

© 2002 Politically Incorrect Games. Shady Gulch: Roleplaying in the Old West is a trademark of Politically Incorrect Games and Brett M. Bernstein. All Rights Reserved.

## Natives

"I will follow the white man's trail. I will make him my friend, but I will not bend my back to his burdens..."

MANY HORSES

w ou were once part of a mighty nation. That's all over now, though. The Cavalry decimated most of your tribe's population when they refused to give up their land. You were one of the lucky few who survived. Well, sort of lucky—you are still alive, but take very little comfort in that fact. You are alone, save for a few friends and family, and try to live beside the white man in peace.

You have adopted their ways only to survive.

You live just outside of town, making a new home in the local wilds. You occasionally enter town for supplies, but never remain there for long. While the townsfolk are cold and frightened of you, they wouldn't dream of harming you. Whether out of pity or compassion, a local of both prestige and authority has taken an interest in your well being. He has offered

rules.

his friendship and protection as well as title to the land on which you dwell. You were hesitant to accept his generosity at first and feared that ulterior motives were behind it. You soon came to realize that he is genuinely kind and has proved his loyalty. You now call him a friend and even consider him a brother.

There is always a nagging thought in the back of your mind, however—*I am betraying my people by living beside those who have destroyed them*. No matter how hard you try to forget what they did and live among them, that thought always surfaces when they are around. You realize that you shouldn't hold all of them responsible, but tell that to those who have suffered and died by their hands. NEW VICE

SHADY GULCH

**ROLEPLAYING IN THE OLD WEST** 

This document is intended to be used as a player character

vocation and should be placed after page 26 of the original

Hatred The character has an extreme hatred towards an individual, group, event, or topic. Whenever the subject of his hatred is present or comes up in conversation, the character will become angered. If provoked, he will resort to violence. All deals involving the subject of his hatred will be refused unless the outcome has the potential to eliminate it.

