketing and petty theft in their off time. Professional gambling does not pay well so many Sharps take up alternative careers to supplement their games.

SMUGGLER

A Smuggler is not unlike a Mover, but specializes in contraband and other illegal goods. A number of Smugglers work as arms dealers or carry military-grade equipment to neutral locations in the badlands. Smugglers also prey heavily on outer prefects and on the frontier by moving illegal drugs. Many people believe the drug problem is driven by members of the Council who want to use addictive drugs as a way to control the populace. Regardless of the motives, Smugglers play a vital role in the distribution and sales of everything that is illegal.

The People of Westward

FERALS

Ferals are a tribal people, who carry a number of diseases, subjecting them to a quarantine that prevents living among anyone or anywhere within the normal spectrum of civilization. Most Ferals were involuntarily deported into the badlands, where, if they survive, they join a part of a tribal family. Many Feral tribes live by raiding and attacking forts and prefects, though sometimes they find more subversive methods. Feral society sees themselves in a constant state of war with the civilized people of Westward. Many Feral tribes adapted creative and effective survival techniques to live comfortably in the harsh badlands. The tribes fight with one another often over territory and actively own and use slaves, mostly people taken from raided settlements. There are fifteen major Feral tribes, but they all mainly function socially about the same way. One Feral tribe called the Followers of Onuron, use far more advanced tactics in combat against Capital City forces, boasting more than one victory in direct combat with them. acclaim

BERSERKER

A Berserker is a Feral Soldier held in high esteem by tribe members due to success in combat and acclaim bestowed for acts contributing to tribal victory. Berserkers command great respect and can change the tide of a battle. The presence of a Berserker changes the morale of tribal Legionnaires. Berserkers also bring great political powers within and between tribes, often carrying with them a reputation for settling disputes outside of all-out war. Many Berserkers form special relationships with one another to maintain the peace between tribes, curry favors, and take on positions as chieftains.

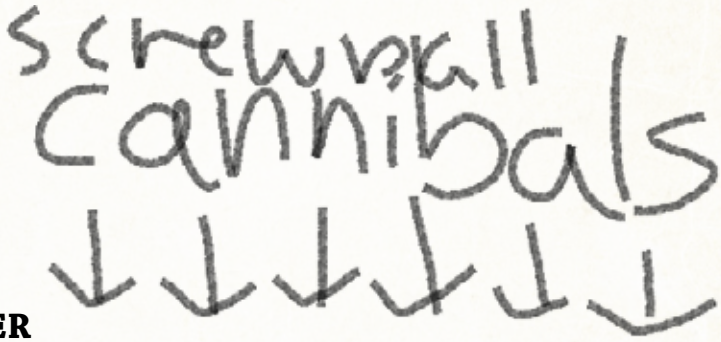
monsters

LEGIONNAIRE

Everyone indoctrinated into a tribe must try for a position as a Legionnaire or suffer excruciating torture. Ferals believe that every member must learn or know how to fight or die. This belief produces a violent, but very successful culture for survival in the harsh and unforgiving badlands. Legionnaires play a vital role in Feral society, as no gets tribal membership without at least a Legionnaire social status. Once someone becomes a Legionnaire, a rite of passage occurs where the Legionnaire travels into the badlands for three days with other recently indoctrinated soldiers. Any who return to the tribe alive receive a tribal marking and attend a feast.

MOLE

Moles work as practical scouts for Feral tribes, but also in the traditional Earth sense of the term used when referring to spies. A Feral Mole will embed into a fort, prefect, or settlement, posing as a normal citizen. Moles feed information back to their tribe, as well as ferry out supplies and make observations about security. Moles also work in the badlands, often holing up underground in small hides to keep watch nearby roads or positioned towards other tribes. Moles work in teams to hunt for food and specialize in stealthily killing animals.



ROCKBITER

The most feared Ferals are Rockbiters. Rockbiters possess an infection that causes their mind to degrade and become both animalistic and cannibalistic. Not all tribes agree that Rockbiters should be left alive. The Feral tribes go to war over this matter regularly, as many chieftains believe that keeping Rockbiters alive in a tribe are dangerous. When a tribe keeps Rockbiters alive, they live in cages that descend into pits. They feed them dead slaves or those who refuse becoming Legionnaires. These same tribes release Rockbiters into combat against Capital City forces and other tribes, further spreading the disease. Rockbiters tend to attack randomly in battle, often only biting targets. The name Rockbiter comes from the fact that they literally will eat rocks at later stages in the disease, and up until they die. The disease is terminal once contracted, and no known cure exists.

Henjo Barrensk

Hit Points: 68 / 68

Initiative: 3d

Move: 10

Vitality: 5d (+9)

Cinema Points: 12

Experience Value: 5

Dexterity: 3d Athletics 2d, brawl 3d, dodge 3d, heavy weapons 4d, melee 3d, ranged 5d, riding 3d, throw 2d.

Strength: 5d Grapple 4d, jump 2d, lift 3d, push-pull 3d, stamina 4d (+9).

Persona: 2d Command 3d, gambling 3d, intimidation 3d, persuasion 2d, willpower 2d.

Intellect: 2d Medicine 2d, search 2d, survival 3d, tactics 5d.

Aptitude: 3d Communication 2d, first aid 3d, operate 2d, vehicle weapons 2d.

DESCRIPTION

Henjo stands tall, just over 2 meters, and he prefers wearing paramilitary clothing. He carries large illegal weapons when he can salvage, barter, beg, or steal them. He is always cleanly shaven and is shy with women. He wears an eye patch over an eye to help him with night vision and seeing in the darkness of caves. He often smokes a cigar until it is a small burning stub between his lips. Henjo is something of a large brutish man, in his mid-forties, whose minor injuries forced him into an early medical retirement. He has very short black hair and brown eyes and often carries a sword or axe of some kind, just in case.

Henjo is a retired soldier born into a military family. When he was in his early twenties, Henjo's father Kyle Barrensk was brutally murdered by one of Manciple Primus's agents over an unpaid debt. A crime that remains unsolved to this day, but Henjo knows the truth. Henjo carries a lust for revenge against Manciple Primus deep within his heart. Not only has Henjo inherited his father's debt, but also the bounty on his father's head. His entire life is warfare and shortly after Henjo's loss, Jill Strongarm approached him through his friend Itara with a proposal. He quickly accepted the task of training Jill's Duster Agent's in combat and tactics in exchange for exacting his vengeance.

The weaponry he keeps ready are always more than he needs as they hang loosely from many slings and tethers on his person. He has a love of big explosions and while he may appear brutish and tough, he does carry a big soft spot, especially for his best friend Itara Klifinger.

FEATURES

Inured, Cost: 7 (Creation-Only)
Description: Hardened by a tough childhood, this character possesses an unnaturally high ability to resist pain and endure hard labor. (+9 Vitality, Stamina)

Coerce II, Cost: 4
Description: This character uses sheer intimidation of might on others. (+4 to Brawl or Grapple, replace Intimidation as desired)

EQUIPMENT

"The Right Hand" Cusctom Heavy Automatic Gauss Revolver, (S/M/L) **Range:** 25/50/80, **Damage:** 1d+66/63/60, **Fire Control:** 2d/1d/0, **Ammo:** 9. .446EM Caliber rounds. **Ridged "Softwear" Prototype Second Skin Armor Suit**, Absorbs up to 100 Damage automatically, no rolling required, it is skin tight and hidden beneath clothes. Normally wears black and gray paramilitary uniform with beret, duster's coat, ammo sling, hip holster, and "combat" boots. Carries humidor with cigars, lighter, and various, random ordnance.

Money: 350 Bits

Old Ben

Hit Points: 36 / 36

Initiative: 3d

Move: 6

Vitality: 3d

Cinema Points: 5

Experience Value: 6

Dexterity: 3d Dodge 4d, heavy weapons 5d, ranged 5d.

Strength: 3d Push-pull 2d, stamina 3d.

Persona: 2d Empathy 2d, intimidation 3d, persuasion 2d, willpower 2d.

Intellect: 2d Medicine 5d, medicine: Natural Remedies 4d, search 3d, survival 3d.

Aptitude: 5d Communication 2d, demolitions 2d, engineering 6d, first aid 3d, operate 5d, piloting 6d, vehicle weapons 4d.

DESCRIPTION

Old Ben is rarely ever seen outside of his Steamech's cockpit. But on those occasions where either a bandit spy or a passerby has witnessed him working on the Mech, they say he wears a tattered and worn tunic in the color of the desert that surrounds him and always keeps his custom shotgun on his back. He also has long thinning, grey hair and wears a breath mask of some sort that is believed to filter out dust particles. At night he is particularly eerie as both eyes flicker a dim red glow unless he chooses to conceal it with a pair of welding goggles. Areas of his synthetic flesh that have worn thin reveal his cybernetic limbs.

Old Ben is old, really old. Popular rumors tell a story that this hermit, who roams the Badlands in search of parts for his ever-evolving Steamech, was once a co-pilot on board the Chrysalis when it crash landed on Westward. But that rumor is often dismissed as garbage. What is known is that Old Ben's talents at building and maintaining Technology put him in a class all by himself. His Steamech's appearance alone is enough to dissuade anyone from tangaling with him and there are reports of Outsiders who have witnessed both Ferals and bandits alike running away from the sight of this strange Steamech.

In fact, Old Ben is a surviving program that remains fully functional. The program searches for hosts, and it originated on board the Chrysalis's main computer systems. For whatever its reasoning, the A.I. chose Old Ben a little over 200 years ago as a priority host based on his skills and abilities. His mortal body and mind are long gone, synthetic flesh covers most of his body, and his limbs have been replaced by cybernetic parts that can easily interact with the computer on board the Steamech. The two forms - pilot and vehicle - are symbiotic, a team who depend on each other for survival as they carry out the program's primary function of searching for ways to restore the Chrysalis back to a fully operational state.

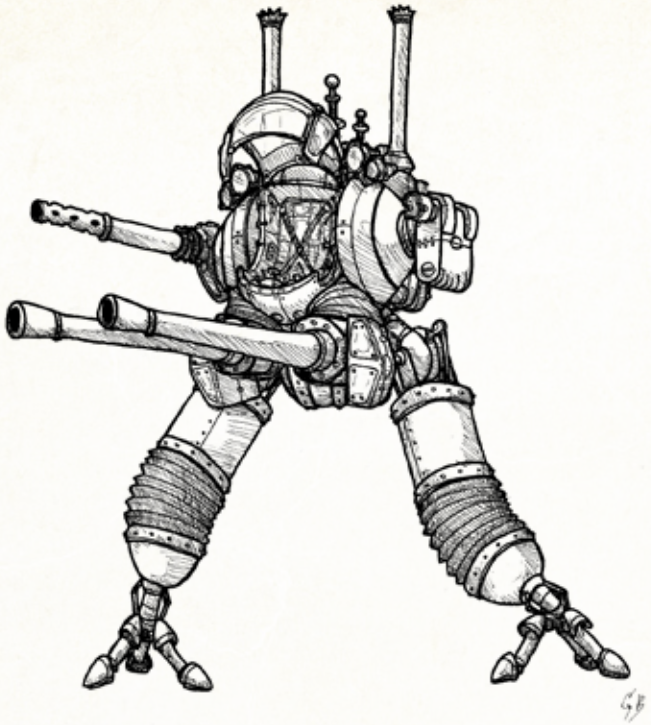
FEATURES

Calibrate, Cost: 7 (Creation-Only)
Description: The character excels at pushing technology to its limits for brief periods. (On an Engineering check, DR Moderate, Improve the technological performance of a device or vehicle for 1d Rounds by +2d for any specific stat or component.)

Juggernaut, Cost: 12
Description: This character has an affinity with handling and piloting a Mech as a weapon. (+13 Mobility (for Mech Melee), Mech Targeting.)

EQUIPMENT

Steamech, on-board computer for self-diagnostics, (programs and sensors provide a +2d bonus on Search checks.), **Customized Automatic Shotgun** (Range: 1-10/30/50, Damage: 12d/11d/10d, ammo: 30).



OLD BEN STEAMECH

Standing at full height, just about 9 feet tall, Old Ben is a sight to behold. Made up of scavenged and salvaged parts, the composite Steamech roams the Badlands as a primary mode of transportation, which he keeps in working condition relying on the parts he finds, and through his natural talent and technical know-how. The most visible features of this mech are its open-cockpit design, its two huge exhaust pipes and a pair of threatening "mega cannons" mounted just below the cockpit. Those who are foolish enough to approach Old Ben are often reported on having second thoughts at the sight of its mega cannons.

STATS

Type: Mech

Length: 9 Feet [Tall]

Weight: 1 Metric Ton

Scale: Heavy

Crew Required: 1

Crew Recommended: 1

Number of Passengers: 0

Cargo Capacity: .75 Metric Tons

Cost: 4,000 Bits (Estimated - If he were to sell it)

Mobility: 2d

Targeting: 3d

Hit Points: 24 /24

Armor Points: 12/12

Structure: 1d

Armor: 2d

Max Speed: 23.09 Kph

Acceleration: 1

Deceleration: 1

WEAPONS

Twin Mega-Cannons

Scale: Heavy

Type: Single (Fired by Pilot)

(S/M/L)

Fire Control: 1d/1d/0

Damage 1d+45/42/39

Range: 15/35/50

Long Ranged Repeater

Scale: Personal

Type: Single (Fired by Pilot)

(S/M/L)

Fire Control: 3d/2d/1d

Damage: 1d+42/39/36

Range: 10/20/40

Rear-Mounted Grenade Launcher

Scale: Personal

Type: Single (Fired by Pilot)

(S/M/L)

Fire Control: 0/0/0

Damage: Splash: 1d+99/96/93

Range: 100/200/300

Vildayvin Devaron (a.k.a. "Vil")

Hit Points: 36 / 36

Initiative: 5d

Move: 6

Vitality: 3d

Cinema Points: 10

Experience Value: 4

Dexterity: 5d Athletics 2d, brawl 4d, dodge 4d, melee 3d, ranged 5d, riding 4d.

Strength: 3d Grapple 3d, lift 2d, stamina 4d.

Persona: 2d Deception 4d, empathy 3d, gambling 4d, intimidation 3d, willpower 3d.

Intellect: 3d Law 5d, search 2d, streetwise 2d, survival 3d.

Aptitude: 2d Communication 2d, first aid 2d, operate 2d.

DESCRIPTION

Vildayvin stands about 5' 8" tall, has a medium build, and is clean-shaven with sharp, angular features. He generally wears a black duster over black clothing with a black cowboy hat and a pair of goggles to protect him against the harsh elements of the Badlands.

Not much is known, by common folk at least, about Vildayvin before he became a Marshal. His parents were simple Doctors who went out to settlements just beyond Fort Southridge and tried to provide medical services to those in need. Sometimes they would bring young Vil along if they were not headed anywhere really dangerous. But one fateful day, while traveling to a settlement, they saw what appeared to be a wounded man along the road in the distance. Naturally, his parents could not leave someone in such a state so they went to help, leaving Vildayvin back with the transport. Upon reaching him they were ambushed by a group of bandits who gunned them down in cold blood. Witnessing this, Vildayvin fled and hid until the bandits took everything they could and left. Upon returning and seeing both of his parent's dead, Vildayvin placed their bodies on the wagon and continued to the settlement. The Settlers helped him bury his parents, but shortly afterwards, he vanished. He was not heard from again until he had grown into a man, when he was conscripted and became a Marshal.

Now his name is feared by many a Scav and Feral for the swift and unforgiving justice that he brings to the Badlands. Upholding a strong sense of honor and justice, Vildayvin believes there is one way to handle criminals: with a bullet. He packs a deadly pair of custom-made revolvers, which he refers to as his "Hand Cannons." Every man has his vices though. Vildayvin is a fan of the cards and dice, especially those games involving chance.

FEATURES

Badge, Cost: 6 (Creation-Only)
Description: The character possesses a Marshal badge, assigned by all normal and legal procedures, valid across the territories. The character is an unassigned Marshal, allowed to enforce justice and law as needed across the badlands in the name, and with the full weight, of the people.

EQUIPMENT

"Hand Cannons" 2 Custom-Made Revolvers, (S/M/L) **Range**: 15/35/60, **Damage**: 1+39/36/33, Fire Control: 0/0/0 **Ammo**: 8, Large Hunting Knife, **Damage**: Str+6/x2, **Pair of Binders & Key**, Set of tailored clothing including: **Black duster jacket**, **Black Cowboy Hat**, and **Goggles**, **Set of Gambling Dice.**

Money: 260 Bits

Itara Klifinger

Character Type: The Medic, thief, female, quiet and shy dilettante (Rogue)

Hit Points: 38 / 38

Initiative: 6d

Move: 6

Vitality: 3d

Cinema Points: 17

Experience Value: 6

Dexterity: 5d Athletics 5d, Dodge 5d, Melee 3d, Pick Pocket 6d, Sneak 6d.

Strength: 3d Climb 4d, Jump 4d, Swim 4d.

Persona: 3d Deception 3d, Empathy 2d, Persuasion 2d.

Intellect: 2d Law 2d, Search 5d, Streetwise 3d.

Aptitude: 2d First Aid 3d, Operate 3d, Security 6d.

DESCRIPTION

During one of her recent heists, young Itara made a mistake that resulted in a steam injury that scarred her badly. She barely survived the encounter, but pulled through and persevered. So now, Itara has some prosthetics that assists her in daily living. These prosthetics are some of the best possible. They have been blacklisted and ruled highly illegal by certain upper echelons of the Capital City ruling council. Itara has black and silver hair and her eyes are gray. Her visible skin is unusually pale as she normally wear full body suits. Her prosthetics are on her right arm and leg; they function as joint and bionic amplifiers, employing a specialized series of advanced gyroscopic and hydrodynamic compression devices. She rarely goes without goggles, letting them drape around her neck when not worn. Her tools of preference are a grapple gun and a revolver.

Itara is an infamous cat burglar whose specialties include the theft of high-value art and top-secret technology. Her list of employers include major government officials as well as criminal organizations; with a catalog of skills that span the spectrum, she has established contacts that run deep within both worlds over the years. Rarely is she ever between jobs, as she is a savvy business woman who knows what she wants.

When the botched job landed her unconscious and facing serious injuries, one of her oldest friends, Henjo Barrensk, came to her rescue. It was through his efforts that contact was established with Dr. Taggert I. Smyth. Smyth was ultimately responsible for nursing Itara back to health and he performed the life-saving surgery which installed the prosthetics that allowed her to heal at a faster rate. Forever grateful for this second chance, Itara still owes her friends and she knows it. Which is why, after a lucrative heist, she'll always pay Henjo and the Doctor a visit. This uncanny alliance has served all three friends rather well.

However these activities haven't gone entirely unnoticed. Recent reports of stolen technology have made it to the desk of Manciple Primus. He's ordered some of his most trusted jaggers to look into the case.

FEATURES

Lissomic (Activated)
Description: Itara carries a unique mutant gene that she keeps secret. She can briefly attune her senses and reflexes to inhuman speeds. (Double next action including Initiative, Move, and Dexterity and Strength Skills.)

EQUIPMENT

Reciprocal Gas Dynamic Eruption Pistol, Prototype, (S/M/L) Range: 8/40/76, Damage: 100/80/40, Fire Control: 0/0/0, Ammo: 10 (Decay Rate of 1/week).

Ectomagnification Rupture Device, with Operate, DR Moderate, the device can disrupt up to 200 kg of solid matter into an ethereal state for 4d minutes per power cell, allowing the solid matter area to be traversed as if passing through water. If the device fails while anything is passing through the modulated matter, molecular binding occurs and instantly merges the matter together. Anything alive in the modulated matter in the event of a failure will die instantly.

EK Spectral Remote Device, with Security, DR Difficult, the device takes control of any machine or device using the standard solenoid HRF422.13 console control (pretty much all mechs, vehicles, and automated systems), for 1d minutes per power cell.

Bodysuit, lock pick set, repelling kit (rope, bag, crampons, rope eyes, climbing axe, picks and stalls), gas mask, sleeping gas grenades.

Money: Approx. 2 Kilos

Manciple Primus

Hit Points: 52/52

Initiative: 3d

Move: 5

Vitality: 3d

Cinema Points: 33

Experience Value: 15

Dexterity: 3d Dodge 5d, Heavy Weapons 3d, Melee 3d, Ranged 6d, Riding 3d

Strength: 3d Swim 2d

Persona: 6d Command 6d, Deception 6d, Empathy 3d, Gambling 5d, Intimidation 6d, Languages 6d, Persuasion 3d, Willpower 5d

Intellect: 4d Academics 5d, Business 6d, Politics 6d, Tactics 4d

Aptitude: 5d Communications 3d, Demolitions 5d, Engineering 6d, First Aid 2d, Operate 6d, Piloting 5d, Security 5d, Vehicle Weapons 5d

DESCRIPTION

Manciple is tall attractive man who wears long black suits. He has black hair and brown eyes, and normally keeps a mustache and goatee well-trimmed, with the mustache ends curled upwards. He often wears a top hat, in which he stores a small gun of some kind, along with several other small arms on his person. He also often wears a long black duster or dress coat, and wears heavy boots that can double as steam jets. He never goes anywhere without protection. He has a hypnotic smile and charm, something that has obviously lead many people to trust his judgment and governing style, however flawed. His skin is very pale, and he always wears dark sunglasses or sun-goggles.

Manciple is a brilliant, power-hungry, and charismatic Capital City noble and recently elected Capital City Magistrate. He has pronounced many new laws, imposed embargos, and cut off much of the civilization outside the Capital City from its resources. He ordered anyone from outside the city (with the exception of official military transports that identify themselves via specific methods) to be gunned down on sight. There has been a ruling that bans civilians outside the Capital City from possessing firearms. Now people outside the Capital City must resort to the black market for technology and weapons. He enacted these changes due to his xenophobia, and because of reports that important Capital City resources will run out in about 10 years due to the cost of supporting the Prefects. Of course, he has ordered troops to continue collecting raw resources from mining operations in the Territories. He is the popular elected leader in the Capital City, and using this new political power and influence, he was able to swiftly and forcefully impose change on the surrounding Prefects. The Prefects at longer distances have been slower to see lifestyle changes, though the effects of cutting off the resources were felt fairly immediately.

Being an expert marksman, Manciple is responsible for the invention of several weapon technologies and owns one of the largest manufacturing facilities inside Capital City. He moves around with a personal guard team, and goes nowhere without means of escape. He is a dangerous and cunning individual who seeks to enforce his will on all of Westward.

FEATURES

Blandish (Activated)
Description: Flattery will sometimes lower defenses just enough to let lies slip through.
Effect: +8 Deception

Deliberate (Activated)
Description: When the Character pauses to think before acting, an unwavering focus follows.
Effect: Roll Willpower, DR Moderate: +4d to the character's next roll

Etherean (Activated)
Description: The Character is astute in politics and dealing with the upper echelon of society.
Effect: +18 Communications, Culture, Law, and Politics.

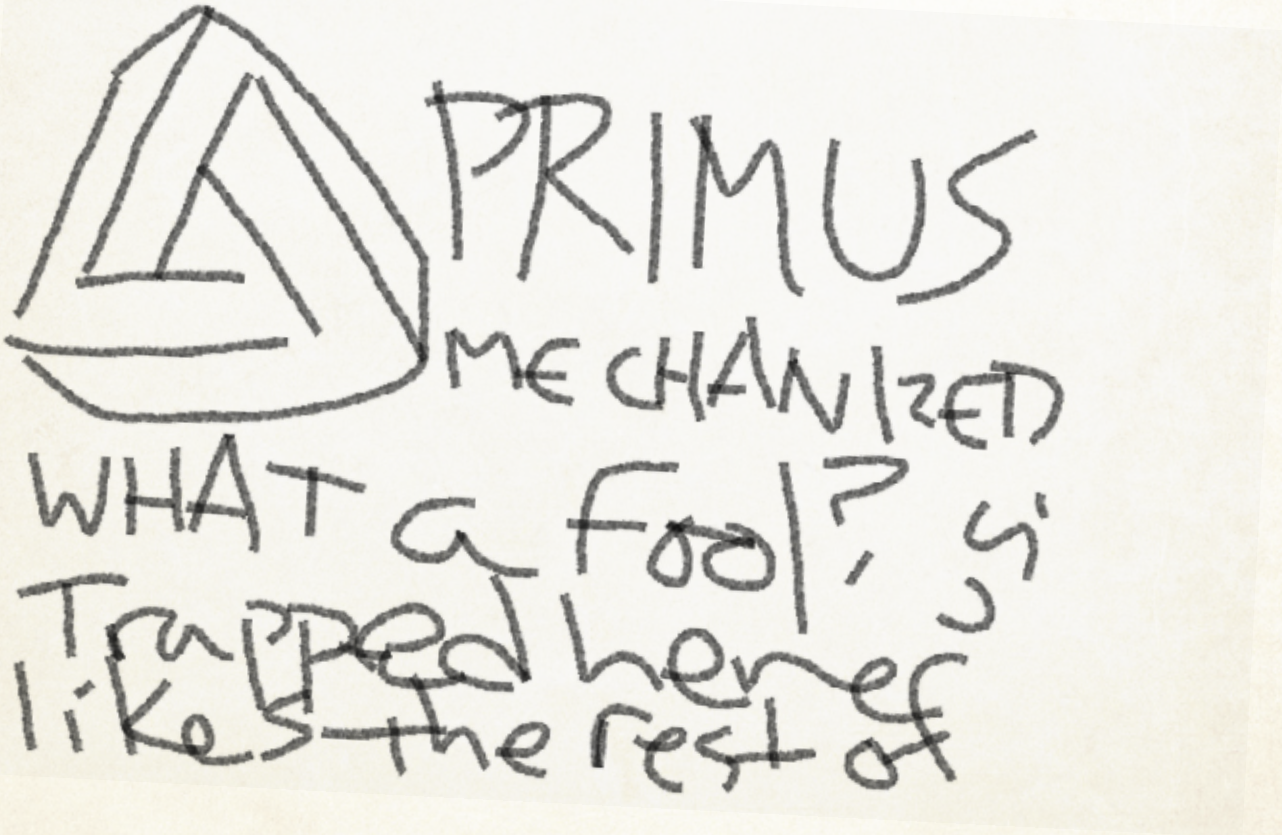
Slick (Activated)
Description: For this Character, selling IS everything.
Effect: Double Business and Persuasion

Tempt (Permanent)
Description: Through extensive training and effective practice, the Character uses words like weapons.
Effect: Double Persona Skills

EQUIPMENT

Pigeon Mark 4 Sniper Rifle, (S/M/L) **Range**: 100/250/400, **Damage**: 1d+65/62/59, **Fire Control**: 0/1d/1d, **Ammo**: 4. Small, custom-made ornamented powered oscillation dagger, **Damage**: Str +42/x3. Ridged "Softwear" **Prototype Second Skin Armor Suit**, Absorbs up to 100 Damage automatically, no rolling required, it is skin tight and hidden beneath clothes, top hat and suit, fine shoes and a cane.

Money: Approx. 100 Kilos



Reginald "Redge" Dekker the IV

Hit Points: 30/30

Initiative: 4d

Move: 5

Vitality: 2d

Cinema Points: 14

Experience Value: 4

Dexterity: 4d Brawl 5d, Dodge 5d, Pick Pocket 4d, Riding 3d, Sneak 3d, Throw 5d

Strength: 2d

Persona: 5d Gambling 6d, Languages 6d, Willpower 6d

Intellect: 5d Business 4d, Law 4d, Search 4d, Streetwise 3d, Survival 2d

Aptitude: 3d First Aid 3d, Security 3d

DESCRIPTION

Redge (as he prefers to be called) is a crazy eyed, tall Gentile, whose white-collar criminal antics got him kicked out of Capital City's high society. He has red-orange hair and a traditional cowboy goatee. His eyes are brown. He typically wears a long duster, with a nice suit beneath, and a gun belt slinging two scatterguns. He wears a long brim hat, and has a single ear piercing. He loves to gamble and never goes anywhere without Bits and cards. He has a slick exterior with a rough interior; he's tough as nails, but comes off as kind and cool, especially under pressure. His only real motivations in life are money, power, women, and revenge. He often wears tall boots with shiny spurs on the back that jingle as he walks. In most cases he is smiling, devilishly, especially as he's smoking his favorite brand of cigars.

When meeting Redge for the first time, it's obvious that he has a busy mind. He always seems to be calculating the odds of something, whether it's a con he's orchestrating, or a personal score to settle so that he may begin to hatch his latest get-rich-quick scheme. Born into the noble Dekker family of Capital City, he found himself never content with his situation, Redge conned and exploited his way over many of his peers to a point where his personal arrogance allowed him to hatch a plot against Maniciple Primus. However, Primus's agents caught wind of the plot, and rather than execute Redge for his crimes, Primus chose to exile him from Capital City forever. To this day, Redge will not discuss those early days of his chaotic youth, as he prefers to prioritize his present situation rather than dwell on past mistakes.

FEATURES

Accretion I (Permanent)
Description: The Character develops and learns quickly due to subtle genetic abnormalities.
Effect: +1 Cinema Point any time Character receives Cinema Points.

Blandish (Activated)
Description: Flattery will sometimes lower defenses just enough to let lies slip through.
Effect: +8 Deception.

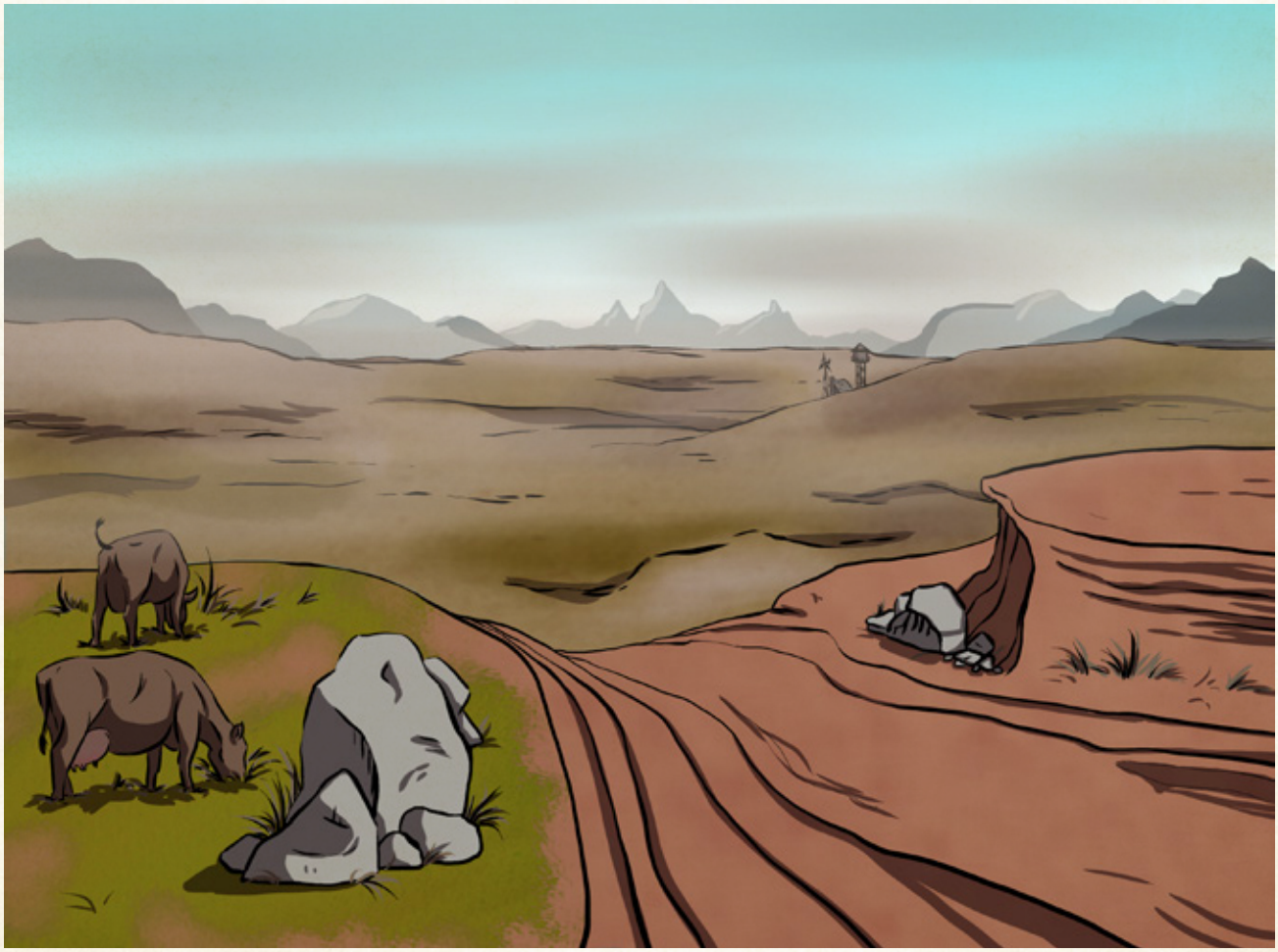
Just Shill'in (Conditional)
Description: Gambler: If there is a game, you will play.
Effect: Assigned Tag Skills: Deception, Gambling, Languages, Persuasion, Pick Pocket.
Assigned Features: Blandish, Refulgent.

Refulgent (Permanent)
Description: The Character can take on airs of refinement and class in order to rob people blind in games of chance.**Effect:** Persuasion replaces Gambling (as desired).

EQUIPMENT

Terk Revolver, (S/M/L) **Range:** 20/30/50, **Damage**: 1d+48/45/42, **Fire Control**: 0/0/0, **Ammo**: 6. **Deck of cards**, Set of 12 **Throwing Knives,** Damage: Str +12/x2, fine suit, long brim hat, black leather boots, gold spurs.

Money: 8000 Bits



Serafus Montgomery, Jr.

Hit Points: 24 / 24

Initiative: 3d

Move: 5

Vitality: 2d

Cinema Points: 16

Experience Value: 4

Dexterity: 3d Brawl 2d, dodge 2d, melee 5d, melee: Sword Cane 6d, ranged 3d, riding 4d.

Strength: 2d Push-Pull 2d, stamina 2d.

Persona: 4d Command 5d, deception 2d, empathy 4d, gambling 5d, languages 2d, persuasion 5d, willpower 3d.

Intellect: 4d Academics 3d, law 5d, law: Capital City 6d, politics 5d, streetwise 2d.

Aptitude: 2d Communication 2d, engineering 2d, first aid 3d, operate 2d, security 2d.

DESCRIPTION

Serafus is a charismatic man in his late 30s. He stands just over 1.8 meters tall and has a medium build. He's a clean-shaven, sharp dresser who keeps up with the latest fashion trends. He walks with a cane, dons a top hat, wears a monocle in his left eye, and carries an aura of respect. A revolver stays in its holster, attached to his belt at all times, but his weapon of choice is his sword cane.

Serafus Montgomery is the mayor of Fort Amarell, a settlement that sits just west of Chakoda, near Capital City. Mayor Serafus was born into a family of elite politicians in the silk class of Capital City. It was here where he received his training as a young man, learning everything he could from his mentors about the political system while excelling in his studies. He showed talent and much promise. When he was in his late 20s, instead of remaining within the safety of the walls of Capital City, as most of the silk class folks tend to do, the Montgomery family took a vote and decided it was time to forge their own legacy. It was heavily debated among them, but they felt that they could help others outside the walls of Capital City, so it was decided that the family would pack up and leave. This news was not taken well by Manciple Primus. He viewed this decision to leave as an act of personal betrayal. On the night of their departure, Capital City Guards busted down the front door of the Montgomery estate and began shooting and arresting members of the family. The first among the fatalities was Serafus's father. The remaining family members had barely enough time to escape their home with only the clothes on their back.

The events of that fatal night took place ten years ago. Now the Montgomery family has settled in Fort Amarell and Serafus acts as the Prefect's mayor. While the lust for revenge against Manciple Primus is buried deep within his soul, his primary duty is to oversee the Fort's safety and to make sure order remains intact. The family's new estate within the Fort is very secure, as Serafus has to worry about the constant threat of jaggers from Capital City showing up to collect the reward on his head. That's why, when approaching Fort Amarell, a sign posted just outside of the Fort's walls warns travelers that, "Jaggers Aren't Welcome Here."

FEATURES

Etherean (Activated)
Description: The Character is astute in politics and dealing with the upper echelon of society.
Effect: +18 to Communications, Culture, Law, and Politics Checks.

EQUIPMENT

Revolver – Medium Caliber, (S/M/L) **Range**: 20/35/50, **Damage:** 1d+30/27/24, **Ammo:** 6, **Sword Cane, Damage:** Str+12/x2, **Politician's Garb**, **Monocle** (auto-adjustment lenses provide a +1d to Search Checks), **a deck of playing cards**.

Money: 300 bits.

Rose "Terrible Rose" Sabot

Hit Points: 36 / 36

Initiative: 5d

Move: 6

Vitality: 3d

Cinema Points: 14

Experience Value: 3

Dexterity: 5d Athletics 3d, brawl 3d, dodge 4d, heavy weapons 3d, melee 3d, ranged 5d, ranged: Sniper Rifles 6d, riding 3d, sneak 4d.

Strength: 3d Grapple 2d, jump 2d, push-pull 3d, stamina 3d.

Persona: 3d Command 5d, command: "Band of Merry Ladies" 6d, deception 3d, empathy 4d, gambling 4d, persuasion 2d, willpower 4d.

Intellect: 2d Academics 3d, law 3d, politics 2d, search 3d, streetwise 4d, streetwise: Information 5d, tactics 3d.

Aptitude: 2d Communication 2d, demolition 3d.

DESCRIPTION

Rose stands just over 1.65 meters and she keeps herself in excellent shape, as the raids that she and her gang perform are often physically taxing and require daredevil maneuvers such as leaping from a galloping steed onto a moving vehicle. She has long, bright red hair, kept tied back, which is rumored to have inspired her nickname, "The Terrible Rose." When performing raids, she and her gang dress up in costumes complete with war paint in order to instill a sense of fear.

Rose "The Terrible Rose" Sabot is a bandit who raids the caravans which travel between the Badlands, the Capital City, and other Prefectures. This includes daring raids on the Tramline between North Hollis, Hollis, and Brimstone. Once she and her band of merry woman catch wind of shipments from Capital City, witnesses to the raids often report that nothing and no one remain safe. She's a duster with an infamous reputation among the silk class of Capital City. Rose and her followers do not agree with Capital City elitism and laws, which prop up the authority of the upper class and make life even more difficult for the downtrodden. Due to the beliefs that Rose and her band stand up for, she remains one the most sought after criminals for the Capital City jaggers and she's been steadily rising on Maniciple Primus' personal top five most wanted list.

It is not known whether she has ever set foot in Capital City, but myths and legends about "The Terrible Rose" have formed among the silk class:

- Her band of "merry" women are undead widows who steal young children from their mothers and slay the unfaithful of both sexes.
- Her former identity is that of a prosperous resident and business leader of Capital City who had diabolical plans to assassinate Maniciple Primus and to take over the government for her own sinister purposes.
- She's actually a maker who is working on an army of mechs that will one day rise up in villainous vengeance on all civilized people of Capital City.
- Her band of "merry" women are actually Ferals who were deported from Capital City. They are digging tunnels that eventually will reach beneath Capital City, from which they will assault the residents by emerging from sewers and basements.
- She discovered an ancient cave on the frontiers of the Badlands and has established an underground city full of Ferals, who are breeding cannibalistic warriors who hunger for the flesh of the civilized people.

After successful raids, Rose and her band take the riches from their victims and dispense them to the Settlers of the Badlands who are unfairly subjugated by those who represent the corrupt values of Maniciple Primus and his authority. Rose's personal vendetta against Primus is a private matter. She has never discussed the subject with her followers, but her goal is to see to it that Primus will one day answer for his crimes.

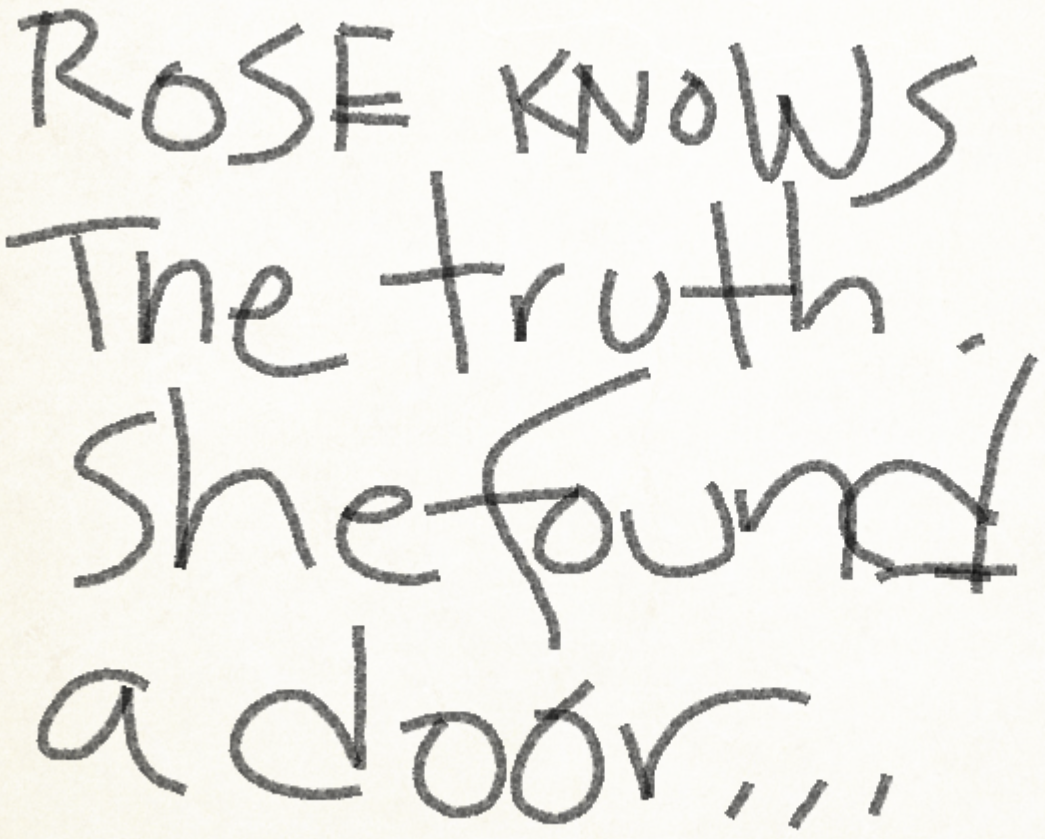
FEATURES

Imperturbability (Activated)
Description: The character has a certain quality of calm, which also calms others, making stressful situations much less so.
Effect: Roll Willpower: DR Moderate and the character and all allies within five squares gain +6 to their next roll.

EQUIPMENT

Arc Rifle Prototype, (S/M/L) 20/25/30, **Damage**: 1d+240/200/180, **Fire Control**: 3d/2d/1d, **Ammo**: 1 Trib (1 Shot per fully charged Trib). **Revolver Small Caliber**, (S/M/L) **Range**: 25/50/75, **Damage**: 1d+18/15/12, **Ammo**: 6. **Shotgun Single Barrel**, (S/M/L) **Range**: 15/30/45, **Damage**: 1d+60/57/55, **Ammo**: 4. **Machete, Damage**: Str+3d/x2, personal steed, sets of Explorer's outfits.

Money: 200 Bits



Dr. Tagerrt I. Smyth

Hit Points: 24 / 24

Initiative: 2d

Move: 5

Vitality: 2d

Cinema Points: 17

Experience Value: 4

Dexterity: 2d Dodge 2d, ranged 2d, riding 2d.

Strength: 2d Lift 2d, stamina 3d.

Persona: 3d Artisan 3d, deception 2d, empathy 4d, gambling 3d, intimidation 2d, languages 2d, persuasion 2d, willpower 4d.

Intellect: 3d Academics 4d, law 2d, medicine 3d, search 3d, survival 2d.

DESCRIPTION

Dr. Tagerrt I. Smyth stands an average 1.73 meters and has a slender build. He frequently dresses in all white. His hair used to be naturally black at one point, but is graying with dark streaks now that he is in his early 50s. He keeps it shoulder-length, crazy, and unkempt. He does keep his beard neatly trimmed. When his welding glasses are not on his face, they are dangling from his neck. Dr. Smyth spends most of his waking hours tinkering away at many technological wonders in a hidden laboratory somewhere in the foothills east of Fort Spine. Converting an old mining headquarters into his personal dream lab was not the hard part. The major difficulty the Doctor had was keeping its location off the radar, as he did not want to draw attention to his projects.

Visitors are welcome, as long as they meet Dr. Smyth's price of admission. He will gladly purchase, trade, repair or sell any technology he can get his hands on - the more bizarre, the better. Many of his gadgets end up in various settlements, and political viewpoints do not concern Dr. Smyth as long as payments are on time.

Getting the correct coordinates to his secret laboratory involves knowing the right connections. This often takes being Streetwise-savvy and knowing who to talk to in Yewanrey, Fort Southridge, or some of the other remote settlements. After making an initial payment, coordinates are hand-delivered via a courier service. Those seeking to get in touch with Dr. Smyth often have very special needs.

Smyth has a nice secure set-up at his laboratory; being tracked down by jaggers of Capital City looking to make a quick bit is his only real fear. He does have quite the substantial bounty on his head. Rumors exist that his specially invented technology helped make the fabled, wandering city of Motis possible. His other hobby, when not creating technology, is maintaining his elaborate distillery. The fine Doctor is constantly tinkering with it, looking for ways for it to distill more efficiently as he perfects his special brand of whiskey.

FEATURES

Conundrum (Activated)
Description: The character, without training, can quickly learn to use unfamiliar technology.
Effect: +9 to Operate Checks

Conventions (Activated)
Description: The Character has the ability to speak many languages and to sympathize with folks from different places.
Effect: +13 to Languages and Empathy Checks

EQUIPMENT

Custom Automatic Shotgun (S/M/L) **Range**: 5/15/35, **Damage**: 1d+60/57/55, **Ammo**: 30. An **Exo-Steam Suit**, a private secured laboratory littered with all sorts of technological projects in various states of completion, Sets of lab uniforms, **White scientist's coat**, **Pair of thick customized welding glasses** (complete with Computer interface).

Money: 3,000 Bits (safely & securely stored)

SMYTH'S EXO-STEAM MOBILE SUIT

The bipedal Exo-Steam Mobile Suit was built by the Doctor to help him when lifting heavy machinery, as he tends to perform most of his work alone. It features an open cockpit that contains the mech's operating controls and two large, customized robotic arms that can move and rotate in various degrees. The mech also features magnetic clamping devices at its feet to better support the Doctor during more difficult maneuvers. The Doctor keeps his Exo-Steam Suit in perfect condition.

STATS

Type: Mech

Length: 8 Feet [Tall]

Weight: 1 Metric Ton

Scale: Heavy

Crew Required: 1

Crew Recommended: 1

Number of Passengers: 0

Cargo Capacity: .5 Metric Tons

Cost: 3,500 Bits (If he were to sell it)

Mobility: 1d

Hit Points: 12/12

Armor Points: 12/12

Structure: 1d

Armor: 1d

Max Speed: 32.19 Kph

Acceleration: 2

Deceleration: 1

Jill Strongarm

Hit Points: 41 / 41

Initiative: 5d

Move: 8

Vitality: 2d (+1d, Flak Vest and Helmet)

Cinema Points: 27

Experience Value: 13

Dexterity: 4d Athletics 3d, Brawl 3d, Dodge 5d, Melee 2d, Ranged 6d, Riding 3d, Sneak 4d, Throw 2d.

Strength: 3d Jump 2d, Lift 3d, Grapple 3d, Push-Pull 2d, Stamina 3d.

Persona: 5d Command 5d, Deception 2d, Empathy 4d, Gambling 4d, Intimidation 3d, Languages 2d, Persuasion 5d, Willpower 3d.

Intellect: 4d Culture 2d, Law 4d, Search 3d, Streetwise 4d, Tactics 3d.

Aptitude: 6d Communication 2d, Demolition 2d, Engineering 5d, Operate 3d, Piloting 3d, Vehicle Weapons 3d.

DESCRIPTION

Jill is a stunning woman who, despite her rough exterior and long standing history as a black marketeer, is originally from the Capital City. Jill typically wears a V-neck, vest, trousers, and boots with spurs, with a single ammo bandolier (ammo sling) over a shoulder. She sports two revolvers in the typical cowboy fashion, along with a large scattergun (multi-barrel shotgun) on her back. She also carries some kind of hatchet she uses for close quarters combat, typically leaving it dangling by a sling from her waist.

She's a dirty blond and her hair hangs past her shoulders a little, where she normally puts it into a ponytail to keep it back. She has bluish eyes, whose beauty often takes others off guard while she shoots them in the face. By trade she works as a techanic: fixing, working in the grease, turning wrenches, calibrating Steamechs electrical systems, etc. She has lots of dirt marks on her face, and plenty of work-related scars, both from gunshot wounds and getting burned by steam from the mechs. She is aware of her beauty and uses it to her advantage. She stands around 1.70 meters and keeps herself in shape.

Orphaned by her parents because of restrictions on the number of children a family may have, she was employed as a Tranquile through her teen years. As she grew up she grew more aware of the gross injustices outside the Capital City, and although she was steeled emotionally from her time as a Tranquile, she felt she must do something to help those living in the wastes. Jill started a quiet plot, working with some trusted friends. In time her operation grew to a small team of people who work quietly in the shadow of the Capital City. Their goal is simple: To balance the tide of resources so that every Human, regardless of where they live or where they come from, is given freedom and equal access to those resources needed to live out their lives in peace and comfort.

FEATURES

Accretion I (Permanent)
Description: The Character develops and learns quickly due to subtle genetic abnormalities.
Effect: +1 Cinema Point any time Character receives Cinema Points.

Duplicity (Permanent)
Description: Through training and cunning, the Character can feign subtle movements in combat.
Effect: Deception replaces Dodge (as desired).

Glib (Activated)
Description: The Character received extensive training from a Tranquile to learn to make others believe anything.
Effect: +13 Deception and Persuasion.

Ninja Sans (Conditional)
Description: Tranquile, All debts must be paid.
Effect: Pick any four Tag Skills. Assigned Features: Duplicity, Glib. (Tag Skills: Command, Deception, Engineering, Ranged).

EQUIPMENT

2 Revolvers – Small Calibers (Range: 25/50/75, Damage: 6d/5d/4d, ammo: 6), **Shotgun – Double Barreled** (Range: 15/30/45, Damage – **Each Barrel:** 10d/9d/8d, **ammo:** 2), **4 Frag Grenades**, **Standard Axe** (DR: Moderate, Damage: Str+36), **Standard Field Rations** (1 week), **Standard Engineering Garb**, **Tool Kit** (+1d to Engineering), **Data-Comm Deck** (4 Data Cards: engineering references).

Armor: Flak Vest and Helmet (Vitality + 1d: Protects Torso and Head)

Captain Mich "Sureshot" Strummer

Hit Points: 36 / 36

Initiative: 3d

Move: 6

Vitality: 3d (+2d, Field Armor)

Cinema Points: 18

Experience Value: 4

Dexterity: 3d Brawl 3d, Dodge 4d, Heavy Weapons 5d, Melee 3d, Ranged 5d.

Strength: 3d Climb 2d, Lift 4d, Grapple 3d, Push-Pull 4d, Stamina 4d.

Persona: 2d Intimidation 3d, Willpower 2d.

Intellect: 2d Search 3d, Survival 4d, Tactics 4d.

Aptitude: 6d Communication 3d, Demolitions 3d, Engineering 4d, First Aid 2d, Navigation 3d, Operate 6d, Piloting 5d, Vehicle Weapons 5d.

DESCRIPTION

Mich is a native of the mining Prefect of Caves. He's a short, thick man standing barely 1.57 meters who will go a few weeks before grooming himself. He overeats every chance he gets, and has the gut to show for it. He prefers wearing coveralls and a single gun belt. Rarely does he travel without piloting the Steamech he operates. When standing on his own two feet, Mich takes the time to smoke from a pipe while performing maintenance checks on his Mech. He is often seen carrying several wrenches, and he wears heavy black work gloves. He typically wears the same pair of well-worn work boots, and a leather cap with goggles that he keeps on when operating the Steamech. He has brown, matted down hair.

Not caring for interpersonal connections, Mich has few friends and is an avid lover of philosophy. He reads well and writes a lot on those rare occasions when he's not working on his Steamech. The person who Mich does call "a close drinking acquaitence" is Reginald "Redge" Dekker the IV, as past antics from the pair has often landed Mich in trouble. Mich's talents were strongly recommended to Jill Strongarm when she needed a Captain on her team to help repair their Steamech's and ground vehicles. This recommandation took place during a game of Six Shoot in which Redge lost to Jill. Surprised and caught off guard by Jill, he included Mich's contact information as part of his debt to her.

FEATURES

Accretion I (Permanent)
Description: The Character develops and learns quickly due to subtle genetic abnormalities.
Effect: +1 Cinema Point any time Character receives Cinema Points.

Benchmark (Activated)
Description: The best pilots tend to be the crazy ones, those who push their vehicles beyond their limits.
Effect: +9 Piloting.

Juggernaut (Activated)
Description: The Character has an affinity for handling and piloting a mech as a weapon.
Effect: +13 Mech Mobility and Targeting (Melee or Ranged attacks).

Piloteer (Activated)
Description: The Character was born to pilot machines and move around the world, possessing a unique freedom of movement when at the controls of a vehicle.
Effect: +18 Navigation, Piloting, and Vehicle Weapons.

Smooth Operator (Conditional)
Description: Mech Operator, Never lose your Mech.
Effect: Assigned Tag Skills: Operate, Piloting, Vehicle Weapons.
Assigned Features: Benchmark, Juggernaut, Piloteer.

EQUIPMENT

Automatic Shotgun (S/M/L) **Range**: 1-10/30/50, **Damage**: 1d+60/57/55, **Ammo**: 30. **Revolver – Large Caliber** (S/M/L) **Range**: 20/40/60, **Damage**: 1d+39/36/33, **Ammo**: 5. 5 **Frag Grenades, Hunting Knife, Damage:** Str+6.

Armor: **Field Armor** (+2d to Vitality: protects entire body) **Data-Comm Deck** wired into Left Armplate. (Controls his Mech, and allows him Communication +1d)

"THE ARL" CUSTOM WAR STEAMECH

Description: The Arl is a Steamech crafted by Mich Strummer's very hands. Every plate, joint, mechanism, and electronic system is custom designed and built by Mich. It took Mich the better part of two decades to put together the Arl. The Arl is a personal, single pilot mech capable of delivering unrivaled destruction for brief periods. The mech uses some experimental technology for quick short power bursts, depending heavily on a ruggedized shell and heavy melee combatant system to fend off enemies while the systems recharge. Mich poured almost every Bit he had into the Arl, making it an original masterpiece found nowhere else in the badlands. For years, several companies placed bounties on Mich to get possession of his Mech. All the Jaggers who came looking for Mich got more than they bargained for…

The Steamech is a sight to behold, completely customized from scavenged parts; it sports a large chain gun on the right, and a three-barreled harpoon cannon on the left. The Steamech can reload the harpoon weapon effortlessly with a specialized pneumatic system surrounding the left arm. The rear of the mech incorporates a small jump jet system, allowing it to take short flights (from ground to about 3 stories). It completely covers Mich, encapsulating every part of his body in armor plating of some sort or another. The "eye" area of his Steamech is a large metal grating, where he can easily see out, but others cannot easily see in without getting very close to him.

STATS

Type: Mech

Length: 8 Feet [Tall]

Weight: 2.3 Metric Tons

Scale: Heavy

Crew Required: 1

Crew Recommended: 1

Number of Passengers: 0

Cargo Capacity: .5 Metric Tons

Cost: 89 Kilos

Mobility: 6d

Hit Points: 120/120

Armor Points: 90/90

Structure: 6d

Armor: 6d

Max Speed: 62.19 Kph, **Jump Jets:** 200 Kph

Acceleration: 4

Deceleration: 10

WEAPONS

eMAG Kinetic Gatling

Scale: Heavy

Type: Single (Fired by Pilot)

(S/M/L)

Fire Control: 1d/1d/1d

Damage: 1d+72/69/66

Range: 300/450/530

Harpoon Cannon

Scale: Heavy

Type: Single (Fired by Pilot)

(S/M/L)

Fire Control: 3d/3d/2d

Damage: 1d+128/125/122

Range: 30/75/100

Doctor "Doc" Cera Xercies

Hit Points: 34 / 34

Initiative: 3d

Move: 5

Vitality: 2d (+1d: Torso)

Cinema Points: 15

Experience Value: 6

Dexterity: 3d Brawl 2d, Dodge 2d, Melee 2d, Ranged 2d, Riding 3d.

Strength: 2d Push-Pull 3d, Stamina 2d, Swim 2d.

Persona: 3d Command 2d, Deception 2d, Empathy 3d, Languages 2d, Persuasion 2d, Willpower 3d.

Intellect: 6d Academics 4d, Business 2d, Culture 2d, Law 3d, Search 5d, Survival 3d.

Aptitude: 5d Communication 2d, Demolition 3d, Engineering 5d, First Aid 6d, Operate 4d, Piloting 3d, Security 3d.

DESCRIPTION

Cera is an eccentric and brilliant inventor whose strangeness got her discredited for "wild" ideas. She is responsible for many bizarre devices and inventions, notably the Defractalizer - a device that can alter the way light and sound move, essentially cloaking a target. She typically wears an open lab coat, a hard hat that features a series of flip-able monocles with various levels of magnification. She carries around a very large tool bag that never leaves her sight. From this tool bag, she pulls out the strangest devices. Beneath her lab coat, she typically wears very conservative garb - custom made business-class suit pants, similar to coveralls, but more flowing and without all the utility pockets. Her hair is brown and red, curly, regularly hanging at her shoulders or tied back. She's often unaware about the state of her looks and it reflects in her body language and affects her physical posture. Petite best describes Cera as she stands approximately 1.53 meters, and has a tomboyish demeanor.

Cera was originally a resident of Capital City, and was once the Chief of a group of prestigious researchers. The project was called the Argonaut Group, an ambitious project that had hopes of traveling far beyond the Wastes. When the Capital City government discovered that the Argonaut Group's project had the potential to deplete Lake Chrysalis' total volume by half, all funding and research was immediately stopped and the researchers were "disbanded." This meant forced re-assignment elsewhere and the threat of death for the uncooperative. Several of the researchers disappeared, and then turned up dead in very gruesome ways. This intimidation was intended to scare the others researchers into keeping quiet; only those who spoke up in protest were silenced. The Argonaut Group, to this day, remains a dream for those researchers who saw the good in its enormous potential.

FEATURES

Accretion I (Permanent)
Description: The Character develops and learns quickly due to subtle genetic abnormalities.
Effect: +1 Cinema Point any time Character receives Cinema Points.

The Bleeding Edge (Conditional)
Description: Maker, Invent something once a week.
Effect: Assigned Tag Skills: Academics, Artisan, Engineering, First Aid, Operate, Security. Assigned Feature: Majestic.

Majestic (Permanent)
Description: The Character can perfectly replicate any object by hand, given enough time and the right materials.
Effect: Double Artisan when copying an object. It takes one day per 25kg.

EQUIPMENT

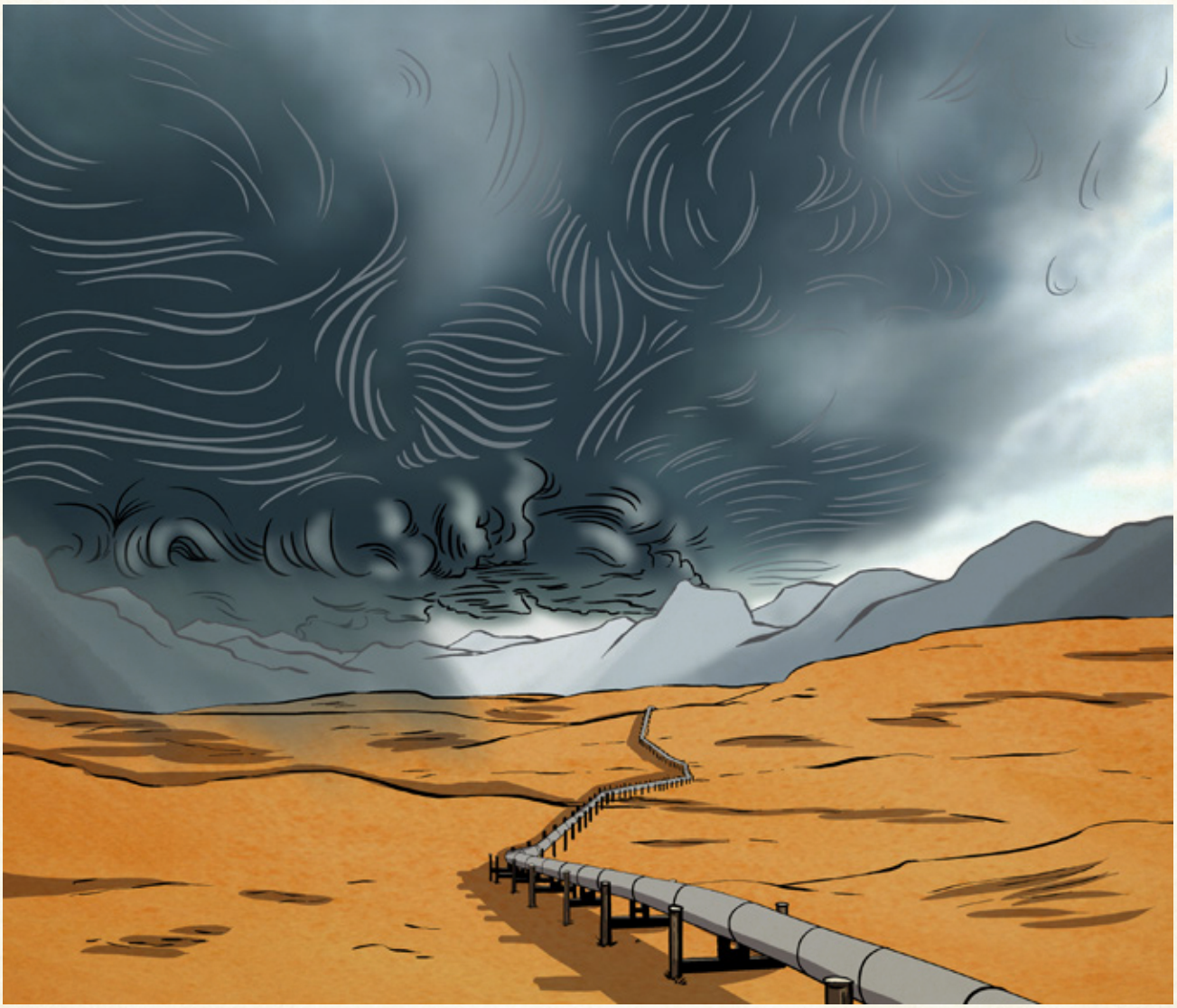
"Freeze" Ray, custom prototype pistol, (S/M/L) Range: 20/30/35, **Damage**: None, **Fire Control**: 3d/3d/3d, **Ammo**: 200. This "weapon" forces a reaction to occur that causes all the molecules of a target to form temporary hyperbonds. This process results in a "freeze"-like effect, making a target fall over immediately as if frozen. The effect of the "Freeze" lasts 1d minutes.

Defractalization Suit, This device activates with a simple flip of a switch and while active grants the benefit of +72 Sneak. The device has a power life of about 6 hours per power cell.

Gravitonic Field Generator, This device creates in excess of 3G's of additional gravitational force in a set direction. The area of effect is 3/10/15. Anything in the area weighs 3x more in the given direction of the field. For a field to work correctly, the device must be placed on the surface that will act as the "floor" for the generated field. Cera has 10 of these that she made herself.

Ridged "Softwear" Prototype Second Skin Armor Suit, Absorbs up to 100 Damage automatically, no rolling required, it is skin tight and hidden beneath clothes, lab coat, tool kit (assorted tools), powered spectacle, construction helmet, coveralls, and working shoes.

Money: 3000 Bits



Domestic Animals

The colonists brought many animals from Earth that continue living on the new world. While they remained much like the original species, many of them changed in small, simple ways to adapt to the environments and conditions present on Westward.

All Domestic Animals share some Features.

SHARED DOMESTIC FEATURES

BASE RECHARGE, PERMANENT

When a Domestic Animal rests, it feels completely recharged.

Every time the animal rests it recharges all Cinema Points to the score provided.

ENHANCED AWARENESS, PERMANENT

A Domestic Animal is more aware than a Person.

+18 Search.

Cat

Hit Points: 12/12
Initiative: 6d
Move: 6
Vitality: 1d
Cinema Points: 9
Experience Value: 1

Dexterity: 6d
Strength: 1d
Persona: 1d (Animal)
Intellect: 2d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Claw, Brawl 2d,
Damage: Strength +3

Bite, Brawl 1d,
Damage: Strength +4

Chicken

Hit Points: 12/12
Initiative: 5d
Move: 7, Short flight: 10 (must land at the end of each move)
Vitality: 1d
Cinema Points: 3
Experience Value: 1

Dexterity: 5d
Strength: 1d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Peck, Brawl 1d,
Damage: Strength +2

Claw Rake, Brawl 1d,
Damage: Strength +3

Cow

Hit Points: 24/24
Initiative: 2d
Move: 10
Vitality: 2d
Cinema Points: 1
Experience Value: 1

Dexterity: 2d
Strength: 6d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Rear Kick, Brawl 1d,
Damage: Strength+12

Trample, Brawl 1d,
Damage: Strength+16

Dog

Hit Points: 15/15
Initiative: 4d
Move: 7
Vitality: 2d
Cinema Points: 7
Experience Value: 1

Dexterity: 4d
Strength: 2d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 3d,
Damage: Strength +9

Donkey

Hit Points: 24/24
Initiative: 2d
Move: 8
Vitality: 2d
Cinema Points: 2
Experience Value: 1

Dexterity: 2d
Strength: 2d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d,
Damage: Strength +8

Rear Kick, Brawl 1d,
Damage: Strength +16

Duck

Hit Points: 6/6
Initiative: 2d
Move: 4, Fly: 15
Vitality: 1d
Cinema Points: 1
Experience Value: 1

Dexterity: 2d
Strength: 1d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Peck, Brawl 1d,
Damage: Strength +3

Goat

Hit Points: 24/24
Initiative: 2d
Move: 10
Vitality: 2d
Cinema Points: 1
Experience Value: 1

Dexterity: 2d
Strength: 2d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d,
Damage: Strength +8

Ram, Brawl 2d,
Damage: Strength +12

Rear Kick, Brawl 1d,
Damage: Strength +14

Hawk

Hit Points: 12/12
Initiative: 5d
Move: 2, Fly: 30
Vitality: 1d
Cinema Points: 5
Experience Value: 1

Dexterity: 5d
Strength: 1d
Persona: 1d (Animal)
Intellect: 2d (Animal),
Search: Investigate (Vision Only) 6d
Aptitude: 0d (Animal)

ATTACKS

Peck, Brawl 3d,
Damage: Strength +5

Claw Rake, Brawl 3d,
Damage: Strength +8

Horse

Hit Points: 24/24
Initiative: 3d
Move: 16
Vitality: 4d
Cinema Points: 5
Experience Value: 1

Dexterity: 3d
Strength: 4d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d,
Damage: Strength +8

Rear Kick, Brawl 2d,
Damage: Strength +18

Trample, Brawl 1d,
Damage: Strength +20

Monkey

Hit Points: 12/12
Initiative: 3d
Move: 4
Vitality: 2d
Cinema Points: 7
Experience Value: 1

Dexterity: 3d
Strength: 2d
Persona: 2d (Animal)
Intellect: 2d (Animal)
Aptitude: 1d (Animal)

ATTACKS

Bite, Brawl 1d, Damage: Strength +10

Pig

Hit Points: 12/12
Initiative: 2d
Move: 7
Vitality: 2d
Cinema Points: 2
Experience Value: 1

Dexterity: 2d
Strength: 2d
Persona: 1d (Animal)
Intellect: 2d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d,
Damage: Strength +9

Rat

Hit Points: 6/6
Initiative: 4d
Move: 2
Vitality: 1d
Cinema Points: 1
Experience Value: 1

Dexterity: 4d
Strength: 1d
Persona: 1d (Animal)
Intellect: 2d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d,
Damage: Strength +2

Blade Finch

Blade Finches can grow to around 30 cm in length and weigh just over 85 g. A Blade Finch is a bird, but unlike finches on Earth, it is larger in size and considerably more aggressive. They typically have strong, wide beaks, developed for slashing into fruits and cutting into vegetation to get at flowers. Blade Finches come in a wide variety of colors, but they have strong gender dichromatism, where females lack the bright markings of males.

Blade Finches live in the mountains and vast wastes of the Badlands across Westward. They migrate from mountains in the colder periods, and return as the seasons change. Blade Finches mainly feed on fruits and the nectar of flowers. They also devour many of the native insects, often regurgitating the insects for their young. Blade Finches fly in small flights of 10 where only a few gather food while the rest keep watch from a distance. If any Blade Finch feels threatened, it will provide a rattling chirp to alert the others. If the threat continues or if the feeders in a group are attacked, all Blade Finches in the group will swoop in and slash at the threat with their sharp beaks until it moves away from the area or they are all dead. The song of a Blade Finch is unique, and they often communicate with one another in small three to four chirp sentences. These birds live in communities of 20-50 birds, building large hive-like nests. They compete with Cannon Wasps for territory, so they are extremely aggressive towards anything that ventures near their community nest. They build nests in trees or large cacti, and never less than 3 m above the ground. Blade Finches depend on vegetation, so they stick to semi-temperate climates where cacti or other vegetation grow.

STATS

Hit Points: 3

Initiative: 4d

Move: 2, **Fly:** 30

Vitality: 0

Cinema Points: 1

Experience Value: 0 (Individual), 1 (Flight of Blade Finches)

Dexterity: 4d

Strength: 1d

Persona: 1d (Animal)

Intellect: 1d (Animal)

Aptitude: 0d (Animal)

ATTACKS

Claw Rake, Brawl 2d, **Damage:** Strength +8

Divebomb, Double Damage on a successful Flying strike, Brawl 2d, **Damage:** Strength +6 (x2)

Peck, Brawl 1d, **Damage:** Strength +4

Bloodvole

Bloodvoles grow to around 40 cm in length and weigh around 5 kg. The life span of a Bloodvole is unknown. Bloodvoles have a mostly furry body that conceals their exposed exoskeleton. Their spinal area sports a highly durable shell that expands to their head. Besides being protective, this shell helps Bloodvoles to be excellent burrowers. A Bloodvole is a parasitic rodent. It uses specialized sensory organs to identify and track other species, particularly anything warm-blooded with a high red-blood cell count, like people. Bloodvoles appear in yellow to tan fur colors, with their exoskeleton appearing mostly gray across the species. They have small feet with one rear and three fore toes, which they use for digging, clawing, and rending. Bloodvoles have tentacle-like appendages above their eyes and on their chins that act as sensory organs for heightened smelling to find blood-rich prey. They also use infrared thermal vision to find and seek heat. The bite of a Bloodvole is excruciating, as it will attempt burrow into the body of its victim after the initial bite. A Bloodvole does not kill the prey when entering the body; it instinctually moves slowly and carefully to the intestinal area of a victim. A Bloodvole relies on the survival of its prey (however painful for the victim) so that it may live off its victim for a period of up to three years.

Bloodvoles live in just about any environment, but prefer slightly cooler climates as it makes finding prey easier. Bloodvoles live an almost entirely solitary life, as they are asexual. A Bloodvole will lay 3-5 already fertilized eggs inside a prey's body, leaving the eggs and body behind to hatch. When Bloodvoles hatch they immediately begin devouring their host body, sometimes attacking one another in the process. Bloodvoles cannot survive without a host body for more than a week, but can survive for years within one.

STATS

Hit Points: 6
Initiative: 3d
Move: 3, Burrow: 1
Vitality: 1d (+8, Armor)
Cinema Points: 1
Experience Value: 1

Dexterity: 3d
Strength: 1d
Persona: 0d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 3d, **Damage:** Strength +14

Kill These things

Cactus Snogger

Cactus Snoggers are around 2 m tall, and weigh around 60 kg. They are quadruped creatures that move deliberately from cactus to cactus, drinking some moisture from each plant. Cactus Snoggers have a soft exoskeleton that helps keep in moisture and protects them from the elements. A Cactus Snogger has a green shell, with four to five loose tentacle-like appendages it uses to shade itself. On the front of the head are four yellow membranes that allow the optically-blind creature to "see" through sounds. Cactus Snoggers retract all body appendages into their outer shell to sleep or when threatened.

Cactus Snoggers live in the driest places across the Badlands in small herds. They often remain near large groups of cacti. A Cactus Snogger is a passive species that tends to avoid predators and people. The exoskeleton of a Cactus Snogger is prized since it contains a great deal of metal and minerals. While these creatures are social, they never gather in very large groups to avoid attracting too much attention. Female Cactus Snoggers leave egg sacs in Cacti for males to impregnate. The children are born alone and it takes years to grow to full size. Cactus Snoggers move around the more arid to semi-temperate regions of the Badlands, always in search of cacti to drink.

snogger, minced
salt, fine
lard, 1 scoop
Cook tender

STATS

Hit Points: 30
Initiative: 1d
Move: 4
Vitality: 5d (+12, Armor)
Cinema Points: 1
Experience Value: 1

Dexterity: 1d
Strength: 5d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Kick, Brawl 2d, **Damage:** Strength +12

Cannon Wasp

Cannon Wasps grow to around 10 cm long and weigh about 70 g. A Cannon Wasp is born into the air with a single purpose assigned by the hive queen: defend the queen or defend territory. A Cannon Wasp Queen is an oversized, flightless insect that will crawl up a cactus or other plant and build a hive sac. The hive sac acts as both an egg sac and projectile birthing system. The queen will lay eggs that gestate for around a week. When the eggs are ready, the Cannon Wasps just lay in waiting, inactive. If the queen feels threatened or if another nearby queen connected to her hive mind feels threatened, the queen releases a torrent of Cannon Wasps until the eggs are exhausted. Cannon Wasps eject from long cannon-like tubes projecting from the hive sac. When the queen expends all the eggs, she begins laying more. Cannon Wasps eject from the hive sac rear first with their stinger pointed outwards. They slow to a stop in mid-flight, get some bearing, and proceed to a target.

Cannon Wasps sport three sets of wings and they fly with precision and speed. Two forelimbs have clamp-like fingers that grasp a target to allow for repeated stinger stabs. The rear four legs are sharp spines that a Cannon Wasp uses to attack and dig into a target. The body of a Cannon Wasp is gray, and their thorax is an armored, round shell. If a Cannon Wasp feels like it may die, they may detonate their thorax - resulting in a small, but effective, fragmentation burst. The head of a Cannon Wasp is more like that of a bird, with a beak-like mouth that makes small clicking noises to communicate with nearby allies. As Cannon Wasps require vegetation, they live in the semi-temperature regions of the Badlands.

STATS

Hit Points: 3
Initiative: 3d
Move: 1, **Fly:** 12
Vitality: 1d
Cinema Points: 1
Experience Value: 1

Dexterity: 3d
Strength: 1d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

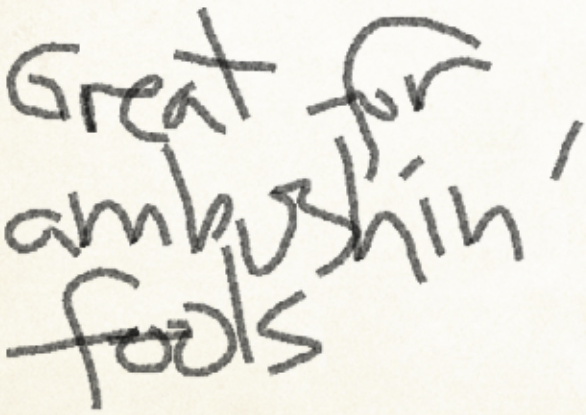
Bite, Brawl 1d, **Damage:** Strength +2

Fragmentation Burst, (S/M/L) **Area Effect:** 5/10/12, **Damage:** 1d+48/45/42 (Suicide Attack)

Sting, Brawl 4d, **Damage:** Strength +9

FEATURES

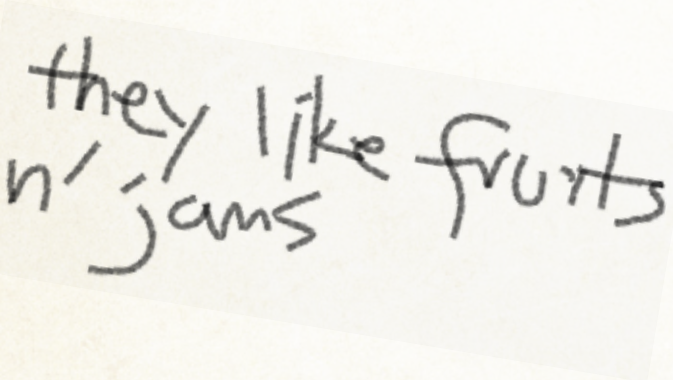
Hivemind: If one Cannon Wasp has seen something, they have all seen it.



Concrete Mole

Concrete Moles grow to 1 m long and weigh around 50 kg. Concrete Moles are hairless, blind quadrupeds that can burrow through dirt and stone. They move through rock at about 1 km an hour, in search of roots and sources of water. They have a soft body with four large feet with claws designed for scooping and shoving. A Concrete Mole's head has a special network of sensors that allows it to detect the material it is moving against and switch between digging through dirt and chewing through stone. They make a loud rattling noise when chewing at stone. Concrete Moles charge short distances on the surface when threatened, chattering their teeth loudly as they go.

Concrete Moles live in small burrow colonies. The adults leave by day to find food and water sources, while the younger moles work on expanding the colony living space. Their communal nature indicates that they communicate by sound and smell, as they do not blindly attack one another like they will other creatures. Some Concrete Moles have very small bent spines on their backs, but no one is sure what purpose these spines serve. Concrete Moles are voracious eaters and a colony can devour a large tree in less than an hour. Concrete Moles live in dry, rockier areas, making their burrows more secure.



STATS

Hit Points: 16
Initiative: 2d
Move: 4, **Burrow:** 4
Vitality: 2d
Cinema Points: 2
Experience Value: 1

Dexterity: 2d
Strength: 2d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 2d, **Damage:** Strength +48

FEATURES

Macerate (Activated): Concrete Moles, given enough time, can burrow through any material at half their normal Burrow Move.

Dagger Lizard

Dagger Lizards are about 30 cm in length and weigh about 2 kg. Dagger Lizards will spend an entire lifetime in a small area, moving only between the 4-5 cacti in their home territory. A Dagger Lizard uses a hard blade-like head to dig into and burrow within a cactus. A Dagger Lizard will keep the cactus free of insects by releasing deadly neurotoxins that make the host cactus poisonous for other creatures to consume. Dagger Lizards are a naturally poisonous species that secrete their neurotoxins to the surface of their skin. A Dagger Lizard has nearly useless teeth that it uses to chew the pulp of a cactus. A Dagger Lizard forms a symbiotic relationship with a cactus, providing protection from other creatures while only ingesting a minimal amount of the sustenance a cactus provides.

Dagger Lizards use a convex lensed eye to see in all directions at once. Their large, blade-like skull works as both a tool for burrowing into a cactus, as well as scooping and shaping a burrow inside. The Dagger Lizards has no natural predators and enjoys a stress free existence, rare among creatures living in the Badlands. Their neurotoxin is highly coveted since it can kill a Human in under a minute with even the smallest exposure. Dagger Lizards live in semi-temperate climates, needing cactus vegetation to survive.

STATS

Hit Points: 6
Initiative: 3d
Move: 5
Vitality: 2d
Cinema Points: 1
Experience Value: 1

Dexterity: 3d
Strength: 2d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d, **Damage:** Strength +3

Horn Stab, Brawl 1d, **Damage:** Strength +8

Spit, The Dagger Lizard can spit its neurotoxin at a target, Ranged 2d, **Range:** 3/6/10. While there is no known cure and it is fast acting, it must come in contact with exposed flesh to enter a target's bloodstream. If the neurotoxin enters the bloodstream, the target dies, convulsing painfully in 1d Rounds.

Death Ogler

Death Oglers stand around 2.5 m tall, and weigh near 100 kg. People believe that these rare creatures are an alien species to Westward. Death Oglers have brown or tan soft-shell exoskeletons, six legs, and long eyestalks. The eyestalk of a Death Ogler can emit a directed burst of phased plasma. Death Oglers never appear to eat or drink. At their stomach hangs a small tentacle, but its use is unknown. On the back of a Death Ogler are six gill-like slots that can release an airborne cloud of green-yellow gas. The gas is actually a cloud of toxic spores that will kill anyone who breathes it in under an hour.

Death Oglers are always alone. Avoid these creatures at all costs, as few if any people have confronted and defeated a Death Ogler. Little more is known about Death Oglers, except that there are deadly and aggressive creatures with no obvious weaknesses. Death Oglers do not seem to have a preferred living environment.

They guard the Doors. the TRUTH

STATS

Hit Points: 60
Initiative: 4d
Move: 8
Vitality: 5d (+18, Armor)
Cinema Points: 15
Experience Value: 8

Dexterity: 4d
Strength: 5d
Persona: 1d (Animal)
Intellect: 5d (Animal)
Aptitude: 5d (Animal)

ATTACKS

Disintegration Beam, Ranged 3d, **Range** 50/80/110, **Damage:** 1d +108/105/102, Scale: Heavy

Spore Cloud, Spores from this cloud cause a slow and painful death in 1d x 10 minutes if they are inhaled. No known cure exists.

Dirt Eater

Dirt Eaters grow to about 5 cm in length, weighing nearly 12 g. They are small caterpillars that move at a slow crawl. Dirt Eaters have a long needle for a mouth that they use to dip into the dirt and absorb nearby moisture from the ground. Dirt Eaters come in brown and tan colorations, with ten eyes on their head that are bright red in color.

When Dirt Eaters form into a community, they start by producing a strange fluid that hardens. They use this fluid to create a web matrix of interconnecting little tunnels. When a Dirt Eater community is complete, it looks like a tumble weed. This tumbleweed-like structure is the Dirt Eaters primary form of travel and living. The small, round structure is around 40 cm in diameter, with thousands of small spines protruding outward. The spines provide reliable movement across the Badlands, but little security as the structure is by no means very solid. Dirt Eaters congregate in these small communities with populations of 30-50. Dirt Eaters rely on arid conditions and flat land, so their communities normally reside in the flat lands, but occasionally make it into rockier areas where they are subject to becoming prey to other creatures.

STATS

Hit Points: 1
Initiative: 1d
Move: 1
Vitality: 1d
Cinema Points: 0
Experience Value: 0

Dexterity: 1d
Strength: 1d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d, **Damage:** Strength +1

Good for gettin water

Duaraptor

Duaraptors are large Badlands lizards that can grow up to 3 m long, and weigh around 180 kg. These creatures can run at high speeds, capable of moving at rates near 50 kph for short durations. Duaraptors move in packs of 10 or more, functioning as hunting parties. They use advanced hunting strategies and intricate communication techniques. Duaraptors have a scale hide with a yellow tint, a long specialized tongue that allows them to "taste" smells, and hood and beard fins that help them steer at high running speeds.

Duaraptors are territorial and fights between hunting parties sometimes break out. After combat between two Duaraptors, the victor does not eat the defeated, but leaves it to bleed to death. These creatures are intelligent enough to remember by sight and scent. Duaraptors ferociously guard their small egg roosts during their long mating seasons. Duaraptors hiss with a distinctive low tone to alert others nearby of intruders. Duaraptors actively avoid fire and Cannon Wasp hives. Duaraptors tend to avoid people, but will more likely attack when Humans encroach into a hunting party's territory or when the travelers are alone or in a small group. Duaraptors live in drier climates, equally at home in rocky or flat terrain.

Great hides but the meat's too toogh

STATS

Hit Points: 36
Initiative: 3d
Move: 6, **Sprint:** 24
Vitality: 3d
Cinema Points: 8
Experience Value: 3

Dexterity: 3d
Strength: 3d
Persona: 1d (Animal)
Intellect: 2d (Animal)
Aptitude: 1d (Animal)

ATTACKS

Bite, Brawl 4d, **Damage:** Strength +24
Claw Rake, Brawl 4d, **Damage:** Strength +21

FEATURES

Tracking (Activated): Search +18 when following a "scent."

Dumbening Rat

Dumbening Rats grow to 25 cm in length, and weigh around 1 kg. Dumbening Rats are short and wide rodents that use an electrostatic impulse to immediately lower the brain functions of any other creatures nearby. Dumbening Rats do not affect one another with this electrostatic impulse. Dumbening Rats have purple-gray fur, small tails with a split tips, and odd crystal-like growths on their backs.

Any Human whom comes into proximity with a Dumbening Rat may suffer the unfortunate consequences of temporarily losing brain function. The ability of Dumbening Rats to lower brain function in other creatures allows them to swarm and devour even the largest prey. They tend to travel in groups of 30 or more, capable of incapacitating an adult Human and eating them. While the swarms travel as a large group, they often send ahead 4-5 rats to act as scouts in order to avoid large groups of enemies capable of defending themselves. Dumbening Rats can only reuse their electrostatic discharge ability after a period of time to build up the charge. The effect of the electrostatic discharge on a Human is similar to a person receiving a dose of lithium, which essentially nullifies many lower brain functions. Any Human subjected to the electrostatic discharge effect of Dumbening Rats is essentially incapacitated. It takes about two minutes for a swarm of Dumbening Rats to eat a person. Dumbening Rats are found living just about everywhere, but they tend to prefer living underground in dark places.

STATS

Hit Points: 6
Initiative: 1d
Move: 1
Vitality: 1d
Cinema Points: 2
Experience Value: 1

Dexterity: 1d
Strength: 1d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 1d (Animal)

ATTACKS

Bite, Brawl 1d, **Damage:** Strength +5

FEATURES

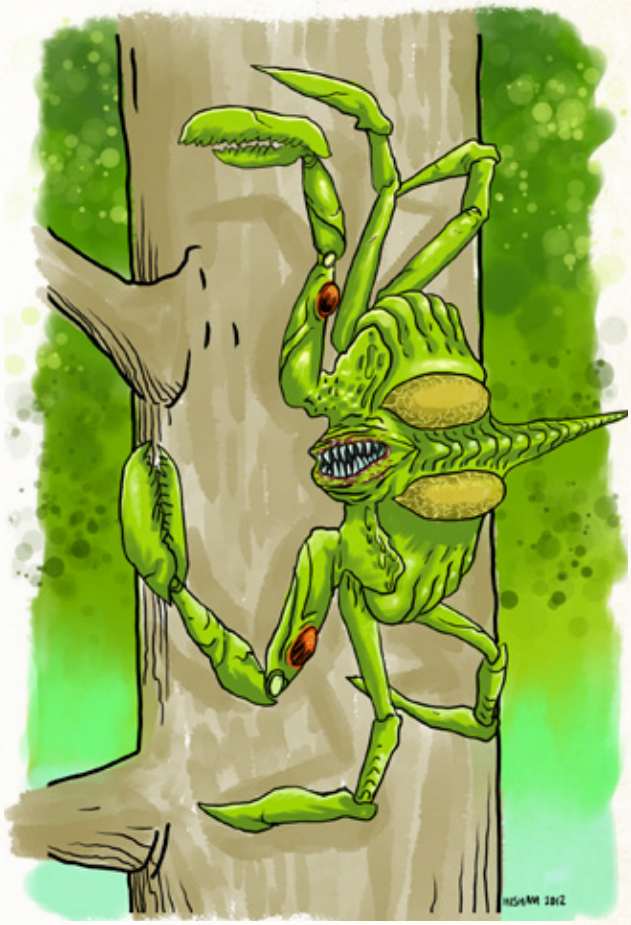
Synaptic Interdiction (Activated): Any creature within 3m of a rat when it discharges a static pulse is lethargic and considered incapacitated for 1d minutes.

Entractor Crabspider

Entractor Crabspiders grow to near 1 m in width and can weigh as much as 70 kg. These creatures are quadrupeds that use their strong legs to vertically ascend and descend the side of a tree. Due to Entractor Crabspiders' weight, they use balloon-like glands that they fill with hot air to give themselves lift. Entractor Crabspiders have lime green exoskeletons they use to blend with foliage, grass, and leaves. They have a large rear spine tail that they can dig into wood in order to effortlessly attach for long periods. They have a vertically positioned mouth to clamp down on victims as they fall on them from above (their slam attack). Through both their weight and size, Entractor Crabspiders overcome prey and pin them to the ground while they try to rip them apart with their powerful arms. Entractor Crabspiders have eyes positioned on their arms for low-profile viewing, allowing them to expose only a small part of their body to watch for prey.

Crabspiders live either alone or in small communities, but they rarely get to share tree perches with others of their kind. No records exist of the mating and birth cycles of Entractor Crabspiders; however, they are known to carry nearly fifty babies on their back for brief periods until the babies become large enough to devour the parent and begin trying to eat one another. Entractor Crabspiders see anything that moves as food. They are a highly aggressive species that pays no attention to the number of prey or to the possible success of attack. Entractor Crabspiders live in the more temperate, small forested areas of the Badlands.

slow but very deadly



STATS

Hit Points: 8
Initiative: 2d
Move: 2
Vitality: 1d (+15, Armor)
Cinema Points: 1
Experience Value: 2

Dexterity: 2d
Strength: 1d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d, **Damage:** Strength +10

Claw, Brawl 1d, **Damage:** Strength +9

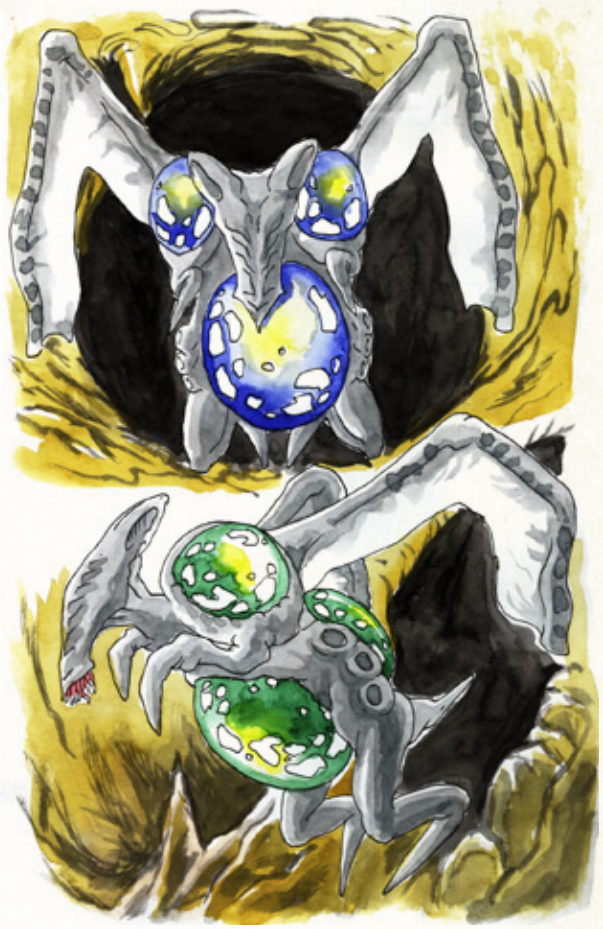
Slam, Throw 1d, Always double as Sneak Damage, **Damage:** Strength +36

Flabbergasser

Flabbergassers are about 25 cm tall and weigh around 1 kg. Flabbergassers dwell primarily underground, and they are completely blind. They consume small bugs and insects using a specialized mouth with worm-like tongues. The skin of a Flabbergasser is gray, white, and translucent. At the shoulder, back, and stomach of a Flabbergasser are bioluminescent sacks that fill with lighter than air gasses. A Flabbergasser fills these sacks to gain lift and empties them to return to the ground. The bioluminescence of the gas in a Flabbergasser is due to the process their bodies use in expanding and discharging the gas safely. The color of the sacks varies from green, orange, blue, red, yellow, and pink. Each Flabbergasser has a distinct and unique color in their sacks from birth. Green and blue glowing Flabbergassers contain an explosive toxic gas, so it is best to avoid striking them. All other Flabbergassers are essentially harmless and have little or no defense. Flabbergassers have small wing-like appendages that they mainly use for steering and shifting as they float, but these wings alone cannot give them enough lift to fly.

Flabbergassers live in massive colonies of thousands underground. As Flabbergassers cannot excavate tunnels or caverns on their own, they take up residence in abandoned voids. Flabbergassers commonly live near colder outdoor climates as these possess fewer predators, but some colonies do exist in warmer climates. Flabbergassers communicate through audible slurping noises they make to one another, and perhaps with flashes of light in their sacks - though no one is sure if this is just a natural behavior of the gas or actual communication since they are blind. Flabbergassers only live underground in dry environments.

strap a grenade to one a these to make whole



STATS

Hit Points: 3
Initiative: 1d
Move: 1, **Fly:** 3
Vitality: 1d
Cinema Points: 0
Experience Value: 1

Dexterity: 1d
Strength: 1d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Detonate, A Green or Blue Flabbergasser can spark and self-detonate oneself, creating a violent explosion, **Area of Effect** 1/3/5, **Damage:** 1d+85/82/79

Flailhulk

Flailhulks grow up to 3 m in length and weigh nearly 426 kg. These large creatures move slowly across the Badlands, patiently using their long straw-like arms to find plants and roots. Flailhulks have large, segmented, thick shells that compress and expand as they move. They have large, round, bony tails that they whip around to defend themselves from attackers. Many creatures who attack Flailhulks underestimate the creatures since they normally move slowly, but they are capable of lightning quick speeds when whipping their tails as well as when moving away from danger. Flailhulks have no discernible eyes, nose, ears, or mouth, so many people believe they sense ground and air vibrations. The long arms of Flailhulks can extend up to 6 m, or retract fully into the shell. At the front end of a Flailhulk is a thick set of hairs that it can use like hands. It uses these sensory organs to find water sources and trap small insects for food.

Flailhulks live solitary lives. Flailhulks may have lifespans reaching back over a Century or more, so they rarely have need to mate or procreate. When Flailhulks meet one another they seem to communicate by extending and touching their arms together quietly. Then they give one another wide berth and move on. The shell of a Flailhulk is prized, though the only shells actively gathered are poached or removed from one of their remains. The tail of a Flailhulk leaves a distinctive dragline trail across the ground, so they are easy to track and avoid. Flailhulks live in the hottest climates across the Badlands, preferring flatter terrain over rocky regions.

STATS

Hit Points: 75
Initiative: 3d
Move: 2, **Dash:** 30
Vitality: 6d (+21, Armor)
Cinema Points: 1
Experience Value: 3

Dexterity: 3d
Strength: 6d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Flail Mace, Brawl 3d, **Damage:** Strength + 99, **Reach:** 3

Fidgety but great security

Gasbag Zombie

Gasbag Zombies come in all shapes and sizes. Gasbag Zombies are the result of people (or other creatures) contracting an incurable fungal infection from a fungus that inhabits some underground locations in Westward. The Gasbag Zombie is the result of the fungal infection reaching a state where the fungus gains neural control of the host body and attempts to move to a new underground home. The Gasbag Zombie form does not need food or water, but the fungal infestation does not last long without some level of humidity. Due to the dry conditions on Westward, this fungal infection remains contained within tolerable boundaries, but anyone showing signs of infection is immediately subject to mandatory incineration.

Gasbag Zombies will wander for several months to find a new home for the spores trapped inside the host body. If more than a few months pass without discovery of a new water source, a Gasbag Zombie body explodes into a cloud of spores to travel on the wind. The spores remain viable for only a few hours to infect a new host or blow into a new home location. Fire utterly destroys the fungus and spores, and is the only known solution to remove the fungus. Gasbag Zombies are normally solitary, as it is unusual for more than one infected victim to occur at a time. Destroying the brain or center of neural function of a host is the best way to incapacitate a Gasbag Zombie before burning it.

use fire. Lots of FIRE

STATS

Hit Points: 6
Initiative: 1d
Move: 2
Vitality: 1d
Cinema Points: 0
Experience Value: 1

Dexterity: 1d
Strength: 1d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Fungal Detonation, The fungus inside the host can explode into a cloud of spores if the fungal hive mind believes it is threatened. The cloud is 3m in diameter, and will infect exposed flesh or when breathed. When inhaled, the spores infect a host in under one day. Amputation or soft-tissue removal are viable cures for spore-infected flesh.

Infectious Bite, Brawl 1d, **Damage:** Strength +2, A successful attack always infects the wound

Gorger

Gorgers grow to nearly 4 m in length and weigh about 1 metric ton. A Gorger has two massive three-toed hooves that it uses to run for long distance with sustained high speeds. It sports a short matted coat of light to dark brown fur, as they tend to prefer colder environments. Some Gorgers have leopard spotting or stripes, to help blend with the rocky areas where they live. A Gorger has no separate head from the body, and two small one fingered arms. It has a retractable hard shell eyelid that looks like many teeth. The eyelid has a pale green and white striping, comprised of more than twenty individual eyelid structures. A Gorger's eye is a large concave lens enclosing a bizarre network of exposed pink and red tentacles, which detect movement and light. The mouth of a Gorger is massive, with three rows of 20 cm long teeth sharp teeth; its bite is normally lethal. A Gorger has a series of yellow, mucus-like tentacles that hang below its mouth and touch the ground in its sleep. These appendages give a Gorger the ability to detect ground vibrations of anything approaching it while sleeping. Gorgers have a small furry tail they use for balancing while running and sleeping (as they sleep standing).

A female Gorger will lay 3-6 eggs and leave them behind, while a male will find them, fertilize them, and stay with them until they hatch. Gorgers have no sense of smell, but their small vibration-sensing tentacles may work for hearing, too. Gorgers live a solitary life, except for a short period when a brood will follow their father around until they feel safe enough to venture out alone. Gorgers are not territorial and they will defend other nearby Gorgers in danger. Gorgers avidly hunt Duaraptors and other predators who may present a threat to them. Gorgers do not hunt Humans like other predators, but will attack them should a person venture to close. Gorgers like living in the hilly basins near mountain ranges.

STATS

Hit Points: 120

Initiative: 2d

Move: 10, **Charge:** 40

Vitality: 3d (Heavy),
Armor: +12 (Heavy)

Cinema Points: 2

Experience Value: 6

Dexterity: 2d

Strength: 6d

Persona: 0d (Animal)

Intellect: 0d (Animal)

Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 5d, **Damage:** Strength +90

Trample, Brawl 2d, **Damage:** Strength +36

FEATURES

Prance (Activated): At half Move, a Gorger makes very, very little sound, Sneak 4d.

Attentive (Activated): Gorgers, despite their obviously large size, are plagued with anxiety and paranoia. They keep constant watch to keep themselves safe, Search 4d.

Hoghound

Hoghounds are around 1 m tall and weigh about 65 kg. Hoghounds are deceptively lean creatures. They are one of the few dominant, free-roaming predators that will hunt and kill Humans. Hoghounds can run at high speeds, but normally track a target and wait until it rests. Hoghounds have a large snout the gives them a keen sense of smell, and have long, jagged teeth that do not fit in its mouth. Hoghounds are hairless creatures, with leathery yellow-brown skin. The top of the head, neck, and back of a Hoghound have long gray quills that detach if touched. The gray quills have microscopic hooks that make removing them excruciating. Hoghounds are quadrupeds with long legs ideal for running and sprinting. Hoghounds have small black eyes and ears that look like small wings.

Hoghounds travel in packs of 10-20, communicating through snorts and howls. When they are excited, they make a snorting, chuckling sound. Hoghounds are territorial, but they will combine packs to combat other predator types. Hoghounds have a terrifyingly painful bite, which will usually maim or worse. They sometimes use their teeth as tusks instead of biting. Hoghounds are uncommonly social creatures, and sometimes multiple packs will gather and interact without fighting. Hoghound packs prefer warmer climates, but will venture into tundra areas when hungry.

RUN. DO NOT STOP, DO NOT FIGHT, RUN

STATS

Hit Points: 36
Initiative: 3d
Move: 6, **Sprint:** 20
Vitality: 3d
Cinema Points: 2
Experience Value: 2

Dexterity: 3d
Strength: 3d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 3d, **Damage:** Strength +42

Quill Throw, Throw 2d, Strength +18/15/12, Range 5/8/12

Tusk Slash, Brawl 2d, **Damage:** Strength +51

FEATURES

Maim (Activated): Doubles the Bite attack damage.

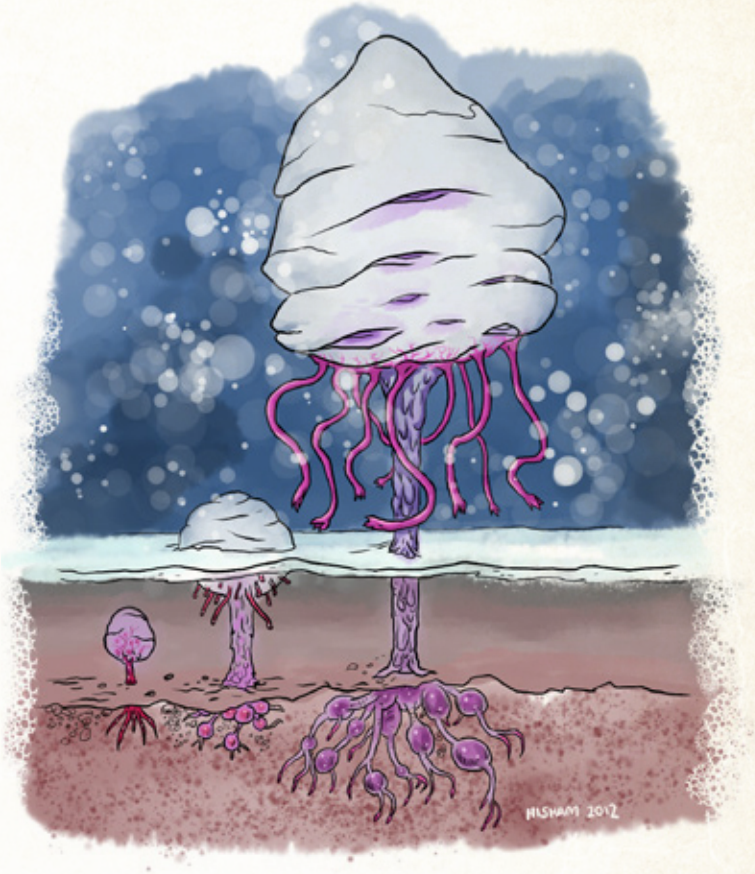
Eviscerate (Activated): Double the Tusk Slash damage.

Tracking (Activated): Search +18 when following a scent.

Ice Fish

Ice Fish grow to massive size, but remain immobile their entire adult lives. Ice Fish were first believed to be some kind of plant, but they have more in common with jellyfish from Earth than with any plant. Ice Fish have a foot they stand on that extends deep into the ground, providing constant warmth and a source of food and water. As an Ice Fish grows, it pushes an upper shell slowly through the icy or snowy surface, where the Ice Fish develops tentacles. As an Ice Fish's shell pushes further above the surface, the tentacles grow larger and develop small mouths. It keeps these tentacles retracted most of the time.

Some creatures, especially young creatures, will use an Ice Fish to rest beneath. Ice Fish use a geothermal warming system, so they generate some heat and provide an attractive place to sleep. While a creature sleeps beneath an Ice Fish, the Ice Fish's tentacles slowly descend from the body structure above. The tentacles quietly find exposed surfaces on the sleeping creature, and insert a long straw-like needle into it. These needles protrude from the mouths of the tentacles. The Ice Fish injects an anesthetic and then begins drawing fluids from the hapless victim. As the needles finish drawing fluids, they inject microscopic Ice Fish embryos, to use the victim's body as an Ice Fish host. If the host moves into a warmer environment, the Ice Fish embryos will release a toxin into the host body, making the body begin to overheat. This compels the host to return to a colder environment. Once the Ice Fish embryos complete their gestation cycle of about a year, they release a toxin that paralyzes the host. The incapacitated host body allows the new Ice Fish time to move deep into the ground. Normally, a host body bears around five hundred new Ice Fish, killing the host. The lifespan of an Ice Fish spans many decades, but their survival rate is low. Ice Fish will spread out in a small area so as they grow they have room for one another. Ice Fish can only live in the coldest of areas.



STATS

Hit Points: 45
Initiative: 1d
Move: 0
Vitality: 3d (Heavy)
Cinema Points: 0
Experience Value: 1

Dexterity: 3d (Immobile)
Strength: 3d
Persona: 1d (Animal)
Intellect: 2d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Constrict, Grapple 6d, **Damage:** Strength +24

FEATURES

Slip (Activated): The tentacles of an Ice Fish make very little noise and are extremely difficult for any creature to detect, Sneak 6d.

Lasher

Lashers grow to nearly 1 m long and weigh about 2 kg. Lashers are serpents that have candy cane striping of brown and green, with a long, bright red, barbed tail. Lashers have hundreds of small spines that allow them to cling to flat surfaces and crawl along rock faces. The tongue of a Lasher is bright yellow, can extend nearly half a meter, and is poisonous to the touch. The toxin released by a Lasher's tongue is paralytic, and will not kill prey. Instead, a Lasher will move to its paralyzed prey and enter the victim's mouth, where it begins consuming the internal organs directly. The long sharp barbed tail allows a Lasher to whip around inside the body of its prey and cut its way out.

Lashers live alone except to mate. Mates lay and fertilize 1-3 eggs, and then abandon them. Lashers make no audible sounds to communicate, instead using hormone release. Lashers are immune to one another's paralytic toxin. Male Lashers will fight with one another if they cross paths, whereas female Lashers ignore one another. The paralytic poison on the tongue of a Lasher is a highly coveted poison. Lashers prefer rocky or mountainous terrain with warmer climates.

cut off the tail n cook

STATS

Hit Points: 6
Initiative: 2d
Move: 4
Vitality: 1d
Cinema Points: 0
Experience Value: 1
Dexterity: 2d
Strength: 1d
Persona: 0d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d, **Damage:** Strength +3
Tail Whip, Brawl 2d, **Damage:** Strength +12

FEATURES

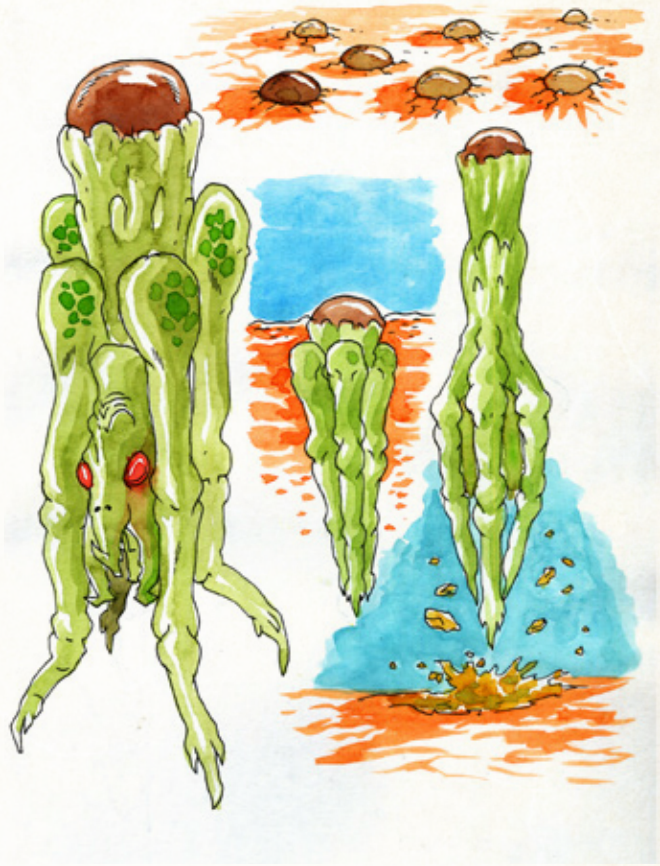
Paralysis (Permanent): The toxin from a Lasher lasts 1d minutes, more than enough time for the Lasher to begin consuming the innards of the prey.

Leaping Lottie

Leaping Lotties grow to 40 cm tall and weigh about 5 kg. A Leaping Lottie is a scaly reptile, with insect-like features. A Leaping Lottie has green scales, four long legs, a tall vertical body, and, tucked underneath the body, a head with a small mouth and three short tusks. On the top of a Leaping Lottie is a brown, soft bulbous growth. Leaping Lotties bury themselves in the ground, leaving just their brown growth protruding. When a creature steps on the brown growth, the Leaping Lottie releases a massive burst of gas. This gas propels the Leaping Lottie into the air about 4-6 m high, allowing it time to extend its legs and then land. The Leaping Lottie will then attack the creature who stepped on it. A Leaping Lottie has glowing red eyes that afford it vision in low light conditions. The tusks of a Leaping Lottie work to dig in and tear away at the flesh of other creatures. A single Leaping Lottie may do little against a large foe, but Leaping Lotties prefer living in large groups.

Leaping Lotties communicate by tapping their bellies on the ground. Certain taps will cause hundreds of Leaping Lotties to eject from the ground and attack a difficult prey. Leaping Lotties rely on soft ground, and so mainly live in flat lands with little vegetation nearby.

I once led some idgets to a field of these. I never laughed so hard in my life



STATS

Hit Points: 6
Initiative: 4d
Move: 4
Vitality: 2d
Cinema Points: 1
Experience Value: 1

Dexterity: 4d
Strength: 2d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d, **Damage:** Strength + 3

Tusk Slash, Brawl 1d, **Damage:** Strength +6

Longstride

Longstrides grow to 3 m tall and weigh around 185 kg. These large, flightless birds have massive forearms and smaller rear legs, taking large sweeping movements with their bodies to move fast. The motion is similar to a person on crutches. The body of a Longstride bears a set of two dark eyes, normally red or brown in shade, with a long neck that leads to beak. When moving more slowly, a Longstride unfurls a long tail it uses to ward off attackers. A Longstride has feathers along the back of its neck and down its back, and then some more on the end of its tail. The feathers vary widely in color, from green-blue to orange-brown. The rest of a Longstride is without feathers and is covered with spotted tan and yellow, leathery skin. It uses two large knuckled fingers on each foot to move across terrain.

Longstrides live in small families of 3-5. Longstrides hunt for rodents and insects, and will also feed on the carcasses of dead animals. Longstrides can go long periods without water - up to several weeks. A Longstride can move for hours at around 45 kph, outlasting the sustained pace of any other creature. Longstrides prefer living in salt flats or flat lands that are particularly arid. They avoid Humans and most other creatures, automatically assuming all other creatures are a threat.

Just avoid em an they'll avoid yous too

STATS

Hit Points: 48
Initiative: 5d
Move: 10, **Run:** 40
Vitality: 4d
Cinema Points: 3
Experience Value: 2

Dexterity: 5d
Strength: 4d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 1d (Animal)

ATTACKS

Kick, Brawl 3d, **Damage:** Strength +39

Peck, Brawl 1d, **Damage:** Strength +11

Lugrunner

Lugrunners grow to 5 m in length and weigh nearly 1 metric ton. Lugrunners are herbivore cousins of the Duaraptor. When Humans discovered Lugrunners, they were almost extinct across the Badlands. Humans have since helped breed them and have domesticated the species into a riding animal. Lugrunners are reliable creatures for riding as they need little food or water. All Lugrunners have a soft, scaly, orange-brown skin and bear no claws of any kind. The teeth in the mouth of a Lugrunner are all square and flat, and the pads of their feet are rough and perfect for difficult terrain. Lugrunners are inherently social creatures, so they do well in farms and other group conditions.

Lugrunners still exist in the wild, but in far fewer numbers than their domestic cousins. Lugrunners communicate through loud honking, snorting, and chirping noises. Wild Lugrunners prefer rocky terrain as they have an easier time navigating on it than the predators that hunt them.

stupid beasts, I dunno how they survived without people.

STATS

Hit Points: 36
Initiative: 2d
Move: 12
Vitality: 3d
Cinema Points: 0
Experience Value: 1

Dexterity: 4d
Strength: 5d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

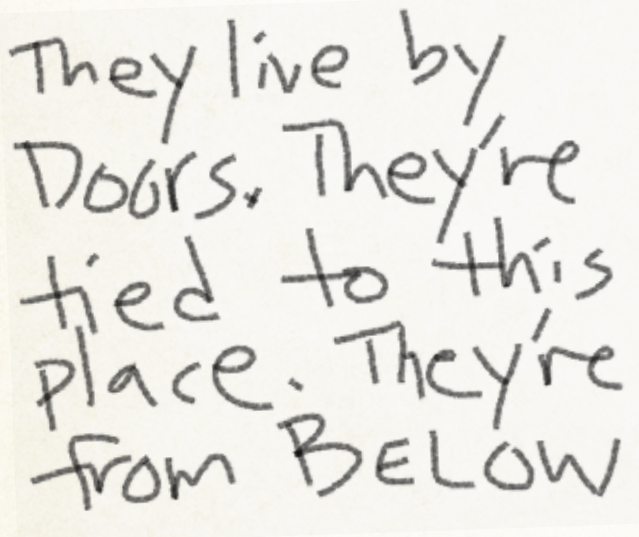
Bite, Brawl 1d, **Damage**: Strength +8

Rear Kick, Brawl 2d, **Damage**: Strength +33

Odipheroo

Odipheroo grow to 2 m in length and weigh about 22 kg. These large serpentine creatures are scaly and colored yellow with green spots. Odipheroo are an extremely aggressive species. They spring as high as possible, open their mouth to latch onto prey, dig in their two talon-like arms, and wrap their body around their target until their tail can stab. Odipheroo are natural swimmers, sometimes found in underground rivers and streams. Odipheroo have gray, blue, or black eyes. The fore teeth, talons, and tail of Odipheroo have red markings. These red markings can release a slow acting hallucinogen, making their prey easier to attack a second or third time.

Odipheroo live alone, and no one has ever seen more than one at a time. No account exists of how Odipheroo reproduce, but most people assume they lay eggs. Odipheroo make few sounds, though they can hiss and make rasping sounds. Odipheroo prefer dark, cold, wet places to live.



STATS

Hit Points: 8
Initiative: 4d
Move: 5, **Spring:** 12
Vitality: 2d
Cinema Points: 1
Experience Value: 1

Dexterity: 4d
Strength: 2d
Persona: 1d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 2d, **Damage:** Strength +9

Latch, Brawl 1d, **Damage:** Strength +2

Tail Whip, Brawl 3d, **Damage:** Strength +8

FEATURES

Spring (Activated): An Odipheroo can launch a short distance with great accuracy, doubles Brawl for initial Bite attack.

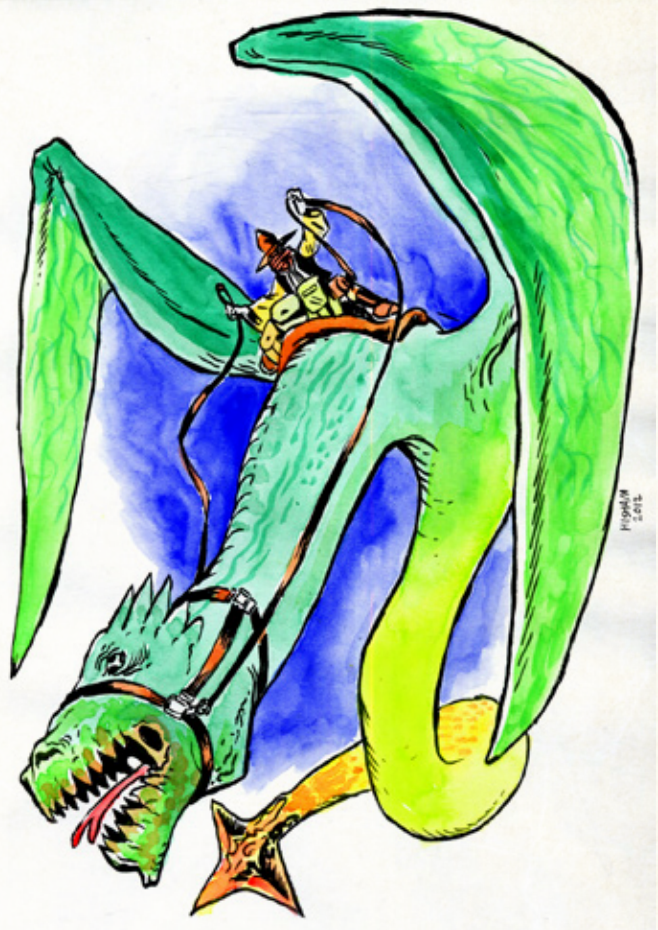
Hallucinogeonic Toxin (Permanent): An Odipheroo's skin releases a hallucinogen that causes prey to lose mental concentration. Any target that touches an Odipheroo directly is exposed to the toxin and automatically is infected and loses 1d Initiative for 1d hours.

Quasinaga

Quasinaga grow to 30 m in length, weighing just under 1 metric ton. Quasinaga are considered rare and wild creatures, sometimes incorrectly called "dragons". Quasinaga cannot breathe fire, nor do they have any feet. Quasinaga spend most of their life in the air, eating smaller flying creatures. Quasinaga have bioluminescent skin that they can control to glow any color. They do this as camouflage when attacking other airborne creatures. Quasinaga use their powerful wings for lift, and their compound eyes for spotting prey. While tame Quasinaga exist, they are few and far between. Quasinaga use their massive boney tails to strike at prey on the ground, repeatedly bashing them until dead.

Quasinaga are one of the few species that are known to travel beyond the known lands of Westward; typically flocks of hundreds of Quasinaga migrate beyond the Northern Mountains, once every few years. Quasinaga sleep very little. The people who normally domesticate Quasinaga are air pirates, as they have the easiest time boarding and subduing the beasts. Despite the attempts to domesticate Quasinaga, even "tame" versions can turn and decide to consume their riders. Quasinaga are the dominant air predators in the known world.

HA! I'seen some fool bandit get eaten riding one a these.



STATS

Hit Points: 91

Initiative: 3d

Move: Fly: 35

Vitality: 5d (+12 Armor), **Scale:** Heavy

Cinema Points: 5

Experience Value: 7

Dexterity: 3d

Strength: 5d

Persona: 1d (Animal)

Intellect: 2d (Animal)

Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 5d, **Damage:** Strength +60, **Scale:** Heavy

Slam, Brawl 2d, **Damage:** Strength +85

FEATURES

Camouflage (Activated): A Quasinaga can glow and change into any color or range of colors to make itself difficult to see for prey, +48 Sneak.

Quattroptryx

Quattroptryx grow to 1 m in length and weigh about 35 kg. These large scavenger birds follow Humans and many other animals, waiting for mealtime. Quattroptryx will rarely attack another creature, unless the prey seems dead or incapacitated. Quattroptryx use a special set of four wings to hover in one spot for prolonged periods. They typically have large, long beaks used for ripping into and eating prey. Quattroptryx have a wide color variation, but most commonly are red-brown with white neck feathers, or blue and orange with gray neck feathers. Quattroptryx have some minor gender dichromatism.

Quattroptryx live alone, but gather together when looking for food or simply to feed. Quattroptryx communicate through short and long squawks, and other more guttural noises. A Quattroptryx nest typically carries 2-3 eggs. Both parents maintain the eggs, often leaving the eggs alone during the day to get food. Quattroptryx nests are built along cliff faces, on top of a canopy of trees, and along ridgelines. Quattroptryx tend to build nests near other Quattroptryx for safety in numbers. Quattroptryx prefer living in the vast arid Badlands, as they can find more food to scavenge there.

They are a fine meal, but protect their own.

STATS

Hit Points: 20
Initiative: 3d
Move: Fly: 16
Vitality: 2d
Cinema Points: 1
Experience Value: 2

Dexterity: 3d
Strength: 3d
Persona: 1d (Animal)
Intellect: 2d (Animal)
Aptitude: 1d (Animal)

ATTACKS

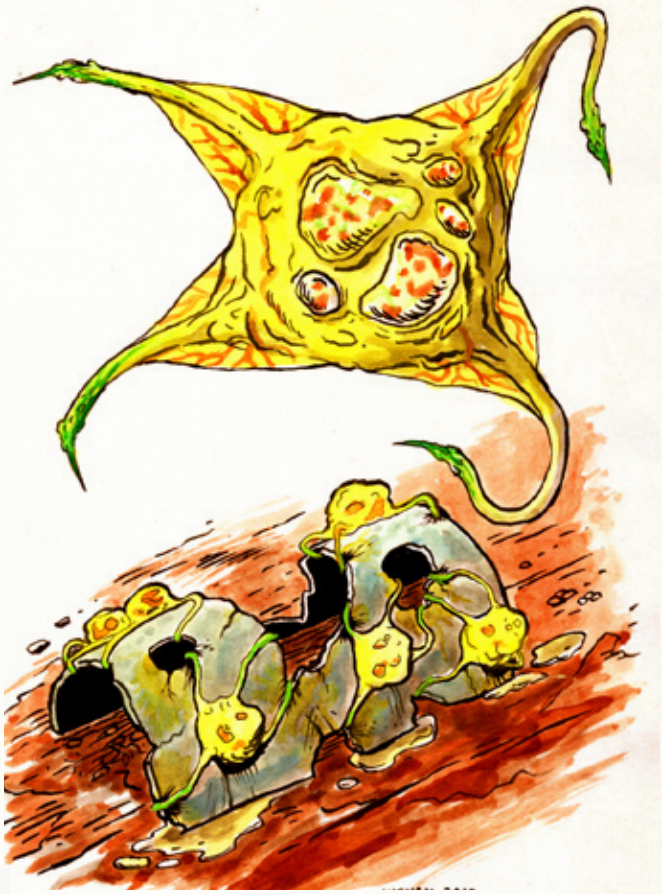
Claw Rake, Brawl 2d, **Damage:** Strength +18

Peck, Brawl 1d, **Damage:** Strength +10

Rust Polyp

Rust Polyps are about 8 cm in diameter and weigh about 500 g. A Rust Polyp has four small tentacles with green thorn-like ends, and a mainly yellow body. The veins of Rust Polyps are visible as orange, red, and brown. They have large pustules around their small round bodies. Rust Polyps emit a faint yellow-orange glow. They live on or around metal and mineral deposits and they secrete a yellow-brown gel that causes metals to rapidly decay and rust. In turn, the Rust Polyps consume the rust left behind. Rust Polyps move by rolling on the ground, using small fins to catch the wind and propel them.

Rust Polyps do not seem to live in any organized groups, but they do gather on sources of food; they are particularly prevalent in scrap metal yards. Rust Polyps make no sound. They ignore most other creatures, and most other creatures ignore them. Humans tend to smash them with hammers or try to burn them. Unfortunately, smashing a Rust Polyp seems to attract more. Rust Polyps live everywhere in the Badlands, and in recent years swarms of them have devastated settlement metal stores.



Somewhere, somebody's laughin at us all

STATS

Hit Points: 1
Initiative: 1d
Move: 1
Vitality: 1d
Cinema Points: 0
Experience Value: 1

Dexterity: 1d
Strength: 1d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

FEATURES

Immune to all damage except Fire (Permanent): Smashing or otherwise physically harming a Rust Polyp causes them to begin an asexual reproduction cycle, spreading germinated eggs nearby. Eggs hatch in 1d hours.

Sandshow Strider

Sandshow Striders grow to 4 m in length and can weigh as much as 1 metric ton. These large creatures have smooth dark green skin. A Sandshow Strider is a quadruped with a bright yellow belly that seems to have holes in it. A Sandshow Strider hunts by sneaking up on its prey, rapidly charging at it, and pinning it to the ground. Once its target is pinned to the ground, the Sandshow Strider's belly releases digestive fluids that painfully digest the body of the prey. When the prey stops struggling, the Sandshow Strider gets off and eats its meal with its wide mouth. The Sandshow Strider's mouth acts more like several integrated scoops, as the creature pulls the body of its prey in whole to continue digesting. Sandshow Striders are nocturnal and only feed at night. They have impressive night vision.

Sandshow Striders live alone. If two Sandshow Striders meet, they fight to the death. The one that wins, eats and digests the other - this fertilizes the still living Sandshow Strider. About a year later, the Sandshow Strider has 3-4 children who are born live, literally vomited from the Sandshow Strider's mouth. The young are left to fend for themselves. The young Sandshow Striders fight to the death, and eat one another, though they are too young to become fertilized. The victor of the children then wanders off into the Badlands. Sandshow Striders prefer living in arid to temperate climates, preferring flat lands over rockier areas.

Grotesque'n vile beasts that only deserves the death ya give'em

STATS

Hit Points: 60
Initiative: 3d
Move: 10
Vitality: 5d
Cinema Points: 3
Experience Value: 5

Dexterity: 4d
Strength: 5d
Persona: 1d (Animal)
Intellect: 0d (Animal)
Aptitude: 1d (Animal)

ATTACKS

Bite, Brawl 2d, **Damage:** Strength +15

Pin, Grapple 5d, **Damage:** Strength +21

FEATURES

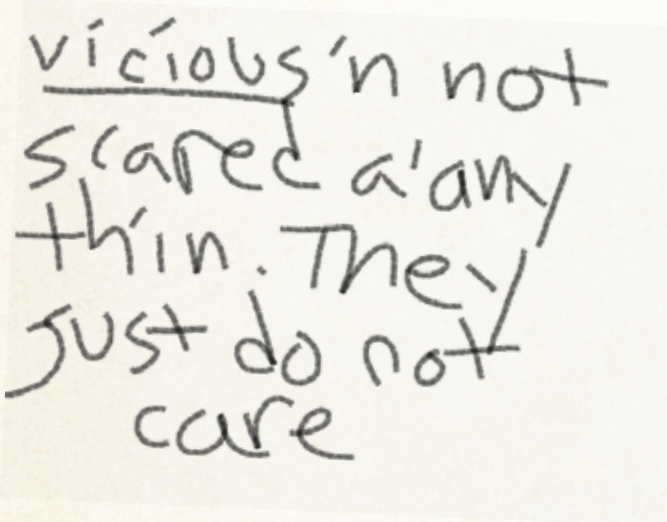
Digest (Activated): A Sandshow Strider releases quick acting digestive fluids through porous organs in its lower abdomen. These fluids deal **Damage:** 1d +42, once per Round.

Nightvision (Activated): A Sandshow Strider can see very well at night, but not in complete darkness.

Scentsleuth

The Scentsleuth grows to about 1 m in length and weighs in at 43 kg. The Scentsleuth has a thick fur coat, colored black with long white stripes that normally run the length of the body and its six legs. This hexapod has a massive, complex olfactory system for a nose. Beneath the fur, a Scentsleuth's skin is crimson red. A Scentsleuth has long sharp teeth, bear-like claws, and lies very flat and low to the ground. A Scentsleuth has small eyes that allow it to see well in the dark, but in daylight the Scentsleuth is all but blind. A Scentsleuth has two small tentacles that hang from its chin that allow it to sense vibrations. Scentsleuths crawl low to the ground when they move, only standing on its rear legs to attack prey. Scentsleuths will follow the scent of food for hundreds or thousands of kilometers.

A Scentsleuth is territorial and when two meet, if of the same gender, they will fight to death. If of different genders, they may fight a little or decide to mate. A female Scentsleuth will give birth to babies about 4 months later. A Scentsleuth feels very little pain and is immune to most neurotoxins, paralytic poisons, and diseases. The Scentsleuth is a ravenous creature and is known to take on and defeat creatures many times its size. The Scentsleuth has no favored climate, instead enjoying the freedom to go anywhere without worry. Few lone Humans attack Scentsleuths willingly.



STATS

Hit Points: 36
Initiative: 5d
Move: 5
Vitality: 6d
Cinema Points: 2
Experience Value: 4

Dexterity: 5d
Strength: 6d
Persona: 1d (Animal)
Intellect: 2d (Animal)
Aptitude: 1d (Animal)

ATTACKS

Bite, Brawl 4d, **Damage:** Strength +69

Claw, Brawl 5d, **Damage:** Strength +42

FEATURES

Tracking (Activated): Search +18 when following a scent.

Shieldhorse

Shieldhorses grow to 3 m in length and weigh as much as 438 kg. These quadruped creatures share many common traits with Earth horses, including hooves, a tail, and body structure. The head of a Shieldhorse has a large boney mane the animal uses to protect its neck from predators. The Shieldhorse also has a furry chin, like goats. A unique aspect of the Shieldhorse is its forward facing eyes, which it uses for aggressively navigating its native rocky terrain. Because of their similarities to Earth horses, Shieldhorses were among the first creatures native to Westward that Humans domesticated. Shieldhorses have short fur that can be brown, white, gray, black, or red-brown.

Shieldhorses still live in the wild in herds of around 40-50. Shieldhorses feed on wild grasses and bushes, living mainly in regions that support significant vegetation. The domestic Shieldhorse will eat standard horse feed, and works well in semi-arid to temperate conditions.

Bizarre animals that are smart n' loyal

STATS

Hit Points: 45
Initiative: 3d
Move: 25, Run: 30
Vitality: 3d
Cinema Points: 0
Experience Value: 1

Dexterity: 3d
Strength: 3d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d, **Damage:** Strength +6

Head Bash, Brawl 1d, **Damage:** Strength +10

Rear Kick, Brawl 2d, **Damage:** Strength +16

Sideslicer

Sideslicers grow to about 2.4 m long and weigh about 287 kg. A Sideslicer is a fur-covered predator which gallops on four hooved legs. Its head is masked by an exoskeleton structure which provides sharp outer teeth, long blade-like tusks extending to the sides, and forehead impact protection. The skeleton mask of the Sideslicer provides translucent green covers for its eyes. Sideslicers will rush and attack prey with its tusks several times before slowly approaching for more attacks involving biting and trampling.

Sideslicers live in small herds that stampede prey and communicate with low-rumbles, growls, and snorts. Sideslicers bear live young, with mates usually chosen by status in the herd. Sideslicers roam arid to temperate regions, and sometimes venture in colder areas, too.

Dumb. Easily scared, but mean when they're hungry

STATS

Hit Points: 43
Initiative: 3d
Move: 15
Vitality: 3d
Cinema Points: 1
Experience Value: 2

Dexterity: 4d
Strength: 3d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d, Damage: Strength +12

Trample, Brawl 2d, Damage: Strength +15

Tusk Slash, Brawl 2d, Damage: Strength +28

Skreakjak

Skreakjaks grow to 2 m in length, weighing about 75 kg. A Skreakjak has pale white skin, with small scales. A Skreakjak appears to have red stripes, but these are really blood vessels that are close to the surface and visible through translucent areas of the Skreakjak's body. A Skreakjak has four yellow sacks it can inflate and use to fuel a deafening screech it emits. A Skreakjak tends to walk on its knuckles, and use a long flat-tipped tail for balance while climbing cliffs and rock faces. Skreakjaks have an inner beak with teeth that is exposed when they pull back their lips and mouth. They have odd boney foreheads that they use for head butting their prey.

Skreakjaks live in large groups of 400-500, audible at quite a distance. They use a chilling screech to communicate at long and short distances. They lay eggs into a community nest, which the entire herd protects until the last egg hatches. Skreakjaks prefer to live in mountainous areas, along the base of mountain ranges, or in canyons.

kill 'em silent n'yer fine, if not? You might be a snack

STATS

Hit Points: 32
Initiative: 3d
Move: 8
Vitality: 4d
Cinema Points: 0
Experience Value: 1

Dexterity: 3d
Strength: 4d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 3d, **Damage:** Strength +20

Head Bash, Brawl 2d, **Damage:** Strength +33

FEATURES

Screech (Activated): Any Skreakjak within 2 km. will come running to the source of the sound.

Slurdge

Slurdges grow to 10 m in diameter and weigh many metric tons. These massive creatures have a flexible shell on their back for protection. A Slurdge has no ears, eyes, or nose. It moves clumsily, by reaching out and trying to grasp at anything to pull against with one of its eight massive tentacles. A Slurdge is red and white in color, with an entirely red belly where several round mouths with teeth for doors chomp at the air as it moves. Slurdges are among the larger creatures in the Badlands, capable of decimating many attackers at once. A Slurdge can harden the tips of its tentacles into various shapes and positions, turning them into deadly spears or hook like weapons.

Few people have seen a Slurdge. These creatures are extraordinarily rare. They make chomping and slurping noises with their mouths as they move, and allegedly scream when injured. In all known sightings, the Slurdges were crawling across arid Badlands, but there have been so few sightings that little is truly know about these creatures.

I's only seen one a these. Massive n'killed EVERYTHIN' in its path

STATS

Hit Points: 100

Initiative: 1d

Move: 1

Vitality: 4d (+25, Armor), **Scale:** Heavy

Cinema Points: 1

Experience Value: 8

Dexterity: 2d

Strength: 6d

Persona: 1d (Animal)

Intellect: 1d (Animal)

Aptitude: 1d (Animal)

ATTACKS

Bite, Brawl 3d, **Damage:** Strength +24, **Scale:** Heavy

Constrict, Grapple 5d, **Damage:** Strength +12, **Scale:** Heavy

Impale, Brawl 1d, **Damage:** Strength +36, **Scale:** Heavy, **Reach:** 4

Pin, Grapple 3d, **Damage:** Strength +12, **Scale:** Heavy

Snerg

Snergs grow to 1.6 m tall, and weigh about 63 kg. Snergs are large amphibious creatures that reside near freshwater. They have long rear legs and move on land as hunched bipeds. Snergs have specialized compound eyes for seeing well in and out of water. They feed on anything coming near the waterline, racing to grab and drown the prey. While Snergs have flat teeth, they consume an omnivorous diet. Snergs all have a smooth green-yellow skin with a layer of fatty insulation that keeps them warm. Some eyewitness accounts note that Snergs can grip and use rudimentary weapons such as rocks and clubs.

Lone Snergs live along the shore. Research has recently found that large communities of Snergs exist in deeper water, where large numbers of eggs can be communally protected. Little more is known about Snergs as a whole. Occasionally, someone finds a Snerg far from Lake Chrysalis in some underground river or stream; this leads some to postulate that all the freshwater across the Badlands is connected.

Lots a folks think they're once people like us. I say, just put 'em outta misery

STATS

Hit Points: 36

Initiative: 4d

Move: 8, **Swim:** 18

Vitality: 3d

Cinema Points: 4

Experience Value: 2

Dexterity: 4d, Brawl 2d, Melee 3d

Strength: 3d, Grapple 3d, Swim 6d

Persona: 2d (Animal)

Intellect: 3d (Animal)

Aptitude: 1d (Animal)

ATTACKS

Bite, Brawl 2d, **Damage:** Strength +6

Snowchitter

Snowchitters grow to about 40 cm and weigh about 1 kg. These insectoid serpents have white skin, and antennae they use for both crawling and grabbing. Snowchitters have no eyes or ears, but do have a good size mouth with three rows of small jagged teeth. Snowchitters use a maddening, chitter sound to find prey through vibration reflection. Snowchitters move quickly through snow, using an odd tail with many small growths. The growths on the tail act as a grip on snow and ice, allowing Snowchitters to quickly propel themselves with ease in cold environments.

Snowchitters live in massive hives, where they number in the thousands. Snowchitters will mass on prey and start eating as quickly possible. Their bites are extremely painful as they chew on a creature, each trying to burrow into the prey's body. When the prey succumbs to the mass attack, the Snowchitters continue to completely devour every chewable part of the victim. Snowchitters communicate through their deafening chitter-sound, which becomes quicker when they detect prey.

Just cover yer ears, sing loud n' run

STATS

Hit Points: 10
Initiative: 2d
Move: 5
Vitality: 3d
Cinema Points: 0
Experience Value: 1

Dexterity: 2d
Strength: 3d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 6d, Damage: Strength +36

FEATURES

Chitter Madness (Permanent): The sound the Snowchitters produce makes it difficult to concentrate, most creatures run away or fall down covering their ears. People tend to sing or shout loudly while covering their ears, trying to get away from the chitter sound. To resist covering ones ears and to endure the maddening chitter sound, a creature must succeed in Willpower, DR Difficult.

Snowglobber

Snowglobbers grow to over 20 m tall, weighing about 130 metric tons. These massive creatures are the largest known in Westward. They move slowly with six massive legs that lead to a large belly. From the belly, Snowglobbers have a hanging tentacle structure that allows them to pull in snow for drinking or most creatures for eating whole. The body of a Snowglobber is a massive fur covered dome with a large tail. Snowglobbers will suck in large amounts of snow and eject it from their tentacle at high speeds to defend themselves. Snowglobber fur is always gray, whereas the skin of varies from orange and brown to orange and green. A Snowglobber has no eyes or ears; it uses the tentacle organ to detect food and special sensory organs in its feet to sense and locate vibrations.

Snowglobbers live alone. Their lifespan and ability to reproduce is unknown. Snowglobbers that meet seem to simply ignore each other and show no forms of communication. Snowglobbers only live in the coldest regions of Westward.

I seen 'em eat a man whole. Lucky fer us, they only like the cold.

STATS

Hit Points: 128

Initiative: 2d

Move: 30

Vitality: 6d,
Scale: Heavy

Cinema Points: 3

Experience Value: 10

Dexterity: 2d

Strength: 6d

Persona: 1d (Animal)

Intellect: 1d (Animal)

Aptitude: 1d (Animal)

ATTACKS

Swallow Whole, Grapple 2d, **Damage:** Strength +60, **Scale:** Heavy

Stomp, Brawl 1d, **Damage:** Strength +80, **Scale:** Heavy

Throw Ice Ball, Throw 2d, (S/M/L) **Range:** 10/20/25, **Damage:** Strength +24/21/18, **Scale:** Heavy

Soardid

Soardids grow to nearly 2.6 m in length, weighing about 110 kg. They are high atmosphere flying creatures that dive down to grasp and eat prey. Soardids have blue-gray skin, with thick tufts of fur. The mouth of a Soardid has lots of sharp teeth enclosed in a beak. Soardids have goggle-like eyes that allow them to continue seeing when moving at high speeds. Their wings give them lift, using a yellow or brown membrane in the place of feathers. The tail of a Soardid helps in steering while in a dive. Soardids have four long arms tipped with massive talons the size of a spearhead, which they use to stab and impale victims.

Other the past several centuries, Humans have become the favorite meal of Soardids. The creatures prey on skydivers and hapless personnel who do not pay attention while walking on airship decks. Soardids travel in small flocks. The only predator they worry about is the Quasinaga, which can devour a Soardid whole. Soardids fly all over Westward, but they often live near Human Prefects and settlements waiting for new meals.

Look Up 1st, then lookUp, again. These are mean as they come.

STATS

Hit Points: 21

Initiative: 4d

Move: 3, **Fly:** 20, **Dive:** 60

Vitality: 3d

Cinema Points: 2

Experience Value: 2

Dexterity: 4d

Strength: 3d

Persona: 1d (Animal)

Intellect: 1d (Animal)

Aptitude: 0d (Animal)

ATTACKS

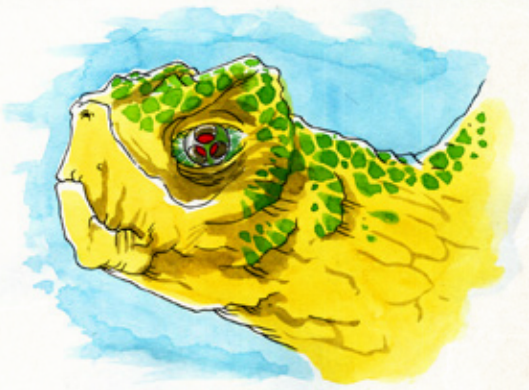
Bite, Brawl 3d, **Damage:** Strength +16

Impale, Damage is for each Successful Talon, Brawl 3d, **Damage:** Strength +24

Sparkbeast

Sparkbeasts grow to 5 m in length and weigh around 2.5 metric tons. A Sparkbeast looks very much like an Earth tortoise, but has two large webbed spines along its back. A Sparkbeast has a hard, shell like back, but it cannot retreat into the shell. Sparkbeasts have bright yellow and green colorings, indicating danger to other creatures. Their diet consists primarily of two things – cacti, and the mineral Tribocyte. As a Sparkbeast eats Tribocyte, it builds up electric charge. While some animals do try their luck with Sparkbeasts, they quickly learn the error of their ways. Sparkbeasts move patiently across the Badlands looking for surface deposits of Tribocyte.

Sparkbeasts roam alone, but are very social when they encounter one another. On the occasion that a male and female Sparkbeast meet, they try to mate. If the female bears eggs, the male will instinctually find the female's nest and remain until the new Sparkbeasts hatch. Sparkbeasts communicate with low purring sounds and clicking noises, as well as by sending electrical discharges into the air. A Sparkbeast can discharge massive bolts of electricity up to 5 m away. Sparkbeasts wander the hottest and most arid areas of the Badlands.



The only way to takedown the sparkbeast is lots a water, then they just fry'emselves

STATS

Hit Points: 72
Initiative: 3d
Move: 12
Vitality: 4d
Cinema Points: 2
Experience Value: 4

Dexterity: 3d
Strength: 4d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d, **Damage:** Strength +13

Electrical Strike, Ranged 4d, **Damage:** 1d +102/99/96, **Range:** 1/3/5

Spongeweed

Spongeweeds grow to 3 m in diameter, weighing about 200 kg. These misnamed creatures are not plants, but an odd creature that poses as a cactus. A Spongeweed has green skin with hard yellow spines and a single large stalk it uses as a tentacle. At the end of the stalk are several sharp spines the Spongeweed uses for gripping and manipulating prey. The hard spines on the body base of a Spongeweed also act as a deterrent for attackers. The Spongeweed's mouth is in the middle of its underside. The Spongeweed has multiple small sensory organs it uses for detecting and sensing vibrations in the ground and in the air.

When a Spongeweed's tentacle snags some prey, the Spongeweed has only a brief period where it can stuff the prey beneath it and begin eating. Its mouth has no teeth so it relies on its weight and ability to suction the prey into its stomach to feed. Spongeweed live in groups to appear as plants do, but they use no known form of communication. Their method of reproduction is also unknown, but likely uses some kind of egg. Spongeweed live in semi-temperate regions where actual cacti grow.

Never seen anyone survive trying to take one a these on. They just up'n die

STATS

Hit Points: 50
Initiative: 3d
Move: 2
Vitality: 5d
Cinema Points: 4
Experience Value: 6

Dexterity: 4d
Strength: 5d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Thorn Slap, Brawl 4d, **Damage**: Strength +33

Snatch, Grapple 2d, **Damage**: Strength +9

Stonefury

Stonefuries grow to 4 m in length, and weigh about 338 kg. Stonefuries burrow through rock until they come upon a Tribocyte deposit, which they promptly consume. A Stoneyfury who consumes Tribocyte excretes a corrosive acid to create a void in the rock to its rear. This acidic void acts as repository where the Stonefury deposits refined Tribocyte as Tribium. A Stonefury keeps its head near the surface while its body processes the Tribocyte, excreting a powerful acid along with the refined Tribium. Eventually, the Stonefury will exhaust the Tribocyte deposit and abandon the acid and Tribium. No one is quite sure what a Stonefury gets from this process. Stonefuries can burrow straight through stone, metal, and most other materials at impressive speeds.

Stonefuries rarely encounter one another, but when they do, they fight to the death. There does not seem to be a male or female distinction in Stonefuries, nor has anyone ever found Stonefury eggs. Stonefuries dislike all other creatures and go out of their way to avoid them. If a Stonefury is threatened, it will not back down; it will attack with acid or molten stone, both of which it can eject from its body. Stonefuries prefer to live in rock, so they tend to stay close to large stone formations, like mountains. A Stonefury makes only a hissing sound, which is difficult to hear in a good wind.

If you's found one leave it alone 'til it goes then grab the Tribium

STATS

Hit Points: 72
Initiative: 5d
Move: 1, **Burrow:** 5
Vitality: 6d
Cinema Points: 10
Experience Value: 8

Dexterity: 5d
Strength: 6d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d, **Damage:** Strength +24

Spit Acid, Throw 3d, **Damage**: 1d +72/69/66, **Range**: 10/18/30

Spit Molten Rock, Throw 3d, **Damage**: 1d +112/109/106, **Range**: 15/21/35

Tumblequill

Tumblequills are around 0.6 m long at full size, weighing around 32 kg. Tumblequills are hexapods, distantly related to Scentsleuths. Tumblequills have long, sharp quills that cover most of their body with blue-gray, brown, red-brown, or black colorations. Tumblequills live primarily by burrowing beneath plants and chewing at the roots. While Tumblequills can eat small bugs and insects, they have a mainly vegetarian diet. Tumblequills have sharp front teeth specifically shaped for rending at bark and thicker plant flesh. When a Tumblequill wants to move quickly, it jumps into a roll, using its quills to keep up momentum. If threatened, a Tumblequill can eject quills up to 10 m away by making sudden whipping movements.

Tumblequills live in small family groups, with 3-4 generations of family living together in a burrow. They bear live children that are always identical twins. Tumblequills communicate through giggle-like sounds and low rumbling noises. Tumblequills live in semi-temperate regions for a wider selection of vegetation.

I met a Maker who took on one a'these as a pet. CRAZY life livin' with armor on all the time

STATS

Hit Points: 64
Initiative: 4d
Move: 8, **Roll:** 20
Vitality: 4d
Cinema Points: 6
Experience Value: 3

Dexterity: 4d
Strength: 4d
Persona: 0d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 1d, **Damage:** Strength +36

Claw, Brawl 2d, **Damage**: Strength +24

Quill Throw, Throw 2d, **Damage**: Strength +21/18/15, **Range:** 3/6/10

Tusker

Tuskers are around 3 m long and weigh about 464 kg. Tuskers are large mollusks that move along rocky surfaces, scouring for food. Tuskers use two large tusks to chip away at stone to find minerals and metals. They have soft, squishy skin that is orange-brown and covered with small hairs and bumps. A Tusker's eyes protrude slightly from its head giving it the ability to move its eyes slightly like antennae. Tusker eyes have a red-compound filter that provides them with almost perfect 360-degree vision.

Tuskers move in groups of around 50, preferring the shade found in canyons versus venturing into the unavoidable sunlight on rock outcroppings. Tuskers communicate through short, loud whooping sounds. They seem to have a playful nature that takes advantage of their ability to cling to the side of canyon walls. Tuskers live in the rockier, more arid regions of the Badlands, although they are also found in the large canyons in the southwest of the known world. Humans sometimes scavenge for Tusker excrement as it contains accessible metals and minerals.

Some people follow Tuskers round for metal. Me? I just like the taste

STATS

Hit Points: 75
Initiative: 3d
Move: 6
Vitality: 3d
Cinema Points: 2
Experience Value: 3

Dexterity: 3d
Strength: 3d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Tusk Slash, Brawl 4d, **Damage:** Strength +69

FEATURES

Immune to Ghosting and Sneak Attacks (Permanent).

Ursidon

Ursidons are sometimes as large as 4.6 m tall and weigh as much as 2.5 metric tons. These massive creatures come covered in white, brown, black, or gray fur. Their fur is thick and straw-like, making it a very effective protective barrier. Ursidons normally move as quadrupeds, but can stand on their hind legs when threatening prey. They have large mouths with massive lower protruding tusks. Ursidons see with a composite lens eye, giving them very good vision, day or night, as well as excellent motion detection. They have large claws on each foot, with four on each forepaw and three on each rear. Ursidons stalk anything that smells good to them, including people.

Ursidons behave like and look very similar to Earth bears, but are larger and much more aggressive. Ursidons gather to mate, eat, and hunt. When an Ursidon sleeps, it does so alone. They particularly like sleeping in natural caves. Ursidons make low, rumbling growls that are audible over long distances. They make these sounds when they hunt or when they scent prey. The sound of multiple Ursidon calls means that a group of Ursidons are hunting together. Ursidon prefer cold weather climates, but come down into warmer regions as temperatures drop in winter.

I watched a Ursidon kill a whole Feral village 'n then charge a beserker squad. Only two a them lived.

STATS

Hit Points: 50
Initiative: 3d
Move: 15
Vitality: 5d
Cinema Points: 1
Experience Value: 5

Dexterity: 3d
Strength: 5d
Persona: 1d (Animal)
Intellect: 1d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 2d, **Damage:** Strength +72

Claw, Brawl 4d, **Damage:** Strength +42

Water Nymph

Water Nymphs grow to 36 cm in length and weigh about 1 kg. These large insects are agile and adept in flight. A Water Nymph has large membrane wings, a massive thorax, and an impressively sized body which is blue and gray. The head of a Water Nymph has four fixed eyestalks that allow it forward, side to side, and rear vision while in flight. The six legs of a Water Nymph end with small hooks it uses for clinging to objects in high winds. Water Nymphs can drink 4 liters of water in under a minute, which fills their thorax. Once full of water, a Water Nymph will laboriously fly away to bring the water to its hive.

Water Nymphs live in large hives of intricate small tunnels that lead deep into the ground. They do not communicate audibly, instead using pheromone trails. Water Nymphs seem to have a hive mind social structure, but no one has ever found a Water Nymph queen. The common belief is that more than 5,000 Water Nymphs live in a hive. It is unknown what happens to the water that the Water Nymphs collect once it is brought to the hive. Water Nymphs live mainly near low land and temperate regions where water can be found on the surface on rare occasion.

ONE RULE: UR ABUT FOLLOW 'EM FOR WATER

STATS

Hit Points: 12
Initiative: 5d
Move: 3, **Fly:** 16
Vitality: 1d
Cinema Points: 3
Experience Value: 1

Dexterity: 5d
Strength: 1d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Bite, Brawl 4d, **Damage:** Strength +12

Sting, Brawl 5d, **Damage:** Strength +16

Wisp

Wisps are an electro-kinetic life form, without a definite size or mass. While normally invisible, a Wisp leaves a slight heat distortion in the wake of their movement. They become visible when absorbing the high energy radiation emitted by Tribocyte or other power sources. They appear as white balls of energy which emit a strange pulse that seems to distort the air, as if pulling in and absorbing the light from the air around them. When Wisps move towards an energy source, they discharge and break the electromagnetic bonds of nearby molecular structures - causing the matter to disintegrate and allowing the Wisp to absorb the freed energy. Wisps move slowly through more dense materials.

Wisps congregate together, so where there is one, there are others. Wisps cause the air around them to vibrate, making an undulating, subsonic bumping sound. Wisps do not appear to use any detectable forms of communication, but when one finds an energy source, any Wisps nearby move toward it. Wisps are extremely difficult to destroy or kill, and they can cause devastating levels of damage. Wisps move incoherently around Westward, without any preferred region or climate.

They hold us at bay from the truth

STATS

Hit Points: 99

Initiative: 6d

Move: 40, **Through solid objects:** 5

Vitality: 6d

Cinema Points: 1

Experience Value: 15

Dexterity: 3d

Strength: 0d

Persona: 0d (Animal)

Intellect: 3d (Animal)

Aptitude: 0d (Animal)

ATTACKS

Disintegrate, Brawl +3d, **On Touch:** Damage: 1d +50

FEATURES

Kinetics (Permanent): Any Damage a Wisp deals can be turned into Damage it can Absorb, automatically healing any damage it has sustained up to the Damage it dealt.

Resistance (Permanent): Wisps take 1/4 damage from kinetic weapons. Energy weapons will stun a Wisp without doing damage, instead the Wisp is healed by an amount equal to the damage dealt by the energy weapon. When stunned the Wisp does not move for 1d rounds.

Zephyr Bug

A Zephyr Bug starts out as an egg that looks like a small leaf pod which travels and spins on the wind. In its next stage of life, a Zephyr Bug emerges from the egg as a larva which has a composite eye and slits with hair-like appendages called water fingers. The larva uses the water fingers for navigation and better control on the wind. The last stage for a Zephyr Bug is as an adult - also called a Zephyric. In this last stage, A Zephyr Bug develops a single appendage that looks and acts like a resting foot, but also doubles as a stinger. If the stinger hits another creature's soft tissue, it injects retroviral genetic material that locally alters the DNA of the creature's tissue causing pustules to grow. These pustules eventually release up to 500 new eggs into the air. The gestation of the eggs takes 45-75 hours. Zephyr Bugs come in all colors, often blending in with the current environment.

Zephyr Bugs latch on to creatures with exposed soft tissue, as fur and hair can prevent the retroviral injection. Zephyr Bugs move with the wind, so the ability to seal tight doors and windows is crucial when dealing with Zephyr bug infestations. The mutation caused by Zephyr Bugs can kill a creature if untreated after eggs hatch, as it leaves underlying tissues exposed to the elements like an open wound. Zephyr Bugs are viewed as a completely parasitic life form and are eliminated immediately when encountered.

A plague on life, avoid the warm trade wind.

STATS

Hit Points: 2
Initiative: 2d
Move: 1, **Fly:** Windspeed
Vitality: 1d
Cinema Points: 0
Experience Value: 1

Dexterity: 2d
Strength: 1d
Persona: 0d (Animal)
Intellect: 0d (Animal)
Aptitude: 0d (Animal)

ATTACKS

Stinger, Brawl 6d, **Damage:** Strength + 3

FEATURES

Injection (Permanent): With each successful strike a Zephyr Bug injects its retrovirus into the wound.

CHAPTER 6
TECHNOLOGY

From: Cera Xercies, PhD

To: Town Mayor Winehouse

Proposal: To develop a new mining apparatus that will enable us to dig faster, through harder materials, using fewer resources.

Benefit: Saving resources and opening up new options in the long run.

Cost: Initial investment will be high and require a variety of materials. Cost will vary dependent on source of said materials. List appended.

Description: It is my intent to power the apparatus using the detritus of the town, and also of the animals, as fuel. Waste material from other equipment can also be used for this purpose. Other portions of the apparatus will be powered by the sun and wind, both of which are resources of abundance and cost us nothing. Preliminary technical specifications and project designs of proposed apparatus appended.

Hand written note on top of proposal from Mayor Winehouse: "Go ahead, Cera... And next time, just ask. A written out in detail proposal is not necessary every time."

Bits

The primary Currency in and out of the Capital City is Bits. Bits are small metal coins, prized as metal is such a scarce resource. Most Bits are made of iron, copper, aluminum, and a few other trace metals. Bits are the general currency for most exchange, though farther away from the Capital City a good deal of bartering occurs. The value given to something for sale is normally equal to how many Bits go into making the object. For items like food and water, there are standard rates that exist based on availability in the area. The rarer the material or the more skill it takes to manufacture something, the more expensive it is to purchase.

When a purchase is more expensive, most people refer to 1,000 Bits to as Kilos.

DETERMINING MONEY

The money a Character has at creation depends on the region of Westward where the Character typically resides. Even if the game begins in the outer Badlands, the starting money of the Characters is based on the location of their homes, as that is where the Characters would have purchased their possessions.

Below is a basic table to determine how much money your Character begins with.

Home Type	Starting Money
***Capital City**	**2d x 1000**
Inner Territories	**2d x 500**
The Frontier	**2d x 200**
Outer Badlands	**2d x 100**

**A Character cannot begin as a Capital City resident unless purchasing the Feature "Citizen" to go along with it. Residence in the Capital City is limited and removed at any time at the discretion of the Capital City Guard.*

Power

For the first twenty years, the ancestors who colonized Westward continued using traditional power sources, mostly involving fusion reaction devices. When the earliest prospectors returned with deposits of a new mineral, several studies discovered that it produced a stable electrical charge. While some complex minerals discovered in the past had similar effects, this one had unique potential. The mineral was named Tribium, for its particular triboelectrical properties.

The scientists found that by refining the mineral, they could control and vary the electrical production of the Tribium. An early Colonial scientist, Doctor Kim Li Jeong, developed compact Tribium-based power cells he called Tribs. By refining Tribium into Tribium 174, or Tribocite, the Doctor found that when surrounding the refined material in an ozone rich canister and exposing it to a brief burst of alpha particles, it produced a continuous electrical current. A Trib power cell produces a variance of .01 m Watts to around 800 M Watts, with a steady 5 Amp current.

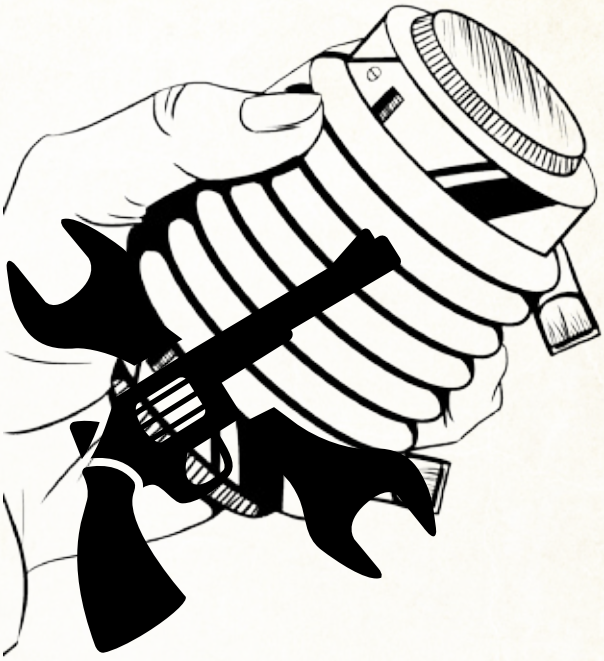
Further exploration of the Trib power cells enabled scientists to excite the Tribium into producing variations in amperage, further increasing their voltage potentials. This led to using Trib power cells for the production of steam power, mainly for high-acceleration propulsion.

Steam-based technology, or steamtech, quickly took off with the development of the Steamcore Mark II. The device used recycled, hyper-compressed steam with circulators to continually align the water molecules. The Steamcore Mark II produced efficient steam power for centuries.

The last century brought the introduction of the Steamcore Mark II and Microcore Mark I, each fastened with a Static Hydrogenation Oxygen Reduction Transference Trib Catalytic Reactor, (SHORT Catalytic Reactor). The SHORT Reactor provided the capability to draw water directly from air into the Trib power cell. These mobile devices provide nearly perpetual power, however they do take time to recharge after intense use.

TRIBS

Tribs come in two primary forms, Fixed and Variable. Fixed Tribs provide a reliable, consistent electrical output and are the most common. Fixed Tribs work with just about any powered device. Variable Tribs can be altered to provide different electrical outputs giving them a wider variety of functionality. Fixed and Variable Tribs both charge naturally over time, typically charging the capacitors contained within to full in about one minute. When all the power from a Trib is dispensed, the Trib can be manually replaced while it charges with an already charged Trib, or the Trib can simply sit and wait for another full charge. The manual replacement of Tribs is most common when they are used in combat. Many people carry twelve to fifteen Tribs in order to provide consistent power in stressful situations.



Equipment

STANDARD EQUIPMENT

Standard Equipment is divided into the following categories: Air Travel, Apparel, Beverage, Construction, Container, Cooking, Demolitions, Equestrian, Experimental, Food, Furniture, Lab, Leisure, Livestock, Miscellaneous, Power, and Survival. The items in each category are based on the primary utility of the equipment, but many items cross between different categories.

Air travel

Name	Weight	Cost
Airship, Suit	**3.8 kg**	**300**
Emergency Air Cushion Orb	**20.5 kg**	**1000**
Grapple Ladder	**22.5 kg**	**210**
Grapple Ladder Launcher	**30 kg**	**150**
Parachute, Large	**10 kg**	**1200**
Parachute, Mech	**30.8 kg**	**3000**
Parachute, Small	**4.1 kg**	**500**
Zip Line Kit	**30.7 kg**	**435**

Apparel

Name	Weight	Cost
Belt, Fancy	**negligible**	**25**
Belt, Ornate	**negligible**	**50**
Belt, Plain	**negligible**	**10**
Boot Spurs	**1 kg**	**46**
Boots, Common	**1.8 kg**	**121**
Boots, Fine	**1.5 kg**	**265**
Bracelets, Gold	**negligible**	**200**
Bracelets, Silver	**negligible**	**70**
Breeches	**negligible**	**15**
Brooch, Gold	**negligible**	**160**
Brooch, Silver	**negligible**	**130**
Cap, Fancy	**negligible**	**40**
Cap, Plain	**negligible**	**15**
Cap, Silk	**negligible**	**100**
Cape, Chemise	**1.4 kg**	**60**
Cape, Full	**1.2 kg**	**45**
Cape, Half	**1 kg**	**35**
Cloak, Fancy	**2.0 kg**	**100**
Cloak, Ornate	**2.0 kg**	**300**
Cloak, Plain	**1.9 kg**	**40**
Coat, Common	**1.7 kg**	**86**
Coat, Fine	**1.5 kg**	**308**
Coveralls	**1.6 kg**	**72**
Cuff Links, Brass	**negligible**	**15**
Cuff Links, Tribium	**negligible**	**52**
Dagger Sheath, Leather	**1 kg**	**36**
Dagger Sheath, Metal	**2.1 kg**	**113**
Dagger Sheath, Wood	**1.2 kg**	**45**
Dress, Common	**2.1 kg**	**20**
Dress, Fine	**2.0 kg**	**33**
Duster, Common	**1.8 kg**	**53**
Duster, Fine	**1.4 kg**	**64**
Earrings, Gold	**negligible**	**180**
Earrings, Silver	**negligible**	**100**
Gentlemen's Suit	**2.3 kg**	**99**
Girdle, Broad	**negligible**	**70**
Girdle, Normal	**negligible**	**100**
Gloves, Archery	**negligible**	**70**
Gloves, Fur Lined	**negligible**	**100**

Apparel (Con't)

Name	Weight	Cost
Gloves, Leather	negligible	60
Gloves, Linen	negligible	50
Gloves, Silk	negligible	150
Gloves, Winter	negligible	65
Gloves, Work	negligible	20
Gown, Silk	negligible	400
Hat, Fur	negligible	125
Hat, Linen	negligible	30
Hat, Straw	negligible	10
Hat, Top	negligible	72
Holster, Concealed	negligible	12
Holster, Pistol	1 kg	16
Holster, Rifle	2.2 kg	17
Holster, Scattergun	2.3 kg	14
Hood, Fur	1.2 kg	40
Hood, Leather	1.4 kg	33
Hood, Linen	1.2 kg	8
Hoods, Wool	1 kg	4
Jewelry, Common	negligible	18
Jewelry, Fine	negligible	38
Ladies' Dress	2.1 kg	80
Locket	negligible	200
Loincloth	negligible	5
Money Belt	negligible	10
Pantaloons	1.5 kg	30
Pendant	negligible	21
Purse, Leather	negligible	12
Purse, Linen	negligible	8
Ring	negligible	21
Robe, Fur	2.1 kg	48
Robe, Linen	1.4 kg	29
Robe, Silk	1.1 kg	56
Sack, Linen	negligible	1
Sack, Silk	negligible	50
Sack, Velvet	negligible	30
Sack, Wool	negligible	4
Sandals	negligible	11
Sash, Linen	negligible	4
Sash, Silk	negligible	17

Apparel (Con't)

Name	Weight	Cost
Sash, Wool	**negligible**	**11**
Scabbard, Leather	**2.2 kg**	**55**
Scabbard, Metal	**3 kg**	**137**
Shirt, Satin	**negligible**	**55**
Shoes, Common	**1.3 kg**	**11**
Shoes, Fine	**1.2 kg**	**22**
Stockings, Common	**negligible**	**6**
Stockings, Fine	**negligible**	**12**
Sun Umbrella	**1.1 kg**	**6**
Trousers, Common	**negligible**	**14**
Trousers, Fine	**negligible**	**23**
Tunic, Common	**negligible**	**8**
Tunic, Fine	**negligible**	**12**
Vest, Fur Lined	**negligible**	**16**
Vest, Leather	**negligible**	**20**
Vest, Linen	**negligible**	**8**
Vest, Silk	**negligible**	**24**
Wig	**negligible**	**7**

Beverage

Name	Weight	Cost
Ale, Barrel	**18.2 kg**	**35**
Ale, Pint	**negligible**	**3**
Beer, Barrel	**18.2 kg**	**23**
Beer, Pint	**negligible**	**1**
Brandy, Bottle	**1.8 kg**	**17**
Cider, Bottle	**1.5 kg**	**12**
Coffee, Pint	**negligible**	**2**
Honey Mead, Pint	**negligible**	**3**
Milk, Jug	**2 kg**	**1**
Rum, Bottle	**1.5 kg**	**17**
Saki, Bottle	**1.5 kg**	**22**
Tea, Pint	**negligible**	**1**
Whiskey, Aged	**1.3 kg**	**20**
Whiskey, Common	**1.3 kg**	**14**
Wine, Aged	**1.5 kg**	**12**
Wine, Common	**1.5 kg**	**6**
Wine, Earth	**1.5 kg**	**429**

Construction

Name	Weight	Cost
Chisel	**1 kg**	**4**
Goggles, Welding	**negligible**	**2**
Hammer	**1.8 kg**	**2**
Helmet, Mining	**1.3 kg**	**7**
Ladder	**10.1 kg**	**9**
Monocle	**negligible**	**8**
Nails, bag of 100	**1 kg**	**3**
Pickaxe	**5 kg**	**19**
Shovel	**2.1 kg**	**19**

Container

Name	Weight	Cost
Barrel, Large	**4 kg**	**5**
Barrel, Small	**negligible**	**3**
Bottle	**negligible**	**1**
Bucket	**1.2 kg**	**1**
Cask	**negligible**	**5**
Crate	**2.6 kg**	**4**
Hand Keg	**negligible**	**3**
Jar, Ceramic	**1 kg**	**2**
Jar, Glass	**negligible**	**2**
Jug, Ceramic	**1.4 kg**	**3**
Jug, Glass	**1.2 kg**	**3**
Quarrel	**2 kg**	**12**
Quiver	**2 kg**	**12**
Rucksack	**negligible**	**12**
Wallet	**negligible**	**8**

Cooking

Name	Weight	Cost
Bowl	**negligible**	**3**
Cup	**negligible**	**1**
Drinking Glass	**negligible**	**2**
Kettle	**1 kg**	**7**
Mug	**negligible**	**2**
Plate	**negligible**	**1**
Pot	**1 kg**	**4**
Utensils	**negligible**	**4**

Demolitions

Name	Weight	Cost
Gunpowder, Keg	**15.6 kg**	**20**
Thermite Powder, Keg	**8.6 kg**	**43**
Equestrian		
Name	**Weight**	**Cost**
Bit and Bridle	**1.2 kg**	**13**
Horse blanket	**2.5 kg**	**6**
Horse feed, Sack	**3 kg**	**4**
Horseshoes, Set of 4	**8.8 kg**	**21**
Saddle	**3.3 kg**	**43**
Saddlebags	**2 kg**	**10**

Equestrian

Name	Weight	Cost
Bit and Bridle	**1.2 kg**	**13**
Horse blanket	**2.5 kg**	**6**
Horse feed, Sack	**3 kg**	**4**
Horseshoes, Set of 4	**8.8 kg**	**21**
Saddle	**3.3 kg**	**43**
Saddlebags	**2 kg**	**10**

Food

Name	Weight	Cost
Assorted Fruit	**1kg**	**3**
Assorted Grains	**1kg**	**2**
Assorted Meats	**1kg**	**12**
Assorted Nuts	**1kg**	**6**
Assorted Vegetables	**1kg**	**5**
Bacon, 4 strips	**negligible**	**3**
Berries, 10 count	**negligible**	**2**
Bread, Fresh, 1 loaf	**negligible**	**4**
Bread, Stay Long, 1 loaf	**negligible**	**5**
Butter, small block	**negligible**	**3**
Cheese, Aged	**1 kg**	**3**
Cheese, Common	**1 kg**	**1**
Chicken, Whole	**2.2 kg**	**6**
Chocolate, small block	**negligible**	**7**
Corn, 1 husked cob	**negligible**	**2**
Duck, Whole	**2.3 kg**	**4**
Eggs, 6 count	**negligible**	**1**

Food (Con't)

Name	Weight	Cost
Flour	**1 kg**	**1**
Ice	**1 kg**	**4**
Jerky, 6 strips	**negligible**	**3**
Lard	**1 kg**	**2**
Oil, Cooking	**1 kg**	**4**
Pepper	**1 kg**	**1**
Pork, ground	**1 kg**	**6**
Preserves, 1 jar	**negligible**	**2**
Ration, 1 meal	**1 kg**	**5**
Rice	**1 kg**	**3**
Salt	**1 kg**	**1**
Sausage	**1 kg**	**3**
Spices, assorted bag	**negligible**	**2**
Steak, 3 flanks	**1 kg**	**7**

Furniture

Name	Weight	Cost
Armchair	**15.1 kg**	**20**
Bed, Double	**22.5 kg**	**90**
Bed, Master	**26.2 kg**	**100**
Bed, Single	**20.4 kg**	**80**
Bench	**13.1 kg**	**22**
Bookcase	**12.2 kg**	**15**
Candle	**negligible**	**6**
Chair	**8.1 kg**	**8**
Chandelier	**13.8 kg**	**41**
Chest	**10.4 kg**	**20**
Desk	**25.6 kg**	**13**
Mattress, Double	**24.4 kg**	**30**
Mattress, Master	**32.9 kg**	**35**
Mattress, Single	**19.1 kg**	**25**
Mirror, Large	**18.5 kg**	**27**
Mirror, Vanity	**24.2 kg**	**18**
Pillow	**1.3 kg**	**7**
Rug	**9.7 kg**	**10**
Sofa/Couch	**26.4 kg**	**75**
Stool (Not Poop)	**3.3 kg**	**7**
Table	**30.4 kg**	**26**
Wardrobe	**26.1 kg**	**30**

Lab

Name	Weight	Cost
Beaker	**negligible**	**2**
Burner	**negligible**	**5**
Decanter	**negligible**	**5**
Distiller	**61.3 kg**	**130**
Funnel	**negligible**	**3**
Hourglass	**1.1 kg**	**7**
Instruments, Lab	**negligible**	**22**
Instruments, Medical	**negligible**	**40**
Lens	**negligible**	**5**
Mortar & Pestle	**2.1 kg**	**1**
Paper, 1 sheet	**negligible**	**1**
Prism	**negligible**	**2**
Tubing	**negligible**	**3**
Vial	**negligible**	**2**

Leisure

Name	Weight	Cost
Cigar	**negligible**	**6**
Comb	**negligible**	**3**
Deck of Cards	**negligible**	**1**
Dice	**negligible**	**1**
Marbles, Bag of 100	**negligible**	**3**
Perfume	**negligible**	**28**
Pipe	**negligible**	**19**
Pocket watch, Hand wound	**negligible**	**27**
Pocket watch, Powered	**negligible**	**66**
Razor, Straight	**negligible**	**1**
Soap per 1kg	**1 kg**	**7**
Tobacco	**negligible**	**12**
Toy	**negligible**	**3**

Livestock

Name	Weight	Cost
Cat	**3.2 kg**	**39**
Chicken	**1.3 kg**	**22**
Cow	**433 kg**	**389**
Dog	**20 kg**	**39**
Donkey	**345 kg**	**422**
Duck	**1.3 kg**	**20**
Goat	**245 kg**	**357**
Hawk	**2.6 kg**	**96**
Horse	**560 kg**	**708**
Monkey	**8 kg**	**86**
Pig	**380 kg**	**255**
Rat	**1.1 kg**	**5**

Miscellaneous

Name	Weight	Cost
Bell	**3 kg**	**8**
Chrislamic Ankh	**negligible**	**4**

Power

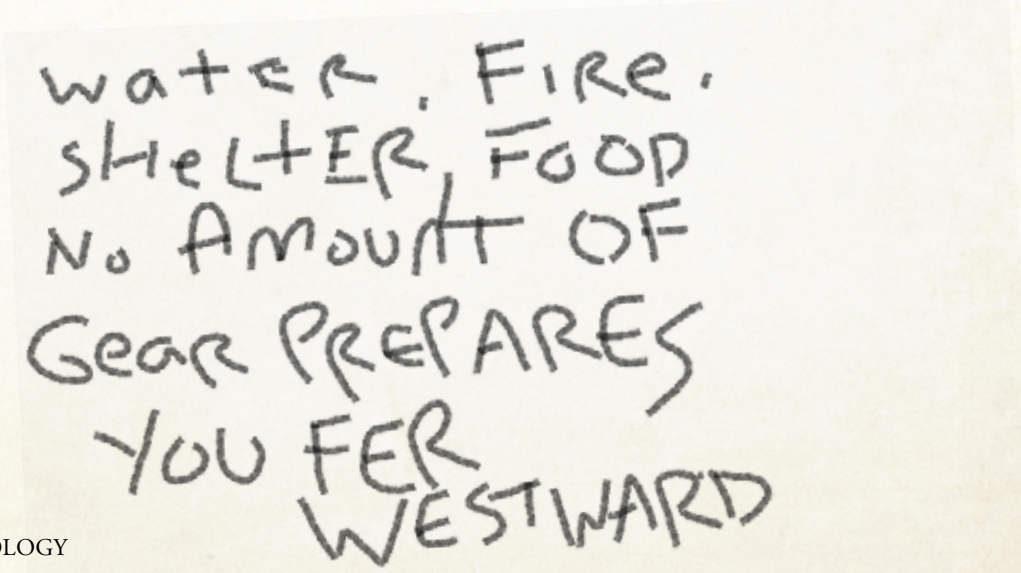
Name	Weight	Cost
Microcore Mark I	**1 kg**	**1250**
SHORT Catalyst Reactor	**5.3 kg**	**3300**
Steamcore Mark II	**12 kg**	**5000**
Trib, Fixed	**1.25 kg**	**300**
Trib, Variable	**1.3 kg**	**450**

Survival

Name	Weight	Cost
Bandages	**negligible**	**1**
Bed Roll	**1.1 kg**	**3**
Blanket	**negligible**	**3**
Chain, 5m	**8.6 kg**	**19**
Climbing Piton	**1 kg**	**15**
Cot	**4 kg**	**12**
Crampons	**negligible**	**6**
Crutches	**2.3 kg**	**2**
Firewood (Bundle)	**2.2 kg**	**3**

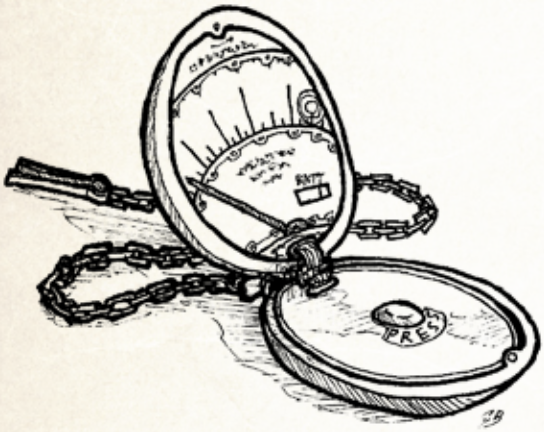
Survival (Con't)

Name	Weight	Cost
Flashlight	**1 kg**	**8**
Flint & Steel	**negligible**	**1**
Grappling Hook	**2.5 kg**	**5**
Hammock	**6 kg**	**3**
Head Lantern	**negligible**	**15**
Lantern	**1.8 kg**	**34**
Lighter	**negligible**	**2**
Mirror, Small	**negligible**	**2**
Net, Large	**6.3 kg**	**13**
Net, Small	**4.5 kg**	**9**
Non-permeable Water Flask	**1.3 kg**	**20**
Padlock	**negligible**	**2**
Rope, Hemp, 50m	**50 kg**	**30**
Rope, Silicoid, 50m	**5 kg**	**150**
Rope, Silk, 50m	**24 kg**	**80**
Safe, Large	**145 kg**	**500**
Safe, Small	**45 kg**	**200**
Signal Flare	**1 kg**	**5**
Spyglass	**2.1 kg**	**31**
Hiking Pack	**80kg**	**70**
Stretcher	**4.6 kg**	**21**
Tent	**18 kg**	**90**
Tourniquet	**1.5 kg**	**11**
Walking Stick	**2 kg**	**7**
Water Leech	**2 kg**	**150**
Whetstone	**negligible**	**1**
Whistle, Alarm	**negligible**	**1**



NOTABLE EQUIPMENT

While a complete list is impossible when discussing the many useful and unique pieces that a person can acquire when venturing across the Badlands, the following pieces of equipment can improve one's chances of survival or provide some good old fashion fun. While some notable equipment is practical, most is overpriced and not in any way practical. Buyers take caution when spending hard earned Bits on bizarre devices and gadgets.



Arcdial, by Ether Archweld

The Arcdial looks a lot like a pocket watch, except it's actually a weapon used to temporarily disable automatons, nanites, or any other device with a positronic brain. Most sheriffs keep an arcdial handy for dealing with rogue automatons or for personal protection during a nanite swarm. The device is a circular disk that opens to reveal a single button, surrounded by an illuminated "dial". When this button is engaged, the Arcdial's central actuator will begin to generate a charge, as denoted by the dial and an accompanying hum from the device. When the dial is fully illuminated, a second button at the top of the device is depressed to emit a short range electro-magnetic pulse that will temporarily disable any positronic brain within 6 meters. The arc field generated will continue for a short time until the charge runs out. Other kinds of machinery – mechs, cybernetics, and other devices that do not contain a positronic brain – remain unaffected.

STATS

Type: Experimental, Survival

Scale: Personal

Weight: negligible

Cost: 4300 Bits

Operating Skill: Operate, DR Moderate

Repair Skill: Engineering, DR Heroic

Hit Points: 6

WHEN ADVENTURING

1. The Arcdial will disable any positronic brain caught in the blast radius for 3+1d Rounds, which is usually ample time to detain or deactivate a rogue automaton, or to get clear of any nanite swarms in the vicinity.

2. As a shielding device, the Arcdial requires 3 Rounds to fully charge, and produces 3 Rounds of EMP shielding in a 20 meter radius. A reduced charge time will negate the device's shielding capabilities.

3. Arcdials receive their primary power from piezoelectric energy (mechanical stress applied to a quartz crystal), which explains why you often see Sheriffs winding their Arcdials. One hour of winding will produce enough energy for a single burst. This energy serves only as a primer, which is then stored for up to 12 hours before another hour of winding is required.

4. A surprising side-benefit of the Arcdial is that it temporarily stuns Wisps in its area of effect for 1d Rounds.

Dreadnaught Signal Flare, by Reddy Red's Custom

The Dreadnaught Signal Flare is the best way to get attention anywhere in the Badlands. The Dreadnaught Signal Flare boasts a multistage launching mechanism that fires twelve consecutive, high altitude flares that burn until they hit the ground. Each individual flare uses a different color, increasing the effectiveness that onlookers will take notice and respond. The Dreadnaught Signal Flare is visible from beyond the horizon at around a distance of seventy kilometers in every direction on flat lands, longer distances if launched from high ground.

Dreadnaught Signal Flares typically attract everyone that can see it, so travelers should remain wary of bandits and Ferals when using the flares in distant corners of the Badlands. It highly recommended that a Dreadnaught Signal Flare is ignited at least 100 meters from open flames and encampment areas where belongings can ignite accidentally.

STATS

Type: Survival

Scale: Personal

Weight: 6.3 kg

Cost: 1115 Bits

Operating Skill: Demolitions, DR Moderate

Repair Skill: Demolitions, DR Moderate

Hit Points: 6

CRITICAL FAILURE

Should a Dreadnaught Signal Flare launch attempt utterly fail, everyone should run. There is normally a brief whistling noise that lasts for about fifteen seconds prior to catastrophic failure. At the point of hearing the whistle, everyone should run away from the flare and let it discharge naturally over time. The explosion of a failed Dreadnaught Signal Flare has an area of effect of 30 m diameter, with a Damage: 1d+100.

Fitchman Standard Backpack, by Dogwood Industrial

The Fitchman is a reliable, multi-compartment backpack that holds up to 70kg without tearing or strain. It uses a Kevlar weave and has aluminum silicate bindings, zippers, and straps to provide long life. The Fitchman is the backpack standard for anyone looking to travel across the Badlands.

The original introduction of the Fitchman backpack was about two hundred years ago. The story goes that Margot Fitchman, a miner and early prospector, sought an effective and reliable way to move mined ore up vertical shafts. She developed a Fitchman sack that was load bearing up to 200kg, and worked great for pulley systems in narrow mine shafts. Margot was able to recreate the sack reliably, and started selling them to various mining companies.

Then she met eager investors who wanted to expand her business, and they developed the Fitchman Standard Backpack. The design maximized load distribution and carrying capacity, and also provided a product that could sustain long-term wear and tear. Margot also developed several higher quality backpacks, but they never sold very well as folks either could not afford them, or could not justify the expense.

STATS

Type: Container

Scale: Personal

Weight: up to 71 kg

Cost: 500 Bits

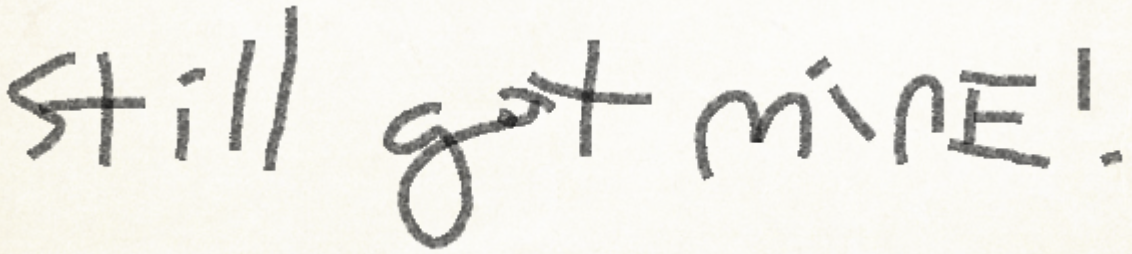
Operating Skill: None

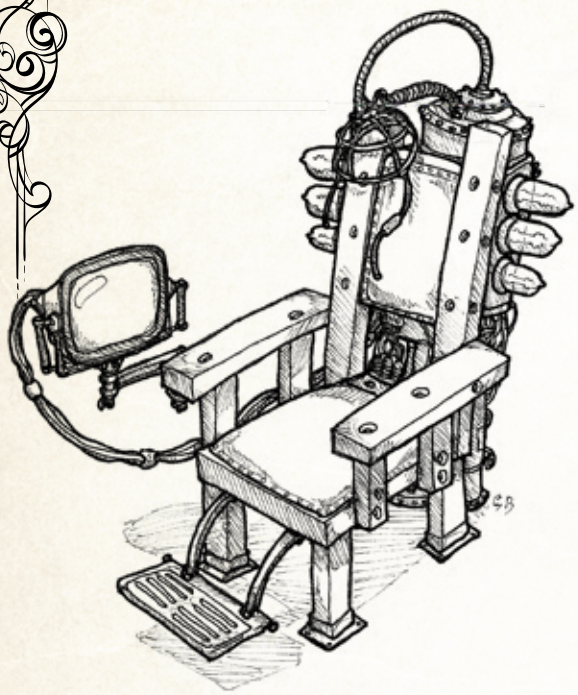
Repair Skill: Engineering, DR Moderate

Hit Points: 6

CRITICAL FAILURE

The Fitchman Standard Backpack wears over time. If the owner of the backpack fails to give the backpack regular maintenance and repair (Engineering, DR Moderate), once a week, then the backpack falls into disarray. The backpack becomes completely unusably should an attempt to repair it critically fail.





Mnemonic Syphon, by the Duster Confederacy

The Mnemonic Syphon is new world technology of Westward invention. No one rightly knows who built the first one, or how many there are. Primus Mechanized has yet to get their hands on a working prototype, and the only one reported to exist is kept in a secret location known only to the Dusters. Most of the stories surrounding the device came from a man named Zeke Haster, a backwater gunrunner with a knack for getting himself pinched. Word has it that Zeke also had a knack for keeping well-informed, and he liked to make a quick Bit selling secrets to anyone who was willing to pay. The only trouble with Zeke was that you never knew how much of what he was telling you was the truth, and how much was just straight out hogwash. So one day the Dusters decided to bring Zeke in for a little friendly conversation—only they weren't planning to just take his word for it this time. Apparently they had discovered a way to bleed him dry and find out what he really knew, once and for all.

By Zeke's account, the device looks an awful lot like an old-fashioned electric chair, with a series of tubes and circuits extending from the headpiece and connecting to a monitor nearby. The victim—or volunteer, it could go either way—is strapped into the chair, and then a high powered burst of energy is fired directly into the hippocampus to amplify sharp wave production. The exact nature of this energy burst is the secret component that makes the whole device work. The end result, as Zeke described it, is a series of grainy black and white images displayed on a view screen in front of subject, as their entire life story is literally flashed before their eyes. The image quality is similar to that of an old black-and-white silent film, but with the action all jumbled up, such that the person operating the device has to constantly adjust the energy beam to achieve the desired output. About an hour into the ordeal Zeke blacked out, and when he came to he was in a halfway house in Dunecreek with no clue who he was or how he had gotten there. After a few months of confusion and bouts of short term memory loss, his memories began to return, along with those of the mysterious device. Of course Zeke was back to his old self again in no time and started blabbing around about a new technology known only to him and the Dusters. He hasn't been heard from since.

STATS

Type: Experimental

Scale: Personal

Weight: 93.2 kg

Cost: 13,280 Bits (Parts and Labor)

Operating Skill: Operate, DR Very Difficult

Repair Skill: Engineering, DR Very Difficult

Hit Points: 25

Structure: 1d

WHEN ADVENTURING

1. The Mnemonic Syphon serves two purposes: to assist in memory retrieval, and to temporarily erase all or part of a person's memory. Both results are achieved by the same energy burst, and the memory loss portion is often a nasty side-effect of the device. Of course for those suffering from amnesia or some other kind of memory block, it could be the only solution.

Non-permeable Water Flask, by Harlow Carafes

The Non-permeable Water Flask: it is as practical as the name implies. The flask fastens to most standard water faucets, including the mouths of water leeches and standard spigots. The Non-permeable Water Flask does not allow contaminants, dust, water, or any other substance through the lining of the flask. Each flask comes with an adjustable strap, fastener clip, and double-locking, pressurized seal. The seal twists open and a person can drink from it comfortably and quickly.

STATS

Type: Survival Gear

Scale: Personal

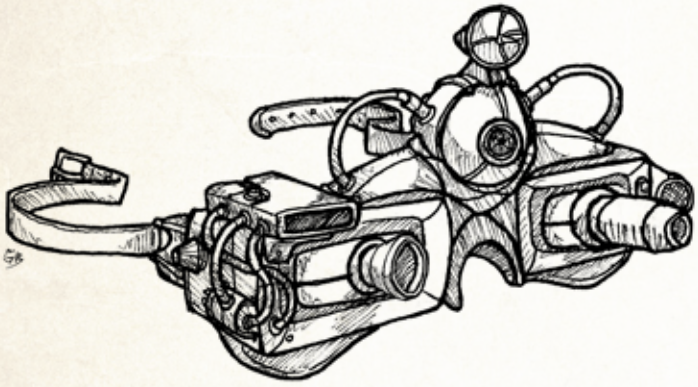
Weight: 1.3 kg

Cost: 50 Bits

Operating Skill: None, Just drink from it

Repair Skill: Engineering, DR Difficult

Hit Points: 3



Prospector Goggles, by Primus Mechanized

Prospector Goggles are a multifunctional lens array that serves as an all-in-one compass, range finder, and metal detector. Feedback is displayed directly through the viewfinder, which is usually affixed to the prospector's head by way of a leather strap, or may be mounted to a helmet of some kind. The viewfinder provides a topographical display of the surrounding terrain, similar to a three-dimensional relief map. Precious metal deposits appear as multi-colored blips that indicate the type of precious metal in the prospector's direct line of sight.

Goggles can usually be found in abundance around mining colonies, and may be discovered for sale in other parts, too. Mostly, they are considered an antiquated technology – too bulky for the adventuring type and too outmoded for those who prefer the more versatile implant models. Nevertheless, they remain popular with the non-franchised prospectors who are out to score a quick Bit without breaking the bank, and maybe even strike it rich while they're at it.

STATS

Type: Survival

Scale: Personal

Weight: 186 g

Cost: 1830 Bits

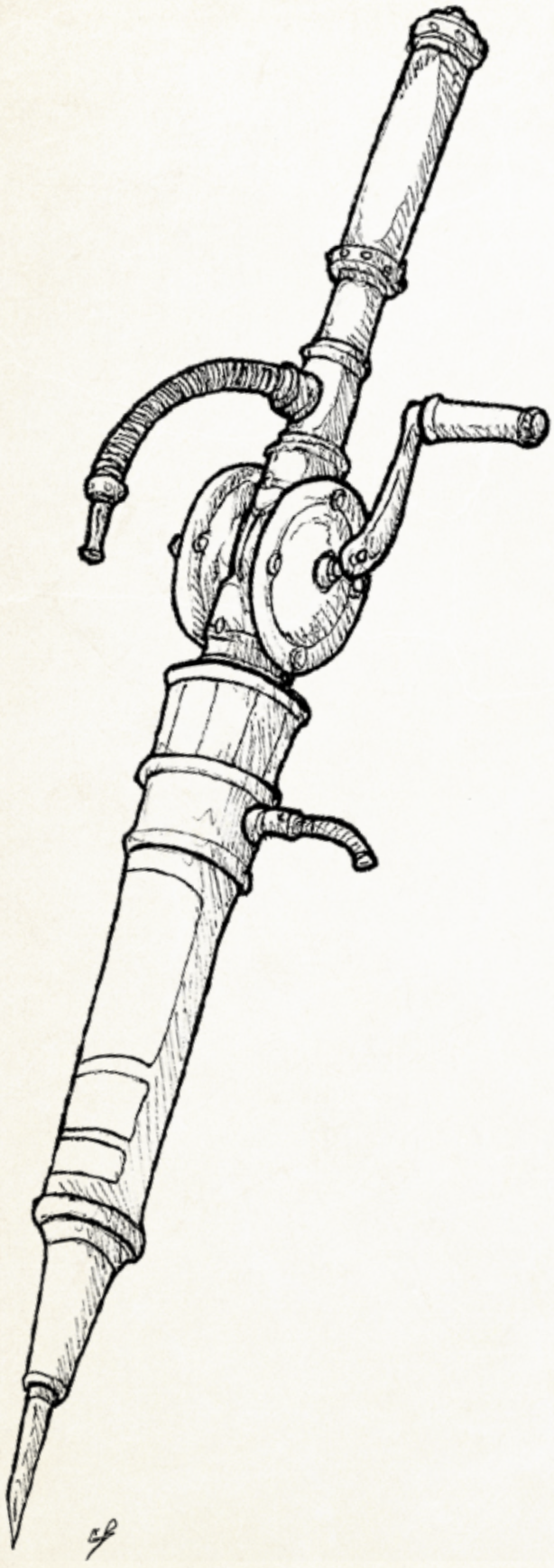
Operating Skill: Search, DR Moderate

Repair Skill: Engineering, Very Difficult

Hit Points: 3

WHEN ADVENTURING

1. Prospector Goggles are limited to a depth of 18" of soil cover or 6" of stone when taking a reading. Any depth greater than this will make pinpointing the exact location of the deposit impossible (if a reading is picked up at all).



Water Leech, by Filbard's Fine Filtration

The Water Leech: not a charming name, but it is a crucial piece of gear for persons who take wilderness survival seriously. First, the Water Leech is a hand-portable water filter, producing clean drinkable water from virtually any input. Second, it is a water extractor, using the principles of osmosis and reverse osmosis, as well as fine filtration, to draw clean water out of plants, trees, and even sources like damp sand.

Water is a rare resource in this land, and it is urgently needed by Humans to survive. Euphrenia Filbard knew this better than most; once she was a cartographer mapping the frontier, but when her canteen was lost in a fall, she nearly died of thirst in the Badlands. She was doubly frustrated during her ordeal because she spotted cacti that could have given her water, but she had no way to extract it from them.

This close brush with death became an obsession for her. When she returned to civilization, she tinkered with portable filtration systems that could provide water in the wilderness. She continued to experiment in between surveying expeditions. After years of work she came up with a hand-held device that could leech water out of unlikely places.

The Water Leech has an intrusor end that the user sticks into the stalk, root, or trunk of a plant, or into a normal water source. Then a combination of membrane filters and a hand pump draws liquids gently but persistently up through the body of the Leech, which in size and shape is similar to that of a spyglass.

A gray water pipe expels the "dirty" liquid – that portion containing particulates, bacteria, and other things that could not pass through the filters. On the other side of the filters, clean water is drained out through a tube into a waiting container.

If the water source is too brackish, an extra osmotic filter is used in the tube-body of the leech, and the salt is removed from the water. Filbard knew this last feature would be most valued by people who traveled the frontier, for sweet water is rare there, and brackish, undrinkable water is far more easily found. Euphrenia knew she had a good thing when Primus Mechanized got wind of her invention and offered to buy it for a rich sum. She refused, deciding to take it to market herself. And then—

Then, no one paid her any attention. She could detect the hand of Primus behind her frustrations: no one would meet with her, and engineers scoffed. No one would even test the Water Leech. The name itself became nothing but a joke.

Giving up in despair, she accepted a survey job that took her far from the mockery in Capital City. In a distant frontier township, she got drunk in a bar and happened to bet a fellow explorer that she could turn his beer into water.

Her prototype Leech was up to the task, quickly removing the alcohol and proteins and reducing the man's drink to crystal-clear water. The fellow was astounded – and so were his friends, all officers and combat engineers with the local military force.

In no time Euphrenia had her first orders from fellow frontiersmen who had all too often gone thirsty in the desert themselves. One thing led to another, and Filbard's Fine Filtration was born. Their main product was and is the Water Leech, which is much in demand by smart overland travelers.

The Water Leech is not universally known – Filbard's company still pays the price of hostility from Primus Mechanized. But where it is available, those in the know buy them and give them as gifts. A Water Leech produces up to 3 liters per device per person a day – not enough to supply a town's water system, but certainly enough to keep an individual alive in the most dire of wilderness circumstances.

The Leech features a sturdy metal housing to safeguard against breakage and damage. The flexible tubes of the intrusor and drain pipes are the most fragile part of the assembly; internal filters are protected by the housing itself. When new, a Water Leech comes packed in a padded hard-leather traveling case that contains some replacement parts and filters.

STATS

Type: Survival

Scale: Personal

Weight: 2 kg

Cost: 4336 Bits

Operating Skill: Operate, DR Difficult

Repair Skill: Engineering, Very Difficult

Hit Points: 4

WHEN ADVENTURING

1. Leeches are not rare but they are uncommon and only spottily available, so finding one can be quite a challenge all by itself. The quest for this device can be a mini-game in its own right. Owning one will aid survival rolls as noted above and may at GM's discretion remove the need to make certain Survival Checks in taxing environments.

2. Characters who have a Water Leech should gain a small bonus for wilderness Survival rolls in general or a larger bonus for water-related Survival rolls in particular. The bonuses can be shared with the group if the PC is sharing the benefits of having a Leech.

3. Having a Water Leech can make the party a target for thieves. This is not "just another piece of camping gear" – it is highly valued because it makes almost any location survivable even under the most primitive conditions. It is of great value in frontier- and wilderness-centric adventures. Scavs especially covet a goody like this; people have been killed for much less.

CRITICAL FAILURE

Every time the water leech is used, if the attempt to operate it results in a critical failure, the water leech is completely broken until repaired. If a failure occurs, rough handling or a previous combat accident has knocked an internal filter loose from its mountings. This means that what the device filters will not be purified. This might be visible if the "clean" water coming out is as dirty as what went in. However, if the water leech is being used to eliminate bacteria or other disease-causing contaminants, then the water may look clean but still be dangerous. It's up to the GM to complicate lives here as much as desired.

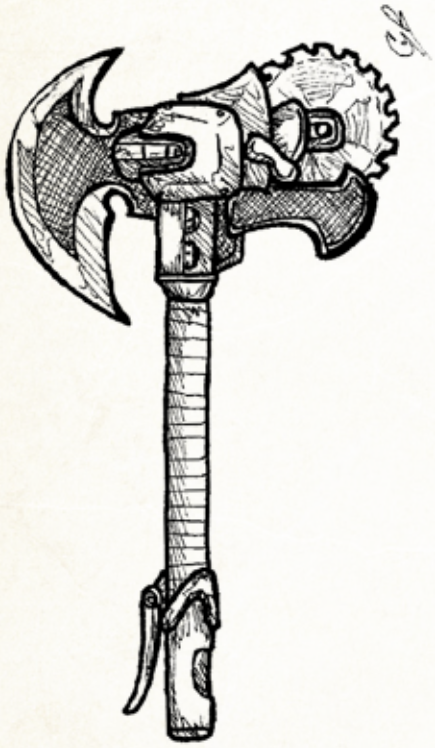
STANDARD MELEE WEAPONS

Pretty much any object that a person can pick up and swing works as a melee weapon. This list includes items commonly used for melee combat. Melee weapons are always held in one or two hands to swing, stab, jab, or otherwise strike at a target. As soon as a weapon leaves the hand, it is a missile and is considered a thrown weapon.

Weapon	Range	Damage	Cost
Axe, Firewood	**Adjacent Target**	**Str +36/x2**	**16**
Barstool (Not poop on a bar)	**Adjacent Target**	**Str +16/x2**	**7**
Brass Knuckles	**Adjacent Target**	**Str +12/x2**	**50**
Bottle, Broken	**Adjacent Target**	**Str +9/x2**	**Cost of a drink**
Chain, 1m length	**Reach: 2**	**Str +6/x1**	**6**
Club	**Adjacent Target**	**Str +32/x2**	**15**
Cutlass	**Adjacent Target**	**Str +32/x2**	**63**
Dagger, Long	**Adjacent Target**	**Str +24/x2**	**38**
Hatchet	**Adjacent Target**	**Str +33/x2**	**25**
Hammer, Small	**Adjacent Target**	**Str +20/x2**	**3**
Javelin	**Reach: 2**	**Str +50/x2**	**40**
Knife, Kitchen	**Adjacent Target**	**Str +12/x2**	**1**
Knife, Survival	**Adjacent Target**	**Str +22/x2**	**20**
Pick Axe	**Adjacent Target**	**Str +40/x2**	**44**
Pool Stick	**Adjacent Target**	**Str +6/x1**	**7**
Sabre	**Adjacent Target**	**Str +42/x2**	**57**
Sack of Rice	**Adjacent Target**	**Str +4/x2**	**8**
Shovel	**Adjacent Target**	**Str +10/x2**	**8**
Sledgehammer	**Adjacent Target**	**Str +60/x2**	**32**
Sword, Conscript	**Adjacent Target**	**Str +48/x2**	**78**
Whip	**Reach: 2**	**Str +12/x1**	**2**
Wrench, Mech Repair	**Adjacent Target**	**Str +42/x2**	**65**
Wrench, Standard	**Adjacent Target**	**Str +21/x2**	**16**

NOTABLE MELEE WEAPONS

Few melee weapons become worthy of notable mention. Typically these weapons are consistently lethal and effective in melee combat.



Decavitizer Boarding Axe, original design by Primus Mechanized

The design of a Decavitizer Boarding Axe is ingenious. The weapon provides a one handed operation to activate a remarkably quiet, whirling circular saw blade. This same action activates a pulsation system that excites the metal alloy axe blade into regular vibrations. The weapon is capable of cutting through virtually any armor and deals damage with succinct efficiency. The main down side is that any mistake with this weapon can be lethal. The design of the Decavitizer is seen across the Badlands, often in the hands of bandits and Ferals. This is a favorite weapon for boarding airships as it makes it easy to move through a ship's thick bulkheads, doors, and hatches.

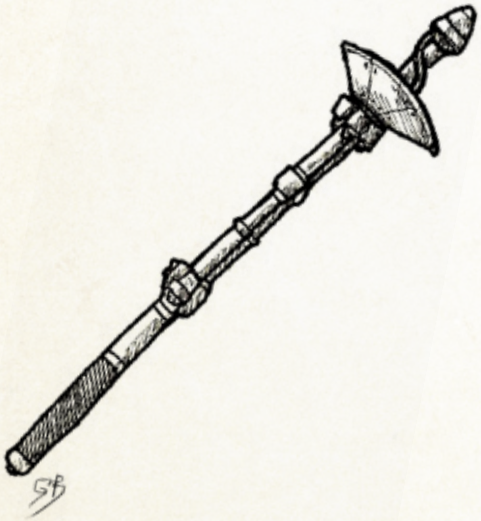
Several famous bandits brandish a boarding axe based on the Decavitizer Boarding Axe design, but only one has an original prototype – the famed Flying Ferocious Fiona, who claims to have relieved it from a Primus caravan filled with conscripts and Capital City guard destined for Capital City. While the stories vary, Fiona's infamy makes the possession of a Decavitizer Boarding Axe a criminal act within any civilized Prefecture.

STATS

Damage: Str +61/ x3, Adjacent Target

Cost: 2224 Bits, 1155 Bits to manufacture from scratch

Notes: Requires 1 Trib per hour of activation



Plunger, by Ether Archweld

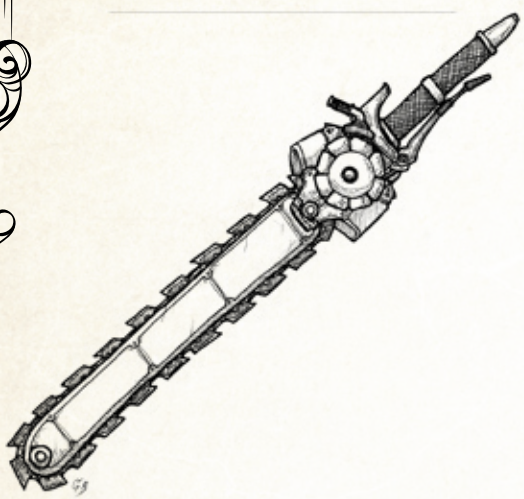
The Plunger is a classic throwback weapon still used today by prospectors and explorers, as well as Prefect deputies, commercial security patrols, and bandits. The concept and design of a Plunger is simple. It's a long, reliable pole, normally 2m in length, with an attached pressure-sensitive head that detonates a directional explosive charge on impact. The Plunger provides reliability to even the odds against heavily armored opponents, as well as provide a quick means of escape in desperate situations. The weapon requires only that a person stab and make contact with a target, releasing a directional and localized explosive head to burst forward away from the wielder. There is also a twisting mechanism that can manually detonate the explosive head in the case of weapon compromise.

STATS

Damage: Str +140/x1, Reach: 2

Cost: 430 Bits

Limitations: This weapon is only effective **ONE TIME**, after that it is a flimsy, fiberglass pole with a frayed head, (normally split and destroyed from the explosion).



The Saw Blade, by Ether Archweld

This weapon is a standard issue sword delivered on contract to Capital City Guards once they are initiated. The Saw Blade is a sword that uses a projective spinning, barbed chain body, much like a chainsaw, to spin around the width of the blade. These swords are highly coveted and dangerous, as they remain lethal whether on or off.

When the blade slows to a stop, the sharp links of the chain form back into a linked blade face, making it still highly effective sword. While active, the Saw Blade cuts through most any material, especially armor. The Saw Blade is a primary motivation to avoid direct combat with any Capital City Guard.

STATS

Damage: Power Off: Str +86/x3, Power On: Str +99/x3

Cost: 3676 Bits

Notes: Requires 1 Trib per hour of activation

STANDARD RANGED WEAPONS

Ranged weapons include any weapons that launch ammunition at an intended target. Most ranged weapons involve explosive gun powder as an accelerant, while some rare weapons harness the power of magnetism. Primitive ranged weapons are usually based on the archaic, but reliable, bow. All ranged weapons provide the comfort of distance and time between the wielder and the intended target, giving ample opportunity for dealing plenty of mayhem and death.

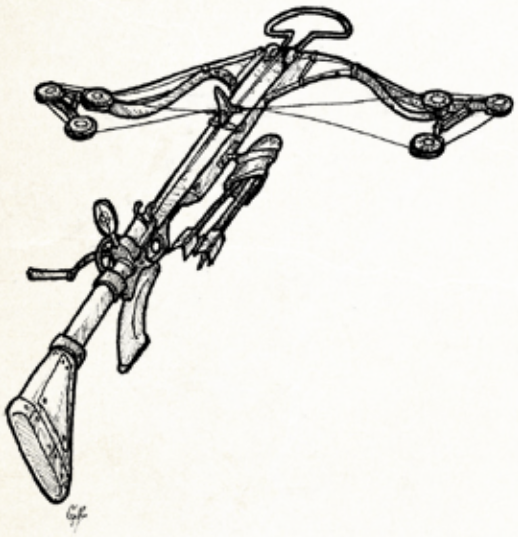
Firing a ranged weapon is often seen as an art form, since the weapons behave inconsistently even in highly practiced hands. It is well advised that above all else, practice is the most reliable way to learn the nuances of any ranged weapon.

Weapon	Ammo	Range S/M/L	Damage S/M/L	Fire Control S/M/L	Cost
Composite Bow	**1**	**70/130/350**	**1d+42/39/36**	**0/0/0**	**488**
Crossbow	**1**	**25/60/100**	**1d+39/36/33**	**0/0/0**	**110**
Long Bow	**1**	**50/100/300**	**1d+36/33/30**	**0/0/0**	**85**
Short Bow	**1**	**30/70/150**	**1d+30/27/24**	**0/0/0**	**70**
Terk Revolver	**6**	**20/30/50**	**1d+48/45/42**	**0/0/0**	**505**
Zip Gun Pistol	**1**	**5/10/25**	**1d+27/24/21**	**0/0/0**	**40**
Primus P19 Semi Pistol	**9**	**20/35/60**	**1d+42/39/36**	**0/0/0**	**720**
Primus PS30 AutoPistol	**9**	**10/25/40**	**1d+60/57/54**	**1d/0/0**	**1133**
Turbocam Burst SMG	**19**	**25/40/50**	**1d+45/42/39**	**2d/1d/0**	**1003**
Pigeon Mark 4 Sniper Rifle	**4**	**100/250/400**	**1d+65/62/59**	**0/1d/1d**	**4205**
Tumbler Assault Rifle	**25**	**40/100/150**	**1d+83/73/63**	**0/0/1d**	**873**
Blender Scattergun	**1**	**3/12/25**	**1d+100/90/80**	**2d/1d/0**	**359**
Nailbanger Scattergun	**8**	**10/20/40**	**1d+85/80/75**	**1d/0/0**	**527**

NOTABLE RANGED WEAPONS

The following weapons have a unique back story, eccentric creators, or were made popular by infamous lawmen or criminals.

BOWS



Moriarty Auto Bow, by Watson Tek

While the Watson Tek Company may be long gone, it's most successful creation – the Moriarty Auto Bow – is still in circulation, and is still highly praised by those who prefer arrows to bullets. In a testament to the team who constructed the Auto Bow, an Auto Bow shooting competition is organized by enthusiasts once a year just outside of Hollis. For those who manage to pick up an Auto Bow in their travels, this competition is a rite of passage. Out of respect for the event, an unwritten truce holds between competitors – even the fiercest personal grudges have been set aside during the weeklong competition.

One of the most infamous people to wield an Auto Bow is the reigning champion, Jeremiah Watson, Jr. – son of Roger Watson the III, a direct descendant of Watson Tek's original founder. Jeremiah is one of the brave (or crazy) members of the Gentile class who have openly cast aside their identicard out of preference for the wild life outside the walls of Capital City. He's often reported to joke that "Civilization has no need of a true Watson."

An Auto Bow itself is different from owner to owner, customized to the owner's personal taste and style, the Auto Bow packs a magazine of 10 arrows and a flip up targeting viewer to help while aiming. Some have gone a step further and have replaced their viewfinders with computerized ones, which help increase their accuracy. Traditionalists tend to frown upon the practice, preferring to rely upon their own steady hand.

STATS

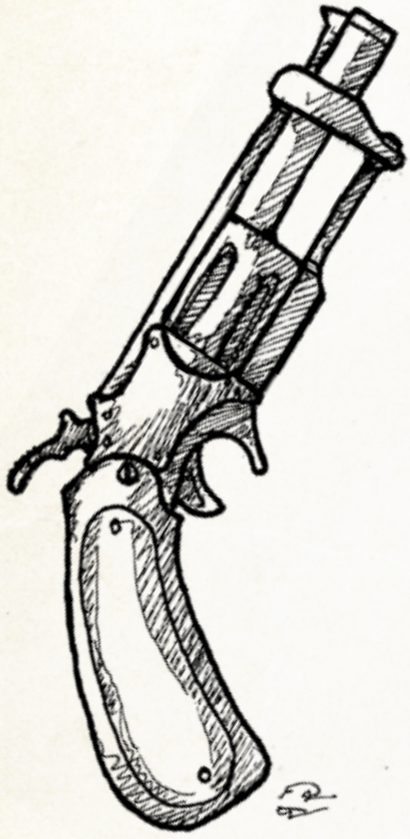
Ammo: 10

Fire Control: 2d/1d/0

Range: 15/50/100

Damage: 1d+24/21/18

Cost: 369 Bits



Delimbinator 20 Gauge 3 Round Revolver, by Watson Tek

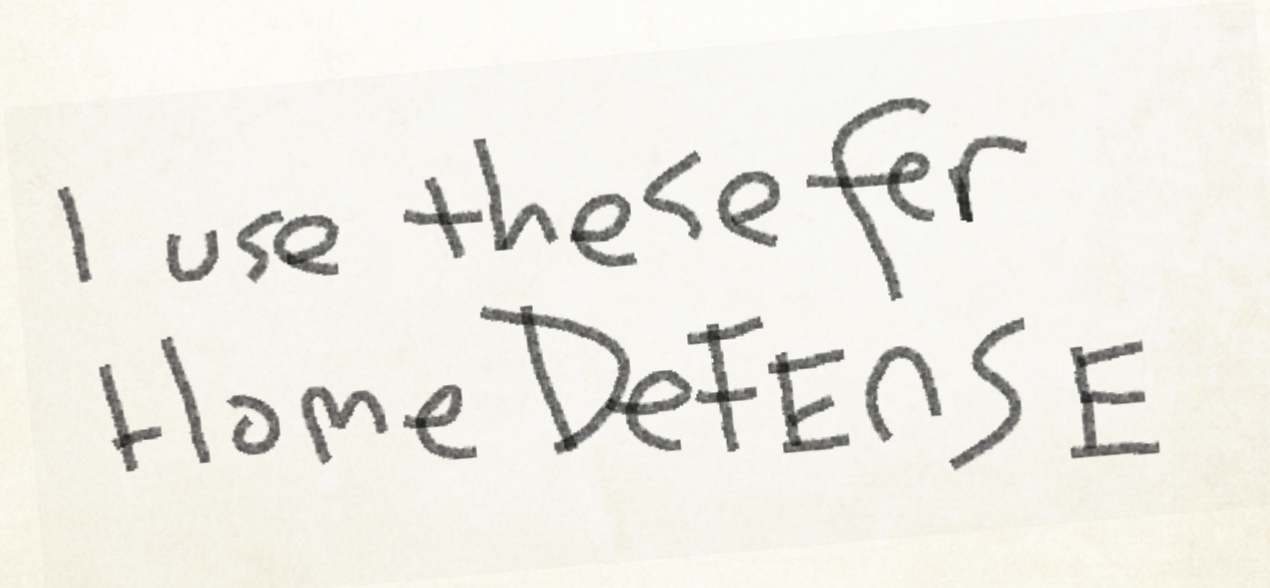
Conceived almost fifteen years ago, the Delimbinator was Watson Tek's last ditch-effort to remain afloat – released just before the company's inevitable collapse due to faulty business ethics. Developed by Roger Watson the III, the Delimbinator was designed to be one of the most powerful revolvers of its day. On paper, if everything went according to plan, it seemed like a good idea – the Delimbinator had the potential to revive a failing company that had just sunk an enormous amount of its capital into the stagnant Auto Bow.

However it was the cost of resources needed to produce the revolver that ultimately sealed Watson Tek's fate. Watson Tek managed to manufacture almost 1,000 Delimbinator's before they were forced to close their doors for good. What Watson Tek left behind was then absorbed by Primus Mechanized, who also acquired the rights to manufacture both the Delimbinator and the Auto Bow.

There are Delimbinator Revolvers still out on the open market today; the price tends to vary depending on the condition of the gun. Standard ammunition can be used, or modified bullets can be customized if the price is right. The Delimbinator is just a little bit larger than your average adult male palm making it easy to conceal. When fired at point-blank range, its damage is devastating to the potential target.

STATS

Ammo: 3
Range: 5/10/20
Cost: 1839 Bits
Fire Control: 0/0/0
Damage: 2d+90/80/70



Widowmaker Mark III, by Primus Mechanized

Affordability and accessibility were kept in mind during the production of the Widowmaker line. This "everyman" firearm is a 10mm single-shot, short barrel, scoped, rear-loaded pistol. The approach taken during its design phase was "keep it simple, yet effective." Not only was the Primus Mechanized scientific team successful, they also added a touch of ruthlessness aimed to please their boss, Manciple Primus. After an impressive demonstration of the Widowmaker's firepower, Primus immediately secured financing for the Mark III project.

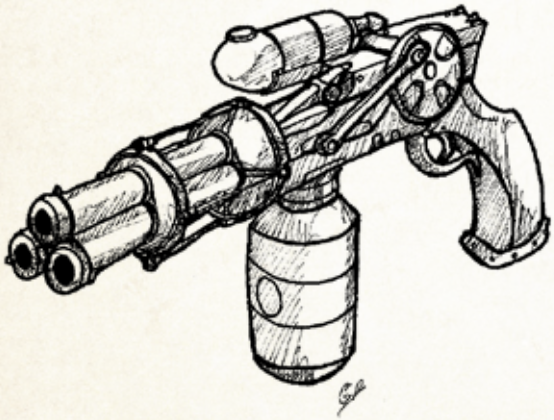
The Widowmaker Mark III has seen a lot of action over the past seven years. It packs a mean punch and it's easily concealable, so those practiced in the art of subtlety can deliver a fatal blow to unsuspecting opponents. The Mark III is common in the Known Territories, so acquiring one is fairly easy; out in the Badlands it's more common to come across the Mark II or a well-maintained Mark I since the maintenance requirement for these pistols is relatively low.

STATS

Ammo: 1 **Range**: 20/30/45 **Cost**: 975 Bits

Fire Control: 0/1d/2d **Damage**: 1d+70/67/55

AUTOPISTOLS



Spindler Auto Cranker, by Ether Arcweld

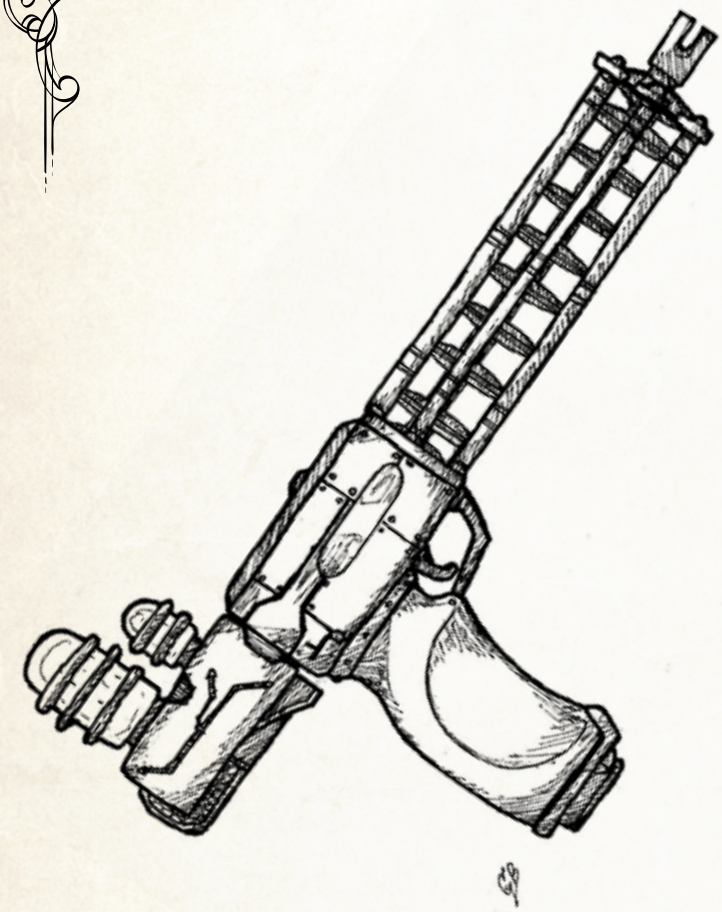
This triple-barrel, canister-fed, steam ejection, crank-powered Auto-Revolver was an early invention envisioned by the mind of Ether Arcweld in response to the increasing frequency of Feral attacks during his many misadventures. As a young prospector, his work required him to travel out into the hostile Badlands in search of new sources of water and other precious resources. After a couple of close calls, he returned to the safety of a nearby settlement and got to work. It took him the better part of a year to develop the first working prototype of his "Spindler" Auto-Revolver as he nicknamed it.

An investor took note of this unique weapon during one of Ether Arcweld's public demonstrations and the pair formed a business deal, allowing the manufacture of the Spindler. Since then, Spindlers are a common weapon out in the Badlands – often favored by bandits, movers, prospectors, and smugglers. In a pinch, its triple barrels can pack a devastating punch at a close range. The Auto-Revolver is also versatile and can be easily modified in the right hands.

STATS

Ammo: 30 **Range**: 5/12/20 **Cost**: 2222 Bits

Fire Control: 3d/2d/1d **Damage**: 1d+40/37/34



Kulesa-Werho X71 Gauss Auto Pistol, by Kulesa-Werho Limited

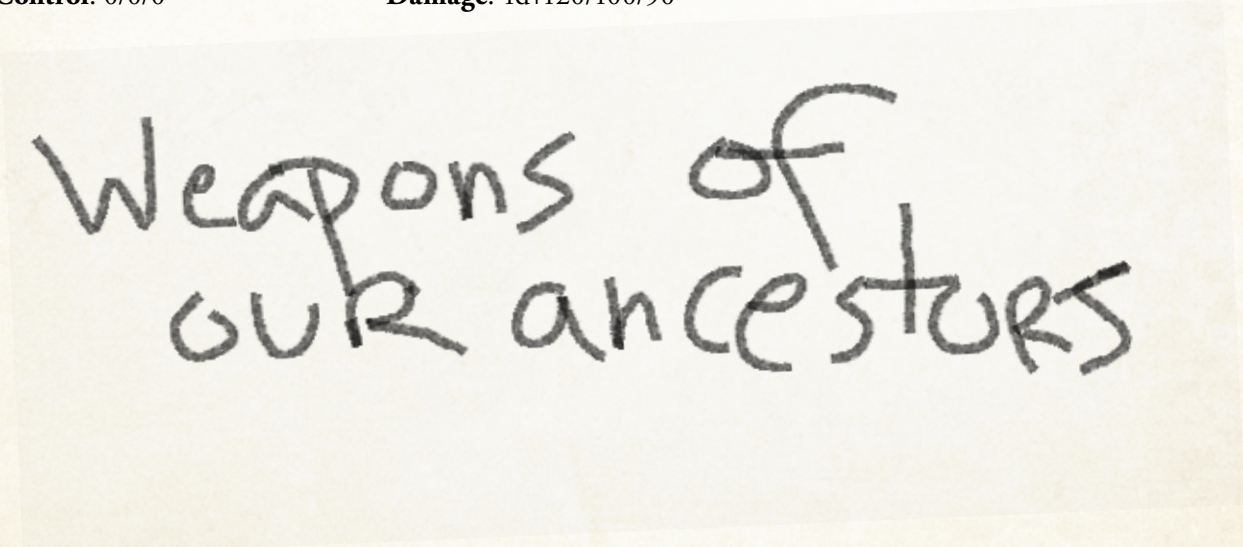
The X71 Gauss Auto Pistol was an in-house project designed by Kulesa-Werho Ltd to inflict maximum damage during close-quarter firefights. They successfully revolutionized its ammunition and also perfected the gun's extended barrel. While it took many field tests, their primary objective was achieved, allowing the X71's bottom-heavy ammunition to rotate as it left the chamber. Without a doubt, this design inflicts devastating damage to the targets it strikes.

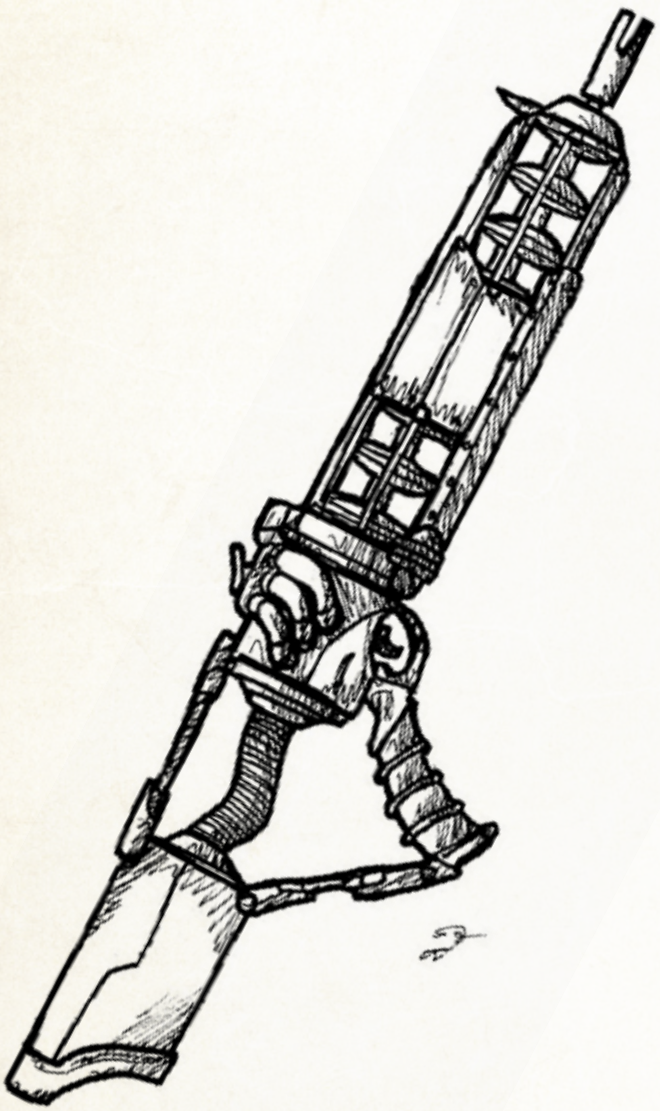
Due to a longer production run, the X71 is considered more successful than its predecessor – the 6mm Electrical Kinetic Weapon. One of the only early flaws reported to its manufacturer was that the barrel tended to overheat quickly during intense gun battles. To correct this, Kulesa-Werho added two coolant chambers in an effort to help cool down the gun's barrel.

While the gun still has a quirky, unpredictable nature, regularly scheduled maintenance and cleaning reduces the risk of malfunction.

STATS

Ammo: 4
Range: 35/70/80
Cost: 7372 Bits
Fire Control: 0/0/0
Damage: 1d+120/100/90





Chrysalis Gauss 6mm Electrical Kinetic Weapon, by Kulesa-Werho Limited

The Chrysalis Gauss E.K.W. enjoyed a limited production run at Kulesa-Werho Ltd. due to its technology being top-secret and linked to the crashed Chrysalis of Capital City. Rumor has it that scouting agents for Kulesa-Werho paid an unscheduled visit to Chrysalis College and recruited young, energetic Scientists to be part of their exclusive team. Once the plans and necessary materials for the rifle were obtained from the College, the Research & Development team was established and immediately got to work.

The project took five years to build a successful prototype due to the rifle's complexity and difficulties incorporating the experimental technology linked to the Chrysalis. Once the tests of the rifle proved successful, Kulesa-Werho began manufacturing it at their main headquarters and started developing plans for a compacted version—the X71 Gauss Pistol that put a unique spin on more traditional ammunition.

Rumors also whisper that at the time, Kulesa-Werho was in direct competition with Primus Mechanized. Agents from both camps clashed bitterly in order to obtain the brightest young minds Chrysalis College had to offer. Less than 50 of these Chrysalis Rifles exist and obtaining one requires being connected to the "right people."

STATS

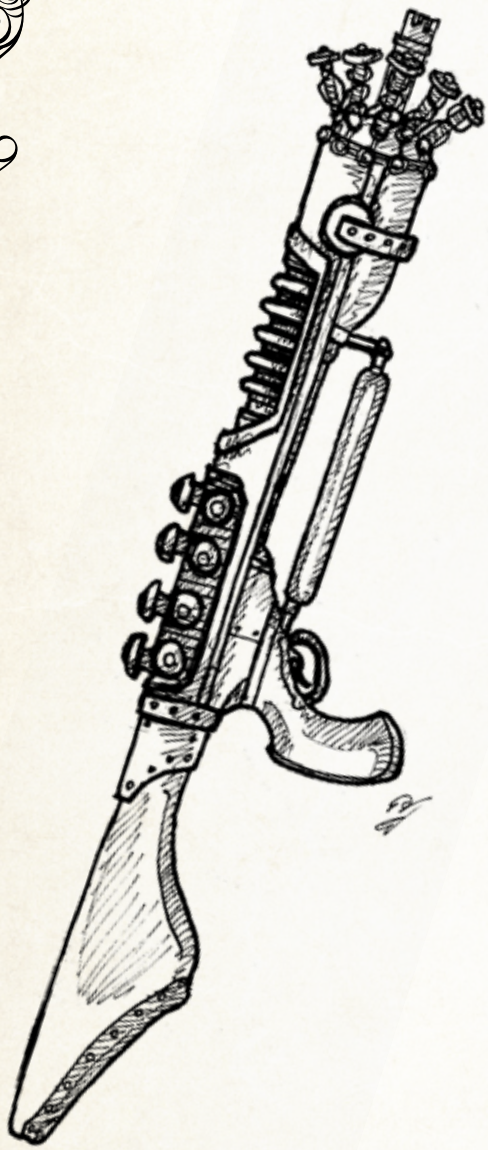
Ammo: 1

Fire Control: 0/0/3d

Range: 250/500/800

Damage: 1d+145/132/100

Cost: 9613 Bits



Arc Rifle, Lightning-Plasma Discharge, by Primus Mechanized

DIRECTED ENERGY WEAPON

The Arc Rifle is something of a scientific wonder. Initially envisioned by Manciple Primus himself, it was developed as a secret project by Primus Mechanized. However, during its design, one of the staff scientists had a change of heart when she realized the true capability of the project she had volunteered for. She quickly copied the plans to the Arc Rifle and fled the safety of Capital City for the Underground. After a daring escape, she met up with a team of rebel operative and informed them that Primus Mechanized was developing a new generation of devastating weapons.

Through spies, informants, and their connections – the operatives caught wind of a shipment of Arc Rifles headed from Capital City to an unknown destination. They suited up and set out on a mission to intercept the Arc Rifles so that they wouldn't fall into the wrong hands. It was outside the walls of Capital City, somewhere just beyond the borders of Brimstone, when the rebels struck the train. To their dismay, their efforts had been for nothing – within the cargo hold of the train they found the calling card of the Terrible Rose, and the shipment of Arc Rifles was gone…

Sightings of Arc Rifles have been reported on more than one occasion since then – often from the middle of a battle where the weapon changed the tide once the opposing side witnessed its destructive power. Once fully powered up, the Arc Rifle unleashes a violent burst of lightening that vaporizes its intended (or unintended) targets instantly.

STATS

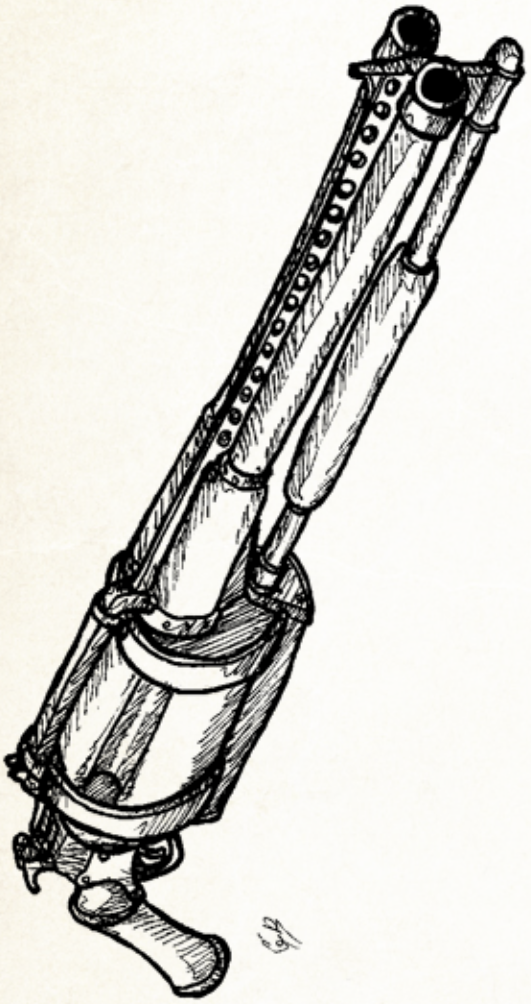
Ammo: 1 Trib (1 Shot per fully charged Trib)

Fire Control: 3d/2d/1d

Range: 20/25/30

Damage: 1d+240/200/180

Cost: 10 Kilos



Hell Hound, 20 Gauge Thermite, Double Barrel, 3 Round Revolver Fed

"The Hellhound", as it's wildly known throughout the Badlands, is a favored weapon of terror among bandits, Ferals, and train robbers. It is rumored that the Terrible Rose and her gang of outlaws possess a pair of Hellhounds that are often used during their daring raids.

The Hellhound is an impressive feat of engineering packed full of devastation. The weapon even has a curse attached to its history. Its inventor was instantly killed when the original prototype malfunctioned during its first field test. An assistant stepped in and took over the project, determined to complete her mentor's work. After a few more years of obsessive tinkering, she suffered bankruptcy. Then an investor stepped in. The investor was forced to hire a new team of engineers when the assistant became deathly ill and unable to work. Rumor has it that she was poisoned when a competitor tried to steal the blueprints for the weapon. After work on the Hellhound was finally completed five years later, sales were slow, and the investor never recovered the fortune that he spent on the project.

The scattergun was named The Hellhound due to its impressive firepower backed by the explosive, burning devastation it causes with thermite. It can be reloaded fairly rapidly. Its customized ammunition interacts with the thermite just before firing, delivering maximum damage. Its design is trustworthy and built with stability in mind; the shotgun's only fault is that it needs constant maintenance after heavy usage. It is generally understood that the gun's caretaker must have some understanding of demolitions, as the chamber that houses the thermite requires a pair of skilled hands and extra-special attention to detail.

STATS

Ammo: 6, 2x3

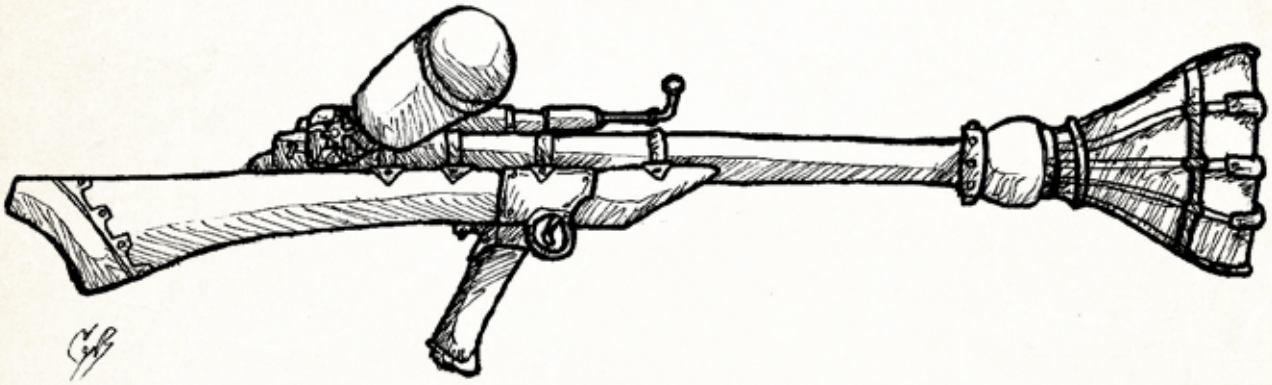
Fire Control: 3d/2d/1d

Range: 10/20/35

Damage: 1d+99/96/93, Hellhound Rounds burn Thermite for 2d

Rounds: 1d+60 per Round

Cost: 9666 Bits



The "Thunker", by Ether Archweld

Explorers and prospectors have been on the frontier of the Known Territories for ages, putting themselves into dangerous circumstances and frequently coming back to towns with unhappy tales to tell. Prospectors in particular are often victims of claim-jumpers, lone Ferals, and entire Scav clans marauding through their claim in the wilderness.

While Ferals seem like a "natural" threat because they are native to the Badlands, explorers have always resented the claim-jumpers most of all. They take advantage of someone else's hard labor to make illicit gains. So when famous prospector Ether Archweld developed the "Thunker," a blunderbuss-like scattershot gun, prospectors were quick to buy them up and add them to their personal arsenal.

Named for the "thunk" sound they make when they discharge, this gun takes no skill to use. It is unlikely to kill a claim-jumper outright, but very likely to wound or maim him – just desserts, as far as most prospectors are concerned. Thunkers quickly proved useful in chasing off claim thieves and trespassers. They were also surprisingly handy when fighting Ferals: a single trigger squeeze peppered a broad area, and the widely dealt damage prevented gangs of Ferals from overwhelming lone prospectors. Unlike a real blunderbuss, the Thunker holds a magazine of scattershot, making it possible to fire many times without stopping to reload.

However, the gun's real value turned out to be its unique design. It fires by means of compressed air held at high pressure in a reinforced chamber in the stock. This forced-air charge can be used to hurl other things besides loose pellets – in a pinch, just about anything stuffed down the muzzle can be fired by the gun. Noting its popularity, Ether Archweld continued development of this weapon, and has developed several variants that are extremely useful for their specialized applications.

SCATTERSHOT, STANDARD ADAPTER

Weight: 4 kg, **Cost**: 1003 Bits

Repair Rating: Easy for Scattershot model; Moderate for other models. If the problem lies with the air compression mechanism or housing, repair for that specific part of the Thunker is Very Difficult.
Repair Skill: Engineering

STATS

Type: Single

Ammo: 10

Fire Control: 0/0/0

Range: 9/18/30

Damage: 1d+95/90/70

Area of Effect: Pellets spread out in an arc when shot. Each blast covers a 3m diameter area at medium range.

NET CASTER ADAPTER

With this adaptation the gun fires a net with weights on each end casting the entangling weave out to ensnare individuals or clusters of up to five people. Marshals quickly adopted this non-lethal weapon to use for crowd control and capturing people they want alive.

STATS

Ammo: 1

Fire Control: 0

Fire Control: 2d/3d/1d

Range: 6/15/24

Damage: If it hits, net entangles target for 1d6 Rounds.

Area of Effect: Net ensnares across a 3m radius.

GRAPPLE GUN ADAPTER

This version of the Thunker is loaded with a hook-and-line load. This is used primarily in dirigible-based airship warfare, either to cross from one ship to another, or to bind two airships together while the crews fight. A similar use has been developed for the grapple gun in fort assaults: the lead line is tied to a rope ladder, which is then used to scale fortified walls and emplacements.

STATS

Ammo: 1

Fire Control: 0/0/2d

Range: 9/18/30

Damage: Gun casts a grappling hook and line. If it hits, it is secure until someone releases it from its attachment point.

Rate of Fire: Single. 30 seconds required to reload with new line.

Drift: The gun includes a muzzle adapter to improve accuracy when firing a line. Up to medium range, drift is not an issue. At long range, the GM should randomly determine if the "hit" has actually drifted to some point within 5 meters of the intended target.

GRENADE LAUNCHER ADAPTER

This is designed to cast a slow-fuse grenade up to 50 meters. Sometimes the device fails and the launch falls short, and occasionally the grenade jams in the barrel. This weapon is sold on a limited "as-is" basis to some townships and Marshals who have agreed to field-test the weapon.

STATS

Ammo: 1

Fire Control: 0/0/0

Range: 40/50/80

Damage: Gun launches a grenade. Does 1d+150 damage on detonation.

Rate of Fire: Single. 30 seconds required to reload each new grenade.

Area of Effect: Within a 5m blast radius the target takes full damage; damage is cut by ½ out to 10m.

Drift: This is not an accurate weapon when firing a grenade, but is intended for distraction and suppressive fire in the general direction of the enemy. Even on a result of "hit," the GM should randomly determine direction and distance of drift within 10 meters of target point at medium and longer ranges.

GAS LAUNCHER ADAPTER

The final enhancement is more rumor than fact: it is said that Ether Archweld is developing gas canisters that will fire up to 100 meters distance. They are rumored to contain mustard gas, but the gas is not yet perfected, and the launching mechanism still has the same faults as the grenade launch modification. A gas Thunker might be stolen from a testing facility, but otherwise these prototypes are not in general use anywhere at all.

STATS

Ammo: 1

Fire Control: 0/0/0

Range: 40/50/100

Damage: Gun launches a gas canister. Upon detonation, a cloud of mustard gas is released that fills a 10m wide area, and will drift downwind. This poison gas blisters the lungs, causing lasting, deep-seated damage. A full dose in the eyes may blind, and general exposure will blister the skin. Gas remains toxic for 6 + 1d6 minutes.

Exposed individuals roll Vitality, DR Moderate. Success means ½ dmg. Failure means they lose ½ their Hit Points immediately, and an additional 1d6 points on top of that.

Rate of Fire: Single. 30 seconds required to reload with new canister.

Area of Effect: 10m-diameter area.

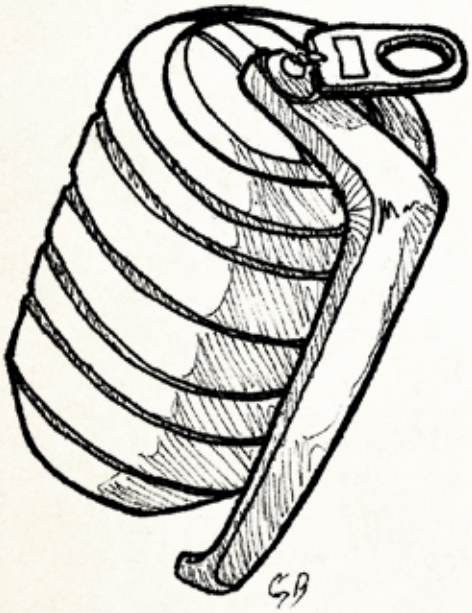
Drift: This is not an accurate weapon when firing a canister; it is intended for generalized harm to the enemy. Even on a result of "hit," the GM should randomly determine direction and distance of drift within 10 meters of target point at medium and longer ranges.

STANDARD THROWN WEAPONS

Range is the same for all thrown weapons: 5/20/30. Some thrown weapons strike a single target; others have an area of effect of 5m, such as grenades.

Weapon	Ammo	Range S/M/L	Damage S/M/L	Fire Control S/M/L	Cost
Dart	**1**	**Thrown**	**Str +9/7/5**	**1d/0/0**	**2**
Dodgeball	**1**	**Thrown**	**Str**	**0/0/0**	**1**
Frag Grenade	**1**	**Thrown**	**Area: 1d+80**	**0/0/0**	**157**
Rock (Fist sized)	**1**	**Thrown**	**Str+8/5/2**	**0/0/0**	**0**
Stun Grenade	**1**	**Thrown**	**Area: 1d+5 (60 stun)**	**0/0/0**	**113**
Thermite Grenade	**1**	**Thrown**	**Area: 1d+180**	**0/0/0**	**263**
Throwing Knife	**1**	**Thrown**	**Str +18/15/12**	**0/0/0**	**1**
Wrench	**1**	**Thrown**	**Str +18/15/12**	**0/0/0**	**1**

NOTABLE THROWN WEAPONS



Dark Grenade, by Kulesa-Werho Limited

Dark Grenades are a weapon originally improvised out of necessity by helpless techanics. The original Dark Grenades involved a grease-like material that coated everything nearby in a blinding, black, slippery mess.

Modern Dark Grenades use a specially formulated chemical, reliable hair trigger ignition system, and the ability to control explosive direction. The chemical is not unlike it greasy predecessor; however, the newly formulated chemical is not greasy at all, instead delivering darkness via a black powdery particulate cloud that completely coats everything in black. The powder is so fine that it jams weapons, but still provides slippery madness with a frictional coefficient of 0.03-0.05 when interacting directly with itself. The effectiveness of a Dark Grenade is maddening to anyone it is used against. On top of these improvements, the powder also completely blinds any eyes it enters for several hours, but dissipates normally afterwards, absorbed naturally into the body.

STATS

Damage: Area of Effect: 10m, Blindness for 1d hours, all weapons inside the burst area ineffective until cleaned.

Cost: 561 Bits

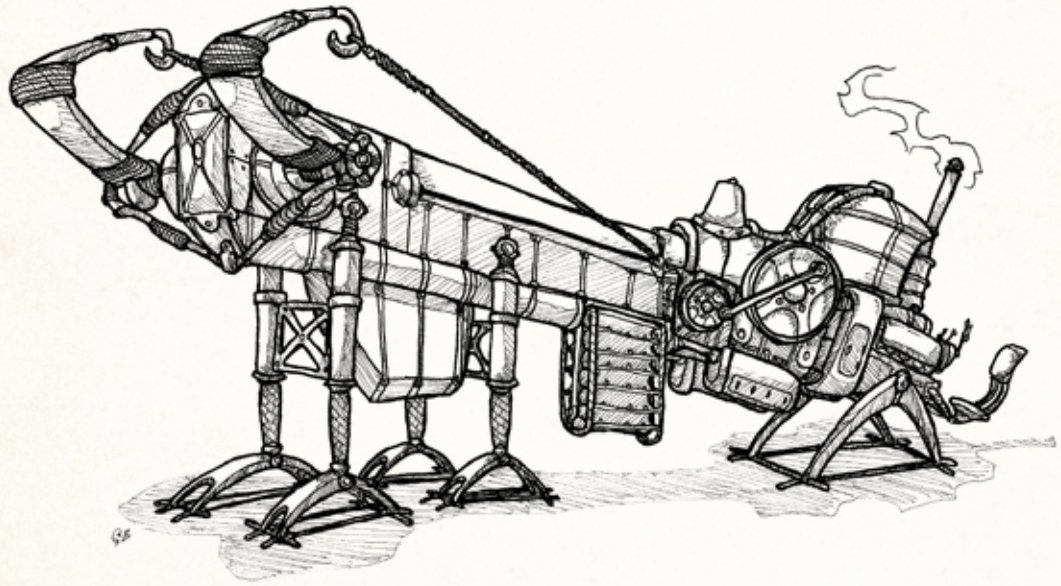
STANDARD HEAVY WEAPONS

Heavy weapons come into play when the desire is to damage or destroy a Steamech, Airship, or any other vehicle. Heavy weapons require different attack approaches, greater firing exposure, and more time to aim and fire than a typical ranged weapon. While heavy weapons and many demolitions share destructive effects, heavy weapons are fired and detonate at a distance while demolitions detonate on location.

Heavy weapons always deal Heavy damage, making them utterly devastating to people.

Weapon	Ammo	Range S/M/L	Damage S/M/L	Fire Control S/M/L	Rate of Fire	Cost
Beetle 3 RPG	**1**	**300/500/1000**	**Area: 1d+120**	**0/0/0**	**1**	**4400**
HOG Cannon	**1**	**1000/2300/6500**	**Area: 1d+150**	**0/0/0**	**1**	**12000**
Javelin Mortar	**1**	**100/500/900**	**Area: 1d+90**	**1d/1d/0**	**1**	**2236**

NOTABLE HEAVY WEAPONS



Devastator Powered Ballista, by Primus Mechanized

The Devastator Powered Ballista is a massive mechanized, steamtech crossbow capable of delivering a surprisingly accurate bolt of steel impressive distances. Many of the Capital City walls and towers use the Devastator Powered Ballista as a primary line of defense and offense. There are also a handful of Trams and airships which have these large weapons mounted onto fixed turrets.

This weapon is so large that it requires a few people to properly aim, load, and fire the weapon in a timely manner. This weapon can destroy most Steamechs and vehicles in a single strike, making it a highly effective deterrent to anyone who dares assault the Capital City or anywhere else protected by one of these large weapons.

STATS

Ammo: 1

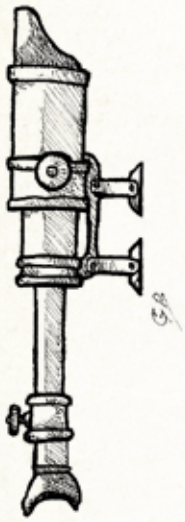
Fire Control: 0/0/0

Range: 40/100/400

Damage: 1d+160/140/110

Note: Requires a Crew of 3 to Operate

Cost: 7780 Bits



SCOPES

Few, if any, scopes are identical in design and make, instead relying on custom work. Ether Archweld briefly produced an overpriced line of scopes, but they did not sell well. Scopes run for high prices, especially when still operational. The optics contained in scopes provide a diverse array of functions, including starting fires and distant observation of approaching people and creatures.

STATS

Cost: The typical price of a scope, if found in a store, starts around 500 Bits and goes up from there.

Benefit: Scopes provide +1d to +2d of Fire Control, normally at a given range category, Short, Medium, or Long. If a Scope provide benefits in multiple range categories, chances are good that it will run several Kilos.

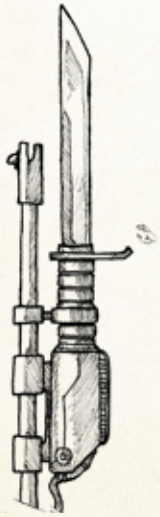
SUPPRESSOR

Suppressors are remarkable devices that muffle some of the sound of the explosion from a gun barrel. Suppressors use twist threading on the ends of barrels to secure into place, otherwise the suppressors fly apart from stress and work only once or twice. Suppressors can also muffle light as well as sound, providing improved stealth when used. All throughout the Prefectures and the Capital City, suppressors are illegal and immediately lead to arrest and imprisonment they are viewed as the instruments of assassins.

STATS

Cost: The running price of a Suppressor on the black market begins at 1000 Bits.

Benefit: Suppressors begin by providing simple benefits to Sneak, such as +3 or +6. Very advanced, well-engineered Suppressors provide unique benefits, such as "does not break Sneak when fired."



BAYONET, PNEUMATIC EJECTABLE

While a number of pneumatic devices have seen service on weapons over the years, the Bayonet is likely the most common. It is essentially a longer-than-standard blade that rests in a cradle below the barrel of a rifle. The pneumatic ejectability of the modern Bayonet gives it the ability to launch forward from its cradle as a projectile with ample force and speed to severely injure a target.

STATS

Cost: These are issued to conscripts at a rate of 25 Bits per rifle.

Benefits: Provides an additional barrier of preventative offense with the Pneumatic Ejection Port Blade:

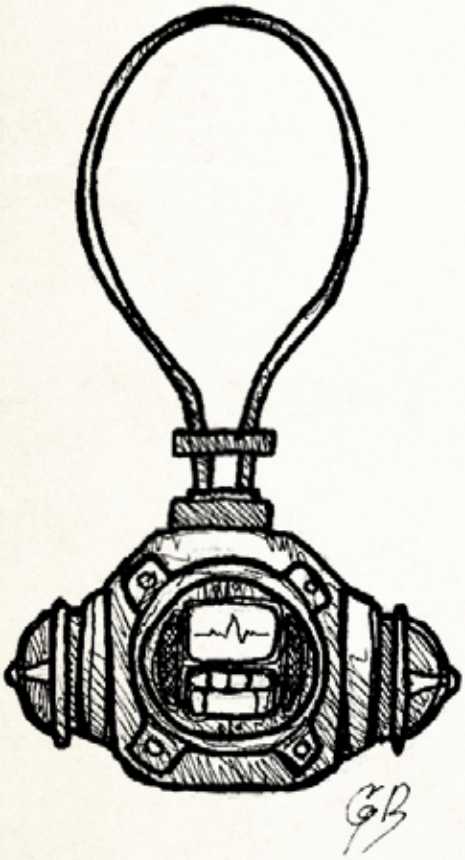
Range: 3/7/20

Damage: 1d+29/26/23 and a basic stabbing reliability:

Damage: Str +21/x2.

Demolitions

Explosive	Blast Area	Scale	Damage S/M/L	Cost
Anti-Personnel Mine	**1/5/20**	**Personal**	**1d+80/75/70**	**336**
Anti-Vehicle Mine	**3/10/25**	**Heavy**	**1d+146/140/120**	**488**
C4 (Plastic Explosive), 1kg	**2/3/10**	**Expansive**	**1d+90/85/80**	**840**
Dynamite, TNT, 1 stick	**4/7/30**	**Expansive**	**1d+80/75/70**	**155**
Monkey Barrel Mine	**12/20/25**	**Heavy**	**1d+100/65/36**	**205**



The Blasted "Dirty" Packaloomer

Easily one of the most devious and destructive explosive devices in the world, the Blasted "Dirty" Packaloomer was originally the X-34D Anti-Personnel Weapon. The deceptively small explosive uses a micro-warhead encasing that uses a destabilized Tribium trigger mechanism. The resulting explosion from this bomb was considerably larger than expected by the manufacturers. The weapon was quickly packaged and sold as an excellent way to lay down a minefield or establish a secure perimeter. To this day, many regions throughout the Badlands lie seeded with thousands of these devices acting as mines.

The renaming of the bombs came from re-branding them as an excellent way to subdue a prisoner. The devices now include a hanging loop that is large enough for a Human head to fit through. The device comes with a remote activator that can be triggered by any or all of the multiple sensors included in the device suite – including sonic, optic, motion, pressure, seismic, and thermal proximity sensors, as well as a standard countdown timer. Many a soul has awakened with the Blasted "Dirty" Packaloomer around their neck only to realize they had but moments to live since waking alone can activate the device's trigger sensor array. While the manufacturer sells them with the expectation that the bombs will be used for legal purposes, the name has led to more nefarious associations with the bomb.

STATS

Blast Area: 5/20/45

Scale: Expansive

Damage: 1d+100/97/94

Note: Once activated, any sensor or trigger can be deactivated remotely within 12 seconds, after that the fail safe kicks in and they cannot be turned off.

Cost: 768 Bits

PERSONAL

Tuckermann Bullet Resistant Vest, by Anvil Standards Limited

There is not much to a Tuckermann Bullet Resistant Vest, but it has a long history of saving lives. The vest fits semi-comfortably over or under most outerwear, and provides several sewn-in large steel plates. The vest itself provides moderate protection against melee attacks and bladed weapons, as it uses a complex weave that becomes more rigid with pressure.

Posters of some fictitious Marshal posing with a Tuckermann Vest are found throughout the Badlands, espousing the finer qualities of the product. It's a worthwhile investment for anyone that cannot afford anything else, especially where its cost is relatively low compared to the alternatives.

STATS

Armor Points: 16

Absorb: 1d

Weight: 3.4 kg

Scale: Personal

Repair Skill: Engineer, DR Moderate

Cost: 221 Bits

Conscript Standard Flak Jacket and Helmet, by Ether Archweld

The defense contract to produce the protective wear for conscripts was last won by Ether Archweld. This armor provides a highly rigid, uncomfortable, but protective layer of armor that can save the life of a hapless recruit. While the jacket and helmet combo is readily available to the public, the price keeps it far outside the average consumer's budget.

Despite the discomfort found in wearing the Standard Flak Jacket and Helmet, it undoubtedly has saved hundreds if not thousands of lives. The armor comes in a tan, flecked design that blends naturally with most of the general landscape across the Badlands. The helmet weighs around 6 kg and the jacket weighs nearly 13 kg, so walking long distances in them is not suggested.

STATS

Armor Points: 40

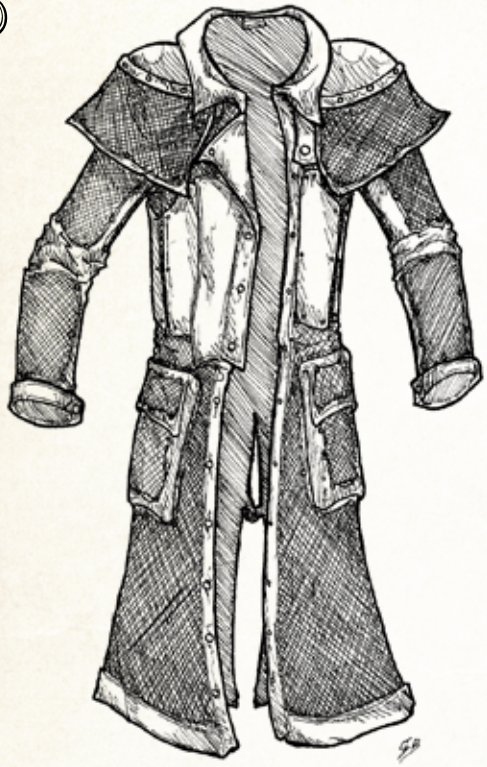
Absorb: 3d

Weight: 19.2 kg

Scale: Personal

Repair Skill: Engineer, DR Moderate

Cost: 2325 Bits



Malcolm Duster Mailed-Coat, by Kulesa-Werho Limited

The armor issued for use within the Marshal services is the Malcolm Duster Mailed-Coat. This armor appears and feels like a standard duster coat; however the armor within the lining of the coat provides an unusual level of protection. The coat's design intricacies are secretly guarded, but involve multiple layers of poly-filament alloys in a loose weave. The armor contained in the duster coat can stop bullets and blades alike.

The unfortunate downsides to the Malcolm Duster Mailed-Coat are the cost and the manufacture time. It takes just over two years to produce a single coat, so the Marshals go to great lengths to protect their armor, often taking to sleeping in it. The coats are available for commercial backorder, but the waiting list is short for such a high priced item.

STATS

Armor Points: 45

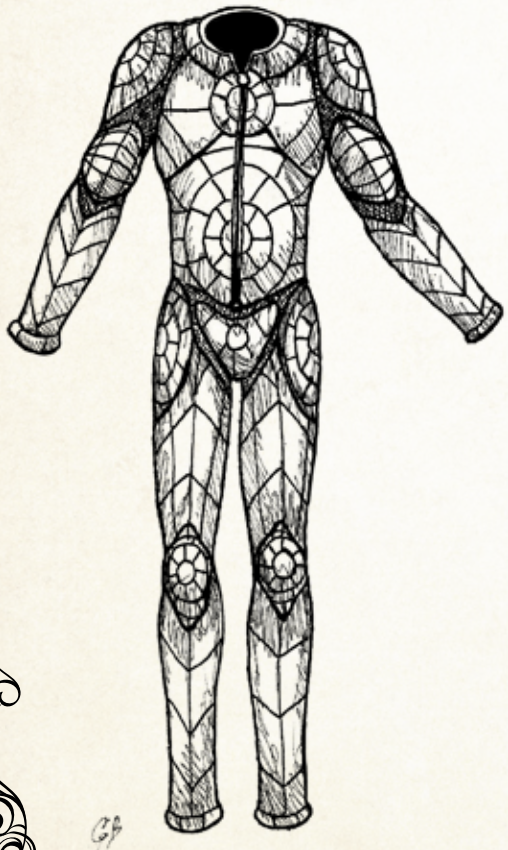
Absorb: 3d

Weight: 2.5 kg

Scale: Personal

Repair Skill: Engineer, DR Very Difficult

Cost: 6274 Bits



Chyrsalis Composite Reactive Suit, Chrysalis Crew Issue

Few if any of these suits of armor still exist in the world. These were the standard security uniforms issued to members of the security team on the Chrysalis. These magnificent feats of technology use reactive nanotechnology to provide amazing levels of protection to the wearer. For anyone who finds and wears a composite suit, the armor adjusts to their body size and shape, fitting perfectly over and under any clothing.

Primus Mechanized and Ether Archweld have tried for decades to replicate the technology without success, instead creating effective but incomparable armors. A Composite Reactive Suit is believed to sit in the home vault of a rather wealthy railroad tycoon, one of a few techanics whose business mind set him up for life after the Trams were put into place.

STATS

Armor Points: 80, Self-Healing: (+1d Armor Points per hour)

Absorb: 5d

Scale: Personal

Repair Skill: Engineer, DR Epic

Cost: Priceless

Duratech Ridged "Softwear" Prototype Second Skin Armor Suit, by Primus Mechanized and Ether Archweld

This armor is skin tight and hides perfectly beneath clothes, but unfortunately is rare, expensive, and not self-healing. Once damaged significantly, repairing the armor is impossible. The armor looks like a gray body suit and has cell-like patterns, likely to mimic the design of the composite armor from the Chrysalis, but that is where the similarities end. The suit uses a think barrier of metal-silicoid gel that perfectly distributes kinetic force across a brief distance.

STATS

Armor: 50

Absorb: Absorbs up to 50 Damage automatically, no rolling required.

Scale: Personal

Repair Skill: Engineer, DR Epic (required 1 Variable Trib)

Cost: 10 Kilos

FIELD

"Hardlight" Instant Rigid Barrier, by Ether Archweld

Using a number of remarkable breakthroughs discovered while researching the electrical output of Tribium, scientists were able to develop "Hardlight" technologies. Foremost among these devices is the Instant Rigid Barrier. This device indefinitely provides a door-sized barrier of "Hardlight" from a small control box and projector system, all powered by a single Trib. Using Ether Archweld's patented Ether-State tech, the device creates a "Hardlight" barrier that appears as a pale yellow field about 15 cm from the projection device.

Inventive travelers used the Instant Rigid Barrier as a table, while others used them against harsh weather. This device (and the barrier it produces) is a miracle of modern invention. Some makers and techanics theorize that a more stable, larger power source could produce a virtually unbreakable "Hardlight" barrier, or a larger field of projection.

STATS

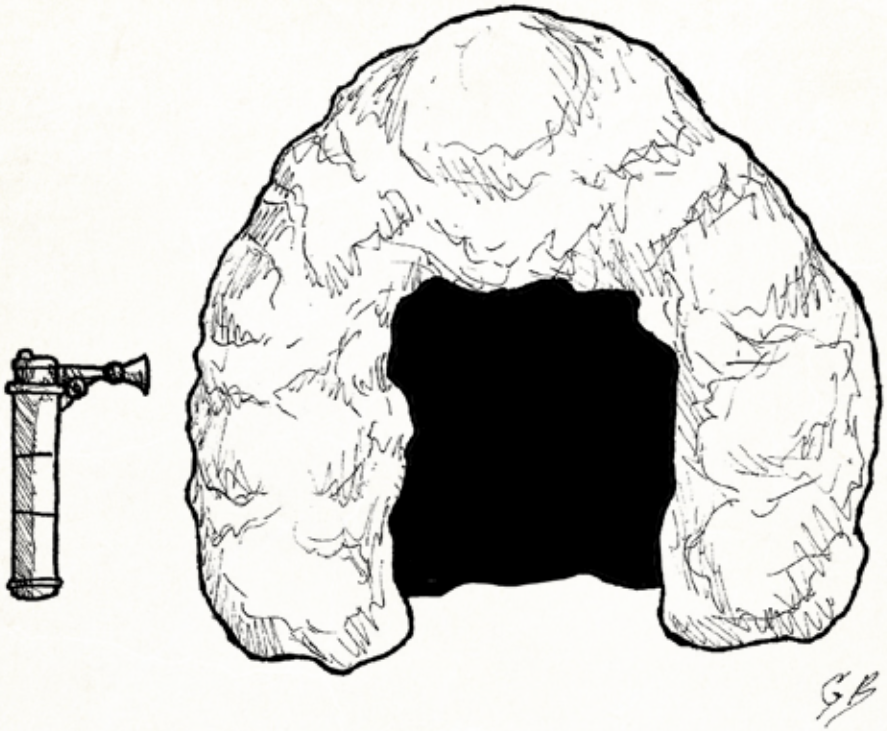
Armor Points: 100, Per Trib

Absorb: 6d, Per Trib

Scale: Heavy

Repair Skill: Engineer, DR Very Difficult

Cost: 5427 Bits



Bernier's Quick Expanding-Quick Hardening Gel Foam Shelter, By Bernier and Bernier Bottles

The Bernier's Quick Expanding-Quick Hardening Gel Foam Shelter is sold in small portable compressed gas bottles. The bottles contain enough gel foam to create a small shelter big enough for two people, following the directions on the bottle. The gel foam expands and hardens into place in just under six seconds, making it a viable solution for many situations. The strength of the expanded gel foam is impressive and can carry a great deal of weight and take a great of deal of punishment before it collapses.

The Bernier family claims the recipe for the gel foam contained in their bottles is a long, secret-held formula created by their ancestors on the Chrysalis, but this claim is not corroborated. The gel foam is cheap to make, so a bottle of Bernier QEQH Gel Foam is cheap compared to many simple defensive options available for traveling across the Badlands.

Stats

Armor Points: 60
Absorb: 5d
Scale: Heavy
Repair Skill: None
Cost: 306 Bits

Enclaves

Enclave is the name given to a hydronic prosthetic limb or body extension produced by talented techanics. In many cases, an Enclave manufacturer does not have the ability to properly attach the prosthetic, instead leaving that to a small, but highly talented, field of Doctors who excel in Enclave surgeries. Enclaves come in many shapes and sizes, and most do little more than replace lost limbs. On rare occasions, Enclaves enter into the realm of bionics and Steamechs, with weapons that deal complete devastation to enemies, or arms that can lift thousands of kilos, but these feats of engineering are rare and exotic.

MANIFEST DESTINY

Life on Westward is harsh and unmercifully short for those who cannot adapt. A Human who is not at peak performance holds little hope of survival on an alien world in which clouds of noxious dust rise up from the windswept plains and hungry predators stalk the coachways in search of wounded prey. On the frontier, only the strong survive.

The Westward Anti-dehumanization Act prohibits the splicing or manipulation of Human genetic code on pain of death. Many rightly saw this decree as a forerunner to Human extirpation on Westward. Treatments that could have optimized the Human biology for Westward existence were forsaken in favor of a decidedly less utilitarian approach, The Westward Manifest Destiny. The Manifest's declaration was simple: those Humans who were destined to rule would survive, while those were too weak or genetically impure would be culled from the fold.

THE EXONERATORS

The Manifest made no secret of what lay in store for those born halt, blind, or lame, or those who had suffered a debilitating injury. Survival of the fittest takes no prisoners; theirs would be a swift death on the altar of genetic purity. Thus the hopelessness of Human frailty gave rise to the Exonerators, men and women capable of reshaping the Human condition without the aid of genetic engineering. The Exonerators fused flesh to circuitry and sinew to steel in a way that mankind had not witnessed in centuries. Some hailed them as saviors, others branded them as heretics, stumbling blocks in the path to ultimate evolutionary potential.

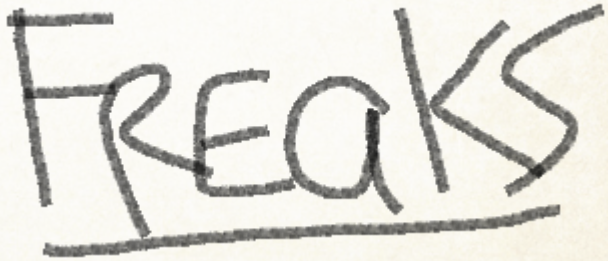
To date the Exonerators have broken no law, though many denounce their work as an abomination. New fears have replaced the old, and prejudices run deep against those who possess Enclaves—the fruits of the Exonerators' labor. In place of frail Human limbs of flesh and bone, the Enclaves grant prosthetics of iron and steel that never grow tired or weak from old age. In a land where once there was only death, the Enclaves grant life, and for this they are feared.

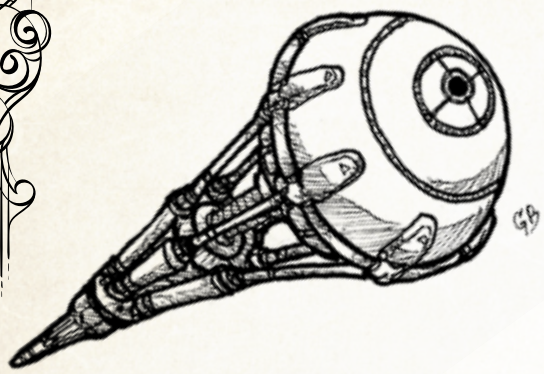
Those who have been granted an Enclave are known as Exos. The designation has paved the way for new laws to address the mounting fears. It is only a matter of time before the Anti-dehumanization Act is amended to include a ban on Enclaves. The recent discovery of Human bodies implanted with positronic brains has set the stage for an all-out war against the Exonerators. Others point to nanites as the true culprits, but the distinction hardly makes a difference in the minds of those fixated on fears of a mechanized Humanity hell bent on superseding the Manifest's laws.

UNDERSTANDING ENCLAVES

An Enclave is a steamtech device joined to living flesh and integrated as a part of the user's biological functions. Broadly speaking, Enclaves can be divided into six categories: visual, auditory, com-tech, arm, leg, and vitals.

With the advent of regenerative genetics, cybernetic engineering fell by the wayside. There was little reason to construct a mechanical limb when the real thing could be regrown. Enclaves, therefore, represent the rediscovery of a forgotten technology, the lost link between flesh and machine.





Visual Enclaves

A Character with a Visual Enclave has had one or both eyes replaced with a bionic implant. The core of the Visual Enclave is an Ocular Neural Catalyzer that encodes light as digital information and then converts it into chemical stimuli that can be interpreted by the brain. The end result is the gift of sight, as well as a permanent +3 bonus to visual Search checks.

DAMAGE RESULTS

The Exo is rendered blind until a Repair, DR Difficult is made to stabilize the Ocular Neural Catalyzer. Until the OCN is fully repaired using replacement parts, the Exo will no longer be able to activate Upgrade features, and will suffer a -2 penalty to visual Search checks.

UPGRADES

A number of upgrades have been developed to expand the Ocular Neural Catalyzer's functionality.

TOPO DISPLAY

The Topo Display unit utilizes an augmented reality projection to provide real-time topographic feedback. When traveling throughout the Capital lands, the Topo provides a +6 bonus to overland Navigation. In unexplored territory, or when traveling below ground, the bonus is reduced to +1. The Topo's limited memory allows for temporary mapping, and will typically provide a +6 Navigation bonus when backtracking through previously explored terrain.

DAMAGE RESULTS

The Topo display ceases to function until a Repair, DR Difficult is made using replacement parts.

INFRARED SPECTROSCOPE

By utilizing the Infrared Spectroscope as an activated ability (spend 1 Cinema Point), the Exo can see in the dark. The Spectroscope grants a +21 bonus to visual Search checks when activated in total darkness. The presence of a terrestrial light source brighter than a campfire will reduce the Spectroscope's functionality by half. If the Spectroscope is activated in full daylight, the Character will be blinded for 1d6 Rounds.

DAMAGE RESULTS

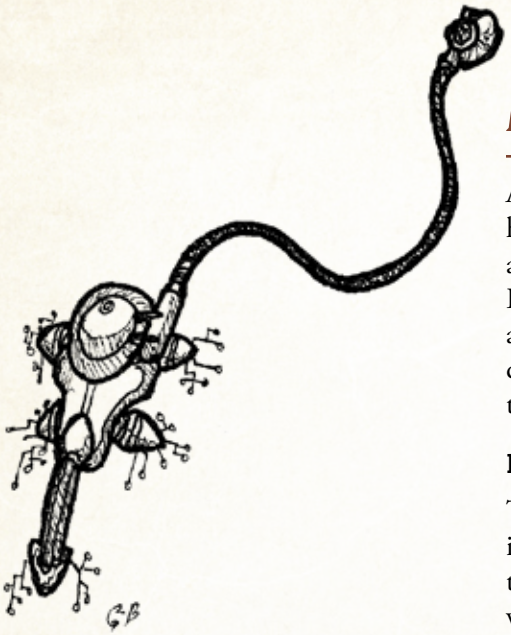
The Infrared Spectroscope ceases to function until a Repair, DR Difficult is made using replacement parts.

DEADEYE SPECS (TARGETING ARRAY)

No invention has done more to advance the cause of Exoneration (or to spread its infamy) than the invention of the "Deadeye" targeting array. The device implements a two phase targeting and tactical system that locks on to perceived threats, and then provides a crosshair calibrated to the Exo's gun. By using the Deadeye Specs as an activated ability (spend 1 Cinema Point) the Exo gains a +12 bonus to Ranged attacks.

DAMAGE RESULTS

The Deadeye Specs cease to function until a Repair, DR Difficult is made using replacement parts.



Auditory Enclaves

A Character with an Auditory Enclave has had their sense of hearing enhanced by means of an implant device that serves as a link between the ear and the brain. The core of the Auditory Enclave is an Auditory Brainstem Implant that interprets sound as digital information and then transmits it as an electrical signal directly to the brainstem. The Auditory Brainstem Implant grants the ability to hear, as well as a +3 Search (hearing) bonus.

DAMAGE RESULTS

The Exo is rendered deaf until a Repair, DR Very Difficult is made to stabilize the Auditory Brainstem Implant. Until the ABI is fully repaired using replacement parts, the Exo will no longer be able to activate Upgrade features, and will suffer a -2 penalty to Search (hearing) checks.

UPGRADES

A number of upgrades have been developed to expand the Auditory Brainstem Implant's functionality.

LINGUAL TRANSLATOR

The Lingual Translator is a component upgrade that provides real-time translation for a number of Earth and alien languages. The language to be translated must be a documented language included in the translator's programming. The device grants a +6 bonus to Language when interpreting the common tongue of a known race.

DAMAGE RESULTS

The Lingual Translator ceases to function until a Repair, DR Difficult is made using replacement parts.

SIGNAL RECEIVER

The signal receiver upgrade greatly enhances the Auditory Brainstem Implant's range and reception capabilities. The Receiver has the ability to receive and decode radio transmissions, and provides a +21 bonus to Search (hearing) when used as an activated ability (spend 1 Cinema Point). Any radio transmissions in the vicinity will be detected as sound, but the Exo will not be able to differentiate between multiple transmissions. Any sound louder than elevated Human speech that occurs in the immediate vicinity when the Receiver is activated will result in temporary deafness for 1d6 Rounds.

DAMAGE RESULTS

The Signal Receiver ceases to function until a Repair, DR Difficult is made using replacement parts.

Com-Tech Enclaves

A Character with the Com-Tech Enclave has had their voice box replaced by a digital modulator. The core component of the Com-Tech Enclave is a Digital Voice Synthesizer which is linked to the Exos brain in order to produce speech. The Synthesizer's voice modulation is not fixed, and with practice can be used to reproduce a number of sounds and speech patterns, granting a +3 bonus to Deception when disguising one's voice or emulating the voice of a known individual.

DAMAGE RESULTS

The Exo is rendered mute until a Repair, DR Difficult is made to stabilize the Digital Voice Synthesizer. Until the DVS is fully repaired using replacement parts, the Exo will no longer be able to activate Upgrade features, and will suffer a -2 penalty to Communication (Speech) checks.

UPGRADES

A number of upgrades have been developed to expand the Digital Voice Synthesizer's functionality.

RADIO COMMUNICATOR

At will, the Exo can transmit his or her voice as a radio signal that can be detected by signal receivers.

DAMAGE RESULTS

The Radio Communicator will cease to function until a Repair, DR Difficult is made using replacement parts.

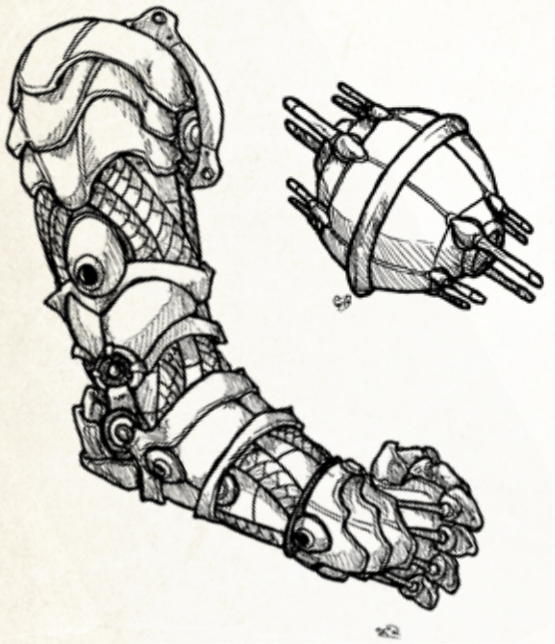
SONIC AMPLIFIER

The Sonic Amplifier can be used as an activated ability (spend 1 Cinema Point) to convert the Exo's voice into a powerful sonic weapon that can be used to temporarily incapacitate an enemy. By emitting a high-frequency shout the Exo can rupture the target's eardrums, resulting in extreme pain, nausea and loss of coordination. Unless substantial hearing protection is used (or in cases when the target doesn't have eardrums), the target is stunned for 1d6 Rounds, and suffers a temporary -6 penalty to any Skill or Attribute that requires concentration or fine motor skills for the next 1d6+6 Rounds.

DAMAGE RESULTS

The Sonic Amplifier will cease to function until a Repair, DR Difficult is made using replacement parts.

Arm Enclaves



A Character with an Arm Enclave has had one or both arms replaced with a bionic prosthesis. The exact nature of this prosthesis can vary depending on the needs of the individual. The core component of the Arm Enclave is the Nerve Conduction Node, which serves as a link between the prosthetic device and the Exo's nervous system, allowing the Enclave to be controlled by thought. Each limb requires its own Nerve Conduction Node.

PROSTHETICS

The Nerv e Conduction Node can be outfitted with a number of different prosthetic devices.

BIONIC ARM

The most common Arm Enclave prosthetic is the Bionic Arm. The device utilizes a combination of hydraulics and steamtech to grant the Exo a +4 bonus to Push-Pull and Lift attempts for a single limb, or a +8 bonus if both arms are bionic. By using the Bionic Arm as an activated ability (Spend 1 Cinema Point), the Exo can attempt to push the device to its limit, granting an additional +4 bonus per arm. Most bionic arms are outfitted with some type of end effecter, with the Bionic Hand being the most popular choice.

DAMAGE RESULTS

The Bionic Arm continues to function as an ordinary arm, but imposes a -3 penalty to all Skills and Attributes that require the use of the damaged arm until a Repair, DR Moderate can be made.

BIONIC HAND

The Bionic Hand is meant to replicate a humanoid hand, granting enhanced dexterity and fine motor control. As long as the Exo has at least one rank in Climb, Grapple, Pickpocket, Artisan, or Operate, the Bionic Hand grants an additional +3 bonus to the related skill check.

DAMAGE RESULTS

The Bionic Hand continues to function as an ordinary hand, but imposes a -3 Penalty to all Skills and Attributes that call upon Dexterity or fine motor control until a Repair, DR Moderate can be made.

Arm Enclaves (Con't)

EM GAUNTLET

The Electromagnetic Gauntlet, or EM Gauntlet, is a circular device attached to the end effecter of a prosthetic limb, or the palm of a Bionic Hand, that allows the Exo to scale metal surfaces. A single EM Gauntlet grants a +6 bonus to Climb attempts when scaling a metallic surface (multiple EM Gauntlets grant an additional +6 bonus). A successful grapple attempt using EM Gauntlets indicates that the Exo was able to attract and latch hold of a nearby metallic object the size of a standard rifle or smaller, up to 3m away.

DAMAGE RESULTS

The EM Gauntlet ceases to function until a Repair, DR Moderate can be made using replacement parts.

GRAPPLING SHOT

The Grappling shot is a forearm prosthetic capable of launching a grappling hook attached to 15m of ultra-light high-tensile rope. The Grappling Shot is used as an activated ability (spend 1 Cinema Point) to grant a +21 Climbing bonus, and allows the Exo to scale up to 15m in a single Round.

DAMAGE RESULTS

The Grappling shot is disabled until a Repair, DR Moderate can be made using replacement parts.

Leg Enclaves

A Character with a Leg Enclave has had one or both legs replaced with a bionic prosthesis. The exact nature of this prosthesis can vary depending on the needs of the individual. As with the Arm Enclave, the core component of the Leg Enclave is the Nerve Conduction Node, which serves as a link between the prosthetic device and the Exo's nervous system, allowing the Enclave to be controlled by thought. Each limb requires its own Nerve Conduction Node.

BIONIC LEG

The Bionic Leg is a hydraulic steamtech prosthesis that that grants a +4 bonus to Athletics (running) and Jump skill per bionic leg (a horse with four bionic legs would receive a +16 bonus). By using the Bionic Leg as an activated ability (spend 1 Cinema Point), the Exo can attempt to push the device to its limit, granting an additional +4 bonus per leg.

DAMAGE RESULT

A damaged Bionic Leg still functions as a normal leg, but at a -3 penalty to any Skill or Attribute check that requires the use of the damaged leg until a Repair, DR Moderate can be made.

Leg Enclaves (Con't)

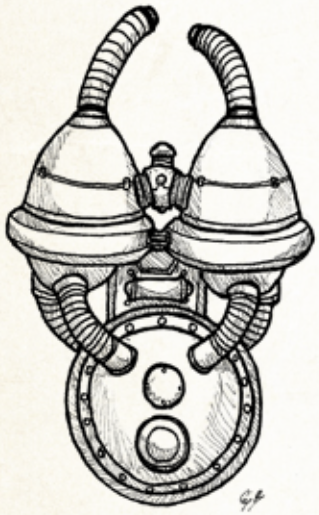
REPULSOR BOOST

The Repulsor Boost is a prosthetic enhancement attached to the legs and the bottom of the Exo's feet. When the Repulsor Boost is used as an activated ability, a powerful burst of Repulsor energy is fired from the device, providing vertical lift and granting a +21 bonus to Jump skill checks. Anyone caught in the Repulsor blast (within melee range of the Exo) must make a successful Athletics check or be knocked prone by the blast.

DAMAGE RESULT

The Repulsor boost is disabled until a Repair, DR Moderate can be made using replacement parts.

Vital Enclaves

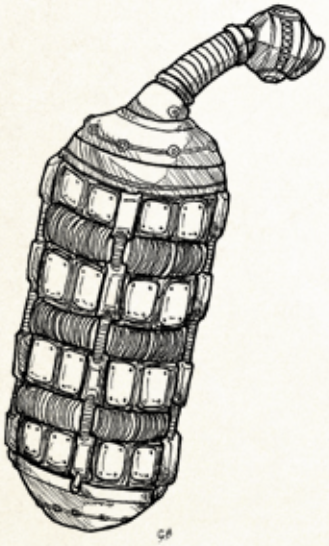


THUMPER

The Thumper is a steamtech heart prosthetic that serves the same purpose as its biological counterpart. Unlike an ordinary Human heart, the Thumper never tires, granting the Exo a +3 bonus to Athletics (Endurance) checks. Poisons that would ordinarily kill the victim by paralyzing the heart do not affect an Exo with a Thumper.

DAMAGE RESULTS

The Exo will die in 2d6+3 Rounds unless the Thumper is stabilized by a Repair, DR Very Difficult attempt. The stabilized device continues to function with a -2 penalty to Athletics until a full repair can be made using replacement parts.



IRON LUNG

The so-called "Iron Lung" is a prosthetic chest piece that serves the same purpose as its biological counterpart. The Iron Lungs have been further adapted to increase origination and allow the Exo to survive in a number of atmospheres that would prove fatal to an ordinary Human, granting a +6 resistance bonus to airborne toxins.

DAMAGE RESULTS

The Exo will die in 2d6+3 Rounds unless the Iron Lung is stabilized by a Repair, DR Very Difficult attempt. The stabilized device continues to function with a -2 penalty to Athletics until a full repair can be made using replacement parts.

AQUA LUNG

The Aqua Lung is an upgrade module that can be attached to the Iron Lung, allowing the Exo to breathe underwater for up to 12 hours when used as an activated ability.

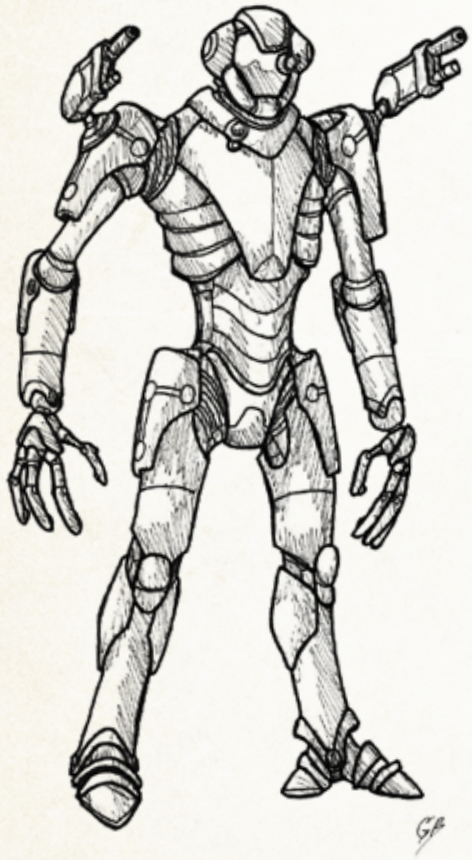
DAMAGE RESULTS

The Aqua Lung will cease to function until a Repair, DR Very Difficult is made using replacement parts.

Enclave	Function	Type	Repair Difficulty	Bonus	Damage Result	Cost
Ocular Neural Catalyzer	Core Unit	Visual	Difficult	+3 Search (sight)	Blindness / -2 Search (sight)	921
Topo Display	Upgrade	Visual	Difficult	+6 Navigation	disabled	1335
Infrared Spectroscope	Upgrade	Visual	Difficult	+21 Search, night vision (Activated)	disabled	1390
Deadeye Specs	Upgrade	Visual	Difficult	+12 Ranged (Activated)	disabled	2830
Auditory Brainstem Implant	Core Unit	Auditory	Very Difficult	+3 Search (hearing)	Deaf / -2 Search (hearing)	906
Lingual Translator	Upgrade	Auditory	Difficult	+6 Languages	disabled	4405
Signal Receiver	Upgrade	Auditory	Difficult	+21 Search (hearing), receive radio signals (Activated)	disabled	1156
Digital Voice Synthesizer	Core Unit	Com-Tech	Difficult	+3 Deception	Mute/ -2 Comm. (Speech)	880
Radio Communicator	Upgrade	Com-Tech	Difficult	Transmit Radio Signal at-will	disabled	2014
Sonic Amplifier	Upgrade	Com-Tech	Difficult	Stunned 1d6 Rounds, -6 penalty to Skill Checks for 1d6+6 Rounds	disabled	3366
Nerve Conduction Node	Core Unit (Left Arm, Right Arm, Left Leg, Right Leg)	Arm/ Leg Enclave	N/A (Very Difficult to Install)	Allows Prosthetic Enhancement	N/A	998
Bionic Arm	Upgrade	Arm	Moderate	+4 Push-Pull, Lift, or +8 Push-Pull, Lift (Activated)	-3 penalty to skill Checks using damaged arm	3208
Bionic Hand	Upgrade	Arm	Moderate	+3 Climb, Grapple, Pickpocket, Artisan, Operate (with at least 1 skill rank)	-3 penalty to Skill Checks utilizing Dexterity or fine motor skills.	2880
EM Gauntlet	Upgrade	Arm	Moderate	+6 Climb (metal surface), attract metal object on grapple	disabled	5444
Grappling Shot	Upgrade	Arm	Moderate	+21 Climb, climb 15m in one Round (Activated)	disabled	9221
Bionic Leg	Upgrade	Leg	Moderate	+4 Athletics (Running), or +8 Athletics (Activated)	-3 penalty to skill Checks using damaged leg	2400
Repulsor Boost	Upgrade	Leg	Moderate	+21 Jump (Activated Ability), knock-prone	disabled	6579
Thumper	Core Unit	Vital (Heart)	Very Difficult	+3 Athletics (Endurance), immune to cardiac poisons	Death 2d6+3 Rounds/ -2 Athletics	770
Iron Lung	Core Unit	Vital (Lungs)	Very Difficult	+6 Resistance, airborne toxins.	Death 2d6+3 Rounds/ -2 Athletics	849
Aqua Lung	Upgrade	Vital (Lungs)	Very Difficult	Water breathing, 12 hours (activated)	disabled	3455

The Automatons

Before Humans came to Westward, they relied heavily on advanced automatons to do many of the simple tasks in day to day living. While most of the people of Westward consider these automatons a luxury, few would refuse possession of one. Most of the automatons on Westward are crude when compared with those that traveled with the original colonists, but their reliability and companionship affords some peace of mind, however odd it may seem.



DS-Mk3

The Drone Sentry Mark 3, or DS-Mk3, is, perhaps, the most advanced automaton available for purchase. The DS-Mk3 uses advanced and expensive heuristic control modules including IFF/H to perform a number of sentry duties. The mode settings for a DS-Mk3 are Sleep, Guard, Patrol, Infiltrate, and Destroy. The DS-Mk3 works best in small cohesive units of 3 to 5 drones. The DS-Mk3 comes only in a small bipedal form, about the size of a Human child. This small form factor makes the DS-Mk3 ideal for most combat situations.

The DS-Mk3 uses two small shoulder mounted weapons to fire rubber bullets at targets. The agility of a DS-Mk3 is unparalleled as it navigates over terrain or engages in combat. A DS-Mk3 uses non-lethal combat tactics to subdue enemies, including rendering enemy weapons and enemy combatants tactically ineffective. If captured, a DS-Mk3 will automatically self-destruct a Thermite ignition core to avoid compromising valuable tactical data to enemy commanders.

CRITICAL FAILURE

When activating a dormant DS-Mk3 very little ever goes wrong. Typically the biggest issues with DS-Mk3 models are faulty power cores, which can, on occasion, explode. This is avoided by regularly checking their Trib power cores, and verifying primary circuitry leads are not corroded (Engineering, DR Moderate). Should performing maintenance on the power core critically fail, the DS-Mk3 critically fails. This completely fries the entire automaton and destroys all internal circuitry, rendering it inert.

STATS

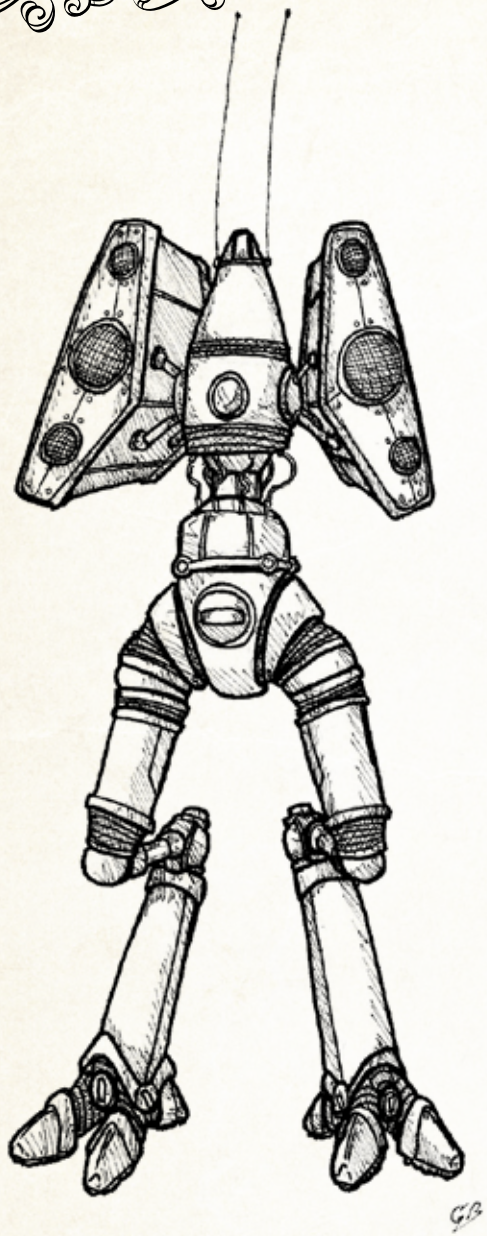
Cost: 2035
Scale: Personal
Weight: 68.4 kg
Hit Points: 16
Initiative: 3d
Move: 6

Vitality: 2d
Cinema Points: 0
Experience Value: 1
Dexterity: 3d Brawl 2d, Dodge 2d, Ranged 2d, Sneak 2d, Throw 2d.

Strength: 2d Grapple 4d.
Persona: 2d
Intellect: 3d Tactics 6d.
Aptitude: 2d

ATTACKS

2x Shoulder Mount Guns, Range: 20/40/50, Damage: 1d+50/47/44 (Stun), Ammo: 50



HCA

The Hydraulic Communications Array, or HCA, is a very mobile radio automaton that provides long and short distance communications with just about anyone. The automaton is bipedal, and it uses a simple master-follower control system – similar to that used in a Mk19 Mule, but smaller and newer. The HCA can also act as a walking speaker, able to broadcast sound at up to 300 decibels from built-in speakers. This loud sound capability is available for both long and short range high capacity broadcasting.

The HCA has some rudimentary sensor systems that work well as an alarm system or proximity system for early alert of pre-programmed events. The HCA is often employed by conscript troops that need a long range communications device that can stay on the move with them. An HCA requires minimal maintenance and power supply, as it operates on a two Trib power supply. An HCA can communicate over vast distances, able to communicate with radio frequencies from 3 MHz to 300 Ghz.

CRITICAL FAILURE

A faulty HCA is quickly evident – the volume control regulators go out and the device speakers lock onto a fixed volume, typically very loud. The cause of the HCA having issues is normally weather related, but it often happens at random moments during sustained operation. A GM can decide to induce a critical failure in an HCA at any given time. A trained technician can repair the HCA, but deactivating the unit is highly recommended to avoid going deaf (Engineering, DR Difficult). If the attempt to deactivate the HCA critically fails, then upon completing the repair the HCA releases a high power, continuous tone for one minute. This indicates the system has reset and it is audible up to 13 km away.

STATS

Cost: 3809
Scale: Personal
Weight: 113.5 kg
Hit Points: 30
Initiative: 2d
Move: 8
Vitality: 2d
Cinema Points: 0
Experience Value: 1
Dexterity: 2d
Strength: 2d
Persona: 2d
Intellect: 2d
Aptitude: 1d

Little Doc, FMA-90 Field Medical Automaton

No device has done more to save lives on the frontier than the FMA-90 Field Medical Automaton, lovingly dubbed the "Little Doc" by the grateful recipients of its care. The technology behind the Little Doc is quite old, and very little has been done to upgrade its programming; this is partly because of the FMA's marvelous efficiency, and partly because of the difficulty in bypassing its heavily encrypted memory bank, which is programmed to cease all functions and enter a lockdown mode at the first hint of tampering. The shortage of Little Docs and the enormous difficulty involved in rewriting code for complex medical procedures has kept the majority of Little Doc models virtually unchanged since the first Settlers crash-landed on Westward.

The Little Doc uses an array of end-effecters, endoscopes, and manipulators to perform complex, minimally invasive procedures based on its assessment of the patient. In order to function, the device must be placed horizontally alongside the portion of the patient's body where a diagnosis or procedure is called for. The FMA-90 will then begin a non-invasive preliminary scan, report its findings along with a suggested course of action, and await permission to proceed with treatment, which can be granted via data pad or voice command.

The Little Doc was developed primarily as a medical aid in combat zones, and most models are limited to diagnosis, surgical incision, extraction, and suturing. It can also provide assistance and step-by-step instructions for a number of other procedures which are beyond the scope of its end-effecter functions. Blood and other fluids can be sampled for the presence of pathogens, although those of alien-origin will present a distinct challenge that may be beyond the ken of the Little Doc's mostly pre-Westward programming.

WHEN ADVENTURING

1. A fully functional Little Doc can perform First Aid at a Skill of 6d. There are limits to what the Little Doc can do; they can't, for example, administer medicines, anesthesia, or antidotes, and are limited mainly to surgical procedures (removing shrapnel, closing wounds, etc.). Still, their data banks are fully equipped to give instruction on a wide range of medical treatments. Any Character attempting to treat or diagnose an illness with the aid of a Little Doc gains +2d in First Aid.

2. Little Docs are the prize possession of most frontier towns, and it is extremely rare to find one entrusted to the care of a single individual. Claiming a Little Doc as private property is sure to draw a great deal of unwanted attention. It wouldn't be uncommon for a group of Settlers to seek out the services of such a device if it were found to be passing through their territory, and should the owner of the device seek to leave the vicinity, townsfolk will likely band together and try to bargain for permanent ownership of the Little Doc (before attempting to take it by force).

3. Transporting a Little Doc over rough terrain can prove detrimental to its sensitive calibration. Every day of travel raises the possibility of a calibration fault. If such a fault occurs, the Little Doc will undergo a recalibration process the next time it is activated, which takes between 2-12 hours.

CRITICAL FAILURE

After a downtime of one week or more, or after any kind of rough handling, the Little Doc will require maintenance before activating (Engineering, DR Moderate). The Little Doc will automatically fail if the maintenance fails. Little Docs are notoriously sensitive, and are programmed to enter a lockdown mode at the first sign of data corruption. Reprogramming a Little Doc is extremely difficult without the proper access codes, and any attempt to do so may result in further data corruption. There are access codes and backup files that can be used to reprogram or reboot a Little Doc, although these are currently kept under lock and key by Primus Mechanized, which harbors no intention of making them available to the public.

STATS

Cost: 4380
Scale: Personal
Weight: 18 kg
Hit Points: 12
Initiative: 4d
Move: 8
Vitality: 3d
Cinema Points: 0
Experience Value: 1
Dexterity: 4d
Strength: 3d
Persona: 3d
Intellect: 4d Medicine 3d.
Aptitude: 4d First Aid 6d.

Mk19 Mule

The Mk 19 Mule is a four-legged automaton that uses a control system to follow a designated master (only one master at a time). As the name describes, it is essentially a heavy hauler. The Mk 19 Mule includes a winch and pulley system to help load heavy payloads onto its back. It moves slowly, but surely. If an Mk19 Mule loses track of or cannot follow the current master, it goes into a default shutdown mode and can only be unlocked by the master (unless it goes through a factory reset).

An Mk19 Mule has proven capabilities to cross just about every terrain in the Badlands, with the single exception of vertical faces. Despite the Mk19's slow speed, its hauling capability and reliability are unsurpassed for its price. The best thing about an Mk19 Mule is that it runs on a single Trib.

CRITICAL FAILURE

Another great thing about the Mk19 Mule is the ruggedized system it uses to constantly run. In the event of significant system damage (losing all Hit Points), check Engineering, DR Moderate, to use the fuse system controls to reset the proper integrated circuits. This requires very little time and effort. If the attempt to repair the Mk19 Mule fails, it just means the technician did not find the correct fuse control – no harm done, but the Mk19 Mule remains inoperable.

STATS

Cost: 2680
Scale: Personal
Weight: 322.0 kg
Hit Points: 40
Initiative: 3d
Move: 6
Vitality: 5d
Cinema Points: 0
Experience Value: 1
Dexterity: 3d
Strength: 5d
Persona: 1d
Intellect: 2d
Aptitude: 2d

QX90 Translator "The Imp"

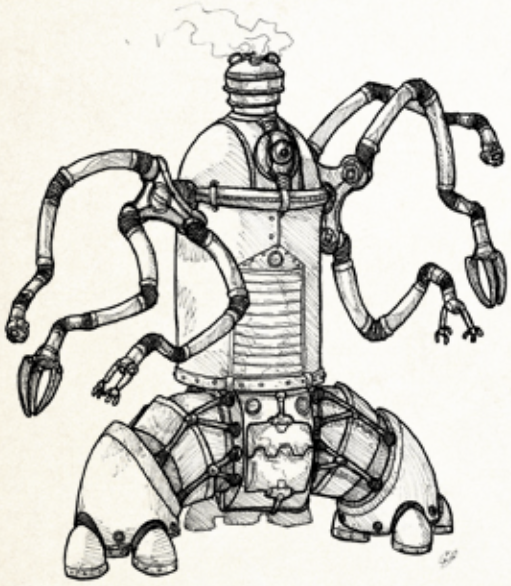
The QX90 Translator is a small automaton that usually rests on the shoulder or in a pocket of its master. It can provide quick and simple translation of multiple languages, and it includes a small ear piece for distant radio communication with the QX90. The QX90 can reshape into a small ball to be thrown or placed in a location in order to eavesdrop – a "bug", if you will. The QX90 can fly short distances (up to 20 miles with a full Trib powercell), which is the reason it holds the nickname, "The Imp".

CRITICAL FAILURE

QX90 Translators do not normally incur system failure. QX90's only fail when they go through an upgrade or maintenance process (Engineering, DR Difficult) and the attempt critically fails. If the maintenance or repair fails, the QX90 Translator requires a manufacturer reset at a repair facility in the Capital City.

STATS

Cost: 5602 Bits
Scale: Personal
Weight: 2.1 kg
Hit Points: 12
Initiative: 5d
Move: 3, Fly 20
Vitality: 1d
Cinema Points: 0
Experience Value: 0
Dexterity: 5d
Strength: 1d
Persona: 3d Languages 6d.
Intellect: 3d
Aptitude: 3d Communications 4d.



s6-Fabricator

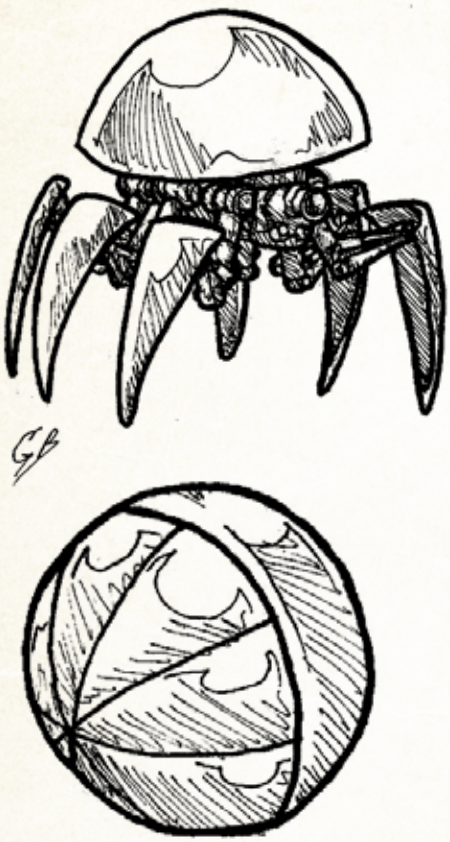
The s6-Fabricator is a huge automaton. It uses a number of scan, camera, and detection systems to exactly replicate another inanimate object, up to about the size of a person. The s6-Fabricator is often used in the manufacturing of parts for mechs, as well as for weapons and other useful tools. The s6-Fabricator is considered illegal outside of the Capital City, due its capability to reproduce even complex devices such as bombs.

CRITICAL FAILURE

S6-Fabricators automatically enter into a fault mode and fail after prolonged operations of six days. When an s6-Fabricator fails, repair is normally very extensive, requiring a check of Engineering, DR Heroic, once per week for 1d weeks to complete. If any repair attempt fails, the s6-Fabricator takes another extra week to fix.

STATS

Cost: 30 Kilos
Scale: Heavy
Weight: 17 Metric Tons
Hit Points: 50
Initiative: 6d
Move: 0 (Staionary)
Vitality: 6d
Cinema Points: 0
Experience Value: 0
Dexterity: 6d
Strength: 6d
Persona: 0d Artisan 6d.
Intellect: 0d
Aptitude: 0d Engineering 6d.



Steamroller Automaton, Mini-Steamech Detonation Unit

The Steamroller Miniature-Steamech is really a guidance directed automaton that uses degree heuristic targeting and radio signals to quickly and tactically navigate an area to find a destination. Once at its destination, the Steamroller explodes with massive force, capable of collapsing multiple structures and crippling nearby vehicles. Before letting the Steamroller loose, the owner can aim the small Steamech Automaton at a target to designate the detonation point.

This small automaton has six legs that move with ferocious intent as it crawls across a battlefield like a small crab. The Steamroller is about 30cm in diameter, an optimal size to avoid detection, but large enough to still deliver a large demolitions package. It uses minimal optical guidance to avoid terrain objects and make decisions to temporarily avoid detection.

CRITICAL FAILURE

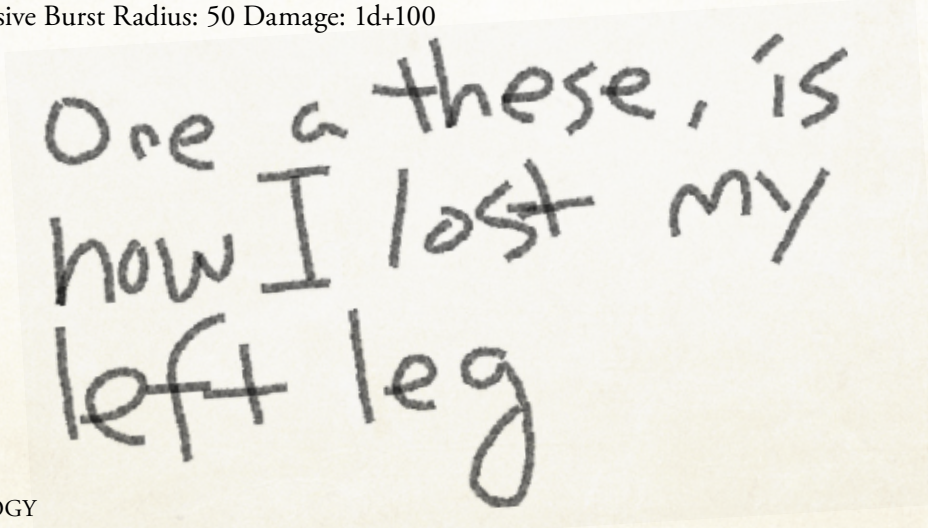
When aiming the Steamroller to designate a target, roll Demolitions, DR Moderate. A failed roll causes the Steamroller to critically fail, resulting in detonation in 1d Rounds. If this happens the operator is alerted by the Steamroller's blinking beacon, and should run away quickly. When the Steamroller detonates, it deals full Damage.

STATS

Cost: 2800 Bits
Scale: Personal
Weight: 3.4 Kg
Hit Points: 12
Initiative: 6d
Move: 10
Vitality: 12
Cinema Points: 0
Experience Value: 0
Dexterity: 6d
Strength: 1d
Persona: 0d
Intellect: 0d Tactics 6d.
Aptitude: 0d

ATTACKS

Detonate, Scale: Expansive Burst Radius: 50 Damage: 1d+100



Ground Vehicles

Chance-Estes Covered-Carriage

The Chance-Estes Covered-Carriage is the best-selling commercial vehicle produced by Ether Archweld. The vehicle has a long history that dates back to the days when the wagon was primarily used for hauling the materials to build the Tramlines. The Chance-Estes Covered Carriage originally used a six wheel strut system that eventually was improved to the current four wheel design. The wheels use a mass-produced silicate material that offers a smoother ride for longer trips.

A Chance-Estes Covered Carriage provides unique forward handling with front wheel mechanisms that use follow-on-hitch-to-horse control and assisted braking systems to relieve tension on the drawing animals. The carriage provides an even distribution of load to all animals on the hitch, and features the animal saving Chance-Estes Momenta-Drive, which compresses and releases stored tension and momentum to make long trips easier. The covering of the carriage is weatherized for dust devils and sandstorms, and boasts several dye color options with sun-rugged stains for the breathable canvas. The front and back of the Chance-Estes Covered Carriage uses tie-down canvas curtains and peg-in-hole versatile buffers.

With all the options available, the Chance-Estes Covered-Carriage is the most affordable, reliable, and convenient method of transportation for moving cargo around between Prefects!

STATS

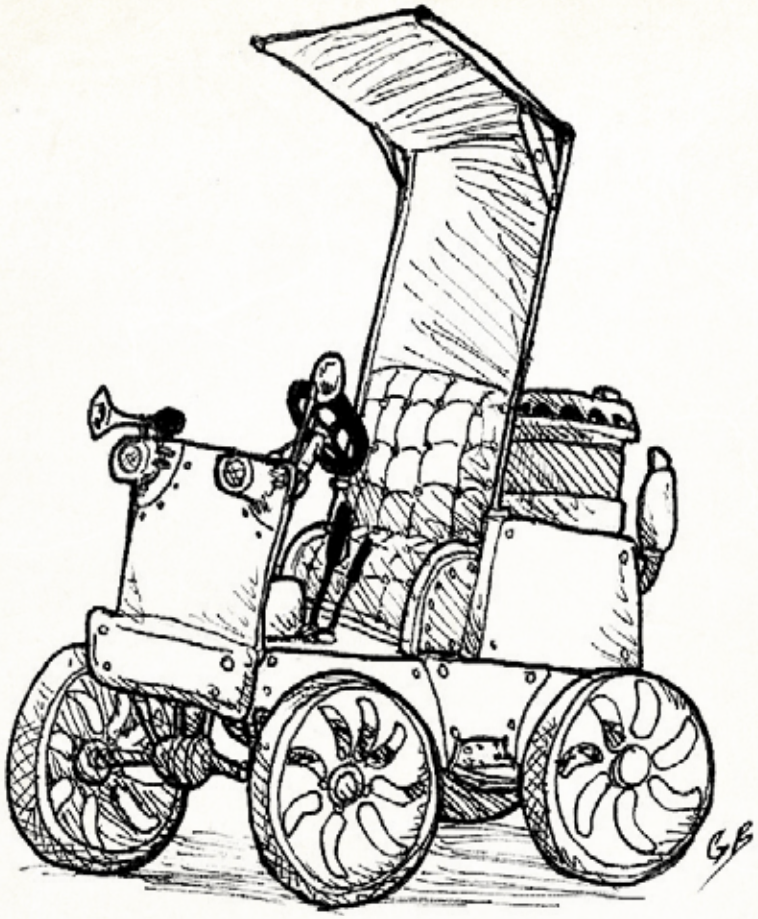
Cost: 5 Kilos
Type: Ground Vehicle, Covered
Length: 4m
Weight: .5 Metric Tons
Scale: Personal
Crew Required: 1
Crew Recommended: 2
Number of Passengers: 0 to 6
Cargo Capacity: .5 Metric Tons
Mobility: 1d
Hit Points: 12
Armor Points: 0
Structure: 1d
Armor: 0
Move: 36, drawn by six animals
Acceleration: 2
Deceleration: 12

Hammond Cart

Hammond Carts are the "go-to" vehicle for short distance commercial, industrial, and utility hauling. Hammond Carts use gas dynamic shock absorption for heavier loads and static accelerometers for balance distribution across opposing wheels. Hammond Carts come with high walls, tie down keys, and eight complimentary nano-cellulose straps. Rigid hitch rings provide durability and longevity for years of heavy pulling and wear resistance. The front of the Hammond Cart has three seats for comfortable riding, and a removable back gate that doubles as a long ramp. The utility and ruggedness of the Hammond Carts goes back to the first century when Greg Hammond first manufactured the standard, simple design.

STATS

Cost: 6 Kilos
Type: Ground Vehicle, Uncovered
Length: 3m
Weight: .3 Metric Tons
Scale: Personal
Crew Required: 1
Crew Recommended: 1
Number of Passengers: 0 to 6
Cargo Capacity: 2 Metric Tons
Mobility: 1d
Hit Points: 24
Armor Points: 0
Structure: 2d
Armor: 0
Move: 36, drawn by four animals
Acceleration: 4
Deceleration: 10



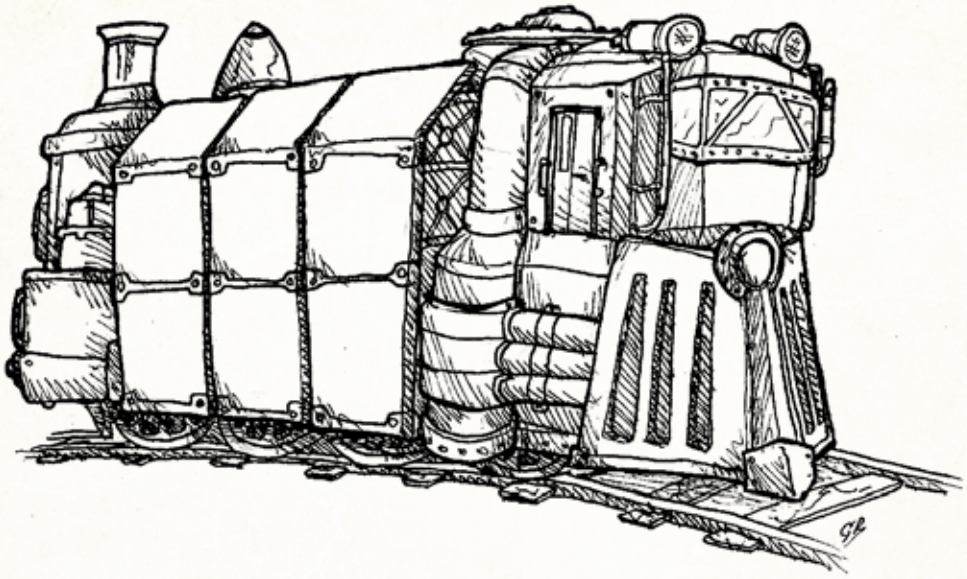
Marigold Brygo Motor Coach

The Marigold Brygo Motor Coach is a steam driven coach that includes powered assists and gears for controlled braking and descent. A safety bumper helps the coach move into place neatly without running into walls when backing up. The Marigold Brygo Stage Coach is a vehicle created for shorter distance journeys, mainly those on well-defined routes between Prefects and those within the Capital City. The coach is not well ruggedized for off-roading and the manufacturers advise staying on maintained paths.

The coach provides a sun wall, small horn for warning pedestrians, turn signal lanterns, and reliable silicate wheels. The primary motor provides a surprising amount of power, but the ride at top speed is less than smooth.

STATS

Cost: 10 Kilos
Type: Ground Vehicle, Covered
Length: 5m
Weight: 1 Metric Ton
Scale: Personal
Crew Required: 1
Crew Recommended: 1
Number of Passengers: 1
Cargo Capacity: .2 Metric Tons
Mobility: 2d
Hit Points: 12
Armor Points: 12
Structure: 1d
Armor: 1d
Move: 50
Acceleration: 6
Deceleration: 30



Tram

A fully operational Tramline was envisioned and prioritized by Primus Mechanized early on in Manciple Primus' political career. The existing archaic Tramline had fallen into disarray through neglect and corruption over the course of many years. This downward spiral continued until Primus Mechanized stepped in, eliminated the existing staff, and seized control of its operation. In order to win over the population of Capital City, Manciple Primus announced that one of his first orders of business would be to give the Tramline a major overhaul starting over from scratch. It took almost ten years, but the Tramline was upgraded to a cleaner and more efficient system. After prioritizing Capital City, the Tramline renovations were expanded to the outside settlements beyond the walls. This move ensured Manciple Primus more control, and ultimately more power as the population began to change its views and depend on Primus as strong and efficient leader.

Capital City's Tramline, through its 50 years of existence and to this day, remains the primary source of transportation for many citizens. It connects all the major destinations for those traveling within Capital City. Going rates are fair for those with valid identicards, and even cheaper for those of the Noble class. Those without identicards have to pay a more expensive fare in order to ride the Tramline.

Grand Primus Station is the central hub of activity within Capital City for those arriving and departing the city. A detachment of Capital City Guards remains on active duty at all times to ensure passengers experience a safe journey. Those without valid identicards or proper proof of identification are immediately detained for questioning.

STATS

Cost: 145 Kilos

Type: Ground Vehicle, Covered

Length: 10 Meters (per car)

Weight: 10 Metric Tons

Scale: Heavy

Crew Required: 2

Crew Recommended: 2

Number of Passengers: 110 (per car)

Cargo Capacity: 6 Metric Tons (per car)

Mobility: 0

Hit Points: 60

Armor Points: 48

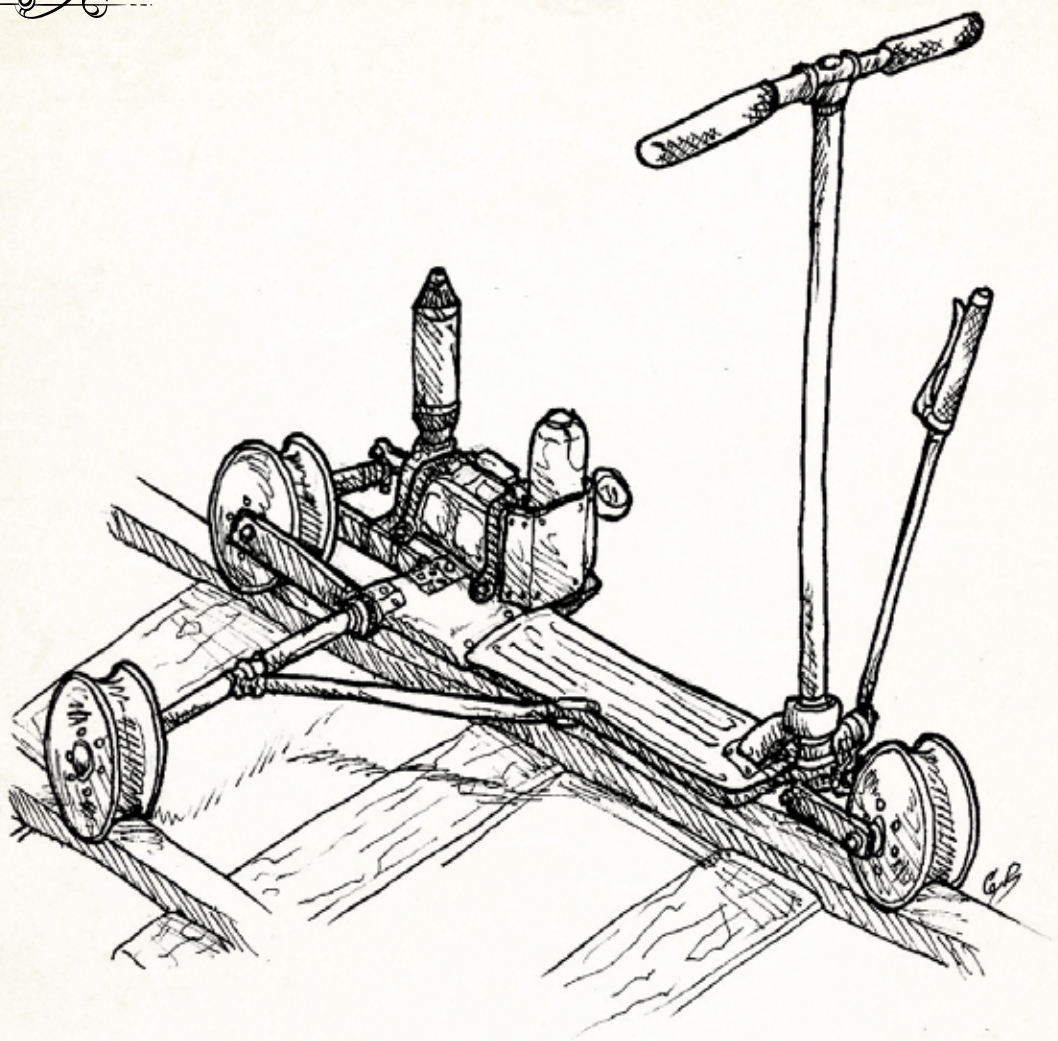
Structure: 5d

Armor: 4d

Move: 120

Acceleration: 2

Deceleration: 60

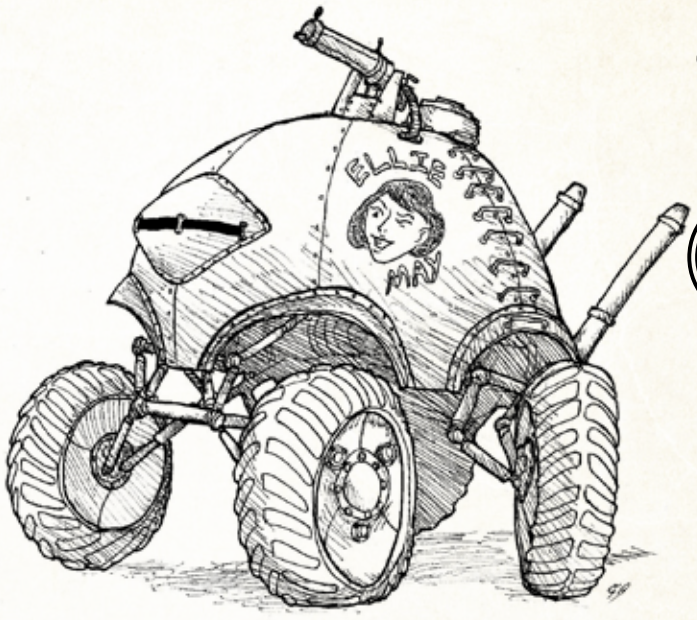


Tramline Scooter

The Tramline Scooter originated as one of the first ground vehicles invented once the rail lines started being built 250+ years ago. Tracks for the Tramline at first were disorganized and being built everywhere material was available. Most of the major construction took place within the walls of Capital City, although some of the other nearby settlements soon began constructing their own tracks. The Tramline Scooter was often used to transport building material, food, water, and goods for the workers involved in the manual construction. A hook at the end of the Scooter was commonly used to connect to additional transport carts when needed, however this extra weight would slow down the Scooter significantly.

STATS

Cost: 800 Bits
Type: Ground Vehicle, Uncovered
Length: 1 Meter
Weight: .1 Metric Tons
Scale: Personal
Crew Required: 1
Crew Recommended: 1
Number of Passengers: 0
Cargo Capacity: 0
Mobility: 0
Hit Points: 12
Armor Points: 0
Structure: 1d
Armor: 0
Move: 15
Acceleration: 10
Deceleration: 10



MilTrek J11 Armored Personnel Carrier and Scout Vehicle

MilTrek is the military vehicle manufacturing arm of Ether Archweld. While Primus Mechanized dominated military contracts with juggernauts like the "Guardian" Steamech, Ether Archweld struggled to find a way to compete with their rivals.

They hit upon a simple solution that made their fortune in a different arm of military supply: they started to armor ground vehicles, allowing them to deliver an armed squad directly into a hot spot. Mechanical engineer Harlan Janovich was responsible for the concept and core designs; his name lives on in the "J" designation of this line of armored personnel carriers.

The J1 through J5 series of the MilTrek APC was derisively called "the Turtle" by those who used it. Armor plating was added to a steam vehicle chassis and hung from an oval, reinforced superstructure so the resulting armor profile indeed resembled a turtle's shell. The practical advantage to this design was that its oblique angles helped to deflect projectile fire from the vehicle. The disadvantage was that the weight of the armor made for a slow-moving object that functioned best only on roads and fairly level terrain.

With the J6 model a breakthrough occurred. Primus Mechanized had just introduced the lighter, more mobile PA/B series of piloted armor, and a little timely industrial espionage allowed Ether Archweld to liberate the secret of casting lighter metal alloy parts. They lost no time in lightening the armor on the MilTrek vehicles. With the J10 series, the wheel, axle, and steering systems were completely overhauled, installing independent suspension and separately articulated wheel hubs. The bone-jarring ride that the J-series was infamous for, with their solid-cast wheels, became more tolerable with the improved suspension. The J10 was now capable of "climbing" over rocks and modest obstacles with its 4-foot tall, flexibly-mounted wheels. [Think "monster truck" type "roll-over-you" suspension design.]

This new, improved APC lost some of its turtle-like profile, but its relative speed and agility made it a big hit with soldiers. With the introduction of the greater fuel capacity in the longer-ranging J11 model, MilTrek fans have dubbed the vehicle the "racing turtle." This name is even more apt for some remote units that have stripped much of the armor from their J11s and turned them into fast, mobile scouting vehicles for short and long-range recon missions. Ether Archweld finally bowed to the demand, and are now producing the J11-S, an intentionally armor-light scout vehicle for recon and light escort duties.

Racing Turtles in their J10 and J11 versions are quite common in hot combat zones, moving easily into and out of front line fire zones with their cargoes of soldiers. The roof-mounted steam-powered machine gun gives the vehicle a sharp bite among hostiles (though outside of combat areas the gun is often dismounted to make more room for two more passengers inside the vehicle.) Racing Turtles are also used for wounded evac, resupply, even courier runs – all of the tasks that require swift mobility and good armor protection when bullets are flying.

The stripped-down scout versions of the J11 – either field-stripped, or the J11-S production model– may be encountered in ones or twos virtually anywhere in the Badlands, where their all-terrain mobility and hardiness makes them the high-end vehicle of choice. They are used not only by official military but by local Marshals, defense-minded Settlers, and Scavs looking to spy out their next target. Even explorers and prospectors have been known to use a Racing Turtle as their preferred transportation between town and their remote digs. Both Turtles and Racing Turtles are often encountered as guard vehicles with merchant caravans.

A habit has grown up among MilTrek vehicle owners of "naming" their Turtles, almost always giving them a female name. Military units may paint this name and a woman's face on the side of their J11s, while civilians refer to "her" fondly in their conversations. This familiarity with the ungainly looking APC is a testament to the popularity of Ether Archweld's novel vehicle design.

STATS

Cost: 15 Kilos

Type: Ground Vehicle, All-Terrain

Length: 6m

Weight: 12 metric tons

Scale: Heavy

Crew Required: 1

Crew Recommended: 1

Number of Passengers: 6 (8 if machine gun is not mounted).

Cargo Capacity: .5 metric tons in addition to crew/ passenger complement with mounted gun. 1 metric ton if there is no gun on board.

Mobility: 3d (J11), 4d (J11-S or stripped scouting models)

Hit Points: 24

Armor Points: 24 (J11), 18 (J11-S)

Structure: 2d

Armor: 4d (J11), 3d (J11-S or stripped scouting models)

Move: 48 on improved roads; 40 on level terrain

Acceleration: 20

Deceleration: 60

WEAPONS

ROOF-MOUNTED MACHINE GUN

This 25mm steam-powered machine gun (similar design to Guardian Primus gun) has a 360-degree attack radius. The steam and ammo-feed mechanisms are very bulky inside the vehicle; if removed they free up room for 2 more passengers.

VIPER LR (LOW-RECOIL) AUTOCANNON

Scale: Personal

Type: Single: 1 gunner required. Rate of fire can be maintained longer if a second crewman inside the vehicle replaces ammo canisters as needed.

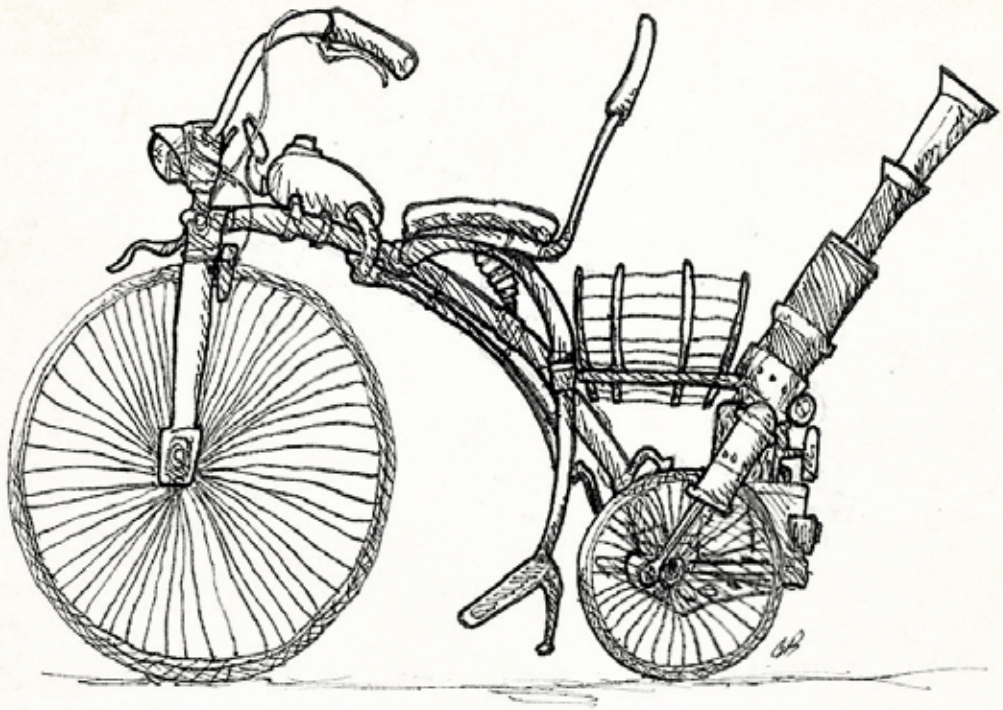
Fire Arc: Turret

Fire Control: 0

Range (S/M/L): 50/100/125

Damage (S/M/L): 1d+36/33/30

Rate of Fire: Full Auto, Canister Fed



The Castleberry Courier

In the busy streets of Capital City, messenger boys and "runners" carry notes and packets from business place to business place. In a world without telephones, it is the practical way to keep communications going throughout the day. While the postal service delivers the mail, ordinary delivery is not quick enough for the pressing needs of business.

Into this urbanscape of scurrying feet came Jon Castleberry, a former messenger boy grown into office manager at a law firm where delivery deadlines were pressing. Castleberry was also an avid cyclist, risking neck-breaking falls and daring the bone-jarring joy of riding a velocipede to and from work. In this model of tall bicycle, the rider's legs supply direct motive force to the front wheel, so there is a limit to how fast one can pedal, depending on leg strength and pavement quality. Even so, it is generally faster than moving on foot.

One day Castleberry's runner missed a court filing deadline because foot traffic was so dense in the business district, and this got the cyclist to thinking about a solution to messengering problems.

A few months later he was ready to put his solution to the test. He traveled to work perched atop his lofty velocipede – but this time he traveled swiftly and surely through the hauler and Steamech filled streets. The ride was smoother than before, and no longer did unevenness in the pavement threaten to tip him out of control. For Castleberry had done what no one else had thought to do: in his carriage-house workshop he had turned the rear end of his bicycle into the double-wheeled axle of a tricycle, and then added a steam motor to the device.

The result was a motor-driven velocipede, complete with rear-wheel platform to hold both motor and fuel, and a basket mounted behind the seat to contain packages, letters, and deliveries. Castleberry rode his contraption to work with lunch in the basket, but when he gave it to the office runner to deliver court papers and summonses, this lowly office manager made history.

Today the Castleberry Courier is a common sight on any city street. At first wildly popular among the message-runner class of employees, it soon became the cheap, maneuverable and speedy delivery vehicle of courier companies and official messenger services. From there it spread to businesses making home deliveries, like florists and grocers. It became popular with individuals who liked the idea of cycling, but didn't want to sweat to do it. Even ladies took to the Castleberry, because its tricycle stability allowed them to ride with decorum through busy city streets.

The Castleberry Courier changed the face of city transportation. The final accolade came when the Capital City postal service bought hundreds of them to supply mail carriers. This motorized velocipede can now be found in most townships and even in country lanes, where the rider may be going from home to market and back again.

While Jon Castleberry left the law firm and became rich manufacturing Couriers, a robust secondary market has grown up supplying accessories to this most popular velocipede. Common additions include dual panniers for carrying burdens; a little trailer which can be hauled behind for loads too cumbersome for a basket; a parasol stand to provide sun-shade; and a handlebar-mounted canopy to protect against inclement weather or dust storms.

New designs are emerging now that alter the basic form of the velocipede – the front wheel is starting to become smaller and some manufacturers are experimenting with gear drive systems – but the Castleberry Courier remains the foremost motorized personal transport available today. Some Marshals even make their rounds mounted on a Courier, and it is a sight that no one stares at anymore.

STATS

Cost: 1433 Bits

Type: Bicycle

Front Wheel: 1.5m diameter

Rear Wheel: 0.5m diameter

Length: 2.1m

Weight: 27.2 kg (15.9 kg bicycle plus 11.3 kg fully-fueled motor)

Scale: Personal

Crew Required: 1

Crew Recommended: 1

Number of Passengers: 1 (in trailer)

Cargo Capacity: to 11.3 kg with basket; to 90.7 kg with trailer accessory

Mobility: 2d

Hit Points: 12

Armor Points: 0

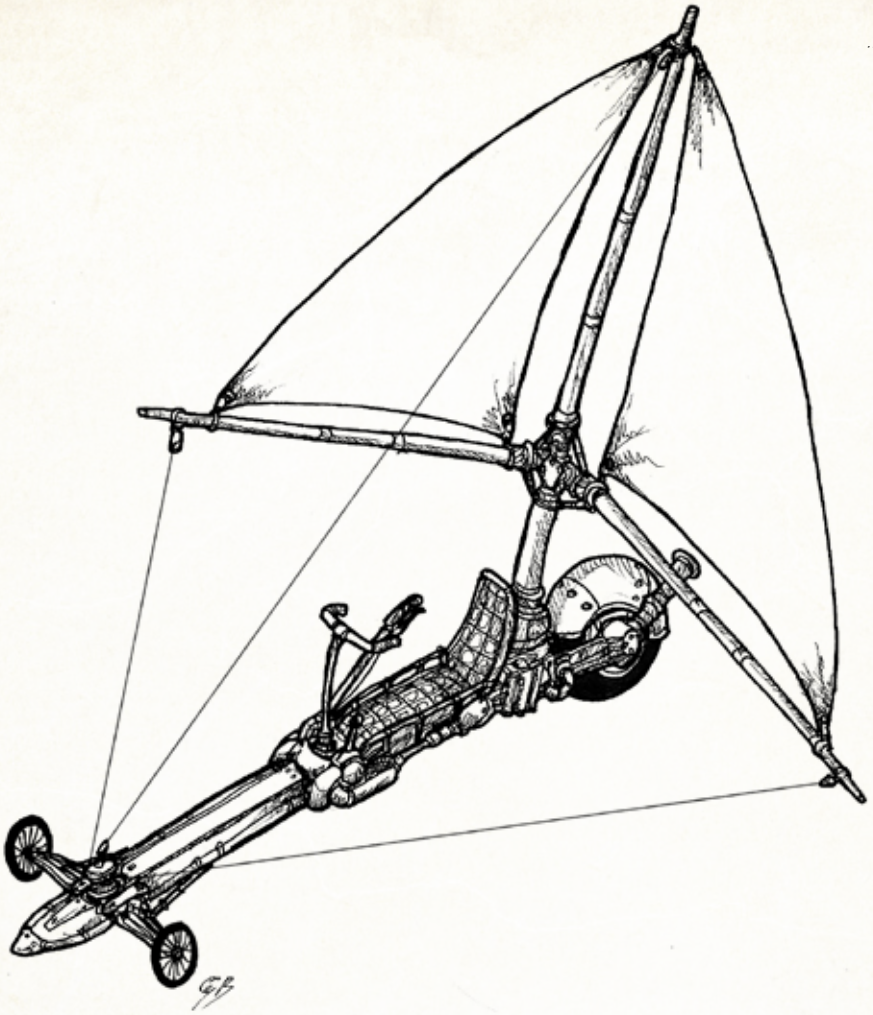
Structure: 1d

Armor: 0

Move: 30

Acceleration: 4

Deceleration: 20



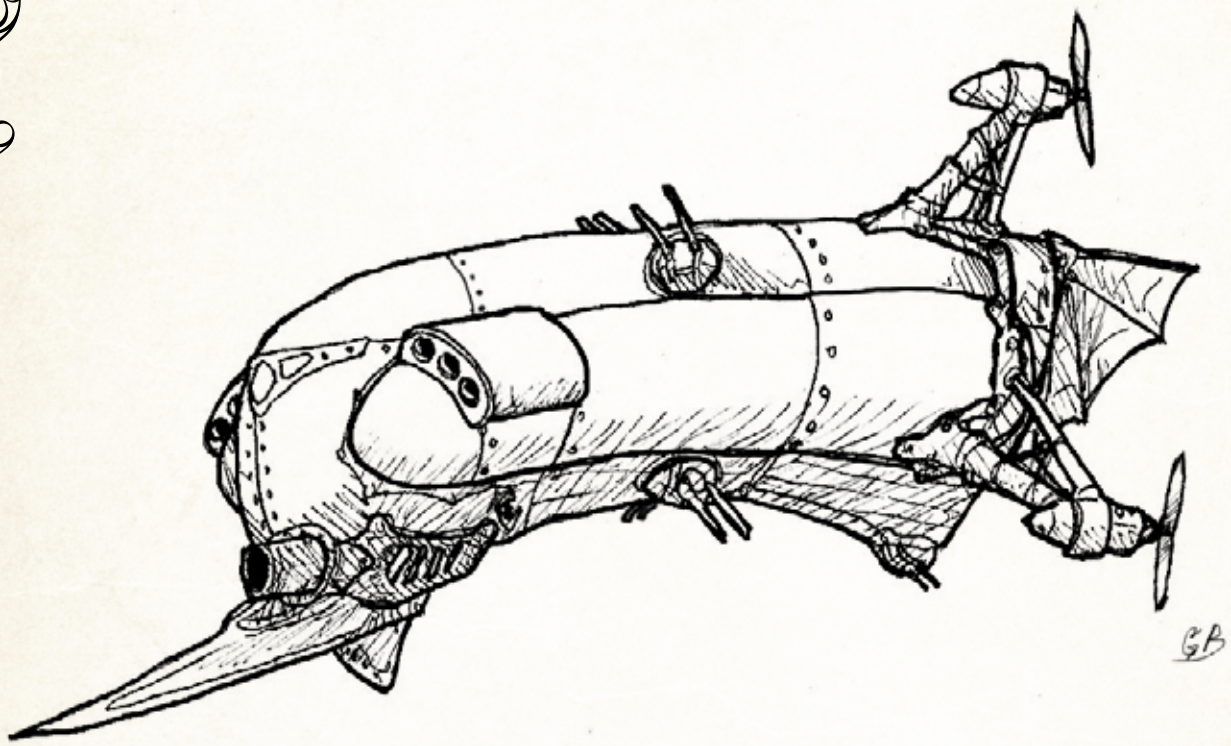
Centurion Windrider

The Centurion Windrider uses a combination of specialized steamjet compression systems, a single Trib power unit, and stored wind power to move from one place to another. The steering offered on the Centurion Windrider is similar to a Tramline scooter, but without rails it is easier to make mistakes and crash. The wind sails can be deployed to store kinetic source power that can later provide an equivalent power distribution to the steamjet manifold for discharge release, thus spinning the motor and lead tires.

A Centurion Windrider comes with a fast pull brake and three gears: forward, powered assist forward, and reverse (powered assist only). This is a choice vehicle for anyone traveling in lowland valleys or anywhere in the Badlands where the wind makes up a better part of the day's weather. It is a favorite vehicle among young adults in the Prefects since it's a semi-affordable option that gets people where they want to go a lot faster that walking.

STATS

Cost: 1300 Bits	Cargo Capacity: 64 Kg	Armor: 0
Type: Ground Vehicle, uncovered	Number of Passengers: 0	Move: 40
Length: 1.3 m	Mobility: 2d	Acceleration: 5
Weight: 140 Kg	Hit Points: 12	Deceleration: 40
Scale: Personal	Armor Points: 0	
Crew: 1	Structure: 2d	



Gunboat Class Airship

The Gunboat Class Airship is a medium size airship developed specifically for the purpose of damaging and destroying other vehicles. The Gunboat Class Airship uses a number of inflatable bladder systems within the hull of the ship that it increases and decreases to lift from the ground. Main propulsion involves three large propeller systems, with a large double wing wind rudder. The front of the Gunboat is intentionally heavy with a large carbon silicate blade used for piercing hulls. Just above the massive blade is huge single shot cannon that delivers short range projectiles used to destroy other vehicles. To the sides of the piloting cockpit are two forward batteries for firing short range air burst mortars that send fragmentation into other aircraft. The middle of the body has two back and belly ball turrets, with one more on the very bottom aft of the airship. A great deal of the weight of the Gunboat Class Airship is the ammunition manifest it carries to arm so many weapons.

Most Gunboat Class Airships provide supporting fire while more conventional airships move into position to board the targets. Gunboat Class Airships move with great speed after they expend their ammunition, capable of ramming into other vehicles with harrowing efficiency. A last resort of many Gunboat pilots is to ram a target and then fire the main cannon, a particularly dangerous maneuver if the pilot cannot dislodge the ramming blade of the Gunboat from the targeted airship quickly.

STATS

Cost: 65 Kilos
Type: Airship, Covered Gunboat
Length: 20m
Weight: 5 Metric Tons
Scale: Heavy
Crew: 2 pilots, 5 gunners
Number of Passengers: 0
Cargo Capacity: 1 Metric Tons
Mobility: 3d
Hit Points: 30
Armor Points: 30
Structure: 2d
Armor: 2d
Move: 100
Acceleration: 25
Deceleration: 100

WEAPONS

FORWARD RAMMING BLADE

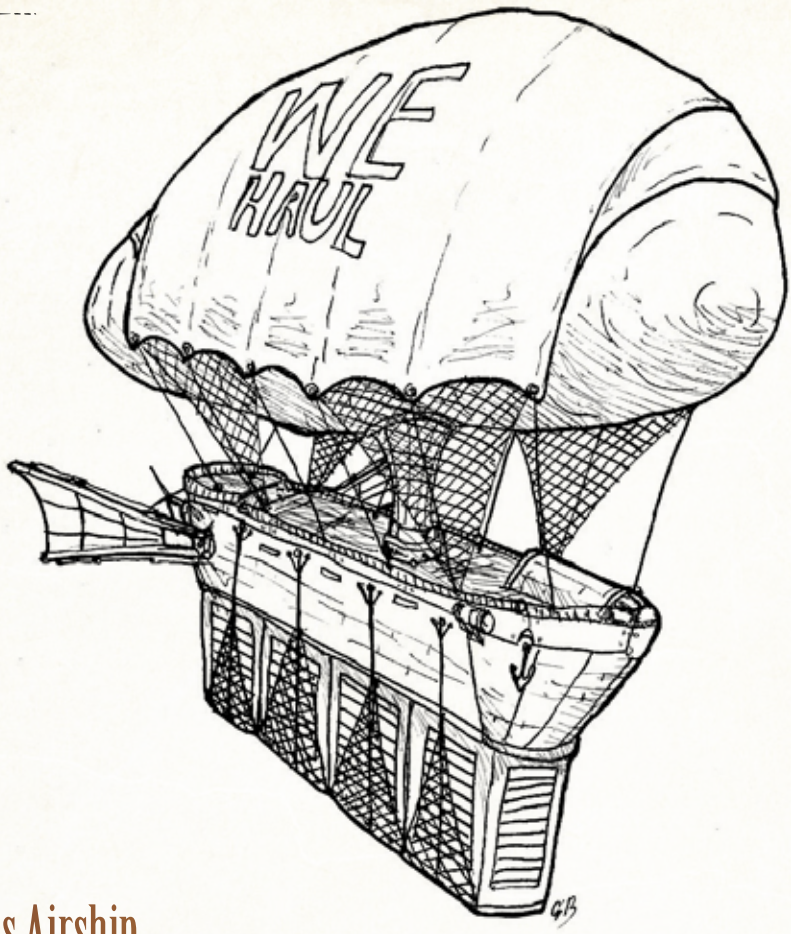
Scale: Heavy
Range: Reach: 5
Damage: 1d+150
Notes: Piloting to Hit
Forward Cannon
Fire Arc: Forward
Scale: Heavy
Type: Single
Fire Control: 0
Range (Short/Medium/
Long): 50/70/90
Damage (Short/Medium/
Long): 1d+200/190/180
Rate of Fire: Single

2 SPITFIRE CANNONS, TRIPLE BARREL

Fire Arc: Forward
Scale: Heavy
Type: Single
Fire Control: 0
Range (Short/Medium/
Long): 75/125/200
Damage (Short/Medium/
Long): 1d+42/39/36
Rate of Fire: Triple Fire-Link Mass Single Fire, Airburst Mortars (Blast Radius of 10)

5 TWIN FIRE, ALTERNATING FIRE TURRETS

Fire Arc: Turret Locations: 2 Belly (Port and Starboard), 2 Spine (Port and Starboard), 1 Aft
Scale: Personal
Type: Single
Fire Control: 2d/2d/0
Range (Short/Medium/
Long): 100/150/250
Damage (Short/Medium/
Long): 1d+54/51/48
Rate of Fire: Full Auto, Fire-Linked twin barrels



Gundalow Class Airship

The Gundalow Class Airship uses a classic boat design – integrating a large bladder, anchor system, mechanized rudder controls, wind sails, and massive flat bottom tow – to move large loads across great distances. The Gundalow is the preferred method of the military for resupplying distant forward operating locations where no Tramline comes near enough for safe delivery.

A Gundalow Class Airship can carry a small patrol unit to protect the manifest commissioned to the airship crew. Crews prefer this arrangement over transporting civilian passengers because conscripts can provide protection against bandits and air pirates. The Gundalow Class Airship does not include any standard weapon systems; its sole purpose is moving materiel from one place to another as a large air freighter.

STATS

Cost: 40 Kilos

Type: Airship, Uncovered Dirigible Freighter

Length: 30m

Weight: 4 Metric Tons

Scale: Heavy

Crew: 3 Pilots, 5 Deckhands

Number of Passengers: 24

Cargo Capacity: 6 Metric Tons

Mobility: 1d

Hit Points: 50

Armor Points: 0

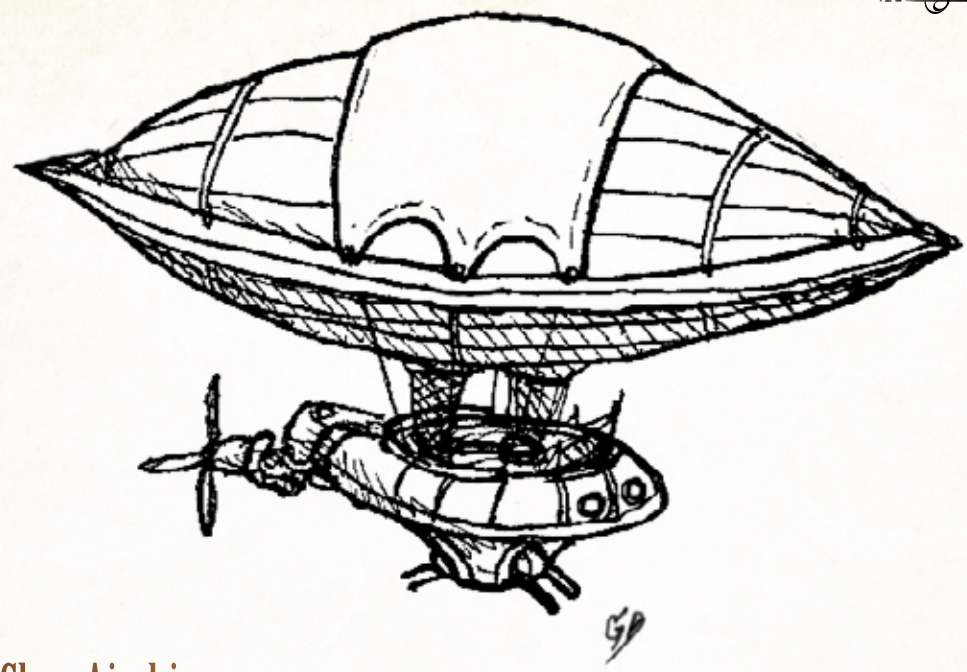
Structure: 5d

Armor: 0

Move: 60

Acceleration: 10

Deceleration: 60



Infiltrator Class Airship

The Infiltrator Class Airship uses a small profile, hard shell, dirigible inflatable bladder system to quickly rise and fall, with a powerful single propeller system to navigate the skies. The small airship is remarkably agile, but packs quite the suite of capabilities. The Infiltrator uses two underbelly ball turrets for protection from ground fire and it can quickly rise to extraordinary heights. The top deck of an Infiltrator Class Airship is a simple viewing platform that provides access to an internal safe housing body. The internal structure of the main body is made with featherweight materials, providing a small piloting cockpit for two with two portholes for each pilot, and a modest living compartment with bedding for six.

The truly impressive design element of the Infiltrator is that it runs using a massive array of Tribs, with multiple individual power supplies for different systems so failure in one system is completely isolated for everything else. This is easily one of the most agile and lightweight airships ever made, but its price is often too steep for those looking to purchase one.

STATS

Cost: 50 Kilos

Type: Airship, Covered Small Dirigible

Length: 16m

Weight: 3 Metric Tons

Scale: Heavy

Crew: 1 or 2 Pilots, 2 Gunners

Number of Passengers: 4

Cargo Capacity: 300 Kg

Mobility: 4d

Hit Points: 30

Armor Points: 15

Structure: 2d

Armor: 1d

Move: 80

Acceleration: 20

Deceleration: 60

WEAPONS

2 TWIN FIRE, ALTERNATING FIRE TURRETS

Fire Arc: Turret Locations: 2 Belly (Forward and Aft)

Scale: Personal

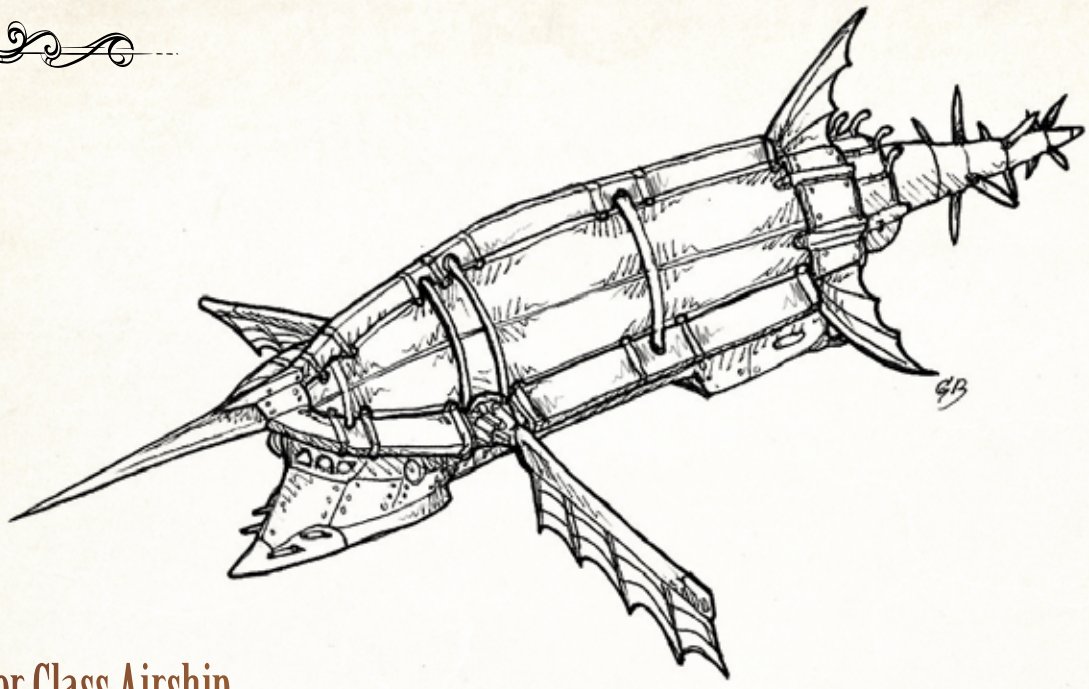
Type: Single

Fire Control: 2d/2d/0

Range (Short/Medium/Long): 100/150/250

Damage (Short/Medium/Long): 1d+54/51/48

Rate of Fire: Full Auto, Fire-Linked twin barrels



Raptor Class Airship

Designed originally for high speed passenger travel, Raptor Class Airships soon fell into the hands of bandits and air pirates. Favored for its sheer speed, the Raptor uses a heavy load design to compensate for propulsion, so without a fifty to sixty passenger load, the ship jets along in the wind. Originally designed to look like an air Tram, the front piloting area of a Raptor has a flat base and the capability to actually land on a Tramline rail. The inner body uses several redundant inflatable bladder systems to create lift and fall, making it an easy craft get off the ground. Being originally intended for passengers, the Raptor includes no weapons systems, only an aerodynamic air scoop that looks much like a giant blade. When bandits and air pirates pilot a Raptor, the large air scoop is their preferred method of attacking and boarding other ships.

Raptor Class Airships use two large deployable side wind sails, three smaller deployable tail wind sails, an array of rear-facing, steam release exhaust systems, and a single cone with three independently turning propellers. These three propellers can turn at varying speeds and direction, making it possible to use them to steer and shape the wind behind the Raptor. The propeller system uses such an innovative design that, when broken, the Raptor is practically useless without a master engineer to repair it.

STATS

Cost: 80 Kilos

Type: Airship, Covered High-Speed Dirigible

Length: 30m

Weight: 3.2 Metric Tons

Scale: Heavy

Crew: 1 or 2 Pilots

Number of Passengers: 60

Cargo Capacity: 3 Metric Tons

Mobility: 3d

Hit Points: 60

Armor Points: 48

Structure: 5d

Armor: 4d

Move: 150

Acceleration: 30

Deceleration: 150

WEAPONS

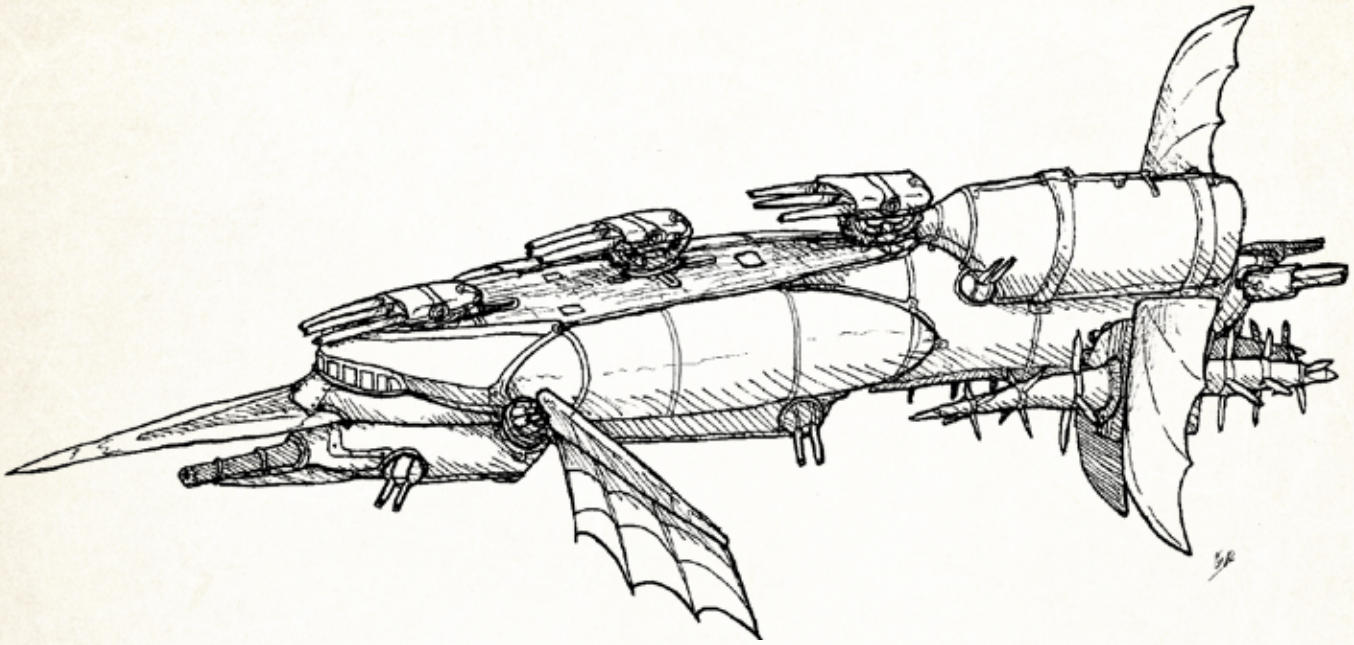
AIR SCOOP SPIKE

Scale: Heavy

Range: Reach: 8

Damage: 1d+70

Notes: Piloting to Hit



Sloop-of-War Class Airship

The Sloop-of-War Class Airship is the only officially commissioned military airship. The design of a Sloop-of-War inherits multiple technologies from other airships: deployable wind sails, cone propeller systems, forward cannon and ramming spike, multiple ball turrets, and internal inflatable bladder systems with redundancy. There are only eight Sloop-of-War airships officially in existence, providing unmatched air superiority for the Capital City and surrounding regions. Each Sloop-of-War boasts first in class Deck Cannon Turrets, capable of delivering fire beyond the horizon, and a steamjet thrust manifold to provide sustained periods of reusable steam driven turbine thrust.

A Sloop-of-War provides such unmatched military air power that bandits and air pirates avidly avoid these ships, even if the Sloop-of-War is escorting valuable cargo ships. Most Sloop-of-War airships host a small conscript or Capital City Guard unit on top of the normal crew, in case air ship boarding is necessitated. A Sloop-of-War crew is typically handpicked and serves for a period of not less than five years.

STATS

Cost: 100 Kilos

Type: Airship, Covered Warship

Length: 69m

Weight: 21 Metric Tons

Scale: Heavy

Crew: 1 to 4 Pilots, 13 Gunners

Number of Passengers: 40

Cargo Capacity: 12 Metric Tons, Has a Cargo Bay Hold for 2 Steamechs

Mobility: 5d

Hit Points: 100

Armor Points: 50

Structure: 6d

Armor: 4d

Move: 180

Acceleration: 60

Deceleration: 90

WEAPONS

FORWARD RAMMING BLADE

Scale: Heavy

Range: Reach: 20

Damage: 1d+180

Notes: Piloting to Hit

FORWARD CANNON

Fire Arc: Forward

Scale: Heavy

Type: Single

Fire Control: 0

Range (Short/Medium/Long): 100/150/300

Damage (Short/Medium/Long): 1d+200/190/180

Rate of Fire: Single

3 TRIPLE FIRE, DECK CANNON TURRETS

Fire Arc: Top, Turret

Scale: Expansive

Type: Single

Fire Control: 1d/0/0

Range (Short/Medium/Long): 2000/5000/12000

Damage (Short/Medium/Long): 1d+120/115/100

Rate of Fire: Triple Shot or Alternating Single Shot

Note: Cannot fire more than one Deck Cannon at once or the airship will capsize (can crash).

6 TWIN FIRE, ALTERNATING FIRE TURRETS

Fire Arc: Turret Locations: 4 Belly (2 Forward and 2 Aft), 2 Top (Port and Starboard)

Scale: Personal

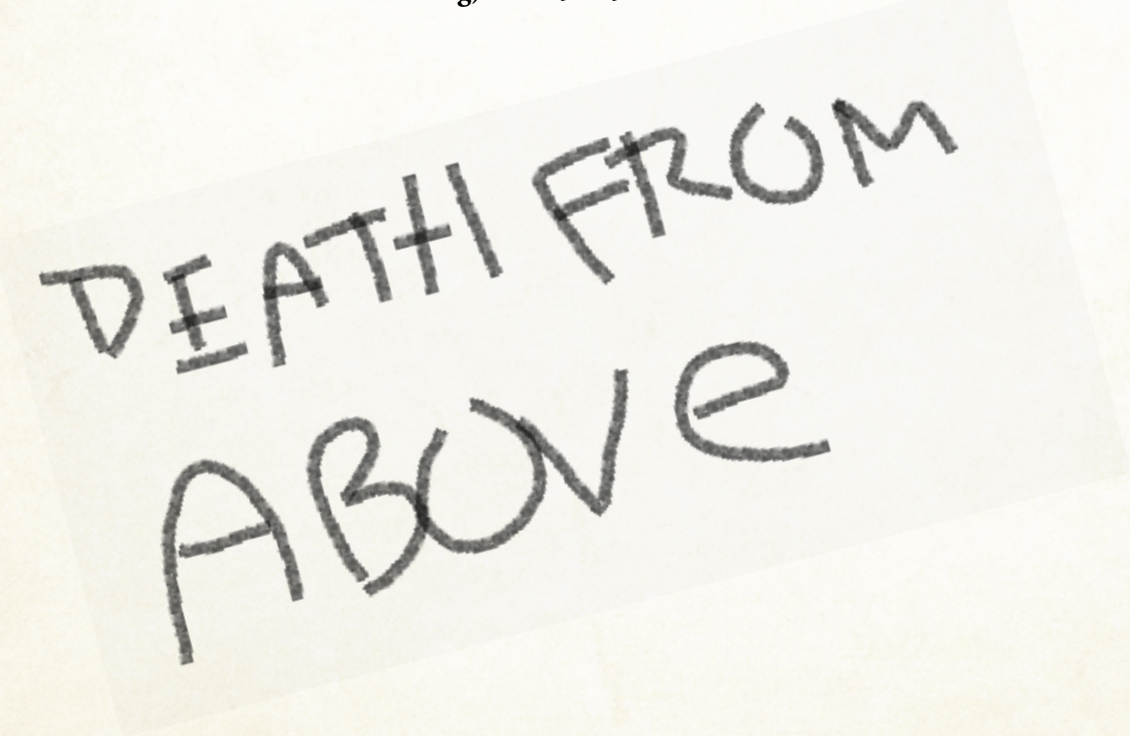
Type: Single

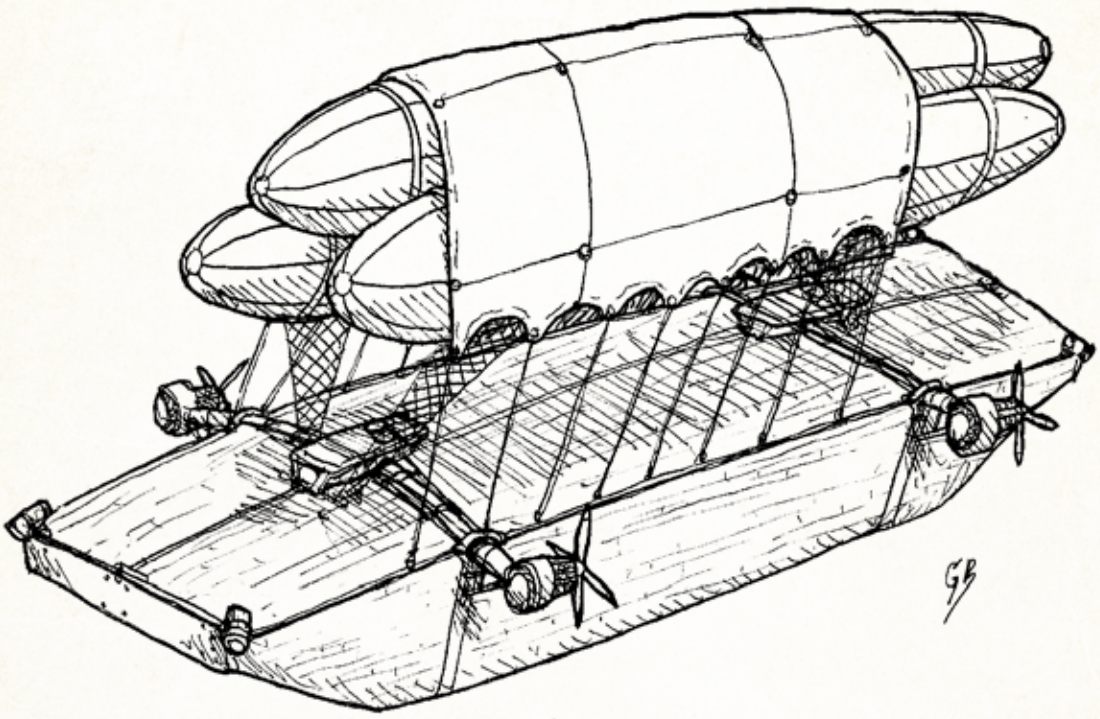
Fire Control: 2d/2d/0

Range (Short/Medium/Long): 100/150/250

Damage (Short/Medium/Long): 1d+54/51/48

Rate of Fire: Full Auto, Fire-Linked twin barrels





Yacht Class Airship

The Yacht Class Airship was designed for the singular purpose of providing a luxurious high flying journey above Lake Chyrsalis. The Yacht uses a semi-rigid, massive, inflatable three-bladder system to rise and descend above, and onto, the lake. A Yacht also uses integrated propeller systems to propel the craft at a gentle pace either in the water or in the sky. The inside of the Yacht body has no windows except for the pilot cockpits, providing a completely private dining and leisure experience. There are forward lanterns that can illuminate to great distances, and top deck access for specific stages in the Yacht's tour.

The Yacht Class Airship has no standard weapons systems, but it does provide a baffled controlled descent system should any one of the three semi-rigid inflatable bladder systems fail. In this case, the Yacht can disconnect safely at a height of 200m and dive into water to float and sail quietly to safety and repair. No accidents have yet occurred.

STATS

Cost: 140 Kilos

Type: Airship, Uncovered Heavy Dirigible

Length: 60m

Weight: 10 Metric Tons

Scale: Heavy

Crew: 1 or 2 Pilots

Number of Passengers: 80

Cargo Capacity: 10 Metric Tons

Mobility: 1d

Hit Points: 60

Armor Points: 10

Structure: 5d

Armor: 1d

Move: 12

Acceleration: 2

Deceleration: 12

Steamechs

When purchasing a Steamech, the first and primary choice is deciding on whether to purchase a fully built Steamech or to buy parts to custom build it. Complete Steamechs often have specialized systems that can outperform custom Steamechs in a specific function, but offer no customization or options compatible with the Sockets integration standards developed by Ether Archweld and adopted by all manufacturers.

The Sockets integration system offers limited capabilities to augment and modify a Steamech to meet the power requirements of external systems attached to the primary Chassis, Arms, and Legs. Sockets also provide automatic compatibility based on Ferguson and Wiley electrical specifications created to accommodate the growing use of Tribs.

CUSTOM STEAMECHS

When creating any Steamech from scratch, it is important to understand every aspect of it. Every Steamech has basic stats, including Description, Name, Type, Cost, Scale, Cargo Capacity, Hit Points, Armor, Structure, Mobility, Targeting, Length, Weight, Crew, Passengers, Move, Acceleration, and Deceleration.

STEAMECH STATS

The Description and Name of a Steamech should reflect its components and intended purpose. The Type of a Steamech customized from scratch usually involves some sort of registered model name. Once a combination of Steamech parts enters the registry in the Capital City, that combination is forever given the originally entered Type.

The Cost of a Steamech is pretty straightforward, but most people forget to have the money up front.

With few exceptions, Steamechs function in the Scale category of Heavy.

The Cargo Capacity of a Steamech is usually measured in kilograms (kg), as Steamech rarely have much cargo room.

The Hit Points of Steamechs usually depend on the Chassis and Barding (Armor) attached to it.

Armor and Structure combine to describe the ruggedness of a Steamech and how it absorbs initial Damage. Players should roll Armor and Structure whenever a Steamech is struck, before taking Damage to the Steamech Hit Points.

Mobility is the capacity of a Steamech to attack in direct contact combat, such as Brawl or Melee. Mobility is also the stat that determines the Dodge of the Steamech.

Targeting is the ability to fire Ranged weapons from a Steamech and how well the controls provide precision to hit a target.

The Length of a Steamech is an important distinction as not all Steamechs are bipedal. This is main reason for not using the term “Height” in the Capital City registry of Mechs.

The Weight of most Steamechs comes in over 1 Metric Ton, and varies wildly based on components.

Very few Steamech Chassis’ can accommodate a Crew of more than one, and even fewer carry Passengers.

The Move of a Steamech is the basic distance it moves in a Combat Round.

Acceleration is the increment distance the Steamech moves in short bursts, especially as it gains momentum to full movement speed, such as when charging.

Deceleration is the increment distance the Steamech takes to come to a complete stop from full speed (charge), sprint, or run.

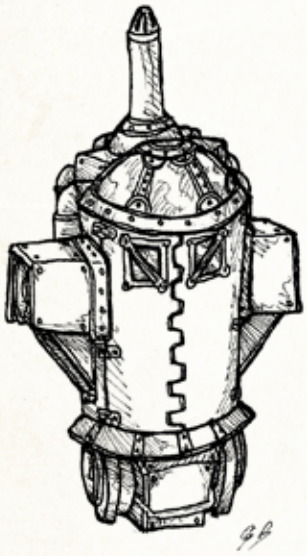
Few if any Steamechs attach more than two to three weapon systems based on the demanding power requirements of these integrated systems. Most Steamech weapons are highly destructive as their purpose is to destroy other Steamechs.

STEAMECH PARTS

Most of the Steamech stats derive from the mechanical components used to create the machine. The parts of a Steamech are the Chassis (the body of the Mech), the Arms, the Legs, and augmentation systems, or Augments. The Chassis and Arms primarily determine the Socket capacity of most Steamechs. There is a single Leg component that offers standard Sockets, but many manufacturers expect to accommodate this need in the future.

Chassis

The Steamech Chassis provides a baseline for Cargo Capacity, Hit Points, Structure, Length, Weight, Crew, and Passengers. Some Steamech Chassis offer a Shoulder Socket extension for extending inline Socket systems.

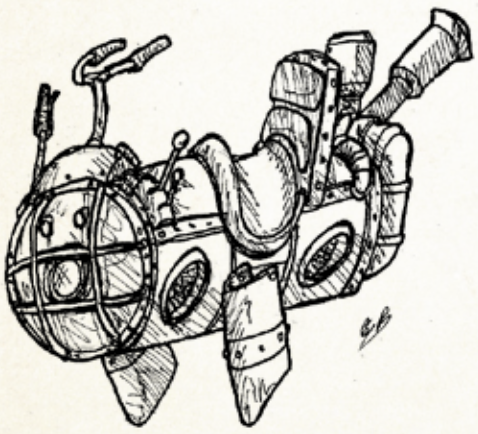


Q-STANDARD

Featuring an enclosed pilot compartment, this single pilot Chassis provides basic biped functionality. It includes a gyro-stabilization system, standard top shell hood, and an integrated safety exhaust valve for superheated steam release. This simple, reliable, and tested design is one of the older Chassis models; it has lasted since the advent of Steamechs.

STATS

Cost: 8 Kilos
Sockets: 2 Shoulder
Cargo Capacity: 8 kg
Hit Points: 30
Structure: 2d
Length: 3.5m
Weight: 1 Metric Ton
Crew: 1
Passengers: 0

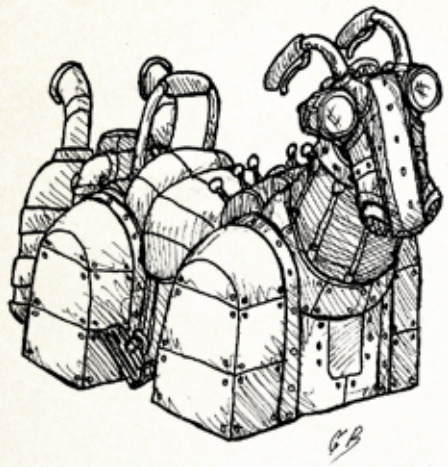


B-STANDARD

The B-Standard Chassis was an early attempt to develop mechanized mounts, so it provides no pilot cover, but it is one of the easiest and most comfortable horizontal Chassis available. It provides a number of convenience standards, including isometric handlebar controls, a baffled steam release, steam recirculation controls, and a comfort saddle and stirrups.

STATS

Cost: 8 Kilos
Sockets: 2 Shoulder
Cargo Capacity: 0
Hit Points: 25
Structure: 2d
Length: 2.6m
Weight: 1.3 Metric Tons
Crew: 1
Passengers: 0



MULE 3

The Mule 3 is an integrated horizontal Steamech Chassis that features foot pedal and contemporary handlebar controls, multi-directional gyro systems, and integrated steam recirculation and release dual control systems that maximize power output when needed. Many techanics refer to the Mule 3 as the "Slogger" for the Chassis' ability to easily maneuver and pull heavy loads.

STATS

Cost: 9 Kilos

Sockets: 2 Shoulder

Cargo Capacity: 15 kg

Hit Points: 30

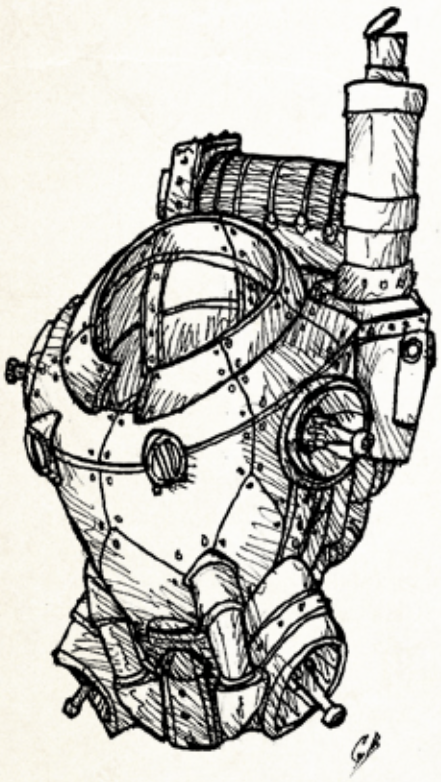
Structure: 2d

Length: 3.1m

Weight: 1.1 Metric Tons

Crew: 1

Passengers: 0



SPUR Z

Originally created for deputies of the Marshal service; the Spur Z Chassis boasts a large number of standard features, including an extensible power supply, baffled high capacity steam release and recirculation system, open top pilot hood, Chassis strut absorption system, and a staged Chassis hermetic seals for anyone who wants to purchase the hermetic pilot hood. The Spur Z offers two model configurations beyond the Base model, the Hermetic and Premium Models.

STATS

Cost: 12 Kilos

Sockets: 2 Shoulder

Cargo Capacity: 40 kg

Hit Points: 50

Structure: 3d

Length: 2.3m

Weight: 1.7 Metric Tons

Crew: 1

Passengers: 0

OPTIONS

HERMETIC

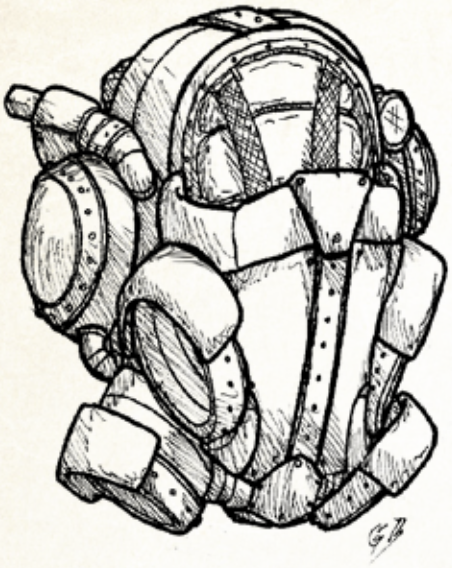
Cost: Additional 3 Kilos

Notes: This provides a complete hermetically sealed pilot compartment, which provides environmental protection and an oxygen enrichment system that provides 6 hours of breathable air. This option does not consume a Chassis Socket.

PREMIUM

Cost: Additional 4 Kilos

Notes: This optional feature provides integrated ballistic reflexive armor plating, which provides 20 additional Hit Points, and an Armor rating of 3d. This option does not consume a Chassis Socket.

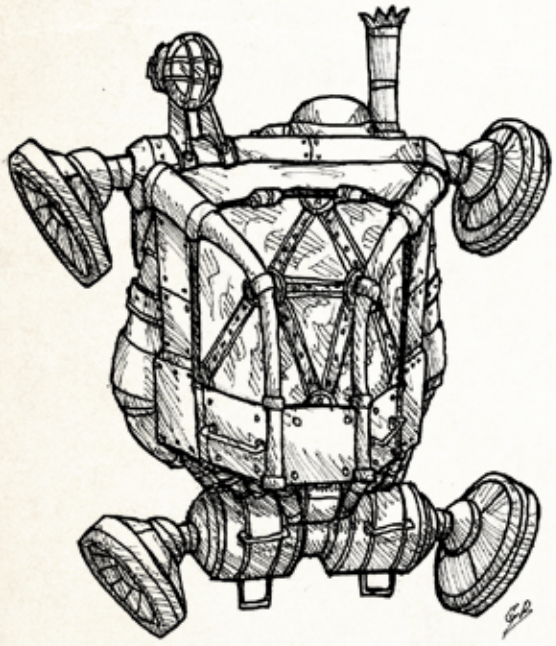


CV-LOADER

The CV Loader Chassis uses hydrodynamic compression systems to burst power to all Sockets, providing the ability to lift and maneuver extremely heavy loads, making this the preferred Chassis for doing heavy construction and cargo work. The CV Loader Chassis provides an open pilot compartment with a five point harness to keep pilots safe in case of Steamech gyro failure.

STATS

Cost: 10 Kilos
Cargo Capacity: 10 kg
Hit Points: 40
Structure: 3d
Length: 3.2m
Weight: 2.3 Metric Tons
Crew: 1
Passengers: 0

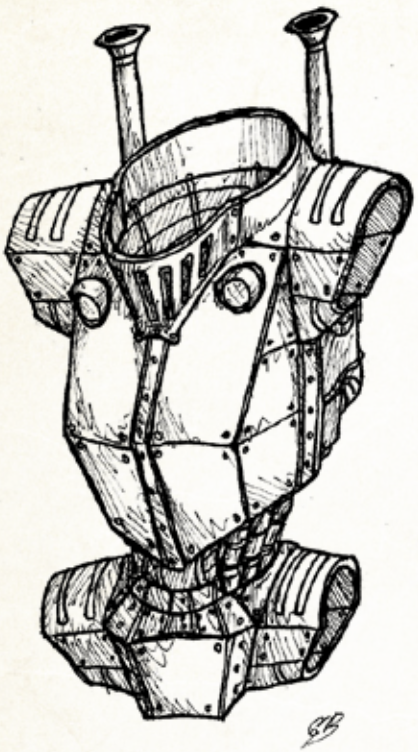


TANGO 5

The Tango 5 is an extremely large Steamech Chassis, offering a cockpit with space for a primary, co-pilot, and third passenger. The Tango 5 Chassis is a popular choice among explorers, prospectors, merchants, and miners, as it provides a lot of extra space for gear, people, food, and other equipment. The Tango 5 provides a stovepipe steam release that uses a concealed baffle manifold with a heavy duty recirculation system. The cockpit comes standard with atmospheric conditioning to maintain regular temperatures, and a polyglass-enclosed, 270° forward viewport for all inside. The cockpit does not provide a Hermetic seal and so it does not come with any kind of standard air recirculation or filtering system.

STATS

Cost: 18 Kilos
Sockets: 2 Shoulder
Cargo Capacity: 200 kg
Hit Points: 75
Structure: 5d
Length: 5.4m
Weight: 4.3 Metric Tons
Crew: 1, or 2 can coordinate
Passengers: 1

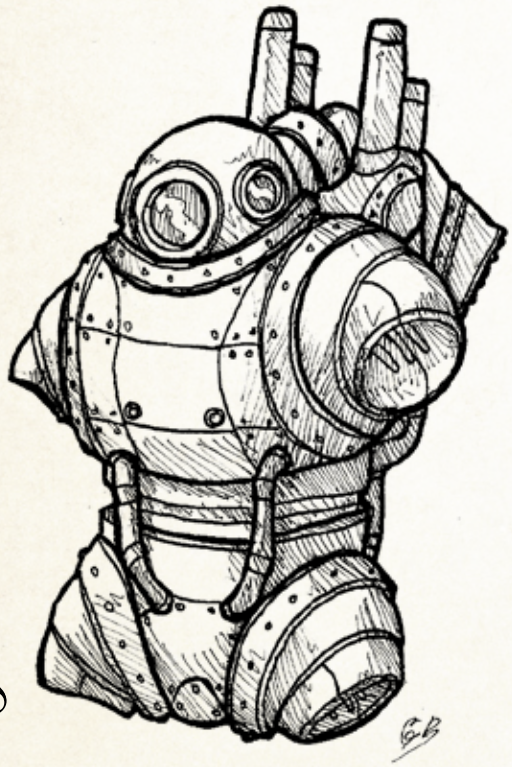


VALANT II

The Valant 2 is a Chassis designed from the ground up for combat. It provides a sleek, slim-line body form factor that is also tall, making the open cockpit a difficult melee target. The body framing for the Valant 2 is specially designed for minimizing impact damage and for deflecting kinetic force. The lower pelvic system features eight force absorption systems to absorb impacts for long periods. The Valant 2 provides an automatic single to dual switch over on the steam release exhaust system for high power demands, making it optimal for situations that demand fast responses. The PADS system that powers all Servo-interconnected Sockets was originally created for a Valant 2 Chassis, specifically for the need to make a combat-optimized open frame Chassis. While the Valant 2 only provides minimal space for a single pilot, it is easily one of the most sought after Chassis on the open market.

STATS

Cost: 17 Kilos
Sockets: 3 Shoulder
Cargo Capacity: 85 kg
Hit Points: 55
Structure: 5d
Length: 4.6m
Weight: 3.8 Metric Tons
Crew: 1
Passengers: 0

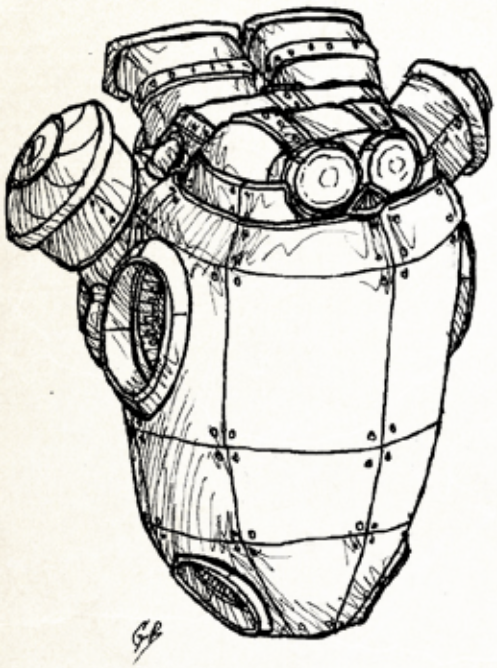


ARCHON SVA

The Archon SVA provides a Hermetic sealed cockpit, high pressure resistance, water-sealed integrated systems, a four-pipe steam manifold, and underwater maneuvering systems. The Archon SVA offers pilot heating and cooling systems, a water filter to provide drinking water, and other pilot conveniences. The most unique aspect of the Archon SVA Chassis is the neural piloting interface, a non-intrusive dermal connector that integrates the Pilots mind into the operational control system, dramatically increasing the Chassis response time. The back of the Archon SVA Chassis also provides a unique ballast system that allows the Chassis some ability to lift and move out of the water.

STATS

Cost: 28 Kilos
Sockets: 2 Shoulder
Cargo Capacity: 65 kg
Hit Points: 70
Structure: 5d
Length: 3.8m
Weight: 3.4 Metric Tons
Crew: 1
Passengers: 0



TRINITY-R99

The Trinity-R99 is a Steamech Chassis that provides 100% pilot containment inside a self-contained standard Hermetic sealed cockpit pod. The Trinity-R99 has no windows or viewports; it uses complex unidirectional visibility paneling that allows the pilot to see out, and no one to see in. The technology behind this paneling utilizes a new steamtech developed from research into Tribium matter states, including a new matter state that scientists call the "Ethereal" state.

The Trinity R-99 includes two atmospheric reconditioning systems that store breathable air, and gather more as it becomes available. The steam release system is a streamlined flat baffle release and recirculation system that uses steam heat turbine systems for super high efficiency and for making the exhaust system capable of releasing powerful bursts. These many features make the Trinity-R99 a favorite Chassis of those who take to Airships as the Chassis is not only perfect for high altitude, but also fundamentally lightweight in design and form.

STATS

Cost: 25 Kilos

Sockets: 1 Shoulder

Cargo Capacity: 200 kg

Hit Points: 65

Structure: 5d

Length: 4.2m

Weight: 2.3 Metric Tons

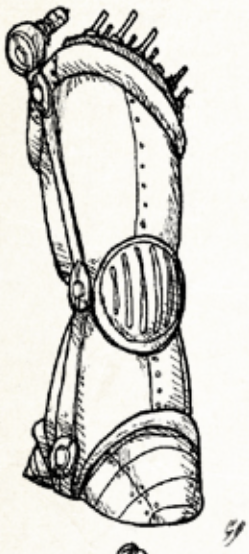
Crew: 1

Passengers: 0

Notes: Standard Hermetic Pilot Cockpit, 12 hours breathable air, +1d Mobility and +3 Move in Air Drop or when falling

Legs

The Legs provide a baseline for Move, Acceleration, and Deceleration, and occasionally provide Sockets. The price given is for a pair of Legs; Steamech Legs are always sold in pairs.



DRUMMER B

The Drummer B Leg comes in as a standard, stable form factor base for just about any Steamech. This Steamech Leg does not require a gyroscopic stabilization system to maintain direction or balance, but it is remarkably slow. It provides more than enough space and power amplification for a Socket extension system. The hinge mechanism in the Drummer B is sturdy and reliable, and it provides a heavy set knee shock system that absorbs mistaken steps.

STATS

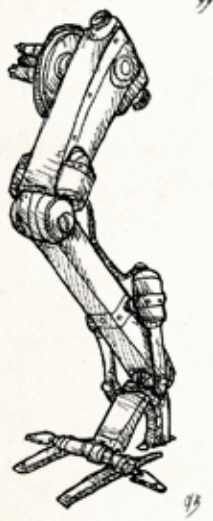
Cost: 4 Kilos

Sockets: 1 Leg Socket per Leg

Move: 8

Acceleration: 4

Deceleration: 8



LADY SLIPPER 57

The Lady Slipper 57 was an early Steamech design that persisted through several decades of modular changes, including an ankle shock absorption system; wide base toe for easy lifting and tilt forward running; quick axle knee joints; and a featherweight frame making it ideal for long endurance Steamechs. The Lady Slipper 57 uses a lot of power and does not offer any accessories, but makes up for it in reliability and agility.

STATS

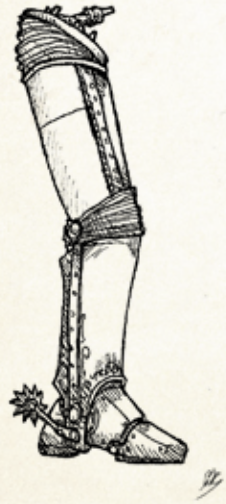
Cost: 8 Kilos

Sockets: 0

Move: 15

Acceleration: 4

Deceleration: 15



VAGRANT X

Modeled after Human legs, the Vagrant X is aesthetically awkward, but gives decent speed and stability. The joint system is top-heavy under the main servo weight, so lots of extra power goes into balance and speed. To help sell the Vagrant X, the manufacturer started including standard Steamech spurs to offset the strangeness of its awkward aesthetics.

STATS

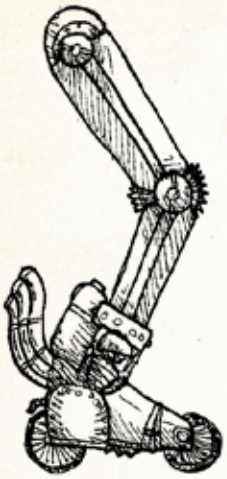
Cost: 6 Kilos

Sockets: 0

Move: 20

Acceleration: 6

Deceleration: 20



DERBY GO

The Derby Go is a short length leg with collapsible wheel mechanisms, offering a high speed trade off. Derby Go leg systems have specialized maneuverability for moving the legs and feet in a classic roller skate style motion to gain speed. Additionally, the Derby Go legs provide leg steam valve recirculation exhaust systems to displace some of the stress placed on the Chassis by attaching these high speed, high endurance legs. The wheels perform surprisingly well across most terrain, but the braking system is difficult to handle and requires some practice.

STATS

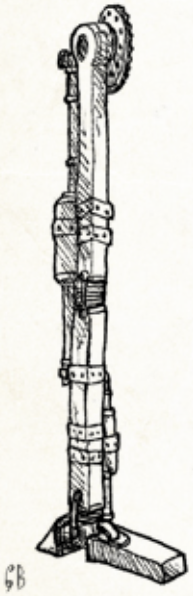
Cost: 9 Kilos

Sockets: 0

Move: 35

Acceleration: 10

Deceleration: 35



LOCKARM 1

The Lockarm 1 is a surprisingly agile design that combines steam jet propellant mechanisms, shocks, gears, and struts to move in an awkward looking stride. This leg has multiple gear lock capable joints that provide diverse functionality during movement. The fascinating form and function of the Lockarm 1 does not have extra power or space for Socket extension, but it is an excellent lightweight alternative to many more expensive legs.

STATS

Cost: 11 Kilos

Sockets: 0

Move: 24

Acceleration: 8

Deceleration: 24

PROUD FOOT FBF

Likely the most advanced mimicry of a Human's foot, the Proud Foot FBF Steamech leg system uses articulated toes; tensile strength shock absorption; swerve gear ankle, knee, and hip joints; and low power reduction thermoelectric filaments that actually generate power from the friction and steam heat recirculation system. The power gain of the Proud Foot FBF is more than enough to support a reliable Socket extension manifold that lies within the legs housing.

STATS

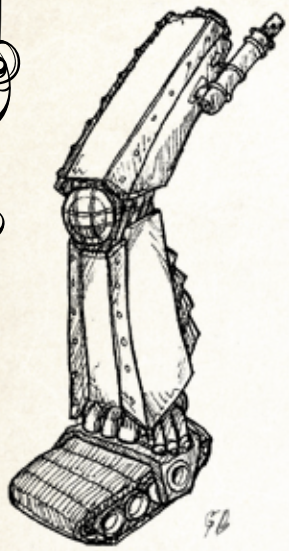
Cost: 16 Kilos

Sockets: 1 Leg Socket per Leg

Move: 30

Acceleration: 6

Deceleration: 30



TREAD STEP 2

Originally created under a military contract, the Tread Step 2 uses military grade ventilation, air flow head reduction, steam recirculation and release systems, integrated tread foot, multiple shock absorption footing, and integrated knee lighting with protective caging. The system also uses an electrical amplification unit that provides Socket extension and power. This leg system meets the military Steamech standard requiring low and high speed, locking, and integrated joint systems.

STATS

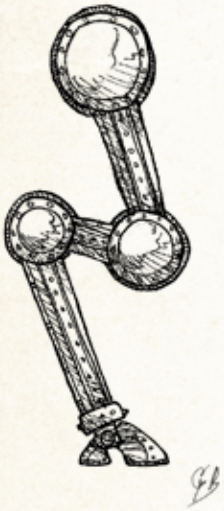
Cost: 18 Kilos

Sockets: 1 Leg Socket per Leg

Move: 50

Acceleration: 10

Deceleration: 50



TRIPLE DOME MARK 1

The Triple Dome Mark 1 was originally designed to mimic the leg of an animal, with hoof-like feet and large capacity joints that distribute shock and weight between two middle systems. The Triple Dome Mark 1 is a highly stable leg system, as each joint comes with an integrated gyrostabilizer unit, making it nearly impossible for a Steamech with this leg system to trip or fall from difficult terrain.

STATS

Cost: 18 Kilos

Sockets: 0

Move: 36

Acceleration: 12

Deceleration: 36

SPRINT IG

A Spring IG leg is a boost capable Steamech leg that presents a featherweight manifold around steamjet exhaust foot systems, three-toe forward-lean sprinting systems, and a highly complex shock absorption hip joint system. The Sprint IG is favored by many who want to travel by Steamech between the Capital City and the Prefects.

STATS

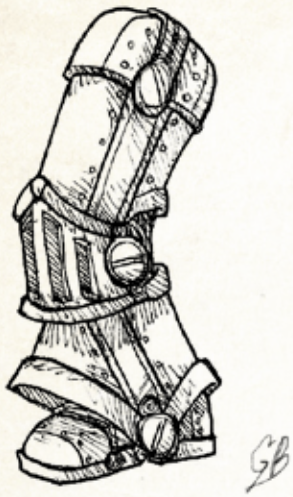
Cost: 23 Kilos

Sockets: 0

Move: 45

Acceleration: 15

Deceleration: 45



QUEQUEG-7A

The Quequeg-7A was created by a military think tank that wanted to develop a heavy duty leg that was reliable, tough, efficient, and long lasting. Their design has a heavy plate system, three coil steam recirculation return system, hooded foot manifold, and three part shock absorption system. The heavy plate leg system uses surprisingly little power, making it ideal for a Socket extension.

STATS

Cost: 25 Kilos

Sockets: 1 Leg Socket per Leg

Move: 35

Acceleration: 5

Deceleration: 30

STIGGIAN-9Z

The Stiggian-9z is the fastest, most reliable, and most expensive Steamech leg module system on the market. It uses a slide shock absorption rear knee system that integrates steamjet resistance for heavy loads or higher running speeds. An agile form upper leg and swerve joint thigh system provides a hooded hip swerve joint. The toe systems on the foot independently handle difficult terrain by using sensor technologies to detect terrain and adjust the foot shape for maximum grip. The Stiggian-9z uses an experimental thermoelectric system that converts friction and steam heat into electricity, and integrates it with a Tribium layered refining process, generating a great deal of power for the Socket extension that it somehow manages to provide.

STATS

Cost: 27 Kilos

Sockets: 1 Leg Socket per Leg

Move: 65

Acceleration: 10

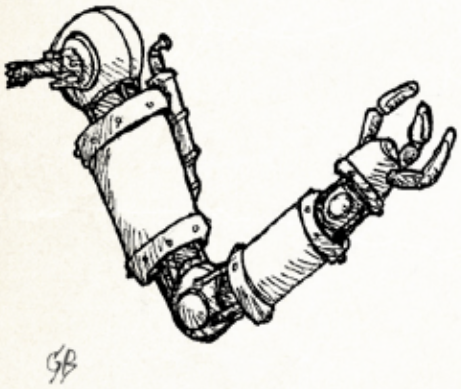
Deceleration: 45

Arms

Steamech Arms provide a baseline for Mobility and Targeting, and are the main Socket extension provider for customized Steamechs. Steamech Arms typically contain the Mobility and Targeting solenoid processors for the Steamechs.

NOTE

Steamech Arms are sold in pairs. Under the Sockets standardizations, the Right Arm provides the Mobility processor and the Left Arm provides the Targeting processor. Please keep this in mind when mixing and matching arm units.



ARTICULATOR 5

The Articulator 5 Arm was an early design that stayed in use because it was cheaper to maintain as parts stay readily available. The Articulator 5 features standard joint architecture, with a three-finger hand that is surprisingly rugged. The framing for the Articulator 5 uses an aluminum-silicate core material to avoid overheating with plenty of rigidity for the stresses of regular operation.

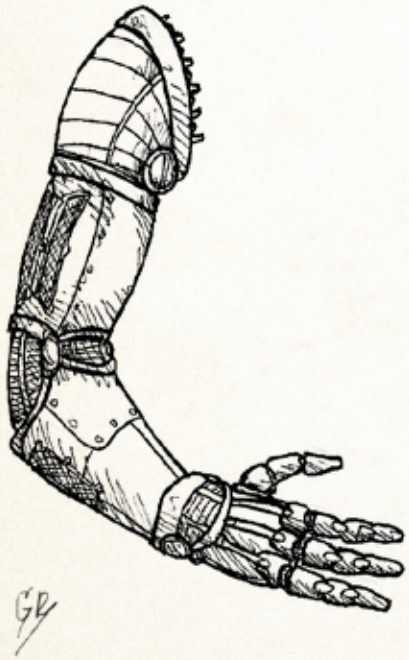
STATS

Cost: 3 Kilos

Mobility: 2d

Sockets: 1 Arm Socket per Arm

Targeting: 1d



UTENSILIST 2B-90

With the simple premise of using Human-sized utensils with precision, the Utensilist 2b-90 provides highly precise controls in both strength and manipulation. The Utensilist 2b-90 is one of the more Human-like Steamech arms available, with standard joint architecture, a thumb with three fingers on the hand, and a coiling palm for better grip and control. The Utensilist 2b-90 grants a high degree of control, but suffers from a high frequency of maintenance issues over extended periods.

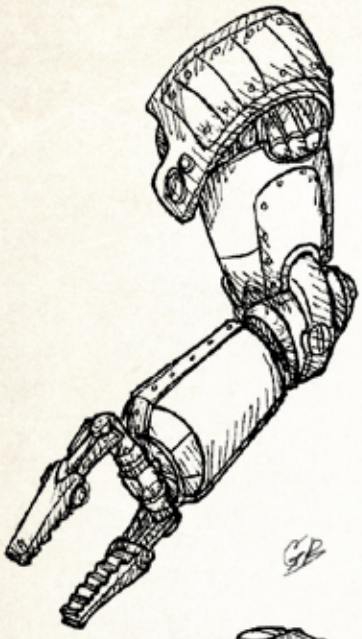
STATS

Cost: 5 Kilos

Mobility: 2d

Sockets: 1 Arm Socket per Arm

Targeting: 2d



STACKPACK A3

A popular arm among miners, scientists, and factory workers is the Stackpack A3. It comes with a 2 joint shoulder and elbow, and a high powered clamp hand unit. Many standard cargo containers use the Stackpack A3's hand configuration as the grip for their container handles due to the Stackpack A3's popularity. This unit provides a great deal of peak strength and maintains room for a Socket extension.

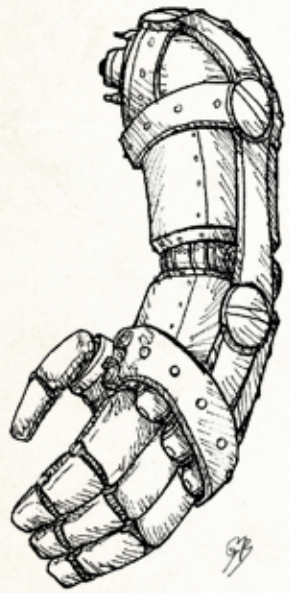
STATS

Cost: 5 Kilos

Sockets: 1 Arm Socket per Arm

Mobility: 3d

Targeting: 1d



LOADER 90

The Loader 90 uses an oversized hand and arm configuration to lift heavy loads and manipulate smaller objects. While not extremely precise, it does handle pretty well given the overall size of the hand joints. This thickened arm structure is used frequently in warehouses and factories for moving and lifting large awkward objects or pieces of larger equipment. Loader 90 arms have additional power requirements making them more expensive to maintain and operate for extended periods.

STATS

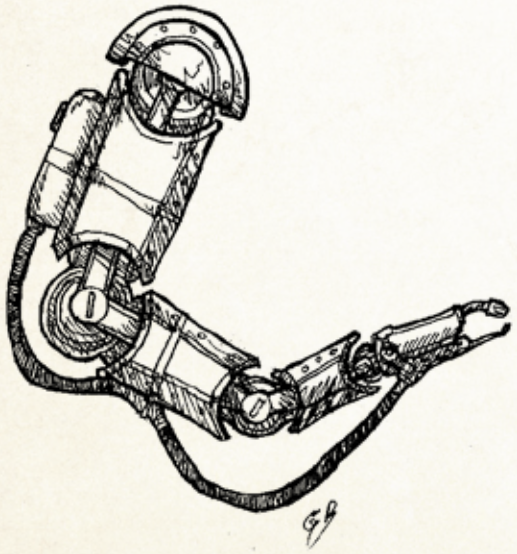
Cost: 7 Kilos

Sockets: 1 Arm Socket per Arm

Mobility: 3d

Targeting: 2d

Note: Each arm requires an independently installed Trib.



ARCHWELD MARK 3

This highly specialized arm is most often used in conjunction with other arms since the sole purpose of the Archweld Mark 3 is to incorporate a powered arch welding torch unit into the hand of the arm. This arm is sold as a solitary left arm unit.

STATS

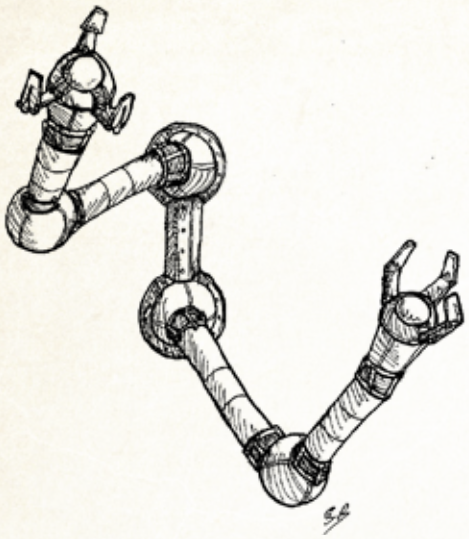
Cost: 4 Kilos (Left Arm Unit Only)

Sockets: 1 Arm Socket per Arm

Mobility: 0

Targeting: 3d (for Arch welder only)

Note: The arch welding torch provides the following stats: Scale: Heavy, Range: 2/5/9, Damage: 1d+70/67/65. Fuel lasts for 1 hour before needing replacement.



SHIVA 7

The Shiva 7 arm was an experimental arm that went into full production due its immediate popularity in scientific and medical circles. The Shiva 7 is a small form factor arm with telescoping lengths. It includes a top arm and bottom arm that share a single arm Socket unit. The arm provides some of the largest movement ranges possible as it uses a ball swerve unit typically reserved for large stress joints in leg units. Add in a spinning hand that can retract and extend its fingers, and it's clear why the Shiva 7 is great for exploration and research.

STATS

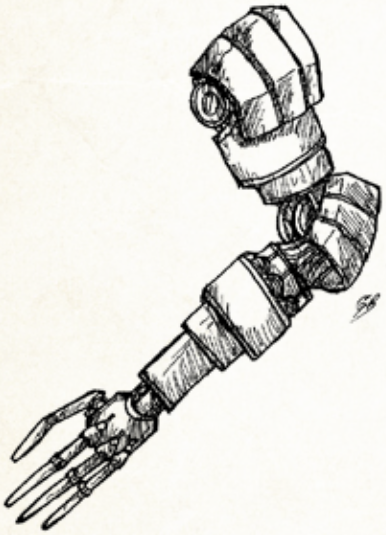
Cost: 16 Kilos

Sockets: 0

Mobility: 4d

Targeting: 2d

Note: Extra action per Round in Combat for each Shiva 7 arm.



SPEARHEAD 4G5

An attempt to create a more combat-oriented Steamech arm based on the Utensilist 2b-90 led to the development of the Spearhead 4G5 arm. The Spearhead 4G5 introduced a small telescoping pneumatic system that gives it the ability to "punch" at short distances. There was also some ornamental plating added to the Spearhead 4G5 arm to make owners feel more secure.

STATS

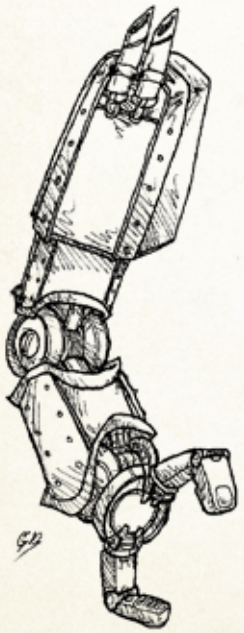
Cost: 12 Kilos

Sockets: 1 Arm Socket per Arm

Mobility: 2d

Targeting: 2d

Note: +1d when Brawling



TERMINUS R2

The Terminus r2 takes a great number of technological enhancements from earlier clamp hand arms to create an arm which uses a lighter weight material base without sacrificing power or control. It features swerve joints, retractable clamp fingers, and 360° clamp spin. The rugged design and control of the Terminus r2 makes it ideal for extended operations where maintenance becomes impossible.

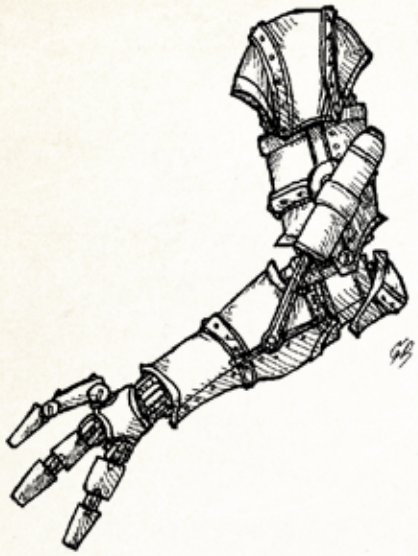
STATS

Cost: 10 Kilos

Sockets: 1 Arm Socket per Arm

Mobility: 3d

Targeting: 2d



NELSON 30ZZ

The Nelson 30zZ uses extended joint filaments that mimic Human muscle fibers, giving this Steamech arm increased flexibility, control, and physical capacity for sustained operation. It also provides a thermoelectric core unit that helps reduce the toll on the main Chassis energy source, making this ideal for smaller and larger units. The elbows of the Nelson 30zZ include small steam-jet release ports that provide some control when using jump jets or when falling from an airship.

STATS

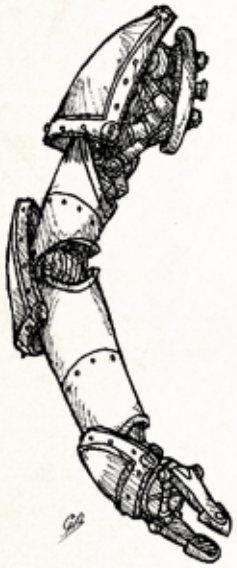
Cost: 20 Kilos

Sockets: 1 Arm Socket per Arm

Mobility: 4d

Targeting: 3d

Note: Mobility +1d when falling or using jump jets.



PROXY 2

The Proxy 2 uses collapsible joints that bend all the way to nearly reverse angles, making it great for stretching and reaching. Each joint features an ionic dust repulsion plate that actually pushes away most dirt and moisture from the arm joints. The two finger clamp-style hand provides the capability to apply magnetism to its palm and fingers, as well as employ a heating element for cold environment movement.

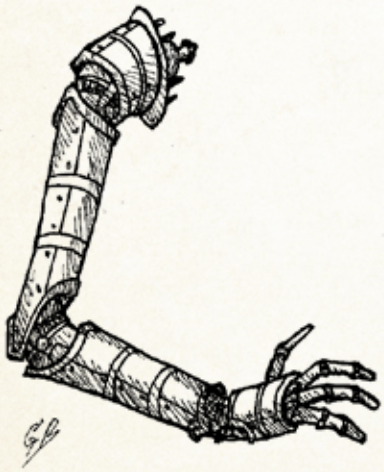
STATS

Cost: 18 Kilos

Sockets: 1 Arm Socket per Arm

Mobility: 3d

Targeting: 3d



FIDGET-X

The Fidget-X is the longest custom Steamech arm available on market, giving it an extensive reach. It features hermetically sealed joints, an encapsulated thermoelectric power system to capture heat energy, and fully precise finger, wrist, elbow, and shoulder joints that provide complete freedom of movement. The Fidget-X stands out most when you look at the subtlety of the solenoid processors it uses, since they use integrated processing technology and individual response prediction to help make control easier and considerably more precise. The Fidget-X has a three finger and one thumb hand that rarely has difficulty with gripping anything.

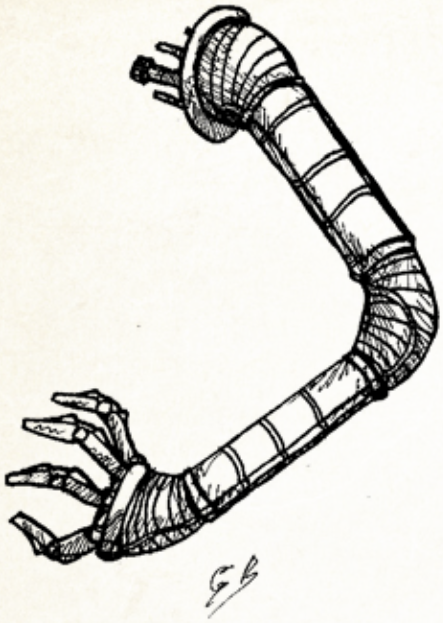
STATS

Cost: 25 Kilos

Sockets: 1 Arm Socket per Arm

Mobility: 5d

Targeting: 4d



SPRITE HAND 12

The Sprite Hand 12 uses a small telescoping fore and rear arm unit to control expansion and retraction. It uses Enclave-integration technology in its design that provides for full hand integration, with multiple neural interfaced controls, plus highly precise wrist, elbow, and shoulder movement. These very advanced, and expensive, Steamech arms provide hermetically sealed joints and fingers, including a piezoelectric and thermoelectric stabilization system for capturing motion, heat, and other free energy that might otherwise be wasted.

STATS

Cost: 28 Kilos

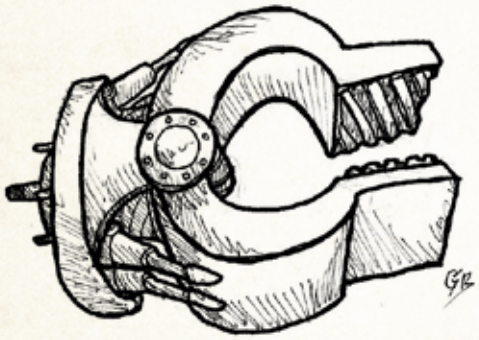
Sockets: 1 Arm Socket per Arm

Mobility: 5d

Targeting: 4d

Augments

Augments provide extensibility and extra functionality to a Steamech. Each Augment consumes a number of Sockets based on their power requirements.



AUTO CLAMPS

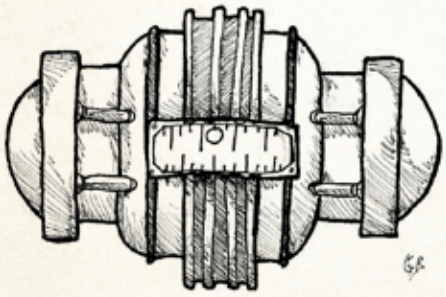
Auto Clamps can keep a Steamech secure and safe and in place. They are capable of clamping directly into stone, dirt, plant life, etc. The Steamech is as secure at that point as the object the Auto Clamps close upon. The Auto Clamps squeeze in a slamming motion with pressures up to 50,000 kPa.

STATS

Cost: 4 Kilos

Socket Cost: 1

Notes: If used to clamp on another Steamech or Vehicle the damage dealt is instantaneous, Mobility to Hit, Scale: Heavy, Damage: 1d+200.



BALANCE COMPENSATORS

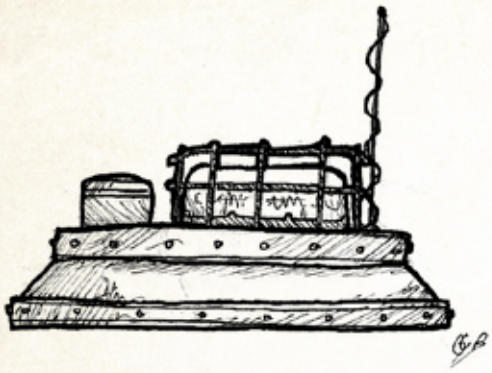
Balance Compensators make it easier to Move faster. Any Steamech with a specialized Balance Compensator installed immediately yields better movement results.

STATS

Cost: 2 Kilos

Socket Cost: 1

Notes: The Balance Compensator doubles the Steamech's Acceleration.



BEACON SYSTEM

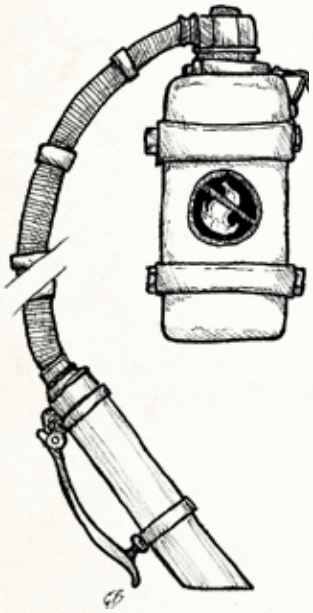
The Beacon System integrates with one of eight satellites still in geostationary orbit around Westward. This provides an emergency beacon location and time to anyone listening to the channel. This device must be manually engaged and does not work with any automatic systems by default.

STATS

Cost: 2 Kilos

Socket Cost: 1

Notes: This will alert anyone listening to the Emergency Beacon Broadcast alerts to the Steamechs location.



EMERGENCY EXTINGUISHER MODULE

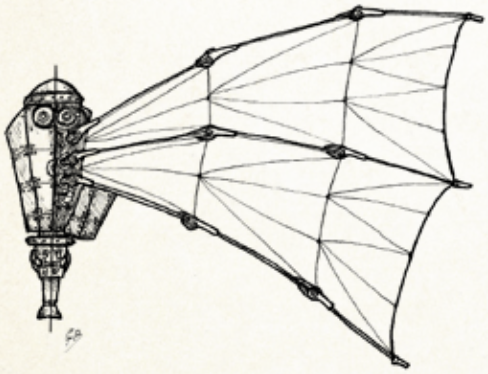
The Emergency Extinguisher Module is a Class A/B/C Extinguisher that provides a Steamech pilot with peace of mind. This is a power based extinguisher unit that can cause electrical and component corrosion, necessitating immediate attention and repair after discharge. Move to about 2m away and aim at the source of the flame.

STATS

Cost: 500 Bits

Socket Cost: 0

Notes: The Extinguisher can discharge an extinguishing agent, PKP (Potassium Bicarbonate Powder), for approximately ten minutes worth of discharge.



GLIDE WINGS

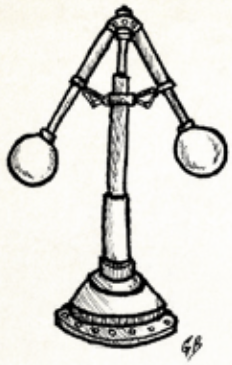
Glide Wings give a Steamech a way to gently land when falling from a height, making the Steamech slow enough to land without impact damage. Glide Wings come with a small amount of steamjet thrust, so they can help maneuver around obstacles while gliding.

STATS

Cost: 6 Kilos

Socket Cost: 1

Notes: Piloting to Glide, +1d when using the Steamjets to turn. The Glide Wing steamjets can only assist for three Rounds before requiring recharge. The Wings slow descent to a Move of 8.



GYRO STABILIZATION SYSTEM

The Gyro Stabilization System provides improved Mobility for Steamechs by feeding accelerometer and turbulence data to the Mobility processor and core Chassis unit systems.

STATS

Cost: 4 Kilos

Socket Cost: 1

Notes: The Gyro Stabilization System adds +1d Mobility to a Steamech.

HERMETIC CHASSIS

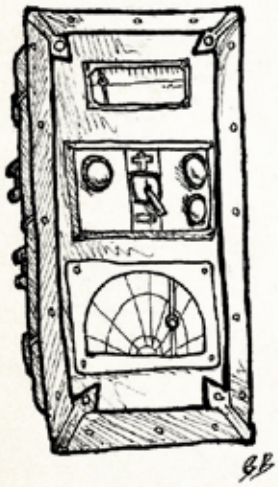
The Hermetic Chassis is a sealing system that provides an airtight atmosphere for any open cockpit Chassis. The manufacturers can mold and meet any Chassis specification.

STATS

Cost: 8 Kilos

Socket Cost: 0

Notes: The Hermetic Chassis provide 6 hours of safe breathable air inside the Chassis as long as it is not breached.



HEURISTIC TRACKING MODULE

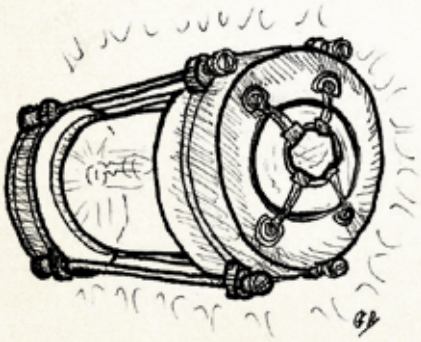
The Heuristic Tracking Module gives the Steamech pilot predictive algorithmic information about distant targets, making it easier to control and fire ranged weapons.

STATS

Cost: 4 Kilos

Socket Cost: 1

Notes: The Heuristic Tracking Module adds +1d Targeting to a Steamech.



LANTERN

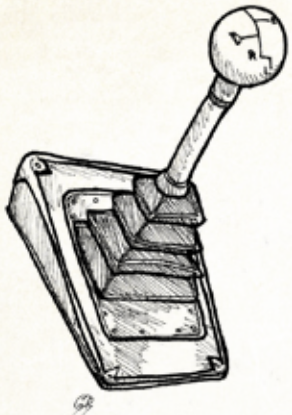
The Lantern illuminates a large area around a Steamech.

STATS

Cost: 500 Bits

Socket Cost: 0

Notes: The lantern lights an area up with a 20m Radius (20 spaces in all directions).



LOW GEAR LIFTER

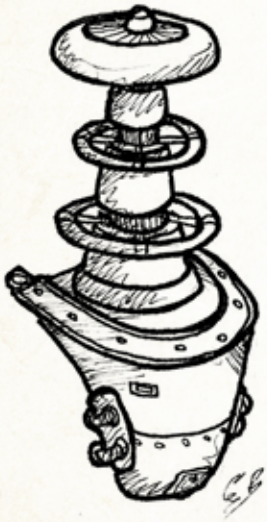
The Low Gear Lifter effectively adds to the lifting capacity of a Steamech, allowing it to pick up and move extremely heavy objects.

STATS

Cost: 2 Kilos

Socket Cost: 1

Notes: The Low Gear Lifter Doubles the lifting Capacity of a Steamech, up to a maximum of the Steamech's own weight.



MAGNETIC SHIELD

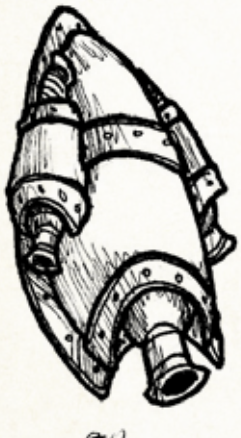
The Magnetic Shield creates a powerful field around the Steamech (aligned to avoid inhibiting the Steamech's normal movement). This field makes it considerably more difficult to hit the Steamech with projectiles.

STATS

Cost: 12 Kilos

Socket Cost: 2

Notes: The Magnetic Shield permanently adds +3d Mobility for the purpose of Dodging with a Steamech, allowing the Steamech to exceed the standard 6d Mobility maximum. While the Magnetic Shield remains active, the Steamech cannot fire any ranged weapons.



JUMP JETS

The Jump Jets release a powerful thrust giving the Steamech a quick burst of upward acceleration.

STATS

Cost: 12 Kilos

Socket Cost: 1

Notes: The Jump Jets provide vertical upwards movement equal to the Double the Move of the Steamech.

RADIO SUITE

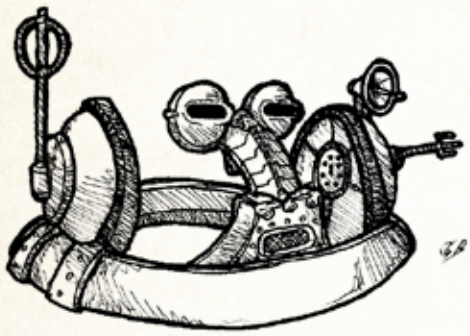
The Radio Suite provides line of sight communications (to the horizons) with anyone on the same frequency or range of frequencies.

STATS

Cost: 1 Kilo

Socket Cost: 1

Notes: This requires a Communications, DR Moderate, to operate successfully.



SENSOR ARRAY PACKAGE

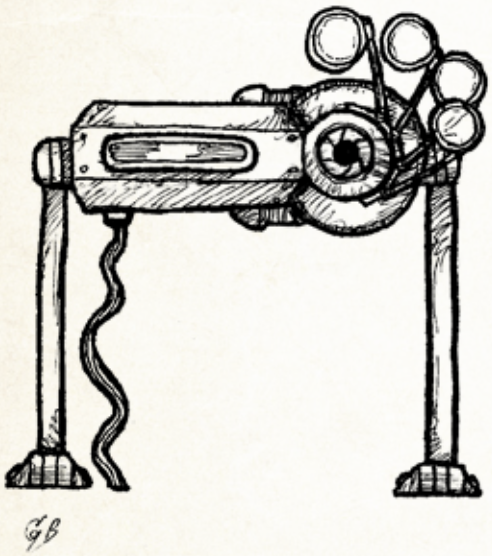
The Sensor Array Package incorporates a number of neural interfaces and integrates them into the Steamech's operational controls. It also helps the pilot to efficiently and effectively control the Steamech.

STATS

Cost: 8 Kilos

Socket Cost: 2

Notes: The Sensor Array Package eliminates the requirement for a Character's Piloting Skill to match or exceed Mobility to use the full capacity of Mobility, as well as the requirement for a Character's Vehicle Weapons Skill to match or exceed the Targeting to use the full capacity of Targeting. This means that if a Character has a Piloting Skill of 3d but the Steamech has a Mobility of 4d, the Character can use the full 4d of the Steamech instead of the limitation placed on them by the Piloting Skill. For more information on these limitations, go to the Gameplay Chapter under Handling Vehicles.



SPECTRAL VISUALIZER

The Spectrum Visualizer gives a Steamech pilot the ability to see greater distances and see across greater visual spectrums than a Human is capable.

STATS

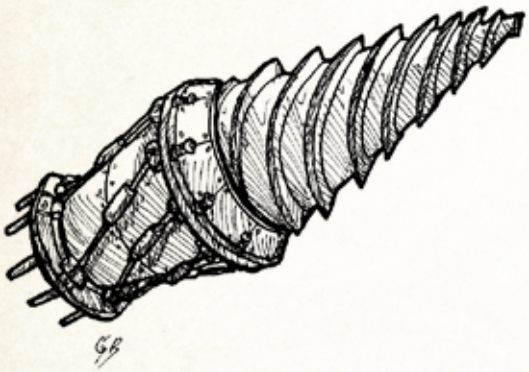
Cost: 5 Kilos

Socket Cost: 1

Notes: The Spectrum Visualizer gives a Steamech Pilot +5d Search when inside the Steamech.

Melee Weapons

All Steamech Melee Weapons use Scale: Heavy and can only be mounted on Arm or Leg Sockets.



DRILL

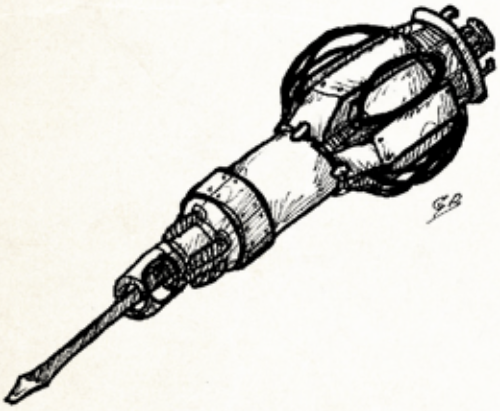
The Drill uses three powerful steamjet recirculation systems to quickly spin and drive the drill head. This weapon can quickly bore through most metals and rock with ease, making it perfect for mining and other utility purposes aside from destruction.

STATS

Cost: 5 Kilos

Damage: 1d+80/x2

Socket Cost: 1



JACKHAMMER

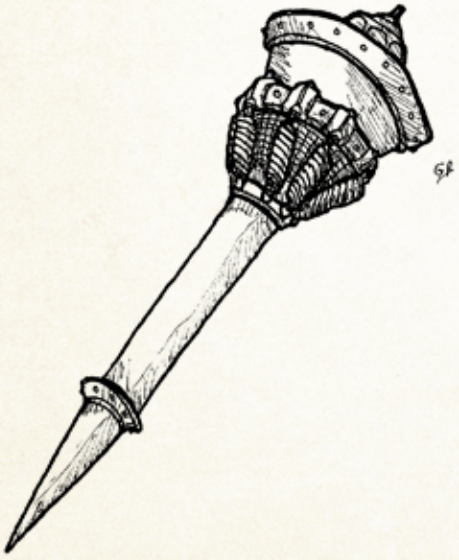
The Jackhammer uses a pressure sensitive pneumatic release to devastate any surface it impacts. The Jackhammer brings repeated pinpoint sized impacts with over a hundred thousand kilopascals of pressure per strike. This weapon requires a brief charge period before reuse.

STATS

Cost: 6 Kilos

Damage: 1d+85/x2 (Must recharge 1 Round before reusing to strike a target)

Socket Cost: 1



LANCE

The Lance uses a conduction switch to release a powerful jolt to anything it touches, unleashing enough current to instantly vaporize a person. The electrical discharge from the Lance can fry target components and disable key systems permanently or temporarily.

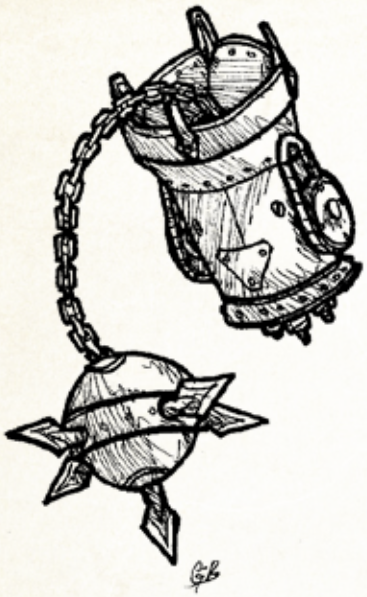
STATS

Cost: 10 Kilos

Damage: 1d+150/x2

Socket Cost: 1

Note: All Damage from the Lance bypasses Armor.



MACE

The Mace uses a pulley and chain to swing and pull targets into reach for dealing further damage. The Mace can deal powerful blows, but it takes lots of practice to use a Mace effectively. This weapon is known for puncturing Hermetic seals and instantly crippling other Steamechs.

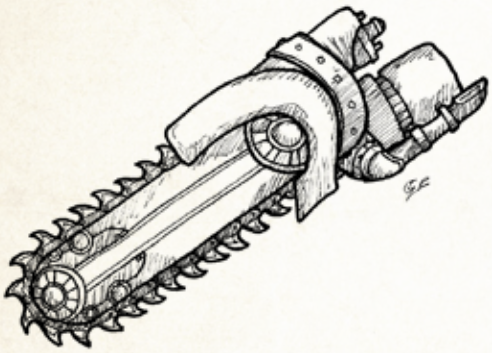
STATS

Cost: 5 Kilos

Socket Cost: 1

Damage: 1d+75/x3

Note: A failed attack roll with the Mace means the Pilot's own Steamech immediately takes the Damage. After a successful strike, if the decision is made to use the Mace for pulling an opponent closer, the attacker cannot Dodge while the Mace is in contact with the target.



RAVAGER

The Ravager tears through metal and stone, and it shreds armor. This over-sized chainsaw uses a highly effective thermoelectric power system that captures the blade friction heat, and changes it back into electricity for the motor. The motor initially requires a brief boost from the Steamech power systems, but quickly charges up to ravage anything in its path.

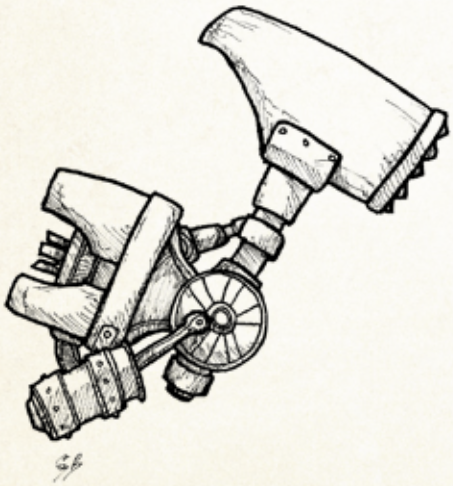
STATS

Cost: 12 Kilos

Socket Cost: 1

Damage: 1d+125

Note: Requires 1 Round to charge up to damaging speeds. Prevents Sneaking.



SLEDGE

The Sledge is more akin to a mousetrap with an anvil built into it than a standard sledgehammer. A Sledge essentially uses a pressure conduction switch (detecting current or pressure) to trigger the Sledge to release on to a target. The damage dealt by the sledge is blunt and flattening. Some Steamech Pilots use the Sledge to tear down walls of buildings looking for targets.

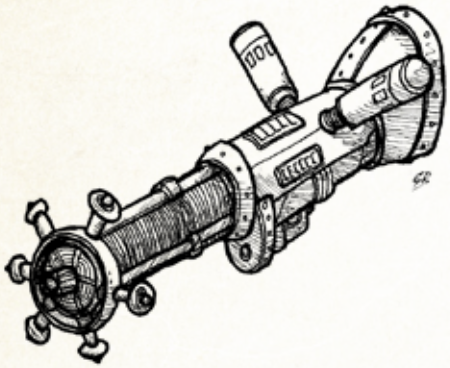
STATS

Cost: 15 Kilos

Socket Cost: 1

Damage: 1d+100/x3

Note: Requires 1 Round to reset the hammer.



BEAM CANNON

The Beam Cannon discharges a wave of visible plasma energy that can ignite most metals and minerals through sustained contact. The beam emitted takes on a blue-green tint and ignites the air around it briefly when fired. Sustained fire can cause a breach in the beam manifold and force the weapon to shut down.

STATS

Cost: Arm Mount: 15 Kilos, Shoulder Mount: 23 Kilos

Scale: Heavy

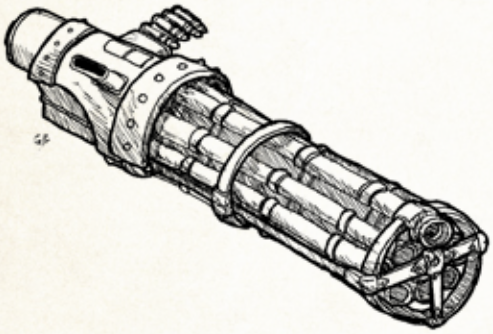
Socket Cost: 1

Fire Control: 2d/0/0

Range: 400/800/1500

Damage (S/M/L): 1d+90/87/85

Note: Firing more than 3 consecutive Rounds breaks the Beam Cannon. 2 consecutive Rounds will ignite metal and rock.



GATLING

The Gatling fires with such speed and ferocity that its bullets can blind other Steamech pilots despite a lack of significant damage to the Steamech. The sheer number of projectiles fired from a Gatling is immense, but this weapon is primarily used by Steamechs as crowd control for people and not on other Steamechs.

STATS

Cost: Arm Mount: 10 Kilos, Shoulder Mount: 12 Kilos

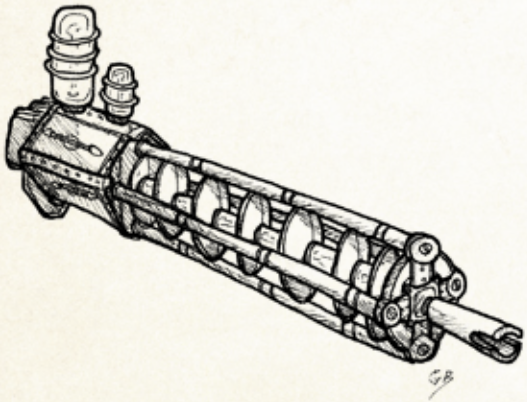
Scale: Personal

Socket Cost: 1

Fire Control: 3d/2d/0

Range (S/M/L): 80/150/200

Damage (S/M/L): 1d+51/48/45



GAUSS CANNON

The Gauss Cannon uses a technology inherited from the original colonists of Westward, a system called a "railgun". It was not until recently that this older technology was again realized through the use of charging systems and Trib power cell technology. A Gauss Cannon delivers a single powerful shot with such immense force that it can travel beyond the horizon. A single round fired from a Gauss Cannon is typically fatal.

STATS

Cost: Arm Mount: 30 Kilos, Shoulder Mount: 35 Kilos

Scale: Heavy

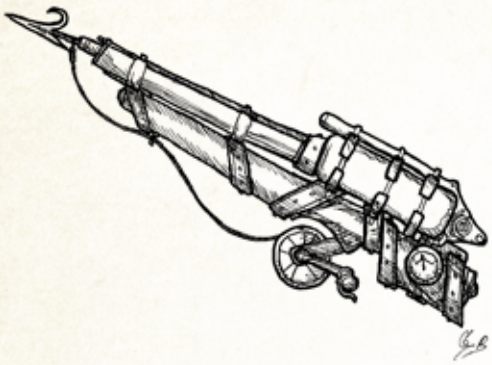
Socket Cost: 2

Fire Control: 3d/2d/1d

Range (S/M/L): 500/1000/8000

Damage (S/M/L): 1d+150/140/125

Note: Reloading the Gauss Cannon takes 2 Rounds.



HARPOON

The Harpoon is an early advent weapon that still proves effective today. This weapon fires a single massive spear with great force using a combined steamjet and explosive discharge system. The spear is attached to a long metal fiber cord that the Steamech Pilot can use to retrieve the spear simply by yanking on the cord.

STATS

Cost: Arm Mount: 4 Kilos, Shoulder Mount: 7 Kilos

Scale: Heavy

Socket Cost: 1

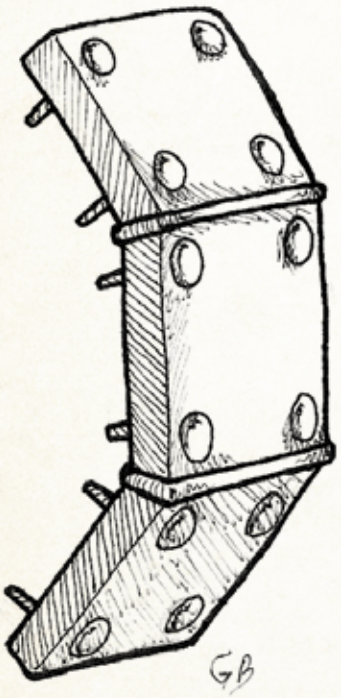
Fire Control: 1d/0/0

Range (S/M/L): 10/30/50

Damage (S/M/L): 1d+49/46/43

Barding

All Barding is at Heavy Scale. Barding sells on a Per Plate basis, so the Stats provided are per Plate. Each Plate stacks both Armor Points and Armor if purchasing more than one Plate.



IRON PLATING

Iron Plating is the simplest of Plate types. It is composed of an iron core surrounded by two silicon iron coats. These three elements allow Iron Plating to provide effective protection.

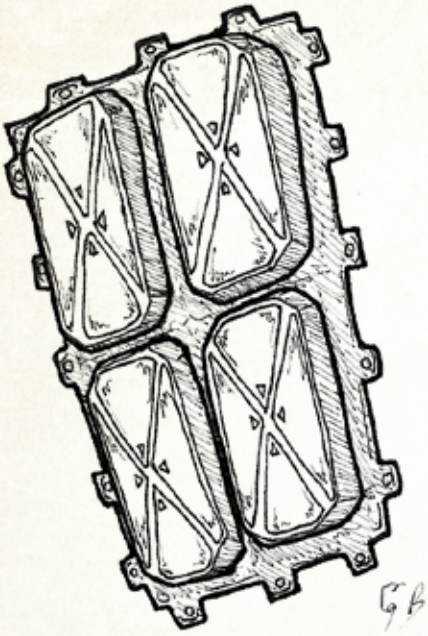
STATS

Cost: 1 Kilo

Socket Cost: 1

Armor Points: 30

Armor: 2d



COMPOSITE REACTIVE PLATING

Composite Reactive Plating uses a kinetic displacement design to help alleviate as much damage as physically possible within the confines of standard steel core plates. The design of Composite Reactive Plating is highly trusted and reliable.

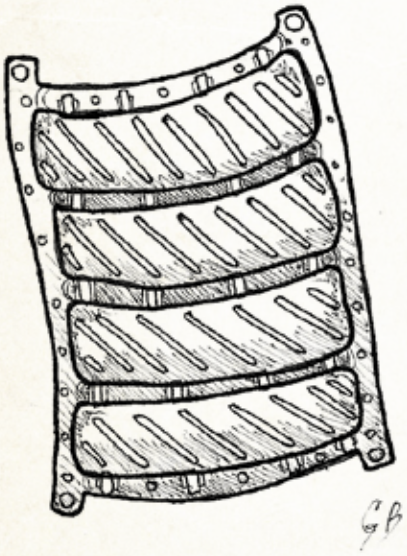
STATS

Cost: 2 Kilos

Socket Cost: 1

Armor Points: 40

Armor: 3d



FLEXTEEL PLATING

Flexteel Plating used a polymer layering system that makes the Plating even more effective at absorbing impacts. It bends to essentially ensnare the kinetic force of an attack, making it seem as if the force of the damage was barely felt.

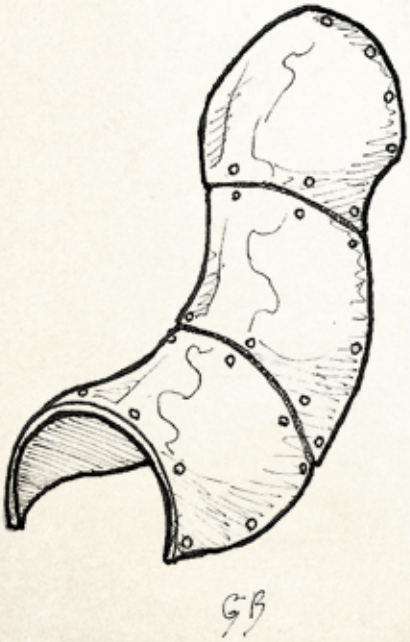
STATS

Cost: 4 Kilos

Socket Cost: 1

Armor Points: 50

Armor: 3d



NOCTRIA PLATING

Noctria Plating uses microstructures to divert kinetic force, spreading impacts around the entire Plating. Noctria materials are extremely expensive, but very effective in both absorbing and resisting sustained punishment.

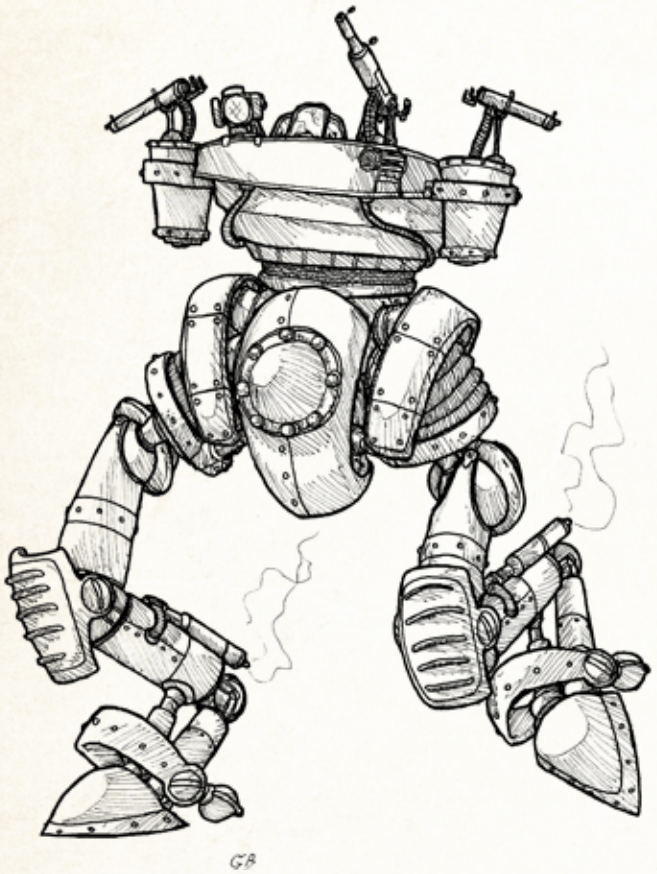
STATS

Cost: 8 Kilos

Socket Cost: 1

Armor Points: 60

Armor: 5d



Baba Yaga Class Heavy Steamech

This Steamech is an early product of the Manifest Destiny era, developed by the earliest techanics. While this Steamech is more of a platform on legs, it uses a large Multi-Trib power core to provide long lasting energy for basic operations. At a distance, it looks like a small platform on two massive awkward stilts. At closer examination, the Steamech is standing on two armored legs. These legs have a multitude of complex actuators and servos, so the Steamech is unlikely to fall when parked on difficult terrain.

The Baba Yaga Class Steamech has a unique vector-autopilot mode that allows the mech to travel in a single direction until given an alternate route. This was an early and popular Steamech utilized by prospectors and explorers, allowing them to point in a direction and go about their daily lives while the Steamech traveled to the horizon. Due to the large size and power requirements of this Steamech, and because few remain intact, these machines are highly coveted.

The Baba Yaga, at full standing height, is about two and half stories tall. The main riding platform and Steamech controls are about five meters up when on flat ground. The primary pilot climbs down into a cockpit that provides forward and rear porthole viewing. The passengers on the Baba Yaga may strap into the platform on the top, accommodating three passengers that may act as gunners.

A popular urban legend describes an abandoned junk yard lost somewhere in the Badlands, littered with hundreds of inoperative Baba Yaga Steamechs. The legend talks about how a powerful Council member intentionally scrapped all the Baba Yaga Steamechs for fear that they could provide the populace a way to conventionally leave the known territories, beyond the reach of the Council. Another legend speaks of a small group of Settlers taking a caravan of Baba Yaga Steamechs into the horizon. The caravan came upon a place called Half Rock Geyser, where water sprang forth from the ground, and where the caravan left from to find a legendary valley, Xanadu, an oasis paradise. Of course, none of these legends are proven, but they do add to the allure, and the selling price, of a Baba Yaga.

STATS

Cost: 45 Kilos
Type: Piloted Armor Steamech
Height: 4m
Weight: 2 Metric Tons
Crew: 1
Passengers: 0

Cargo Capacity: 600 kg
Mobility: 1d
Targeting: 1d
Hit Points: 40
Armor Points: 40
Structure: 3d

Armor: 3d
Move: 12
Acceleration: 4
Deceleration: 12

3 HEAVY GUN TURRET IMPLACEMENTS

These gun turrets use light repeating rifles that are slightly heavier than standard. Each gun is outfitted with a canister-fed high delivery chain system, making firing and reloading a cinch. The rifles use standard iron sights and can disable other Steamechs in moments due to the oversized, specialized cannon rounds.

STATS

Fire Arc: Platform turrets, 270° Arcs

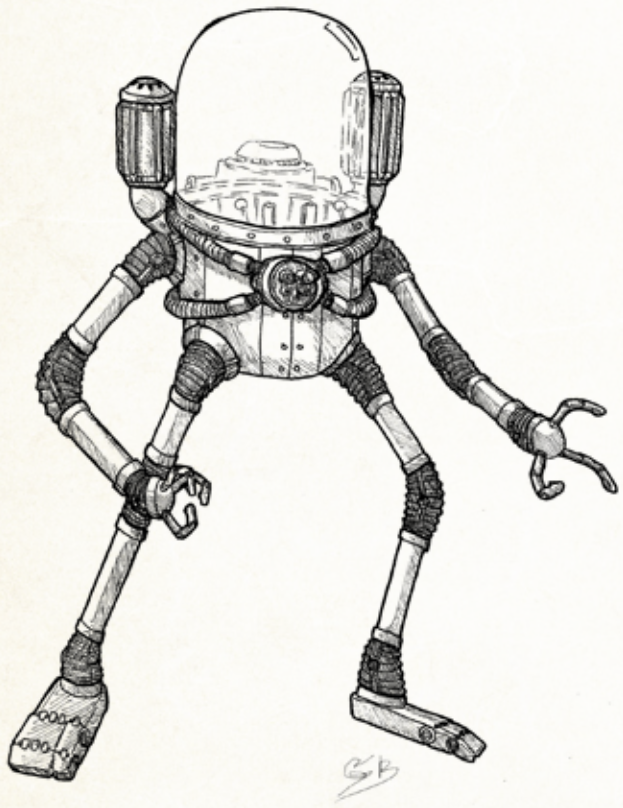
Scale: Heavy

Type: Heavy weapon

Fire Control: 2d/1d/0

Range (Short/Medium/Long): 200/300/350

Damage (Short/Medium/Long): 1d+70/67/64



Deep Core Exploration Steamech

The Deep Core Exploration Steamech features a sealed hermetic Chassis with an extended atmospheric conditioner and recirculation system that provides plenty of breathable air. The arms and legs of the Deep Core Exploration Steamech come in a thin form factor for high precision control. The Chassis of the Deep Core Exploration Steamech is a single large, very expensive glass shell, probably one of the single most expensive Steamech parts on the market. The sensor package integrated into the Deep Core Exploration Steamech is one of the best, with a full suite of analysis systems that can do deep penetrating radar as well as molecular and atomic analysis.

The Deep Core Exploration Steamech can replace the atmosphere inside the hermetic Chassis when available, checking the outside air at intervals to intake any safe atmosphere. The Deep Core Exploration Steamech can safely submerge in water to depths of 50m and it comes with a portable omnidirectional illumination system.

STATS

Cost: 47 Kilos

Type: Piloted Armor Steamech

Height: 3.2m

Weight: 2.9 Metric Tons

Crew: 1

Passengers: 0

Cargo Capacity: 200 Kg

Mobility: 5d

Targeting: 1d

Hit Points: 30

Armor Points: 10

Structure: 3d

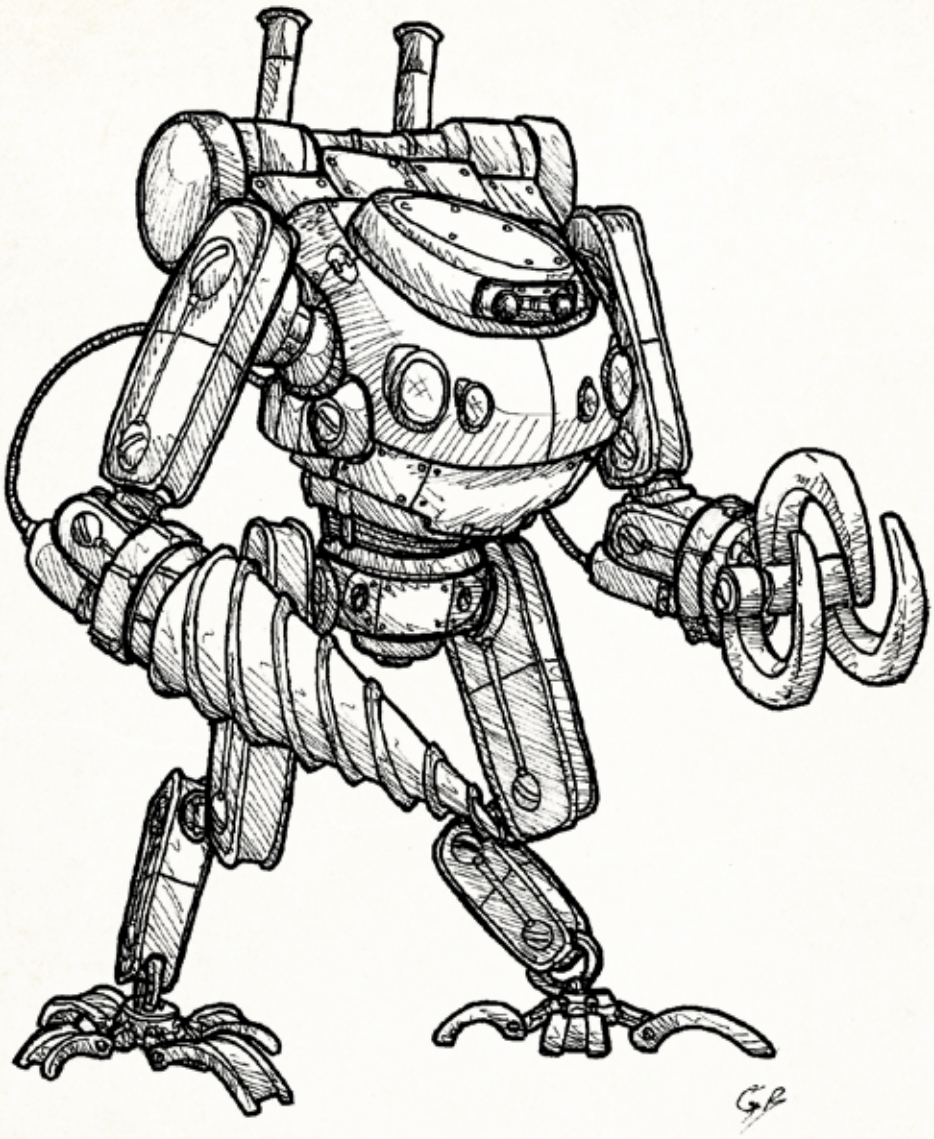
Armor: 1d

Move: 15

Acceleration: 5

Deceleration: 15

Notes: Add +6d Search to Pilot's Search when using the sensor system. The Steamech is safely submersible to 50m for up to 30 minutes. The Steamech's lighting system provides light up to a 50m radius, (50 space distance in all directions). The hermetic Chassis provides breathable air even in toxic gas environments with atmospheric filtering and complex valves, as well as air recirculation for up to 6 hours.



Deep Core Mining Steamech

The Deep Core Mining Steamech often journeys into unexplored areas of caverns or newly opened mine shafts to test for safety and clear debris that might hinder work. The Deep Core Mining Steamech comes equipped with a powerful drill and locking hinge grapple hand – both handy in the removal of rocks and other debris. The cockpit of the Deep Core Mining Steamech is a completely sealed hermetic Chassis with powerful forward lighting systems, a turret-viewing helm, and limited atmospheric conditioner and recirculation systems.

A Deep Core Mining Steamech can withstand impact damage from a collapse. The rear of the Deep Core Mining Steamech offers the option to attach a winch hook for lowering the mech into vertical depths or, when safety is a concern, for pulling the mech out of a collapsed tunnel. The body form of the Deep Core Mining Steamech is specially designed to do heavy lifting in the case of a collapse, making it capable of getting out from under boulders and rocks.

STATS

Cost: 35 Kilos
Type: Piloted Armor Steamech
Height: 4m
Weight: 4.3 Metric Tons
Crew: 1
Passengers: 0

Cargo Capacity: 200 Kg
Mobility: 3d
Targeting: 3d
Hit Points: 50
Armor Points: 40
Structure: 4d

Armor: 3d
Move: 20
Acceleration: 5
Deceleration: 20

Notes: The forward headlights of the Deep Core Mining Steamech provide light forward in path 10m wide to a distance of 100m. The Deep Core Mining Steamech can lift three times (3x) its weight when shifted into low gear. The hermetic Chassis provides breathable air even for up to 2 hours.

PRIMARY DRILL

The large powerful drill is mainly a mining removal device and less a weapon, but it does feature a carbide steel weave giving it the ability to penetrate most materials effortlessly.

STATS

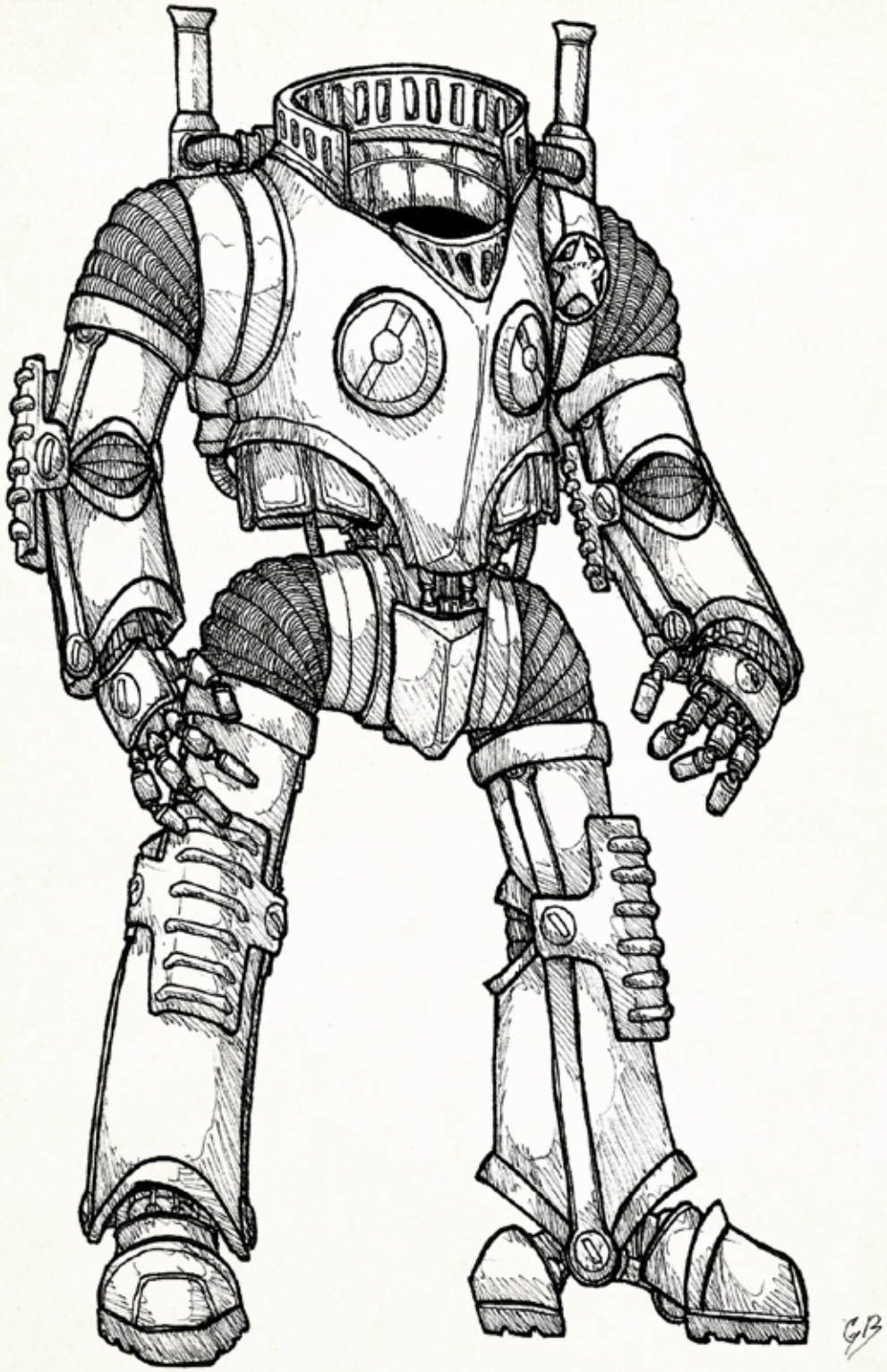
Scale: Heavy
Damage: 1d+100/x2
Note: Takes 1 Round to spin to damaging speed

ARM GRAPPLER

The Arm Grappler is a large clamp-like hand, especially designed for lifting and gripping rocks.

STATS

Scale: Heavy
Damage: 1d+69/x2
Note: The pilot can lock the grappler arm in place with magnets. Only destroying the grapple releases it.



Guardian Piloted Armor Steamech

Advances in steamtech in the early 200's made it possible for piloted armor to become practical on the battlefield. It was not long before Primus Mechanized was involved with research and development, working closely with the Capital City Guard to create Steamech armor that met their stringent requirements. Inevitably, the strictly defensive purposes of armor were expanded by adding weapons systems to the mechs. Today, the popular "Guardian" Steamech model is the peak of refinement and power in this line of military mobile weaponry.

VERSION A: POINT DEFENSE.

The first iteration of Guardian Piloted Armor was a ponderous exoskeleton that a Guardsman could climb inside to operate. It was not highly mobile and did not offer completely reliable armor for the operator, but it was strong and capable of mounting large armaments. The Piloted Armor, version A (or PA/A) became popular for point defense functions. Typical weaponry consisted of a large line-of-sight rocket launcher, powered by expensive propulsive charges also supplied by Primus Mechanized, and a machine-gun style arm mount to lay down anti-personnel fire.

In typical point defense situations, the PA/A could remain fairly stationary while dishing out powerful damage to defend a given location. The second iteration of this Steamech had some improvements to mobility and armor, and it was the first Piloted Armor unit deployed to outlying forts and military bases. The PA/A-2 remains popular among armed forces that cannot afford more refined models.

The PA/A-2s in service today are generally decommissioned Capital Guard units that have been sold to friendly or allied forces in outlying areas. They are easier to repair than the more sophisticated models of Guardian armor. Propulsive rocket warheads are often beyond the means of outlying townships, though, and in such locations where a Guardian PA/A is found, the rocket launcher has usually been modified to a shorter-range steam-powered projectile launcher.

STATS

Cost: 40 Kilos
Type: Piloted Armor Steamech
Height: 4m
Weight: 2 Metric Tons
Crew: 1
Passengers: 0
Cargo Capacity: 500 kg
Mobility: 1d
Targeting: 1d
Hit Points: 40
Armor Points: 40
Structure: 3d
Armor: 3d
Move: 12
Acceleration: 4
Deceleration: 12

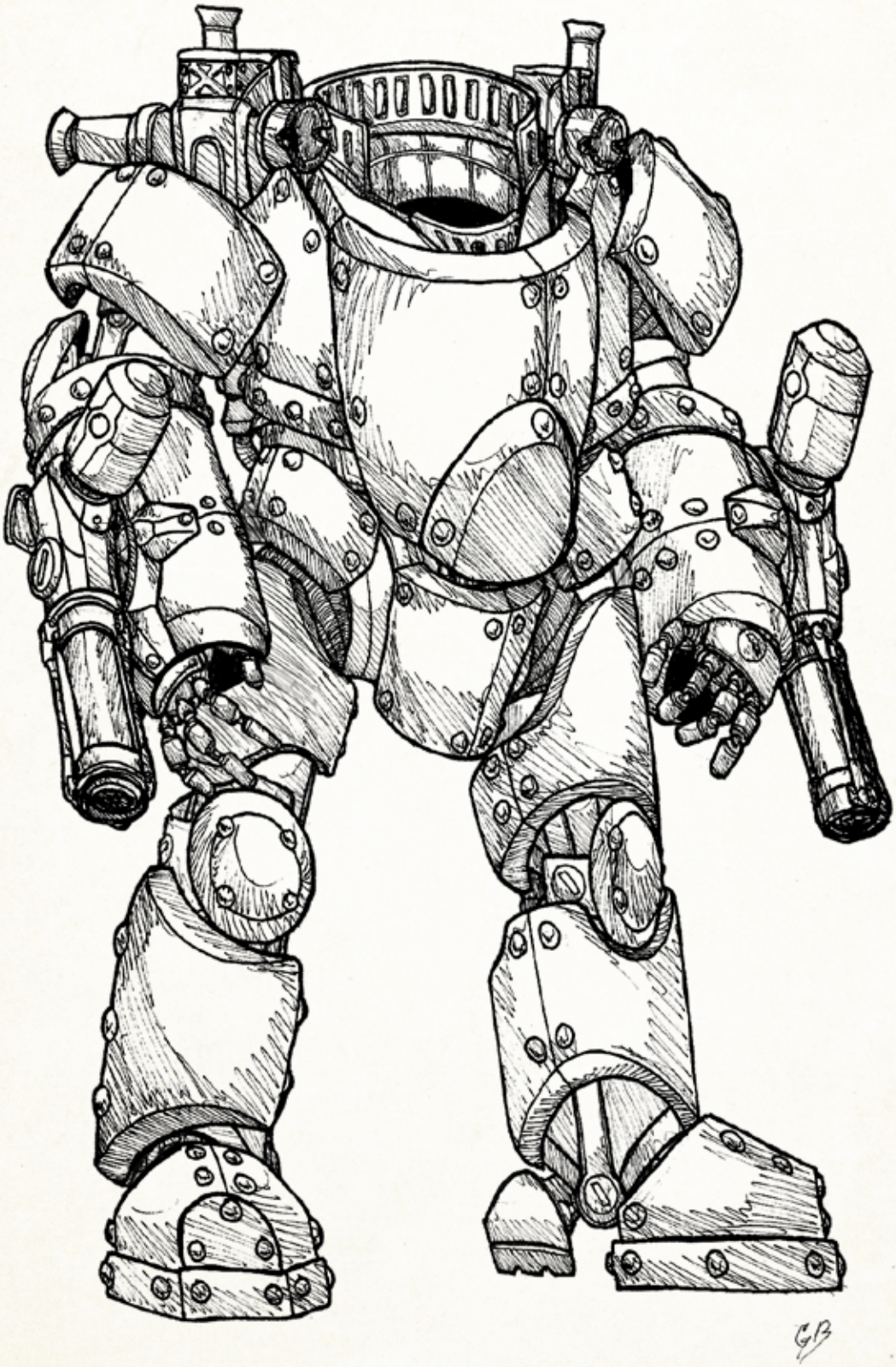
VERSION B: ASSAULT.

The success of the Guardian Steamech in point defense led to demand for its use in assault situations. What better way to storm a fort wall or destroy a Scav encampment than having a Guardian bring the hurt to the enemy? But assault units required much more mobility than point defense models, as well as more comprehensive armor. Early models of the PA/B were even slower than the PA/A due to the weight of armor they carried. Their cumbersome movement nullified much of their combat advantage in brute force.

After breakthroughs in armor plating and improvements in motive systems, Primus Mechanized was able to introduce the PA/B, Model 4. This front-line assault unit is bulky, strong, moderately mobile and well armored. It carries the same armaments as the point defense units but is a more mobile and better protected platform from which to deploy them. Regular Guard units often have a PA/B among their mechanized forces, while elite Guards who operate as shock troops are often assigned a squad or more of these front-line machines of destruction. They are typically deployed in the vanguard of a quick attack meant to break enemy lines or penetrate defenses and defensive structures.

STATS

Cost: 50 Kilos
Type: Piloted Armor Steamech
Height: 5m
Weight: 3 Metric Tons
Crew: 1
Passengers: 0
Cargo Capacity: 550 kg
Mobility: 2d
Targeting: 3d
Hit Points: 50
Armor Points: 50
Structure: 4d
Armor: 4d
Move: 15
Acceleration: 5
Deceleration: 15



VERSION C: CONTINUOUS USE (LONG-RANGE).

With the success of the PA/B, it was clear that these Steamechs could give a critical edge if they could operate with Guard units over wide stretches of terrain and over longer periods of time. Hence the development of the much more durable PA/C, Model 7, designed for long range and "continuous" use – continuous compared to the single-battle capacity of earlier models, that is.

The PA/C (or "Pac," as soldiers call it) includes water recycling tech and bathroom hookups for the operator who finds him or herself compelled to go 8, 12, or more hours during a drawn-out campaign. The PA/C includes improved mobility, lighter yet sturdier armor, and a total of four weapon mounts so the unit can be customized for anti-personnel or hard-target attacks, or a mix of both. This Guardian model also has unique self-lubricating joints and mechanical parts. It needs less repair and maintenance during daily use, but then must have a more thorough overhaul after every 100 hours of operation to restore all systems to optimal function. Refueling during extended operations is provided by the PA/C's tender crew, which refuels, reloads, and services the unit as needed while it is active in the field.

The Guardian "Pac" model is presently the standard military assault mech armor used by shock troops of the Capital City Guard. The "Pac" is the crème de la crème of man-mobile military destruction devices. Very few exist outside of the control of Capital City military, but sometimes one may be claimed if a Guard unit is defeated, or assembled from parts bought on the black market in Capital City.

STATS

Cost: 65 Kilos

Type: Piloted Armor Steamech

Height: 6.5m

Weight: 4 Metric Tons

Crew: 1 plus recommended tender crew of 3 to maintain and refuel over extended operations (12+ hours).

Passengers: 0

Cargo Capacity: 800 kg

Mobility: 3d

Targeting: 4d

Hit Points: 50

Armor Points: 60

Structure: 4d

Armor: 5d

Move: 20

Acceleration: 5

Deceleration: 20

ARM MOUNT GATLING PHALANX CANNON "PRIMUS GUN"

This is a Gatling-gun style machine gun invented by Prof. Isthmeer Primus, with external gears to rotate and actuate the multi-barrel assembly. Ammo is fed into the mechanism through an armored conduit from back- or outer-shoulder-mounted ammo canisters.

STATS

Fire Arc: Arm Turret, Version A/B: 1, C: 2 (One per Arm)

Scale: Personal

Type: Ranged weapon, Mounted

Fire Control: Version A: 2d/0/0, B: 2d/0/0, C: 3d/2d/0

Range (Short/Medium/Long): 50/130/230

Damage (Short/Medium/Long): 1d+80/76/72

Rate of Fire: Full Auto, Canister Fed, If more than five rounds are fired in five minutes, it will Critically Fail.

AMMO

Version A/B: 50,000 round canisters. **Version C**: Two 100,000 round canisters. Twice this ammo load out can be mounted on the PA/C for a penalty of -1D to movement rate. This is a common practice when the PA/C will be used for an extended battle in an entrenched position.

SHOULDER MOUNT ROCKET LAUNCHER

This Rocket Launcher is a line-of-sight propelled warhead launcher.

STATS

Fire Arc: Shoulder Forward, Version A/B: 1, C: 2 (One per Shoulder)

Scale: Heavy

Type: Heavy weapon

Fire Control: Version A: 1d/0/0, B: 2d/1d/0, C: 3d/2d/1d

Range (Short/Medium/Long): 50/130/230

Damage (Short/Medium/Long): 1d+160/150/140

Rate of Fire: 1 Rocket per 5 Rounds. If more than five rounds are fired in five minutes, it will Critically Fail.

CRITICAL FAILURE

The loading mechanism jams and cannot fire again until repaired.

REPAIR

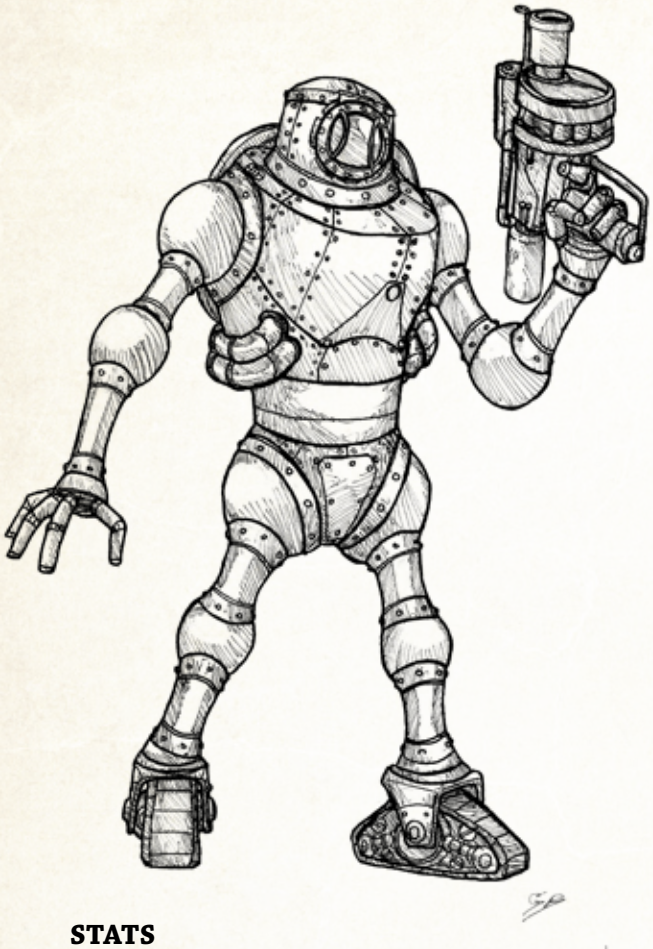
Heavy Weapons, DR Difficult, to clear the jam

PAYLOAD: VERSION A, B: 50 ROCKETS STOCKED. VERSION C: 70 PER SHOULDER MOUNT (140 TOTAL)

Note: a Guardian operator firing a rocket launcher too close to his position will take self-inflicted damage if he is within the blast radius.

AMMO

The Range presented is for propellant-powered Primus Mechanized rounds; cut range by 50% if the launcher is jury-rigged for home-grown ammo and uses steam-catapult-launched explosive projectiles. The standard rocket round used is a high explosive akin to a grenade round, but larger. It is rumored that Primus Mechanized has equipped some shock troop units with specialized warheads to penetrate Steamechs and structures. If they exist they are extremely difficult for civilians to get hold of. Their exact performance properties will need to be determined on a case-by-case basis. Persons unable to acquire proper rocket propellant rounds usually adapt the launcher to a stream-catapult propulsion mode. Projectiles that are steam launched have ½ the normal range, and will do half as much damage if they are not a regular rocket launcher warhead.



Siege Assault Steamech

The Siege Assault Steamech was developed to replace the Guardian, but suffered from extremely high cost and budgeting issues during production. This line of Steamechs was discontinued, but some of them remain available on the open market. The Siege Assault Steamech design attempted to combine heavy armor with tactical infantry combat tactics. In this purpose, the Siege Assault Steamech succeeds. The highly coveted Siege Assault Steamech presents a considerable security risk to Capital City defenses and has therefore been banned.

A Siege Assault Steamech has a completely hermetic body form and cockpit Chassis, armor on every joint and functional component, free form hands, atmospheric recirculation, a turret head, and heavy tread feet for normal and high speed movement. The Siege Assault Steamech comes with a massive gun that only a Steamech can grip and fire. The weapon shoots oversized projectiles that were designed for destroying large structures upon impact. If a pilot gets their hands on a Siege Assault Steamech, it is likely they will not let go.

STATS

Cost: 100 Kilos
Type: Piloted Armor Steamech
Height: 3.5m
Weight: 4.8 Metric Tons
Crew: 1
Passengers: 0

Cargo Capacity: 300 Kg
Mobility: 4d
Targeting: 6d
Hit Points: 80
Armor Points: 80
Structure: 6d

Armor: 6d
Move: 50
Acceleration: 10
Deceleration: 50

Notes: The hermetic Chassis provides breathable air for up to 2 hours before needing a reinfusion of outside air.

ASSAULT HANDCANNON

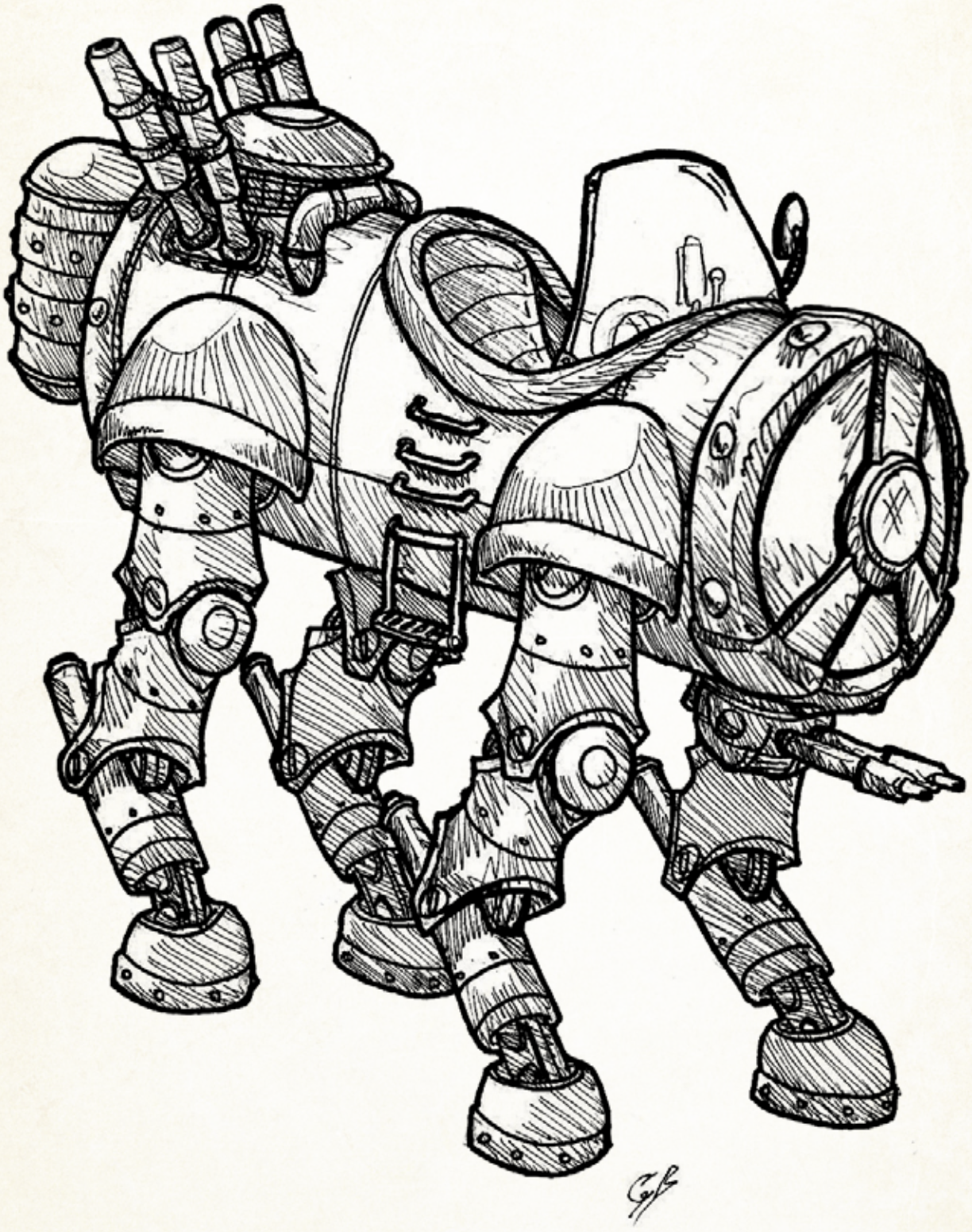
This massive gun is especially designed so that no Human may ever fire it and so that only the hand of a Steamech can do so. The Assault Handcannon uses a barrel-fed canister to load ammunition into the chamber for firing. The ignition system uses five steamjets, two Tribs, a gauss acceleration system, and a dial-in capability that determines whether the round explodes on impact or airbursts in mid-flight.

STATS

Fire Arc: Handheld
Scale: Expansive
Type: Heavy weapon
Fire Control: 3d/2d/1d

Range (Short/Medium/Long): 90/200/250
Damage (Short/Medium/Long): 1d+100/97/94

Note: The ammunition for the Assault Handcannon is so specialized that finding more can take months or years. An Assault Handcannon only holds twelve rounds in the canister feeding system.



Trotter High Speed Steamech Stallion

The Trotter High Speed Steamech Stallion uses a unique high capacity power system for sustained movement across vast distances. The Trotter has an open air Chassis cockpit where the pilot sits and drives this mechanical wonder. The Trotter High Speed Steamech Stallion has four primary steamjet release exhaust systems all integrated with recirculation systems to capture and reuse as much heat energy as possible within the system. The precise gears and components of the Trotter make it very difficult to repair.

The leg systems for the Trotter High Speed Steamech Stallion mimic those of a traditional horse. The nose of the Trotter features an obstacle avoidance sensor which can automatically steer the mech to avoid large obstacles or stop the mech when encountering a drop off in the ground, such as the edge of a canyon. The Trotter can leap great distances while in full gallop, and features a small, but effective forward turret to fend off attackers who assault the mech. The cockpit features a windshield for high speed visibility, a rear view mirror for backing up, a standard vehicle steering system so piloting the mech is simple.

STATS

Cost: 33 Kilos
Type: Piloted Armor Steamech
Height: 2.4m
Weight: 2.9 Metric Tons
Crew: 1
Passengers: 0

Cargo Capacity: 100 Kg
Mobility: 5d
Targeting: 3d
Hit Points: 40
Armor Points: 20
Structure: 3d

Armor: 2d
Move: 100
Acceleration: 20
Deceleration: 100

Notes: At full speed the Trotter gains +4d Jump. Automatic detection of obstacles and floor drop off engages in time to stop or change course safely, making the mech easy to pilot and drive. A Trotter can operate for sustained periods of six months before requiring any kind of maintenance or repair. Repair or maintenance of the Trotter requires Engineering, DR Very Difficult.

FORWARD BELLY TURRET

The Forward Belly Turret of the Trotter is a retractable, with capability to quickly decimate attackers. The fire-linked cannons trade off shots to keep each barrel cool to the touch and displace every shot with a kinetic steamjet release system.

STATS

Fire Arc: Forward Turret, 270° Forward
Scale: Heavy

Type: Heavy weapon
Fire Control: 1d/0/0

Range (Short/Medium/Long): 40/100/160
Damage (Short/Medium/Long): 1d+55/52/49

CHAPTER 7
ADVENTURE DESIGN

"Control, politics, power, and money: it is all a game of balance to me. With the exception of a select few, most people's innermost desire is to be told what to do. Structure equals discipline. Without the fundamentals of order, society collapses into an Anarchist state. After all, there is no profit in Chaos. I realize this may seem bleak, but this is the extreme nature of the world of Westward. I rather it be a product of me, instead of the contrary.

I spent a considerable amount of time observing that people go to incredible lengths to preserve their so-called idealistic freedom. Such is the case of one J. Strongarm and her band of loyal Duster rebels. She built this unit of "Freedom Fighters" from the ground up, leading them to persevere against me. I observed their every move the past five years, and while I must admit to admiring their dedication, it is now time to remove this thorn from my side.

I received word last night from my agents that small Duster cells are currently on the move, combining for some ulterior purpose. I believe these to be under the command of J. Strongarm. They shall experience the full force of justice and answer for their crimes. I leave shortly on board my airship, Executor, that is currently in preparation for my arrival. After all, some jobs you just got to do yourself."

– An entry from the personal journal of Manciple Primus.
November 32, 343

Gamemastering Westward & Adventure Development

When creating an adventure in Westward, it is important to keep the theme of the setting, (Steampunk Western), in mind. Human culture in Westward revolves around a sense of urgency, the balancing act between morality and difficult decisions, and a sense of individual and community potential.

The planet of Westward is massive, yet Humanity inhabits only a sliver of it. The dangers posed to the ongoing survival of Humans are evident each day in the harshness of the Badlands to the mistrust of the government and their officials. Compounding the problem further is the fact that the people surviving outside the Capital City must deal with horrible decisions that affect countless others. Sacrifice and suffering play regular roles in the daily lives of the common citizens of Westward. All the while, there is an unspoken sense of "golden" opportunity. Most people quietly perform their duties in their daily lives, but they all wait for that moment when something different might change the course of their lives. As the world around the common citizen changes, they watch for signs of opportunity to improve even the smallest aspects of their lives.

It is around these components of storytelling that a Westward Story should find its most fundamental basis. Creating and developing a consistently fun and enduring adventure for Westward should include at least one of these overarching Story components. Taking an adventure in Westward, and crafting it into a Story that covers multiple game Episodes or Sessions, may hinge on incorporating the sense of urgency, a conflict in morality, or attainable goal that leads to the improvement of the Characters.

Westward is an expansive world with a lot of potential for Players who want to explore every corner, as well as those who wish to simply go along for "the ride". A GM might find it best to provide a basic storyline, and see where the Players take their journey. The most important position a GM fills is giving guidance on the journey the Players take, sometimes providing substance to the Characters by giving them motives, backgrounds, and more history tying them to the world of Westward. In developing an adventure, a GM should at least include a Scene with talking, a Scene with some combat (perhaps a conventional shootout or a down and dirty bar brawl), and a problem to solve. Every good adventure involves all the elements of a good television episode: Characters, a problem, drama and complications around the problem, and ways to resolve the problem in the short term and longer term.

BREAKING DOWN YOUR STORY IDEA INTO EPISODES

So you've taken on the role of the Game Master, and you have got a great Story idea for your Westward Chronicle? Great! Now what? It's best to take the core of your Story and to break it down into episodic terms. More than likely, the idea for your Story came from an object, a conversation, a person, current events in the news, or a great show (or movie) you watched on television the other night. Take your Story idea and break it down into further details.

Here are some questions to ask yourself while you're writing:

- Who is the main Story about? Is it about a Character that's been wronged in some way? If so, by whom? What were their motives and why did they single out your PCs, their friends, or family?
- Where does the Story take place? Location will affect the Chronicle a great deal in Westward. Why is your group of Characters traveling to this particular location in the first place? Did they catch wind of potential work? Does someone have a family member who's in trouble? Do they owe someone a favor? As you continue to brainstorm, you'll find that you have a lot of questions popping into your mind as you begin to flesh out the details. This may change some aspects of your original Story that initially inspired you in the first place, and that's OK. It's all part of the creative process!
- Why is this Story taking place? What do your PCs want? Information? A person? Money? Maybe a valuable piece of equipment was stolen from a friend and now their Characters have to help? Is the Story triggered by the actions of one of your Game Master Characters who has their own sinister motivations? Do natural elements of the environment trigger some Episodes? This can be something as simple as a big, nasty critter wandering in from the Badlands to an established Fort to knock down the walls because it's hungry, or maybe a weather related disaster such as an earthquake or a vicious sandstorm to shake things up.

EPISODES – FLESHING OUT YOUR STORY IDEA

As you continue breaking down your Story's main idea – you'll realize that you will be writing down obstacles for the Characters to overcome. Whether it's sneaking past the city guards, or confronting the bully who's hogging the seat at the bar which they're supposed to sit at to make a connection with a contact. These obstacles will be translated into game terms in the form of Skill Checks, when your Players roll against you, the GM, in order to determine the outcome of a situation. Each Story idea should be broken down into Episodes, each with a new obstacle or some sort of critical challenge for the Characters to face. It's helpful to make a list of the skills that the PCs will have to use to overcome these challenges.

This method of Adventure Design will help you outline your initial Story idea as you continue to develop the plot, and subplots around it. It will also help you decide where to place the necessary Skill Checks, where to develop stats for equipment, vehicles, Game Master Characters, etc. – and help out the overall flow and pace of your adventure. Please reference the Adventure Hooks below for examples of how Episodes build upon each other until you reach the conclusion of your Story. Your average Westward Session should contain anywhere from four to five Scenes that contain various methods of problem solving. Keep in mind that your Players will catch you off guard and "wander off the map." When this happens, don't panic – keep your cool, and don't be afraid to call a time out in the event your Players really throw you a loop. If this is your first time running Westward, it will help you collect your wits; and you never know, you may even come up with something better than you had originally planned. As a courtesy to your Players, be sure to keep these timeouts to a minimum or else they might begin to grow distracted, bored, or impatient.

COACHING, GUIDING, AND STORYTELLING

Players often see their Game Masters as "experts" of another world. It is highly recommended that anyone GMing Westward read through the entire core book to get a good idea of the world, the relationships between the various groups on Westward, and how all of them interact. While the people on Westward are all Humans, there are a lot of variations in beliefs, culture, language, and prejudice. Westward is best presented in a fashion that exemplifies the local customs and laws of a particular Prefect. Each group of people in Westward lives in something of a bubble, isolated for long periods from one another, often developing strange laws, and xenophobic behaviors based on rumors and legend. Guiding Players along in a world where much of the population is distrusting and paranoid provides a good deal of storytelling opportunities. At the same time, there are glimmers of hope in local populations - people who have maintained their sanity. They are the most likely candidates for Character interactions that do not result in uncomfortable altercations and combat.

Every Prefect in Westward should hold a Magistrate or Mayor, a Marshal and deputies, and some other supporting administrative officials and town council members. These Characters are likely those with the most influence and power in any given place, and they typically present the best pool of people a GM can use to interact with the Player Characters. As well, the Mayors and Marshals of towns are often likely to hire on the Player Characters for missions and actually offer money in return.

For Players looking to cause trouble, the Badlands lay riddled with bandits and Ferals. Most of the bandit gangs and Feral tribes follow some kind of leader, though the stability of the bandits and Ferals is more questionable. It is more likely that any bandit or Feral will outright attack anyone they come across who is not one of them. Sometimes there is a mutual respect between bandit gangs and Feral tribes, but crossing over borders is a quick way to get shot or eaten.

Regardless of where the Characters venture, the GM should prepare for the worst and hope for the best. The best way to do this is come prepared with knowledge about Westward, and writing or selecting a handful of Adventure Hooks to use just in case things go in an unexpected direction.

ADVENTURE HOOKS

Unlike "The Incident At Fort Southridge," the following Adventure Hooks are not complete, fully fleshed out adventures, but adventure outlines meant to inspire you, the GM in the event you are stuck. These Adventure Hooks can be used to help kick start a Westward campaign on the fly, or can be designed to fit anywhere into your existing Chronicle.

It's up to you to jot down a few more notes after you've selected which Adventure Hook you want to run. Decide on an appropriate starting location. Write up a few Game Master Characters, which you can either do from scratch or use the Character Templates in the back of the book. Assign equipment to these Game Master Characters and you're ready to go.

These Adventure Hooks were meant to give you a feel of how the "attitude" of a typical Westward Story feels. Westward stories, at their core, are often a race against time with the environment a constant threat to the PCs' survival. At the same time, it sure doesn't help having a few enemies who would love to see the PCs dispatched so they can continue on with their wicked schemes, uninterrupted. Keep in mind that inspiration can come at any time, and don't be afraid to make any changes or adjustments to the following ideas to suit your needs. After all, it is your Chronicle!

The Iron Ruins

By Peter Schweighofer

"I saw it myself," the old explorer wheezed, leaning against the rock and clutching a parchment to his chest. "The rockslide tore half the mountainside off, and there it was, this enormous black-iron conglomeration of blocks and pipes, looming out of the rock like some legendary fortress."

"Do you want water?" Sanders asked, offering his canteen. "Do you need medical attention?"

The old man pushed him away. "Fools! It's metal! Tons and tons, ripe for the taking. I drew it on my journeymap so I could find it again…." He slumped over, dead. The arm clutched to his chest relaxed, letting fall the crumpled parchment with smeared map markings…and clank! an odd piece of metal, a rod fused with a spiked gear or medallion.

"What is it?"

"It's metal, a kind and shape I've never seen before," Kellerton said. "And I'll bet that map can lead us to more. Lots more, if the old codger wasn't just seeing things…."

BACKGROUND

A dying explorer crawls back to Fort Gowchain bringing news that a massive rockslide has uncovered some immense, possibly ancient iron construct in the distant mountains. A strange piece of metal and hastily drawn map in his possession seem to confirm his story. The Characters undertake an expedition to verify the report, explore the artifact, and cash in on a possible rich source of metal despite shadowy and ruthless competition.

ADVENTURE

Episode One: The Characters begin organizing an expedition to verify the dead explorer's claim, possibly with the aid of official government representatives or a wealthy entrepreneur with the means to purchase gear, supplies, and conveyance. While making arrangements, the Characters fend off an ambush by agents working on behalf of competitors intent on stealing the map and sabotaging the expedition. Possible competitors working from the shadows might include a band of Capital City Guard, opportunistic Scavs, or a special detachment of Praetorians carrying out Manciple Primus' covert directives regarding the iron ruins.

Episode Two: The Characters face numerous challenges on the journey following the map to a location marked on the edge of the Monument Mountains:

- Fierce Badlands creatures tear through camp in the middle of the night.
- The map leads the Characters through a treacherous region of crumbling soil and deteriorating rock formations that threaten to bury the expedition.
- Competitors prepare an ambush that could cost vital supplies.
- Hirelings or other support personnel conspire to abandon the expedition after enduring numerous difficulties, poor treatment, or despair of heading off into the unknown.
- Climbing the foothills proves its own challenge with extremely difficult terrain, hidden creatures, and harsh weather, all in the shadow of a distant, dark rock formation that may or may not be the iron ruins.

Game Masters can further enhance or propel the action with additional chance encounters appropriate to the terrain.

Episode Three: The Characters begin their on-site reconnaissance upon finally reaching the iron ruins. They might indulge in detailed survey exercises, measuring, sampling, and recording their observations. They could simply start destructively tearing at the massive iron walls to quickly recover as much metal as possible. These activities eventually reveal an entrance (possibly a maintenance hatch) to the interior, which reveals the inner workings of a massive machine and more easily gathered metal components.

Episode Four: During their delvings into the iron ruins the Characters trigger a component that suddenly brings the entire mechanism alive. The construct starts steadily rumbling, various parts start moving with a slow but steady rhythm, and the entire ruin begins inexorably descending into the earth! Dodging ambushes from the opposition -- which followed them inside -- the Characters must escape before the entire iron ruins digs itself deep into the ground, pulling the surrounding mountainside on top of itself.

The Feral Arsenal

By Peter Schweighofer

"What do you think they're doing down there?" Sanders asked, peering through his field glasses from atop his mount. The Tram line stretched far off toward the horizon, with several figures huddled near the rails at one distant point.

"Messing with the rails," Kellerton grunted.

"Ferals do that?" Sanders asked credulously.

"Well they're not trying to repair it, and I sure don't think they're waiting to catch the next Tram out to Caves," Kellerton said. He pulled his weapon from the saddle holster. "Saddle up! Time to earn our keep…."

BACKGROUND

The authorities in Caves hire the Characters to travel by foot or beast along the Tram line to Hollis, checking the rails for damage or sabotage in advance of a Capital City effort to transport conscript forces into the area to deal with a growing menace: a large, ambitious Feral tribe reportedly allied with a well-organized band of Scavs whose plans can only spell trouble for the Prefect.

ADVENTURE

Episode One: While patrolling the Tram line out from Caves, the Characters come upon a small group of Ferals using portable camouflage—dusty tarpaulins giving the appearance of rocks—to undertake some sinister activity on the rails ahead. While the Characters can use the rugged terrain to their advantage to sneak up on the Feral saboteurs, it also allows their adversaries to hide additional forces nearby, making for a tough fight along the rails. After the skirmish they discover one dying, yet defiant Feral who snarls at them that the Ferals and a nearby Scav group are planning on taking revenge against the inhabitants of Caves not only through their powerful alliance but also by employing a devastating weapon.

Episode Two: As the Characters finish their interrogation and investigation, a pair of Scavs watching from a nearby promontory take several shots at them before galloping away toward the hills, presumably to report the incident to their compatriots hiding deeper in the Badlands. The chase leads through a shallow ravine in which a band of Ferals waits in carefully prepared camouflaged pits and blinds ready to ambush the Characters, enabling the Scav scouts to flee.

Episode Three: Following clues gleaned from the Feral sabotage group, any Ferals captured in the ravine ambush, and success in tracking the fleeing scouts, the Characters discover a wide valley containing a Feral encampment and a hastily erected makeshift fortification for the Scavs. A throng of both factions—often bickering and fighting —works at various tasks in the final stages of constructing an enormous weapon: a massive cannon mounted on a tracked platform hauled by draft animals, possibly capable of taking out the Tram from a significant distance, elevating its fire arc to shoot at airships, and even possessing the power to threaten Caves itself. As the Characters covertly reconnoiter the encampment, steal necessary supplies, and plan an attack, the group sets out with the weapon (complete with several groups finishing work on different parts) toward the Tram track between Hollis and Caves.

Episode Four: The Characters struggle to keep up with the mobile Feral-Scav force without revealing themselves, all while seeking opportunities to either slow the group's progress or openly attack and destroy the weapon. If they don't act swiftly and decisively, the cannon could soon come within range of the large Tram transporting a sizeable force of conscripts, along with ordnance and supplies the Ferals and Scavs could use to further establish their military control over the region.

The Horde Trap

By Peter Schweighofer

"I don't like this," Kellerton said, surveying the abandoned Scav outpost from outside the fortified gate. "Everything's locked up, but nobody's here, not even a sentry. Hellooo…!"

Sanders scratched his head despite the Prefect envoy glaring disapprovingly at him. Myletha Othos had kept her finger on her shotgun's trigger since they spotted the settlement and hiked up to the closed portal. Sanders peered around and pointed back down the ravine. "There they are," he said. "That crowd coming up the road behind us, where the valley narrows."

"Why'd they all be out of the compound in one big group?" Kellerton asked. "And why are they moving like that, all shambly like."

Then Myletha finally spoke, her sultry voice dripping with grim confidence. "Stop gawking and figure out some way inside that gate or things are going to get ugly real fast."

BACKGROUND

Myletha Othos, an alluring yet discreet envoy from Capital City, arrives in Yewanrey. She hires the Characters to help her track down a hidden Scav outpost and escort her there to negotiate a temporary amnesty in exchange for the return of two prominent scientists who were captured while fleeing from political persecution. Although she's well-funded -- and thus offers prime incentives and the means to supply the Characters adequately -- Myletha insists on secrecy as they make preparations and depart for the trip across the Badlands.

ADVENTURE

Episode One: After making hasty preparations the Characters set off with Myletha to track down the Scav outpost. The envoy seems to know exactly where to go, as if she's come this way before. A chance encounter with one of the more deadly species of Badlands wildlife proves Myletha can hold her own in a fight. As they near low, craggy foothills rife with steep-walled valleys they come upon a band of conscripts attacking a Scav patrol. Although Myletha and the Characters join the fight to aid the Scavs, none survive the skirmish. After carefully examining the looted gear, she realizes they're close to the hidden outpost…and that someone's sent conscripts to hunt down the Scavs, too.

Episode Two: After hiking up a rocky valley with a narrow entrance and no outlet the Characters reach the Scav outpost - a conglomeration of solidly constructed stone blockhouses connected by improvised walls, surrounding makeshift tents and shelters. One structure serves as the gatehouse, but the portal remains sealed and no sentries respond to the Characters' shouts for admittance. After finding a way inside (climbing the walls, slipping through a high window, or unlocking and opening the gate), they discover the settlement was hastily abandoned…though one crazed survivor hidden in a deep cave claims he locked the gate after the "yellow mist" mesmerized everyone into leaving. A quick search reveals two desiccated, deformed corpses in the courtyard, a fine yellow dust covering a 10-foot radius around each. Myletha heads directly for one particular blockhouse beneath which they discover a subterranean laboratory, including a sealed vault containing five large, cylindrical canisters the envoy claims are powerful incendiary bombs capable of massive destruction.

Episode Three: As they conclude their investigations the Characters' sentries spot a mass of people slowly surging through the narrow entrance to the valley and shambling toward the fortified outpost. The former residents of the settlement have by unlucky circumstances been infected and transformed into half-dead gasbagger zombies (see Chapter 5: The Known World). The creatures seem intent on ransacking the outpost and capturing any living beings to haul back to the mother mold colony hidden within a shallow cave just outside the valley entrance. The Characters must use all means available, including the outpost's already-meager supply of ordnance, to fight off the horde, remaining careful not to breathe any of the infectious spores from exploding zombie kills.

Episode Four: At Myletha's insistence the Characters track the gasbagger zombies back to the home mold colony, where, after fighting off several of the more powerful transformed Scav zombies, they deploy one of the five experimental incendiary weapons to destroy it.

Episode Five: Leaving the abandoned outpost behind, the Characters begin the long, treacherous trek back to Yewanrey carrying the four remaining incendiary weapons. They don't get very far, however, before a conscript patrol intercepts them seeking to confiscate the bombs and bring them back to Capital City against Myletha's will….

Mine, All Mine!

By Wayne Humfleet

"Wow! This thing's got to be worth at least 1,000 Bits!" exclaimed Durgan while holding the chunk of gold up to gleam in the afternoon suns.

Richter B. Rivence bent down and checked the body for a pulse. "He's been dead for days," Richter stated. He looked up at their hired guide, Jill Strongarm, who knew the outskirts of the settlement very well. "He's also got this map, do you recognize these mines?" He handed her the map.

"Yes," replied Jill. "They're north by northeast from here, about four hours off of our-"

Unable to contain his excitement, Durgan interrupted Jill "We gonna be RICH!!"

BACKGROUND

The adventure begins with the Characters returning from some outing in the Badlands. They come upon the body of a dead prospector with a hunk of gold clenched in one hand, and a map in the other. Inspecting the body they find that he's been murdered.

The map is to the location of his mine, in which he has apparently struck gold. Looking for the mine, the Characters will fight off potential claim jumpers and something that has lived in the earth since before man came to Westward. Will they fight off the dangers and claim the mine for themselves, or suffer the same fate as the prospector?

ADVENTURE

Episode One - "He's dead Jim, but he's rich." Returning from an outing in the Badlands, the Characters discover what looks like an old prospector's body. He's lying face down clutching a chunk of gold in one hand and a map to his mine in the other. Inspecting the body they find he has what look like puncture wounds in his chest, possibly from a Feral spear or bullet holes.

The chunk of gold is sizeable and must have come from a very rich vein in his mine. If they can claim the mine they might get rich quick. But who killed the prospector, and why didn't his killer take the loot? Examining the map they see the mine is fairly close, so perhaps the prospector escaped his attackers but only made it this far.

Episode Two - Claim Jumpers Arriving at the mine the Players discover the old prospector's campsite being overturned by a group of Feral scouts. It looks like they've just arrived and haven't gone inside the mine yet. If confronted they attack the Characters; they're hungry. Use as many Ferals as you need to give them a challenge that isn't overwhelming, but is tough.

After the Ferals are defeated the Characters will find that none of them have any chunks of gold on them but they must have killed the old man.

Episode Three -"How deep does this mine go?" Examining the mine, the Characters find its twisting tunnels seem to go on forever in a crazy maze-like pattern. The mine is shored up and lanterns hung here grant some dim light in the tunnels. As they explore the mine they occasionally hear scuffling noises, but when they look, nothing is to be found.

At the mine's deepest point they find where the prospector struck gold. It's beautiful! Beyond, the shaft opens into what looks like a dark natural cave where he must have broken through the wall. At that point the lights start going out as the lantern closest too them breaks and the sounds of clicking and scuffling are heard all around them. If the PCs have their own light, they see the gleaming eyes of something large and ant-like, with long sharp horns upon its head, as it moves out of sight. Nothing like this has ever been seen on Westward.

At this point have the PCs get attacked by one or two of the ant-like creatures. The battle should be tough, sending the message to the Players this might not be such a good idea. When they defeat the creatures the sounds of more can be heard in the mineshafts. It sounds like they are hunting the Characters down.

It should be apparent that this isn't such a good idea and getting out of the tunnels might be prudent despite the fortune at their fingertips. A retreat from the mines should have a couple of more battles just to keep them going.

Episode Four - "What a waste!" After escaping the tunnels the Characters can either flee, wait for the creatures to come out to get them, or find a way to seal the mine forever. Doing a quick search of the campsite they find some leftover explosives meant for mining. They could use these to blow the entrance to the mine shut. Either that, or going back in they will find an almost endless supply of the creatures waiting for them, as apparently these creatures do not like daylight.

A suggestion to Game Masters: You win some and you lose some, but at least they have the one chunk of gold to buy them dinner after they stumble back home...

Our Mech is Missing!

By Wayne Humfleet

"What the…?" Deputy Dirk Longwood was perplexed as the Tram's car door slid open to reveal its contents, a half-dozen dead Capital City Guards… and the crate containing the top-secret Warpath prototype mech was empty. Rage gripped him tightly.

Dirk's second in command, Jake "Scalphunter" Romero reflexively took a couple steps back and exclaimed, "Looks like one of our mechs is missing!"

Fuming, Dirk turned to his personally handpicked team of guards and roared, "I want the mech, and whoever's responsible for this atrocity brought before me NOW!"

Everybody instantly whipped into action.

BACKGROUND

The Capital City Guard was expecting a delivery of newly created Warpath mech at Fort Custer. The shipment was supposed to be secret, but word got out and a Scav gang waylaid the transports, killed the guards and crew, and stole the mech.

Fort Custer currently has most of it guard contingent deployed hunting down malcontents in the Badlands and can't spare a crew to retrieve the stolen mech. Hearing of their prowess, Captain Georg - the commander of Fort Custer - contacts the Characters offering them a handsome reward and supplies for the return of their stolen property.

Captain Georg of course has no plans to make good on his part of the deal. Once the mech is returned, trumped up charges are ready to be leveled on the Characters. The party must decide to either accept the deal, or retrieve the mech for themselves.

ADVENTURE

Episode One: A detachment of Capital City Guard confronts the PCs while they are replenishing their supplies in a nearby Prefect. The soldiers are stern and question the PCs about their identities to ensure they have the right party. Once they get the answers they want, they request them to accompany them back to Fort Custer to meet with their Commander, Captain Georg.

The soldiers will make every attempt to coerce the PCs to come with them - even offering money or fresh steeds. They are not willing to take no for an answer. If the PCs resist they will be arrested, and brought to Fort Custer by force.

Episode Two: Captain Georg is a tall man, with long blonde hair and a huge handlebar mustache. His demeanor is stern and he expects people to follow his orders. He has heard of the party's reputation and sees them as the perfect group to try and retrieve his stolen Warpath mech.

He explains to the party that Fort Custer is currently short on Guardsmen since most are on patrols in the Badlands. He admits to hearing of their adventures, even naming one or two to get their attention, and offers them a sizeable sum of money and supplies to retrieve the mech. If the PCs insist, he will even offer them some upfront money and supplies.

The captain provides the group with the Scav gang's last position and a map. He informs them that he believes the gang is led by the no good bandit Wil "The Scalper" Anderson. These bandits are known to take their victim's scalps and not leave survivors.

Episode Three, Ambush! As the party searches for the gang, they are discovered first by a group of the Scavs looking for a quick score. There should be enough gang members to make this a tough but not impossible fight for the party. After the fighting is over, if they check out the defeated gang, they discover one still alive. They can try and convince him to give up the gang's location. The bandit's will is shot, and he will crack fairly quickly with some gentle persuasion.

Episode Four, The Scalper on the Warpath: Using information gained from the dying gang member, they discover the gang's hideout. There are only a couple of members left holding down the fort with Will the Scalper, who is giving his newly acquired mech a shakedown on the other side of camp. If the party attacks the gang members, Will hears and comes storming in with the Warpath, guns-a-blazing. The party will have to defeat him and the mech before they can bring it back to the Fort. There is a wagon and some steeds available to transport the mech if it's no longer mobile.

Episode Five, Betrayal: If the Characters bring the Warpath back to Fort Custer they will discover that Captain Georg had no intention of paying them. He shouts for some men to arrest the party, accusing them of being the bandits that store the Warpath in the first place. His intention is to trump up charges and execute them as soon as possible. It's time to fight for freedom or plot escape.

The Redemption of Deputy Blackheart

By Brett M. Pisinski

"Well, shoot!" exclaimed Cy, as he was examining the tracks of a Shield Horse that were a about a day old. "He's on the move again, headed southwest this time."

"You sure he's not trying to trick us again?" asked Klide, who was fidgety and tired of traveling without any action. Klide checked his shotgun's ammunition for the third time.

"Hey, patience – we'll get 'im before them jaggers do. He's worth a lot to our client after all."

"I still don't like this job Cy, it feels-"

"-You say that about EVERY job! What would you like Klide?" interrupted Cy, rather annoyed.

BANG! The sound of distant gunfire echoed off in the hills, somewhere towards the southwest.

BACKGROUND

Deputy Billy H. Blackheart finds himself a wanted man - onw the wrong side of the law after he is linked to a recent atrocity. The Characters, whether jaggers or people simply looking for work, are hired by Blackheart's wife, who is concerned about her husband's well-being and wants the Characters to "please, please, please" bring him back to her safely before he is either captured or killed by the band of cutthroat jaggers who have picked up his trail. She knows within her heart that her husband is innocent and (of course) she doesn't have a lot of Bits to pay the Characters…

ADVENTURE

Episode One: During some downtime and a chance meeting with Mrs. Blackheart at a local Saloon, the Characters are roped into helping her track down her husband who is on the run from a band of determined bounty-hunting jaggers (Or one ruthless jagger, depending on the Game Master Character you write up. This jagger may be an enemy of one of your PC's, or an arch nemesis of your group of Characters). Give your PC's time to purchase any gear they may need. Mrs. Blackheart has a note in her possession that her husband left for her the night before he took off. The note doesn't necessarily detail the crime itself, just that he has to "right some wrongs" that have tarnished his reputation as a deputy.

Episode Two, The Pursuit: It's evident that Blackheart is good at evading trackers. His trail zigzags a lot and if the Characters question locals, they saw him leave town in the middle of the night – in a hurry. The Characters eventually catch wind that Blackheart is riding southwest of their current location and that he has approximately one day's start on them.

- ***Possible Complications:*** Someone associated with the team of jaggers is keeping a close eye on Mrs. Blackheart, and now they are tracking the movement of the Characters and may attempt to stop them. (Here's a good chance to tip your PC's off on who they're up against.)

Episode Three: Now on the trail of Deputy Blackheart, the Characters leave town and are headed in Blackheart's direction. Trackers in the group may make Search Checks that will locate his path and determine that he is riding a Shield Horse. Higher successes may also determine how fresh the tracks are and may spot the tracks that the jaggers left behind. The Characters may set up camp for the night, or they may travel through the night to help close the distance between them and Blackheart.

- ***Possible Complications:*** Any number of creatures of the Badlands may decide to pay the Characters camp a visit during the night, or they may pick up on the fact that they're being followed if they haven't figured that out yet in Episode Two.

Episode Four, "It's a Shootout!" In the foothills of the Badlands, the jaggers are involved in a deadly shootout with Deputy Blackheart. There are four hills, and lots of terrain that the Characters can use for cover. The Characters find themselves up against the jagger or the team of jaggers working against the Characters. Deputy Blackheart has taken refuge behind a large boulder and is running out of ammo. He has managed to hold his ground for the last hour.

- ***Possible Complications:*** The noise has attracted the attention of a group of Ferals, and the Feral Scouts are on their way to investigate the commotion. Or if the Characters have failed to spot the person who was tracking them earlier, or they let them go – they could show up at the last second to come to the aid of the jaggers and help turn the tide of the shootout.

- ***Possible Ending 1 –*** The Characters defeat the jaggers, rescue Deputy Blackheart, and bring him back into town reuniting him with his wife. Whether Deputy Blackheart is innocent or guilty of his crimes is up to you.

- ***Possible Ending 2 –*** The jaggers win the fight and turn Deputy Blackheart over to their client and earn their pay. Deputy Blackheart no doubt suffers, and it looks as if he's about to spend the rest of his natural life rotting behind bars. But is he really innocent of his crimes, as his wife believes? From here the Characters can simply move onto the next town, or if the deputy is innocent, they may decide to take justice into their own hands and attempt a jailbreak.

- ***Possible Ending 3 –*** After learning about the substantial bounty on Deputy Blackheart's head, the Characters defeat the jaggers in combat and turn over Deputy Blackheart to the local authorities to collect the bounty for themselves. Of course, whether he's innocent or not – they'll eventually have to explain their actions to his wife.

Game Master Tip: regardless of the outcome, Deputy Billy H. Blackheart has the potential to become a powerful Game Master Character if this adventure spawns into a Chronicle. And depending on the actions of your PCs, this will affect whether or not they get to call Deputy Blackheart a friend, or a foe.

Professor Mortigan's Experimental Menagerie

By Peter Schweighofer

"Why does the Professor want a live spiny-whip spongeweed?" Sanders asked. "Looks pretty dangerous, even just sitting out there all by its lonesome."

"Who cares?" Kellerton replied. "The old bat's paying us handsomely and supplying us with everything we need." He looked at the electro-passive field generator they'd hauled along on the rugged wagon. "I'm just hoping that contraption works—I'd hate to shoot up another specimen that refuses to come along quietly."

BACKGROUND

An enterprising scientist hires the heroes to collect living specimens of several dangerous creatures from the Badlands and return them intact to his heavily defended estate on the edge of Capital City, where he intends to house them in a menagerie to make money as a bizarre attraction for sight-seers and use them in experiments to find useful applications for their biological matter. Aside from a generous signing bonus, the Characters receive specially developed experimental weapons designed to subdue monstrous targets without harming them, plus the use of a custom-built Tram to transport them along the lines to areas inhabited by target creatures and haul captured specimens back to Mortigan's estate.

ADVENTURE

Episode One: Upon signing on as Professor Mortigan's enterprising creature-tamers, the Characters embark on their first hunt, a simple search for a moderately dangerous animal close to Capital City. This is an exercise intended to give them a chance to test the experimental, non-lethal weaponry necessary to capturing live specimens, including rifles loaded with tranquilizer serum, net cannons, electro-passive field generators, and mechs with padded grappling appendages.

Episode Two: The Characters embark on several expeditions to retrieve larger and more dangerous creatures from farther afield in the Badlands. In a series of deadly encounters the Characters must safely capture animals drawn from the Westward bestiary, facing their deadly attacks with weapons designed to subdue. As their successes grow, their expeditions and the growing menagerie garner the attention of the press and prominent politicians seeking to capitalize on the Characters for their own gains.

Episode Three: A Capital City official critical of Professor Mortigan's efforts receives permission to accompany a hunt as an observer. During a capture attempt vital weaponry fails and puts him in immediate danger. The Characters must choose between sacrificing the official and killing the beast to save him, bringing their loyalty to Professor Mortigan into question.

Episode Four: While transferring a captive beast to secure menagerie facilities at Mortigan's estate the Characters encounter saboteurs who've released a dangerous creature that rampages through the facility. They must subdue or kill the specimen before it damages the laboratories or harms Mortigan or other personnel (or, worse yet, prominent guests from Capital City). As they chase the creature deeper into subterranean levels of the estate, they stumble upon a secret laboratory testing chemical compounds derived from the specimens. These chemicals are intended to subjugate citizens unreceptive to Manciple Primus' political ambitions, and they are being tested on captive, Human subjects -- the dregs of Capital City society or "criminals" from fringe groups in the Badlands.

Episode Five: The Characters must choose either siding with Mortigan (and Primus) to hunt down and eliminate the saboteur group using advanced weaponry and newly developed chemicals or betraying Mortigan and allying with the saboteurs to destroy the menagerie from within, free the creatures to rampage through the labs, liberate the test subjects, and end the research into an oppressive new field of science.

There's A Snake in my Boot!

By Wayne Humfleet

"OW!" exclaimed Itara Kilfinger, followed by a stream of curses.

"Are you okay - ?" asked Klide, still waking up from his much needed nap.

Suddenly, Itara braced herself to avoid falling over. "I was…putting on my boots…when something…bit me…" she managed before slumping to the ground.

"Itara!" Klide sprang from his sleeping bag. "Gimme some help Cy!" Cy, however, was still snoring away, dead to the world.

Rushing over to Itara, Klide cringed as he stepped on something squishy. And there it was, slithering on the ground as it convulsed one more time before it died. Klide instantly recognized the snake, a widowmaker. "Oh boy," he managed, out of breath. "I've gotta bad feeling about this."

BACKGROUND

After an outing into the Badlands one of the Characters finds that they had a hitchhiker in their boot, a very poisonous breed of snake native to the Badlands. The snake, a Badlands widowmaker, bites the Character but doesn't deliver its full dose of venom, causing the venom to slow.

Checking with the local docs they discover that the only known anti-venom can be produced by acquiring another snake, alive. They hear rumors that a Feral snake cult can handle the creatures without being bitten. The Characters will need to head back out to the Badlands in search of the snake cult, and either persuade or convince them otherwise to bring a snake back to save the Character.

A suggestion to Game Masters: This is a great Scenario to play on one of your Players who is consistently absent at the time your gaming group gets together. When he or she returns to the game, you can begin the next Session by saying, "After last week's eventful encounter…"

ADVENTURE

Episode One: "I got bit!": The Characters have just returned from an expedition to the Badlands. Along the way one of the Characters (randomly chosen or a volunteer) or perhaps an important Game Master Character has picked up an unwanted guest in their boot. The Badlands widowmaker bites the Characters but dies before it can deliver its full dose of venom.

The Character is weakened, but it will be a few days before she feels the full effect of the poison. Checking with a Doctor, or using their own skills, the PCs find that the only way to produce an anti-venom that will counter the poison is to gather fresh venom from a live snake.

Episode Two, The crazy old hermit: Heading back out into the Badlands, the Characters look everywhere for another snake, but to no avail. What they do find is a crazy old hermit hiding out in the hills. The old man has lost his mind, but is not really a threat.

If questioned about the snake, he's a bit dodgy about the subject, hinting that he knows something that could help them. He asks for a lot of stuff. The Characters can either give him what he wants or force him, but eventually he spills the beans. (Quite literally, he spills his beans, sending him into some ranting about how clumsy they are.) What he tells them, after he calms down, is that a group of Ferals have formed up a snake cult a ways from here. He knows where they are and can even pinpoint it on a map.

Episode Three, "Snakes, thank god it's snakes": The Characters follow the old man's information and find the snake cult. The cult is teaming with Ferals but it is evident that they can handle the snakes without being bitten. The trick will be convincing them to help the party, but if the Characters kill the Ferals, they will have to figure out a way of trapping a live snake by themselves.

A possible solution presents itself though in the form of the Capital City Guard. The guard is a smaller contingent that has been tracking Ferals in the Badlands. The Characters can choose to aid the Ferals by saving them from the Guards attack.

Episode Four, Salvation: The Characters find that the Ferals have already produced some anti-venom. If the Characters have helped them, the Ferals are happy to give them the antidote; otherwise, they can find it in the wreckage of their camp. If the Capital City Guard was defeated, a lone survivor might have made it out and spread word about what happened, putting a bounty on the Characters' heads, or they could collect a bounty on any Feral scalps that they bring in.

THE INCIDENT AT FORT SOUTHRIDGE

Somewhere between Yewanrey and Fort Southridge, two brothers from Fort Amarell were riding at a decent pace, hours away from their destination, along a lonely, unsavory road.

"So what's the name of this Fort again?" asked Klide. "South-?"

"-Ridge, for the one-hundredth time!" interjected Cy. "Not sure what went down, the details are scarce. Apparently no one at Yewanrey has heard anything from them for a few days."

"So ol' Serafus Montgomery, Jr. sends us out on his errand and wants us to investigate, concerned about some relative? Y'know, I was just starting to like Fort Amarell."

"Until you spent that evening trying to pick up his sister. Jeez, don't you ever think with your head Klide?"

"Hey, Cy, that wasn't exactly my fault this ti-"

BANG! From nowhere, a bullet suddenly struck Klide's shieldhorse's thick-ridged hide. The shieldhorse reared up as Klide fought for control. Reacting instantly, Cy drew his pistol, searching for the would-be assailant.

And there he, or she, was. Cy caught a glimpse of an obfuscated figure, dressed in black, reloading a firearm and ducking behind a boulder perched atop a nearby hill. Acting quickly, Cy returned a quick burst of cover fire so Klide could get his mount under control. The brothers then whipped into action. For them, it was just another day…

A Westward Adventure!

The Incident at Fort Southridge can be run as a one shot adventure, incorporated into an existing campaign, or used as a starting point that will launch itself into a full-fledged campaign spanning several Chronicles. If you plan on working this adventure into your existing campaign it will require a few tweaks; the Characters can start anywhere within the Known Territories of Westward and travel to Fort Southridge. This traveling portion could span several adventures in itself, and you could design a series of connected encounters that will foreshadow, and ultimately impact this adventure.

For example, you could build a sense of mystery for your Characters while they are staying at a settlement like Yewanrey. No one in the settlement has heard anything from Southridge and officials are debating about sending volunteers to Southridge. Suddenly, a mortally wounded straggler stumbles into town, murmurs something into the ear of one of the PCs, and then dies.

GAME MASTER INFORMATION: INTRODUCTION TO FORT SOUTHRIDGE

PREPARING TO PLAY

If you are the Game Master, and this is your first time running, one of the first things you should do is sit down and read this adventure thoroughly. After you're done, plan on arranging a meet up with your Players to discuss with them what types of Characters they would like to play. You can have them either select their Character from the Character Templates in the back of this book, or they can create their own Characters from scratch.

If you plan on participating as a Player in this adventure, STOP READING NOW! Unless you want to spoil any future surprises…You have been warned.

After each Player has written up their Character, selected their equipment (based on your approval and depending on what you think was available), and created a basic background, take the time for a small introduction discussion. How do the PCs know each other? Have they worked together before? Are they related at all? Sometimes this information will help you brainstorm further ideas that you can use in future adventures. For example, what better way to motivate an adventure than to have a messenger arrive at a Character's doorstep with the urgent news that one of the Character's siblings has been kidnapped by a nemesis from the Character's past!

Now that the PC's details have been fleshed out, your adventure is at a great starting point. Take some time to jot down any last minute adjustments to your notes – you may tie things together here in unexpected places, sometimes even better than you had originally planned! Make sure you have the necessary materials – plenty of six-sided dice, scratch paper, pencils and maps. Maps make great visual tools to help your Players immerse themselves in the world of Westward. Look over the map of Fort Southridge. What important locations have you highlighted? Remember to be open-minded, and expect to improvise; Players will always be Players and they will wander "off the map" at some point during your adventure.

ADVENTURE BACKGROUND

The Characters have been traveling to Fort Southridge for the past four weeks. They've been down on their luck, but recently they were offered a job that has the potential to be lucrative. Through their networking in the mining town of Yewanrey, they established a connection with the eccentric Dr. Tagerrt I. Smyth, who needs their help and is willing to pay handsomely. His close friend, Itara Klifinger, is in need of a rare technology in order to recover from a recent wound. The Doctor has stabilized her, but time is running out for poor Itara.

The Dilemma: The piece of technology that Dr. Smyth needs was en route from Fort Southridge to Yewanrey when a group of bandits intercepted the shipment. The bandits killed the couriers and made off with the invaluable technology, but not before a distress signal was fired off. Receiving the distress signal, a team of Fort Southridge guards led by Captain Zavasar sprang into action. The guards caught up with the bandits and a gunfight erupted. The bandits got away, but one of them was wounded and captured by the guards of Fort Southridge.

Dr. Smyth has offered a reward of 5,000 Bits for the safe return of his technology, so the Characters packed their bags and headed south. The adventure begins as the Characters approach the North Bridge of Fort Southridge and are confronted by Captain

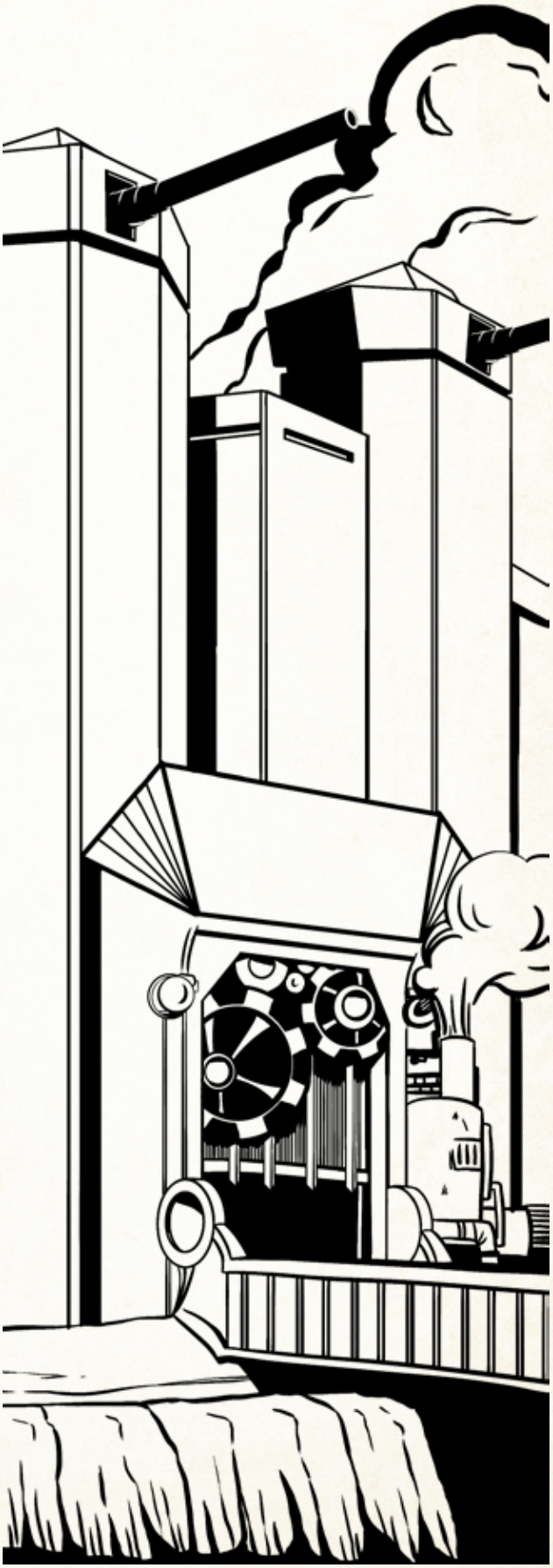
Zavasar and his team of Guards. The Fort has suffered a recent attack by the bandits; they attempted to rescue their captured compatriot, but failed. The Fort is on high alert, so the Characters must explain why they're here and talk their way past Zavasar. Unannounced guests are being treated as highly suspicious. Once inside the Fort, the Characters must somehow arrange a meeting with the captured bandit, locate the bandit camp, and retrieve the stolen technology that will ensure Itara's survival.

Game Master Tip: The stats for the Technology have been left out intentionally. If you find yourself wondering what the Technology itself is, let your imagination go wild! Is it an experimental piece of medical equipment? Or perhaps it's medicines and cybernetic replacements for Itara, whose very survival now depends on the Characters.

FORT SOUTHRIDGE

Fort Southridge boasts a population of approximately 1,250 and lies within the southernmost territory of the Known Territories. It is the final Fort that separates the Known Territories from the Badlands of Westward. When traveling by rail, the mining settlement of Yewanrey is the last "civilized" stop for travelers heading to Fort Southridge. When departing Yewanrey, the journey by horseback to the abandoned Fort Spine takes one week. However, due to the fear of superstition surrounding the abandoned Fort Spine, most travelers prefer to avoid it altogether and head directly to Fort Southridge, which typically takes three, to three and a half weeks on horseback at a steady pace.

Examples of Traveling Times in Westward		
Walking on foot	**1,000 miles**	**2 weeks**
Traveling by horse	**1,000 miles**	**1 week**
Wagon, animal drawn	**1,000 miles**	**1 month**



THE INCIDENT AT FORT SOUTHRIDGE

01. The North Bridge
03.The Bank of Southridge
02. Terexx A. Klyne's Estate
04. Metal Works Inc.
07. Davin's Bar
05. Boulder Tavern & Inn
06. The General Store
08. City Hall

THE TOWN OF FORT SOUTHRIDGE – IMPORTANT LOCATIONS

01. THE NORTH BRIDGE

This heavily guarded strategic location is the only apparent access point into Fort Southridge. A guard post at the bridge is always manned by three guards, plus a Captain. The twin turrets require a team of gunners, and a hidden sniper is also kept on the North Wall.

The main gate at the North Bridge is a sight to behold. It's covered with exposed and internal gears, and it behaves just like a clockwork system. As the gate opens, the gears begin to spin rapidly while letting off steam. It's one complex feat of engineering, complete with a "Welcome to Fort Southridge" logo on it. It's controlled by a release mechanism on top of the North Wall. Once travelers are granted passage across the bridge, the on-duty Captain must signal the two gunners on the wall in order for the gate to open.

02. MAYOR/OVERSEER TEREXX A. KLYNE'S ESTATE

An impenetrable electrified fence guards one of the most distinctive buildings in Southridge – the fortress of an estate belonging to Mayor Terexx A. Klyne. Klyne's wife, two children, and staff also live and hide out here as Klyne administers his duties to Fort Southridge.

03. THE BANK OF SOUTHRIDGE

This is where the townspeople go to store their Bits, apply for loans, and perform other financial transactions. The Bank is one of the more recognized institutions in this region of Westward's known territories. The bank's owner, a powerful woman by the name of Kleo Ramses, claims one of the two properties just outside of Mayor Klyne's Estate. Townsfolk often whisper that she has more influence in Southridge than the Mayor.

04. METAL WORKS INC.

Metal Works Inc. is the company that employs roughly 83% of Southridge's population of working civilians. Three shifts keep the factory's smokestacks churning at all times as they pump out industrial goods. Machinery Southridge's main export.

05. BOULDER TAVERN & INN.

Owned by Gareth Bale, the incredibly successful Boulder Tavern & Inn is literally built into the side of a huge boulder. Its odd architecture shines like a beacon to thirsty outsiders who need a place to stay while in Southridge. Both Gareth and his wife Gwyneth are friendly and hospitable; they aim to provide the best service possible.

Game Master Tip: The boulder contains an entrance to a series of underground catacombs which are rumored to lead to two locations: the Bad Lands and the tunnels of Yewanrey. Fugitives from Capital City use this networked system to their advantage. The only individuals other than Gareth who know of its existence are Terexx and Richter – and maybe a few bandits. Without a proper hired guide, it is very easy to get lost within these catacombs.

06. THE GENERAL STORE

In this cigar-smoke filled store, travelers can purchase supplies, buy weapons, or barter for information with Rusty Owens, the store's owner. "Rust" is a kind, well-traveled, elderly man who always seems to have a story to tell about lessons learned.

07. DAVIN'S BAR

Cheap booze, a limited menu, and gambling galore make Davin's Bar a popular hangout amongst Southridge's less-than-reputable citizens. Davin Bale is Gareth's younger brother and the two have been at odds throughout much of their lives. Although both of their businesses succeed in their own way, Davin constantly pokes fun at his brother's establishment, and calls it a "tourist trap."

08. CITY HALL

This is Fort Southridge's main Government building. Two guards are stationed at the City Hall's main entrance at all times; only those with security passes are allowed in. These guards are personally chosen by Kline's second-in-command, Jonathan B. Richter, and they are completely loyal. Mayor Klyne spends a majority of time here, either working from his office or entertaining dignitaries from other settlements when they choose to visit. The City Jail is located here, in the basement. It serves to detain any would-be troublemakers, rebels, or captured bandits from the Badlands. Richter has a small office down in the City Jail, as he sees to it that the security remains tight.

Episode One: The North Bridge

Starting the Adventure

On the day the Characters approach, the Captain of the North Bridge is a man by the name of Zavasar. He answers to only two people in Southridge: Richter and Mayor Klyne. These three men represent the law in Fort Southridge, which is currently under a state of martial law because of the most recent bandit attack. When everyone is ready, make sure the Players are gathered around. Envision the Scene and start describing the Fort's North Bridge, with its large, menacing pair of twin guns pointed in the Characters' direction. More than likely, this will grab their attention. Now, begin your adventure!

READ ALOUD: "You've been traveling for weeks. Before leaving Yewanrey, you took the time to rest up for the evening and stock up on supplies and information at the famous general store, Grayson's Torch & Tavern. Alexander Grayson himself was quite generous, although he didn't have everything you requested in stock. It was apparent that he too was concerned about rumors of a recent bandit attack on Fort Southridge. But since no one had been able to confirm whether or not the attack took place, it remained just a rumor. You purchased your supplies at a decent price, and set off.

It's now late-morning, well into your third week of traveling since leaving the township of Yewanrey. Over the horizon, a thick column of black smoke rises – your first sign that yes, trouble has taken place at Southridge.

As you approach the North Bridge of Fort Southridge, it's hard not to be impressed. The North Wall stands 10 meters tall and is dominated by massive twin cannon on both sides of the main gate. The main gate itself is covered in a series of complex, interlocking gears. On each side of the bridge entrance stands a guard, fully decorated and armed with firearm and spear. They notice your approach and move in unison to block the entrance as a solitary figure – carrying a wicked looking rifle over his shoulder – emerges from a small post on the bridge and approaches you cautiously. A third guard sticks by his side."

GAME MASTER CHARACTER DATA

CAPTAIN ZAVASAR DEAMON (A.K.A. "ZAV" BY THE LOCALS)

Type: Captain of the Guard, 3rd in command.

Species: Human, male ex-Duster

Description: Zav is in his mid-40s. He stands almost 2 m tall, weighs in at a muscular 100 kg, and is in phenomenal shape. His typical dress includes worn blue jeans, a "desert brown" tunic with yellow trim, a wide brimmed hat, and a pair of dark glasses. He has a dark tan complexion as he spends a majority of his time outdoors. He is clean-shaven and has red hair that he keeps cut short at all times.

STATS

Hit Points: 48/48

Initiative: 3d

Vitality: 4d (Custom Body Armor: +2d)

Move: 7

Cinema Points: 3

Experience Value: 3

Dexterity: 3d
Brawl 2d, Dodge 3d, Ranged 4d.

Strength: 4d
Grapple 2d, Lift 2d, Stamina 3d.

Persona: 3d
Command 2d, Deception 1d, Gambling 3d, Intimidation 2d, Willpower 2d.
Intellect: 2d Search 3d, Streetwise 2d.

Aptitude: 3d
Engineering 1d, First aid 1d, Security 2d.

FEATURES

Crack Shot (Zav has a deadly aim with ranged weapons. Double Ranged and Throw.)

EQUIPMENT

Custom Single-Barrel Rifle (Range: 10/30/50, Damage: 1d+48/45/42, Ammo Clip Capacity: 12), 6 Ammo Clips, **Custom Revolver** (Range: 25/40/65, Damage: 1d+36/33/30, Ammo Capacity: 8), 24 **Revolver Bullets**, **Hunting Knife** (Thrown Range: 2/3/4, Damage: Strength +6/3/0), 45 Bits, **Communication Device** (allows Zav to communicate with Richter and Klyne), **Bracelet on his right arm** (a good luck charm).

BACKGROUND

Zav is a native of Fort Southridge. He is very familiar with the families of the Fort and he is the one who can relate best to the general population out of the three lawmen. Zav never married, and doesn't have any children of his own. He grew up with the Bale brothers and his best friend is Davin Bale. When he's not on duty, Zav spends most of his free time at Davin's Bar engaged in his favorite games of chance. He takes great pride in his job and never allows his vices to interfere with his work.

AVERAGE NORTH BRIDGE GUARD (BASE STATS)

Type: Fort Southridge City Guards

Species: Human (male or female)

Description: The average North Bridge city guard is easily distinguished by their Composite Armor, and the fact that they carry spears. This is meant to intimidate and discourage those who may hold any malicious intent towards Fort Southridge and its citizens.

STATS

Hit Points: 36 / 36

Initiative: 3d

Vitality: 3d (Composite Armor: +1d)

Move: 6

Cinema Points: 2

Experience Value: 1

Dexterity: 3d Dodge 2d, Melee 1d, Ranged 1d.

Strength: 3d Grapple 1d.

Persona: 2d Willpower 1d.

Intellect: 2d Search 1d.

Aptitude: 3d Security 1d.

EQUIPMENT

Medium Caliber Pistols (Range: 10/30/60, Damage: 1d+36/33/30, Ammo Clip Capacity: 6), **Spear** (Thrown Range: 2/3/5, Damage: 1d+15/12/9), **Composite Armor**, **Southridge Security Badge**, **Communication Device** (mounted inside helmets).

SUMMARY

In this Episode, the Players are introduced to Fort Southridge. It's their first impression of the Fort, which is facing hard times in the form of a previously unknown group of bandits that appear to be well organized. Visitors are not welcome at Fort Southridge at this moment, so the Players will be greeted at the main gate with suspicion, and some hostility, since they are not expected. The Players will have to do some fast-talking to get past Captain Zav.

Fort Southridge is the southernmost Fort in all of Westward's known territories. It is the final remaining pocket of civilization established between the unforgiving Badlands and the Human settlements. As a result of its isolation from the other towns, marauding parties of bandits often target the Fort, so Southridge has dealt with its fair share of conflict. However, in the last few months these bandits appear to be organizing, and somehow have gotten their hands on better technology. Make sure your Players see the map of Fort Southridge. If they have any questions about the locations within the Fort, encourage them to ask.

GETTING PAST THE GUARDS

The Players must act quickly as Captain Zav approaches them. One guard stays with Zav, and the other two guards move back to their positions on either side of the bridge. All three guards have their spears drawn, and Captain Zav removes his rifle from his back and keeps it armed and ready.

During this encounter the Players may either make Persuasion or Deception Checks, depending on their intentions and level of honesty. Their DR is Moderate and Zav may use his Willpower (5d Total – Persona + Willpower) and roll it to resist the Players as he attempts to figure out what's going on here. Act the part of Captain Zav and encourage your Players to role-play the results out rather than just rolling the dice to see who the winners are. Feel free to apply a bonus or penalty to the Skill checks depending on the results of the role-playing. Keep in mind that the Fort is on high alert due to the recent bandit attack – tensions are heightened, and everyone is treated as a suspect. The PC's may even come up with a cover story you haven't fully anticipated. For example, they are here as hired jaggers to hunt down the bandits who are troubling the Fort.

As you role-play, give the PCs openings to ask questions about the recent bandit attack on the Fort. If they do, Captain Zav will begin to brag about the captured bandit – since it was an impressive shot from his rifle that wounded the bandit during the gunfight. If the PCs manage to get on his good side (through flattery, etc…), he'll even mention that his shift is ending in a half hour and he's headed to Davin's Bar for a few rounds of ale.

Game Master Tip: Captain Zav is more concerned about protecting the people of Fort Southridge than starting a gunfight with the PCs on his watch. He'll ask questions like, "How long do you plan on staying here?" Or even more bluntly, "What's your business here, strangers?" If the PCs are from Capital City and tell him so, that may change his tone to "Oh, you're from Capital City? That last batch Primus sent us were a bunch of real winners."

ONCE INSIDE THE FORT

However the PCs get past the North Gate, once inside the Fort the signs of a recent bandit attack are obvious. Sections of the South Wall protecting the Fort are undergoing repairs by a construction crew of volunteers. If the PCs succeed in making a Moderate Streetwise check, they'll immediately recognize Jonathan B. Richter leading the men. Richter will spot the Characters right away, and recognize the fact that they're strangers to him. He'll keep a close eye on them, suspecting trouble won't be too far behind their arrival.

Game Master Tip: It should become apparent to the PCs that their first objective priority is to somehow talk to the captured bandit. After all, he knows the location of the bandit's camp – and probably what his buddies plan to do with the stolen technology.

When first exploring Southridge – the PCs may overhear the locals nervously chattering about the recent attack and the captured bandit being held in the City Jail.

RICHTER

Type: Captain of the Guards, 2nd in command.

Species: Human, male ex-jagger

Description: Richter appears to be in his early 50s due to his graying facial hair. His hair has some length, and is barely holding onto a few dark streaks that are fading. He's a fanatically sharp dresser, preferring his signature gray suits and is always wearing a pair of glasses, as he is unable to see clearly without them. Richter displays his Marshal's Badge with pride, maintains a lean figure, stands 1.8 m tall and weighs in at 90 kg.

STATS

Hit Points: 36 / 36

Initiative: 4d

Vitality: 3d (+3d, Custom Body Armor: Protects Torso)

Move: 6

Cinema Points: 3

Experience Value: 4

Dexterity: 4d
Brawl 3d, Dodge 4d, Ranged 6d.

Strength: 3d Grapple 3d, Stamina 3d.

Persona: 4d
Command 4d, Deception 3d, Gambling 4d, Intimidation 5d, Willpower 4d.

Intellect: 2d Search 6d, Streetwise 3d.

Aptitude: 2d
Security 4d.

FEATURES

Badge (Richter possesses an unassigned Marshal's Badge, allowing him to enforce justice and law as needed across the Badlands – in the name, and with the full weight, of the people.)

EQUIPMENT

2 Medium Caliber Revolvers (Range: 10/35/70, Damage: 1d+39/36/33, Ammo Capacity: 8), **Marshal Badge**, 200 Bits, custom glasses case.

BACKGROUND

Originally from North Hollis, Richter was brought up in a strict, disciplinary household. His father was a miner, and his mother took care of him and his five younger siblings. When he was old enough, an Uncle took him for a trip to Capital City where Richter experienced a chance encounter with a future employer, and he realized his calling to become the most feared jagger to walk the land. As an adult, he had an extensive career and many successful hunts as a jagger, but a near-fatal wound forced him into an early retirement. After healing up, he packed up his belongings and headed south – landing a job as head of security due to his experience as a jagger. Richter has spent the last ten years working his way up to the position he now holds as the second in command at Fort Southridge.

01. RICHTER'S SUSPICIONS

Jonathan B. Richter is instantly skeptical of the PCs and their intentions here in Fort Southridge. He's a quiet, calculating man backed by an intimidating personality and he only answers to the Fort's Mayor. His infamous icy stare-down alone is enough to end most gunfights before they even start. He'll be firm with the PCs if they approach him.

02. THE CITY HALL

If the PCs head to the City Hall, Richter's personal handpicked guards block the front door. Without the proper security passes, absolutely no one is let in. These guards cannot be bribed in any way, as retribution from Richter is often exile from Southridge.

03. THE CARD GAME VS. CAPTAIN ZAV

If the PCs check out Davin's Bar, they'll find that Captain Zav is there engaged in his favorite game of chance as he nurses a large mug of cold ale. The round is ending as Zav wins 250 Bits from the other two gamblers sitting at the table. Davin Bale is behind the bar, washing dishes, and the smell of cooking meat drifts from the kitchen into the bar. Ales go for around 5 Bits while a stiffer drink can cost anywhere from 8 to 10 Bits.

READ ALOUD: "Though it's early-afternoon, there are about a dozen patrons here in Davin's Bar. The smell of cooking meat hits you before the cigar smoke has the chance to infiltrate your nostrils. Captain Zav looks as if he just won a decent pot of Bits in a game of dice. The two gentlemen at the table with him gather their belongings. Grumbling, they finish the last of their drinks and walk past you, giving you uneasy looks. In fact, the rest of the patrons are doing the same – including the man behind the bar. He's washing and preparing dishes for this evening's dinner rush. Davin places some clean mugs on the bar and asks, "Welcome to Davin's Bar travelers! Yes, I'm Davin – now what can I get for you?" The patrons who were silent a moment ago go back to their conversations. Zav gestures for you to pull up chairs and join him for a round."

Davin will serve the Characters whatever they order. Captain Zav is playing one of his favorite Dice Games – a game of chance called Six Shoot. He also has a deck of cards with him. The Characters may have games of their own that they prefer; Zav is up for almost any game, including those he hasn't played before.

Game Master Tip: Whatever the outcome of this match between the PCs and Zav, it is an excellent chance for roleplaying. Encourage the PCs to ask about the captured bandit since Captain Zav played a significant role in the bandit's capture. Also keep in mind that there are other patrons in the bar who may know something – or they might be acting as informants for Richter, since Richter himself would never set foot in an establishment such as this.

If the PCs ask Zav directly for help acquiring a security pass to get into the Town Hall, he'll decline and say he is unable to legally produce those passes since they can only be issued by Richter and the Mayor – he doesn't have the authority to do it himself. With a stern look, he'll tell the PCs that he'll pretend that they never asked him about the security passes. Give the PCs some more time to mingle, and then Captain Zav will excuse himself as he has business to attend to at his quarters. He'll pay Davin for his tab and exit the bar. When it's the PCs turn to leave Davin's Bar, the two goons who lost to Zav immediately confront them right outside the bar.

04. GAMBLING VS. THE GOONS

During this encounter the two goons have their firearms drawn and pointed at the PCs. "Come with us, now," they will demand. The two goons will take the PCs to a nearby back alleyway.

The alleyway is deserted and the two goons now confront the PCs. Keep in mind that these two are gambling addicts. One of the goons flashes security passes to City Hall to the Characters; they happen to have as many passes as there are PCs participating in your Chronicle. The PCs may use either their Deception or Persuasion skills to try to obtain the passes from the goons. But the goons demand 500 Bits for each security pass.

Make sure that the amount of money that the goons demand is unreasonable, so that your PCs have no chance at affording the passes even if one of the PCs is loaded with Bits.

Gambling – At this point in the conversation, one of the PCs is likely to suggest a game. If not, when it's clear the PCs can't afford the asking price, one of the goons will offer to gamble for the passes. If the PCs win, they'll receive the passes; but if they lose, the goons will get all of the PCs' Bits. The goons are greedy, if they see something that they want on one of the PCs, they'll demand that the object(s) also be added to the pot. The terms are agreed over a handshake.

Game Master Tip: Make this encounter suspenseful, as it should be challenging and it will build tension. If the Characters start to lose badly – give them a fighting chance to succeed and win the security passes from these two goons. The goons are also sore losers after the gambling is finished. Whether or not they attempt to assault the Characters afterwards is up to you. Keep in mind the goons haven't been having a lot of luck today!

GOON CHARACTER DATA (BASE STATS)

Type: Gamblers/Misfits

Species: Human (male or female)

Description: They are dressed well, and have the appearance of average citizens of Fort Southridge.

STATS

Hit Points: 36 / 36

Initiative: 3d

Vitality: 3d

Move: 6

Cinema Points: 2

Experience Value: 1

Dexterity: 3d
Dodge 1d, Melee 1d, Ranged 1d.

Strength: 3d
Grapple 1d.

Persona: 2d
Gambling 3d, Willpower 1d.

Intellect: 2d
Search 2d.

Aptitude: 3d
Security 2d.

EQUIPMENT

Medium Caliber Pistols (Range: 10/30/60, Damage: 1d+36/33/30, Ammo Clip Capacity: 6), Deck of Cards, Gambling Dice, 400 Bits.

Episode Two: Springing the Bandit from Jail

SUMMARY

This Episode finds the Characters inside Fort Southridge's City Hall. They'll want to talk to the captured bandit, as he may be their only link to discovering the bandit's secret camp. The bandit will bargain – even plead – with the Characters hoping that they'll break him out of the jail so that he may be their guide to the camp. He knows of a secret passageway out of Fort Southridge that is only known to a few individuals, and you can bet that one of them is Jonathan B. Richter!

SO, WHERE IS THIS BANDIT LOCKED UP IN CITY HALL?

Gaining access to the Fort's jail cells requires getting past Richter's personal guards. Now that the Characters possess the security badges acquired in the previous Episode, they will be granted access to the City Hall. Prepare for your PCs to come up with a plan that you haven't anticipated – be flexible and most importantly, give their plan a chance to work. The bandit, who has made a full recovery from the wounds he sustained during the ambush, is located in a cell deep within the basement of Location #8 – The City Hall.

01. RICHTER'S GUARDS

As the GM, you have the chance to add some comic relief to this encounter if you wish, but keep in mind that guards aren't always stupid imbeciles! If the Characters approach with the security passes in hand, the guards may have the following reaction: "Huh. These passes check out, but we weren't expecting any visitors today. Should we clear this with Mr. Richter first?" Make your PCs sweat a little bit, and as always, encourage them to role-play.

02. ONCE INSIDE CITY HALL

The next step for the PCs is to locate the bandit's cell. City Hall is a huge place and to make matters worse, Richter calls it home. Luckily, he is currently helping oversee the reconstruction repairs to the South Wall.

The Front Desk Receptionist should be a helpful Game Master Character. She's friendly to visitors of Fort Southridge and is always happy to help out. She is familiar with the location, and is willing to help the PCs navigate City Hall if they ask. However, her job only grants her limited security clearance and she does not have direct access to the Jail Cells. If the Characters inquire about the bandit, it may cause her some concern, and she may choose to alert the guards depending on how the PCs treat her.

However this encounter turns out, the PCs should eventually learn the location of the City Jail and their next priority should be talking to the captured bandit.

03. CITY HALL'S JAIL CELLS

In the main reception hall of City Hall, there are three sets of stairs. Two sets go up, while one set heads down. The PCs need to take the staircase down in order to get to the Jail Cells. If the PCs time it just right, they'll avoid the receptionist's detection when she becomes engaged in conversation with a coworker. Currently, there are no guards in the reception hall, so the PCs will have to make Sneak Checks, DR Easy, in order to avoid notice.

READ ALOUD: "You begin your decent down a narrow spiral staircase – it is only wide enough for one person at a time. The temperature gets a little cooler as you descend, and you finally make it to the bottom of the staircase. A small office room greets you, complete with a pair of desks and chairs. On the wall is a prisoner roster which seems to have a single entry. There is a locked door in front of you that appears to lead into the Jail Cells."

Game Master Tip: Oddly enough, there are no guards stationed here. Give the impression that a guard will be returning shortly. Either a "Be Right Back" note is left on one of the desks, or give some hints that something urgent came up, calling the on-duty guard away.

Have your PCs make a Search Check, DR Moderate. A success will turn up a key ring that contains four keys. The PCs can use this key ring to gain access to the Jail Cells. Once inside, they will find a dozen dimly lit cells – six on each side. The bars are constructed of sturdy iron. At the end of the hall is one toilet, and each cell contains one cot for the prisoners. The bandit is locked in the cell immediately to the Characters' left as they enter. He is lying down on his cot, asleep. He'll stir, then spring to life as he sees the Characters.

JERRICK

Type: Captured Bandit

Species: Human (male)

Description: Jerrick stands just shy of 6' tall and he has an average build since life in the Bad Lands is harsh. He appears to be in his mid-20s and is dressed in rugged clothing designed for functionality. He has brown eyes and thick brown hair. Since it's been several days since he's last shaved, he has the beginning stages of a scruffy beard.

STATS

Hit Points: 48 / 48

Initiative: 3d

Vitality: 4d (Armor: None)

Move: 7

Cinema Points: 4

Experience Value: 2

Dexterity: 3d Dodge 2d, Melee 1d, Ranged 2d, Riding 1d.

Strength: 4d Grapple 1d.

Persona: 3d Deception 1d, Gambling 3d, Willpower 1d.

Intellect: 2d Search 2d, Survival 2d.

Aptitude: 3d Operate 1d, Security 1d.

EQUIPMENT:

Medium Caliber Pistols (Range: 10/30/60, Damage: 1d+36/33/30, Ammo Clip Capacity: 6), Deck of Cards, Gambling Dice, 400 Bits.

Jerrick is desperate to get out of his cell. Once he knows what the Characters want, he'll attempt to strike a bargain with them – spring him out of the cell, and he'll show the PC's the secret way to the bandit camp. He's somewhat delirious due to his isolation and the treatment he's received from Richter, but he's (mostly) intact. He won't divulge much useful information about the stolen technology other than the fact that his group of bandits did indeed steal it. If the PCs agree to his terms over a handshake through the bars, they can easily break him out. On the other hand, getting him out of City Hall will be a challenge.

04. JAILBREAK!

Primary Objective: The PCs must now make it to the catacomb entrance located at the Boulder Tavern & Inn (Location #5 – Boulder Tavern & Inn). There are several ways the PCs can smuggle Jerrick out of City Hall. In the office, they will notice that there are two sets of guard uniforms which will fit two of the PCs. This will allow them to dress up as Southridge Guards and smuggle Jerrick and the other PCs out disguised as prisoners, but this may arouse suspicions. The PCs may come up with their own plan, or try and blast their way out of City Hall.

- If they are successful in Sneaking around during this encounter, they will avoid detection and the guards will not raise the Fort's alarm.
- If they are unsuccessful in Sneaking, give the Characters the opportunity to trade shots with the guards as some of your Players may want to relieve the tension that's been building for the last several encounters.

Use the Average North Bridge Guard (base stats) for the City Guards they may encounter during the Jailbreak.

THE CHASE THROUGH THE CATACOMBS!

Once at Boulder's Tavern & Inn, Jerrick will take over. He only demands that he be released from his bonds in the event that the PCs have tied his hands in any way. Most who know about the secret passage know of the entrance to the catacombs through the basement of the Tavern. However, Jerrick knows of an entrance outside the Tavern among the boulders. Getting to the entrance requires a Climb Check, DR Easy, while the guards of Southridge are beginning to assemble and search for the PCs.

Through the wailing of the Fort's sirens, Jerrick and the PCs make their escape. When the last PC starts to go down through the opening between two boulders, a spotlight will shine on the PC and a loudspeaker will call, "YOU! STOP OR WE'LL OPEN FIRE!"

Bullets ricochet off the rocks above as the PC dives into the secret bandit entrance to the catacombs. In this first room the bandits have stashed three modified vehicles – Racing Turtles all used for quick transportation when running smuggled items, contraband, weapons or technology. (For the full description of the Racing Turtle, see Chapter 6: Technology)

"RACING TURTLE" - MILTREK J11 APC/SCOUT VEHICLE

STATS

Type: Ground Vehicle, All-Terrain

Length: 6m

Width: 2.8m at widest mid-section point

Height: 2.8m tall

Weight: 12 metric tons

Scale: Heavy

Crew Required: 1

Crew Recommended: 1

Number of Passengers: 6 dismounts (8 if machine gun is not mounted).

Cargo Capacity: .5 metric tons in addition to crew/passenger complement with mounted gun. 1 metric ton if there is no gun on board.

Cost: 15 Kilos

Mobility: J11: 3d. J11-S or any stripped scouting model: 4d

Hit Points: 24

Armor Points: 24 (J11), 18 (J11-S)

Structure: 2d

Armor: 4d (J11), 3d (J11-S or stripped scouting models)

Max Speed: 48 kph on improved roads; 40 kph on level terrain

Acceleration: 30

Deceleration: 25

WEAPONS:

One 25mm roof-mounted, steam-powered machine gun (similar design to Guardian Primus gun); 360-degree attack radius. The steam and ammo-feed mechanisms are very bulky inside the vehicle; if removed they free up room for 2 more passengers.

Name: Viper LR (low-recoil) Autocannon

Scale: Personal

Type: Single: 1 gunner required. Rate of fire can be maintained longer if a second crewman inside the vehicle replaces ammo canisters as needed.

Fire Arc: Turret

Fire Control: 0

Range (S/M/L): 50/100/125

Damage (S/M/L): 1d+36/33/30

Rate of Fire: Full Auto, Canister Fed

Jerrick will want to hop into the copilot seat next to whichever PC is elected the pilot. Navigating the catacombs at high-speeds, based on Jerrick's directions, should be considered DR Moderate at times, Difficult and Very Difficult at other times – especially as the chase heats up. Two teams of Southridge Guards follow the PCs down into the Catacombs and under Richter's orders they man the other two Racing Turtles to pursue the PCs and recapture their escaped prisoner.

The chase ends when either the PCs destroy the other two Racing Turtles or they escape the Catacombs and make it back to the surface based on Jerrick's directions.

Game Master Tip: Make this encounter a really memorable challenge and do not be afraid to design a few encounters of your own to use during the chase. For example: The PCs must suddenly jump an underground chasm during the chase as the makeshift bridge is destroyed by the guards, or the classic fuel tank gets hit by enemy fire, and they now have 1d6 Rounds left before their vehicle explodes in a huge fireball. It's up to your creativity!

Episode Three: "Are We There Yet?" The Bandit's Secret Camp

SUMMARY

The Characters rocket out of the Catacombs into the twilight dessert. At this point, if your chase isn't over, it may continue deeper into the Bad Lands. If both of the pursing vehicles have been destroyed, the Characters' Racing Turtle will sputter, cough, then proceed to lose power and die (assuming it wasn't already destroyed in a previous Round by a lucky hit from the guards). Jerrick will dust himself off and hop out of the Racing Turtle. "C'mon people! Not too much further now!" He will urge the PCs. If the PCs take time to search the Racing Turtle, they'll find 1 medical kit and 2 canteens of water. The bandit camp is approximately two miles to the east of their present location. They'll have to trek there on foot. Before they reach the camp they must pass through a rocky valley where they will run into a team of jaggers that Richter has hired to track and intercept the PCs before they make it to the camp.

THE JAGGER'S GAMBIT: THE SHOOTOUT IN THE HILLS

The valley in front of the bandit camp looks like a perfect place for a trap – the bandits designed it that way. The jaggers moved in to take advantage of the land's strategic points after disposing of the two bandit lookouts that are ordinarily stationed here. When the PCs and Jerrick reach the valley, Jerrick is excited to finally be home. He'll wave his hat around excitedly, signaling to those he thinks are his friends, and call to the Characters, "Alright everyone – not much longer now, all we have to do is walk through that—" Suddenly shots ring out, aimed at the PCs!

The jagger party consists of as many jaggers as there are PCs, plus Dylan Z, the seasoned pro who is leading the jaggers under Richter's orders. They are all perched behind cover armed with pistols and long-ranged rifles.

AVERAGE JAGGER (BASE STATS)

Type: Jagger

Species: Human (male or female)

Description: Menacing jaggers, equipped with traveling gear and enough firepower to take on almost anything. They are experienced – and out to earn their Bits by any means necessary.

STATS

Hit Points: 36 / 36

Initiative: 4d

Vitality: 3d (Armor: None)

Move: 6

Cinema Points: 2

Experience Value: 2

Dexterity: 4d Dodge 2d, Ranged 2d, Riding 1d.

Strength: 3d Grapple 1d.

Persona: 3d Deception 1d, Gambling 3d, Willpower 1d.

Intellect: 2d Search 2d, Survival 2d.

Aptitude: 3d Operate 1d, Security 1d.

EQUIPMENT

Medium Caliber Pistols (Range: 10/30/60, Damage: 1d+36/33/30, Ammo Clip Capacity: 6), **Single-Barrel Rifle** (Range: 5/20/35, Damage: 1d+48/45/42, Ammo Clip Capacity: 12), **6 ammo clips**, **hand restraints**, **75 Bits each**.

DYLAN Z

Type: Leader/Veteran jagger

Species: Human (male)

Description: Dylan has sharp features and a pale complexion. He dresses in all black clothes and wears a black wide-brimmed hat tied with a blood red-bandana. His left eye was surgically removed due to a childhood accident, and in its place he has an artificial attachment that covers most of the left side of his head. He uses his appearance to intimidate those he considers "lesser beings" into submission.

STATS

Hit Points: 48 / 48

Initiative: 4d

Vitality: 4d (+1d, Flak Jacket: Protects Torso)

Move: 7

Cinema Points: 3

Experience Value: 4

Dexterity: 4d brawl 2d, dodge 3d, ranged 4d, riding 2d.

Strength: 4d grapple 1d.

Persona: 3d deception 1d, gambling 3d, willpower 1d.

Intellect: 2d search 2d, survival 2d.

Aptitude: 2d operate 2d, security 1d.

FEATURES

Rage (When activated, Dylan Z Doubles Brawl, Melee, and Ranged, but cannot Dodge. Remains active for 1 Round.)

EQUIPMENT

Medium Caliber Pistols (Range: 10/30/60, Damage: 1d+36/33/30, Ammo Clip Capacity: 6), **Double-Barrel Rifle** (Range: 5/15/30, Damage: 1d+66/63/60, Ammo Clip Capacity: 12), 6 ammo clips, **Flak Jacket** under Trenchcoat that protects the Torso, **hand restraints**, **a pack of smokes**, **artificial eye** (+1d to Search long distances, can see in the dark without penalty), **250 Bits**.

The Characters are pinned and must scramble for cover! The jagger's objectives are to capture the PCs dead or alive. The jaggers were hired by Richter to prevent the PCs from getting anywhere near the bandit camp. Absolutely no one steals a prisoner from Richter on his watch.

There are a number of possible outcomes for this encounter versus the jaggers. Ultimately, the PCs should prevail over the jaggers. In the event that Dylan Z is wounded or worse, you should make sure the PCs never find his body so that he may resurface in future encounters. Dylan Z has the potential to become a powerful antagonist to the Players.

Game Master Tip: After the adventure wraps up, it's a good idea to take Dylan Z's base stats, award him Cinema Points for surviving this encounter, and use the Cinema Points to raise skills or purchase Features.

After this Scene, the PCs will follow the valley until they reach the bandit camp on the other side – less than a mile from the shootout. They may encounter bandit scouts on the way who were sent to investigate the commotion caused by the shootout.

THE BANDIT KING

The Bandit King is overjoyed by the safe return of his son Jerrick. He knows Jonathan B. Richter is not only cunning, but also extremely vindictive. He also knows from experience how dangerous of a man Dylan Z is. Without any reservation, he orders the bandits to quickly pack up their camp. In return for their deeds to his family and his Tribe, he rewards the Characters with a decorated Warskulll – they must display this Skull as they travel so that no other bandits will attack them as they rush the technology back to their dying friend. He'll send a well-armed scouting team with the PCs to help fix up the Racing Turtle so they can exit quickly with the technology that he gladly returns to the PCs.

Game Master Tip: Jerrick doesn't have to be the Game Master Character outlined in this book, if you have any better ideas that will suit your Chronicle, change and tweak the Character as you see fit. Jerrick could be an existing Game Master Character that you've already used. He could be in his early teens, captured during his first right of passage as he led the raid, you could also change his gender and she could be a strong and independent woman. The sky is the limit for this son or daughter of the Bandit King.

THE INCIDENT AT FORT SOUTHRIDGE: CONCLUSION

The Characters, using the repaired and functional Racing Turtle, return to Dr. Tagerrt I. Smyth's secret lab with the technology in hand. Dr. Smyth is relieved that the PCs are not only safe, but also have been successful. He'll give the Characters their reward and a chance to rest up while he immediately begins to operate on Itara. If one of your PCs is a Doctor, he may assist in the surgery as Dr. Smyth works on Itara's prosthetics. The surgery will take 8 to 10 hours depending on how well they roll. Assume DR of Difficult to Very Difficult.

Depending on their roleplaying, creativity, and teamwork, award the Players between 8 to 11 Cinema Points each for their efforts. As they rest at Dr. Tagerrt I. Smyth's laboratory, give them time to repair equipment and spend their Cinema Points on raising Skills or purchasing new Features.

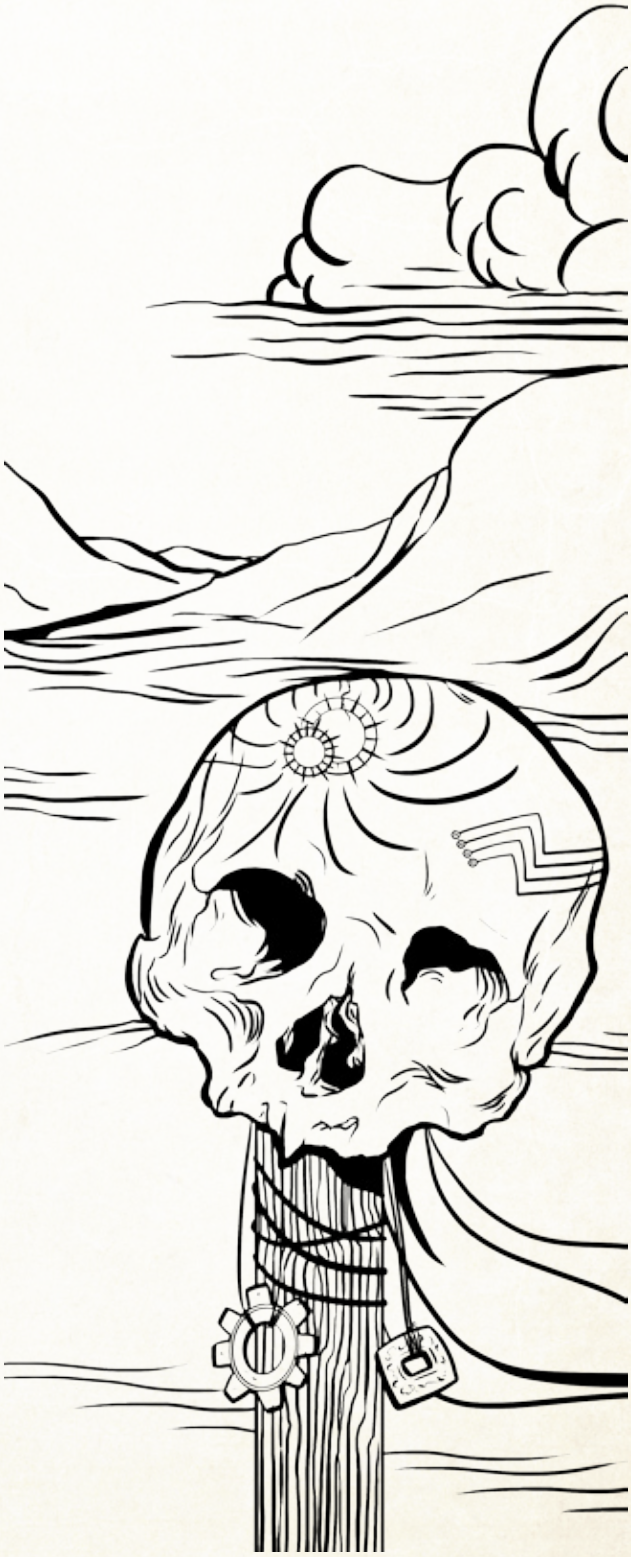
Game Master Tip: The Characters have gained unlikely allies through Jerrick—the Bandit King and his Tribe of Bandit Warriors. They also have gained a powerful enemy at the end of this adventure—Dylan Z—who has a personal vendetta against the PCs. He will continue to hunt the Characters so that they may be returned to Fort Southridge to answer to their crimes. When Dylan Z resurfaces, time it to your advantage in order to make life really difficult for your PCs.

FURTHER CHRONICLES: CONTINUING THE ADVENTURE!

Congratulations! While the Characters' adventure at Fort Southridge might be over for now, that doesn't mean that their experience won't come back to haunt them in the near future. Give the PCs a chance to catch their breath and then thrust them back into the next segment of your Chronicle.

Dr. Tagerrt I. Smyth is ever grateful that his friend Itara has survived the surgical procedure that has given her a second chance. The Doctor or even Itara could have something lined up for the Characters that pays well. Perhaps Itara, during the heist that went awry, found some way to hide the items she had stolen. She's the only one who knows of their location, but since she is still in recovery, she could send the PCs out to retrieve the loot.

A good GM understands that every one of the PCs' actions and decisions has the potential to lead into the Story arc of the next Chronicle. Unfinished business always has a habit of showing up when the Players least expect it. When the adventure is wrapped up for the evening and everyone has gone home, take a few minutes to jot down some notes while they're still fresh in your mind, and let them simmer. Inspiration for the next Story could strike at any moment. Be creative, take risks outside of your comfort zone, and continue pushing your boundaries as a storyteller. Good luck!



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Bandit

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move 7
Hit Points 48

FEATURES

PERSONAL EFFECTS

Horse (Mount of personal choice at GM's discretion)
2 sets of stolen Traveler's Outfits
Bedroll
420 Bits

GADGETS

Hiking Pack
2 Water Skins (2 days Supply)

BACKGROUND

You joined up with a gang of bandits and you operate on the very edge of the frontier. Living this life is tough, but you're hooked on the rush of preying on those weaker than you to score the next big payday. Your group has begun to earn some notoriety as you've had a string of successful hunts. Your leader was busy plotting the next big attack when your scouts caught wind that the Marshals were onto you. Your gang has since dispersed and is searching for a new place to call home. Currently you are disguised as a freelance trader, awaiting the orders from your leader where the next camp's location will be.

PERSONALITY

You ride with a wicked bunch of outlaws – its kill or be killed. You hone your predatory instincts when sizing up a situation. If you've got your mind made up about wanting something, you take it by force.

OBJECTIVES

To get rich off of others.

TYPICAL QUOTE

"We strike here, so we can intercept this shipment of Steamechs. You've got five minutes to get ready, then saddle up!"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Terk Revolver	20/30/50	1d+48/45/42	○○○/○○○/○○○	6
Hunting Knife		Str+22/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●○○○
Initiative ●●●○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●●●○○
Vitality ●●●●○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●○○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
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_____ ○○○○○○

Quick Template Creation: 7d Skills, 7 Cinema Points

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Westward
A Steampunk Western Roleplaying Game

Berserker

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **8**
Hit Points **60**

FEATURES

PERSONAL EFFECTS

Horse (Mount of personal choice at GM's discretion)
370 Bits

GADGETS

Customized Saddle Bag
Hemp Rope 25m
4 Water Skins (4 days Supply)

BACKGROUND

While growing up and enduring the trials of the Badlands among the Feral tribes, you learned early that fighting is everything; it is the only way that you could truly get your way and achieve respect. Things were never handed down – you had to take it from someone else. Your charisma as a leader began to blossom during this time as you successfully settled a few critical inter-tribal disputes. You continued to rise through the ranks, and after surviving several battles against the conscripts and other invaders, your people call you a berserker.

PERSONALITY

You are a proud warrior. Your presence among other Ferals commands fear, and you use that to your advantage. It takes you a while to open up to people on a personal level, but those within your tribe who earn your respect tend to keep it for life.

OBJECTIVES

Dominance. If someone even thinks to question your authority, you will put him or her to shame.

TYPICAL QUOTE

"I once took on an entire squadron of conscripts, and by the time I was done…"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Auto Bow	15/50/100	1d+24/22/18	●●○/●○○/○○○	10
Revolver - Med. Cal.	20/35/50	1d+30/27/24	○○○/○○○/○○○	6
Axe		Str+36/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●○○○
Initiative ●●●○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●●●●○
Vitality ●●●●●○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●○○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●○○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Quick Template Creation: 7d Skills, 7 Cinema Points

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Westward
A Steampunk Western Roleplaying Game

Blaster

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **6**
Hit Points **36**

FEATURES

PERSONAL EFFECTS

Straight Razor
Bedroll
510 Bits

GADGETS

Flint & Steel
Thermite Powder Keg
Gunpowder Keg

BACKGROUND

It was a powerful rush like no other. At a young age, you were instantly hooked the moment you blew something up for the first time. Now blowing things up is not only a passion, it's also an art form to you. As an expert in the field of demolition you are paid handsomely for your work. You're almost always able to find work through your connections as your skills are in high demand, no matter where you may travel throughout the Known Territories. After all, a job is just another job. It really doesn't matter who or what gets in the way.

PERSONALITY

Your friends call you crazy. You think of yourself as chosen, gifted or even a genius. You're always looking for strategic weaknesses in any given situation, so that you can deliver the maximum amount of damage when the going gets tough.

OBJECTIVES

If you're going to go out, you will go out with a bang. And it will be glorious!

TYPICAL QUOTE

"Alright. Just gimmie' me five more seconds. Hold them off and we'll light this sucker up! Yeeeehaw!!!"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Revolver - Small Cal.	20/50/75	1d+18/15/12	○○○/○○○/○○○	6
Machete		Str+3d/x2	○○○/○○○/○○○	
Dynamite	Blast Area: 4/7/30	1d+80/75/70	○○○/○○○/○○○	12
			○○○/○○○/○○○	

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ATTRIBUTES & SKILLS

Dexterity ●●○○○○
Initiative ●●○○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●●○○○
Vitality ●●●○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●○○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●●●○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Westward
A Steampunk Western Roleplaying Game

Captial City Guard

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move 7
Hit Points 48

FEATURES

PERSONAL EFFECTS

1,200 Bits

GADGETS

Capital City Guard Armor (+2d to Vitality)
Communication Device
Emergency Medical Kit
1 Water Skin (1 day Supply)

BACKGROUND

Your family has been a member of the Gentile class for generations, you are proud to call Capital City your home, and it is now in need of your protection. You answered that call when you swore your allegiance to the Capital City Guards after you endured their strict training program. While you may not belong to the elite November Squadron or the Praetorians yet, your duty will take you outside the Capital City walls when nearby uprisings start and order needs to be restored to the surrounding areas in the Known Territories.

PERSONALITY

You joined the ranks of the Capital City Guards to make a difference, and to help provide protection to your friends, family and members of the Gentile class. You are a man of your word and you take great pride in your patriotism.

OBJECTIVES

To protect Capital City and its government from outside, or inside, threats – at all costs.

TYPICAL QUOTE

"My duty is to defend Capital City from those who threaten it!"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Auto Shotgun	10/30/50	1d+60/57/55	○○○/○○○/○○○	30
Revolver - Large. Cal.	20/40/60	1d+39/36/33	○○○/○○○/○○○	5
Sword - Conscript		Str+48/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●●○○
Initiative ●●●●○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●●●○○
Vitality ●●●●○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●○○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●○○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

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Westward
A Steampunk Western Roleplaying Game

Conscript

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move 7
Hit Points 48

FEATURES

PERSONAL EFFECTS

550 Bits

GADGETS

Conscript Armor (Head and Chest, 1d to Vitality)
Communication Device
3 Water Skins (3 days supply)

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Revolver - Large Cal.	20/40/60	1d+39/36/33	○○○/○○○/○○○	5
Survival Knife		Str+22/x2	○○○/○○○/○○○	
Sword - Conscript		Str+48/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	

BACKGROUND

You were recruited and accepted into the Capital City Guard's training program to become a conscript; this bestowed limited privileges to your family's name. It earned your family an upgraded identicard and elevated your family status to a waiting list for the Gentile class. Meanwhile, you were immediately shipped out for basic training. That was the easy part. You survived, endured, and persevered the rigorous training program at Dogwood Camp and cleaned out Feral and bandit infestations in the area. Now the call of duty often deploys you to the surrounding areas most affected by the enemies of Manciple Primus's government.

PERSONALITY

You experienced hell at Dogwood Camp and lived. You have no problem following orders from your superiors and acting as part of a unit. The strict training you received only toughened your fighting spirit.

OBJECTIVES

To serve your government loyally, obey without question, and protect your family and friends from the underground rebel threat.

TYPICAL QUOTE

"Yes ma'am, those doors are reinforced and sealed shut. Those Reb' bastards don't have a chance breaking in here."

ATTRIBUTES & SKILLS

Dexterity ●●●●○○
Initiative ●●●●○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●●●○○
Vitality ●●●●○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●○○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●○○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

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Westward
A Steampunk Western Roleplaying Game

Doctor

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **5**
Hit Points **24**

FEATURES

PERSONAL EFFECTS

Glasses (2 Pairs)
720 Bits

GADGETS

Communication Device
Emergency Medical Kit
2 Water Skins (2 days Supply)

BACKGROUND

Most Gentiles stay within the secure walls of Capital City; your assignments often take you out into more remote settlements within the Known Territories, despite the risks. You're a gifted healer, blessed with a great talent of caring for others. You were fascinated by science at an early age, and you figured out quickly that you were meant to help those in need. Whether you graduated with a degree from Chrysalis College in Capital City, or are an independent, your reputation as a healer has earned you a handful of regular patients and your name is spreading throughout the Settlements.

PERSONALITY

You know how to stay focused when faced with the stresses of a challenge. Honesty and your winning smile are everything, especially when precious few seconds between life and death count.

OBJECTIVES

To heal the population, one individual at a time, before something takes you out.

TYPICAL QUOTE

"Now just hold still and it won't hurt, I promise you. Here. Bite down on this."

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Revolver - Small Cal.	20/50/75	1d+18/15/12	○○○/○○○/○○○	6
Typical Knife		Str+ 12/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●○○○
Initiative ●●●○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●○○○○
Vitality ●●○○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●●○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Quick Template Creation: 7d Skills, 7 Cinema Points

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Westward
A Steampunk Western Roleplaying Game

Duster

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **6**
Hit Points **36**

FEATURES

PERSONAL EFFECTS

Horse (Mount of personal choice at GM's discretion)
700 Bits

GADGETS

Goggles
5 Water Skins (5 days Supply)

BACKGROUND

You once led a ruthless gang of bandits, but now you're driven by a sense of purpose that is your own. You witnessed a lot of injustice that ultimately caused you to take the law into your own hands. This experience caused you to go into hiding for a period of time and you were forced to conceal your identity. Now you've emerged from hiding to roam the Badlands you call your home. Most Dusters wander into town driven by their personal vendettas, and when they leave it's often in haste - leaving behind a cloud of dust.

PERSONALITY

To regular folks you're nothing more than a cold-blooded killer. "A jagger without honor." In all honesty you don't care. You're going to settle that score and nothing's getting in your way.

OBJECTIVES

To get even - by any means necessary, and to get this bounty off your head.

TYPICAL QUOTE

"Negotiate? My friend, you're the one staring down the barrel of my gun. I'm going to give you a choice…"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Terk Revolver	20/30/50	1d+48/45/42	○○○/○○○/○○○	6
Hunting Knife		Str+22/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●●○○
Initiative ●●●●○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●●○○○
Vitality ●●●○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●○○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

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Westward
A Steampunk Western Roleplaying Game

Evangelist

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **5**
Hit Points **24**

FEATURES

PERSONAL EFFECTS

Horse (Mount of personal choice at GM's discretion)
Gentile Class Wardobe
1.5 Kilos (1,500 Bits)

GADGETS

Communication Device
Identicard
2 Water Skins (2 days Supply)

BACKGROUND

You were born into the elite families of the Gentile class and early on, you discovered that you had a talent for being able to talk your way into almost anything. This gift, and a strong recommendation, earned you a spot in the Evangelist's academy in Capital City's training program when you were of age. This natural charisma has since aided you well as a diplomat from Capital City, as you work on behalf of Manciple Primus's government. You're a hard worker, and it's your job to negotiate truces and to help resolve situations that might otherwise end in violent bloodshed.

PERSONALITY

You possess above-average charisma, and you are outgoing in social situations. Strangers tend to trust your speeches about pledging loyalty (and taxes) to the government. On a personal level, you have difficulty understanding those who openly oppose your government.

OBJECTIVES

To settle disputes peacefully when situations and potential conflicts arise within the Known Territories.

TYPICAL QUOTE

"Ladies and gentlemen, please trust me, and hear me out!"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Zip Gun Pistol	5/10/25	1d+27/24/21	○○○/○○○/○○○	1
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

Quick Template Creation: 7d Skills, 7 Cinema Points

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ATTRIBUTES & SKILLS

Dexterity ●●○○○○
Initiative ●●○○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●○○○○
Vitality ●●○○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●●○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●●○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Westward
A Steampunk Western Roleplaying Game

Jagger

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **6**
Hit Points **36**

FEATURES

PERSONAL EFFECTS

Horse (Mount of personal choice at GM's discretion)
975 Bits

GADGETS

Communication Device
Customized Saddle Bag
Goggles (or Sunglasses)
Handcuffs (6 pair)
5 Water Skins (5 days Supply)

BACKGROUND

You either work for an independent contractor off the main grid, or you're on the payroll of the governing Council of Capital City. It may not be glamorous work, but it's your job to track down those who are wanted. Whatever their reasons are, it does not concern you as long as you get paid. The Badlands are your home and you know them well, as it is where you grew up. From time to time you've also been known to take a job that involves gathering information or recovering stolen items when business is slow.

PERSONALITY

You work well with others when you have to, as you recognize the benefits of teamwork. You're tough, smart, and streetwise. While you can come off as harsh, eventually you might surprise others and crack a smile.

OBJECTIVES

To make money off of those you track down – and eventually retire in one piece.

TYPICAL QUOTE

"They're riding north-east, they've got a day start on us, and they're headed for the rails. C'mon and saddl'up! We ain't got much time."

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Shot Gun - Dbl. Barrel	15/30/45	1d+82/79/76 (Dbl. Shot)	○○○/○○○/○○○	2
Terk Revolver	20/30/50	1d+48/45/42	○○○/○○○/○○○	6
Hatchet		Str+33/x2	○○○/○○○/○○○	
Hunting Knife		Str+22/x2	○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●●○○
Initiative ●●●●○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●●○○○
Vitality ●●●○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●○○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

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Westward
A Steampunk Western Roleplaying Game

Legionnaire

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **8**
Hit Points **60**

FEATURES

PERSONAL EFFECTS

Horse (Mount of personal choice at GM's discretion)
490 Bits

GADGETS

Composite Armor (Head & Torso, +1d to Vitality)
Gasmask
Saddle Bags
3 Water Skins (3 days Supply)

BACKGROUND

After being left for dead in the Badlands, you were picked up by a wandering tribe of Ferals. Whatever their reasoning, they didn't kill you outright but forced you into initiation instead. You survived the first trial, and now the elders of the Feral tribe have accepted you as a Legionnaire. Your next task as an initiate is to survive the Badlands with other Legionnaires for three full days so you may receive your tribal markings. The bloodlust of revenge against those who've wronged you is becoming your obsession.

PERSONALITY

You're a survivor and a warrior at heart, which you're just starting to discover because of this trial.

OBJECTIVES

To get even with those who once left you for dead, and to prosper in this new life as a Feral warrior.

TYPICAL QUOTE

"Glory to our tribe!"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Shot Gun - Sngl. Barrel	15/30/45	1d+60/57/55	○○○/○○○/○○○	4
Broadsword		Str+52/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●○○○
Initiative ●●●○○○
- ☐ Athletics ○○○○○○
- ☐ Brawl ○○○○○○
- ☐ Dodge ○○○○○○
- ☐ Heavy Weapons ○○○○○○
- ☐ Melee ○○○○○○
- ☐ Pick Pocket ○○○○○○
- ☐ Ranged ○○○○○○
- ☐ Riding ○○○○○○
- ☐ Sneak ○○○○○○
- ☐ Throw ○○○○○○

Strength ●●●●●○
Vitality ●●●●●○
- ☐ Climb ○○○○○○
- ☐ Grapple ○○○○○○
- ☐ Jump ○○○○○○
- ☐ Lift ○○○○○○
- ☐ Push-Pull ○○○○○○
- ☐ Stamina ○○○○○○
- ☐ Swim ○○○○○○

Persona ●●●●○○
- ☐ Artisan ○○○○○○
- ☐ Command ○○○○○○
- ☐ Deception ○○○○○○
- ☐ Empathy ○○○○○○
- ☐ Gambling ○○○○○○
- ☐ Intimidation ○○○○○○
- ☐ Languages ○○○○○○
- ☐ Persuasion ○○○○○○
- ☐ Willpower ○○○○○○

Intellect ●●○○○○
- ☐ Academics ○○○○○○
- ☐ Business ○○○○○○
- ☐ Culture ○○○○○○
- ☐ Law ○○○○○○
- ☐ Medicine ○○○○○○
- ☐ Politics ○○○○○○
- ☐ Search ○○○○○○
- ☐ Streetwise ○○○○○○
- ☐ Survival ○○○○○○
- ☐ Tactics ○○○○○○

Aptitude ●●●○○○
- ☐ Communication ○○○○○○
- ☐ Demolitions ○○○○○○
- ☐ Engineering ○○○○○○
- ☐ First Aid ○○○○○○
- ☐ Navigation ○○○○○○
- ☐ Operate ○○○○○○
- ☐ Piloting ○○○○○○
- ☐ Security ○○○○○○
- ☐ Vehicle Weapons ○○○○○○
- _____ ○○○○○○
- _____ ○○○○○○
- _____ ○○○○○○

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Westward
A Steampunk Western Roleplaying Game

Maker

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **5**
Hit Points **24**

FEATURES

PERSONAL EFFECTS

750 Bits

GADGETS

Communication Device
Glasses (with light attachement)
Kit of Misc. Tools (Some you invented)
2 Water Skins (2 days Supply)

BACKGROUND

You make things. Growing up in the Badlands on your own was tough enough. That was until somebody recognized your talents with crafting technology, so they took you under their wing and became your mentor. With their guidance and training, you began pouring yourself into your skills and tinkering with just about any technology you could get your hands on. Several of your modifications to existing machinery or inventions have helped improve the quality of life for those around you. And now you strive for the thrill of bigger projects. Legal Technology is fine, but illegal Technology pays better.

PERSONALITY

You seem eccentric, awkward, or crazy. You're proud of your accomplishments, you are a hard worker, and you are happy when you get paid for your work.

OBJECTIVES

To improve the functionality of your environment. It doesn't have to be broken; it can always run more efficiently. When you get paid for your work you consider it an added bonus.

TYPICAL QUOTE

"Hmm. Here's your problem! This circuit board isn't talking to the main program, which is causing your outdated emitter to freeze up…"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Revolver - Small Cal.	20/50/75	1d+18/15/12	○○○/○○○/○○○	6
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●○○○○
Initiative ●●○○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●○○○○
Vitality ●●○○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●●●○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Quick Template Creation: 7d Skills, 7 Cinema Points

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Westward
A Steampunk Western Roleplaying Game

Marshal

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **6**
Hit Points **36**

FEATURES

PERSONAL EFFECTS

Horse (Mount of personal choice at GM's discretion)
Marshal's Badge
Marshal's Handbook
855 Bits

GADGETS

Customized Saddle Bags
Handcuffs (4 pairs)
Saddle Bags
4 Water Skins (4 days Supply)

BACKGROUND

You were handed the Marshal's badge by another Marshal (perhaps a family member) and took the Oath after being sworn in by the Capital City Council. By following through on your actions and completing your trial assignments, you got to hang onto your badge. Since then you've dug up a copy of the Marshal's Handbook and you've made its code your own as you travel throughout the Known Territories. When you encounter a crisis, you often work with the local officials in an attempt to restore order.

PERSONALITY

You carry the Marshal's badge and you know the extent of its code like the back of your hand. You are a wanderer at heart. You are dedicated to your fellow Marshals and are dead serious about upholding the law.

OBJECTIVES

Criminals. Bandits. Ferals. You can't stand the thought of them in your territory, and it's your job to clean them out when they spring up.

TYPICAL QUOTE

"You best wipe that smirk off your face son, I am the law!"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Shot Gun - Sngl. Barrel	15/30/45	1d+60/57/55	○○○/○○○/○○○	4
Revolver - Large Cal.	20/40/60	1d+39/36/33	○○○/○○○/○○○	5
Survival Knife		Str+22/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●●○○
Initiative ●●●●○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●●○○○
Vitality ●●●○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●○○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Quick Template Creation: 7d Skills, 7 Cinema Points

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Westward
A Steampunk Western Roleplaying Game

Mech Operator

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **6**
Hit Points **36**

FEATURES

PERSONAL EFFECTS

700 Bits

GADGETS

Steamech (Pending GM's Approval)
Large Steamech Tool Kit
Welding Goggles
4 Water Skins (4 days Supply)

BACKGROUND

You were born into a family of famous mech operators – a fourth generation operator. Piloting mechs and the complexity of their technology came natural to you. You built your first mech when you were 12 years of age, and after spending your young adulthood around mechs, you are now on your first assignment away from the comforts of home. Since leaving the safety net of your family, you've made some new friends and you've been involved in a couple minor skirmishes with your mech, but now you find yourself just itching to prove yourself in that one big battle.

PERSONALITY

You have a bond with your mech. While you are confident, you're more comfortable with mechs then you are with people who aren't your immediate family or friends.

OBJECTIVES

To prove yourself, live up to your family's name, and to be the best mech operator in the Known Territories.

TYPICAL QUOTE

"Lock and load people! Let's not forget what these bastard bandits did to Fort Southridge!"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Revolver - Large Cal.	20/40/60	1d+39/36/33	○○○/○○○/○○○	5
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●○○○○
Initiative ●●○○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●●○○○
Vitality ●●●○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●○○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●●●○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

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Westward
A Steampunk Western Roleplaying Game

Mole

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **5**
Hit Points **24**

FEATURES

PERSONAL EFFECTS

Several Outfits (Gentile Class Disguises)
855 Bits

GADGETS

Communication Device

BACKGROUND

Your life is the deepest subversion, a life of lies interwoven with truths. You live among the civilized people of Capital City as one of their own. You move from place to place as if you belong with them. The truth of your identity is almost as confusing as the lies you live beneath. You live under a false identity as a civilized person, but you come from the Feral tribes. You were born in the Badlands and know the family and savagery of it all. Your life is twisted into loyalty for your people, and forming new bonds with others.

PERSONALITY

You have several unique personalities and are able to blend into almost any situation. You are a complex enigma and extremely cool under pressure.

OBJECTIVES

To report all government activities to your superiors, and to be the agent who discovers the critical piece of information that will ultimately lead to this corrupt society's collapse.

TYPICAL QUOTE

"You best wipe that smirk off your face son, I am the law!"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Revolver - Small Cal.	20/50/75	1d+18/15/12	○○○/○○○/○○○	6
Typical Knife		Str+ 12/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

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ATTRIBUTES & SKILLS

Dexterity ●●●○○○
Initiative ●●●○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●○○○○
Vitality ●●○○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●●○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Westward
A Steampunk Western Roleplaying Game

Mover

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **5**
Hit Points **24**

FEATURES

PERSONAL EFFECTS

Horse (Mount of personal choice at GM's discretion)
600 Bits

GADGETS

Customized Saddle Bag
king Pack
Welding Goggles

BACKGROUND

You were born into the trade and during your young adulthood you spent most of your time moving from place to place learning the tradition. If an economy of the Badlands exists, you are its lifeblood, and it exists because of the efforts of you and other dedicated movers like you. As you traveled, you began to master the art of haggling over goods, and you learned the arts of storytelling and gathering information. You know never to follow the same route twice, and you even trade with the bandit and Feral populations of the Badlands in exchange for safe passage.

PERSONALITY

You have a tough time sitting still; being on the move is in your blood. It is your purpose to trade goods, and if you're stuck in one place for an extended time you tend to grow bored easily.

OBJECTIVES

To make a living while seeing as much of the world as you can – the Badlands, Known Territories, and beyond..

TYPICAL QUOTE

"My friend, that is not the proper way to Yewanrey! You'll get yourself lost, or killed. I can get you there for the right price…"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Shot Gun - Sngl. Barrel	15/30/45	1d+60/57/55	○○○/○○○/○○○	4
Revolver - Large Cal.	20/40/60	1d+39/36/33	○○○/○○○/○○○	5
Survival Knife		Str+22/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●○○○
Initiative ●●●○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●○○○○
Vitality ●●○○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●●○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Quick Template Creation: 7d Skills, 7 Cinema Points

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Westward
A Steampunk Western Roleplaying Game

Overseer

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **6**
Hit Points **36**

FEATURES

PERSONAL EFFECTS

400 Bits

GADGETS

Communication Device
Handcuffs (2 pairs)
Goggles

BACKGROUND

Depending on the circumstances, you were either elected, or, if your post is further away from Capital City, you "fell into" this job. You represent the voices of your people, and you've now had about a year's worth of experience as an overseer. You've grown to learn that no matter what the issue there are two different sides mad at you at all times: the city's Council members, and the citizens themselves. Odds are you're now looking for a way out of this thankless, dead-end job that lands you a lot of the blame, and hardly any of the credit.

PERSONALITY

You're considered cynical or extremely blunt, because that's what you have to be. Your job demands a lot from you, and this has impacted your outlook on Humanity. People are always fighting about something!

OBJECTIVES

Your primary goal is upholding the law and to act as the Prefect, representing the people within your territory. Dispensing justice is up to the Council members, local Marshals, or the jaggers they hire.

TYPICAL QUOTE

"Listen carefully. You're either stupid, or you have a pair of steel balls to show your face here again after what you pulled…"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
2 Terk Revolvers	20/30/50	1d+48/45/42	○○○/○○○/○○○	6
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

Quick Template Creation: 7d Skills, 7 Cinema Points

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ATTRIBUTES & SKILLS

Dexterity ●●●●○○
Initiative ●●●●○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●●○○○
Vitality ●●●○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●○○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Westward
A Steampunk Western Roleplaying Game

Prospector

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **5**
Hit Points **24**

FEATURES

PERSONAL EFFECTS

Horse (Mount of personal choice at GM's discretion)
500 Bits

GADGETS

Emergency First Aid Kit
Prospector Goggles
Saddle Bag
7 Water Skins (1 week supply)

BACKGROUND

Ever since you were young, you knew you were destined to leave the comfort zone of your home, explore the unknown territories, help discover new sources of water, and establish new townships. One day a prospector visited your family's home seeking shelter for the evening and her tales of adventure instantly captivated you. Soon after that encounter, you packed your things and left, seeking adventure and prosperity of your own. The most famous prospectors tend to be born and raised on single-family ranches located deep within the Badlands. They know their land very well.

PERSONALITY

You are eccentric because it's how you survive in your trade. "Going off the map" is very much a part of your nature so you're constantly pushing yourself to improve your abilities.

OBJECTIVES

To prosper and to help expand the Known Territories by surveying land that can support the next big settlement – which will make a name for you as a prospector.

TYPICAL QUOTE

"Finding new places to settle is essential to the survival of our species! We live on an unforgiving planet, never forget that. You make one mistake and you will die."

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Shot Gun - Sngl. Barrel	15/30/45	1d+60/57/55	○○○/○○○/○○○	4
"The Thunker"	(One attachment of your choice, at the GM's discretion)		○○○/○○○/○○○	
Pick Axe		Str+40/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●○○○
Initiative ●●●○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●○○○○
Vitality ●●○○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●●○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Quick Template Creation: 7d Skills, 7 Cinema Points

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Westward
A Steampunk Western Roleplaying Game

Rockbiter

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move 7
Hit Points 48

FEATURES

PERSONAL EFFECTS

325 Bits

GADGETS

Composite Armor (Full Suit, +2d to Vitality)
2 Water Skins (2 days supply)

BACKGROUND

You keep one foot in death's door, the other barely in the real world. Your life is riveted with pain and suffering within your mind as you struggle with the horrors you see yourself commit each day. As if you watch from outside your body, you see the ravaging of other people. The one thing you have in common with this savage persona inside you is the taste for flesh. You crave the very flavor of it, letting the warm, blood-covered meat slide down your throat, filling you with an unmatched happiness. Your people fear and respect you. You are a Rockbiter.

PERSONALITY

A primal instinct of death, destruction, and violence fills your mind at all times. You constantly crave nourishment as this lust for hunger is rarely satisfied. You know everyone fears you.

OBJECTIVES

To spread destruction and misery before something takes you out for good.

TYPICAL QUOTE

"Grrrraaaaaaaahhhhhhhhhhh!!!!"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Broadsword		Str+52/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●●○○
Initiative ●●●●○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●●●○○
Vitality ●●●●○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●○○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●○○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
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_____ ○○○○○○
_____ ○○○○○○

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Westward
A Steampunk Western Roleplaying Game

Sharp

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **5**
Hit Points **24**

FEATURES

PERSONAL EFFECTS

Deck of Cards
Horse (Mount of personal choice at GM's discretion)
Several Sets of Tailored Clothing
990 Bits

GADGETS

Communication Device
Game Kit (Contains several games of chance)
Saddle Bag
3 Water Skins (3 days supply)

BACKGROUND

With a knack for games, you move to gambling like a water nymph to water. You drink of the thrill, the excitement, the loss, and the winning. You bathe in winning – it makes you feel that you're unstoppable. Reality is far from the truth. You have lost a lot of games, and you owe people money all over the place. Your life is treacherous and filled with peril. In the wrong place, you might quickly discover your debts paid with your blood instead of Bits. Life is only a game, so you might as well play.

PERSONALITY

You're constantly calculating the odds. Most of the time, you know when to fold but you often have a hard time backing down when faced with a challenge.

OBJECTIVES

To win it big. After all, isn't that the point of life?

TYPICAL QUOTE

"That's not how much I would have wagered with that hand. Okay, let's switch it up this round."

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Revolver - Med. Cal.	20/35/50	1d+30/27/24	○○○/○○○/○○○	6
"The Thunker"	(One attachment of your choice, at the GM's discretion)		○○○/○○○/○○○	
Pick Axe		Str+40/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●○○○
Initiative ●●●○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●○○○○
Vitality ●●○○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●●●○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●○○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

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Westward
A Steampunk Western Roleplaying Game

Silk

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **5**
Hit Points **24**

FEATURES

PERSONAL EFFECTS

Large Wardrobe
2 Kilos (2,000 Bits)

GADGETS

Groud Vehicle (Your choice at the GM's discretion)
Spyglass
Small Safe for Valuables

BACKGROUND

Born into a life of luxury, you experienced an easier life than many others behind the safety of Capital City's protective walls. From the beginning you were taught etiquette, nobility, and where you sat in society's social hierarchy of the extreme upper class. You attended classes at Chrysalis College and graduated at the top of your class. You know your family's history well – and how you are a direct descendant of those bridge officers who crash-landed on this planet over three centauries ago. Its now it is up to you and your family to help run Capital City's daily agenda.

PERSONALITY

You're proud of your heritage, and to others (especially outsiders) this can come off as arrogance. You desire to be the one in charge, giving the orders instead of taking them. You have many expectations from those that you travel with. This tends to make you *difficult*.

OBJECTIVES

To further your own ambitious agenda – and to remind others who you are so they do not forget.

TYPICAL QUOTE

"Bits are of no object to me, I want that mess that *you* created cleaned up. Do you understand me?"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Widowmaker Mk III	20/30/45	1d+70/67/55	○○○/○○○/○○○	1
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

Quick Template Creation: 7d Skills, 7 Cinema Points

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ATTRIBUTES & SKILLS

Dexterity ●●●○○○
Initiative ●●●○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●○○○○
Vitality ●●○○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●●○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Westward
A Steampunk Western Roleplaying Game

Smuggler

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **6**
Hit Points **36**

FEATURES

PERSONAL EFFECTS

Horse (Mount of personal choice at GM's discretion)
600 Bits

GADGETS

Communication Device
Customized Saddle Bag
Hiking Pack
4 Water Skins (4 days supply)

BACKGROUND

People rely on you to deliver what they need. Smuggling is not about breaking the law, it is about the courage you find to move goods across blockades and trade embargos. You are the reason people can live anywhere in the Badlands. People look to smugglers for their survival. You are integral to the very fabric of bureaucracy and economics across the vast wastes. A part of you is chasing something, but sometimes you think you are running away. You are not really sure what it is you seek, but the life you chose is one of survival. Most of the time you do good, however sometimes you do not.

PERSONALITY

A rogue at heart, you know your place in the eyes of society. You use your charm to land the best jobs although sometimes this doesn't necessarily work in your favor. It's tough being perfect.

OBJECTIVES

To make a name for yourself and become a legendary figure. You receive great satisfaction when you get paid handsomely for your hard work.

TYPICAL QUOTE

"Sure, I can get those friends of yours out of Hollis on time – but it's gonna cost you."

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Terk Revolver	20/30/50	1d+48/45/42	○○○/○○○/○○○	6
Shot Gun - Dbl. Barrel	15/30/45	1d+82/79/76 (Dbl. Shot)	○○○/○○○/○○○	2
Hunting Knife		Str+22/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	

ATTRIBUTES & SKILLS

Dexterity ●●●○○○
Initiative ●●●○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●●○○○
Vitality ●●●○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●●○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●○○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Quick Template Creation: 7d Skills, 7 Cinema Points

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Westward
A Steampunk Western Roleplaying Game

Techanic

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **5**
Hit Points **24**

FEATURES

PERSONAL EFFECTS

Deck of Cards
Pocket Watch (Hand Wound)
375 Bits

GADGETS

Microcore Mk1
Welding Goggles

BACKGROUND

You grew up on the outskirts of the Known Territories, within a tight community of one of the smaller settlements, and life has been routine for you. You have always been encouraged to explore your abilities by your parents, who also are techanics, and by the time you were a teenager you could build, fix, or enhance just about anything under the twin suns. Other techanics helped you find steady work, and your skills are always in demand. Through your latest jobs and experience, you've met some new friends and the urge to explore has taken a hold of you.

PERSONALITY

You grow bored of mundane tasks. Whether it's repairing broken down equipment, searching for new sources of raw silicate materials, or constructing a brand new building – you want a challenge.

OBJECTIVES

Adventure! You have an inner desire to face a real challenge, so that you can prove yourself. Your dream is to invent the next biggest thing and you're always working on something.

TYPICAL QUOTE

"Prepare yourselves for amazement and shortly you'll be asking yourself, how did I live without this?!"

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Revolver - Small Cal.	20/50/75	1d+18/15/12	○○○/○○○/○○○	6
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

Quick Template Creation: 7d Skills, 7 Cinema Points

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ATTRIBUTES & SKILLS

Dexterity ●●●○○○
Initiative ●●●○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●○○○○
Vitality ●●○○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●○○○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●●●○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Westward
A Steampunk Western Roleplaying Game

Tranquile

Name _____
Player _____
Race _____
Chronicle _____
Gender _____
Age _____ Height _____ Weight _____
Description _____

Dominant Hand _____
Cinema Points _____
Move **6**
Hit Points **36**

FEATURES

PERSONAL EFFECTS

Several Custom Outfits (Tailored for functionality)
1 Kilo (1,000 Bits)

GADGETS

Communication Device
Customized Saddle Bag
Hiking Pack
4 Water Skins (4 days supply)

WEAPONS

Left: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Right: _____
Ammo: _____
Range (S/M/L): _____
Damage (S/M/L): _____
Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
Zip Gun Pistol	5/10/25	1d+27/24/21	○○○/○○○/○○○	1
Cmbt. Knives (Concealed)		Str+22/x2	○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

BACKGROUND

You never knew your biological parents – the Tranquile handpicked you at birth – but you believe your parents were good people. It does not matter anymore; your life only goes forward, not back. The Tranquile teach an ancient way of life called Kaizen. Your childhood training prepared you for every contingency. As an adult, you work as an assassin, diplomat, jagger, mole, seducer, soldier, and spy. While your life is never dull, at times you question the motives of your orders. You wonder if you work for the Tranquile of Chrysalis or the Tranquile of Brimstone. Perhaps someday you will find out the Truth.

PERSONALITY

You project an aura of compassion which is part of your act. You are well rehearsed in concealing your emotions, and once you figure someone out, you pull on their strings to get what you want.

OBJECTIVES

YWhile you can work with most people, you're really out to further your own ambitions and to complete your assignments. Your primary desire is to directly influence the next big historical event.

TYPICAL QUOTE

"We are here to do our part, and to keep the agenda moving forward. Here are your orders from the council. You are instructed to tell absolutely no one about this."

ATTRIBUTES & SKILLS

Dexterity ●●●○○○
Initiative ●●●○○○
☐ Athletics ○○○○○○
☐ Brawl ○○○○○○
☐ Dodge ○○○○○○
☐ Heavy Weapons ○○○○○○
☐ Melee ○○○○○○
☐ Pick Pocket ○○○○○○
☐ Ranged ○○○○○○
☐ Riding ○○○○○○
☐ Sneak ○○○○○○
☐ Throw ○○○○○○

Strength ●●○○○○
Vitality ●●○○○○
☐ Climb ○○○○○○
☐ Grapple ○○○○○○
☐ Jump ○○○○○○
☐ Lift ○○○○○○
☐ Push-Pull ○○○○○○
☐ Stamina ○○○○○○
☐ Swim ○○○○○○

Persona ●●●●○○
☐ Artisan ○○○○○○
☐ Command ○○○○○○
☐ Deception ○○○○○○
☐ Empathy ○○○○○○
☐ Gambling ○○○○○○
☐ Intimidation ○○○○○○
☐ Languages ○○○○○○
☐ Persuasion ○○○○○○
☐ Willpower ○○○○○○

Intellect ●●●○○○
☐ Academics ○○○○○○
☐ Business ○○○○○○
☐ Culture ○○○○○○
☐ Law ○○○○○○
☐ Medicine ○○○○○○
☐ Politics ○○○○○○
☐ Search ○○○○○○
☐ Streetwise ○○○○○○
☐ Survival ○○○○○○
☐ Tactics ○○○○○○

Aptitude ●●●○○○
☐ Communication ○○○○○○
☐ Demolitions ○○○○○○
☐ Engineering ○○○○○○
☐ First Aid ○○○○○○
☐ Navigation ○○○○○○
☐ Operate ○○○○○○
☐ Piloting ○○○○○○
☐ Security ○○○○○○
☐ Vehicle Weapons ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Quick Template Creation: 7d Skills, 7 Cinema Points

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Westward
A Steampunk Western Roleplaying Game

Westward

A Steampunk Western Roleplaying Game

CHARACTER

Name _____ Description _____

Player _____

Trade _____

Race _____ Dominant Hand _____

Chronicle _____ Cinema Points _____

Gender _____ Move _____

Age _____ Height _____ Weight _____ Hit Points _____

FEATURES

PERSONAL EFFECTS

GADGETS

WEAPONS

Left: _____ **Right:** _____

Ammo: _____ Ammo: _____

Range (S/M/L): _____ Range (S/M/L): _____

Damage (S/M/L): _____ Damage (S/M/L): _____

Fire Control (S/M/L): ○○○/○○○/○○○ Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	
			○○○/○○○/○○○	

Quick Creation: 10d Attributes, 7d Skills, Hit Points = 12x Str, Move = Str +3, Initiative = Dex, Vitality = Str, 7 Cinema Points

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ATTRIBUTES & SKILLS

Dexterity ●○○○○○
Initiative ●○○○○○
- ☐ Athletics ○○○○○○
- ☐ Brawl ○○○○○○
- ☐ Dodge ○○○○○○
- ☐ Heavy Weapons ○○○○○○
- ☐ Melee ○○○○○○
- ☐ Pick Pocket ○○○○○○
- ☐ Ranged ○○○○○○
- ☐ Riding ○○○○○○
- ☐ Sneak ○○○○○○
- ☐ Throw ○○○○○○

Strength ●○○○○○
Vitality ●○○○○○
- ☐ Climb ○○○○○○
- ☐ Grapple ○○○○○○
- ☐ Jump ○○○○○○
- ☐ Lift ○○○○○○
- ☐ Push-Pull ○○○○○○
- ☐ Stamina ○○○○○○
- ☐ Swim ○○○○○○

Persona ●○○○○○
- ☐ Artisan ○○○○○○
- ☐ Command ○○○○○○
- ☐ Deception ○○○○○○
- ☐ Empathy ○○○○○○
- ☐ Gambling ○○○○○○
- ☐ Intimidation ○○○○○○
- ☐ Languages ○○○○○○
- ☐ Persuasion ○○○○○○
- ☐ Willpower ○○○○○○

Intellect ●○○○○○
- ☐ Academics ○○○○○○
- ☐ Business ○○○○○○
- ☐ Culture ○○○○○○
- ☐ Law ○○○○○○
- ☐ Medicine ○○○○○○
- ☐ Politics ○○○○○○
- ☐ Search ○○○○○○
- ☐ Streetwise ○○○○○○
- ☐ Survival ○○○○○○
- ☐ Tactics ○○○○○○

Aptitude ●○○○○○
- ☐ Communication ○○○○○○
- ☐ Demolitions ○○○○○○
- ☐ Engineering ○○○○○○
- ☐ First Aid ○○○○○○
- ☐ Navigation ○○○○○○
- ☐ Operate ○○○○○○
- ☐ Piloting ○○○○○○
- ☐ Security ○○○○○○
- ☐ Vehicle Weapons ○○○○○○
- _____ ○○○○○○
- _____ ○○○○○○
- _____ ○○○○○○

Westward

A Steampunk Western Roleplaying Game

MECH

Description _____

Name _____

Type _____

Cost _____ Length _____

Scale _____ Weight _____

Cargo Capacity _____ Crew _____

Hit Points _____ Passengers _____

Armor: ○○○○○○ Move _____

Structure: ○○○○○○ Acceleration _____

Mobility: ○○○○○○ Deceleration _____

Targeting: ○○○○○○

AUGMENTS

SHOULDER SOCKETS

SHOULDER SOCKETS

ARM SOCKETS

ARM SOCKETS

LEG SOCKETS

LEG SOCKETS

FREE SLOTS

WEAPONS

Name _____

Type _____

Scale _____

Fire Arc _____ Rate of Fire _____

FIRE CONTROL

Short	Medium	Long
○○○	○○○	○○○

RANGE

Short	Medium	Long
_____ /	_____ /	_____

DAMAGE

	Short	Medium	Long
✹	_____ /	_____ /	_____

Name _____

Type _____

Scale _____

Fire Arc _____ Rate of Fire _____

FIRE CONTROL

Short	Medium	Long
○○○	○○○	○○○

RANGE

Short	Medium	Long
_____ /	_____ /	_____

DAMAGE

	Short	Medium	Long
✹	_____ /	_____ /	_____

Name _____

Type _____

Scale _____

Fire Arc _____ Rate of Fire _____

FIRE CONTROL

Short	Medium	Long
○○○	○○○	○○○

RANGE

Short	Medium	Long
_____ /	_____ /	_____

DAMAGE

	Short	Medium	Long
✹	_____ /	_____ /	_____

Quick Creation: Select Chassis, Arms, and Legs. Determine Move, Acceleration, Deceleration, Armor, Structure, Mobility and Targeting. Hit Points = 24 x (Armor + Structure)

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VEHICLE

Description _____

Name _____

Type _____

Cost _____ Length _____

Scale _____ Weight _____

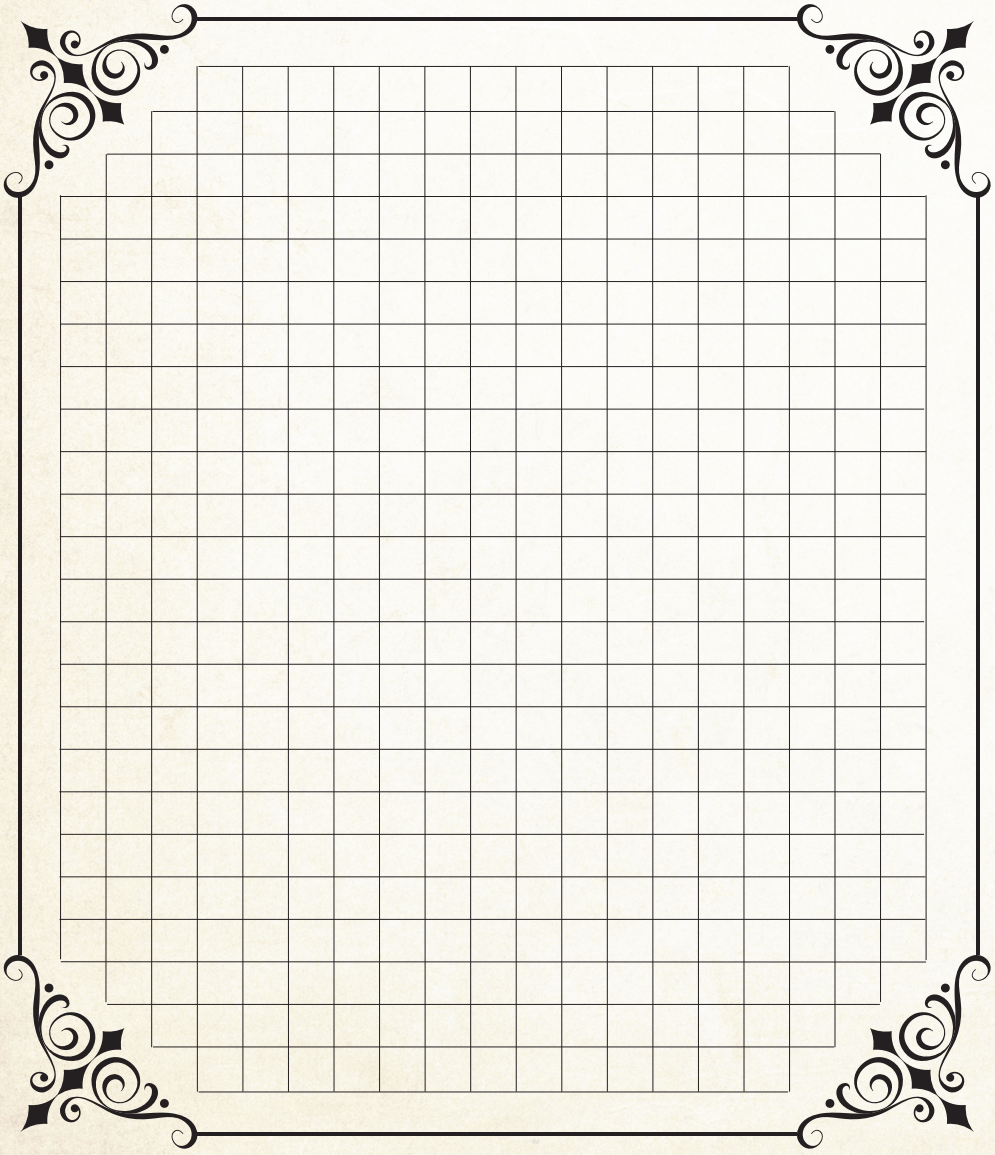
Cargo Capacity _____ Crew _____

Hit Points _____ Passengers _____

Armor: ○○○○○○ Move _____

Structure: ○○○○○○ Acceleration _____

Mobility: ○○○○○○ Deceleration _____



WEAPONS

Name _____

Type _____

Scale _____

Fire Arc _____ Rate of Fire _____

FIRE CONTROL

Short	Medium	Long
○○○	○○○	○○○

RANGE

Short	Medium	Long
_____ /	_____ /	_____

DAMAGE

	Short	Medium	Long
✹	_____ /	_____ /	_____

Name _____

Type _____

Scale _____

Fire Arc _____ Rate of Fire _____

FIRE CONTROL

Short	Medium	Long
○○○	○○○	○○○

RANGE

Short	Medium	Long
_____ /	_____ /	_____

DAMAGE

	Short	Medium	Long
✹	_____ /	_____ /	_____

Name _____

Type _____

Scale _____

Fire Arc _____ Rate of Fire _____

FIRE CONTROL

Short	Medium	Long
○○○	○○○	○○○

RANGE

Short	Medium	Long
_____ /	_____ /	_____

DAMAGE

	Short	Medium	Long
✹	_____ /	_____ /	_____

For Scale Personal: Points = 12 x (Armor + Structure), For Scale Heavy: Points = 24 x (Armor + Structure)

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Ancient scholars wrote of a journey that led a people thirty years in the desert. For us, for Humanity, it has taken over four hundred years and we've not found our promised land. We played our hand at divinity by meddlin' with the very fabric of what makes us Human. We lost that hand and cashed our chips.

We left Earth, our home. Pioneers on an interstellar wagon trail, we scoured the stars hoping to find a new land to settle. In time, on the far Western edge of the Universe, we found it. Well it might be that we found a world to hang our hats, it ain't the land of milk and honey.

Scarce prospects and civil war have fragmented the wayward children of Humankind. Some hide behind the protective walls and politics of sprawling Capital City, the last great Human technological stronghold. Others take to working the land where you live and die by the toil of your own hands. Many travel to the Frontier, taking the tramlines to the furthest reaches of Human civilization, and beyond.

This world is more vast and deadly than anyone imagined. Westward is a man's whetstone, but our ancestors were already sharp.

Westward made them hard.

- Jill Strongarm

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