

*NEW TERRITORY ROLE PLAYING GAME*

*GM RULE BOOK*

Instructor: Chris Champagne

President: Claude Comair

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The purchase of Alaska in 1867 attracted three kinds of people. The first were Soldiers: they were the first Americans to make a stake in the new territory. Then came the Merchants and the Smugglers, hoping to profit from Alaska's untamed resources and distance from the central body of law. In New Territory, you can play as any of the three as you migrate to the new land. Are you a soldier traveling with his platoon from Washington DC? A fledgling merchant and his family? Perhaps your party consists of a soldier for hire and his less-than-scrupulous companions? The choice lies with you. The game of New Territory is split into two groups – the players and the GM, or Game Master. As a GM, it will be your job to run the story, introduce NPC's (Non-Player Characters), and guide the adventure. You describe everything that happens in your world and everyone in it. If you've played any other role playing games, you're likely already familiar with this role. The other group is the players. As a player, you're the hero of the story. You build your character from scratch (below) and go gallivanting about whatever adventures the GM has in store for you.

Your story will start wherever the players and GM like. If they choose to start in the continental US, players must proceed to San Francisco and catch a ship to Skitva, the US's only major hold in Alaska at this time. What happens along the way is up to the GM. Alaska and the American West is a lawless land: what order there is comes from the strict rule of the Gun – and no one is guaranteed a trial before execution.

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This is the GM's version of the rule book. It has everything in the Player's book as well as specific rules for prices, items, poisons, and diseases. You are about to see just how many decisions rest squarely on the GM's shoulders. As the GM, it is your responsibility to make sure the game progresses. You have to be the referee, the storyteller, and the guide for the whole game. While it's a lot of responsibility, it also entertains certain privileges. Anything you say as a GM goes even if, in some odd cases, it goes against what is written in this book. Your word is the final law, and it is your right to modify the rules of the game in whatever ways you see necessary. Obviously, for the enjoyment of the group you should be selective in choosing when to throw out a rule or add in a new one – this is a rules book for a reason, and 99% of the time both you and the players need to follow them. But if something is not working for your party, you are well within your bounds to disregard it.

It is also your responsibility to make decisions on how the game goes or the outcome of player actions. When or if they get sick, it often falls on you to decide with what (It's often on you to determine if their actions lead them to illness to begin with). Use common sense with these decisions. While this book cannot go over every circumstance possible, it often does not require a rule book to detail the consequences of walking into a plague ridden town or eating a carcass that has been lying in the desert sun for weeks on end. In the same vein of thought, it is also up to you when to level the players. Try to arrange encounters for them so that they hit level five right before the climax of the story, yet don't avoid letting them level altogether. There will be sample scenarios, towns, NPC's, and enemies at the end of the book for the GM to consider. And with that, enjoy!

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**PART ONE: SETTING UP A CHARACTER**

-----ASSIGNING A JOB-----

The first step to setting up your new character is deciding what you want him/her to do. There are three jobs available to you in New Territory, but are by no means restrictive. They're more general categories to fall into. Each character chooses a Job and starts that job at level one. Levels represent generally how good your character is, and how much experience they have. Unlike most RPG's, leveling doesn't significantly increase your character's ability in combat, although they do get slightly harder to kill.

Soldier – The best way to describe soldiers are as the fighters, the lawmen, and the mercenaries. The best stat to focus on for soldiers is Constitution. A Soldier character could be a mercenary hired to keep a family safe, or a sheriff sent to serve a new frontier town. Even an untrained fighter would fall into the Soldier job. Some bandits might fit into the Soldier job but most are Poachers. In general Soldiers tend to be more combat oriented than the merchant and Poacher classes and don't try to talk their way out of conflict as much as the other classes do.

Soldiers get a +4 to their Constitution score and the following abilities depending on their level.

Level	Rank	Class Abilities	Stat bonuses
Level One	Bronze Rank	Unarmed Combat – Soldiers are trained in using their fists to pummel enemies. Instead of using a 4 sided die for damage with their fists, Soldiers instead use a six sided dice, and can deal Lethal damage if they choose to.	
Level Two			+1 DEX score
Level Three	Silver Rank	<i>Unarmed Combat – Fists now use an eight sided die for damage.</i> True Shot – Through diligent practice, Soldiers become better shots than the other classes. Soldiers get a +1 bonus to Attacking with any firearm. (See Attacking, page 11)	+1 CON score
Level Four		Diehard – At this level your soldier is starting to get a reputation for being rather hard to kill. In any instance where your character would take direct CON damage, he instead takes ¾ of that damage.	+1 DEX score
Level Five	Gold Rank	<i>Unarmed Combat – Fists now use a ten sided die.</i> <i>True Shot - +2 bonus to hit with any firearm</i> <i>Diehard – Your Soldier now only takes ½ direct CON damage.</i> Commanding Officer – Your soldier has a general's presence, and people find themselves naturally intimidated into doing what you want. Instead of your WIS bonus, you soldier can now use their CON bonus for the Lie, Barter, Perception, Perform, and Tame Animal skills.	+2 WIS score

Merchant – Merchants can be business men, doctors, blacksmiths, sailors, traders, hunters, anything. The body of people in the world falls in the Merchant job and is the most civilian of the jobs.

The best stat for the Merchant job to focus on is Wisdom. Merchants generally try to talk their way out of a fight, although not all Merchants avoid combat – some high ranking military officers fall into the Merchant class. While merchants aren’t built for combat, they have the highest social rank and people skills of the Jobs. For example, politicians fall into the Merchant class.

Merchants get a +4 to their Wisdom score and the following abilities based on their level.

Level	Rank	Class Abilities	Stat Bonuses
Level One	Bronze Rank	Choose Trade – At first level, your merchant chooses any one of the Skills. This is known as your Trade. At each level your character receives a bonus to their chances of succeeding at that trade. This is called, naturally, your Trade bonus and is factored into making every skill check involving that trade. Trade bonuses stack. So at 2 <sup>nd</sup> level you get +5 trade. You level up again, and at third you get +10 trade, making a +15 bonus for every skill check that is your trade.	
Level Two		+5 Trade	+1 DEX score
Level Three	Silver Rank	+10 Trade Fast Thinker - You’re really good at spilling crap to get people to do what you want. Once per day on any Lie or Barter skill check, if your character fails, you may re-roll the Skill check.	+1 CON score
Level Four		+5 Trade	+1 CON score
Level Five	Gold Rank	<i>Fast Thinker – You may re-roll failed Lie/Barter checks twice per day.</i> +10 Trade Experienced – Your experience now guides you as much as your gut does. Instead of using the DEX modifier on a skill, your Merchant may now use their WIS modifier instead. Branch Out – You may choose a second skill and gain half your total Trade bonus to that skill.	+2 WIS score

Poacher – Poacher is the most general of the jobs. Sample Poachers could be smugglers, bandits, master thieves, or dishonorably discharged soldiers. While most Poachers aren’t exactly law abiding citizens, there are Poachers that fall into legal occupations like fur traders, detectives, trackers, and cowboys. Even the occasional noble bandit would be a poacher, although those are few and far between. The best stat to excel in as a Poacher would be Dexterity. Poachers strike a good balance between being able to talk and fight their way out of a situation, though they don’t excel anywhere.

Poachers get a +1 to their Wisdom and Constitution, and a +2 to their Dexterity score in addition to the following abilities based on their level.

Level	Rank	Class Abilities	Stat Bonuses
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Level One	Bronze Rank	Deft hands – Your Poacher is rather skilled at using their hands quickly and accurately. Poachers get a +2 bonus to any skill that uses a DEX modifier and to drawing their weapons first in Combat if the weapon draws on a DEX modifier.	
Level Two		Creative – Your Poacher is always thinking outside the box to be better at what they do, even during combat. Choose attacking or defending. You get to add 1 to all rolls of that type. Once you choose attacking or defending, you can't add to the other or switch between them. (See Attacking, page 12)	+1 WIS score
Level Three	Silver Rank	<i>Deft Hands - +4 bonus to Draw</i> <i>Creative - +2 to attacking/defending</i> Fast talker – Your poacher can approach NPC’s with such a torrent of words they’re often left tongue tied. NPC’s lose their WIS bonus to any comparative Barter or Lie checks they make. (See Comparative Skill Rolls, page 15)	+1 CON score
Level Four			+1 WIS score
Level Five	Gold Rank	<i>Deft Hands - +6 to Draw&amp; Skills w/ DEX</i> <i>Creative - +3 to attacking/defending</i> <i>Fast Talker – NPC’s lose their WIS bonus and suffer a penalty equal to what that bonus would have been.</i> Infamous – Your player is known far and wide for their deeds. You get to add your DEX bonus to all Perform, Intimidate, Lie, and Barter checks.	+2 DEX score

-----EXPLAINING THE RANKS-----

You probably noticed how at every other level, players go up a Rank. At each rank, players get a bonus to their existing abilities. These increases are standard, based on the nature of the ability. So take the Soldier’s Unarmed Combat ability, which he attains at Bronze rank. When the Soldier hits silver Rank his unarmed goes up one die step, from a six sided die to an eight sided die. At Gold Rank, those die goes up one more step to a ten sided die. The bonus a player gets at each rank is explained in the italicized text.

-----LEVELING UP-----

When your character levels up is up to the GM. Characters should level up when they have done something monumental or worth noting. Actually getting to Alaska would be cause to level up. Beating a bear to death with your fists as a level one Merchant might be cause to level up. Saving a town from bandits might be another. Leveling up does not significantly increase the PC's combat ability – rather, it's more of a story award.

-----RACE/GENDER-----

The race and gender of your character have no consequences to your character's basic abilities, but are important in some game play terms and thereby more than just flavor. Some races are more susceptible to certain diseases than others (the Indian's susceptibility to smallpox) while others face discrimination in the game world (like a Chinese or African Americans). Bear these facts in mind when choosing your character's race and gender:

- Women generally weren't... "encouraged" to take up careers involving combat and were often faced discrimination and even assault if they strayed from the norm.
- African Americans, Chinese, Indians, and Scottish people were faced with particularly hard discrimination and might have a hard time dealing with other NPC's in the world.
- Indians will get along well with members of their own tribe, but were often faced even greater hatred and warfare between different tribes than with Westerners.

Naturally, some aspects of historical context can be downplayed for the game's enjoyment, based on the group and their desires.

-----EXPLAINING THE THREE STATS-----

There are three stats that your character possesses:

Constitution – CON for short. Constitution is your character's physical toughness and general ability to stay alive. Your character's constitution score is related to their Providence (effectively HP, see Providence, page 8) and resistance to disease, so regardless of your character's job it's important to have at least a decent CON score. If your character's CON score is damaged, it will also affect their strength in other areas. You only have one body, after all. If you want your character to be a hard drinking, fist fighting lone wolf then CON is right for you.

Wisdom – WIS for short. Wisdom is a blanket term for your character's raw intelligence and social intuition. Those with a high wisdom score are generally popular and easily manipulate others. In many cases it's even better to have a high WIS score over a high CON – all the better to talk your way out of fights, or turn would be enemies to friends in a pinch. If you want your character to be the charismatic traveling salesman who could talk a crowd into paying for the opportunity to lick your boots, WIS is right for you.

Dexterity – DEX for short. Dexterity is your character's speed, sleight of hand, and general physical aptitude (as opposed to ability, which is CON). Those with a high Dexterity score tend to be better fighters because they can draw their guns faster, hold them steadier, and swing their blades more accurately. Those with higher DEX can also pick pockets, locks, or whatever else they desire. DEX is a good general ability score that rivals the importance of CON in combat, depending on your character's priorities. If you want your character to be the rogue dead-eye shot who bandits and lawmen alike fear and respect, DEX is right for you.

-----DETERMINING STATS-----

Begin by rolling two ten sided dice (2d10) five times, recording each individual result. Assign the three highest numbers to the three ability scores. By this point you should have an idea how you want your character to play, and assign the best values toward that goal.

Bonuses – to determine the bonus you get for a stat, divide the stat by three, rounding up. For example, having a Wisdom stat of 18 gives a +6 (18/3 = 6) bonus. A Dexterity score of 11 gives a +4 (3.6 rounded up). A Constitution score of 13 gives a +5 bonus (4.3 rounded up). Bonuses are modifiers you add to a dice roll whose outcome is determined by that Stat.

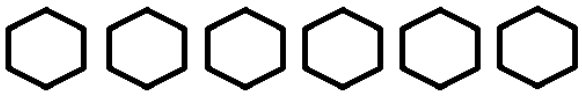
Providence – Providence is a measure of how much leeway a character gets before actually getting shot or stabbed. In player terms, it’s essentially a character’s HP. In the game world however it’s how many “grazing” blows a character takes before they start taking real damage. When a player takes damage from an attack the damage is first subtracted from the character’s Providence. If their Providence runs out the remainder of the damage, as well as any damage thereafter (until their Providence recovers) is subtracted directly from their CON score. If their CON score reaches zero, they die. Providence is calculated as follows:

$$(DEX\ bonus + CON\ bonus) * 2 = Providence$$

Recovering Providence – Providence recovers at one point every minute. For most encounters it’s safe to assume Providence has recovered fully unless another fight breaks out immediately after one has been settled.

-----UNDERSTANDING THE CHARACTER CARD-----

The character card is how you keep track of your character, his/her abilities, and equipment. The character card is divided into several smaller sections that cover what the player needs to know.

	-weapon card-	Name: _____	Age: _____	Gender: _____
	-weapon card-	Job: _____	Level: _____	Race: _____
				
		CON: _____	CON bonus: _____	Total Providence: _____
		DEX: _____	DEX bonus: _____	Remaining Providence: _____
		WIS: _____	WIS bonus: _____	
		Ammo: _____	Horse Name: _____	
		Money: _____	Horse CON: _____	Providence: _____
Job Abilities:		Items:		
_____		_____		
_____		_____		
_____		_____		
_____		_____		

The box on the far left is for anything you might want: such as drawing a picture or a description of your character. It can also be used as reference notes for what abilities do what. The hexagonal boxes are your food/water tiles. They are more or less important depending on how big of a factor realism is in your game. If a group decides keeping track of food and water in the game is not fun, they're free to ignore it. As an alternative, they could be a fun marker of how much ammo your revolver has in it. The Weapon Card boxes are where you can place up to two weapons your character is wielding – **they can only attack with cards equipped in these boxes.**

-----STARTING EQUIPMENT-----

All characters start with the same amount of money: \$35. Considering the time, this is a little better than a month's pay. The average worker makes around a dollar a day. Players are allowed to purchase whatever the GM allows them to, based on where they start the game and their character's background. (See Items, page 28)

**PART TWO: FIGHTING AND OTHER WAYS TO DIE**

-----DAMAGE-----

There are two kinds of damage your character can take. The first and far more troublesome is lethal damage. The second one, nonlethal damage, isn't as much of a problem unless it begins to accumulate. The difference between Lethal and Nonlethal damage is only important when a character begins to take direct CON damage from attacks, after their Providence has hit zero.

Lethal Damage - When a character is shot, stabbed, burned, cut, or otherwise attacked in some way the character is dealt lethal damage. Attacks by an animal such as a wolf or horse usually count as lethal damage (with some discrepancy – a house cat's bite isn't the same as a wolf's). **If a character takes lethal damage equal to or greater than his/her constitution score, the character dies.** Lethal damage heals much slower than the lesser kind of damage, nonlethal damage. Taking lethal damage does not generally count toward unconsciousness – see "Determining Unconsciousness" below.

Nonlethal damage - is damage dealt from bare fists and other such weaker attacks. Other lesser forms of injury also fall into this category. The discrepancy is up to the GM. When a character takes nonlethal damage equal to or greater than their constitution score, they are knocked out. Characters that are knocked out wake up 1d2 minutes later per point past zero (if a character's constitution score is exactly zero, they are knocked out for one minute). A character can wake up prematurely if an ally or an enemy tries to wake them up with a Heal check (See Skills, page 14). **Should a character take twice their CON score in nonlethal damage, they die** (ironically).

Providence and the Damage types – Lethal and nonlethal damage reduce a player's Providence equally.

Recovering Direct CON Damage – Your character heals at different rates based on the kind of damage they've taken and how well they've tended to their wounds. At a natural rate, a character will heal one point of lethal damage (or two points nonlethal) per day. Wounds that have been tended with a heal check (See Treating wounds, next page) heal at twice that value per day. Wounds that are infected (See Diseases and Poisons, page 16) will heal at half that rate (one point of lethal damage every two days, or one point nonlethal per day) until the infection is cured. In general however, infections will cause CON damage faster than your character will be able to recover them. Treated wounds that are infected heal at the same rate as untreated wounds, or one point of CON damage per day. Wounds that go untreated generally are those that get infected, so be sure that you have at least one member in your party that is decent at the heal skill.

Accumulating Different Damage Values – there are some instances where an unlucky character will get the crap beaten out of him in a bar fight and then immediately shot later. In this instance nonlethal and lethal damage stack. There is an easy way to convert lethal to nonlethal damage and vice versa. Nonlethal damage counts as half value for lethal damage, and lethal damage counts as twice the value of nonlethal damage. So if our aforementioned unlucky character takes first takes 4 points of nonlethal damage and then 6 points of lethal damage, they effectively have 16 points of nonlethal damage ( $4 + 6*2$ ) and 8 points of lethal damage ( $6 + 4/2$ ).

Determining Unconsciousness – In cases where lethal and nonlethal damage are mixed, it can be hard to determine if your character is unconscious or not. It depends largely on the context and what your GMs opinion is. In general lethal damage does not count toward unconsciousness, yet when your character takes lethal damage they're effectively accumulating nonlethal damage as well. So how do you tell if you're unconscious or not? It depends on the GM and what his/her intentions are. If the NPC bringing your character to that point wants your character to die, the rule of thumb is your character remains conscious until death. If the NPC has no intention of killing your character, he won't shoot or hit to kill and so at your CON score in nonlethal damage your character will fall unconscious.

Recovering From Unconsciousness – Players who fall unconscious stay unconscious for 1d2 (A d4 divided by two or a d6 divided by three) minutes per point past zero (or half their CON score). When they wake up, their Providence and CON score remain, and if damaged again they fall back to being Unconscious. Characters can recover someone from Unconsciousness by making a Heal check, difficulty as follows:

**Chance of Failing:  $40\% + 2 * \text{Damage Past Zero}$**

So for example, if a character is two points past zero and someone tries to heal him, they need to roll a Heal check higher than  $(40 + 2 * 2)$ , or 44. Characters brought back from Unconsciousness by a heal check start at half their CON score (or at their Max nonlethal damage), and zero Providence.

Wisdom and Dexterity Damage –in the event a character is sick they might also take Dexterity or Wisdom damage. Should a character's Dexterity score be reduced to zero, the character is now permanently paralyzed, the severity of the paralysis given by what GM sees fit based on the cause of the DEX damage. If his/her Wisdom score is reduced to zero, the character suffers from Insanity or mental

retardation based on the cause, as determined by the GM. In the event of either of these cases the character is effectively dead. Wisdom and Dexterity heal at the same rate as untreated Constitution damage. Wisdom and Dexterity damage cannot be treated and must heal at the natural rate (one point per day).

Treating Wounds – Characters can use a Heal check to treat their wounds to decrease their chances of getting diseased and heal damage faster. In order to successfully treat wounds you must make a Heal check higher than

$$30 \text{ (or 10 if Non Lethal damage) + (WIS + CON + DEX damage) * 2}$$

Again, an example. If a character takes 5 Points of lethal damage off their CON score in a fight, then got mildly ill and took 2 points of DEX damage, the check to treat his wounds would be  $30 + (5 + 2) * 2$ , or  $30 + 14 = 44$ .

#### -----COMBAT-----

Believe it or not, playing with loaded guns is pretty dangerous. Normal people can be shot once, maybe twice before dying. Fortunately, your characters aren't normal. Although they can take more of a beating than your average NPC, combat is still dangerous especially when you aren't able to get proper medical attention. Always remember it's an option to try and talk yourself out of a fight (the Barter skill) because fighting can end badly.

How Combat Works – Fighting is a largely verbal, role playing based process in New Territory. There is no need for character tokens or battle maps, although these can be used if it aids the Players or the GM in running combat. Players can do whatever they can do otherwise in the game during a fight, though the order is more structured. Players and NPC's take turns role playing what they do – and like always, the results are determined by dice. Combat is be divided in to 4 steps, detailed below.

1. Roll turn order – This is referred to as “Draw” on the cards. Players roll **1d10 + whatever stat they Draw on** (use the draw stat of the first weapon you'll use), and the highest number goes first. Turn order is decided before combat starts, and is preserved through the encounter. Different weapons use different Stats to determine how fast a character is on the draw with them. If players and NPC's tie, players always go first. If NPC's tie, the GM decides who wins.
2. Taking a turn – When a character takes his/her turn, it's divided into three steps: the Reactive Action, the Move Action, and the Attack action. The Move and Attack action can take place in any order the player decides, but the Reactive action always goes first.
  - a. The Reactive Action – The Reactive action is something small a player can do in response to his opponent's previous turn. If fighting multiple opponents, it doesn't matter which one. Options can be removed from or added to the Reactive Action list based on the GM's discretion – specific rules for these new moves are also at discretion of the GM. As it is, given choices for the Reactive action are:

Move a little if:	The Opponent successfully hit you with a melee attack.
Duck under nearby cover if:	The Opponent missed you with a ranged attack
Fall over and feign death if:	The Opponent hit you with a ranged attack
Disarm if:	The Opponent misses you at very close range

These moves are explained in more detail below.

- b. The Move Action – In this step players can move up to about 30 feet. If there’s a battle map, the GM should be sure to clearly point out about how far a player can move in a turn. Players should be sure to note the terrain as well. On the GM's discretion, movement can be hindered based on where a player is fighting. Instead of attacking, a player can choose to reload their weapon during the Move action.
  - c. The Attack Action – The Attack action is the main action the player takes during their turn. During this action they can fire with any weapon card they presently have on their Character card, and subtract one from the ammo they have equipped in it. Players can also reload their weapons during this phase, Duck, or change one weapon placed on their character card.
3. Attacking – In order to make an attack, players first have to determine if the attack hits. The attacker rolls a ten sided die, and the defender rolls a regular six sided die. If the attacker rolls higher, the attack lands. Otherwise, it misses. Damage is determined by the weapon card.

**Damage Dice + Damage Bonus Stat = Damage dealt**

For example, a fist (below) does 1d4 (one four sided die) + CON bonus for damage. Players roll a four sided dice once, and add their CON bonus to see how much damage they do when they hit. When a player successfully makes an attack, the damage first comes out of the recipient’s Providence. If their Providence has run dry, subtract the damage from the recipient’s CON score.

Types of Actions in Combat – Like regular game play, players can do pretty much what they want in a fight. However, some actions that may be menial in role playing have significant effects on Combat. While this leaves the game open, it also requires creativity and fairness on the Player’s and the GM’s part. Below are some sample actions a player can take during their Reactive or Move action.

*Duck* – Players hide behind a Tree, table, cart, or anything that could potentially save them from enemy fire. Depending on the cover, this offers between a 10% - 100% chance the enemies next attack will automatically miss, unless the enemy is adjacent.

*Move* – The player staggers back a few feet, presumably from being hit. This is a good opportunity to help them retreat if necessary, or get to cover.

*Fall Over* – This move is tricky, depending on the kind of fight. In melee combat it won't do much good, but in ranged combat it serves to feign death. Players make a Comparative Skill Roll against the enemy (Lie vs Perception - See Comparative Skill Rolls, page 15) to make them believe the player is dead.

*Disarm* – A character can try to do this during the reactive action if an opponent missed them at close range (within 3 feet) with a firearm. When one character tries to disarm another, they make a Comparative skill roll using either their DEX or CON bonus. If the character attempting to disarm fails, they lose their attack action for the turn. If they succeed, they steal the opponent's weapon.

-----EXPLAINING THE CARDS-----

For the most part, the cards themselves are self-explanatory. Each one is broken down into essentially four sections. The Draw section is a measure of what Stat bonus the weapon uses to determine who goes first. The Damage Section tells the player what kind of damage the weapon does. The notation for this is seen in many role playing systems, so you might already be familiar with it. Take the Fists, seen below, for example. They do 1d4 damage. The 1 on the left notates how many times you roll this die. The d stands for "die", while the 4 on the right is the size of the die. So in the fists' case, players who hit with them roll a four sided dice once to determine damage. Finally there is the D. bonus section, or Damage Bonus. That tells the player what Stat to use to add to the damage. So Fists do 1d4 damage + the player's CON bonus.

Finally, some weapons might have special attributes or text to keep track of, such as range, spread of damage, or ammo left until you need to reload. These sections are written in the italicized text, and vary from weapon to weapon. Mostly Guns make use of this section.

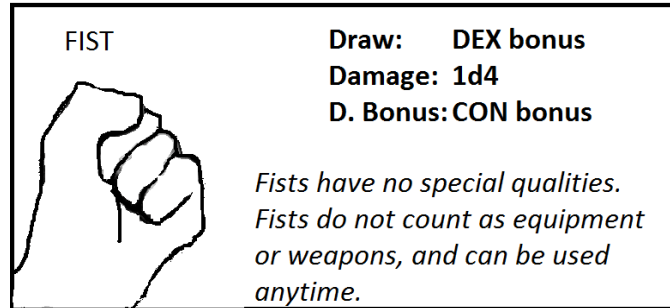
-----WEAPON TYPES-----

Gunplay – In order to fight with Guns, players must first possess them. Gun stats are listed on the Gun cards that came with the game – they do different amounts of damage, hit based on different Stats, and some have a penalty to hit at greater range. Refer to the cards for more detail.

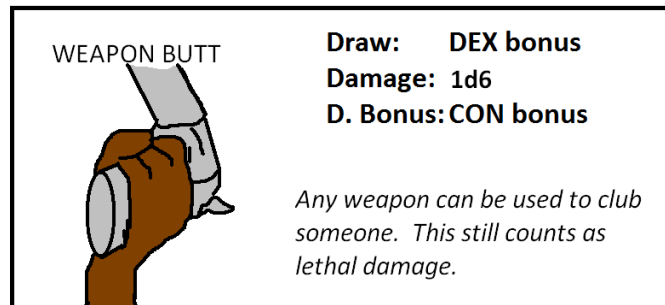
Guns can only hold so much ammo before they need to be reloaded. Reloading a weapon to full takes the Attack or Move Action. Players also need to carry ammo with them for firing the weapon.

Knives and Swords – Like Guns, Knives and Swords do damage based on what the particular weapon is. Unlike guns, they don't have ammo and never need to be reloaded.

Fists – Fists are the unique weapon in that they don't need to be bought, but do limited damage. **All damage fists do count as nonlethal.** Below is the "card" for fists. Any character can use their fists, if they have hands.



Weapon Butts – The butt of a weapon is the end that you don't shoot or stab out of, and makes for an excellent improvised club. Every weapon has a butt players can use if the need to club someone strikes them.



-----SKILLS-----

Players use skill checks to determine how well a character does at any one task. Each skill works off one of the main Stats as well as a bonus players receive based on the skills they use the most. Although the skill list is fairly comprehensive, feel free to add your own skills to a game. **Any Job can use any skill**, though Merchants tend to be the best at skill checks.

Making Skill Checks – Players have a certain percent chance of succeeding at any skill. In order to successfully use that skill, they must roll within that percent chance with percentage dice (so for example, if a player has a 25% chance of failing at something, they must roll a 25 or higher). A player's base chance of succeeding at something is based off their bonus to the stat corresponding to that skill. For a Skill a player has never used, their base chance of succeeding is calculated as such:

$$\text{Stat Bonus} + \text{Trade Bonus} +/- \text{Ease Modifier} + \text{Base Ability}(10\%) = \text{Chance of Succeeding}$$

Some skills are so mundane or difficult the players have a better or worse chance at succeeding in using a Skill – these are called Ease Modifiers, as stated above. These cases and how much they modify a skill's difficulty are up to the GM. Additionally, as players get better at skills their base ability at it (starting at 10%) increases. See below for more detail.

Comparative Skill Rolls – There are several instances where there is a direct conflict between the abilities of two characters. Such as, if two characters are wrestling for a gun, or one is lying to another (who is trying to determine if he is being lied to). These are Comparative skill rolls, and they have slightly different rules. Comparative skill rolls are usually one stat versus the other (STR bonus to STR bonus), although in some instances it can be against two different skills. (Sneak vs Perception skill, Lie vs Barter). Discrepancies fall to the GM, like always. Here's how characters make a Comparative skill roll:

**2d10 + Base Ability/Stat Bonus V.S. 2D10 + Base Ability/Stat Bonus**

The higher score always wins.

Improving Skills – The more a character does something the better they are at it. After a character makes a failed skill roll they get a certain percentage better on it, based on their existing ability for a skill check. Improving Skills doesn't take into account Ease Modifiers, Stat Bonuses, or Trade bonuses. At higher levels the Base Ability begins to increase at smaller increments. Always truncate a skill's Base Ability score if it is not a whole number.

Base Ability (for that skill)	Base ability (for that skill) increase per failure
BA >=30	+1
30 < BA <=60	+0.5
60 < BA <= 100	+0.3

Base Ability scores cannot be increased past 100% chance of success.

The Skills – The skills in this table below are the skills seen on your Character Card. Although more can be added the list given below is generally comprehensive enough for most games.

Gathering (WIS)	Gathering is a general skill used to determine how well a character can make use of any resources they have. General uses for this skill include skinning animals, gathering venom from snakes, and making general use of animals and plants.
Herbology (WIS)	Herbology is the art of recognizing what plants can be used to heal and what plants will do just the opposite. It's useful in many scenarios and is a skill Native Americans are very often well trained in.
Tame Animal (WIS)	Tame Animal is a skill that lets players herd, train, or tame wild animals. This skill also determines a character's ability to deal with animals in general from knowing how to soothe them to knowing how to react to an angry bear when completely unarmed. While some animals are easier to tame and train than others (dog vs bear) it's always useful to know how to deal with an animal even if you can't train it to do your bidding.
Healing (WIS)	Heal is the principle skill of Doctors. The Heal skill can be used to help prevent disease and recover from damage faster, as well as prevent a character from dying.
Tracking (WIS)	Tracking lets a player follow people or animals across great distances. This skill can also be used to find lost items or gathering clues form NPC's where a person or object might be.
Lying (WIS)or (DEX)	The Lie skill records how deceptive your character can be.
Bartering (WIS)	The barter skill is a player's ability to negotiate, sell, or otherwise try to reach an understanding with another NPC in the world. The barter skill is a favorite of Merchants,

	who rely on their golden tongues to sell anything they come across. Those with a high Barter skill also tend to have a better sense of when they're being duped.
Perform (DEX)	The perform skill is often used by musicians or dancers – it's a character's ability to do well at things that essentially entail showing off. The Perform skill can also be used to intimidate with a flashy display of skill or firepower.
Perception (WIS)	The Perception skill is a character's general awareness of what's going on around them. Those with a high perception skill can tell when someone is sneaking up on them or can hear and see better than those around them.
Sneaking (DEX)	The Sneak skill allows a player to move quietly. In addition to avoiding detection by humans, the sneak skill can be used to avoid animals, close doors quietly, or even hide in plain sight (usually among crowds). Picking Pockets also falls under the Sneak skill.
Open Lock (DEX)	The Open Lock skill is the player's ability to unlock doors, windows, chests, and so on without a key.
Intimidate (WIS)or(CON)	This skill is pretty self-explanatory. Be warned though, if the party unsuccessfully threatens an NPC, it may start a fight the party was trying to avoid.
Memory (WIS)	The memory skill is used to recall local folklore, remember what you were doing, or recall knowledge your character should know but the player might not remember.

-----DISEASES AND POISONS-----

The Wild West was never a very sanitary place, and is crawling with animals and plants that can kill with a bite, or be harvested. Diseases and poisons both work the same way, although the consequences of poisoning are generally far more severe. Both diseases and poisons directly damage your character's stats (unlike effects like starvation and dehydration, which affect your stat bonuses). Remember that if a character's stat is lowered, their bonus to that stat falls with it.

Determining if you are Diseased – After combat in which the character has broken skin (the result of being shot or stabbed) there is always a chance that the wound will become infected. (See Combat, page 11). Roll a percentage dice - on an untreated wound, if the player becomes infected on a 10 or less. The GM then decides what the player catches, if they can catch the disease (some diseases can only be caught certain ways). If the wound is treated, on a 5 or lower the will the wound become infected. A person's resistance to a disease, once contracted, is based on their CON score. Some diseases don't show symptoms for a number of days. The character takes no damage from the disease or suffers from any side effects at this time and cannot roll to recover from the disease during this time.

Players can also fall ill under other circumstances, such as being left out in the cold or rain. In an instance where the GM determines sickness is a possibility, they roll the same check. As stated above, diseases must be correlated to the reason for infection (IE, players can't catch Gangrene from being in the rain).

Determining Poisoned – Poisons work differently from diseases in that poisons are always contracted – there is no chance to avoid poisoning, and the effects of poisons kick in within 1d2 minutes, unlike infections which often have an incubation period. A persons' resistance to the effects of the poison depends on their CON score. Sometimes, poison is not always delivered – for example, if bitten

by a rattlesnake there is a chance it's bite will be dry, or without any venom. This is up to the GM in most instances.

Recovery from Diseases – Poisons and diseases are recovered from in the same way. Every day the diseased character makes a roll against the diseases' strength using the bonus from their current CON score (not their max CON score). In the event of a failure the disease continues along its merry rampage. On a success, the disease begins to decline. **When a disease is declining the effects of that disease wane by one point every day until they disappear.** While a disease is declining players still get to make a daily CON check against that disease's strength

**two ten sided dice + CON bonus**

If they fail, nothing happens. If they succeed the disease continues to decline one point faster from that point forward. To make a roll against a disease roll two ten sided dice and add any modifiers like a character's CON bonus. A character can still die from a disease during its declining stage.

Some doctors and traveling salespeople will have remedies for diseases. These can impart from a -4 penalty to +4 bonus to a Disease Strength roll, depending on the validity of the cure. Players will have to determine for themselves whether or not they think the cure will help. After taking the cure and applying the bonus or penalty to their next roll the bonus/penalty goes away. If they fail that roll, they need to get a new cure if they want to reapply the bonus to recovering. The benefits and penalties of cures do not stack – only the first cure taken in a day will affect the character.

Some poisons and diseases will have permanent side effects. If so, they will be listed below. Permanent side effects will haunt a character through their entire lifespan, so avoid them at all costs. On the bright side, diseases with these side effects are usually fatal anyway.

Sample Diseases and Poisons – Below is a list of sample Diseases and Poisons that were relatively common in 1867. Although this list is small, GMs are welcome to include other horrible diseases and poisons that people were at risk for.

Yellow fever

Yellow fever is fatal in about half of all contracted cases. It is believed by the populous of the world to be spread through the air and person to person contact: about 85% of those who contract it die. It takes about 3-6 days for symptoms to show, as determined by the GM. Advanced cases may have characters with a high fever, vomiting blood, suffering from organ failure, delirium, seizures, and hemorrhages. Currently in the game world, Yellow Fever is nothing less than a plague in Texas and Louisiana.

Yellow Fever is actually contracted through Mosquitoes. Players can catch it anytime.

Disease Strength	CON damage per day	DEX damage per day	WIS damage per day	Side Effects:
16	1	1	1	Dehydration: Appears two days after symptoms show. The inflicted character needs to drink twice the regular amount of

				water per day or count as Dehydrated (See Dehydration, page 27). Dehydration is non-permanent.
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Gangrene

Gangrene is a can happen after dramatic trauma is inflicted on the body, such as being shot or losing a limb. A rather serious problem, Gangrene causes the death of the tissue surrounding the wound and can lead to severe pain, discoloration of the affected area, fever and delirium. Maggots are a popular treatment for Gangrene, if amputation isn't your thing. Gangrene is unique in that if the initial Disease Strength is failed, it can't be saved for again naturally. Only a heal check using the proper methods (either Maggot treatment, which is applying maggots that will eat the dead flesh but leave the living body alone, or amputation, the removal of the offending body part) can remove the effects of gangrene. Even then, Gangrene leaves serious permanent side effects.

Gangrene is a possible disease choice if players don't treat their wounds properly (see Treating Wounds, page 11). They can't catch gangrene anytime.

(One Time Only) Disease Strength	Heal Check	CON damage per day	DEX damage per day	WIS damage per day	Side Effects:
13	65.00%	3	2	0	Rot: Half of the CON and DEX damage that Gangrene causes is permanently reduced from your character's CON and DEX score (rounding down) and never heals naturally or otherwise. Rot is a permanent side effect.

Smallpox

Smallpox is perhaps one of the most dangerous diseases of the time. Highly infectious, smallpox is usually spread before the infected individual is even aware they are sick. Smallpox can cause Delirium, backache, excessive bleeding, severe headaches, and scar tissue. Smallpox is particularly effective against Native American races who don't have years of genetic history protecting them against the disease. As a result, Native Americans catch it far more often than Westerners do. For most western adults, about 30% of the cases of smallpox are fatal. In children and Native Americans, about three times that.

Smallpox is spread through the air. Players can catch it anytime.

Disease Strength	CON damage per day	DEX damage per day	WIS damage per day	Side Effects:
20 / Native American 10 / Everyone Else	1	0	0	<p>Contagious: Smallpox is highly contagious. Those within 30 feet of an infected individual must make a roll against smallpox’s Disease Strength every day they come within 30 feet of said individual. On a failure, they also contract smallpox. Contagious is non-permanent – if the disease is in its declining phase, it loses this quality.</p> <p>Scarring: Those who haven’t brought the Smallpox infection to the declining stage after 3 days must roll percentage die. On a 10% or less, the player suffers scarring across their body and face reducing their WIS score by 3. Scarring is permanent.</p>

Plague (bubonic fever)

Despite its heyday of fame having passed in the middle ages, the Black Death is still a very real threat to those who are unlucky enough to contract it. Symptoms include vomiting of blood, muscle swelling, high fever, skin discoloration, and the famous buboes, or swollen lymph glands. The Bubonic plague is impressively contagious, and even more deadly – killing most who contract it within 4 days. The Plague has an incubation period between about one and five days - roll a 10 sided die and divide the result by 2 to determine its incubation period. During this time the Plague’s side effect Contagious is still active. If you find a member of your party has caught the Black Death, consider rolling a new party now and saving yourselves the time.

Bubonic fever is spread through fleas. Players can catch it anytime.

Disease Strength	CON damage per day	DEX damage per day	WIS damage per day	Side Effects:
22	4	0	0	<p>Contagious: The Black Death can bring countries to their knees. Those within 30 feet of an infected individual must make a roll against the Bubonic Plague’s Disease Strength every day they come within 30 feet of said individual. On a failure, they also contract the Black Death. The Black Death is contagious even during the declining stage.</p> <p>Die Hard: In order to bring the Black Death</p>

				<p>to the declining stage, a character must beat its Disease Strength twice. If they pass the first check in a day, they may make this second one immediately with any bonuses they had applied by cures. If they fail this second check, the Plague is not declining and they still must make this check twice the next day.</p> <p>Scarring: Those who haven't brought the Bubonic Plague to the declining stage after 3 days must roll percentage die. On a 30 or less, the player suffers scarring across their body and face reducing their WIS score by 3. Scarring is permanent, yet relatively inconsequential in the face of the Black Death.</p>
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Flu

Although the flu isn't generally regarded as deadly by today's standards, it has a long and complicated relationship with humanity that usually ends with a lot of very dead people – depending of course on the year and the strain. Common symptoms of the flu include headache, malaise, and vomiting. The flu mentioned here is a common strain, unlike say the Spanish Flu which killed more people than the Black Death. The Flu has an incubation period of 2 - 3 days.

The Flu is spread through the air. Players can catch it anytime.

Disease Strength	CON damage per day	DEX damage per day	WIS damage per day	Side Effects:
13	1	0	0	<p>Dehydration: Appears two days after symptoms show. The inflicted character needs to drink twice the regular amount of water per day or count as Dehydrated (See Dehydration, page 27). Dehydration is non-permanent.</p> <p>Contagious: The Flu is fairly contagious. Those within 30 feet of an infected individual must make a roll against the Flu's Strength every day they come within 30 feet of said individual. On a failure, they also contract the Flu. The Flu is noncontagious during the declining stage.</p>

Common Cold

While still potentially fatal, so is skinning a potato if you're stupid about it. People catch the common cold all the time, and it usually isn't more than an annoyance if you have enough resources to be able to rest. The cold is unique in that is unusually weak and only does CON damage every other day.

The Cold is spread through the air. Players can catch it anytime.

Disease Strength	CON damage per two days	DEX damage per day	WIS damage per day	Side Effects:
9	1	0	0	Contagious: The cold is contagious. Those within 30 feet of an infected individual must make a roll against the common cold's Strength every day they come within 30 feet of said individual. On a failure, they also contract a cold. The common cold is noncontagious during the declining stage.

Cholera

Cholera is an intestinal disease that doctors knew came from contaminated water by 1854 thanks to one John Snow. That didn't make it any less of a problem, however, as people in 1867 didn't really have a convenient way to decontaminate their water supplies. Symptoms include excessive diarrhea and vomiting. Chorea takes about 5 days to begin showing symptoms. While Cholera does little physical damage, its real danger comes from dehydration.

Cholera is spread through water. Players can only catch it through drinking contaminated water.

Disease Strength	CON damage per day	DEX damage per day	WIS damage per day	Side Effects:
14	1	0	0	Severe Dehydration: Appears one day after symptoms show. The inflicted character needs to drink three times the regular amount of water per day or count as Badly Dehydrated (See Dehydration, page 27). Dehydration is non-permanent.

Syphilis

Syphilis is an STD. It's caught when a man and a woman or a man and a man or a woman and a woman or a bunch of people of varied genders love each other very much. Syphilis doesn't show any real symptoms until about three months in, in which the infected begin to show symptoms of fever, sore throat, patchy hair loss, headaches, muscle aches, and fatigue. This is known as the Secondary stage,

and these symptoms heal naturally with time. Syphilis then takes a hiatus for up to 20 years (known as the Late stage) – after which it causes brain, eyes, heart, liver, bone, dementia, and joint degeneration. Players only make Disease Strength check against Syphilis at the start of the Secondary stage and every day during the late stage.

Players can only catch Syphilis through adult situations and it cannot be caught at any time.

Disease Strength	CON damage per day (Secondary)	DEX damage per day (Secondary)	WIS damage per day (Secondary)	Side Effects:
19	1	0	0	None.
	CON damage per day (Late)	DEX damage per day (Late)	WIS damage per day (Late)	
	1	2	2	

-----POISONS-----

Snakes – The most common way for players to collect and get poisoned is by snakes. Many different breeds of venomous snake wander around the American west. Below is a list of venomous snakes and what their bite will do to a player. Poisons work much the same as Diseases, and have side effect damage, recovery time, and Disease Strengths. Poisons can be harvested from Snakes with a successful Tame Animal check, the difficulty left to the GM.

Adjusting Disease Strengths with Poisons – Unlike diseases, poisons can be applied multiple times. For each time a player gets poisoned (such as if they’re bit multiple times) increase the Disease Strength of that poison by 2.

Eastern Diamondback Rattlesnake

The heaviest breed of snake native to North America, these monsters average about six feet long. It has brown, black, and beige diamond marks on its back and generally lives in forests near palmetto bushes – though it can live near salt or fresh water and is a good swimmer. It makes its home in old animal burrows where it often strikes without warning – leaving it with a reputation of being one of the most dangerous venomous snakes in North America. The venom causes about 20% – 30% mortality rate.

Disease Strength	CON damage per day	DEX damage per day	WIS damage per day	Side Effects:
15	2	0	0	Hypotension: for each day the recipient is taking CON damage from this Poison, they receive a compounding 5% chance of suffering from a cardiac arrest (The chance of this happening is rolled once every day). If one happens, the player needs to roll a check of 2d10 + CON bonus and get better

				than a 17. If they fail, they die instantly.
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Florida Cottonmouth

Also known as the Water Moccasin, this snake is famous for the inside of its mouth, which is entirely white in juxtaposition to their entirely black bodies. Cottonmouths are aggressive and are known to strike victims several times (usually 2 or 3), injecting an ample serving of poison. Cottonmouths like to live near swamps, lakes, streams, and ditches. Cottonmouth venom can cause severe tissue damage, if given time, but is rarely fatal.

Disease Strength	CON damage per day	DEX damage per day	WIS damage per day	Side Effects:
14	1	2	0	Rot: Half of the CON and DEX damage that Cottonmouth Venom causes is permanently reduced from your character’s CON and DEX score (rounding down) and never heals naturally or otherwise. Rot is a permanent side effect.

Copperhead

Although they’re also known as “Death Adders”, Copperhead snakes are not particularly venomous and tend to prefer to give “warning bites”, which contain little to no venom. When a Copperhead strikes for the first time, there is a 75% chance the bite has no Poison. In general, Copperhead poisons causes Pain, throbbing, and nausea. Very few people die from a Copperhead’s bite.

Disease Strength	CON damage per day	DEX damage per day	WIS damage per day	Side Effects:
10	0	1	0	None.

Coral Snakes

Coral snakes are famous for confusing people. Not all of them are venomous, though some of them are. See the problem? The difference between them works in the coloration – in fact there’s a famous adage the players can recall with a difficulty 30% Memory check to determine if a particular coral snake is venomous- "Red on black, friend of Jack; red into yellow, kill a fellow." Their red, yellow, and black bands appear in a different order based on what kind of Coral snake they are, and whether or not they’re venomous. Coral Snakes rarely kill people – reclusive (they’d much rather run than fight), their fangs are so small they can’t penetrate most leather clothing (which is relatively common in 1867). If they do penetrate however, they are incredibly venomous: victims experience relatively little pain followed by death within hours as the venom paralyzes the breathing muscles.

Disease Strength	CON damage per day	DEX damage per day	WIS damage per day	Side Effects:
23	0	0	0	Asphyxiate: If the players get poisoned from Coral Snake Venom, they make a Disease Strength check every hour for their CON bonus. If they fail all of these, they die. If they succeed once, they are immediately cured of the effects of the venom.

Poisonous Plants – In addition to the poisons listed above, many plant varieties in the west are Poisonous to humans as well. However, not all plants are poisonous in every part. Below is a chart of some poisonous plants as well as what parts are poisonous and the rank of their danger. Each rank represents a different effect of the plant’s Poison. Poisonous plants can be determined with a 15 Herbology check, or in most cases by asking locals.

4 – Ingesting these plants can cause player characters to die. Players take 4 CON damage per day, Disease Strength 18 ends. Plant poisoning does not take time to recover in a declining stage like with Diseases and Poisons.

3 – These plants can cause vomiting and diarrhea. If a player has ingested one of these plants, they count as Dehydrated (See Dehydration, page 27). Until they make a Disease Strength 16 check.

2 – The sap of these plants irritate the skin, mouth, tongue, and throat. They can cause burning pain and breathing difficulties. These plants may cause side effects in role playing only, or in whatever ways the GM decides.

1 – These plants have sap or thorns that cause rashes and irritation. Some are very painful, others just itch. These plants may cause side effects in role playing only, or in whatever ways the GM decides.

Daffodil	Bulb	1
Death Camas	Bulb	4
Fox Glove	All parts	4
Holly	Berries	3
Poison Oak/Ivy	Leaves	1
Rhubarb	Leaves	2
Spider Lily	Bulb	3
Poinsettia	All parts	3

Horse Poisons – Some common plants that humans don’t have a problem with can be deadly poison to their Equine partners. Below is a list of some of the most commonly poisonous plants to horses. Any of these plants can be identified by a successful herbology check. Horses don’t take Stat

damage like people do (mostly because the sample poisons kill them so abnormally quickly) and so many of the specifics of Horse poisoning is left up to the GM.

### Yew

Yew is an evergreen shrub with sharp looking leaves that are surprisingly soft to the touch. Female Yews grow berries in March, which turn redder in the fall. Yew mostly exists along the Coasts and in the south. They're rarely, if ever found in the Great Plains area. The entire plant is exceedingly toxic; probably one of the most poisonous plants to horses out there. As little as 6-8 ounces can kill an adult horse in about five minutes – this is because Yew keeps the heart muscles from moving. Often horses are found dead with Yew leaves still in their mouths.

### Peach tree

These trees are found all through the US, although they are prevalent in the South Western states. Peach trees are dangerous to horses in a couple of ways. First are the leaves, which produce Cyanide when damaged or wilted. The ripened fruit causes Equine Colic, which usually just leaves your horse with a stomach ache but has a 5% of twisting your Horse's intestine and killing it within five hours (Horses only catch Equine Colic if they eat five or more Peaches – GM rolls for death at this time). If the horse eats enough leaves, death can happen within minutes. The GM determines how much a horse needs to eat to die.

### Milkweed

Milkweed is the favored plant of the Monarch butterfly and is famous for bleeding a milk-like substance when damaged. They thrive in many soil types, but prefer open, sunny areas. They can also be found on high ground, river basins, and weedy patches along roads. The entire plant is toxic to horses, and extremely so. If a horse eats as much as 0.1% of their body weight (or 1 pound milkweed for 1000 pounds of horse) they'll likely die. Horses usually die one to three days after eating enough Milkweed, during which they suffer Hypothermia, bloating, seizures, and profuse salivation. Then they die, and your players get a new horse.

### Lupine

Lupine is a flowering plant that can be blue, purple, white, red, or yellow. They're usually found dry open areas and wooded areas, and are commonly found in pastures and forest trails. Lupine's Seeds and Pods are the toxic parts. Interestingly, however, Lupine causes most poisonings during the Fall and Winter months while during the spring and summer the plant loses most of its toxicity. Lupine generally doesn't cause death, but it does lead to reluctance to move, labored breathing, diarrhea, loss of muscle control, and agitation in horses. In cases where the Horse has eaten lupine over long periods of time, it can lead to a coma.

**PART THREE: GAMEPLAY AND LIFE ON THE ROAD**

-----*THE PROCESS OF STAYING ALIVE*-----

Food and Water – like any living thing, your character and anyone accompanying him/her (such as their horse) need both food and water to stay alive. While different animals need different amounts of food and water to live, in general most animals need to stop a couple of times a day to eat and drink. GMs may decide to ignore food and water as a factor in their games, which is fine. If that’s the case, these next few sections aren’t pertinent to your game.

Food/water on your character sheet – On each character sheet there are six boxes, one representing food and the other water. Your character starts out with six day’s supplies worth. Food and water can be purchased in six day quantities which only take up one slot in your inventory space. When your character uses all of their food and water boxes, they need to get more – either by hunting or resupplying from food and water they’ve already bought that’s sitting in their inventory. Every day your character is on the road, mark in the provided boxes that that day has passed, and those supplies were eaten. If your character has horses, mark one extra box per day for them if there are no areas for grazing (like in deserts). Dogs and cats take one extra food and water slot every three days.

Hunting – Most people have other things to carry with them than food. If players kill an animal (teat hunting as regular combat) of sufficient size such as a deer or bison they can fill one empty food slot. If they kill several smaller ones like rabbits they can do the same (the specifics are up to the GM, but in general small animals will pass for a meal). Water can be taken from sources like streams, lakes, and snow but players risk catching Cholera (10% chance) if the water goes without purification. The most common method of doing this is by boiling water. Don’t necessary remind them to do this.

Starvation – Not eating does not do direct stat damage but is subtracted from your bonus to that stat. Negative stat bonuses are possible. It varies widely how long a human can survive without food based on several factors like body weight, genetics, health factors (such as susceptibility to disease) and most importantly the presence or absence of dehydration. As food becomes scarcer a body adjusts its metabolism by varying degrees to make use of less energy – although it does his is still a mystery. The table below outlines some stat penalties a character will suffer after a general amount of time (as different people starve at different rates).

Days without food	CON penalty	WIS penalty	DEX penalty
~ 1 – 2 days	-2	0	-1
~ 3 – 5 days	-6	-3	-3
~ 1 – 2 weeks and beyond (starving)	-9	-9	-9
~ 3 weeks + CON bonus (excluding penalties from starvation, including penalties from dehydration)	Death		

Players can recover from starvation by eating. It's that simple.

Dehydration – Dehydration is a common side effect of not drinking anything. Dehydration penalties occur the day after a character goes one day without water. Because water is so much more important to the body than food, even players with a large CON score will only survive for a matter of days without it. In any extreme environment, or when a character is doing a lot of labor the body loses water faster than when lounging around. It's very easy to die from dehydration: for example, if a 175 pound man loses just 2.5% of his body weight from water loss, he'll suffer about a 25% penalty to his physical and mental abilities. As blood thickens it requires a person's heart work harder and the body loses its ability to function across all spectrums. When a character is dehydrated they receive penalties to their ability scores as detailed below.

Days without water	CON penalty	WIS penalty	DEX penalty
~ 1 (dehydrated)	-¼ CON bonus	-1/4 WIS bonus	-1/4 DEX bonus
~ 2	-1/2 CON bonus	-1/2 WIS bonus	-1/2 DEX bonus
~ 3 (severely dehydrated)	-9	-9	-9
~ 4 + CON bonus (including dehydration penalties)	Death.		

If a character is in favorable weather conditions and does little work, they can live for ~ 4 + CON bonus days including only half the CON penalties from dehydration. The discretion between full penalties or only half is up to the GM. Players can recover from dehydration by drinking twice the amount of water required for a day.

Sleep – Much like eating, sleep isn't generally an issue unless a character is deprived of it for some time. Characters deprived of sleep take the following penalties to their stat bonuses, not scores. Sleep deprivation is probably one of the least physically harmful things that can happen to your character, though it is still dangerous – especially in the wild. Sleep deprivation can lead to hallucinations, erratic behavior, paranoia, and trouble focusing on anything. Most people can pull off a day or two without sleep, but it becomes troublesome if extended.

Days without sleep	CON penalty	WIS penalty	DEX penalty	Side Effects:
1	0	-1	0	
2	0	-2	-1	Trouble focusing: Any Attacking or Defending roll takes a -2 penalty. In addition, players take another -2 penalty to Draw (See Combat, page 11)
3	0	-3	-2	
4	-1	-4	-3	Hallucinations: Characters begin to see things that aren't there. The effects of this are up to the GM. Players can roll a WIS check at a -2 penalty to disbelieve hallucinations. (53%)

5	-2	-5	-4	
6	-3	-6	-5	Paranoia: Characters believe that everyone and everything is out to get them. Much like hallucinations, the specifics of this are up to the GM. In general, NPC's are always aggressive and players may experience things that never happened (like being convinced a bartender is trying to poison them).

You can see a pattern with the STAT bonuses. These continue for every day a player goes without sleep (an additional -1 to all Stat bonuses every day). While it's inconclusive how long a person can survive without sleep, the general consensus is about a month. Even with Insomnia it's hard to die by Sleep Deprivation – in humans, over an extended period of time spent without sleep can lead to Micro-sleep sessions which keep the person alive. A character cannot kill him/herself by sleep deprivation because the body shuts itself down and forces sleep after about a week without it. He/she can happily kill him/herself by other methods, however. Sleep Deprivation can be cured by sleeping for at least eight hours.

-----LONG DISTANCE TRAVELLING-----

Traveling can be as hard or as easy on a game as the GM and players want. While there is a lot of traveling to be done on the way to Alaska and even once there, there is no quantifiable way to measure how long or far the Players travel for. Players are encouraged to have horses though – they'll go farther in fewer days (if time is important to them) and if food and water are important to your game they'll need to stock up on less to go farther. Additionally, Horses can be used to carry items the players don't want to have on right on them. While it's far from necessary to go over every detail of long treks from point A to B, don't ignore them entirely. The wilderness is a great bed of potential adventure, and many things can happen along the way. Note that there is a penalty for riding a horse without a saddle.

**Players who ride a horse without a saddle receive a -2 penalty to all CON based actions for each hour spent on it.**

**PART FOUR: ITEMS**

Items are a big part of game play. Some things a player can't do without the right item – you can't tie up a villain without rope or shoot him in the head without a gun. Additionally, Combat is made much more difficult for a party without any weapons. This part is split into two sections, weapons and items. Each item has a suggested price listed next to it. This number can change based on who the players are buying from, or in general when the GM wants it to change.

-----WEAPONS-----

Who doesn't love to be awesome? Having a healthy supply of weapons is a good step toward that goal. Below is a list of Items and their stats as well as cost. When a weapon has been purchased, be sure to give the player the appropriate weapon card.

#### Six-Shooter (.45 Colt) – \$17

The .45 Colt is the most commonly seen Revolver of the Old West and is the staple gun for most of its inhabitants.

(1d10 + DEX, draw on DEX)

#### Bowie knife – \$6

Bowie Knives are commonly used as bayonet blades and general utility knives.

(2d4 + CON, draw on DEX)

#### Blunderbuss – \$20

This weapon suffers a -2 penalty to hit for every 10 feet away a target is.

(2d8 + CON, draw on DEX)

#### Coach Gun – \$25

Commonly seen in stagecoaches, this weapon was the predecessor to the sawed off shotgun. It suffers a -2 penalty to hit for every 20 feet away a target is.

(2d6 + CON, draw on DEX)

#### Winchester Rifle - \$25

Known as the Gun that Won the West, this is the most common working man's rifle.

(1d12 + DEX, draw on DEX)

#### Colt Navy – \$17

This revolver was used frequently during the Civil War and is a commonly seen revolver among veterans. It fires smaller rounds (.36 cal) but is more stable than the common six-shooter.

(2d4 + DEX, draw on DEX)

#### LeMat Revolver – \$23

This weapon can fire shotgun shells as well as pistol ammo. It suffers a -2 penalty to hit when firing shotgun shells, and an additional -2 to hit for every 15 feet away the target is. Players must specify what kind of ammo is in the chamber at any time.

Pistol: (1d10 + DEX, draw on DEX)

Shotgun: (2d6 + CON, draw on DEX)

#### Butterfly Knife – \$4

A weapon favored by the most dexterous of rogues. It's easy to conceal – NPC's need a Perception check of 70% to notice a concealed Butterfly Knife.

(1d4 + DEX, draw on DEX)

#### Claymore – \$50

A rather large sword. Characters need a CON score of at least 15 to wield this weapon.

(2d10 + CON, draw on CON)

#### Machete – \$10

A versatile, if a little blunt, blade used frequently by travelers.

(1d8 + DEX, draw on DEX)

#### Katana – \$100

These weapons are famous for being able to cut through human bone like a hot knife through butter. Each one is a masterpiece, and difficult to find in Western America.

(3d10 + DEX, draw on DEX)

#### Sword – \$21

A generic western style sword. They're not hard to find, but people will still think you're a little strange for carrying one around.

(1d10 + CON, draw on DEX)

#### Bow – \$8

A bow designed in the same style as those commonly used by Indians who can't afford firearms or are too stubborn to give up the old ways.

(1d6 + DEX, draw on DEX)

\$2 for ammo box – contains 30 rounds. Ammo boxes cost the same for all ammunition types. The type of ammo must be specified at the time of purchasing it. Bow ammunition costs \$1 for 30 arrows, and have a 50% chance of remaining usable after being fired.

-----OTHER ITEMS-----

Being well equipped for the road is just as important to persevering your life as being able to defend it. These items below will help you do just that. While their effects are not explicitly detailed for the most part, anyone who can rub two sticks together are generally capable of figuring out why an item might be useful to have in their possession.

#### Rope - \$1 - \$3

Rope is pretty much good for anything. The rope listed here is 50ft of regular hemp woven rope. This rope can be broken if players can roll a 1d10 + CON bonus and get over 23.

#### Tent - \$5

This is a common tent that protects the user against the elements, likely reducing the chance of getting sick.

#### Cart - \$20

A basic wooden cart, it can be used to carry supplies or people. About 8 people can fit on a cart of this size with relatively little elbow room. It has varied usefulness based on how literal your GM wants to make carrying items, but is a convenient way to get an entire party around on one horse (even if it'd look a little off).

#### Horse – \$10 - \$150

Horses vary in price and ability based on where and from whom you buy them. Although horses tend to be very cheap in the west due to the many ranches (there's an old saying that goes "A forty dollar saddle on a ten dollar horse") Horses on the Eastern seaboard tend to be rather expensive. The Average horse costs about \$37.

**Players who ride a horse without a saddle receive a -2 penalty to all CON based actions for each hour spent on it.** This penalty lasts for one day.

#### Saddle – \$31

Saddles make riding a horse far more comfortable, although they are not necessary. They remove the CON penalty for riding horses.

#### Food/water (6 day supply) - \$3

A six day supply of food and water take up one inventory spot on the character card, but last for six days.

### **PART FOUR: SAMPLE HOOKS AND ENEMIES**

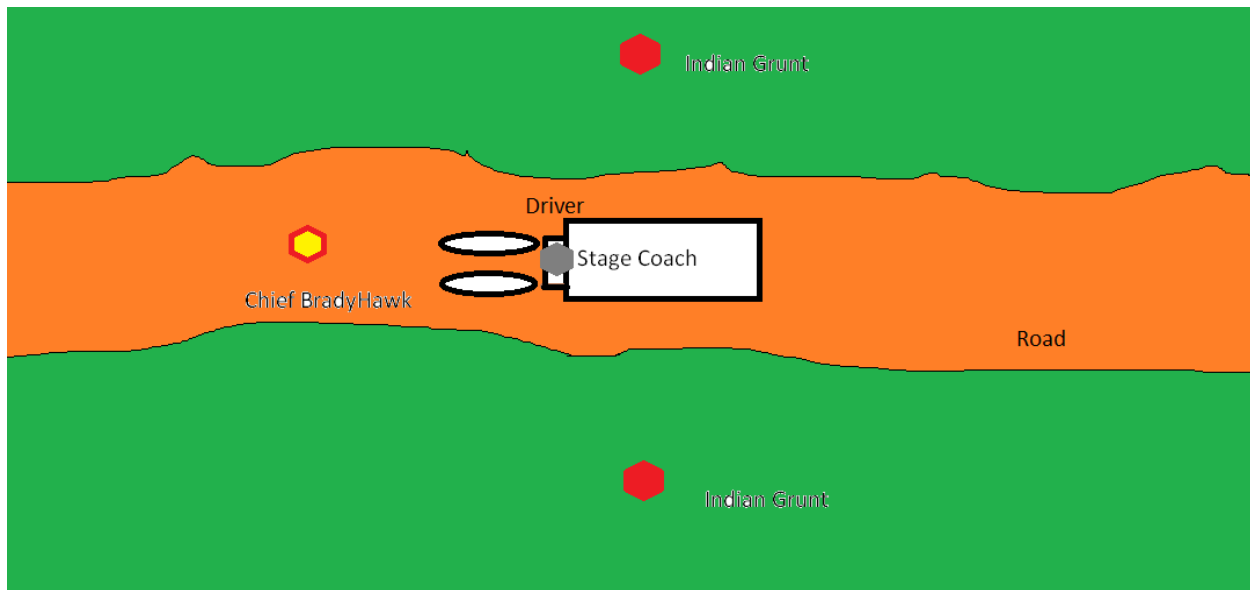
Sample Scenario: BradyHawk's Stickup – Below is a sample scenario the for the GM to follow so that both the players and the GM can get a feel for the game. This scenario is about a stagecoach robbery the players are victim to. They can be on the stagecoach for a number of reasons – the most likely is they hired the stagecoach to make it to the next town. Be sure to read the scenario thoroughly before presenting it to the players.

*“As the Stage Coach rattles toward the next town, your part is left with nothing but the sound of wheels clattering across the road while the Coach driver, sitting in front, sings to himself a bit obnoxiously. Now would be a good time for your party to introduce themselves to each other...”*

Let the players chatter for a while. This time is critical for them to experiment with their new characters and see who they really are. If they ask about the surroundings, tell them they’re traveling in the grasslands. Hills surround them on both sides, reducing the distance they can see their surroundings. If they ask the coach driver to shut up, he does so with an apology. Wait until things die down to continue.

*“As you finish your introductions the Stage Coach driver brings the car to a sudden halt. His obnoxious singing has come to a stop as well. Out the windows, your party can see one Indian on each side of the Cart, standing on the surrounding hills, Winchester Rifles at the ready. Your party hears a voice from outside the party’s field of vision introduce himself as Chief BradyHawk. From what you can tell, he’s addressing the stage coach driver. He commands the passengers and the driver exit the car and leave their weapons and valuables.”*

Sample Map:



Let the players act now. If they leave the Stage Coach and ask for a description of the Chief, tell them this:

*“Chief BradyHawk is an aging yet still intimidating man. Standing at about 6’ 1”, he’s rather tall and evenly muscled. He’s dressed in colorful Indian Warrior Clothes, designed to be large and intimidating – at least to people of his culture. He carries with him a Winchester Rifle – pointed straight at you.”*

The two most likely paths they’ll take are trying to negotiate or fight their way out. If the players decide to leave all their valuables, they’re free to, but be sure to conveniently mention how your players can see the tracks they leave behind them. They lead to his village. Most likely though they’ll try to Negotiate. The Stagecoach driver will let the players do what they want, he’s too scared to intervene. If the players try to intimidate or lie to Chief BradyHawk, he automatically gets a 30 – he’s not having any of it. They’ll likely fail: this will make him harder to negotiate with. A barter check of 68% will get him to leave with only their weapons and ammunition. The players aren’t likely to be happy with this.

If the players try to negotiate, have Chief BradyHawk go right into explaining his reasons for robbing them. As he puts it, they’re getting close to his Tribe’s Reservation, and he knows Westerners have a history of breaking promises. So he’s making sure your party isn’t a problem. Now, if they ask why he doesn’t just kill them, he responds (reluctantly) his daughter made him promise not to kill anyone unless it was necessary. The players could work with this. If they’re having a hard time talking their way out of this encounter, nudge them in this direction. They can use this info to make fast friends, or maybe talk him into believing they aren’t a problem. When the adventure gets to this point, let it play itself out. The players might want to make more of this setting then necessary: that’s fine. I’m sure you’ll have fun inventing BradyHawk’s tribe as the players meet them.

There’s always the chance a fight will break out. If so, here are the stats for Chief BradyHawk, the Stage Coach Driver, and the two grunt Indians. If it does come to combat, the Stage Coach Driver will aid the players.

<u>CHIEF BRADYHAWK</u>	<u>STAGECOACH DRIVER (PHILLIP)</u>	<u>INDIAN GRUNT (x2)</u>
Lv 3 Soldier	Lv 2 Poacher	Lv 1 Soldier
CON 17 (+6) DEX 16 (+6)	CON 11 (+4) DEX 16 (+6)	CON 9 (+3) DEX 8 (+3)
WIS 15 (+5)	WIS 9 (+3)	WIS 7 (+3)
Providence: 24 Rank: Silver	Providence: 20 Rank: Bronze	Providence: 12 Rank: Bronze
Weapons:	Weapons:	Weapons:
Winchester Rifle	Coach Gun	Winchester Rifle
(1d12 + 6, draw +6)	(2d6 + 7, draw +8)	(1d12 + 3, draw +3)
Fists	Abilities: +1 Attacking	Fists: 1d6 + 3, draw + 3
(1d8 + 6, draw +6)		
Play him as: Gruff, straight talking.	Play him as: A follower, someone with no spine unless others show it first.	Play them as: They don't speak English, and have nothing intelligent to say anyway.

Sample Scenario Two: Tinglit Indians and the Pirates of the West – Another sample scenario you could throw at your players, this takes place on the boat between San Francisco and Skitva. The Tinglit

Indians were a group of seafaring folk who lived on the shores and waters between Alaska and the rest of the United States. In their tongue they are known as “The People of the Tides”, and have historically, once or twice, raided ships off their coasts and taken it's crew hostage. In this scenario just that happens to your players. As always, be sure to read every part of this scenario before giving it to the players. Lead off by reading this to them:

*“Not long after your ship takes you past the shores of Washington territory, your group notices one of the sailors call the captain's attention to the Starboard side of the ship. Off in the distance, you see what looks like a merchant vessel sailing towards you, except that it has no flag raised. The captain stares at the ship quietly for a second, then an expression of horror grows on his face. ‘...Pirates!’ he calls out to the crew. The passengers and the crew scramble from the deck, taking cover inside the ship. Only the captain remains on Deck to fight the Pirates. What do you do?”*

**Part I:** Chances are your group will either want to fight against the pirates (the captain has no problem with this, as he's the only one brave enough to fight and he knows he can't do it alone) or hide in the ship with the rest of the civilians. If the players choose to hide, skip to Part II. If players inquire who the Pirates are, the Captain tells them it's most likely Tlingit Indians. They've been known to raid defenseless merchant ships hoping to profit off of the US's immigration to the New Land in Alaska. Eventually, the stolen Merchant ship pulls up, and the Pirates attach the two ships via Grappling Hook.

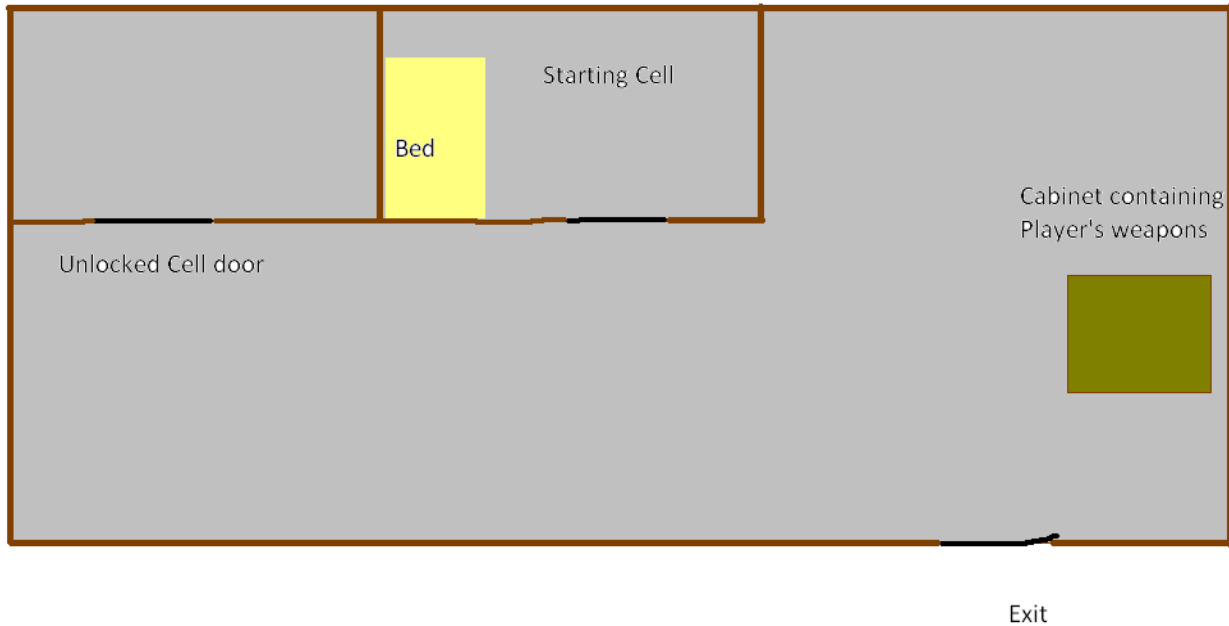
*“The Pirate's ship pulls in close to your vessel, and you can see Men on the other boat throw Grappling Hooks onto your ship, pulling the two within boarding Distance. Men then begin to then spill onto your deck from the Other ship, dressed in Animal Furs and carrying an assortment of weaponry, most of the Melee. They waste no time in attacking the Captain and your characters.”*

Now begin combat between the Players vs the Pirates. All of their stats are below. **The Pirates attack the players and the Captain with Non-Lethal attacks!** They do lethal damage to everyone else. If the players win, the Captain thanks them and pays each character a bounty of \$50. This might also be cause to level up. Part II assumes the players lose.

**Part II:** If the characters hide from the encounter, assume the Pirates win. They then break into the ship and capture the players, killing the other Civilians. The players are then tied up with Rope and hauled back to the Tlingit village, where they are thrown in Jail and their equipment taken. There is a guard they can talk to, who also has the keys to their cell (The players need to roll an Open Lock skill of 90% to pick the lock). If they talk to him, he tells them they're planning to the characters and the Captain either back to the government or as Slaves to the highest bidder. Eventually the guard leaves at night, and the Captain speaks to the players.

*“The Captain of your ship turns to your group, and speaks quietly to them. ‘Listen to me, I think I may know a way out of this place. I've heard stories from survivors about the layout of this village – I think I may be able to lead us to the Docks, and we can escape on one of their vessels. We just need a way out.’”*

The players are then invited to try to pick the lock, or ask what's around them. If one does, tell them the ground and walls are made of wood. There is a bed as well, though the floor under the bed looks peculiar. If the players investigate, they can see the floor under the bed and the wall adjacent to it has been eaten away by termites, and could easily be broken through. If they crawl into the adjacent Cell, the door is unlocked. Once the captain is out, he heads straight to a cabinet in the Cell that contains all the player's equipment. The cell is laid out as such:



The Captain then leads the party through the town. It is night, and too dark to see anywhere but immediately ahead of you, so don't let the players see the town map. Be sure to have them roll for the Sneak skill, and if they do really badly don't be afraid to have them get caught by maybe one Indian. The town is laid out outside of this document, but it's clearly labeled. Players can take it wherever they want to at this point. They can run off into the woods, or sail away with the Captain and risk being caught later. They can tell the government and raid the village, or simply return to life as normal. Lead them wherever you want to.

<p><u>CAPTAIN WILLIAM LOKER</u>                  Lv 4 Poacher                  CON 16 (+6) DEX 17 (+6) WIS 17 (+6)                  Providence: 24 Rank: Silver                  Weapons:                  Bowie Knife                  (2d4 + CON, draw +10)                  Six-Shooter                  (1d10 + DEX, draw +10)                  Abilities: +2 Defending                    Play him as: Quiet, but stern. He never introduces</p>	<p><u>AVERAGE PIRATE (x3)</u>                  Lv 1 Poacher                  CON 8 (+3) DEX 13 (+5) WIS 11 (+4)                  Providence: 16 Rank: Bronze                  Weapons:                  Machete                  (1d8 + 5, draw +7)                    Play them as: Anything.</p>
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<p>himself with his name unless the players ask him specifically.</p>	
<p><u>GUN PIRATE (x2)</u>                  Lv 1 Poacher                  CON 8 (+3) DEX 13 (+5) WIS 11 (+4)                  Providence: 16 Rank: Bronze                  Weapons:                  Blunderbuss  <i>This weapon suffers a -2 penalty to hit for every 10 feet away a target is.</i>                  (2d8 + 3, draw +7)</p> <p>Play them as: Kind of Jerks, if their personality ever becomes an issue in the role play.</p>	<p><u>ALLIED SAILORS (x2)</u>                  Lv 1 Soldier                  CON 11 (+4) DEX 9 (+3) WIS 7 (+3)                  Providence: 12 Rank: Bronze                  Weapons:                  Winchester Riifle                  (1d12 + 3, draw +3)                  Fists: 1d6 + 4, draw + 3</p> <p>Play them as: A nervous bunch, eager to reach shore.</p>

-----THE SAMPLE TOWN-----

There is a sample town that comes with this game the players can use as a Hub of sorts, or a place to return to to sell loot and buy things. It can also be a starting locale for your party: or even just a sample of what a town is like in a western town. This section contains stats for it's main inhabitants, and how to role play them. This town is by default not set in Alaska, though any of the characters can be adjusted to fit in an Alaskan environment(Such as, Joseph could be trying to keep his brother from moving away from the Goldmine of opportunity that is Alaska). The town also has an assortment of less important, unnamed NPC's.

<p><u>CHARLES AVERY</u>                  Lv 2 Merchant                  CON 6 (+2) DEX 7 (+3) WIS 11 (+4)                  Providence: 10 Rank: Bronze                  Weapons:                  N/A                  Abilities: +5 Perform</p> <p>Charles runs the Inn in town. While he's not a veteran, he did get caught in a battle during the Civil War where he hurt his leg, which is why he walks with a crutch. He often visits the town doctor for Tea. He tends to be nervous, especially around armed individuals. He's a widower and the father of an 8 year old girl named Sarah. With enough coaxing, he'll reveal he was a traveling Salesman before he got shot. He still has some bottles of leftover Cure-all Serum in the back of</p>	<p><u>JOSEPH CHARLES</u>                  Lv 4 Merchant                  CON 12 (+4) DEX 12 (+4) WIS 19 (+7)                  Providence: 16 Rank: Silver                  Weapons:                  LeMat Revolver (shotgun ammo)                  (2d6 + 4, draw +4)                  Butterfly Knife (concealed, perception 70%)                  (1d4 + 4, draw +4)                  Abilities: +20 Barter checks</p> <p>Joseph is the owner of both the Saloon and the Brothel, and often spends his time in the back of the Saloon, playing cards. He's a charismatic, overbearing speaker and can sway just about anyone in town to bend to his will if he were so inclined. As the owner of both the most popular stops in town he's rather wealthy. He has a</p>
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<p>the inn. (+4 Disease Strength Checks if consumed).</p>	<p>brother who is gearing up in town to move to Alaska. Joseph is violently opposed to the idea, and would be in debt to anyone who could convince his brother to stay in Town. With enough coaxing, he reveals the reason why is that he's tired of his family wandering around the world leaving him behind and endangering themselves. Whether they like to admit it or not, every citizen in town knows he's the smartest one there.</p>
<p><u>DOCTOR NATHAN NELSON</u>                  Lv 2 Merchant                  CON 11 (+4) DEX 14 (+5) WIS 14 (+5)                  Providence: 16 Rank: Bronze                  Weapons:                  Blunderbuss                  (2d8 + 4, draw +5)                  Abilities: +5 Heal</p> <p>Doctor Nathan is a former salve owner who decided to move to Town after releasing his slaves and losing his plantation. He's a fearless optimist, and balances the nervous pessimism of his good friend Charles Avery. He doesn't have a day of official medical training, but he is familiar with how the body works after years of tending to his slaves. He's also an amateur Herbologist, and loves to go out on his own concocting new kinds of Teas. If they're any good, he sells them on the side to Bryce, the General Store owner, who then sells them to the town (or drinks them himself). Nathan has poisoned himself on more than one occasion with his own teas, and knows the local area's poisonous plants like the back of his hand.</p>	<p><u>JUDGE KEREZMAN</u>                  Lv 1 Merchant                  CON 7 (+3) DEX 6 (+2) WIS 7 (+3)                  Providence: 10 Rank: Bronze                  Weapons:                  N/A</p> <p>Judge Kerezman is a racist, a bigot, and plays the Pious shepherd. However, he's generally stupid enough to be talked into anything. He knows Joseph perhaps a little too well, incidentally. Kerezman is harboring a secret love for Sheriff Derek Bradcliffe, but refuses to say a thing about it unless roaring drunk. If the players manage to get him together with the Sheriff, he plays much a much nicer man and drops the racist act. Judge Kerezman runs the Court of Law in town with an iron fist.</p>
<p><u>MELISSA CHARLES</u>                  Lv 4 Soldier                  CON 16 (+6) DEX 13 (+5) WIS 10 (+4)                  Providence: 22 Rank: Silver                  Weapons:                  Claymore                  (2d10 + 6, draw +6)                  Fists                  (1d8 + 6, draw +5)                  Abilities: +2 attacking with any firearm, Melissa only takes ¾ direct CON damage.</p> <p>Melissa is the older sister of Joseph and David, and</p>	<p><u>DAVID CHARLES</u>                  Lv 3 Poacher                  CON 15 (+5) DEX 17 (+6) WIS 12 (+4)                  Providence: 22 Rank: Silver                  Weapons:                  Colt Navy                  (2d4 + 6, draw +10)                  Katana                  (3d10 + 6, draw +10)                  Abilities: +2 Attacking</p> <p>David is the older brother to Joseph by about a year, and works for Victor at the stables on the</p>

<p>is the most traveled of the two. She was born while her parents were traveling abroad in China, and in later years returned to China and spent time in a Monastery where she learned martial arts. While her brother Joseph was building his fortune in the frontier, Melissa continued to travel the world until she ran out of money. With no other options, she runs the Saloon her brother owns. She tends to be prickly, and often speaks of how much she'd like to get out of this nowhere town. She almost always has her Claymore on her, though she refuses to say why.</p>	<p>edge of town. He dreams of adventure like his older Sister, and plans to move up to Alaska for just that. He's tired of living in his younger brother's shadow, though he's also anxious about the journey. David can be persuaded to either say or leave. If he stays, Joseph is grateful to the players – If the players convince David to leave, he can help the players out in the Alaskan frontier. (Don't tell the players any of this, let them decide for themselves) He has his older Sister's Katana, as a gift from his sister to encourage him to leave. David plays as a moderate personality, but isn't scared of a fight or two.</p>
<p><u>SHERIFF DEREK BRADCLIFFE</u>                  Lv 2 Soldier                  CON 14 (+5) DEX 13 (+5) WIS 12 (+4)                  Providence: 20 Rank: Bronze                  Weapons:                  Six-Shooter                  (1d10 + 5, draw +5)                  Bowie knife                  (2d4 + 5, draw +5)                  Fists                  (1d6 + 5, draw +5)                  True Shot: +1 attacking with any firearm.</p> <p>Sheriff Bradcliffe is an aging, portly man who loves Cigars more than anything else. He spends his time wandering around town, making small talk and checking to make sure Joseph and Angeline are staying out of trouble. Every evening he visits Judge Kerezman and the two sit out by the rails, smoking and drinking Iced tea. Derek has a thing for Judge Kerezman but overcompensates by constantly hitting on Melissa and Amalakai, even though he's years too old for them. Melissa is the only one in town who knows Bradcliffe's secret.</p>	<p><u>AMALAKAI COTTONWOOD</u>                  Lv 2 Poacher                  CON 11 (+4) DEX 18 (+6) WIS 16 (+6)                  Providence: 20 Rank: Bronze                  Weapons:                  Butterfly Knife (concealed, perception 70%)                  (1d4 + 6, draw +8)                  Abilities: +1 Attacking</p> <p>Amalakai is one of the workers at the Brothel. She was born in Brazil, but her parents moved up to Texas when she was a girl. Amalkai has sworn to kill Melissa one day. Amalkai can be convinced to reveal why – her plan was to marry Joseph, then kill him and inherit his fortune. Melissa intervened by saying if he married Amalkai, she'd leave and never come back. Joseph, always wanting to keep his family together, refused to marry Amalkai. Amalakai has already tried to assassinate Melissa without warning on several occasions (This is why Melissa has not already left town, and why she keeps her claymore on her). Neither Melissa nor Amalkai have let anyone know what is going on between them. Amalkai is a seductive personality – a mask which quickly drops when encountered with resistance. Then she turns aggressive, her true colors. She likes to play with her butterfly knife.</p>
<p><u>ANGELINE LINN</u>                  Lv 1 Merchant                  CON 5 (+2) DEX 13 (+5) WIS 15 (+5)                  Providence: 14 Rank: Bronze                  Weapons:</p>	<p><u>RYDER STREET</u>                  Lv 1 Merchant                  CON 13 (+5) DEX 4 (+2) WIS 11 (+4)                  Providence: 14 Rank: Bronze                  Weapons:</p>

<p>N/A</p> <p>Angeline is an unusually young, intelligent girl who works the Telegraph station despite her age. She's often bored by her stale job, and so she takes to pranks. When she discovers travelers are in town (the players), she follows them incessantly, constantly asking questions. She also spends a lot of time with Charles' daughter, David, and Amalakai. She has no idea Amalakai is trying to kill Melissa, but if she found out she'd find it more exciting than anything. Sometimes she spends the day with Ryder, learning how to work trains. She looks up to Joseph for his intelligence.</p>	<p>N/A</p> <p>Ryder is an older man who runs the train station with clockwork accuracy. He tends to get snippy at adults when they bother him at work, but maintains a grandfatherly disposition toward children at all times. He has a wife, Amanda Street, who shares similar stats to him. The two of them often visit Doctor Nelson and Charles Avery. Ryder sympathizes with Joseph's goals, as he has four children who all left for different corners of the world. All three of the Charles' have a peculiar fondness for Ryder that none of them can place.</p>
<p><u>VICTOR CHAMBERS</u>          Lv 1 Poacher          CON 10 (+4) DEX 12 (+4) WIS 10 (+4)          Providence: 16 Rank: Bronze          Weapons:          Machete          (1d8 + 4, draw +6)</p> <p>Victor Chambers is the owner of the Stables on the edge of town, and a certified card shark. He's always playing with Joseph in the back of the Saloon on his off time, and usually winning more money than Joseph would like to admit. Victor disagrees with Joseph's vying to keep his family together, though he keeps it quiet around Joseph as he's in love with Melissa (it's not mutual). Victor, Jarrod, and David often go out hunting together.</p>	<p><u>JARROD PARKER</u>          Lv 3 Merchant          CON 7 (+3) DEX 7 (+3) WIS 14 (+5)          Providence: 12 Rank: Bronze          Weapons:          Coach Gun          (2d6 + 3, draw +3)          Abilities: +15 Intimidate</p> <p>Jarrold owns the bank, and is the second richest citizen in town. He is a feeble looking man, yet speaks with staunch, firm words. He manages his business by scaring people into investing in his bank. He has loads of horror stories about the bandits who roam the West, and claims to have known one such gunslinger that was the luckiest son of a Gun he'd ever seen – robbed three banks in three cities all by himself and only got shot twice. He tells the players if they have any word of his friend, let him know and he'll reward them. This bandit's name is Jonathan Slayers, and can play any role the GM wants in the story. Jarrod is engaged to the weapon store owner, Jess Surefail. Jarrod owns the Empty House in the center of town and is willing to sell it.</p>
<p><u>BRYCE NELSON</u>          Lv 2 Merchant          CON 7 (+3) DEX 7 (+3) WIS 16 (+6)          Providence: 10 Rank: Bronze          Weapons:          Bow          (1d6 + 3, draw +3)</p>	<p><u>JESS SUREFAIL</u>          Lv 2 Merchant          CON 15 (+5) DEX 8 (+3) WIS 12 (+4)          Providence: 10 Rank: Bronze          Weapons:          Everything in her store (up to the GM)          Abilities: +5 Perception</p>

<p>Abilities: +5 Lie</p> <p>Bryce Nelson owns the General Store in town and is friends with everybody there. He knows a lot about all of the town's inhabitants and is quick to share bits and pieces. Bryce loves Archery as a hobby, and will challenge the players to an archery contest, if they're so inclined. Friendly and talkative, Bryce loves to tell tall tales and gossip.</p>	<p>Jess Surefail moved to town two years ago and was so appalled by the lack of offensive power it had she set up her weapons store. Since her coming, almost every citizen of town has some kind of implementation of death. She's been trying to buy the Katana off Melissa for both of her years in town and is enraged she'd just give it away to David. She can't stand David, and refuses to talk to him even for her Katana. Jess tends to be stubborn and acidic, but turns to a kiss-up when in the presence of the Sheriff, Judge, or anyone with the legal authority to investigate where she got her stock from. Despite her attitude, she has keen senses and will pick up on the player's goals quickly. She's engaged to Jarrod, and no one in town has any idea how or why their romance blossomed.</p>
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-----SAMPLE ENEMIES-----

Below is a list of some sample enemies players might come across in their travels. GM's are free to add their own or modify the sample ones presented here. Because characters are so quick to create in New Territory, have fun playing around with different NPC's.

BLACK BEAR

Lv 3 Soldier

CON 28 (+10)    DEX 12 (+4)    WIS 4 (+2)

Providence: 28    Rank: Silver    Weapon: Claws (1d8 + 10, draw +4)

INFANTRYMAN

Lv 2 Soldier

CON 15 (+5)    DEX 12 (+4)    WIS 11 (+4)

Providence: 18    Rank: Bronze    Weapon: Winchester Rifle: (1d12 + 4, draw +4)

Fists: (1d6 + 5, draw +4)

BANDIT

Lv 1 Poacher

CON 11 (+4)    DEX 17 (+6)    WIS 12 (+4)

Providence: 20 Rank: Bronze    Weapon: Six-Shooter (1d10 + 6, draw +8)

INDIAN CHIEF

Lv 5 Poacher

CON 13 (+5)    DEX 20 (+7)    WIS 17 (+6)

Providence: 24 Rank: Gold    Weapons: Blunderbuss (2d8 + 5, draw +13)

Bowie knife: (2d4 + 7, draw +13)

Abilities: +3 Defend

RANDOM CITIZEN

Lv 1 Merchant

CON 9 (+3)    DEX 7 (+3)    WIS 12 (+4)

Providence: 12 Rank: Bronze    Weapon: Bowie Knife (2d4 + 3, draw +3)

RANDOM WILD HORSE

Lv 1 Soldier

CON 23 (+8)    DEX 10 (+4)    WIS 3 (+1)

Providence: 24 Rank: Bronze    Weapon: Hooves (1d6 + 8, draw +4)

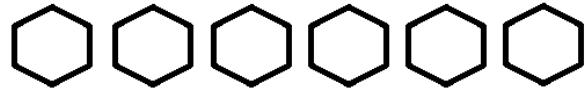
-----SAMPLE NPCs-----

The following are some sample NPC's the GM may throw at their players for whatever purpose. They're also a good example of how to fill out the character card.

	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p><b>Draw: DEX bonus</b> <b>Damage: 2d4</b> <b>D. Bonus: CON bonus</b></p> <p><small>Bowie Knives are commonly used as Bayonet blades and general utility knives.</small></p> </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>-weapon card-</p> </div>
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<b>Job Abilities:</b>	
Unarmed Combat	1d6 fist damage

Name: Snap RapsCALLION Age: 22 Gender: Male  
 Job: Soldier Level: 1 Race: Westerner



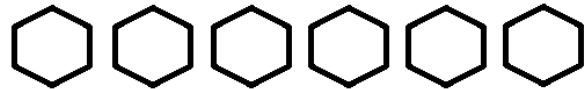
CON: 22 CON bonus: 8 Total Providence: 16  
 DEX: 15 DEX bonus: 5 Remaining Providence:  
 WIS: 11 WIS bonus: 4  
 Ammo: n/a Horse Name: \_\_\_\_\_  
 Money: \_\_\_\_\_ Horse CON: \_\_\_\_\_ Providence: \_\_\_\_\_

<b>Items:</b>	
Bowie Knife	Tent
Cart	Rope

	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p><b>Draw: DEX bonus</b> <b>Damage: 2d8</b> <b>D. Bonus: CON bonus</b></p> <p><small>Ammunition Left: —</small></p> </div> <div style="border: 1px solid black; padding: 5px;"> <p><b>Draw: CON bonus</b> <b>Damage: 2d10</b> <b>D. Bonus: CON bonus</b></p> <p><small>Characters need a CON score of at least 15 to wield a Claymore.</small></p> </div>
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<b>Job Abilities:</b>	
+15 Trade (Barter)	
Fast Thinker	Retry failed Lie/Barter check

Name: Buck Wheathin Age: 18 Gender: Male  
 Job: Merchant Level: 3 Race: Chinese



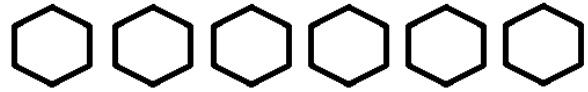
CON: 10 CON bonus: 4 Total Providence: 8  
 DEX: 13 DEX bonus: 5 Remaining Providence:  
 WIS: 19 WIS bonus: 7  
 Ammo: 30 Horse Name: Spankerz  
 Money: \$40 Horse CON: 23 (8) Providence: 16

<b>Items:</b>	
Blunderbuss	Saddle
Tent	Claymore

	 <b>Coach Gun</b> <b>Draw: DEX bonus</b> <b>Damage: 2d6</b> <b>D. Bonus: CON bonus</b> Ammunition Left: _ _
	 <b>LeMat Revolver</b> <b>Draw: DEX bonus</b> <b>Damage: 1d10 pis/2d6 shot</b> <b>D. Bonus: DEX pis/CON shot</b> The Lemat Revolver can fire either pistol or shotgun ammo. Kind of ammo: _Pistol _Shotgun Ammunition: _ _ _ _ _



Job Abilities:	
Deft Hands	+6 Draw skills
Creative	LeMat Revolver +(DEX bonus * 1.5)
Fast Talker	Suffer Penalty = WIS bonus
Infamous	Enemies get -6 to hit

Name: Mary Beltstrap Age: 25 Gender: Female  
 Job: Poacher Level: 5 Race: Western



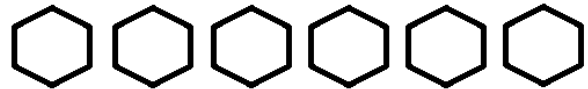
CON: 13 CON bonus: 5 Total Providence: 10  
 DEX: 20 DEX bonus: 7 Remaining Providence:  
 WIS: 17 WIS bonus: 6  
 Ammo: 43 Horse Name: Weasel  
 Money: \$168 Horse CON: 25 Providence: 9

Items:	
Saddle	Cart
Coach Gun	Tent
LeMat Revolver	Butterfly Knife

	 <b>Bowie Knife</b> <b>Draw: DEX bonus</b> <b>Damage: 2d4</b> <b>D. Bonus: CON bonus</b> Bowie Knives are commonly used as Bayonet blades and general utility knives.
	 <b>Sword</b> <b>Draw: DEX bonus</b> <b>Damage: 3d10</b> <b>D. Bonus: CON bonus</b> A generic western style sword.

Job Abilities:	
Unarmed Combat	Fists do d6

Name: Tammy Pinkerton Age: 31 Gender: Female  
 Job: Soldier Level: 2 Race: Indian



CON: 22 CON bonus: 8 Total Providence: 16  
 DEX: 16 DEX bonus: 6 Remaining Providence:  
 WIS: 15 WIS bonus: 5  
 Ammo: \_\_\_\_\_ Horse Name: \_\_\_\_\_  
 Money: \$4 Horse CON: \_\_\_\_\_ Providence: \_\_\_\_\_

Items:	
Claymore	Bowie Knife
Sword	Saddle
Tent	